

GW8

For beginning and intermediate players

7511

GAMMA WORLD[®]

SCIENCE FANTASY ROLE-PLAYING ADVENTURE

Gamma Base

by Kim Eastland



Parkinson



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Gamma Base

By Kim Eastland

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INTRODUCTION

Welcome to another adventure designed for the revised GAMMA WORLD® Science Fantasy Game. Within these pages is a complete underground adventure, starting points for many other adventures which the Game Master (or GM) can develop, extensive maps for use in both this and other adventures, new items, races, non-player characters, and creatures. This adventure can be run alone, worked into a present campaign the GM is running, or used as the starting point for an exciting series of GAMMA WORLD adventures (some currently on the market, others coming soon from TSR, Inc.). The focus of this adventure is an installation called the Pit of Despair, located in the Desperate Lands. A map of the Desperate Lands has been provided for the GM's use in this adventure and for developing his own, unique adventures.

While there are some known areas of the Desperate Lands, most of the map is unexplored and ready for the GM to develop. The Desperate Lands map shows the lands just south of the Flower Lands, which were detailed in the GAMMA WORLD adventure GW6 ALPHA FACTOR. The maps of the two lands can be combined to give the GM a large region in which he can base his campaign.

BACKGROUND

The adventure takes place in a section of Gamma World called the Desperate Lands. This vast area can be included anywhere the GM desires in his campaign. The land earned its name because it is a huge, scarred mining area which only recently (in the last century or so) has begun to reforest and repopulate. The main focus of the adventure is on an ancient military installation, possibly the last one built by mankind. The local inhabitants have no idea of its purpose or layout, except that there is a large mound in the middle of the wastes with a door in it, a door from which no one has ever returned. They have named it the Pit of Despair, for many believe there is an old, abandoned mine underneath it with an unbelievably deep pit into which explorers have fallen. Most of the information and clues provided in this adventure deal with this mammoth installation. Other pieces of information exist to further clarify the cause and history of Gamma World and the dangers that still exist within it. Still more information is provided as introductory clues to future GAMMA WORLD adventures planned for release by TSR, Inc., or as advanced information on characters or events already introduced in the first two adventures of this GAMMA

WORLD series, ALPHA FACTOR and BETA PRINCIPLE; these will always be listed as such. And, of course, there are always some undefined details, rumors, and names provided that the GM can develop into his own adventure. In regards to past GAMMA WORLD series adventures, while this adventure can be played without them it certainly is far more entertaining when the party of player characters has run the gamut of all the adventures. Information is provided in this adventure when needed to bring the GM up to date, just in case he has not read the previous adventures.

To prepare to use this adventure the GM should first study the maps.

MAPS

Map of the Desperate Lands: The large map included with this booklet represents a compilation of information provided by many explorers and agents to the Restoration Council (see *The Adventure Begins*). This map can be shared between the players and the GM. The GM must make it clear to the players that this map is an approximation, and by no means a precise, completely reliable map. If the GM wishes to add or alter the features of the real landscape somewhat, he may do so with impunity as it is quite possible an explorer was wrong about that area.

Note that there is no scale on the map, no way for the players to figure out how far they can go in one day. This is done on purpose, because different types of terrain require different amounts of time to cross. In the description of each terrain type, the amount of time required to move one inch on the map is specified. All traveling times mentioned in the following text are for a human-sized, walking bipedal character in reasonably good health in good weather. Of course, the movement rate listed should be used as a modified guideline if the character is mounted or possesses mutations that would speed movement, or if he is traveling in bad weather that would hinder movement. The GM and the players will need rulers or tape measures to measure distances on the map.

NOTE: Anyone wishing to play in this adventure as a player character should not read any further in this booklet.

Desperate Lands Terrain Types

Rivers, Lakes, and Waterfalls: This term in-

cludes the shoreline surrounding the lake. The travel rate for the shoreline is 30 minutes per map inch. The rivers flow from North to South in this part of the country. Anyone traveling against the current travels at 45 minutes per map inch. Anyone traveling with the current travels at 10 minutes per map inch. A lake can usually be traveled on at a rate of 20 minutes per map inch.

All rivers and streams are considered rapid and strong for purposes of crossing them and drowning (see the advanced GAMMA WORLD rules). The rivers and lakes are inhabited except Dead Lake and Dead River. As their names suggest, these two bodies of water have no life forms in them. Of course, flying encounters are still possible while on these dead waters. Anyone drinking, bathing, or swimming in Dead River or Dead Lake must treat the water as a mild corrosive (Intensity = 3). This water can be collected and carried as a corrosive by party members.

The waterfall from East Neverdark is called Glow Falls. It carries some of that land's phosphorescent fungus in it and, consequently glows at night. The crushing weight of the water destroys the glowing plantlife, so the river at the bottom only glows slightly. The falls are high and any person, raft, boat, etc. going over the brink will die (unless able to use flight, etc., to escape). There is a trail that runs by the falls (see *Cliffs* below) and the trail can be climbed at night because of the glow.

Ancient Freeways: These long stretches of road are remnants of the civilization that existed here before the holocaust. They are the equivalent of modern four-lane-wide highways, but made out of some strange ceramic/metal alloy that resists weathering. At one time there was a coating over the road, but that has long been chipped away or eaten off by the local denizens. The road now appears to be metal. The surface has rusted and when seen from great heights looks like a shiny, red ribbon. If the weather is clear, the road heats up within an hour after sunrise and becomes hot enough to cook or bake on within a few hours. Anyone walking on the road during the middle of the day (noon to 4 P.M.) receives 2d6 of damage for every minute on it if he is walking in bare feet. Wearing some type of normal footwear reduces damage to 1d6, but the footwear will be destroyed after an hour of this type of treatment. Only special heat resistant footwear is capable of traversing this road with no ill effects. Travel time along the road is 10 minutes per map inch.

Cliffs and Plateaus: There is one great cliff in

the Desperate Lands and it covers the north side of the map. These are the cliffs that lead up to the Flower Lands. They are referred to as the Lip of Despair by the inhabitants of both the Flower and Desperate Lands. The cliffs are dotted here and there with caves. These caves are the home for many different flying creatures who feed on the vegetation or wildlife both on the cliffs and in the lands below and above.

There is a hikeable trail near Glow Falls. This requires six hours to descend or eight hours to climb. There is a rumor that another, better trail exists, but that trail is not known to the party (the GM may place it where he desires).

These towering cliffs would take an entire day to scale and are extremely hazardous. Any time a character climbs the cliff face, he can be seen for kilometers and has very little cover to scramble under. The GM must make it clear to the party that scaling these cliffs is dangerous for anyone not trained and equipped for mountaineering.

Radioactive Area: There is a stretch of land on the map that is a radiation area. This land is barren rock and radiates Intensity 12 radiation. Nothing is known about this land. If any characters want to cross this area, the GM may stock it with radiation-loving mutants and plantlife. The area glows in the dark like the umbrella of light above most 20th-century cities. Travel time across the area is about 45 minutes per map inch because of its uneven, graveled terrain.

Normal Grasslands: These lands are normal-looking fields of grass standing 30 centimeters to 1.5 meter tall. Travel time across these fields is 15 minutes per map inch. Sometimes vision is greatly limited by an excessively tall grass field. The GM should always tell the players what height of grass their characters are wading through (he can alter the height every scale inch).

These grasses can support livestock and, unfortunately, hide an army of predators.

Rocky Barrens: The Rocky Barrens is a huge stretch of blasted badlands, a great, gouged stretch of land that is covered by rocks that range in size from tiny pebbles to boulders the size of a house. Travel time across the barrens is two hours per map inch. It is obvious the barrens offer plenty of cover and hiding places.

In the heart of these barrens the Ranseton mining camp and the Pit of Despair are located. The Ranseton mining camp will be

dealt with separately later, as will the Pit of Despair, which is surrounded by a sand field.

Red Heath: West of the Rocky Barrens is a large expanse of mutated red heath. The heath is tall (10 meters high), as tough as bamboo, and grows so thickly as to block vision. The density and height of the heath make the temperatures inside almost tropical during the normal summer and fall heat. The plants are bright red and glow slightly, but are neither poisonous nor radioactive, and pose no threat.

The same cannot be said, unfortunately, of the abundance of creatures that live in it. Most of the wildlife found here have acquired a natural red or brown-red pigmentation, including any intelligent creatures found within. This makes them extremely difficult to spot (non-heath characters or creatures are surprised on a 1 through 5 on a d6). If the GM wishes, he can develop an entirely new race of heath-dwelling creatures within the Red Heath, as an entire village could be hidden here and none would know it unless they flew low over the exact spot.

Travel time through the heath is 1½ hours per map inch.

Glowing Fungus Fields: West and East Never Dark, up on top of the Lip of Despair in the Flower Lands, are large expanses of land covered by glowing fungus. The glow is not visible by day, but lights up the land at night with an eerie, pale yellow glow that is the equivalent of dusk. Travel time across the land is slower than one might expect, 30 minutes per map inch, because the fungus grows to uneven heights and one must be careful where one steps. The fungus itself is harmless and soft to walk or sleep upon. It grows very quickly, covering a man-sized object in 8 hours, and can be lifted up from the ground like a blanket. Unfortunately, many predators use this as an excellent means of disguising themselves. Once the fungus is detached from the ground it will glow for 3 days. A torch-sized piece will cast a glow with a radius of 3 meters.

Sand Field: There are many sand fields in the Desperate Lands, some shown, some not shown. The most obvious ones are those at the foot of the Lip of Despair and the small one surrounding the Pit of Despair. The little field is like a miniature desert in the middle of the rocky barrens. The time required for crossing this tiny field, and the various hazards there, are shown on the Outside Installation Map, which will be dealt with in depth later. The

larger stretches of sand fields take an hour per map inch to cross, offer no shelter from the elements or flying encounters, and sometimes house nasty creatures such as the sep.

Normal Forest: The normal forest section are just that, stands of trees that resemble normal 20th century forests. The GM can decide, if desired, the specific types of trees in any given forest. Most of the forests in the Desperate Lands are of medium density and require 40 minutes to travel an inch.

Giant Flower Fields: The only giant flower field on the map is the Rainbow Forest atop the Lip of Despair in the Flower Lands. It is a dense field of flowers from one to twenty meters high (GM should roll 1d20 for height in meters every map inch). These flowers provide a bizarre and wondrous atmosphere to the world below their blossoms, as the sunlight streams through in different colors; fragrances are abundant. The effect of these fragrances, along with any giant variety of normal insects found in a normal flower garden, is left to the GM.

The Rainbow Forest is the largest giant flower field. It is primarily composed of giant petunias and literally forms a rainbow of ground cover as it changes hues every half inch of travel. Travel through it is very slow (two hours per map inch) because of gnarled, twisted trunks and roots that must be climbed over or bypassed by detour.

Marshlands: Perhaps the most treacherous terrain in the Desperate Lands is the marshlands. These watery lands provide havens for every kind of aquatic creature and all plants in Gamma World. Traveling a map inch through the mire requires three hours if walking/swimming or an hour by boat or raft. The marshlands are full of insects that bite and pass on diseases and fevers. Every character spending a full day in the marshland has a 10% chance of getting a disease (see disease effects in the GAMMA WORLD® rules, pgs. 26 and 28). This 10% chance is cumulative for more than one day spent in the marshlands (30% for three days, 40% for four days, etc.) Constant use of insecticides by a party will drop the daily percentage chance to 2% instead of 10%. Rumors have it that a huge army of menarls rule these marshlands, except for a town of Sleeth on the eastern most edge.

INTRODUCTION

GETTING LOST

A wandering character should tell the GM in what direction he intends to go. If he enters an area where vision is obscured, the GM should first roll a 1d10. A result of 7 through 10 indicates that he has wandered off course. This roll should then be made for every inch that he travels with his sight obscured. This roll is altered at night, a result of 3-10 indicates that he is wandering.

For every inch a character or party wanders, the GM should roll 1d8. The results of the roll, listed below, indicate the direction that he actually ends up heading. The direction can never be the exact direction that he came from, but instead will indicate that he is going around in a circle.

Die Roll	Direction
1	North
2	Northeast
3	East
4	Southeast
5	South
6	Southwest
7	West
8	Northwest

Characters who wander for four consecutive inches are considered lost.

Getting lost underground is quite easy if the characters do not mark the passages they go down (spray paint little arrows, scratch directions at intersections, etc.) or map the complex. Though this will cut their movement rate down by one-quarter, mapping a building, installation, or ruins is an integral part of good adventuring. Even if the characters just note "Enter level 2, left, right, left, open fire door onto main corridor running to the right...", it will help them more than if they try to adventure from memory.

WEATHER

The weather of Gamma World is, to say the least, a bit unusual. Though the four seasons still exist, they are frequently interrupted by unnatural weather phenomena, sometimes of a bizarre nature. The season for this adventure is either late summer, fall, or very early winter. The temperatures are usually in the high 50s or low 60s, but at night can drop down to the 30s and sometimes upper 20s. The GM should roll on the following chart about noon to see what the weather will be like for the next day. This way the GM will always know what the

upcoming weather pattern will be. Many creatures can sense coming storms, cold, etc. and prepare accordingly.

Die Roll	Weather Pattern
01-35	Sunny and clear all day
36-45	Partly cloudy skies
46-55	Partly cloudy skies with a random percentage chance of rain
56-70	Overcast skies
76-80	Overcast skies with a random percentage chance of rain
81-85	Unusual cold front*
86-90	Ice storm*
91-95	High winds*
96-00	Sand storm*

*see descriptions below

Weather Conditions Descriptions

Unusual Cold Front: Occasionally during this season, an unusually cold arctic front moves through the area. The GM should roll 1d10 to see how severe the cold front is. A result of 1-5 indicates the temperature drop is uncomfortable and leaves frost, but is no worse than that. A result of 6-8 indicates that a heavy frost has hit for at least one full day. Characters without suitable clothing will suffer a -1 CS to all actions due to discomfort. Their movement rates may be lowered by the GM, depending on what kind of footwear they have and what terrain they are in (bare feet on frozen grass would merit a movement penalty of one-half). This weather condition is treated as a Cold Attack vs. Intensity 10, Dm = 1 for every four hours out in this cold. The rivers freeze over in this condition. A result of 9 indicates a severe front, with a couple of inches of snow—treat as the 6-8 result, but as a Cold Attack of Intensity 15, Dm = 2 every four hours a character is out wandering in this weather. A light snow covers everything and the lakes, rivers, and marshes freeze over. This condition will last for one or two days. A result of 10 indicates a full-fledged winter storm has arrived for 1d4 + 1 days. The Intensity of the storm = 50 followed by a Cold Attack Intensity 17, Dm = 3. The snow is 1d6 + 3 inches deep, visibility is nil (automatic wandering if anyone goes out in this weather), and movement is dropped to one-quarter the normal rate.

Ice Storm: Treat this as the full-fledged winter storm just previously noted with these excep-

tions: instead of snow blanketing the area, ice does (encasing any and all non-moving landscape features), movement drops to one-tenth the normal rate, and a lot of plantlife is destroyed because it cannot support the weight of the ice.

High Winds: High winds in a sand field will result in a sand storm (see below); in a large floral area, such as the heather, forests, or giant flower fields, the vegetation is shaken and there is a 5% chance per hour that a plant or limb will fall on a character not taking cover in a cave or ditch (base Dm = 1-6, the greater the number the bigger the falling plant); a rocky barren will whip up enough dust to cut vision down to a few dozen meters and characters should take shelter (movement is cut to one-quarter normal and all combat by characters using sight as their principal sense is at a -5 CS); on a river, lake, or marshland the water becomes so choppy that any water craft will become swamped in 30 minutes and anyone trying to swim will have to do so as if the water were at Intensity 18 waves—drowning is inevitable if land cannot be reached within 5 minutes. The normal duration of high winds is 1d4 + 2 hours.

Sand Storm: A sand storm is caused by high winds picking up the top sand from the sand fields in the Desperate Lands and carrying it along in a storm that sweeps across the ground. Freak wind currents prevail in the Desperate Lands so the sand storms can drop down anywhere. These storms are usually visible as a brown cloud, low on the horizon, coming toward the area. A sand storm cuts all visibility down to a few meters, movement down to one-sixth normal (round down), and modifies combat by characters using sight, radar, or sonar by a -6 CS. Any character in a completely open area (out on a lake, in the radioactive flats, on the grasslands, in the sandfields, etc.) runs the risk of suffocating in an hour if he cannot find shelter or even a tent that provide breathing space. Gas masks, sealed helmets or other pieces of armor prevent this suffocation. The duration of a sandstorm is 1d100 + 20 minutes.

NOTE: The outside weather does not affect the Pit of Despair, as it is completely insulated against the weather. Caverns, however, would be affected by raging winds; all non-powered lights, such as torches, lanterns, oil lamps, etc. must roll an orange or better result against Intensity 16 winds or be put out. The howling in a cavern can be so great that no character or creature could hear a thing.



THE ADVENTURE BEGINS

If the GM has already run GW6—Alpha Factor, the adventure should begin at Haven, on the Last Friendly Lands plateau and characters will have to cross country down to the Lip of Despair. If the GM is beginning play with this adventure, the characters will start out in the northwestern corner of West Neverdark.

To summarize for the GM, Haven faces three problems, which the player characters will be asked to solve:

- To investigate an Ancient complex to the south, where creatures and adventurers have been disappearing.
- To explain the sudden disappearance of Ermon, a respected elder of Haven.
- To investigate the activities of Timon, a military dictator who threatens Haven, and to stop his plan if possible.

The player characters (also called "the party" or "party members") have been requested to go on a mission by the Restorationist Council of Haven. This is the most powerful group of Restorationists the party knows and they reward their agents very well. (Restorationists are a widespread Cryptic Alliance, dedicated to restoring civilization as quickly as possible, often by promoting cooperation with other groups.)

The party's instructions come through their liaison, the leader of Haven, a Pure Strain Human named Gene (all characteristics are 16, except Charisma, which is 22). He is located wherever the party members are located at the beginning of the adventure.

He will explain to the party that various potential problems necessitate a thorough exploration of the Desperate Lands by Restorationist agents. The Council has learned that large numbers of adventurers and creatures have entered a large installation to the south. None of the explorers has ever returned. Whether they went voluntarily and did not return or whether they fell into some insidious trap or peril is not known. The only certainty is that no one is returning from that place. The Council believes the Pit of Despair is some Ancient ruins, but the locals down in the Desperate Lands believe the claims that a bottomless pit lies within. The party's primary mission is to find out what that establishment is, determine whether it has any controllable utility for the Restorationist Council, and secure as much of it as possible. Gene realizes this may be a long-term mission and has set no deadline for the mission except to say begin as soon as possible.

The second problem is that Ermon is missing. All of the characters know Ermon; he is a harmless hermit who lives on the Blue Food

Flats plateau in the Flower Lands. He is a human who was once artificially mutated and then lost his powers (the GM should take the time to read about what Ermon really is in the Updated and New NPC section). However, he has lived a long time and has valuable knowledge that he has never neglected to share with the people of Haven. Recently he disappeared without a trace. All of his belongings were left behind in his cave, as if he were abducted. The Council has sent agents north, west, and east in search of him. The player character party is also supposed to make inquiries in the south. If he is located, the party is to discover why and how he disappeared and rescue him if necessary. Failing that, they must get word back to Haven of his whereabouts.

The third problem facing the Council is the inevitable upcoming conflict with Timon. Timon is planning a military campaign against the Flower Lands soon. While the Last Friendly Lands will most likely be his last objective, it is desirable to stop his conquests as soon as possible. The Council is sure that he is receiving his basic arms (weapons, siege machines, etc.) and metal armor from a notorious arms dealer in the south named Ranse. They know nothing about Ranse, except that apparently he leads a mining camp in an extremely bleak and defensible wasteland. The Council would very much like to stop the Timon-Ranse connection. The party agents are authorized to strike a reasonable trade deal with Ranse, or even straight payment, in return for a treaty that will stop Ranse from dealing with Timon. If that is not possible, then the agents should try and make a separate deal with Ranse for Haven to also acquire arms and armor. The agents are not authorized to assassinate Ranse; the Restorationist Council does not condone such activities. However, the agents should ascertain whether Ranse is simply an independent manufacturer or if he is part of Timon's military/political hierarchy and if his elimination would prevent Timon from attempting his military ventures. Gene will warn the party that Timon's spies are everywhere. If Timon has discovered that Haven is sending agents to the south, he will most certainly try and have them eliminated. (The GM should now read the NPC descriptions of both Timon, his agents, and Ranse.)

As always, the party is to keep its ears open for any clues to where the "Cities of Man" are and how it can be reached. This theme is the underlying thread of the entire series of GAMMA WORLD® adventures produced by TSR. It deals with an unknown location of some colony called the Cities of Man and a special vehicle designed to take people there.

The payment for their success will be membership in Haven's community for whatever length of time they so desire (or increased status in the community if membership is already established). Lest the party underrates this offer, it should be explained to them that this is a marvelous chance for them to have a home base they can trust and that is one of the most beautiful and comfortable villages they have ever seen. There is various equipment displayed that indicates someone with a skill in repair and maintenance of artifacts must live there. The people seem to be peaceful, but ready to defend themselves. Tolerance of other beliefs and peoples is unusually high in Haven.

Gene apologizes for not having a guide to send with them, but none of the Haven's agents are familiar with the Desperate Lands. He can provide them with a map, purchased from a wardent, that is supposed to be reasonably accurate, but he warns them to be careful and not rely on the map too much. He knows for a certainty that there is a trail down over the Lip of Despair cliffs into the Desperate Lands. It runs just east of the Glow Falls, which is located just south of East Neverdark. Gene has also heard rumors of another trail, but he does not know its location. He will tell the party that trying to climb down the cliffs is extremely hazardous.

The party members will each be supplied with two months of rations, plastic canteens full of spring water, and any other normal supplies they desire that the GM feels is reasonable (including some weapons of the GM's choosing). The party is given two compasses, which he shows them how to use. The party is also given a small homing missile with a hollow compartment, some small pieces of paper, and a pencil. If the party collects a lot of information, or vastly important information, and they feel that this information must go immediately to Haven, then they are to write it down on the paper, insert it into the missile, and launch the missile (stand it on a flat surface open to the sky and press a small button on the side). It will home in on Haven, reaching it within hours. In addition, each character is given three fully charged energy cells of his choice.

The party should now decide where they wish to go first, and begin the journey as soon as it is ready. If they desire, the adventurers can make many excursions to the Pit of Despair in case something amiss happens, but the sooner the information is gathered and relayed back to Haven, the better it will be.

ENCOUNTERS

Encounters in this adventure are of two types: "planned" encounters, which occur in a specific location and involve a specific situation described in the text, and "random" encounters, which can occur anywhere. The planned encounters in this adventure are primarily concerned with the Pit of Despair. In addition to or instead of the usual random encounters called for, the GM can always throw an encounter in to liven up a slow section or challenge a tough, well-equipped party.

It is always good for the GM to toss in harmless encounters along the way so that the party will not get overly suspicious when the GM starts describing an actual encounter in detail. Since the sound of rolling dice also makes players suspicious, the GM should consider rolling a few random encounters before play begins. This allows the encounter to be something of a surprise, and also speeds play.

Special Encounter Note: Timon has sent six dabber agents after the party, to harass them. These NPCs will attack the party each day the party travels in the Desperate Lands. When at all possible, these dabbers will do as much damage as they can, then slip away before they can be caught. As noted in their description, (see the Updated and New Non-Player Character section) they can signal each other, so it is possible for them to attack as a group. If all but one dabber agent is killed, the survivor will give up the pursuit so he can return and give details about the party to Timon. Needless to say, an agent will have had to either consult with other agents or been following the party himself for awhile to gather information on the party. No more than one agent will follow the party into the Pit of Despair. If all but one of the agents have been neutralized by the time the party enters the Pit of Despair, the remaining agent will follow them there so he can identify the location, then return to Timon, who will dispatch a dozen ark soldiers to attack the party as they try to return to the Flower Lands (the GM should equip the arks). The GM must keep track of how long the agent has to return to Timon and bring back help. If the party has already left and is nowhere in sight, the soldiers will just camp outside the sand fields surrounding the pit's entrance for a month, then figure the player characters must have been destroyed. The arks will then return to Timon's camp, the village of Oskar.

Random Encounters

Random encounters are created by the GM three times per game-day (however, see also the Special Encounter Note above). The first random check is in the morning/early afternoon (and the GM also checks for the day's weather conditions at this time). The second check is in the late afternoon/early evening. The final check is in the twilight hours.

Weather checks are important because the weather conditions may force the party to miss an encounter or may significantly affect the circumstances of the encounter. For example, a pouring rain might force the party into a cave where they will miss a flying encounter. Similarly, the encounter rolled and weather might combine to make an interesting situation, such as a single sep striking in a sand field during a sand storm.

The specific creatures, hazard, or condition encountered can be chosen by the GM, or can be determined randomly. If random rolls are used, outside random encounter rolls are either rolled on the table provided for that purpose in Alpha Factor or out of the Adventure Book in the GAMMA WORLD® Game. Random encounters for inside a cave or underground complex are rolled up on the table provided on the inside back cover of this booklet. When the GM rolls the random encounters, he must first look at the terrain the party currently occupies. If multiple types of terrain exist, then he should just make a guess at what terrain he believes will be most hazardous. He then consults that terrain on the appropriate table and rolls percentile dice for the result. A "no encounter" roll means that no significant creatures encountered the party during that time period. A "harmless encounter" roll means that they may have been surprised by an encounter or suspected a creature was lying in wait, but it turned out to be harmless (an ordinary rat gnawing on a cable, normal bats fluttering overhead, etc.). Other rolls indicate the types of creatures or plants that the party has encountered. Surprise should be rolled as normal to see if the encounter was lying in wait, is surprised by the party, and so on. Of course, the GM can decide whether it is possible for a party to sneak around an encounter they have surprised. Many encounters on the rivers, lakes, or marshes actually take place on the shore or small islands, usually when the party is crossing, resting, bathing, etc. As a rule of thumb, non-aquatic encounters are considered to always attack on land or, if they are flyers, on land or water by swooping down on the party.

After a hostile encounter is completed, the

GM decides whether or not the party deserves loot or experience. This is a purely objective decision on his part, considering matters such as whether it was a lair or village that was attacked; whether the creatures were intelligent and would have loot; whether the characters earned loot because of valor, desperation, etc. If the GM feels that loot is deserved, then he rolls on the Random Loot Table on the inside front cover. All the items listed are in perfect working condition; he should also add broken and worthless items and mementos. The amount of loot is decided by the GM based on the difficulty of the encounter. Remember, however, that is easier to give more loot to a deserving party later on than it is to take it away from a party that is oversupplied. Random encounters may be a source of information that the players may use. This information, spread throughout the adventure encounters and background, can be used as loot by the GM.

Planned Encounters

All of the Desperate Lands encounters outside of the Pit of Despair must be created by the GM, based on information provided in this adventure. Planned Encounters (those described in this booklet, or pre-created by the GM and not rolled randomly) are a perfect chance for the GM to introduce his own creatures, races, Cryptic Alliances, and so on. He should assign them to a specific locale (or type of locale) and wait for the party to come across them. If he wishes, he can include clues to their existence in other encounters in this adventure or other adventures.

The GM's custom-made encounters will work better if they fit into the basic storyline of this adventure, but could easily be used for a "launching point" for a GM's future adventures and campaign plans. A good example of this use is Ranseton. The vital information and facts are provided in the booklet, but the GM can add details, taking the sarbis and Ranset and directing that operation in any way he wishes. For example, maybe the sarbis have purchased female slaves from wandering T'Brath in order to supplement their work force. Maybe they are willing to negotiate with the party for some special digging machinery or robots that they know are down in the marshes. The party would then have another mission to complete. All of this is left to the GM's imagination.

RANSETON

The map of the mining camp of Ranseton is provided for the GM. The camp is set in a particularly rugged part of the rocky barrens and can only be approached easily by the pathway indicated. Movement across the barrens around the mining camp map is 45 minutes per map inch. Movement along the road is five minutes per map inch. The following are crucial facts about Ranseton.

- Ranseton is surrounded by 12 makeshift guard towers made of old metal. Each tower is 10 meters high and has a single ladder into it. All towers are occupied at all times by two sarbis, each one is armed with a Tech Level III weapon. The guards never shirk their duty and are always on the lookout. The towers are equipped with searchlights that have a range of 100 meters.
 - Ranseton has electricity. Whether it is provided by a generator, batteries, or other means is not known. No source is evident on the surface. This electricity makes it virtually impossible to sneak into the camp. A character who wants to sneak in as close as he can get must make a DX roll every one-half map inch when he is within one map inch of the towers. He will not be able to enter the camp undetected, though he could make it to the storage piles without automatic detection. The storage piles are high stacks high crates.
 - Ranseton is a mining town, with three mine openings in evidence. The camp is actually built around one and the sounds of manufacturing and a forge can be heard from that mine.
 - The population is all sarbis (see the New Races section if you have not done so before now). They seem to be a hard-working lot. All sarbis carry pickaxes and can use them as weapons. There are hundreds of sarbis in this camp and an untold amount below the ground.
 - Ranseton has five water wells that supply its needs. Whether underground springs are in the mines is unknown.
 - Some of the storage crates have "outgoing" written on them; others read "incoming." The outgoing crates contain metal arms and armor, plus mechanisms for siege machines. The incoming crates contain basic foodstuffs, clothing, some devices, and so on. Anyone inspecting the contents can come to the logical conclusion that Ranse needs the outside trade as much as others need Ranse.
 - Ranseton is ruled by its founder, Ranse. If the players meet Ranse, his reaction to them will depend on the conditions of their meeting. If they walk in on the road, he will talk business with them. If they sneak in, then face him without doing any harm, he will at least hear them out. If they come in like terrorists, however, he will respond in kind.
- If the party is able to negotiate with Ranse, the following additional facts may be discovered.
- Unless some fantastic deal can be struck (which the party does not have enough authority to make), Ranse will not stop selling weapons to Timon.
 - Ranse is more than willing to sell weapons to another customer. He will never discuss amounts sold or who the customers are. The GM should set prices high but fair. Ranseton needs the basics of life and the players may be able to set up a barter system.
 - Ranse is a businessman, not a warrior or dictator. His people love him and he does what he thinks is best for them. He is interested in colonizing other lands, just because the population is growing at too fast a rate to keep Ranseton healthy and avoid overcrowding.
 - Ranse has a son named Becil whom he is tutoring. In another year or two, his son could direct either Ranseton or a colony. His son can interpret for the player characters, if necessary. Becil does not like Timon and believes Timon may get greedy some day and try to "annex" Ranseton.
 - If the PCs ask around Ranseton, no one knows of the Cities of Man. Everyone in Ranseton believes the Pit of Despair is an ancient mine that caught fire and has collapsed on itself. They believe the inside of the mine is still crumbling and those who go in there fall into a bottomless pit. Many of the people believe there is some powerful force at work that draws both people and creatures into the pit's entrance. Everyone is sure that there is wealth galore in certain sections of the old mine, but no one wants to go in and confirm or deny that. Anyone in Ranse will provide peaceful strangers with directions to the Pit of Despair.
 - A man roughly fitting the description of Ermon passed through Ranseton some months ago, but they cannot swear it was him. All humans look alike to sarbis.

THE PIT OF DESPAIR

GM NOTE: Look at all of the maps of the Pit of Despair at this time; there are six levels maps and an outside view map. None of these maps should be shown to the players.

The Sand Field: The first thing the party will notice as they approach the installation is that it is surrounded by a sand field. (The people of Ranseton can tell the PCs about it if they ask questions.) The sand field has not always been here; a huge sand storm dumped the field here years ago and nothing has been able to grow in abundance since but scrub brush or cactus. The area appears to have at one time been a large installation surrounded by buildings, but everything is in ruins now except the installation proper. The installation appears to be a one story building with dirt built up around it (so that it looks like a flat-topped hill with a doorway canal and rubble section in the northwest). Each square of the map represents a distance of seven meters, but the movement rate through this sand field for any creature or character is one-half normal. The following features are those discernable in the sand or locations of creatures.

Two seps live underneath this sand field. One usually occupies the north half, the other the south half. Any movement by any creature weighing more than 10 kilograms may draw their attention, if one of them is in that area. This sand is so dense that it lowers these seps sensing range to around 30 meters. For every character over 10 kilograms moving across the sand, the GM should roll a 1d10. The first character to roll a 1 draws the sep. If one of seps is killed the other will immediately swim to the location to check out what killed it. After dealing with the threat, the second sep will then submerge and eat its former mate.

1. This is normal scrub brush. The scrub here is about two meters tall and very dense; impossible to see through. A harmless kangaroo rat lives here; it will scurry into the rocks if anyone approaches it.

2 & 3. This is a large stand of scrub brush, three meters tall. It masks an ancient kepp plant with roots that go out to a radius of 21 meters (within three squares of the plant symbol).

4. This is normal, empty scrub, two meters high.

5 & 6. These look like normal cactus of the spike ball variety. However, 5 is actually a dif-

ferent strain of horl choo. Number 6 contains five liters of safe, drinkable juice. The cactus can easily be cut open and drained.

7. A flowering perth grows within the scrub brush here. The scrub here is four meters tall while the perth is three meters tall, so it is completely hidden. The perth is capable of emitting light or radiation blasts.

8. This is a normal flowering cactus. It contains an ordinary hummingbird nest.

9. Here grows a huge cactus, towering 15 meters in the air.

10. This is a patch of empty scrub brush, three meters high.

11 & 12. This is a bramble hedge about 15 meters long. The bramble has the following mutated abilities and powers:

Hit Dice: 10
Hit Points: 45
Armor: 0
Land Speed: 0

PS: 9(-1) MS: 4(-2)
DX: 10(0) IN: 2(-3)
CN: 10(0) CH: 1(-3)

MUTATIONS: New Sense—Chemical Sense (operates like Hearing; the plant can determine the Intensity if in physical contact), Throwing Thorns (50 of them, non-poisonous), Modified Roots—Squeeze Roots

The remains of a human adventurer are within the hedge. The only usable item left on him is a communicator.

13. This ruin was once the administration building for the air base that served the main installation. Absolutely nothing of worth is left in here except a file cabinet. The black file cabinet can be seen easily from outside the ruins. At least 100 points of damage are required to open it. Almost all of the files inside were on computer micro-discs or micro-film and are now destroyed. Of the paper files, only one remains readable: the transfer papers for the commander of the air base. That paper reads: "TO: Commander Donald MacTank, U.S.A.F. FROM: General Wilson Jones, Chief of Staff RE: GAMMA BASE—TOP

SECRET—FOR YOUR EYES ONLY

"You are to report to Hinsdale AFB immediately. There you will assume command of the airbase, which exists to serve and protect the military's newest complex, The Gamma Installation. You have already been briefed on the Gamma Base and its function as a research center for any last ditch measures we can make to either mount a counter-offensive against the enemy, or flee the enemy to preserve the race. As your air base is kept concealed and only used for any Gamma measures (Gamma code is in force), we will contact you no further unless Gamma state exists or we have completely won. Good luck."

14. This rubble is all that remain of the single-story security building for the Hinsdale Air Force Base. Nothing is in it.

15. All of this rubble is what is left of the fleet of cars, trucks, and even a tank that served the air base. Every vehicle not taken was parked here when the base was evacuated. Their rusty shells now remain, but little else.

Inside the tank is a pair of parns that scuttled out onto the sand, then onto the tank to flee from the sep. They have been trapped here for three days and are famished. In a metal box, under the driver's seat, are three grenades: an energy grenade, a fragmentation grenade, and a tear gas grenade. All three grenades look to be in perfect condition. While the first two grenades are fine, the tear gas grenade is faulty and will explode immediately when the pin is pulled.

16. This long, low building is in the best condition of all the outlying buildings. This was the barracks and still has entire rooms intact. However, the building is filled with ordinary rats. If anyone fires on the rats with an energy weapon or percussion weapon, the startled rats will flee the building, heading into the outlying rocks. Their added weight will draw a sep, which will circle the building for an hour waiting for something large to emerge. The first person moving in a radius of two squares from the building will draw the attention, and attack, of the sep (if the sep is still around).

17. This is the air base flight tower. The building is in ruins, but an intact metal pole rises 20 meters above the ground here. The pole ends in a radar dish that has rusted in a horizontal position, providing a perfect nesting place for birds. In fact, a nest of two blood birds live there. They will not attack the party if the party leaves them alone, but anyone trying to climb the pole or attach anything to it will be attacked, as will anyone flying near the nest. A character on top of plant 9, building 18, or on top of the installation at position 20 can see the blood birds in their nest.

18. This two-story shell was the radar installation for the air base. Its walls and roof are still solid and it provides the best shelter against the elements in this area. The interior is heavily damaged; there is a gaping hole in the first-floor ceiling. Everything inside the building is worthless. From the roof, a character can see all the other buildings on the map, though not any of rubble 15, plants 4 or 7, or doorway 19.

19. This doorway into the installation is a tunnel cut into the side of the hill. The mouth of the tunnel is visible only from the direct south. Outside the tunnel lies the wreckage of a robot destroyed years ago. To the right of the door is a recognition grid (camera, microphone, scanners, etc.) and a pressure plate. That plate has been rigged to open the door at the slightest pressure, even a strong wind. This is to allow numerous characters and creatures easy access. The door opens into installation level 1, #1.

20. On top of the installation "hill" is a helipad where aircars and helicopters landed. One crashed here a long time ago and bits and pieces still remain. The only thing of worth up here is the four, shiny, titanium steel eyebolts screwed into the concrete roof. They do not have a speck of rust on them and can be unscrewed by anyone with a sword, pole, or whatever and at least a 19 PS. If a hole is drilled or chiseled into a surface, these bolts can be screwed into the structure and used to tie ropes to for climbing, securing items, and so on.

GAMMA BASE: THE PIT OF DESPAIR

The installation is a multi-level underground complex designed for a) research and development into new weapons, armor, foodstuffs, and other necessities that were meant to be used against the final enemy or in the founding of the Cities of Man, and b) as an assembly point and launch site for shuttles to the Cities of Man. Since the enemy could scan the planet via satellites, the worldwide governments decided to build a space colony, the Cities of Man. They designed smaller shuttles which could be easily assembled in underground labs and launched from underground missile silos. Gamma Base was the first, and only, complex built for these tasks.

Structure

The installation is a sprawling multi-level complex deep underground. Only the first six levels are given for this adventure. The GM can keep it at that size or add numerous levels of his own under the first six.

The structure was designed to withstand nuclear war and a millennium beyond that. It was built from reinforced concrete and age-resisting alloys. The outer walls, roof, and floors are heavily reinforced and have 2000 structural hit points per square meter. Normal walls within the complex can withstand only 250 points of damage, unless they surround the launch pad. The launch pad walls can withstand 750 points of damage. There are no windows in the complex that look outside, but there are reinforced one-way mirrored walls that act as windows into specific rooms. These walls can withstand 100 points of damage.

The levels of the installation are stacked vertically with natural earth between them. This design not only allows for increased security (anyone trying to dig from level to level would have to go through packed earth), but allows for a shock-absorber effect between levels. The distance between any two levels is ten meters. An entire level could be destroyed by explosions and the other levels would only feel a slight tremor. The thick walls and no windows provide excellent insulation and to this day, along with the constant environmental temperature and humidifiers, the inside temperature rarely is uncomfortable. The ceiling height, unless otherwise noted, is seven meters.

Doors: All doors marked as "normal, overridden doors" do not lock now. Instead of opening to the card lock or scanning plate set next to the door, they open to the slightest pressure on the hand plates in the doors themselves.

Doors marked "secure door" are still locked. These doors have a card slot and scanning plate next to them. A Code III I.D. card or I.D. bracelet will open these doors. Otherwise, the doors require either a combined PS of 45 to open (with a pry bar of sorts) or will take 125 points of damage before opening. Doors marked "hall fire doors" are the same as secure doors, but were designed to close automatically in case of fire, computer shut down, and other emergencies. These doors are now all shut and can only be opened manually by an adjoining crank. Anyone with a 7 PS or over can open the fire doors, but it takes four Action Turns to do so. Bay doors are the same as secure doors, just larger. GM Note: All of the doors (except the garage bay door) were open until recently. Ermon, in expectation of arriving help, returned them to the state described above.

Elevators: There are three elevator shafts that service the complex: E1, E2, and E3. All elevators are operating and have lights on in the cabs. To open an elevator door, all a character has to do is press a plate next to the door and wait for the indicator light over the plate to light up. Inside each cab are buttons for either up or down, but no indication for what level the cab is on. Each shaft is made up of walls that can withstand 500 points of damage. The elevators operate pneumatically, therefore they have no cables. If someone pries open an elevator door when the car is not there (this requires a minimum combined 30 PS), all he will see is a slick, hollow square tube with handholds set into the wall to act as a ladder. A loud wind will be roaring through the tube also (the pneumatic cars will still operate, even if two elevator doors are left open). E1 is designed to hold 20 humans comfortably (height is 10 meters) from level 1 to level 6, and able to stop at each level. E2 is the large cargo elevator designed to carry great sections of the shuttle or up to 100 humans (height is 20 meters) from level 1 to levels 2, 3, 4, and 6. E3 is a luxurious executive elevator designed to carry five humans comfortably from level 1 to levels 2 or 3. All elevators operate independently of each other.

Electricity and Other Services

All of the service functions are powered by sealed nuclear generators. These generators are on a secret level and are not easily located. They are still operating perfectly.

A majority of the electrical wiring, fixtures, plumbing, and air shafts are built into the walls and cannot be ripped out. However,

since the building was constructed in a short time and since apparatus is often moved after the initial installation many cables are laid outside of the walls and floors. These tend to be black electrical, intercom, or telephone cords (which can withstand 4 points of damage before being severed), or thicker gray electrical or computer cables (which can withstand 7 points of damage before being severed).

The lighting, plumbing, water purification system, electrical systems, and many support functions still work, but some circuit breakers have been thrown over the centuries and as a result some systems are turned off. Later in this section, a detailed list of what is turned on and what is turned off for each level will be included.

Computers: The mainframe computer system was deliberately sabotaged before the residents fled, but the few office-type computers still work, if any disks can be found. All systems are now on manual and cannot be overridden by a computer. The exception is the launch system, which is completely computerized and automatic. This computer system stands alone and is the equivalent of a think tank. Operation of this system is by voice commands.

Restrooms: Each level has restrooms, marked on the map with an R. Each restroom has a toilet, sink, hot air hand dryer, full length mirror, shower, hot air body dryer, and couch in it; all soap and paper products are gone. These restrooms are fully operational and lighted. They have obviously been used.

Lights

Level 1: All corridors are fully lighted, all rooms are dark.

Level 2: All corridors are lighted at half intensity (like dusk), all rooms are dimly lit.

Level 3: All corridors are dark, all rooms are fully lighted.

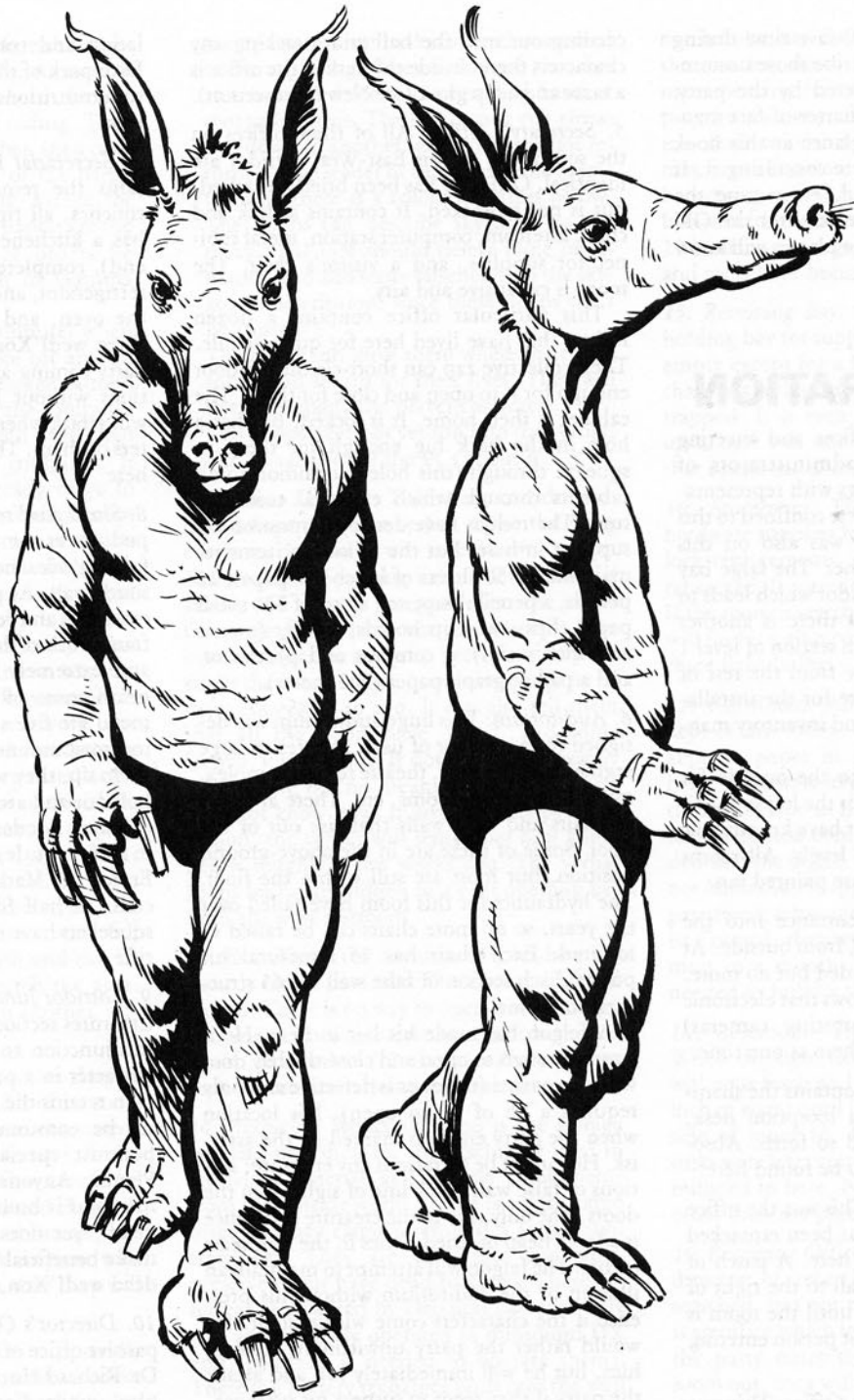
Level 4: All corridors and rooms are at half lighting, except for the hydroponic gardens which are at full lighting.

Level 5: All corridors and rooms are dark.

Level 6: All corridors and rooms are fully lighted.

Level Descriptions

Only the crucial rooms or features of each level are described in full detail for the GM. He may create other descriptions for unnumbered (non-vital) rooms if he wishes, either as pre-programmed or random encounters. (Creating a few generic room descriptions before



Sarbis

GAMMA BASE: THE PIT OF DESPAIR

running the adventure will save time during play.) The GM should describe those unnumbered rooms that are entered by the party. This should be done in a matter-of-fact manner and the GM should glance at this book now and then, as if he were consulting it. If this ruse is not performed, every time the party enters a numbered room and the GM starts checking this book the players will know there is danger or loot in it.

LEVEL 1: ADMINISTRATION

Level 1 contained the offices and meeting rooms of most of the administrators of Gamma Base. Any meetings with representatives of the outside world were confined to this level. The receiving dock was also on this level, in the northwest corner. The large bay door opens into a wide corridor which leads to the E2 elevator. Note that there is another group of offices on the north section of level 1 that almost appear separate from the rest of the level. These offices were for the installation's receiving personnel and inventory management.

Level 1 has been open to the outside for quite some time and contains the less sophisticated creatures who may not have known how to gain access to the lower levels. All rooms and corridors on this level are painted tan.

1. *Entrance*: This is the entrance into the level, and into the complex, from outside. At one time it was heavily guarded but no more. Broken wiring and cables shows that electronic equipment (actually monitoring cameras) might have been mounted here at one time.

2. *Lobby*: This wide lobby contains the shambles of what used to be a reception desk, couches, tables, lamps, and so forth. Absolutely nothing of worth is to be found here.

3. *Security Chief's Office*: This was the office of the head of security. It has been ransacked and nothing of worth is in here. A patch of xanqas is growing on the wall to the right of the door. It cannot be seen until the room is entered. It will attack the first person entering the room.

4. *Assistant Security Chief's Office*: This was the office of the assistant head of security. It has been barely touched for some unexplainable reason. Inside are five rakrods that wandered in here a few days ago and were trapped. They are frightened and ravenous; they will attack anything that enters here, pro-

ceeding out into the hall and attacking any characters there. Inside the desk in the office is a tazer and a sap glove (see New Item section).

5. *Secretary's Office*: All of these offices on the south side of this East-West corridor are identical. Office #5 has been briefly searched, but is not ransacked. It contains a desk and chair, intercom, computer station, metal cabinet for supplies, and a visitor's chair. The room is expansive and airy.

This particular office contains a dozen rodqas that have lived here for quite awhile. Their collective zap can short-circuit the door enough for it to open and close for them. The cabinet is their home. It is locked, but has a hole in the back big enough for them to squeeze through (this hole is common to all cabinets through which electrical cords are run). The rodqas have destroyed most of the supplies in here, but the following items remain intact: 50 sheets of letter-size paper, 12 pencils, a pencil sharpener, a box of 200 small paper clips, two clip boards, a ruler (metric and inch scales), a compass and protractor, and a pad of graph paper (100 sheets).

6. *Auditorium*: This huge auditorium was designed for a number of uses: lectures to large segments of the staff, theatre for the complex, multiple meeting rooms, etc. There are rows of chairs and false walls that rise out of the floor. Some of these are in the above-ground position, but most are still within the floor. The hydraulics for this room have failed over the years, so no more chairs can be raised or lowered. Each chair has 25 structural hit points. Each section of false wall has 65 structural hit points.

A felgon has made his lair in here. He is strong enough to open and close the bay door when he wishes (the door is defective and only requires a PS of 15 to open). His location when the party enters is marked by the asterisk. He cannot be seen from any entrance; sections of false wall block line of sight from the doors. The only clue to the creature's presence is a large heap of dried bones in the northeast corner. The felgon will attempt to maintain an illusion of the auditorium without his presence if the characters come within sight. He would rather the party unwittingly came to him, but he will immediately run and attack the party if they seem to suspect his presence. He can leap over the crescent of theatre seats that are affixed south of him.

Under the stage he has stashed his hoard. It consists of a large tank of butane gas, a non-operational refrigerator (full of harmless black mold), and a large crate. The crate was part of a last shipment of supplies to Gamma Instal-

lation and contains 500 iron ration packs. Each pack of thin plastic contains one meal of supernutritional, synthetic, processed protein.

7. *Secretarial Lounge*: This long room contains the remnants of tables, chairs, and couches, all ripped up and searched. It also has a kitchenette area (located on the west end), complete with cupboards, sink, stove, refrigerator, and oven. Inside the refrigerator, the oven, and one of the large cupboards, three wedl'Xon are hiding. They heard the party coming and have hidden in these locations without latching themselves in. They will attack when anyone gets within three meters of them. There is nothing else of worth in here.

8. *Small Auditorium*: This auditorium has a podium at the north end of the room, and a folding bleacher assembly mounted to the south wall. At present the bleachers are fully extended and cover half of the floor area. This framework of iron and wood is falling apart and extremely hazardous to climb. Underneath some of the rotten wood and rusted metal are five squeekers. If anyone attempts to prowl around under the bleachers or fold them up, they will use their sonic blasts, then bolt out and attack. The body of a humanoid explorer, not dead more than three months, is in their nest. It roughly fits the description of Ermon. A Mark VII blaster and 4 hydrogen cells (all half full) are also in the nest. The squeekers have not figured out how to use the rifle.

9. *Corridor Junction*: A guman (see the New Creatures section) is attached to the ceiling of this junction and will drop down on the last character in a party to pass this way. The guman retains the knowledge of the last character he consumed, an explorer who was a botanist specializing in I'Xon (see New Plants). Anyone who is attacked by this guman and is brought to within 5 hit points of death, yet does not die, will learn how to make beneficial products from the remains of dead wedl'Xon, cynl'Xon, and nogl'Xon.

10. *Director's Office*: This was the large, expansive office of the Director of Gamma Base, Dr. Richard Hutner. Dr. Hutner ran the complex, while Commander MacTank ran the Hinsdale Air Force Base (see outside encounter #13). Dr. Hutner's office has not been searched before. A musty smell pours out the door when it is first opened, as in opening of some pharaoh's tomb. Hutner left it in a hurry and did not completely secure or organize the office. It has many locked filing cabinets (all

empty, they were transported before the shutdown), a large desk, a bar, sofa, numerous chairs, and a computer terminal. In the bar (south east corner), two zarn are hiding. They will attack anyone searching the bar, then continue to try and attack the rest of the party. The desk has been cleaned out, except for some papers he had to sign. The papers are the last of quadruplicate copies of orders he signed ordering the evacuation of Gamma Base for the Cities of Man.

Hutner was working on his computer when the last shuttle was ready to take off and he did not even turn it off. The message burned into the screen. Even now, after the computer burned itself out the message from page 2 can be seen if anyone studies the computer. It says, "completed and will be ready to go in minutes. This is being directly transmitted to you and no copies exist. The entire staff has been successfully evacuated. The launch crew and myself are all that's left. They have rigged the system to launch automatically. It is a miracle that we all have escaped. Telemetry shows incoming alien projectiles arriving in 10 minutes. I begged with MacTank to let some of his men go with us, but he said everyone was needed in the air to try and knock out as many as possible. I am afraid Mindkeep installation to the north will be getting some of the blast. We just don't have enough planes to stop all the missiles. Call just came...gotta go. Hutner, R. AA095 GB Dir Signoff....."

The computer is a stand-alone type and contains a microdisc. Another microdisc fell behind the computer in the rush and can be found if the party members search the area. The microdiscs will only work in another, operational personal computer.

11. Computer Services: This cross-shaped room contains very little now. All of its computers and computer parts were evacuated. Four hoops have been camping in here, in the far right and far left branches. They cannot be seen when the doors are opened and they will have sufficient warning to defend themselves. They will automatically attack anyone who disturbs them. If any are taken alive they will know the following:

- They were told of this place, supposedly full of loot, by an older human (if asked for a description it will pretty much match that of Ermon). They met this human three weeks ago, when they were camped to the north. He stayed the night, but was gone by morning. He never gave his name.
- There were originally 10 of them, and all that survive are still on this level. Most of

their party was lost to skyzorr'n that seemed to be exploring. They destroyed the skyzorr'n and fed them to a traveling band of renegade sarbis. The sarbis took the elevators down to another level and have not returned. The leader of the sarbis band seems to think there is a colony of sarbis below. The hoops can describe skyzorr'n to the party. (The GM should delete some information and add some falsehoods to the skyzorr'n description, since these hoops can't be trusted.)

- The hoops can show them where the elevators are in return for their lives. They will not accompany the player characters.
- The hoops have not yet run into the verbat, and so cannot tell the PCs about it.

12. Verbat Domain: This entire corridor section is kept safe by a verbat. Once the party enters its domain it will take 1d4+4 Action Turns to arrive, desiring its toll. The verbat, if asked, will inform the party that the sarbis that went below have not yet returned. Skyzorr'n frequently come up here; it usually destroys them but it may have missed a party of them a week or so ago. It can also tell them that all the doors have closed, and some locked, just recently. It does not know exactly when (time has no meaning for verbat) and does not know how. If given a description of Ermon, the verbat will remember him going below roughly a few weeks ago. The verbat keeps his hoard hidden in a vent opening behind the west restroom.

13. Exit: This is the bay door that leads to the outside motor pool area. The door is solid and locked. There is no way to open it without destroying it, in which case it cannot be sealed again. The verbat (12 above) will try to prevent anyone from destroying this door.

14. Receiving Workshop: This is the storage bay and workshop for the machinery used in receiving material and shuttle components from the outside world. Inside is a light cargo lifter, a heavy cargo lifter, and a large cargo transport. They are all intact and well-preserved, but have dead batteries. These vehicles are powered by electrical batteries only and are manually operated (a minimum DX and IN of 12 is needed to operate them). There is a battery recharger built into the wall (batteries only, no cells), but it seems dead. If the party searches the room they will find a group of four switches on the wall. These are direct circuit breakers for this room only. Turning on switch number one will turn the lights on inside the room. Switch number two will activate the battery recharger, though it will

not be obvious. Switch number three opens the exit bay door, but cannot override the main switches below and will just keep tripping without any effect. Switch number four is a dead switch, never connected. The GM may have a fun time watching the party members trying to find out what this turns on. The batteries for the lifters and transport each take 24 hours to recharge. All the other machinery and tools have been evacuated.

15. Receiving Bay: This large room was the holding bay for supplies and other goods. It is empty except for a kraw (see New Creatures) that has teleported in here and is now trapped. It is even meaner and fiercer than usual and will attempt to destroy any party that opens the door.

16. Storeroom: This storeroom once held hardware supplies for Level One (light bulbs, lock replacements, etc.) The room has been ransacked. It currently contains two cynl'Xon. If the room is searched, all the party members will find is a glass cutter, a screwdriver set, and three light bulbs.

17. File Room: All the bills of lading were kept in this room. While most of them were kept on paper in the many filing cabinets here, some were kept on microfilm. The only things of value in this room are the inventory lists of shuttle components. The lists are coded and the origin and purpose of the parts is not immediately apparent. However, if all this paperwork is brought back to the Restorationist Council, they will be able to decipher the mess in a month and know what parts are needed to build a shuttle.

18. Restroom: This restroom is flooded. When the tight-fitting door is opened water will pour forth and cover the hallway with an inch of water until it reaches the fire door outside of room 16. Inside the bathroom, the sinks were left running and the water has accumulated in here. Nothing of value is in here other than the pipes and fixtures.

19. Receiving Office: This was the office of the director of receiving. It has been briefly searched, but not ransacked. The outer room is an office which looks like all the rest. Unless the party states that they are checking the room out, they will not notice the subtly built door in the east alcove. This door opens into another room, the living quarters for the director of receiving, who lived here in the complex at all times. This room is intact and the furniture itself is valuable because it is made of metal and has not deteriorated. But the director was a very cautious man and set a few

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traps to discourage thieves. The first is a wall safe that is boobytrapped with a frag grenade. Touching the handle of the safe will cause the safe to explode. Aside from the trap, the safe contains nothing. The second trap is a trip wire that extends from under the bed to a nightstand. If anyone starts to move around the bed to search the nightstand, the wire will be tripped and a stun grenade will detonate. The furniture itself is useful loot.

20. Visitor's Quarters: This room, as well as the two rooms adjacent to it, are living quarters for visitors. Room 20 was occupied in the last days of the base. In fact, some personal items (clothes, toiletries, a non-working watch, etc.) are still here. A casual search of the quarters will turn up the only items still of value—a Code III I.D. card and a Swiss army knife.

As indicated on the map, this room has a secure door in the north wall, leading to a storage space. The visitor got careless and left his I.D. card in the main room and entered the secure room, locking himself in. There he died, and his remains are in there today. An I.D. badge identifies the remains as Tom S. Robertson. He has an old medical bag with him. Inside are four unfamiliar devices that may be of value to the Restorationists, some medicine (three containers of stale capsules and one of capsules that can now be combined with the others to make one dose of Intensity 17 poison), and a fully-loaded needler (Type C) he kept for protection.

LEVEL 2: THE HOLDING LEVEL

Level 2 contains large open supply storage areas, as well as small, barrack-like rooms where most of the immigrants of Gamma Base lived. This type of level was needed as launch times came closer and more frequent. Living conditions here were not that different from those of the troop ships of World War II or immigrants in steerage coming to America.

Level 2 has been accessible to Level 1 for quite some time, since the elevators still function. The rooms of Level 2 have very little important loot, as their cargo and passengers were shipped out to the Cities of Man.

The level is divided into two different environments. The main corridor is controlled by a verbat and its henchman (see #1). This section is unexpectedly civilized and now serves as more of a resting place for adventurers than as a place for adventure itself. Any character looking down the main corridor will see two

heavily-armed humanoids in front of each of the room doors. The guards are armed with a mixture of Tech Level II and Tech Level III weapons. These security men, along with a dozen others, work for the verbat.

The surrounding maze of corridors are wild and untamed places full of minor creatures and a few major ones. Creatures constantly wander through here, though no one knows where or how they enter (see #11). Random encounters can occur here. Anyone camping in the side corridors must take the chance of being bothered by a random encounter. The GM should note (and inform the party when they have a chance to see it) that the fire and security doors sometimes open and close randomly on these side corridors. This has been set up by Ermon to constantly allow new creatures in here for people to face.

The GM should roll two times a day on the Underground Random Encounter Table. Intelligent creatures encountered have come up or down the elevators. Unintelligent creatures encountered have originally entered through #11. Unintelligent creatures are usually looking for food, loot, slaves, etc.

All rooms and corridors on this level are painted a pale green.

1. Corridor Guardian: The first thing a character stepping off of E2 sees is the verbat, which stays near the door. It is the brother to the verbat on level 1, but is a dour type. It collects a toll to enter into this corridor from any characters it has not seen before or in a while; it does not charge for every time a character crosses the passageway, etc. It will state that it is not responsible for any side corridors or rooms off of this large corridor. Those passageways lead to the old sleeping quarters. This main corridor opens onto six huge, empty rooms where adventurers camp. If asked about how many people go through here, he will reply that thousands a year have stayed here, usually on their way down to the lower levels. He does not know for certain what is down below and does not want to know. It is none of his business.

His business is to ensure that no fights break out in this corridor and that no known enemies, like the skyzorr'n, pass through to attack others. What fights the adventurers may get into among themselves is their own affair, as long as it does not affect this corridor. He will tell the party that they may stay here at a rate of two gold pieces for each character per night. That only covers the room and the costs of protecting the corridor. He says they will have no problem finding a place to camp, the season is really slow now. Supplies or rations

may be purchased in room #7. Room #2 houses a pub that sells food and drink.

2. The Mangy Yexil Pub: The bay door to this room has a smaller normal door fitted into it. By the looks of the bay door, it has not been opened in a couple of years. There is a scruffy looking yexil painted on the bay door. This 30 by 15 meter storage area has been converted into a sort of pub. It is run by a family of six Orlens. They have some old hydrogen cookers, universal cookers, water distillers, and so on, plus seem to have access to outside food sources. They have brought furniture in from some of the other rooms and the place can seat about 50 people comfortably, over 100 easily (if they want to stand). Currently in the pub is the family, the two sleeth they hire as bouncers, and three sarbis. The waiter will explain that it has been a slow season since the ships have gone. If asked what he means, he will just say, "You know, the ships" and make an upward gesture with his thumb. The impression he conveys is that maybe he is making a joke, but if the player characters do not know what he is talking about he is not going to tell them.

The sarbis appear to be veteran fighters and their back packs are stuffed. They eye everyone suspiciously and will not talk to anyone. If pushed, they will even attack the annoying character.

The pub is open night and day. The menu reads as follows:

Mangy Yexil Pub

No Fighting—No Sleeping—No Information

Drinks

Glass of purified water	.1g.
Pitcher of unpurified water	.1g.
Bottle of sarbis beer	1g.
Bottle of mead	.2g.
Cup of coffee or tea	2g.

Food

Meatballs	.7g.
Veggie pile	.9g.
Starch pile	.4g.
Ancient-style canned soup	2g.
Warmed iron rations	.1g.
Deluxe dehydrated meal (made by the Ancients—will show you pack)	20g.

3. Sleeping Quarters: This 27 by 21 meter storage area has three humans and four arks staying in it, obviously as separate groups. One of the humans and one of the arks are awake, obviously sitting guard over their fellows. The adventurers look like rookies and are poorly equipped. If asked, the human will

reply that they have come to find loot, but were surprised to find an established "village" underground. They thought the place was just full of creatures and loot. They are thinking of going back home tomorrow. They learned of the place through a human passing through their camp over a month ago, praising the wealth to be found down here (he matches Ermon's description).

The arks are bad-tempered, hostile, surly, and uncommunicative—usual behavior for arks.

4. Sleeping Quarters: This 45 meter by 18 meter storage area is completely empty except for a lone human sitting in the back. He appears to be a veteran fighter, over 50, and a bit tipsy from the wine he is drinking. He also seems tired and depressed. His name is Ontro and his stats are all 17, except for his CH which is 10. He has 87 hit points and strikes with his sword on Column 17, Column 12 for his ranged weapons. He carries a large sword, a full needler pistol, and a blaster rifle. He also has three energy grenades and armor to equal AC 4 (-20). He is wary of the party and not overly affected by the wine. If the party members are friendly, especially humans, Ontro will return their friendliness. If the party just camps here and talks with him for a few hours he will show signs of definite disappointment, almost as if he feels like there is no hope left in life.

Any questions about his problems will make Ontro talkative. He tells the party members he has heard tales for years of special ships that leave a dock far below this level in this complex. He knows not exactly where they go or how, only that they sail to far off cities built by men. Only the best and brightest are allowed to make the voyage. He has trained and fought for years to be worthy of the voyage, for it was said that once a man was turned down, he could never return for a second chance. Now that he has reached the peak of his skills, he has ventured down here and waited a month for those below to come up and seek out passengers; none have come. Some explorers have returned from below with tales of sadness; apparently the ships have all sailed away and no more are on hand. Some say that ships can be built, but no one knows how or where to find the strange sails, rudders, and other ship's components, let alone the navigators and pilots.

The party may persuade Ontro to go with them if they wish. He does not want to give up hope and will go with them, but is no one's patsy and will not needlessly endanger himself.

5. Sleeping Quarters: This chamber is empty except for a conola (see New Creatures) busily rolling around cleaning the place up. It is owned by one of the guards who has mental control over it and makes it work for the verbat on this level.

6. Sleeping Quarters: This 33- by 30-meter chamber holds 20 beds taken from the rest of the living quarters down here. If all the beds are carefully searched (this takes one hour), a character will find a small, unusual coin. The coin does not seem to be a currency type and is octagonal with little dark strips of something in it (actually magnetic strips). Any character ripping up the beds will owe the verbat 5 g. for each bed ruined. No one is currently in here.

7. The Market: This large chamber has a bay door and two normal doors leading into it. No one uses the bay door anymore. Inside are a number of stalls selling or trading basic goods (listed in the Revised GAMMA WORLD® Game). The price down here is about 20% higher than the normal asking price, but the goods appear to be quite reliable. There is even a man with an energy cell recharger somehow tapped into the installation's power lines. He recharges cells at a rate of 10 g. per cell charged. It takes two hours to recharge each cell (the recharger is slightly defective, resulting in the long recharge time). The players may try to trade any item they possess here; no one is in a position to buy, only trade. Usually a retailer will offer goods with a cash value 1d4 x 10% less than the value of a character's item. Anyone caught stealing in here is normally handed over to the verbat, who has his men execute the criminal. The criminal can be purchased from the verbat, but must then leave and is never allowed back in this area again.

8. Old Sleeping Quarters: All of the rooms marked with an "8" are identical in purpose, even if they are somewhat differently shaped. They were all cramped living quarters at one time. Most of them had beds in them that are now gone. Usually only one or two beds remain, often affixed to walls. Each room has a built-in metal table and two benches, a steel mirror affixed to the wall, and piles of old linen rags everywhere. It is these old rags which present a problem because rodents love to live in them. Every time the party enters each of these rooms, the GM should roll a percentile dice and consult the following table to see if anything is in the room.

Die Roll Occupant

01-35	Nothing
36-45	Normal mice (harmless)
46-55	Normal rats (70% they attack, 2d6 Hit Dice, 1-20 of them, Dm = 1)
56-70	Squeakers
71-85	Rodqas
86-98	Rakrods
99-00	Rodcut

Any loot that might be there because of the type of creature (or because the GM feels the party deserves it), should be rolled randomly or chosen from the Random Loot Table.

9. Level Headquarters: This was the office/living quarters of the man who was in charge of this level. The quarters currently hold a debgon (see New Creatures) that wandered down here and was trapped. It has trashed almost anything of value in here, except for a wall-mounted personal computer. The computer was turned off a long time ago while a basic computer teaching program was in it. The program was committed to internal memory and is still there. If the machine is turned on (IN of 8 or better to figure out) the program will reappear. Anyone who wishes to learn how to use one of these computers must subtract his IN score from 24; the result is the number of days he must study to learn to use the machine. If someone else who knows how to use the computer can help him, he can subtract another two days. There is one blank microdisc in the machine.

10. Deluxe Quarters: All rooms marked with a "10" were deluxe accommodations for special scientists who were living in Gamma Base and awaiting transport to the Cities of Man. The quarters all had computers in them. The computers are gone, and the cables have all been destroyed. Rrerslith now are found in these rooms (see New Creatures). These snake-like creatures live in the conduits through which the cables originally passed. The rrerslith closely resemble the actual cables found elsewhere on this level. Seeing a gray cable should not be unusual for the party. Let them trash an important one or two in other rooms, destroying a personal computer, so they learn that most gray cables are useful items.

These rooms also have nicer furniture and are great places to camp or rest, if the characters wish to risk wandering monsters.

11. Storage Area and Tunnel: This room was the storage area for extra beds and furniture. There are stacks of iron cots, tables, and chairs all over the place, most of them rusty. The place is nearly filled with clutter. In the northwest corner of the room, hidden behind even

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the storage area for extra beds and furniture. There are stacks of iron cots, tables, and chairs all over the place, most of them rusty. The place is nearly filled with clutter. In the northwest corner of the room, hidden behind even more metal, is a large hole (large enough for a human to crawl through). This hole looks like it was clawed out centuries ago. Trying to follow it will reveal that there is a whole network of crooked, winding tunnels in the earth around Gamma Base. The GM should make it clear to any character who goes more than 10 meters into the tunnel maze that he will most definitely get lost if he goes any farther. If the GM wishes to actually map these tunnels out, he may do so and try and allow the party to find their way around.

The tunnels run for kilometers. Some surface in the rocky barrens above, some open to lower levels (as will be detailed later on those levels), some dead end. If the party explores the tunnels, the GM should mention that the tunnels are definitely not man-made, but were burrowed by some powerful creature. (A sergon dug these tunnels and still lives in them. If the characters go more than 30 meters into the tunnels, the sergon becomes aware that someone is there and begins to stalk them.)

These tunnels are an alternate way for creatures to enter the complex. Ermon knows about it and is pleased that nature has provided him with new challenges for his colonists.

12. Meeting Room: This was a meeting room for representatives from each shuttle group living down here. The lights are particularly dim here (due to a malfunction). The elbow of the outer room contains a rishmish on the floor and two nogI'Xon on each side of it. In the dim light the growths cannot be seen unless the characters specify that they are looking on the floor for something. The inner room contains a fhotI'Xon which will not interfere with the battle in the first room. Also on the inside of the second room, on each side and over the door, is a xanqas. Anyone entering will first be attacked by the xanqas, then the fhotI'Xon. In the corner of the inner room is a small sack. In it is the loot from past adventurers who have blundered in here: a flask of herbicide, a replacement fuel cylinder for an atomic energy cell, a listening device (see the New Items section), and a fusion bomb. (See the New Plants section for all these creatures.)

13. Cleaning Room: Most of the machinery in this automatic cleaning room has been destroyed. An automachine, specialized for laundry work, is in here. It switched itself off

to save power years ago and switches itself on when anyone enters. It has gone wild and will attack with all four tentacles. Each tentacle wields an improvised weapon: two irons (Column 8 attack, Dm = 2, will ignite any flammable item or clothing as an Intensity 4 flame until put out), one liquid starch sprayer (Column 6 attack, orange CN check must be made to avoid temporary blindness for 1d10 minutes), and one scissors-tentacle (Column 12 attack, Dm = 1 edged and pointed weapon). The crazed little robot is protecting the last working piece of machinery in here, a garment autopress (see New Items section).

14. Meeting Room: This room is covered from floor to ceiling with an iridescent moss. The moss changes colors, like the light from a perth. Moss from the ceiling has stained the room's furniture—a long meeting conference table and a dozen chairs. The moss is completely harmless, but if used fresh (within one hour of removing it from this room) it can absorb radiation damage. If the moss is wrapped around radiation wounds or the victim of major radiation dosage, half of the radiation damage will be eliminated after six hours. The victim must rest while undergoing this treatment. The moss itself is immune to radiation.

LEVEL 3: THE SHUTTLE ASSEMBLY LEVEL

Level 3 contains three separate areas that can be entered only through the three separate elevators. To reach the other areas, a character would have to go to another level which is accessed by all three elevators, then return to this level.

The E1 area of Level 3 is a group of small labs used for assembling and checking the small, intricate components on board the shuttle, like computers, guidance systems, and so on. The E2 area of Level 3 consists of two huge assembly labs. The components were assembled into larger sub-modules here, then stored. At one time this area contained dozens of shuttles ready to be taken down to Level 6 for final assembly and launch. The E3 area of Level 3 is a complex of offices and small labs where the various theories of space flight, astronavigation, weightless maneuvering, and so on were tested. The E3 section has more of an academic feel to it than the other two.

Level 3, while not directly open to the outside, has been visited by many creatures maneuvered here by Ermon in the last year. They

are all unaware of the other areas on the same level, believing their little areas to be the only Level 3 existing. A GM should only check for wandering creatures down here once every three days and they will always come by elevator.

Unlike Levels 1 and 2, Level 3 used to contain large amounts of flammable liquids, gases, and materials. An extensive sprinkler system exists throughout Level 3. All rooms and corridors on this level are painted stark white.

THE E1 AREA

This area has been ravaged by fire. The walls, floors, and ceilings are blackened, the sprinkler systems, doors, hardware, and so on have been melted or destroyed by the intense heat. Unlike the rest of Level 3, none of the lights work here. Hardly anything is living in this area.

1. Corridor Lights: A woo'n (see the New Creatures section) will be going north along this corridor when the party enters here. It is minding its own business, and not hostile. The information this woo'n has, is listed below. It is willing to barter information for energy-food. Each item of information should be bartered for. It prefers items of Tech Level III or Tech Level IV (which it can drain) to money. If the party successfully bargains with the woo'n, the GM should choose a piece of information that would be useful to the party.

- The level below this one seems to be a hydroponic garden. It looked like very few inhabitants were down there, but the woo'n was only passing through briefly. It does know that the E3 elevator does not go to the level below this one.
- Two levels below is a maze of rooms. There is a colony of skyzor'n there, well equipped (see the New Creatures section). That level must have been some sort of testing area for new items and weapons, because some unrecognizable items exist there.
- The woo'n is fascinated by technology and can identify most items through Tech Level IV. It will identify items for the party, tell the party if they are defective, and how much energy they have. Each item must be paid for in energy-food.
- This level has three large areas divided by the earth. Each can be reached by an elevator. The woo'n has not explored this level yet.
- If Ermon is described to the woo'n, it can

verify that it has seen him on the various levels below at different times. If pressed about the most recent time, the woo'n believes it was the next level down a week ago (Ermon has moved around since then but the woo'n does not know this).

- If a woo'n and an indie (see the New Creatures section) touch, the effects are explosive and disastrous for anyone within 60 meters. Indie, in and of themselves, are quite peaceful too.
- The ships spoken of are large transportation vessels that launched from Level 6 into the air. The Cities of Man are located somewhere above the world. All the ships have been used, but some were never delivered. The chance of information on the shuttle parts' points of origin being somewhere on the levels below is pretty good.
- Ermon is the one in charge of launching the ships and deciding who and what goes on them. He is one of the Ancients. He is not an evil man, but very manipulative.
- Timon has the manpower and arms he needs to begin his military campaign up in the Flower Lands, but is attempting some type of alliance with flying people to the west of Haven. They seem reluctant, but wish to expand their power.
- Any other information about the GM's particular campaign he wishes the characters to learn. Some of this information may be given free if the woo'n has been well fed.

2. Burned Out Lab: Amidst the melted rubble and ash in here are four hostile batslith (see the New Creatures section).

3. Burned Out Lab: Sunken into the ashes here are three guman (see the New Creatures section). One is on the ceiling above the door, and there are one each to the right and the left of the door. They will not attack until the party members have entered the room and started searching; if spotted, however, they attack immediately. Under a ruined table is a locked duralloy box. The duralloy key is gone. Inside the box are a receiver and bugs (see New Items section).

4. Burned Out Lab: This lab appears to have been the source of the flash fire. Once a party member has entered the room, he will realize there is a completely blackened humanoid form laying in the middle of the floor; it could be the charred remains of a man. (It is actually the charred remains of a thinker android that was experimenting with chemicals in this room and ignited them.) Beneath the remains

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is the duralloy key to the box in room 3 of this area.

5. Burned Out Meeting Room: This large room currently contains three serfs who came down here just before the woo'n and party members. These are renegade serfs, armed only with axes and shields, and interested in destruction and loot.

6. Burned Out Closet: An unusual black fungus is growing among the ashes here. If touched, it will emit a loud shriek, warning the serfs of intruders. The fungus is not sentient and presents no other danger. It can be scraped up in large patches and carried around (like moss) as long as it is watered daily. It can then be laid down (no smaller than 30 centimeter squares) around the party when they camp as a warning device.

7. Burned Out Lab: A trio of obbs inhabits this room. They will fly out and attack any characters who are trying to enter this level.

THE E2 AREA

The two large rooms in this area can be entered by either of the bay doors on the north and south side of the E2 elevator. These doors have counterweights and can be opened by one character with a minimum PS of 9. Both doors can be opened at once when the elevator is here, providing an access tunnel between the two rooms. The denizens of these rooms do not bother each other. The ceilings in these two rooms are 25 meters high.

1. Shuttle Assembly Area: This large area contains a heavy cargo lifter and a large cargo transport. Both operated by broadcast power and so are now shut down. At one time small shuttle parts were assembled here into three large sections, which were then sent down to Level 6 and finally assembled into one craft. There are many small pieces of metal lying about, scraps that were sheared away from sections to make a tighter fit.

There are five blights in here now, nesting in the top of the upraised crane on the heavy cargo lifter. In the southwest corner, behind the heavy cargo lifter, is a tool box. This box contains all of the various sizes of metric wrenches vital to the assembly of the shuttle craft. The wrenches are made of steel and have rubber-covered handles.

2. Shuttle Storage Area: This huge 108- by 33-meter area once held dozens of shuttle sections. The sections are all gone now and only a heavy cargo lifter remains. However, the room has been overgrown by giant red mushrooms,

averaging two meters tall. They are immune to sonics, fire, chemical defoliants and herbicides. They are not poisonous, but taste awful. If the water sprinkler system is activated in this room (fire of Intensity 8 or greater will activate the system), the mushrooms will soak up water as it falls and grow at a rate of five centimeters an hour, until they reach the ceiling like trees and clog the sprinklers. The mushrooms cover the floor from wall to wall and provide excellent cover for the many little surprises in the room. These surprises include:

A. A single blackun with a huge sticky web in this corner. This web is a PS 20 barrier. There is the partially-eaten corpse of a human adventurer in it, dead about a week. A medi-kit can still be seen on his belt. It is full of drugs, but the energy cell is drained.

B. Two soul besh cling to the ceiling at this spot, hoping to pounce on unsuspecting prey below for a quick snack.

C. Water was left running in the restroom. It eventually forced the door open and provided water for the little mushrooms that had sprouted up. So dense is the mushroom stand around here that the water is now contained in a little pond.

D. Shinarl (see New Plants section) covers this end of the pond.

E. A keeshin now inhabits the bathroom. It has accumulated 100 gold pieces from past hapless adventurers, now hidden in the toilet tank. The pile of coins is covered with filth and is not immediately recognizable.

F. This is a patch of rismish (see New Plants section) that has grown on the floor between the mushroom stalks. This area is also occupied by a dozen rodqas living in the mushrooms stalks like squirrels in trees. They are very territorial and will attack anyone on the northern side of the rismish.

G. An abandoned security robot is located here. Inside it two inslith (see New Creatures section) have made their home. They look just like the wiring in the robot, and will attack if disturbed. The only items left of value on the robot include: one paralysis rod with a three-meter extension, a broken slug thrower (it can be fixed), two clips of slug thrower ammunition, two tear gas grenades, three stun grenades, and a grenade launcher (60 meter range).

H. Underneath the heavy cargo lifter live two parns. They will only attack someone who climbs on board the lifter.

I. A two-meter radius patch of yellow mushrooms grows here. These mushrooms have an Intensity 7 sonic attack to defend themselves if anyone or anything touches them. They are affected by chemical defoliants and herbicides. In the middle of the patch is a full fire extinguisher (fires six bursts of foam, each burst can put out fires up to Intensity 13 in a five-meter radius).

J. A three-meter patch of maroon mushrooms grows here. These mushrooms can take up to 5 points of damage before they burst into flame. If any mushroom is allowed to burn for two Action Turns, the entire patch will catch fire (an Intensity 10 hazard). One Action Turn later the sprinklers will go off, putting out the fire and allowing the mushrooms in here to begin absorbing water again.

THE E3 AREA

This area is a maze of offices, classrooms, and small labs. It has been recently entered by eight t'brath and their slaves (the GM should reread their description in the New Races section). They have not had time to search this area themselves.

1. Classroom: The walls, floor, and ceiling of this classroom are covered with green, slimy plant life. This growth is harmless, but it smells foul and looks like it can move (its surface ripples when exposed to air currents).

2. Laboratory: This lab is still secure and is as it was when the staff evacuated it. There are numerous glass beakers, flasks, test tubes, pipettes, and other chemistry apparatus. The lab is equipped with oxygen and gas jets for use with bunsen burners. These can still be used and can supply gas for one hour's use each. The chemicals in here have gone stale and are unusable. The labels on the chemical bottles are faded and unreadable.

3 through 6. T'Brath Trap: There are two t'brath waiting at each location. They heard the elevator and have set a trap. The four t'brath at locations 3 and 4 each have a trident, the other four have their arrows ready to fly. All wear plant armor. When a character gets to the junction just south of location 3, the two t'brath there will scream and attack, alerting the other to do the same. Their goal is to destroy the party and, hopefully, enslave any male survivors. They will kill female survivors immediately. They will enslave male survivors in chains and place them with the other slaves in room 7. In addition to their weapons, the t'brath have 57 domars among the eight of them, a tube of adhesive paste, and a large

key for the locks and slave chains.

7. Laboratory: The t'brath have chained their slaves to the pipes in this lab and have left them so they can set their ambush. The slaves consist of three humans, two orlens, two serfs, and a sleeth. All but the sleeth are exhausted and half starved; the sleeth has just recently been caught. The key from the t'brath is needed to unlock the chains. All but the sleeth are too weak to do anything but thank the party; the sleeth would like to lead them out of here. They will say that all of their goods were taken by another party of t'brath to their local leader. Most were captured outside, the sleeth on the first level. They have no idea why they were brought down here, only that they were to be sold to someone.

8. Classroom: An erdgon (see the New Creatures section) has made his lair in this large classroom, and has been listening to the sounds of combat; he can hear if the party is approaching him from the north or the south route. If from the north, he will move his body slightly out of the doorway so he can fire his electrical attacks at the fire door when it opens (this will increase his armor class to 6). If they are approaching from the south, he will enter the corridor, sticking his head around the northwest corner, to zap the party when they come around the southwest corner. Again, his armor class will increase to 6 by doing this. His hoard, in room 8, includes hundreds of electrical components, wiring, motors, and so on, plus 16 energy cells (five chemical, five solar, five hydrogen, and one nuclear). Three of every five cells are drained, but the atomic battery is full.

9. Classroom: A wardent has been trapped down here for a week. The rest of his little band was killed by the erdgon, and now he is afraid to leave. The wardent will attempt to befriend the party, opening the door for them to jump into the room if they are approaching the erdgon from the south. The wardent wants to hire them to take him up and out of the installation. This wardent is extremely good at repairing items (roll on Column 15 for him) and has a good assortment of tools designed for delicate work. He will offer to repair or maintain any equipment the PCs have. He knows of the standard household autobot in room 10 and will repair it for them once they get him out (he can be pressured into repairing it down here).

10. Small Lab: This small lab is abandoned and empty except for a standard household autobot. The robot's battery has run down, no broadcast power is available, and it needs

about 12 hours of repairs by a character with robot repair skill. To find the proper column, use skill level (5 maximum; see Skill Levels Table) + 5.

11. Small Lab: This small lab is overgrown with a brown, sponge-like fungus. The entire floor is covered, and the fungus is about 1.75 meters high. The fungus is so resistant that it cannot be moved through and cannot be cut.

This room, like the rest of the level, is lit and it is the light that keeps this fungus alive. An attack from any weapon emitting radiation, light and/or heat (such as lasers or torches) will make the fungus grow larger, out into the hallway. It grows another 30 cubic centimeters for every d6 of radiation, light, or heat damage directed at it. A black ray will kill it on contact, whereupon it will immediately dissolve. Shooting the lights out in the room (they can be seen from the hallway), and leaving the thing in the dark will cause it to die in an hour. Any other attack does nothing (poison or acid thrown on it will just make it dangerous, as the liquid will remain like a coating on it, affecting anyone who touches it).

The fungus cannot attack, except by growing and trapping people in a corner or another room, which conceivably could starve them or smother them after a prolonged period of time. If the fungus is finally destroyed, the remains of an unlucky explorer will be discovered in the southeast corner of the room. He has the following items on his person: a backpack, a week's rations, a metal canteen of water, a needler (holds five of the Intensity 12 paralysis needles), three microdiscs, and a microdisc holder (holds five microdiscs safely).

12. Small Lab: This lab has been ransacked. It was a physics lab for testing flight models. A ten-centimeter scale model of one of the shuttles is hidden in the ceiling's lighting fixture (hidden by a past adventurer who intended to recover it later). Unless someone specifically says they are searching the lighting fixture, it is not obvious the model is there. The fixture does not fit completely flush against the ceiling, however, and any character entering the room has a chance to notice this by making a natural red result IN roll.

While the model could not be sold for more than 25 gold pieces, it is of great importance to the Restorationist Council and this mission.

13. Classroom: A supervisory borg is trapped in here. It is one of the earlier models and uses treads for movement. It tried to escape as its batteries ran down, by simply ramming the door again and again. It is now lifeless, useless, and falling apart. The robot partially

crawled up the door in its death throes. Its propulsion system had a coasting spring constantly winding and unwinding in it to conserve energy. That spring is so wound up, and the angle of ascent is so steep, that when this door is opened this robot is going to spring outside the room and move around for three Action Turns. It is suggested that the GM should handle this encounter in the following fashion:

- When the party is close to the door, tell them they just heard something metal inside go "clank" (one of the claws falling off).
- If the door is finally opened, the robot will spring out, knocking anyone over who is in front of it and doing a d6 of damage to them. The action is so fast that it surprises the party, no matter how well prepared they are. The second claw will fall off at this time. The GM should saw something like, "A strange robot darts from this room and drops something small, like a grenade, in the hallway. It is continuing to move down the hall to the north."
- After the first Action Turn of movement, the robot will continue to zig-zag its way to the north. It will crash into walls, but that should be explained that the robot appears to be running amok.
- At the end of the third Action Turn of movement, the robot will wheel, face the party, and stop, as if preparing to attack. It takes no other action.

Of course, this is all coincidence; it has just run out of wound-up energy, but the party members do not know that. This is called a "sucker encounter" because it often suckers the player characters into wasting ammunition, items, or mutant powers. A good GM will include at least one sucker encounter per level or large area of encounters, because it makes the players think instead of blindly attacking everything that moves. If the party, in the GM's opinion, exercises good judgment in handling a sucker encounter (like only wasting a single shot of a laser on the creature, then deciding to wait and see what happens), the GM should reward the half the experience of the encounter if it were real. Surviving in Gamma World is not primarily destroying potential threats, it is thinking and evaluating the extent of the threat.

LEVEL 4: THE HYDROPONICS LEVEL

Level 4 contains a huge hydroponics garden, rooms that monitored the plants of the hydroponics garden, and other facilities dealing with synthetic food research. This level has been open to the outside world through the large hole in the hydroponics gardens. As a result, this level is full of wildlife and creatures. The doors were secured on this level only the day before the party arrived. The GM should roll for random encounters as on level 2.

All rooms and corridors on this level are painted bright blue.

1. Snake Rooms (Several): This level is infested with insliths. The rooms on this level contain more electrical cords than almost any other level because of the many heating and ultraviolet units once used down here. Because of this almost every room has 1-6 electrical cords strewn about. These electrical cords can be collected by the player characters and used as rope, bindings, or even electrical cords. The rooms marked with a "1" have one or two inslith in them in addition to the normal cords. These rooms are all small experimental labs which once had botanical testing equipment in them. The equipment has all been moved out, except for an occasional metal table or counter. Unless the party is making a lot of noise, there is a normal chance of surprise on these snakes.

2. Bile Bird Rooms (Several): This level, because it is infested with snakes, is also full of snake-eating birds. These are called bile birds, and are related to blood birds (see the Reference Book). Their statistics are the same, except that they are totally immune to acid instead of mental attacks, have a sonic blast (range = 6 meters, Intensity 10) instead of emitting radiation, and are only 60 centimeters tall. Their plumage is a bilious green-yellow color, hence their name.

Every room marked with a "2" contains from one to three bile birds and their nests. Most of these rooms were storage areas for synthetic food supplies at one time and are now empty. The bile birds live on snakes of all kinds, but prefer insliths, hence their great numbers down on this level. Bile birds usually split inslith open like sausage and eat the vital organs, leaving about three-quarters of the normal skin intact. There are 1d6 of these three-quarter length inslith skins (difficult to

distinguish from live insliths) in any bile bird nest.

Bile birds will attack other creatures who enter their areas simply because they are afraid of them. Bile birds will always attack a character wearing inslith armor first.

3. Batslith Areas (Several): This level has also drawn a lot of batslith. Every time a "3" is marked on the map, there are 1-4 batslith there. Unless the characters are taking special precautions to move silently, the batslith will sense them coming and be located so that they can surprise, strike, or escape in either direction. They are usually in a position that is just out of eyesight: around the corner, in a nook, etc.

4. Hydroponics Fields Bay Door: This is the only access to all of the hydroponics fields. Once the party raises the door, they immediately see that some type of vined plant has overgrown the area, reaching all the way to the ceiling. (In fact, this is a rare hybrid plant Ermon perfected and has been nurturing in here for future use in the Cities of Man.) The plant is a combination of many other plants. It bears many different types of fruits which provide all the minimum vitamin and mineral requirements necessary for mammalian life. Fruit can be plucked anywhere along the vine.

The vine, which Ermon named *ermonendrum*, after himself, is extremely strong (AC 5), immune to fire, and extremely tangled and thorny. To tear a two-meter-square hole in this vine, 75 points of damage must be inflicted. Any herbicide or chemical defoliant must be in liquid form to affect the plant; four liters will kill a three-meter-square section. Fragmentary grenades and bombs only do half damage to the vine.

The vine grows to the ceiling and has spread across the ceiling. Because of this there is a "dense forest" feel to the area, like sunlight through thick, overhead foliage. Climbing the vine is nearly impossible, as the tangles are too tight for most feet or paws to get a good grip and the thorns are extremely sharp and needle-like.

The vine's growth is easily directed, and thus can be used to form a maze (such as it is here), to add protection to a settlement.

Since the vine grows slowly after reaching a length of 100 meters and a height of 20 meters, there is no chance of it becoming so congested that it kills itself. It seems to have originally rooted in the tables of soil that can occasionally be glimpsed through the dense foliage. Now, it has also rooted itself into the floor itself and cannot be uprooted.

A great danger lurks in the vines. In the

middle of the maze is a large hole. This is a tunnel dug by a sergon; it opens right into his lair. It is through these tunnels that most of the wildlife here has migrated.

The lights in this huge room cannot be turned off; Ermon has seen to that. The built-in sprinkler system (in the huge hydroponics fields room only) turns on for 15 minutes every four hours, drenching the area. Tiny drains in the floor prevent water from stagnating, as well as recycling and purifying the water.

5. Monitoring Rooms (Several): These rooms are filled with blank screens, dead dials, and unlit lights. At one time these rooms monitored the hydroponics field, but no longer. There are valuable electrical parts here that can be sold for a total of 50 gold pieces per room. That is, of course, if the party members have the tools and take the time to remove them (about 20 hours for each room, each room's parts will fill a back pack).

6. Original Hydroponics Field Entrance: This door was the original entrance to the huge hydroponics field. Now it only opens into a small section.

7. Observatory/Laboratory: This large room was once an observatory that looked into the hydroponics fields. It has recently been converted into a simple botanical lab. Several smaller *ermonendrum* plants have been transplanted here for experimentation. There are about a dozen fresh clippings of this vine, potted and wrapped for transportation. There are also typed instructions in a number of different Gamma World languages on how to take cuttings and transplant them. Ermon has prearranged all of this for potential shuttle passengers to take his new plant with them to the Cities of Man.

The triangular room to the south was a secretary's office and the manual typewriter and paper can be found there. Both the large room and the triangular room are bugged by Ermon.

8. Power Forklift: This is the location of a power forklift that can be used to open bay door number 4 (the machine itself is not shown on the map). The forklift must be pushed by hand into position facing the bay door, then jacked up. Its hydraulics will provide enough leverage to raise the door one meter, wide enough for a humanoid to slip under. The forklift will stay in place in the up position until released.

9. Debgons' Positions (Several): There are three debgons serving the sergon in the maze

(see New Creatures section). The debgons' job is to keep an eye on all the logical entrances into the maze. Since sergons can communicate with other gons, the sergon will know when any intruders (like the PCs) are sighted by a debgon. The debgons have orders to kill any humanoid intruders, so they will attack without hesitation. None of the debgons have any treasure of their own.

10. Sergon Lair: A small sergon (hit points = 90) lives in this maze. It is not the sergon that dug the tunnel, rather it is one of its young offspring. This one has three debgons and a gelgon (see area 11) serving it. It is impossible to sneak up on the sergon because the other gons serving him will relay messages to him concerning sightings of the party and because it is almost impossible to move through the maze without making enough noise to alert the sergon.

This sergon has its hidden treasure trove deep within the tunnels surrounding the installation. It has some desirable and useful treasures and should be able to buy its freedom from a party unless they kill it before it has a chance to barter. This sergon will barter when it has 10 or fewer hit points left. Its treasures include a chainmail vest, two one-shot pistols, one musket, one vibro dagger, two laser rifles, four micro-missiles, a suit of powered scout armor (cells only good for 20 hours of use), one dose of pain reducer, and three items from the Random Loot Table. Note that these are scattered among several tunnels and

the sergon will part with as few as possible.

11. Gelgon Position: This gelgon is here in the hallway to cover the sergon's left flank, making sure no one sneaks around the debgons by somehow passing through walls. The gelgon normally sleeps in room 11a, but is out in the hallway, wide awake, when the party arrives here. It also has orders to immediately alert the sergon when sighting an intruder, then attack them without mercy. This gelgon has its hoard in its lair (the room marked "11"), not with the sergon's loot. Its treasures include two laser pistols, eight hydrogen energy cells, four chemical energy cells, two type A slug throwing pistols with four full 50 shot clips, an energy mace, and two energy grenades.

12. Herp Lair: A pair of herps have just moved into this neighborhood. They are now trapped in this mini-maze (E) and are fed up with eating fruit and vegetables. The adventurers will be a welcome meal for them.

13. Mantis Position: A mantis roamed into this mini-maze (E) just as the bay doors closed and is now trapped. It has figured out, through noise and droppings, that there must be herps in here and is quite nervous. It is hungry for meat, but may be persuaded to accompany the party to find and defeat the herps.

14. Switchbox: There is a switchbox here, behind the foliage. Any character passing this area must make an IN roll to spot it. It can turn the sprinkler system off for 12 hours, up

to three times in succession. The sprinklers always automatically reset themselves after 12 hours, and will override any attempt to switch them off after not operating for 36 hours.

15. Trapped Conola: A conola began cleaning in here when the bay doors closed behind it. This is probably the cleanest spot in the complex, and not a bad place to camp and make a home base. If the bay doors are propped open with the bar in area 16, the forklift can be lowered, brought inside, and raised again to allow the prop to fall, leaving the bay door open. If the bay door is opened, the conola will tumble out of the mini-maze as soon as possible; because it is moving in a confined space which hinders its targets, apply a +2 CS to its attacks. Check for an encounter with the creature every 10 minutes.

16. Abandoned Equipment: Some of the metal scaffolding used to build this room is still here. Most of the pieces have been carried away as loot by others, but three sections, each 90 centimeters long and 2 centimeters in diameter, still remain. These are rods of hardened steel and are quite heavy. If used as a weapon by a character with a PS of 18 or greater they will do an additional 5 points of damage. Otherwise, they are best used as braces, such as in area 15 above. There is no door or machine in this installation that could bend these rods.

17. Hidden Zarn: A zarn is amidst the foliage here and will attack anything that comes



Sergon

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within three meters of it. Since this foliage works to its advantage, the best bet for the party is to either use an area effect weapon and hope they hit it, or to get away from here as fast as they can. The zarn, which is in the southwest part of the foliage, sees no reason to teleport.

18. Terrified Lil: This is a lil that was dragged down here by a blackun for use as a future snack. Unfortunately for the blackun, it ended up on the sergon's breakfast menu and the lil escaped. The lil does not know what it was that killed the blackun, only some type of weird kamodos that had radiated eyes. The lil wants desperately to go home, but does not know how (it was all webbed up and does not realize that it was carried through tunnels). The first thing it will do upon seeing a party, is try an illusion of a kamodos, to the west and away from the lil's actual position so no stray fire will hurt it. After the lil calms down (two action turns), or if someone is not deceived by the illusion, the lil will appear and beg for help. It will do what it can, but will want to stay behind the characters, preferably in the backpack of the best armored character.

When the lil sees the sergon's tunnel hole, or is taken upstairs to the first level, it will bolt away on its own and try to find its way out. While it is grateful to the party, it is too terrified to stay with them if there is a chance to leave.

The vines are so dense, and the thorns so sharp, that the lil cannot pass through the walls in here. If the lil is safely brought outside and set free, he and his clan will be indebted to the party for life (GM decides the clan's location). If the party also secures a cutting of Ermon's vine for it (see room 7), all the lil of the Desperate Lands will know of the party and treat them with kindness.

19. Questing Carrin: There is a carrin walking along here that seems to be carefully searching for something. He will defend himself if attacked, but will otherwise act peacefully. He will ask the party if they have seen any birds that look like blood birds but are greenish-yellow. He has heard of these strange birds and seeks to enlist them as followers. For every two bile birds (see area 2) that the party can lead him to or bring to him relatively intact, he will give the party one of his poisoned quills as a gift.

20. Abandoned Robots: Special robots were tending the hydroponic crops here when they were abandoned. The robots conform to the ecology bot—agricultural, except with the following exceptions: they are two-meter oval-

oids with three tentacles, and did not have plow, disc, or vibro-saw attachments. None of these robots work anymore and they have all been pretty picked over by past passerbys. They do have some usable robot parts on them and all are unique in the following ways:

A. This robot has only insecticide left. This acts as an Intensity 16 poison to any insect of any size.

B. This robot still has a usable flame gun. It can be detached and used as a flame thrower per the Revised GAMMA WORLD® Rules. All other equipment is gone.

C. The various chemicals and lubricants aboard have leaked and mixed together, making this robot a sitting bomb. If left alone, it will not explode. If any air is allowed in, by opening a door into the robot's body, unscrewing a plastic tank lid to look inside, etc., the robot will explode like a huge fragmentation grenade, causing 15d6 damage to everything in a 10-meter radius.

21. Conola Cleaners: The numeral "21" indicates a conola cleaning up the area by tumbling along. The GM can decide which direction it is going. The absence of an abundance of dead foliage is explained by the conola's presence. It's hides are thicker than the thorns and it sometimes rolls along on the walls, cleaning up dead leaves or rotted fruit, by catching on the thorns. The GM may wish to use small pieces of paper on the map to keep track of the conola's locations, as it is constantly moving (half speed on the walls).

22. Feeding Cal Then: A cal then is located here, busily munching away on the bones of a dead explorer he found here. The noise can be heard up to 30 meters away. The explorer was wearing a powered suit of some type, but it has been damaged beyond repair by the hungry cal then, except for the force field unit. This unit is a belt-sized device, canceling 20 points of damage per Acton Turn from physical attacks, and uses a solar energy cell which powers it for four hours. Unless it is checked over by someone who is very skilled with tech level II or better devices, it will fail in its fourth hour of operation.

23. Flat Trap: A human body, dead about a week, is lying here. No visible wounds can be seen unless the body is turned over. Underneath him, a guman waits for a new fool to possibly lay down for a nap, as did this last victim. The guman will attack if anyone turns the victim over, as this will give away the guman's position. Underneath the body is a medikit carrying case, but only part of the kit

is there, just the section that holds the drugs safely. In it are 20 doses of anti-toxin.

24. Racoon Haven: Five normal racoons have wandered down here and love living with all this fresh produce. The GM may wish to tell the party, when they first see the racoons, that a group of nude dabbers are crawling around here. It is possible that some of the player characters have never seen a racoon. They are 3 HD creatures that can bite and are quite fearless.

25. Entombed Entomologist: An entomologist was studying insects drawn to the hydroponic fields, when the call came to abandon the fields and board the last shuttle. He was so engrossed with a little spitting beetle (forerunner to the zarn), that he was trapped inside when the doors were locked. After a while, he starved to death, leaning against this window hoping someone on the other side could see him. Because of the mirrored glass, he never did know if anyone was watching him or not. This drove him insane before his death and this insanity manifested itself in a desire to pick up every dead bug in this huge room. Next to him is a portacart heaped high with the remains of dead bugs. Sarbis would pay around 200 gold pieces for this pile of delicacies.

26. Searching Sarbis: Three renegade sarbis from an upper level (or ground level) have found their way down here when the sergons were careless. They are ill-equipped (one week's iron rations left, a little water, crossbows, 20 bolts each, and long swords). They want to rest a few days, restock their food supplies from the vines, then try and find their way to the hole, and then go home.

LEVEL 5: RESEARCH AND DEVELOPMENT

Level 5 included the research and development labs for new items and weapons. Almost the entire level was cleared out when the first shuttles were launched towards the Cities of Man (some hidden items were forgotten and later discovered, as will be seen). Later, parts of the level were used to house launch crews and flight crews. It is up to the GM to decide if a room has cots, a table, and chairs in it, or if it is completely empty. This level was not open to the world except for the tunnel hole in area 1. All of its current residents have entered through there, though Ermon knows of their

existence.

Random encounters should be rolled only once every three days, and then on the underground cavern column, since these are the most likely to occur here in the dark. Burned out torches can be found everywhere. The GM should always remember that the lights down here are completely shorted out and the place is blacked out. All rooms and corridors on this level are painted deep red. NOTE: The GM should take this time to reread the description of the Skyzorr'n race in the New Races section.

1. *Tunnel Hole*: Another sergon tunnel hole opens up here, but this one is old and seldom used by the sergon. Instead, it has become an access point to the complex from an adjoining natural cavern network. Skyzorr'n have entered here in recent months and are beginning a full-fledged colony.

2. *Skyzorr'n Watchmen*: There are always two skyzorr'n warriors here who are to ring for the elevator and stop it at this level before it ascends or descends. They are each armed with three short swords and will try to enslave anyone they can. If too much resistance is displayed, they will kill the intruders and dump them down the hole in area 1. There, peons will carry the bodies back through the caverns to another colony for food. The GM may wish to map this cavern system out in the future for further adventures.

3. *Sacred Warrior Locations*: Every location marked by a "3" on level 5 is the location of a sacred warrior. A sacred warrior is armed with a longsword, a morning star, a type B slug thrower (full clip), and either a Mark VII rifle or a laser rifle. He also carries one random type grenade (but never tear gas). The GM may make sacred warriors more heavily armed if the PCs are extremely well equipped. The sacred warriors are usually either guarding the queen, or overseeing the other warriors.

4. *Ordinary Warrior Locations*: Every location marked by a "4" on level 5 is the location of an ordinary warrior. An ordinary warrior skyzorr'n is armed with a longsword and a short sword (or one two-handed sword), and a mace. Polearms are also available in various rooms for the ordinary warriors to pick up. They will often form a second rank, behind the sacred warriors, and use their polearms to attack through the ranks with no harm coming to their own fighters. Ordinary warriors are the main fighting force and security officers of the colony.

5. *Warrior Peons*: Every location marked by a "5" on level 5 is the location of a peon armed

with a longsword and a short sword. Although guarding and fighting is usually the duty of the warrior caste, this colony is still considered an exploratory one and so uses peons as warriors. There are 20 peons of this type. These warriors guard prisoners, protect food caches, and perform other necessary, less dangerous, tasks.

6. *Ordinary Peon Locations*: Every location marked by a "6" on level 5 is the location of an ordinary peon at work hauling, overseeing slave labor, cleaning items or weapons, and so forth. Though these skyzorr'n can use two hand weapons at once, they only carry a short sword.

7. *Slave Locations*: Every location marked by a "7" on level 5 is the location of a slave who is working, on break, or asleep. If the party wants to know the races of the slaves, roll on the table at the end of this entry (the skyzorr'n tend to group races together in chain gangs as they work better). All slaves have their feet chained together. When they are in a large group, as in the slave quarters, they are also chained to the walls by the neck. The average slave has stats that have dropped to 5s due to exhaustion, exposure, and overwork. These slaves will fight if they make a morale check as for 5 morale; otherwise they are too worn down to fight. Most of these slaves were fighters and know how to handle weapons. No slave has any mutant powers that are usable. They are either drugged enough so they do not work or never had any to begin with. Serfs (thought masters) are killed outright as too dangerous and sarbis are tortured (when enough skyzorr'n get the nerve up).

Die Roll	Slave's Race
01	Ark
02	Badder
03	Dabber
04	Gren
05	Hawkoid
06	Hoop
07	Human
08	Menarl
09	Orlen
10	Sleeth

8. *Ballistae Locations*: Every location marked by an "8" on level 5 has a ballista located there. A ballista is a large machine of war, somewhat like an oversized crossbow mounted on a stand. These three ballistae were being delivered to Timon for his military campaign by Ranse's people when their caravan was overtaken by skyzorr'n. These ballis-

tae are placed in key locations for long, straight shots. Each is equipped with 10 spear-like arrows (range = 60 meters indoors, Dm = 15) which is what they fire. The ballistae teams have trained quite hard and can fire their machines as a Column 12 attack. They can load and fire every other Action Turn.

9. *The Queen's Throne*: The young skyzorr'n queen is quite secure here and manages her new colony from relative comfort. She rarely holds an audience (unless unusual circumstances require it, such as the capture of a sarbis caravan or the delivery of more slaves by the T'Brath). This new queen has only been here a few weeks and has not had a chance to move her small, but adequate treasure here (it is being guarded deep in the caverns by a dozen sacred warriors). She does have two new treasures with her that were discovered here in the complex, a tempus helmet and a rover rifle.

This queen was sent here for two purposes: to establish a new colony; and to use this level of the complex as a base of operations for a mining project which the main colony desperately needs. The advanced peon scouts discovered a huge vein of iron ore behind the southwest corner of this level. The new colony was set up and slave labor was purchased from wandering T'Brath. The new queen hopes to mine enough ore over the next year to completely arm both colonies. Then they will dig underneath the sarbis mines and destroy the village (skyzorr'n can overcome their natural fear of sarbis if they are completely confident they can defeat them).

The entire direction of this skyzorr'n operation revolves around the mining operation and meeting the quota on time.

10. *Mine*: This is the site of the mine. It goes about 30 meters west into the earth and is yet only a single tunnel. This area is well-lit by five glow cubes. Two-handed mining picks or shovels are used in the mine. These tools never leave this location, and are always accounted for. The ore and slag is moved in huge leather sacks.

11. *Slag Heaps*: Every location marked with an "11" on level 5 is a dumping ground for the worthless rock mined away to get to the ore. Nothing of any worth is here.

12. *Ore Deposits*: Every location marked with a "12" on level 5 is a storage place for huge leather sacks of iron ore. Slaves carry it to these locations, deposit the bags here, and return to the mines.

13. *Food Supplies*: Both of these rooms con-

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tain large quantities of rations for both the skyzorr'n and their slaves (though the latter are fed just enough to stay alive). It is very easy to hide among the boxes, sacks, and crates.

14. Miscellaneous Supplies: Both of these rooms contain other supplies used by this colony. Twenty-five extra lamps, dozens of wicks, liters of oil, hundreds of large leather sacks, replacement handles for the mining tools, slave chains and locks, and so forth are stacked in here.

15. Slaves Quarters: This large room is the sleeping quarters for the skyzorr'n slaves. They are all chained to the walls by their necks and are asleep. A skyzorr'n slave master/peon and two peon guards are always in here.

16. Feeding Hall/Rest Area: This room is where slaves are fed (in shifts) and where they receive half-hour rest breaks. They are not chained to the walls in here. At least one peon slave master and one peon guard are in here at all times.

17. Kitchen: An old-fashioned gas stove, a long wooden table, and bottled gas is used in cooking here. The skyzorr'n cook and his slave helpers prepare all the meals for everyone here. There are five sharp knives here and a cleaver, usable as weapons.

18. Storage: This room is where all the wooden and pottery bowls the slaves and skyzorr'n use at meals are stored. The large metal pots and pans, are also kept here.

19. Smithy: A skyzorr'n peon blacksmith works here. He has an anvil on a wheeled cart, his tools, and a unique portable mini-forge powered by an atomic cell. Here he forges and hammers out new shovel or pick heads, attaches the slave chains to new slaves, removes the chains from dead ones, and so forth.

20. Vaults: The fifty slaves who have already died down here are stored in these vaults. Like mass graves, the skyzorr'n open them up just long enough to throw more in, then slam it shut. They will begin a new vault soon, as the old ones are permanently sealed when full, thus preventing the spread of disease.

21. Peon Rest and Sleep Area: Peon skyzorr'n that are not working stay here. Most of them are asleep. Peons take their meals during work at their locations.

22. Warrior Sleep Area: Skyzorr'n warriors sleep in this room and take their meals here. The area has cots in it, a table, and some chairs. Only five ordinary warriors are in here at any one time.

23. Sacred Warrior Living Area: Skyzorr'n sacred warriors sleep, relax, and take their meals in this room. It has cots with mattresses, a long dining table and comfortable chairs, and even a couch. Only two sacred warriors are in here at any one time.

24. Lost I'Xon: A cynl'Xon came up through the hole last night as the skyzorr'n were changing guards. It is now in this room and no one has discovered it yet.

25. Mught Room: A mught has floated in here through the ventilation system and is curious. The GM should keep track of where it goes. All the ventilation shafts on this level are connected and the mught can go where it pleases.

26. Ranse's Machines: The rest of the siege machinery captured by the skyzorr'n is kept here. This includes large metal gears, springs, levers, and complete instructions on how to build catapults and other siege machines. These machines were originally intended for Timon.

27. Ranse's Weapons and Armor: Ranse was also sending armor and weapons to Timon. Most of the weapons have been distributed between the two skyzorr'n colonies. The armor has been bartered to the T'Brath for slaves. There are the following weapons and armor remaining in here: 10 World War II-type steel helmets, 15 daggers, four flails, five metal shields, 20 javelins, a musket and 30 rounds, 100 sling bullets, three plate mail vests, and two two-handed swords. There are also six sets of excellent barding for a horse or podog size mount.

28. T'Brath Quarters: The T'Brath stay here when they bring down more slaves; currently the place stinks and is a mess. The T'Brath will arrive with more slaves six days after the player characters first enter this level, then every ten days after that.

LEVEL 6: THE SHUTTLE LAUNCH LEVEL

Level 6 is the last developed level in this adventure. It contains the underground monorail system that leads to the huge subterranean final assembly area and launch pad. Note that the map scale changes for this level, each square is 12 meters instead of three meters. Everything is fully lighted and fully operational on this level, but is so complex that it is

hopeless for any non-Ancients to even attempt operating these machines or assembling a shuttle without clear instructions.

While Level 6 is clean and new looking, it was just cleaned up and made operational by Ermon. A few wandering creatures are still about. The level is basically divided into the shuttle final assembly room, the launch pad, final pre-flight preparation rooms, and launch center command rooms. All rooms and corridors in this level outside of the launch pad are painted orange, the launch pad area is unpainted but has many mirrored windows looking into it.

1. Monorail: This heavy duty monorail system was designed to move either 20 people or the large, assembled shuttle sections down the kilometer-long tunnel to the east, where the level actually is. The monorail cars reach speeds of 40 kilometers per hour in the tunnel. They have straps available for securing the shuttle sections, and a top platform can be removed, revealing seats below for passengers instead. The monorail cars are all automatic. Each end of the system has a call button which summons the car if it is not in use. The cars themselves have another button in front to start them when everything is set to go. The eastern end of the rail system has a storage and maintenance garage section. A second monorail is located here to replace the first if it should break down.

The monorail cars run by broadcast power, which is functional here. Each car can suffer 150 points of damage before being destroyed. NOTE: Both E1 and E2 elevators open onto this level in the same stretch of corridor lining the west end of the monorail system. This is the only entrance onto this level, except for the exhaust vents and any exits that the GM might add to his own lower levels.

2. Pre-Flight Suit Up Room: This area is filled with a restroom, benches, and 100 lockers. The lockers are large enough to step into and are not locked. Passengers and flight crews used to go here to suit up for the shuttle flight. If all the lockers are checked, enough pieces can be gathered to make one whole flight suit. Any flight passengers out of here in the future will have to make their own suits, complete with emergency oxygen supplies, etc. The Restorationist Council can take care of this if they receive this suit. A mught and a kraw are in these lockers (lockers 59 and 72, respectively), and will attack the party only when the locker is opened.

3. Launch Control Rooms: All rooms marked with a "3" on level 6 are launch control

rooms. They contain banks of monitors, dials, and switches which are usually manned for a shuttle launch. These rooms are all freshly cleaned and repaired, so everything works perfectly, but the systems cannot be turned on without the proper activation codes, which are currently unavailable. Each of these rooms has an entire wall that is a one-way window, looking in on the shuttle pad.

4. Work Area/Possible Elevator: The true function of this room depends upon whether or not the GM wants to expand this complex by adding deeper levels not described in this adventure.

If the GM chooses *not* to expand the complex, this room is a work/storage area with a workshop and all the backup fixtures and specialized tools needed to maintain the launch control systems. These parts are not good for anything else. In here, a fully-operational light engineering robot is available to repair items upon request.

If the GM wants to expand the complex, a twelve meter square elevator can be located in the back of the room. This large freight elevator (called E4 from now on) can lead down to the two or three deeper levels that contain the machinery and generators that make the whole complex run. The bottom level will be a dimly lit, low-ceilinged level with large pipes and cables running overhead. There may also be new levels below that were under construction by huge man-made machines. The purpose for these levels would be unknown and they would only be lit by phosphorescent mold growing down here.

Of course, levels could be added that are not man-made, dug out by another subterranean race (maybe its the other colony of sky-zorr'n that the ones on level 5 migrated from, or a deep sarbis colony, or something of the GM's own invention).

5. Visitor Area: This is a lounge area, with dozens of couches and upholstered chairs bolted to the floor. They can all be swiveled to face the south window-wall. If all these seats are searched, the party will find 26 gold pieces worth of trinkets and coins, two rodqas who will zap any inquiring hands, and a dead rakrod.

6. Black Block: Anyone coming around this corner will walk right into total darkness. An indie is here and will not like being attacked (the GM should make sure he reads the indie description again at this time). If the party is polite to the indie and requests it not to disrupt the built-in machinery on this level, it will comply. If it is told that there is a woo'n

somewhere above, it will not ascend into other levels. If the GM wants the E4 to exist in room 4, and the players have not found it yet, the indie may show them where it is as he descends down the shaft.

7. Viewing Room: This long room was once a luxurious lounge used by the managers of the complex, and other VIPs. The room has a full length window-wall. On what was once a bar stands a box with a screen. The box is metal, the screen of some kind of glass. No opening can be found into the box. (Although its purpose is not immediately obvious, the box is a viewer made by the Ancients; it cannot be opened by anyone but Ermon). The box can withstand weapons fire, grenades, and explosives as powerful as a dirty fusion bomb. On top of the box is a button. When pushed, the button activates a pre-recorded message. A computer image of Ermon appears on the screen and conveys the following message: "Greetings, brave adventurers.

You may or may not know me as Ermon the hermit. This is a guise I have used in the past to manipulate the inhabitants of these lands. If anyone was hurt by these manipulations, I am sorry, but the future rests upon my success. I am an Ancient, one who was a scientist long before the great holocaust. I designed and built this complex, including the great ship-slinger you see out the window here. Most of the people who worked for me escaped the enemy in these ships, and went to a safe home called the Cities of Man. But I stayed behind because fellow Ancients were beginning to plot and scheme. They wished to rule the remains of mankind after the wars were over, enslaving all under their yoke of tyranny. I could not leave generations of unborn Americans to this fate, so I sealed off this complex and went into hiding.

Centuries later I returned to this complex and opened it up for repopulation by the people and creatures of this area. The reason I did this is to create a testing ground for the new species and races who had evolved. Those who passed my many little tests were loaded into my special vessels, called shuttles, and launched to the Cities of Man. But all the shuttles were used up and still I did not have what I deemed to be the champions necessary to tame the Cities of Man.

You see, over the centuries, the Cities of Man have come under the influence of yet another Ancient, one who is mad and quite ruthless in his rule. The land needs to be settled and conquered. The purpose of this box, which cannot be destroyed and cannot be moved until the conditions are met, is to de-

termine if those champions are found. The conditions that I mentioned are these; certain items must be brought before this box for recognition. The obtaining of these items will show me that you are indeed worthy of the secrets locked within here. If these items are brought to the box and recognized, another program will run here, outlining the locations of the manufacturers of all the pieces of the shuttles, and where the knowledge of piloting a shuttle may be obtained (these are all detailed for the GM in future GAMMA WORLD® adventures). The design and assembly plans for the shuttle will also be given to you, so that you may build one of my vessels and go to the Cities of Man as liberators.

These are the items you must bring before me. They are all found within this complex except the first.

- The map of the Flower Lands that I gave the Restorationist Council of Haven. This is the best assurance I have that you are Restorationists and will do your utmost to complete the task I have laid out for you. (For those GM's who have not yet played GW6-ALPHA FACTOR, Haven is a village of Restorationists about two days north of West Neverdark, in the Flower Lands. Read the background to this module again for further information.)
- The tempus helmet and rover rifle now possessed by the skyzorr'n queen. This will show me that you are fierce and resourceful warriors.
- The words on the writing machine in Hutter's office on Level 1. This will assure me that you are literate. You may recite these to this box, as it understands your language.
- The locations of all of the tunnel holes into the six levels of this complex that you have discovered. There are many, and I wish to know if you can ferret out evil wherever it is. Know you that I will allow you to come back with the answer many times. Any rumors you may have heard about being allowed only one chance to board my vessel are false (if Ontro is here at this time he will wait at hearing this).
- Six of the twelve clippings I have prepared and left for you of the great fruit-bearing, thorny, vine I bred. These will be of great value to the Cities of Man.
- At least two gon heads to show me you can fight.
- Tell me what a woo'n and what an indie are, to demonstrate that you have learned

something about humility during your adventures.

I left this complex days ago to tend to more pressing matters. But my image is always here in this box and will be awaiting your return whenever it may be."

Then the screen goes blank until the button is pushed again. Ermon will return on the screen just for a second, smiling, and say "Good, you are curious too." The screen then goes blank. This last message will only run once, then erase itself.

When all these conditions are met, the box will deliver everything Ermon promised. Future GAMMA WORLD® products from TSR will include all the essentials needed for the shuttle, launching it, and Finding the Cities of Man.

If the party members take Ermon's message to the council of Haven, the council will loan their map to the party. The party should also receive a great deal of experience for this feat, as it ties up most of the loose ends of their missions.

8. Security Robot: A fully operational security robot is in here hunting down the remaining creatures for Ermon. It has been reprogrammed and will not attack pure strain humans, humanoid mutants, or intelligent mutated animals. It will attack hostile or unintelligent mutants and plant life however. It is fully powered and loaded. It will follow the party out of the room and stay with them wherever they go.

9. Shuttle Final Assembly Room: This room has a height of 100 meters. It contains an engineering bot larger than any the party has ever seen. This bot assembles the shuttles and places them on the launch pad. The bot will activate itself when a shuttle section is brought into the room.

10. Shuttle Platform: This 10 meter tall movable platform has a thin metal framework on top of it designed to hold the shuttle in place as it is being moved to the launch platform. The framework falls away when the gantry tower moves into place. This platform moves from this room into the launch pad on two huge rails. The massive bay door opens automatically when the platform moves. It takes about three hours for the platform to move a shuttle to the launch pad.

11. Launch Pad: This room is 150 meters high. The entire ceiling can be opened, although this is not obvious due to shadows near the ceiling.

Beyond the ceiling is a huge vertical tunnel hundreds of meters long, rising to the surface of the Desperate Lands. The tunnel has a gargantuan surface hatch which opens before lift off. It is currently covered with about a meter of rocky debris, but the hatch is equipped with disintegrators to clear the opening.

This huge room smells odd, as if it were recently disinfected (it was, by Ermon). The room contains the launch platform, the gantry tower platform, and numerous exhaust vents.

12. Launch Platform: This fixed platform is 10

meters tall and acts to stabilize the shuttle platform when it moves into position. The launch platform has a large, permanent metal tower with an elevator in it. The elevator is used by the flight crew and passengers to board the shuttle. The elevator can carry eight people at one time.

There is also an exhaust vent on this platform. Two rrrerslith have made their home in the vent and will attack if disturbed.

13. Gantry Tower Platform: When the shuttle platform moves out of room 9, this platform begins to move also. It arrives about five minutes after the shuttle platform is locked in place, triggering the collapsible framework on the shuttle platform to drop away. The gantry tower itself is 120 meters tall, holds the shuttle upright, and is equipped with two maintenance elevators.

There are three exhaust vents on the platform itself; none are occupied. However, on top of the tower is a nest with two hostile blood birds.

14. Intake Vents: Each vent marked with a "14" is a powerful intake vent. As the blast is channeled off the platform by the exhaust vents, these vents suck up the heat, smoke, and gases, pass them through a purifying filtration system, and use the energy to power the complex. The northeast vent is occupied by a guman that has conformed to not only the texture, but the shape, of the inside of the vent.

NAME: Jonn Dukas

Pure Strain Human, Rank 6

Physical Strength	12
Dexterity	15 (+1)
Constitution	18 (+2)
Mental Strength	12
Intelligence	14
Charisma	12
Hit Points	127

Equipment: 35 gold pieces, plastic armor, auto rifle with 10 ammo clips, vibro dagger, one frag grenade, two tear gas grenades, cur-in drug (2 doses).

NAME: N'Yark

Mutated Human, Rank 5

Physical Strength	13 (+1)
Dexterity	13 (+1)
Constitution	15 (+1)
Mental Strength	12
Intelligence	9 (-1)
Charisma	9 (-1)
Hit Points	70

Physical Mutations

1. Duality (9)
2. Heightened Balance (7)
3. Regeneration (10)

Mental Mutations

1. Mental Shield (10)
2. Reflection—Radiation (8)

NAME: Alynor d'Vrie

Pure Strain Human, Rank 5

Physical Strength	14 (+1)
Dexterity	12
Constitution	15 (+1)
Mental Strength	12
Intelligence	15 (+1)
Charisma	13 (+1)
Hit Points	97

Equipment: chainmail vest, steel helmet, 1 pair one-shot pistols, 40 rounds ammo, crossbow with 20 bolts, short sword.

NAME: May'Jir

Mutated Boar, Rank 5

Physical Strength	18 (+2)
Dexterity	13 (+1)
Constitution	16 (+2)
Mental Strength	14 (+1)
Intelligence	12
Charisma	8 (-1)
Hit Points	106

Physical Mutations

1. Total Carapace, AC 6 (-30)
2. Tusks (Dm = 6)
3. Heightened Physical Abilities—Strength

Mental Mutations

1. Fear Generation (11)
2. Gamma Eye (12)
3. Telepathy (8)

NAME: Mentus

Mutated Human, Rank 5

Physical Strength	8 (-1)
Dexterity	11
Constitution	12
Mental Strength	14 (+1)
Intelligence	13 (+1)
Charisma	10
Hit Points	45

Physical Mutations

1. Heightened Precision (9)
2. Light Generation (12)

Mental Mutations

1. Pyrokinesis (12)
2. Telekinetic Flight (8)
3. Telepathy (13)

NAME: Shiir'ka

Mutated Mountain Lion, Rank 5

Physical Strength	9 (-1)
Dexterity	16 (+2)
Constitution	10
Mental Strength	11
Intelligence	10
Charisma	12
Hit Points	60

Physical Mutations

1. Chameleon Powers (6)
2. Heightened Speed (10)
3. Skeletal Enhancement (8)
4. Manipulative Hands

Mental Mutations

1. Directional Sense (9)
2. Intuition (9)

Equipment: Spear, short sword, hand axe (hatchet), heavy furs/clothes, plastic helmet, leather poncho

Description: N'Yark has the weatherbeaten, hardened look of one who spends most of her time outdoors. Most of her clothing and equipment is handmade from animal skins. N'Yark is a taciturn, skillful hunter, accustomed to solitude. She does not like to take orders from anyone.

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Description: Dukas is 1.75 meters tall, with thinning hair and a weathered face that sometimes makes him seem older than he truly is. Since his first meeting with the Restorationists years ago, he has been devoted to rebuilding the civilization of the Ancients as quickly as possible, even at the expense of hoodlums, anarchists, and would-be dictators.

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Equipment: Saddlebags

Description: May'Jir is over 3.5 meters long and weighs over 240 kilograms. His huge tusks and a body covered in heavy bony plates make him look even more formidable. May'Jir enjoys adventuring and battle, believing that he has little to fear from anyone. On the trail he will cheerfully carry the others' equipment and will even allow one person to ride on his back (though not in combat). May'Jir's favorite battle tactic is a headlong charge.

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Description: Alynor is tall (1.8 meters) and lean, her eyes sharp and ever-alert. Her weapons and armor are a mixture of Tech Level II and crude Level III devices manufactured in her home village. She is self-reliant, but knows that patience and cooperation are vital to survival in a hostile world.

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Equipment: 2 daggers, waterproof canvas (4 meters square)

Description: Except for his mutated front paws and slightly oversized head, Shiir'ka looks much like a normal mountain lion. He often uses chameleon power to create bizarre body marking and remind others that he is more than a simple animal. Shiir'ka is an experienced and respected scout and tracker.

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Equipment: 20 gold pieces, sap (blackjack), 4 javelins, large metal shield, pocket knife

Description: Mentus is quite ordinary-looking, with watery eyes, stooped shoulders, and a diffident manner. However, a chance to uncover real secrets of the Ancients thrills him. It's said that the Ancients wrought miracles. Mentus wants to do the same.

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UPDATED/NEW NON-PLAYER CHARACTERS

Timon

(Updated from his appearance in GW6 ALPHA FACTOR)

MORALE: 5

LAND SPEED: 24

TYPE: Mutated Animal

HIT POINTS: 67

SIZE: 120 centimeters tall

PS: 11

MS: 10

DX: 11

CH: 22 (+4)

CN: 11

CH: 16 (+2)

MUTATIONS: (P) Gamma Eye

(M) Political Genius, Military Genius

EQUIPMENT: Timon wears the tailored uniform of a Prussian general from the 19th Century German Empire (he has a book from that time period), complete with monocle. The uniform is covered with medals and ribbons, all bright and clean. He has a Mark V blaster tucked under his belt and carries a vibro dagger like a swagger stick (when it is switched off).

DESCRIPTION: Timon is the general and leader of the Village of Oskar, to the north in the Flower Lands. He is included here because of his dealings with Ranse. If the party has run in the first adventure in this series, GW6 ALPHA FACTOR, they will have met Timon. If the party has not yet met him, they will at least have heard of him.

Timon is a mutated wolverine who walks upright on his hind legs. His village is a unique combination of two Cryptic Alliances, containing members of the Archivists as well as those of the Ranks of the Fit. Timon is forming a large army and is planning on a campaign within the year to conquer all of the Flower Lands. To do this, he must import great quantities of weapons, armor, and other equipment from the Desperate Lands. Ranse is the chief supplier of these items. Without the Ranse-Timon connection, there is no conquering army. Timon is aware of the Restorationist Council's attempts to thwart his plans. He is on the lookout for any party traveling south and will dispatch special dabber agents to try and take care of the player characters.

Timon's Dabber Agents

MORALE: 10

LAND SPEED: 16

TYPE: Mutated Animal

HIT POINTS: 24

SIZE: One meter tall

PS: 10

MS: 12

DX: 8 (-1)

IN: 10

CN: 7 (-1)

CH: 5 (-2)

MUTATIONS: (P) Light Generation

(M) Empathy, Illusion Generation, Repulsion Field, Telekinesis, Telepathy

Timon has sent 6 agents out separately to locate and destroy the party.

EQUIPMENT: Each agent has a universal cooker, a blow gun with 20 darts, poison for the darts (Intensity = 12), a compass, mind booster and accelera dose drugs (one dose of each), a flare gun with two flares, and a fully loaded laser pistol. All of this is kept in a nylon camper's backpack.

DESCRIPTIONS: These agents are dressed all in khaki and are wearing ninja-type masks. They all are excellent in hand-to-hand combat (Rank 4, Column 14). They can hide in any type of underbrush or shadows, anyone trying to spot them must make an IN check at a -2 CS. They are all operating alone and have orders to disrupt any party moving south from the Flower Lands. They have been instructed to launch a flare if they spot the party. This will alert 1-4 of the other agents to the player characters' approximate location. The agents will not talk unless injected with an intera shot or are questioned by use of some form of mental power.

Ermon

(Updated from his appearance in GW6 ALPHA FACTOR)

MORALE: 15

LAND SPEED: 24

TYPE: Human appearing mutant

HIT POINTS: 60

SIZE: 180 centimeters tall

PS: 14 (+1)

MS: 20 (+3)

DX: 13 (+1)

IN: 23 (+4)

CN: 16 (+2)

CH: 12

MUTATIONS: (P) Dual Brain

(M) Genius Capability (All Types), Mental Control of Body, Psychometry, Stunning Force

EQUIPMENT: Ermon always has the following equipment on him: black ray pistol, vibro blade, tempus helmet, a medi-kit, torc, chemex, and stun grenades, inertia armor, and a Code V I.D. bracelet (used by high-ranking civil and military personnel among the Ancients). All of Ermon's energy equipment is fully charged and he has an extra power cell for each piece of equipment.

DESCRIPTIONS: Ermon has kept up the guise of a hermit who lives on Blue Food Flat in the Flower Lands for decades. He appears to

be a human and tells people he once had mutant powers provided to him by ancient machines. This is partly true; the reality is that he still has those powers. Ermon has cultivated an image as a very wise eccentric who knows many legends about the old days. The player characters may have met him by this time, if only in passing in the village of Haven, home of the Restorationist Council for whom they work.

Ermon is actually a human from pre-cataclysmic Earth. He was mutated by a machine of his own design years after the beginning of Gamma World. So, too, were many of his friends. All of these characters became very powerful and accumulated much power and wealth. They called themselves the Ancients. Soon, however, their desire for power caused them to come in conflict with each other. Over the centuries, each has established his own headquarters and specialized in one field. The desire of each one of them is to outlive all the others and become the uncontested ruler of Gamma World. These Ancients are scattered across the globe. Ermon designed and built most of the equipment for the Ancients' old installation (called Mindkeep and featured in ALPHA FACTOR) and this military installation.

Ermon has been spreading rumors and manipulating the peoples of the Flower Lands, the Desperate Lands, and the surrounding areas (including the Restorationists) for centuries. It is his dream to gather the hardest and most adaptable peoples into this installation. From there he will have them build a space shuttle that will carry representatives (and himself) to an orbiting, ancient colony ship called the Cities of Man. The assembly and launching of small shuttle craft was the original purpose for this installation.

For decades NPCs and creatures have been herded, tricked, and lured into this complex so that only the strongest would survive a maze of danger leading to the launching site. Ermon is convinced these people will then be more than a match for the dangerous wildlife that has most assuredly developed on board the huge colony ship.

Ranse

(New NPC)

MORALE: 13

LAND SPEED: 9, DIG SPEED: 12

TYPE: Sarbis (mutated aardvark)

HIT POINTS: 60

SIZE: 130 centimeters tall

PS: 24 (+4)

MS: 13 (+1)

DX: 12

IN: 11

CN: 18 (+2)

CH: 4 (-2)

MUTATIONS: See Sarbis in the New Races section. Ranse also has Heightened Precision and Duality.

EQUIPMENT: Ranse carries a stun whip and a black ray pistol. He is reported to have a vast treasure trove of items given to him by his customers.

DESCRIPTIONS: Ranse is the leader of the Sarbis in this region and the founder of the Ranseton Mining Camp. In a few decades he has brought his people from digging for food in the rocky wastes of the Desperate Lands to a highly efficient mining and industrial community. While the town does not have advanced machinery, they do have plenty of people who are strong and work hard. They also have rediscovered many lost techniques for mining, metal forging, and blacksmithing. Ranseton is the premier weapons and armor manufacturer and dealer in a vast area of the world.

Ranse himself is a shrewd businessman and respected ruler. He has directed his people to their current prosperity by using many new concepts, including: the aforementioned rediscovery of lost technology through an extensive, hidden library of technical manuals; the introduction of the pre-medieval Norse religion and the elevation of the Durin dwarves (notable miners) within it; and the ruthlessness of an arms dealer. Ranse knows that no one will ever try and conquer his territory because it is not only too-well defended and impossible to conquer by surprise attack, but because he will have plenty of time to destroy the knowledge and technology his people have developed. Ranse would destroy everything rather than allow it to be captured.

Ranse is always attended by eight sarbis with assorted weapons and armor (GM's choice).

NEW PLANTS**I'Xon (Living Mold)**

I'Xon is intelligent mold, and can be found in many shapes and sizes. All I'Xon have certain properties in common. They all have intelligence and mental strength and most have at least one form of mental power. They all have the New Sense mutation. I'Xon are symbiotic, but the symbiosis is extreme, making the I'Xon and host inseparable, often leading to bizarre shapes as the host body's form is changed. The Land Speed of an I'Xon is 24.

I'Xon are immune to most forms of attack. These exceptions include fire (not heat attacks, actual flame), which does half damage to them, cold attacks (such as cryokinesis), which do double damage to them, and a special attack to each one of them that the others are immune to (which will be listed under each type below). All I'Xon are totally immune to any type of chemical defoliant.

I'Xon can live outside or underground, but are rarely found in an aboveground ruin or building. While I'Xon do not collect loot or use items, they are valuable encounters because of their potential. Several botanists have discovered that any type of I'Xon, when destroyed and properly prepared, yields wondrous medical or chemical effects; these are listed for each type of I'Xon (the GM must decide how widespread such knowledge may be in his campaign). The party may have to carry the remains around awhile until they find a character with this knowledge, but the results will be worth it.

Below are listed the more common types of I'Xon.

Wedl'Xon (Red Living Mold)

NUMBER: 1-4

MORALE: 6

HIT DICE: 3

ARMOR: 1 (-5)

SIZE: 230 centimeter tall humanoid shape

LAND SPEED: 24

PS: 8 (-1)

MS: 7 (-1)

DX: 8 (-1)

IN: 7 (-1)

CN: 10

CH: Nil

ATTACKS: 2 Claws (striking on Column 8)

MUTATIONS: (P) Animal Parts—Claws, (M) Teleport Object. Takes normal damage from hand-held melee weapons.

DESCRIPTION: The tall, deep red living mold is shaped like a man with claws. It is the most common type of I'Xon. If destroyed,

dried for two days in the sun, mixed with tobacco and smoked, it will provide the smoker with the equivalency of full resistance to Intensity 9 or less gas or spores for a full 24 hours. One wedl'Xon makes three doses.

Cynl'Xon (Yellow Living Mold)

NUMBER: 1-3

MORALE: 8

HIT DICE: 4

ARMOR: 2 (-10)

SIZE: One-meter sphere with three arms and three legs

LAND SPEED: 24

PS: 10

MS: 9 (-1)

DX: 10

IN: 9 (-1)

CN: 12

CH: Nil

ATTACKS: 3 Claws (striking on Column 8)

MUTATIONS: (P) Animal Parts—Claws, (M) Intuition. Takes normal damage from energy weapons.

DESCRIPTION: Yellow living mold looks almost comic, like a weird beach ball. It is a fairly common variety of I'Xon. If destroyed, dried for two days in the sun, brewed with tea and drunk, it will provide the drinker with the equivalency of full resistance to Intensity 9 or less poison for two days. One cynl'Xon yields two doses.

Nogl'Xon (Gray Living Mold)

NUMBER: 1 or 2

MORALE: 9

HIT DICE: 5

ARMOR: 3 (-15)

SIZE: Two-meter cigar-shaped quadruped with four five-meter tentacles sprouting from the top.

LAND SPEED: 24

PS: 10

MS: 10

DX: 12

IN: 10

CN: 14 (+1)

CH: Nil

ATTACKS: 4 Tentacles (strike on Column 10, Dm = 3 each)

MUTATIONS: (P) New Body Parts—Tentacles, Spore Cloud. (M) Fear Generation. Takes normal damage from lasers.

DESCRIPTION: Gray living mold looks like a bizarre clay-like horse/octopus symbiot. If destroyed, taken immediately and sealed in an airtight container, and left for a month, it will decompose into a liter of oil that can be spread over a ten-meter-square area. This oil is so

slippery that every creature that tries to cross it must make a DX check at a -4 CS or slip and fall. Once fallen in the oil, it is impossible for a character or creature to regain his footing on his own, although crawling is possible at one-tenth the normal movement rate. This oil is water-resistant, but can be washed off with alcohol or other cleaning agents. One nogI'Xon makes one liter of this oil.

Fhotl'Xon (Orange Living Mold)

NUMBER: 1
MORALE: 10
HIT DICE: 6
ARMOR: 3 (-15)
SIZE: Two-meter tall egg-shaped quadruped with two pairs of arms.
LAND SPEED: 24

PS: 13 (+1) MS: 12
DX: 13 (+1) IN: 12
CN: 15 (+1) CH: Nil

ATTACKS: 4 Claws (strike on Column 10, Dm = 3 each)

MUTATIONS: (P) New Body Parts—Claws, Aromatic Powers—Poison (Intensity Level 10) Displacement. Takes normal damage from projectile weapons (needlers, slug throwers, bows, etc.)

DESCRIPTION: The orange living mold looks like a bizarre egg. It is usually solitary and feeds on lesser I'Xon. If destroyed, taken immediately and sealed in an airtight glass or ceramic container, and left for two months, it will decompose into a liter of Intensity Level 9 corrosive acid.

Rismish (Sticky Jelly)

NUMBER: 1-8
MORALE: Not Applicable
HIT DICE: 4
ARMOR: 0
SIZE: Up to six meters in diameter
LAND SPEED: 1

PS: Varies MS: Nil
DX: Nil IN: Nil
CN: 5 (-2) CH: Nil

ATTACKS: See below

MUTATIONS: New Sense (Lifeforce Detection), See Below

DESCRIPTION: Rismish comes in a variety of colors, but is always opaque. It usually can be found on the floors or walls of tunnels or corridors. It resembles huge patches of jelly

smear on the wall. It cannot move to attack and has no ranged attack, but its surface is deadly. The rismish is covered by an extremely strong, adhesive ichor that acts as 17 PS for holding anything merely touching it, as 19 PS for anything pushed into it (such as a weapon), or as 21 PS for anything falling in it.

A creature or character who falls face first into rismish will be unable to breathe (treat as a Drowning special effect). Rismish can be harmed only by fire, and then only take one-quarter the usual damage. A character held fast to a rismish that is being burned will take half the damage from the fire for a maximum of two Action Turns. Old herbal healers know that the burned residue of a rismish can be mixed with water in a 5 to 1 ratio to produce a healing potion that restores 1-12 lost hit points, no matter how the damage was caused. One cremated rismish can produce two such potions.

Shinarl (Watery Slime)

NUMBER: 1
MORALE: Not Applicable
HIT DICE: 8
ARMOR: 1 (-5)
SIZE: Up to 10 meters diameter
WATER SPEED: 6

PS: 0 (-4) MS: Nil
DX: 8 (-1) IN: Nil
CN: 6 (-2) CH: Nil

ATTACKS: See below

MUTATIONS: See below

DESCRIPTION: Shinarl is a translucent sheet of slimy plantlife that inhabits the bottom of shallow pools, puddles, and so on. Anyone stepping on it must make a DX check at a -2 CS or slip and fall (Dm = 1). Once a large creature falls in the water the shinarl will release an acidic poison in the water that will immediately spread over the surface. This clear, acidic poison can seep into any armor except a completely sealed suit (in other words, ignore armor class). It damages both through its acidic properties (Intensity = 8) and through its poisonous properties (Intensity = 8).

Shinarl can be harmed only by radioactivity, electricity, sonic attacks, stun rays, or liquid chemical defoliant.

Xanqas (Shocking Mildew)

NUMBER: 1
MORALE: Not Applicable
HIT DICE: 3
ARMOR: 0
SIZE: Variable
LAND SPEED: 1

PS: 2 (-3) MS: Nil
DX: 1 (-3) IN: Nil
CN: 5 (-2) CH: Nil

ATTACKS: See below

MUTATIONS: Life Force Sense, See Below

DESCRIPTION: Xanqas does not look like ordinary whitish fungus growing on an item or surface. (Ordinary mildew is common in most underground installations). Xanqas adapts the color and texture of the surface upon which it grows. It prefers to feed on freshly-killed organic substances and will attack animals or characters. Xanqas can release a slight chemical-electrical charge (Intensity = 4) to anyone within one meter. If someone touches it with metal gloves or a metal weapon, the charge doubles in intensity. The charge can go through any armor, except force fields. This discharge is automatic if the plant is touched, or treated as a Column 9 strike if the plant attacks at a range.

Water thrown on the xanqas will short-circuit it for 1d8+2 Action Turns. Acid of Intensity 5 or greater will destroy it, as will any chemical defoliant.

NEW CREATURES

Conola (Hungry Ball)

NUMBER: 1-4
 MORALE: 5
 HIT DICE: 6
 ARMOR: 2 (-10)
 SIZE: Up to a five-meter diameter sphere
 LAND SPEED: 15

PS: 11 MS: 4 (-2)
 DX: 6 (-2) IN: 3 (-3)
 CN: 15 (+1) CH: 1 (-3)

ATTACKS: None

MUTATIONS: Sonar, Special (see below)

DESCRIPTION: Conola are large, living spheres covered with matted hair. They travel by rolling forward, like a tumbleweed, apparently under their own muscle-power. They are relatively unintelligent scavengers. Usually found in installations and other types of ruins, conola roll endlessly through the hallways consuming dirt, debris, carcasses, dropped items, etc. Conola are completely silent and always gain surprise.

When a conola brushes against something, its hairs whisk it inside the covering, where it is broken down by strong acids and is consumed within 10 Action Turns. If the area inhabited by a conola is large, such as a natural cavern system, the cleaning is not always apparent because places like that cannot be thoroughly cleaned. Only when a conola come across something more than half its diameter in size will it slow down to digest it a section at a time.

If a conola encounters living creatures, such as a party, it will usually just brush past them and continue on its way. It is only concerned with the inanimate. Any character who is brushed by a conola should have any loose items on his person checked by the GM to make sure they have not accidentally been "swept up" (as Intensity 12). If the party leaves anything in a corridor or room that is open to a passageway for more than six hours, there is a 20% chance that a conola will come by and sweep up the area, taking the item or creature with it and digesting it.

Slaying a conola causes its internal acidic juices to spray over an area that includes its body plus a three-meter radius. Anything and anyone in the area receives damage from the acid (Intensity 12).

Gons (Dragons)

The mutant-producing era of the Shadow Years saw the appearance of actual dragons; large lizards with terrible powers who lived in the

depths of the earth. The gons as a species have many similarities. All gons are intelligent and have some form of mental power which allows them to manipulate objects like a human for the purpose of passing through doors, moving objects about, etc. Despite their size they can squeeze into small areas and are usually found in underground tunnels, caves, or installations. All gons establish dens and hoard loot as a natural instinct, though they often hoard different types of treasure.

All gons are completely immune to fire, sonic attacks, stun attacks, or paralysis attacks; in addition, each gon has his own immunity to another form of damage. However, all gons are deathly afraid of Bu'Daan (as described in the GAMMA WORLD adventure GW6 Alpha Factor) and will move at full speed away from one.

All gons can hear sounds at 100 meters, can identify odors as double the Heightened Smell power, and have the Heightened Vision power.

Gons have excellent armor-like skin. This skin can only be removed from a dead gon through hours or days of painstaking work (GM's choice). A character who has knowledge of tanning and how to make skins into armor will be able to fashion one of these skins into a single suit of armor for a character from 1.3 to 2.4 meters tall (or two suits for characters no taller than 1.2 meters). Each suit will take at least a month to create. The armor class of the suit will be two ranks less than the original gon's armor class.

Debgon (Crested Dragon)

NUMBER: 1 or 2
 MORALE: 10
 HIT DICE: 12
 ARMOR: 4 (-20)
 SIZE: Four meters long
 LAND SPEED: 20

PS: 13 (+1) MS: 10
 DX: 10 IN: 10
 CN: 14 (+1) CH: 14 (+1)

ATTACKS: 1 Bite (Dm = 4) and 1 Claw (Dm = 3) per Action Turn

MUTATIONS: (P) Anti-Life Leech. Immunity to lasers and heat weapons, Fiery Breath (see below)

DESCRIPTION: This gon is the smallest of the species. It is noted for its red speckled skin and the great armored crest atop its head. It may either bite and claw as an attack or breath flame up to 7 meters (Dm = 8). It usually hoards small, shiny objects.

Erdgon (Finned Dragon)

NUMBER: 1
 MORALE: 11
 HIT DICE: 14
 ARMOR: 5 (-25)
 SIZE: Five meters long
 LAND SPEED: 30

PS: 15 (+1) MS: 11
 DX: 12 IN: 11
 CN: 15 (+1) CH: 6 (-2)

ATTACKS: 1 Bite (Dm = 5) and 1 Claw (Dm = 4) per Action Turn

MUTATIONS: (M) Beguiling. Immunity to any electrical or lightning attacks, Electrical Generation (see below)

DESCRIPTION: This gon has a white-streaked skin and a huge fin on its back. Its electrical generation power can zap a target at a range of 9 meters (Dm = 10). They have a 50% chance of having some type of electrical treasure in their hoard.

Felgon (Studded Dragon)

NUMBER: 1
 MORALE: 14
 HIT DICE: 16
 ARMOR: 6 (-30)
 SIZE: Six meters long
 LAND SPEED: 40

PS: 17 (+2) MS: 12
 DX: 14 (+1) IN: 12
 CN: 16 (+2) CH: 7 (-1)

ATTACKS: 1 Bite (Dm = 6) and 1 Claw (Dm = 5) per Action Turn

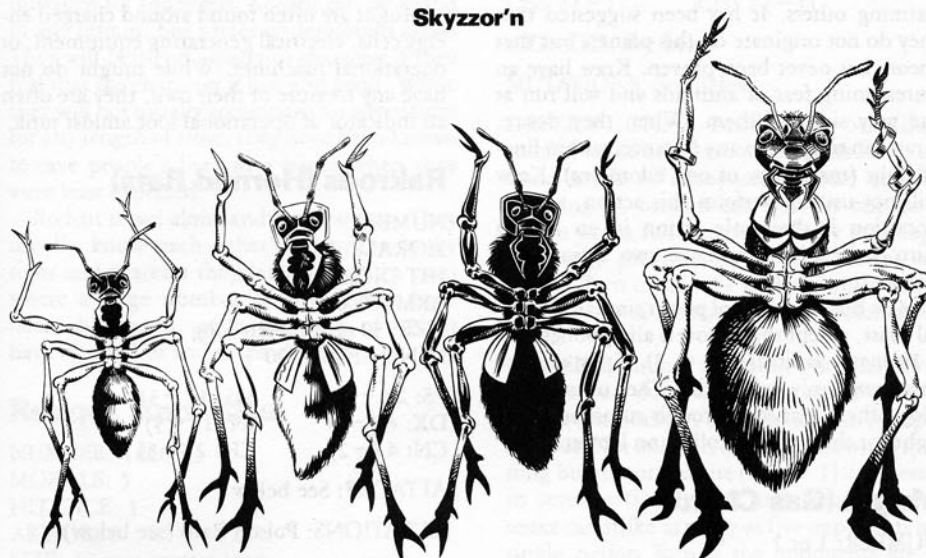
MUTATIONS: (M) Illusion Generation. Immunity to any gas or spore, Poison Gas Breath (see below)

DESCRIPTION: This gon has green-brown hide, studded with small, black horns. Its breath can strike targets up to 11 meters away (Poison Intensity 12). Felgon hoard everything, but prefer containers, storage tanks, and other items they can store more loot in. It is extremely tidy.

Gelgon (Plated Dragon)

NUMBER: 1
 MORALE: 15
 HIT DICE: 18
 ARMOR: 7 (-35)
 SIZE: Seven meters long
 LAND SPEED: 50

Skyzzor'n



WORKER

WARRIOR

SACRED WARRIOR

QUEEN

PS: 19 (+3) MS: 13 (+1)
DX: 16 (+2) IN: 13 (+1)
CN: 17 (+2) CH: 8 (-1)

ATTACKS: 1 Bite (Dm = 6) and 2 Claws (Dm = 5 each) per Action Turn

MUTATIONS: Immunity to any physical damage (projectiles, hand-held weapons, missile weapons, etc.), Magnetic Control, Mental Blast (Dm = 13).

DESCRIPTION: This gon is known for its metallic-blue skin, which is layered and appears to be armor plates. It loves to hoard metallic items, especially weapons.

Jemagon (Glass Dragon)

NUMBER: 1
MORALE: 15
HIT DICE: 20
ARMOR: 8 (-40)
SIZE: Eight meters long
LAND SPEED: 60

PS: 21 (+3) MS: 15 (+1)
DX: 17 (+2) IN: 15 (+1)
CN: 18 (+2) CH: 9 (-1)

ATTACKS: 1 Bite (Dm = 7) and 2 Claws (Dm = 6 each) per Action Turn

MUTATIONS: Immunity to all poison, acid, or microwaves, Telekinetic Arm, Thought Im-itation, Poison Spit, See Below

DESCRIPTION: This gon is easily identified by its transparent skin, internal organs, bones, etc. In fact, a jemagon (considered by many to be the most beautiful animal in creation) looks like it is made of glass. This transparency penalizes anyone trying to attack it by a -4 CS. A jemagon can spit a clear contact poison at a range of 13 meters (Poison Intensity = 14). These transparent creatures hoard delicate items, usually very rare artifacts.

Sergon (Master Dragon)

NUMBER: 1
MORALE: 15
HIT DICE: 24
ARMOR: 9 (-45)
SIZE: Nine meters long
LAND SPEED: 72

PS: 22 (+4) MS: 18 (+2)
DX: 18 (+2) IN: 17 (+2)
CN: 20 (+3) CH: 10

ATTACKS: 1 Bite (Dm = 10) and 4 Claws (Dm = 8 each) per Action Turn

MUTATIONS: Immunity to all crystalline

technology weapons, anything that stuns or paralyzes, radiation and disintegration weapons, Time Suspension, Total Healing, Radiation Eyes (Radiation Intensity = 15), Energy Release (see below)

DESCRIPTION: This gon is the king of the species and may communicate with any other gon telepathically if within sight. The sergon is deep purple and six-legged. It has a magnificent set of teeth and razor-sharp claws. It stores the ambient energy in the atmosphere around it and can release this energy in a bright, golden beam that has a range of 20 meters (Dm = 20). Since the energy is drawn from a unique source it is not considered an energy weapon (like lasers, etc.) and there is no known armor that prevents the damage except sergon armor. Sergon both hate and are fascinated by humanoids, especially humans. It often imprisons and tortures humanoid prisoners just to see how they will react. A sergon will always attack a human first in a party, or a humanoid mutant if no humans are present. The last members of a party it will deal with are mutated plants, believing them to be somewhere on the order of salads or garnish in its meal of adventurers.

A sergon found in a large natural cavern will almost always be guarded by other gons that serve him. A mutational power not listed above (because it seldom comes into play) is a unique ability to teleport objects to and from his hidden special treasure hoard. All sergon have normal hoards around them. These normal hoards usually consist of human objects such as armor, helmets, and so on taken off of prisoners. Of greater interest is the fact that sergon also have collections of extremely valuable and rare objects hidden away in a location only they know. It can call forth any single item they wish each Action Turn, or send it back to the cache. Sergon have been known to buy their lives from adventuring parties through use of these expensive bribes. Sergon have also been known to take expensive bribes for the release of a prisoner.

Guman (Flat Render)

NUMBER: 1d4
MORALE: 9
HIT DICE: 6
ARMOR: 0 (see below)
SIZE: Up to seven meters diameter
LAND SPEED: 16

PS: 7 (-1) MS: 17 (+2)
DX: 15 (+1) IN: 3 (-3)
CN: 12 CH: 1 (-3)

NEW CREATURES

ATTACKS: See Below

MUTATIONS: Heightened Hearing, Mental Blast, Mental Control, Mental Paralysis, See Below

DESCRIPTION: Guman are only found underground as they cannot tolerate sunlight (solar energy). These paper-thin creatures are extremely mobile, covered with strong cilia, and can climb any surface. They can stay perfectly still on any surface and alter their molecules to sink into the surface. In this manner they become part of the surface (armor class of the surface) while retaining their identity and mental capacity. This power is so effective that a character needs to be within a meter of them to automatically see them. A guman notices all creatures coming into its area through its heightened hearing. A guman may attack with its mental powers without losing its ability to remain within the surface, even when it has taken over another body and left the area.

The guman live on thoughts and the brain's alpha waves, so they must mentally feed on other creatures. For every 12 hours that a guman occupies a character's body that character's natural MS and IN drop by 1. Even if the guman leaves or is driven out, the MS and IN loss remain.

Guman collect no treasure but often intelligent characters who have lived through guman mental control will suddenly find that they have a skill or talent they never had before. Apparently guman carry around residual memories from other victims and these are sometimes transferred to new victims.

Kraw (Demon)

NUMBER: 1 to 3

MORALE: 15

HIT DICE: 10

ARMOR: 0

SIZE: 75 centimeters tall

AIR SPEED: 24

PS: 2 (-3) **MS:** 15 (+1)

DX: 10 **DX:** 12

CN: 8 (-1) **CH:** 0 (-4)

ATTACKS: 1 Bite (Dm = 3)

MUTATIONS: Summoning, Two Gamma Eyes, Mass Blast (see below), Fear Impulse-Android (D), Special Teleportation (see below)

DESCRIPTION: Kraw are repulsive looking creatures that resemble a floating, human brain with two, large, red eyes and a sucker-like mouth full of needle sharp teeth. No one knows how they float but they seem to have no

duration or height limitations. Kraw are extremely evil creatures that seem to enjoy harming others. It has been suggested that they do not originate on this planet, but that theory has never been proven. Kraw have an unreasoning fear of androids and will run at the very sight of them. When they desire, Kraw can teleport to any distance, within line-of-sight (maximum of one kilometer). Kraw will not usually perform this action, as teleportation is their sole action in an Action Turn, otherwise they have two actions per Action turn.

Mass Blast is a mental power similar to Mental Blast, except that it covers all opponents in a 10 meter radius (Dm = 7). Kraw can use this power only twice a day. They usually employ other creatures through summoning to fight for them. Kraw collect no loot at all.

Mught (Gas Cloud)

NUMBER: 1 or 2

MORALE: 13

HIT DICE: 3

ARMOR: See Below

SIZE: Variable

AIR SPEED: 36

PS: 3 (-3) **MS:** 3 (-3)

DX: 12 **IN:** 10

CN: 2 (-3) **CH:** 0 (-4)

ATTACKS: See below

MUTATIONS: See Below

DESCRIPTION: Mught are gaseous creatures that live on stored energy, such as batteries, energy cells, and the like. They can detect stored energy at a range of 130 meters. They are constantly on the move and can control the direction of their bodies under normal inside air currents. Because of this they will never go outside, but rather travel long distances through fissures in the earth, old underground pipes or cables, and so forth. They can easily travel within a building through air ducts, under doors, etc. They are easy to spot in dim light and look like miniature rolling clouds.

A mught can emit an electrical charge on contact with a creature (Intensity 16), but it prefers not to use a stored charge/food in that manner. Nothing can hurt a mught except sonics; strong winds or rain can drive a mught away but not destroy it. A mught will "attack" a party of characters to get at any energy cells they have. A mught can drain a full energy cell (any type) merely by wrapping around it for a full Action Turn. It will be full after draining four cells in this way and drift

off, leaving the party alone. This meal will last it for 48 hours.

Mught are often found around charged energy cells, electrical generating equipment, or operational machines. While mught do not have any treasure of their own, they are often an indicator of operational loot amidst junk.

Rakrods (Horned Rats)

NUMBER: 1d10

MORALE: 7

HIT DICE: 2

ARMOR: 0

SIZE: 30 centimeters long

LAND SPEED: 20

PS: 2 (-3) **MS:** 1 (-3)

DX: 6 (-2) **IN:** 1 (-3)

CN: 4 (-2) **CH:** 2 (-3)

ATTACKS: See below

MUTATIONS: Poison Barb (see below)

DESCRIPTION: Rakrods are mutated cousins of the common white laboratory rat. The rakrod has lost its tail with the mutation. Located in the middle of its forehead is an eight centimeter long horn that is tipped with a poison barb. The rakrod wields the horn with amazing precision for deadly normal damage (striking on Column 13, Dm = 3), but on any successful hit, there is a 50% chance that the poison barb also hits the character and sticks (Poison Intensity = 7). A rakrod can only inject the poison barb once as it sticks in its victim. It takes the creature a week to grow a new one. If a rakrod's barb can be removed before it is used (or within two Action Turns after the rakrod's death), it maintains its poison level and can be used for many purposes, not the least of which is as the dart of a blowgun.

Rodcut (Rat Friend)

NUMBER: 1

MORALE: 12

HIT DICE: 5

ARMOR: 0

SIZE: 60 centimeters tall

LAND SPEED: 30

PS: 3 (-3) **MS:** 15 (+1)

DX: 9 (-1) **IN:** 12

CN: 8 (-1) **CH:** 6 (-2)

ATTACKS: 1 Bite (Dm = 2)

MUTATIONS: Force Field Generation, Repelling Force, Repulsion Field, Mental Multiplier

DESCRIPTION: The rodcut are also mutated descendents of white lab rats, but they have

an affinity for intelligent characters who wish to restore order or science. They are sometimes mistaken for squeekers. Rodcut can be found in any terrain, but prefer underground areas. They will befriend a party or character if they feel that the character is just and good. While they will not usually accompany an adventurer for any length of time, they have been known to save people's lives in a battle when they were least expected.

Rodcut travel alone and have no loot. They usually know each other's whereabouts by signs and markers they leave about. In cases where a large number of adventurers have been threatened, an entire pack of rodcut have stepped in and saved the day.

Rodqas (Zap Mice)

NUMBER: 1d20 + 5
MORALE: 5
HIT DICE: 1
ARMOR: 0
SIZE: 10 centimeters long
LAND SPEED: 16

PS: 1 (-3) MS: 1 (-3)
DX: 6 (-2) IN: 1 (-3)
CN: 3 (-3) CH: 3 (-3)

ATTACKS: See mutations

MUTATIONS: Electric Tail (see below)

DESCRIPTION: Rodqas are mutated cousins of the common house mouse, except that they are a little larger and have a new power. A rodqas is remarkably proficient with its tail and can use it to emit a tiny electrical charge (striking on Column 15, Dm = 1). This charge apparently has no known origin, but does not dissipate with use. Rodqas always have a nest hidden in a tiny corner or niche somewhere, there is always a 10% chance that they will have some small, valuable object there.

Sliths

Sliths are snake-like creatures of varying characteristics and abilities. Each type of slith is described separately below.

Batslith (Spinning Snake)

NUMBER: 1d4 + 2
MORALE: 10
HIT DICE: 7
ARMOR: 1 (-5) normally, 6 (-30) while spinning
SIZE: One meter long or tall
LAND SPEED: 12 (24 while spinning)

PS: 3 (-3) MS: 5 (-2)
DX: 20 (+3) IN: 6 (-2)
CN: 9 (-1) CH: 7 (-1)

ATTACKS: See below

MUTATIONS: See below

DESCRIPTION: A batslith is a beautifully colored snake noted among scholars for its unusual mode of transportation and attack—spinning. A batslith can raise its one-meter length up to full length vertically and begin spinning, pivoting on its tail. After one Action Turn of this the snake spins so fast to seem to be a miniature, multi-colored tornado.

While spinning, a batslith's normal movement speed doubles and its armor class increases drastically. A batslith can spin for up to an hour. Not only is it harder to hit while spinning but its normal bite (Dm = 1) is increased in severity (Dm = 3) and frequency (the snake can strike as many as five opponents in a single Action Turn if the opponents are all within five meters of each other; roll separately for each opponent).

A batslith has no nest. It usually lives, travel, and attack in groups, and has no treasure. Live batsliths are worth quite a bit to certain collectors.

Inslith (Black Snake)

NUMBER: 1 or 2
MORALE: 8
HIT DICE: 7
ARMOR: 0
SIZE: Up to two meters long
LAND SPEED: 18

PS: 5 (-2) MS: 4 (-2)
DX: 17 (+2) IN: 5 (-2)
CN: 11 CH: 3 (-3)

ATTACKS: 1 Bite (Dm = 2)

MUTATIONS: Acid Venom (see below)

DESCRIPTION: An inslith is a long, thin, black snake with a plastic-like skin, strong teeth and an acidic bite. Inslith eat plastic, rubber, and metal and for that reason prefer to live inside machinery or electrical conduits. Though the damage of its bite is relatively weak, the inslith has jaws and teeth that are well-adapted for gnawing through plastic or metal pipes as well as cables and wire. The inslith secretes a strong acid saliva that aids it in digesting the materials it eats. The snake can also spit this acid at enemies. The snake stores a small amount of acid; it can use it every Action Turn for five turns, then the inslith



T'Brath

NEW CREATURES

needs another five turns to generate more. An acid spit has a range of 12 meters, Intensity = $1d6 + 8$.

Due to the snake's natural camouflage when in its usual environment, when a character first looks into a conduit or machine the only way he can tell if a black cord is really a snake and not a normal electrical cord is by making an IN roll of orange or greater.

Insilth do not collect items and will have no treasure trove. However, when found there is a 15% chance that the nest contains one or two eggs. These eggs resemble black, crystalline rocks. They will crack on contact with anything warm, sending shards flying within a one-meter radius ($Dm = 1$). The baby snake inside is harmless at this stage. An unbroken egg is valuable to a character who studies reptiles or unusual animals. What is more valuable to an adventuring character is the skins the insilth shed in their nest. Every month the insilth grows a new skin and discards his own in the nest. There are 1-12 skins in a nest for each insilth that lives there. A shedded insilth skin is very durable and can be treated and used to make armor (by those characters who have the skill). It requires 100 skins to make a single set of armor for a human-sized character. The skin armor is as Armor Class 4 and is acid-proof.

Rrerslith (Cold Snake)

NUMBER: 1-4
MORALE: 7
HIT DICE: 8
ARMOR: 1 (-5)
SIZE: Up to five meters long
LAND SPEED: 12

PS: 6 (-2) MS: 3 (-3)
DX: 13 (+1) IN: 4 (-2)
CN: 10 CH: 2 (-3)

ATTACKS: 1 Bite ($Dm = 3$)

MUTATIONS: (P) Poison Generation—Sickens (in venom), (M) Cryokinesis, (D) Temperature Sensitivity—Heat

DESCRIPTION: A rrerslith is a venomous snake with an unusual, gray skin which appears to be almost plastic to sight and touch. Because of this, the unwary often mistake rrerslith for heavy-duty computer or electrical cable. A rrerslith can stay perfectly motionless, which makes its natural camouflage even more effective. Rrerslith are constantly hungry and will attack whenever they have a chance.

If a rrerslith successfully bites a character, the snake's venom has the same effect as the Poison Generation—Sickens mutation.

Rrerslith love to collect shiny objects and there is usually a hidden treasure trove somewhere close to a rrerslith nest (each nest is usually occupied by at least two rrerslith).

Verbat (Spinning Guardian)

NUMBER: 1
MORALE: 15
HIT DICE: 20
ARMOR: 5 (-25 points)
SIZE: 150 centimeter diameter sphere
AIR SPEED: 24

PS: 4 (-2) MS: 18 (+2)
DX: 9 (-1) IN: 9 (-1)
CN: 17 (+2) CH: 6 (-2)

ATTACKS: No Physical Attacks

MUTATIONS: (M) Devolution, Levitation, Mental Blast, Telepathy, (D) Phobia-Open Spaces. Physical Reflection-All (see below)

DESCRIPTION: A verbat is an intelligent creature of unique appearance and purpose. A verbat is spherical, covered with glossy black mirror-like facets, and is usually found floating in mid-air. They move about by levitation, but they cannot levitate others and do not tire of levitating themselves. A verbat has a keen memory and lives for centuries (unless killed). Despite its weird appearance, a verbat is both highly intelligent and peaceful and will not attack intelligent creatures unless provoked.

The verbat's facets act as all the Physical Reflection mutational powers, with the exception that the verbat can direct the reflected energy attacks back at any target within range (the reflected attack is considered -1 CS, -10 damage, and -10 meters in range from the original attack).

A verbat has a terrible fear of open spaces (agoraphobia). It spends almost its entire life in ruins or underground complexes.

A verbat usually stakes out an area and keeps it clear of roaming monsters or annoyances (rats, snakes, etc.) It usually stakes out passages or trails that are frequently used by many races and expects to be paid for its efforts. To a verbat, keeping the area safe is its job. An adventurer usually encounters a verbat rounding a corner or passing through a doorway into the verbat's area. Upon seeing the adventurer, the verbat will immediately announce a telepathic request, "Toll, please!" Toll-taking is standard with verbat and can take the form of payments of loot, work in exchange for passage (like hauling the carcass of a dead opponent out of the area), or fighting for the verbat (in the case of extremely tough adversaries it cannot fight alone). Payment al-

ways must be made both upon entering and leaving a verbat's area. The exact toll is determined by the GM and depends on how much trouble it is for the verbat to keep the area clear and how wealthy the party appears to be.

Once a party becomes friendly with a verbat (passing through his area and paying toll more than four times), information may be gained, by payment or otherwise, from the verbat. This information always concerns his area.

Woo'N (Shining Being)

NUMBER: 1
MORALE: Never checks
HIT DICE: 100
ARMOR: See below
SIZE: Five meter tall mound with a five to ten meter tall base
AIR SPEED: 32

PS: 0 (-4) MS: 24 (-4)
DX: 10 IN: 24 (+4)
CN: 20 (+3) CH: 20 (+3)

ATTACKS: Special (see below)

MUTATIONS: Empathy, Telepathy, Special (see below)

DESCRIPTION: A woo'n is a sparkling energy being that appears to be a mass of twinkling white lights (always about 1 centimeter off the ground). The creature's size and shape are irregular; it expands up to ten meters to fill the space it is in.

Absolutely nothing can harm a woo'n but contact with a Indie. However, a woo'n can be confined by a force field that can withstand more than 50 points of damage; Woo'n cannot pass through fields of this strength.

If a woo'n and an indie touch each other they cannot move and a high whine emits from them for 5 Action Turns. At the end of those turns an explosion occurs that has the same effect as a trek bomb; the woo'n and indie are destroyed in the blast.

Woo'N are endlessly inquisitive and hungry creatures, but rather polite, upholding certain principles of manners. If not attacked, it will move over a creature or member of the party, enveloping him in its energy. It will then communicate by either empathy or telepathy, whichever is more appropriate. Being enveloped by a friendly woo'n is always extremely pleasant. This effect is so beneficial that it raises a character's CN by +2 for 24 hours, however, the woo'n will grant this boon to only one character per day.

If a woo'n is attacked, it will envelope the first attacker, but not flood him with sensory delights. Instead, this envelopment will pre-

vent the victim from seeing too well (half his movement, -3 CS to all actions or combat involving sight). The woo'n will maintain its position until it feels the character is truly repentant (GM's choice, at least four hours).

A woo'n lives on energy, usually solar. Like other creatures it likes a change of diet and will trade information for energy. This energy "food" must come from energy cells, batteries, and so forth. Any information gained, then, will be highly paid for by the character. This creature always has valuable information and is a good opportunity for a GM to impart clues or facts that are beneficial to the party or necessary to a mission.

A woo'n will seldom, if ever, drain energy from items unless energy is offered; only in the case of an unrepentant attacker (after 24 hours of envelopment) will the woo'n further punish him by draining all the energy from his devices, then floating away.

Indie (Black Block)

NUMBER: 1

MORALE: Never checks

HIT DICE: 100

ARMOR: See below

SIZE: Ten meter cube

AIR SPEED: 32

PS: 0 (-4) MS: 24 (+4)

DX: 15 (+1) IN: 24 (+4)

CN: 20 (+3) CH: 10

ATTACKS: Special (see below)

MUTATIONS: (M) Empathy, Telepathy. Special (see below)

DESCRIPTION: Indie are intelligent cubes of darkness that float about in search of food; they always float about 1 centimeter off the ground.

An indie consumes matter; anything inside its shape is subject to forces equivalent to the Molecular Disruption power, but the indie does not pass out from its use. This power is so effective within the indie that all chances of disruption are increased by a +15.

Nothing can harm an indie, except contact with a woo'n. However, an indie can be contained by a force field able to withstand more than 50 points of damage; an indie and Woo'n cannot pass through these fields. If a Woo'n and an indie touch each other they cannot move and emit a high whine for 5 Action Turns. At the end of those turns an explosion occurs that has the same effect as a trek bomb; the indie and Woo'n are destroyed in the blast.

Indie are not as polite as woo'n, but generally do not consume energy from the devices and possessions of other creatures (not to mention the creatures themselves) unless it is offered to them. If not attacked, it will move over a creature or member of the party, enveloping him in the darkness. It will then communicate by either empathy or telepathy, whichever is more appropriate. Being enveloped by an indie is a very weird experience; the character inside is flooded with emotions and memories from his past. To be enveloped by an indie for a few hours is an intensely emotional experience. It is so beneficial that it can temporarily raise a character's MS +2 points for 24 hours, but the indie does not like doing this often.

If an indie is attacked, it will envelope the first attacker in its darkness. This envelopment will prevent the victim from seeing (his movement drops to one-tenth, he is blinded for all intents and purposes). The indie maintains its position around that character until he begs forgiveness (GM decides when the character is completely forgiven, but six hours should elapse at least). Indies have been known to exact revenge against beings who have tried to harm or trap them by surrounding them until they fall off a cliff, starve, or otherwise perish. No light or seeing device can penetrate the darkness of an indie, since it absorbs all light entering it.

An indie lives on matter, usually discarded, rusted metal or similar trash. Like other creatures it likes a change of diet and will trade for devices that are made of unusual material (silk, gold, antique glass, etc.). Any benefits gained, then, will be highly paid for by the character.

An indie can both disrupt molecules and restructure them, too. This means that the indie can heal any damage for a character inside it, can reattach severed limbs, and can even resurrect a character who has been dead less than 24 hours. The payments for these services depend on the amount of molecular reweaving needed.

The indie will seldom ever disrupt a sentient, sapient creature without first having it offered to him by others who seem to be in possession of the creature. Indies have been known to destroy large creatures who try to kill them.

NEW ITEMS

The items found in this section are new to the GAMMA WORLD® Game. They are found in the adventure itself, on the Random Loot Table, or in both.

Blow Gun (Tech Level I). This is a twentieth century version of an ancient weapon. It is made of aircraft aluminum and is in three, short sections that can be screwed together (total length is two meters). It is equipped with a rubber mouthpiece on one end and a sight on the other. This ultralight, refined blow gun has a range of 100 meters. It uses a steel dart (Dm = 1) packaged in quantities of 25. The dart is usually used in conjunction with some poison or drug. Special darts were made that contain one dose of various types of medical drugs. These medical darts have the same effect as the usual jetspray injector and are available in the same variety of medications: cur-in, accelera, etc. A successful hit on an unarmored character would mean that the medical dart has struck and injected its dose.

Folding Portacart (Tech Level III). This 60 centimeter lightweight aluminum alloy square can unfold and take attachments to become a four-wheeled, 1 meter x 2 meter rectangular cart. It has a 120 centimeter telescopic metal pull-handle that screws to the front of the cart, four rubber-coated steel wheels that snap on and off, and numerous elastic "ropes" that clip into holes in the side of the cart and are used to hold cargo in place. The portacart can carry up to 200 kilograms of cargo.

Garment Autopress (Tech Level IV). The garment autopress was an invention of the very late twentieth century. It is a self-contained plastic and metal unit, roughly 1 meter x 60 centimeters x 30 centimeters in size. It is powered for 100 uses by a hydrogen energy cell and must have a liter of clean water and some detergent to operate efficiently. The title "autopress" is somewhat misleading, as the item cleans, disinfects, and presses clothing all in the same process. It can handle the equivalent of one full suit of clothes at one time, requiring ten minutes to complete one cycle.

Listening Device (Tech Level III). This device consists of a unit (clipped to the belt or backpack) that is powered by a chemical energy cell, headphones that are plugged into the belt unit, and a 15-centimeter long cylinder with a parabolic dish on one end and a cable on the other that is also plugged into the belt unit. When assembled and powered, the device allows the listener to hear normal conversations at a range of two kilometers or a whisper at a range of 30 meters. For the device to be effective, there must be no obstacles be-

tween the listener and the sound. The chemical energy cell will power the device for 100 hours of use.

Receiver and "Bugs" (Tech Level III). This is highly sophisticated communications apparatus designed for covert operations ("bugging"). The "bugs" usually come in a set of six, are the size of dimes, are self-powered, and have both magnetic and sticky backings that allow them to be attached almost anywhere. They can pick up conversation or sounds within a 10 meter range. The bugs are sound-activated and will begin to transmit when a noise occurs within their range.

The receiving unit comes equipped with headphones, is powered by a chemical energy cell (for 100 hours of use) or can be plugged into an operational electrical circuit, and can pick up the bug's transmission if it is within one kilometer, even from inside a building. The receiving unit is easily portable. It has twelve channels that can be set to twelve different bugs, so an operator can monitor twelve different stations by merely flicking the dial. The receiving unit can be either set to stay on one station and automatically start receiving when activated, or it can be set to indicate when any of the bugs are activated (there are 12 lights on the unit, one for each bug; the bug's light glows when it is activated and the operator can switch to the specific channel).

The receiving unit can never transmit nor can a bug act as a speaker.

Rover Rifle (Tech Level IV). This weapon fire energy spheres capable of tracking a moving target. Before it can be fired, the operator must aim at the target for three consecutive Action Turns. This means that the operator must do nothing but aim the rifle at the target and make a successful DX roll each turn. On the fourth Action Turn the operator continues to aim the rifle (that is all he can do, but it requires no DX roll) but an internal computer guidance system has now "recognized" the target. When the rifle is fired at a "recognized" target it releases an energy ball which tracks the target. The ball moves at speeds equivalent to 16/900/20. The ball will pursue the target until it hits or for 12 Action Turns, whichever comes first. It can go through the air, along the ground, through water, around corners, wherever the target goes (excluding interdimensional hopping or teleporting out of sight). If the ball strikes the target, all powered devices on the target are shorted for 6 Action Turns and the target itself may receive damage (Intensity 15, Dm = 15).

Once the rifle is no longer aimed at a character, even a "recognized" character, the com-

puter turns off and the entire process must begin again to successfully fire the weapon.

This rifle is charged by two hydrogen energy cells, which power the rifle for five energy balls.

Sap Gloves (Tech Level II). Sap gloves are leather gloves designed to fit the average size human hand. On the flat surfaces of the fingers and back of the hand, metal weights are sewn into the glove. A character wearing a sap glove does not have the same delicacy of hand movement that he normally would have, but the damage caused by his striking with the hand increases by 5 points.

Tazer (Tech Level III). A tazer is a small, hand-held, electronic, defensive weapon. It is powered by a nickel-cadmium battery. When the device strikes a victim in melee combat, it delivers an Intensity 12 electrical shock (Dm = 6) and stuns the victim as well (since the weapon is designed for stunning, there is no Ability Save). Follow the normal rules on stunning inflicted by electrical devices. The stun effect has a base duration of 2 Action Turns.

The weapon's nickel-cadmium battery has a life of 100 hours and allows the weapon to hold four charges at once. Once these four are used, the weapon requires four hours to recharge itself.

Tempus Helmet (Tech Level IV). This helmet looks like glass and offers no more protection against physical damage than a plastic helmet. However, it does completely protect the wearer from any form of time interference, teleportation, or any other power, mutational or otherwise, that deals with time, space, and dimensions. The helmet's structure provides this protection and it is non-powered. Needless to say, the item is quite rare.

Universal Cooker (Tech Level IV). This ceramic cylinder is 15 centimeters tall and 20 centimeters in diameter. It has a locking cover, an intensity dial, and a slot to slide in a solar energy cell (100 uses before being completely drained). Up to 2 liters of food or liquid can be placed inside. Once turned on, the universal cooker microwaves its contents in seconds, providing a hot meal when a fire cannot be made or it is necessary to "cold camp". No heat escapes it while cooking and the only way an infrared scanner can detect its presence is from the heat of the food when removed from the cooker. The universal cooker comes with its own removable lining for fast and easy cleaning.

NEW RACES

Equinoid (Man-Beast)

NUMBER: 1-10

MORALE: 10

HIT DICE: 18

ARMOR: 3 (-15)

SIZE: Two meters in height

LAND SPEED: 24

PS: 17 (+2) MS: 18 (+2)

DX: 18 (+2) IN: 18 (+2)

CN: 18 (+2) CH: 15 (+1)

ATTACKS: 1 Horn (7) or by weapon

MUTATIONS: (P) Energy Absorption, Heightened Precision, Regeneration, Ultravision, (M) Mechanical Genius, Life Leech, Summoning

DESCRIPTION: These vaguely centaur-like creatures live in mountainous regions, using natural or artificially-excavated caverns for shelter. Equinoids have an extremely strong sense of cultural identity. Their young are kept isolated from all "contamination" by non-Equinoid thought and ideas; any spies or infiltrators caught within their caverns are immediately executed. Except for this protectionist attitude regarding their young, Equinoids are generally friendly to other races.

Equinoids seek to rebuild an advanced civilization modeled on that of the Ancients; they are thus sympathetic to the Restorationists.

An Equinoid is generally armed with at least one Tech Level III or IV weapon, usually a paralysis rod or flamethrower.

(Equinoid created by James M. Ward)

Sarbis (Earth Pigs)

NUMBER: 1-20

MORALE: 11

HIT DICE: 10d6

ARMOR: 2 (Natural) (-10)

LAND SPEED: 9

DIG SPEED: 12

PS: 22 (+4) MS: 13 (+1)

DX: 11 IN: 8 (-1)

CN: 18 (+2) CH: 1 (-3)

ATTACKS: 2 Claws (Dm = 5 each)

MUTATIONS: (P) Heightened Vision, Heightened Taste, Heightened Smell, Manipulative Claws. Directional Organ (see below)

DESCRIPTION: The Sarbis are a race of humanoid aardvarks. Though they walk erect and are more human-shaped than their quadrupedal ancestors, they still are unmistakably

aardvarks—complete with claws at the ends of the arms and legs (though the hand/claws are now somewhat manipulative), a long snout, and extremely powerful body. The Sarbis are usually miners, though they live above ground in human-type dwellings. They do not use digging tools, as their extremely powerful claws are all they need to burrow deep beneath the earth. To this same end, they have evolved a directional organ which always lets them know where they are in relation to north. Their heightened senses are particularly effective underground and they are impossible to surprise once they enter caves, tunnels, or any other dark, subterranean environment.

While not especially warlike, their proverbial stubborn attitudes and amazing strength make them formidable opponents. Once a Sarbis has dug its claws into the ground (taking a stand, so to speak), physical strength in the Y category is the minimum needed to uproot it (PS = 121+); it takes large machines or teams of animals to move a Sarbis.

Sarbis form large communities called "camps". There is always one dominant male who rules the camp. As previously mentioned, Sarbis are usually miners and provide much of the raw minerals for Gamma World societies. Their value in this capacity, plus their dangerous nature when crossed, have made them better allies than slaves or subjects.

Sarbis usually establish large above ground mining camps. There are very well protected by the huge amounts of slag the Sarbis mine and dump out around the camp (making it almost impossible for a direct charge of any type). They also construct tall guard towers around the area to oversee the area and guard the access roads from the camp to any other establishments there (forge, foundry, etc.) and to the outside world. Sarbis are notorious traders, having to rely heavily on the outside world for food (primarily meat or insects) and for any comforts. They are particularly fond of large insects (as food, naturally) and prefer skyzorr'n above all others. Sarbis have been known to employ a rare Tech Level III item along with their more common Tech Level II devices and weapons. They seldom wear any clothing or armor, usually just gear for holding or carrying provisions and devices.

Skyzorr'n (Giant Ants)

Skyzorr'n are mutated giant ants that walk erect, have large mandibles they use as tools or weapons, and have four arms (all controllable at once to some degree). Skyzorr'n can be found almost anywhere except cold climes;

they are constantly sending scouts and explorers out to bring back information on possible new areas to colonize.

No other race gets along well with the skyzorr'n; they are fierce, warlike beings who believe it is their destiny to one day rule Gamma World. They belong to no cryptic alliances and owe allegiance only to their own race and destiny. This does not mean that they are isolationists; the skyzorr'n frequently trade with merchants and other races for the treasure their queen desires. Skyzorr'n peons or warriors are often hired out as guards or workers in exchange for payment. This also gives the queen a way of gaining information and keeping track of the activities of other societies.

Skyzorr'n are most often encountered in forests, the tropics, grasslands, and underground, but can go anywhere their interest takes them. It is rumored that there is a Queen Prime on Gamma World, the queen of the queens who mentally keeps in contact with her subjects and directs their world-conquering plans and operations. No proof has been brought forth concerning this yet.

All skyzorr'n have Sarbisphobia, a dreaded fear of the Sarbis race (probably an ancient race memory of ant-eating aardvarks). When a Sarbis appears on the scene, skyzorr'n will operate at a -3 CS penalty (or at -30, whichever is appropriate).

Skyzorr'n usually use Tech Level II devices and weapons, except for the sacred warriors which often have Tech Level III weapons.

The skyzorr'n have a rigid class structure that is kept intact by the physical descriptions, abilities, and purposes of each level. The different types of Skyzorr'n are detailed hereafter.

Peons

NUMBER: 1-8 (1d20 + 20 minimum in a colony)

MORALE: 5

HIT DICE: 5

ARMOR: 2 (-10)

SIZE: One and one-half meters tall

LAND SPEED: 6

PS: 12

MS: 4 (-2)

DX: 11

IN: 5 (-2)

CN: 10

CH: 2 (-3)

ATTACKS: Up to two hand weapons per Action Turn and Mandible Attack (Dm = 1)

MUTATIONS: (P) Physical Reflection—Nuclear, (M) Radar, (D) Phobia—Sarbis. Immunity to any mental mutation except those of the skyzorr'n queen

NEW RACES

Peons are the most numerous type of skyzorr'n. They are workers, explorers, scouts, and general minions.

Warriors

NUMBER: 1-8 (1d10 + 10 minimum in a colony)
MORALE: 6
HIT DICE: 6
ARMOR: 3 (-15)
SIZE: Two meters tall
LAND SPEED: 16
PS: 13 (+1) MS: 6 (-2)
DX: 12 IN: 7 (-1)
CN: 12 CH: 3 (-3)

ATTACKS: Up to three hand weapons per Action Turn and Mandible Attack (Dm = 2)

MUTATIONS: (P) Physical Reflection—Nuclear, (M) Radar, (D) Phobia—Sarbis. Immunity to any mental mutation except those of the skyzorr'n queen

Warriors are the defenders of the colony, explorers into dangerous areas, and sometimes serve as mercenaries.

Sacred Warriors

NUMBER: 1-4 (1d10 + 2 maximum in a colony)
MORALE: 1d12 + 8
HIT DICE: 8
ARMOR: 4 (-20)
SIZE: Two and one-half to three meters tall
LAND SPEED: 24
PS: 15 (+1) MS: 7 (-1)
DX: 14 (+1) IN: 9 (-1)
CN: 14 (+1) CH: 4 (-2)

ATTACKS: Up to four hand weapons per Action Turn and Mandible Attack (Dm = 3)

MUTATIONS: (P) Physical Reflection—Nuclear, (M) Radar, (D) Phobia—Sarbis. Immunity to any mental mutation except those of the skyzorr'n queen

Sacred warriors are elite fighters, guardians of the queen, and are sometimes sent on sacred missions, such as revenge.

Queen

NUMBER: 1 in a colony
MORALE: Not applicable
HIT DICE: 14
ARMOR: 5 (-25)
SIZE: Four meters tall, six meters long
LAND SPEED: 24
PS: 16 (+2) MS: 18 (+2)
DX: 10 IN: 20 (+3)
CN: 22 (+4) CH: 1 (-3)

ATTACKS: Mandible Attack (Dm = 4)

MUTATIONS: (P) Physical Reflection—Nuclear, Radiation Eyes (Intensity = 16), (M) Radar, Telepathy (only with other members of the colony), Total Healing, (D) Phobia—Sarbis. Immunity to any mental mutation except those of another skyzorr'n queen

DESCRIPTION: The skyzorr'n queen is the leader of the colony and mother of future skyzorr'n. The queen's body is so huge she looks like a giant spider at first glance. She is in constant contact with different members of the colony and, since she is always located in the center of the colony and is well protected, it is almost impossible to sneak up on her without teleporting to the spot. Her function in life is to direct the colony in its expansion and to mate with a sacred warrior and thus provide young skyzorr'n every year. If she gives birth to a new queen (50% chance at any birth), she will drive it and all the young skyzorr'n out after a year so that they will start their own colony. The only exception to this is when the queen is too old, and then the new queen kills her and takes control of the colony. The average lifespan of a queen is 250 years, compared with 100 years for a lesser skyzorr'n.

Skyzorr'n queens are notorious for their love of expensive items. Knowledge of appraisal has been passed down from generation to generation and a queen can estimate an

item's worth easily. All queens have quite a hoard, but it is exceptionally well guarded.

T'Brath (She Who Consumes)

NUMBER: 1d6 + 2
MORALE: 7
HIT DICE: 5
ARMOR: 20% chance wearing fiber armor, armor class 5 (-25); otherwise none
LAND SPEED: 32
PS: 16 (+2) MS: 12
DX: 13 (+1) IN: 9 (-1)
CN: 15 (+1) CH: 4 (-2)

ATTACKS: Hair or one weapon. Hair is treated with a chemical irritant; the hair is long enough to be used as a melee weapon. If the opponent's eyes are struck, irritant Intensity = 10, Dm = blinding for 1-6 Action Turns

MUTATIONS: (P) Heightened Precision. Unaffected by extreme weather temperature (including arctic or tropical), Heightened Precision

DESCRIPTION: Little is known about the T'Brath. They are an amazonian race of females who hold males of all races in utter contempt. They are muscled, barrel-chested humanoids with thick, long, green hair, six large breasts, and huge hands. They capture and herd males as livestock and food. No male T'Brath are believed to exist. How the T'Brath continue their race is unknown; possibly they do not need males for producing offspring.

T'Brath are quite destructive and will usually attack on sight. Their favorite weapons are the bow and arrow (with which they are +3 CS to hit) and the trident (Dm = 8, +2 CS to hit). Whenever they are engaged in hand-to-hand combat, they can also use their hair as a whip to try and blind an opponent.

T'Brath seem uninterested in trade, except in trading for male livestock.

Pit of Despair

Rocky Barrens

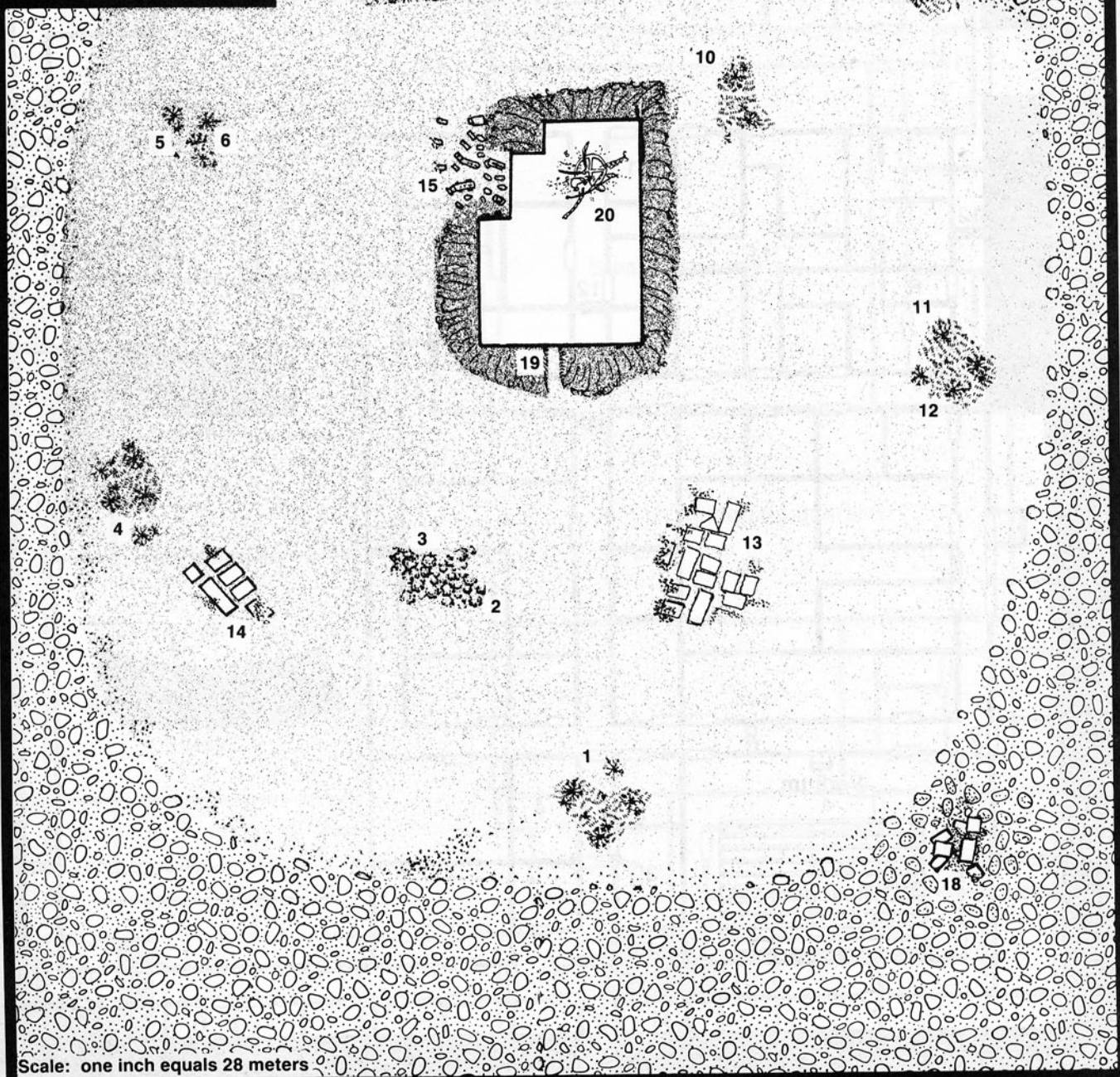
Sand

Vegetation

Ruined buildings

Ground vehicles

Earthen rampart

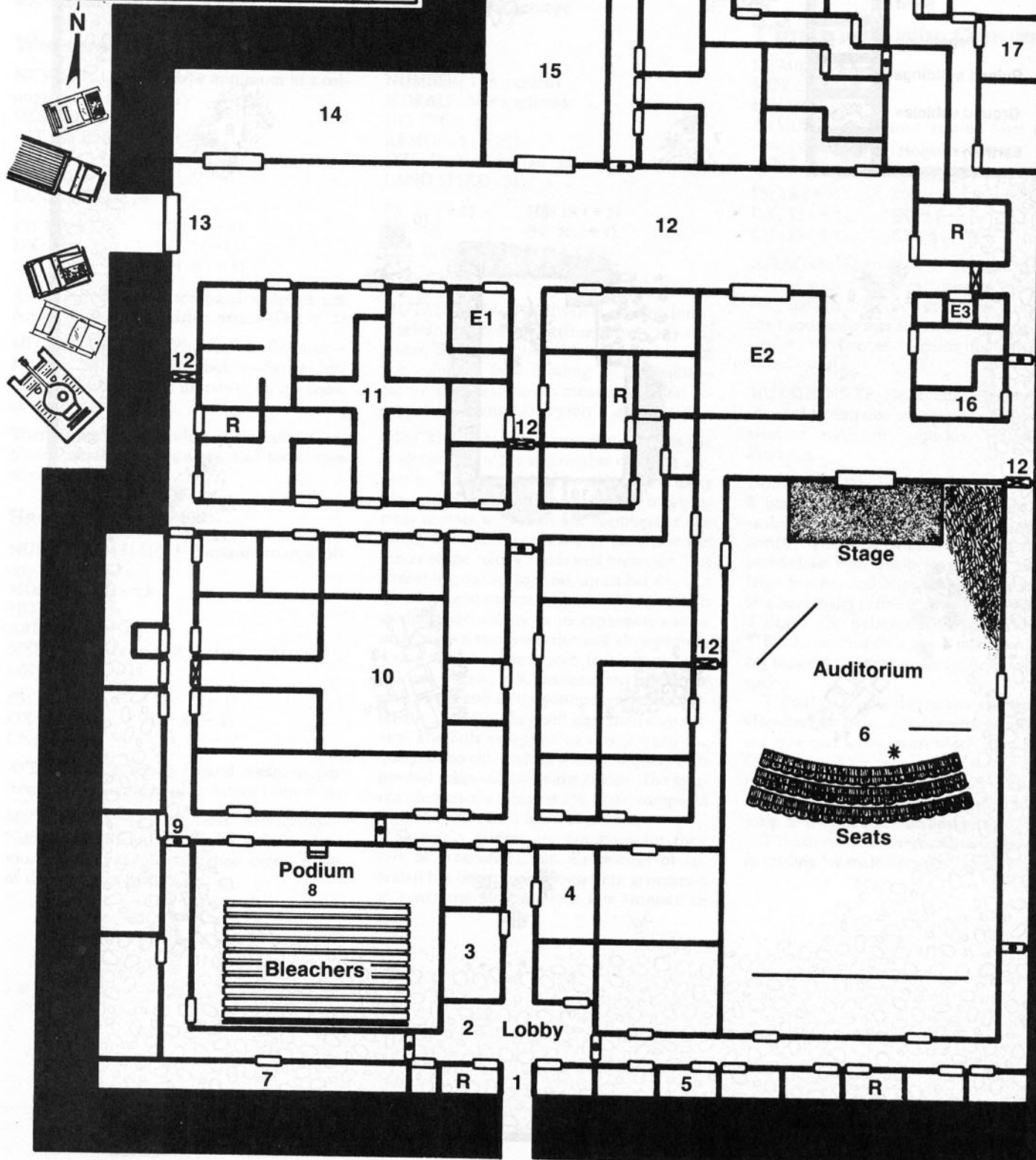


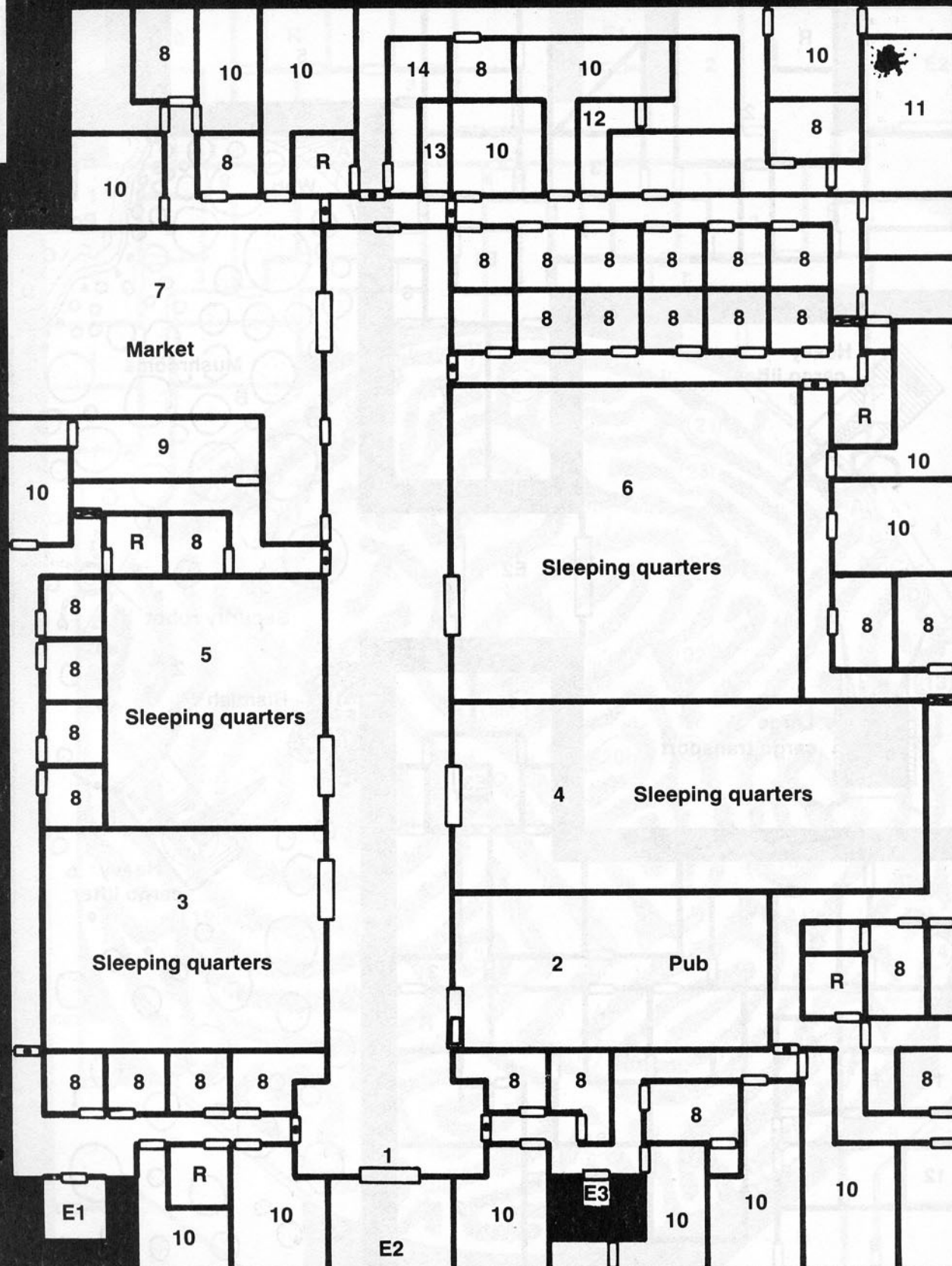
Scale: one inch equals 28 meters

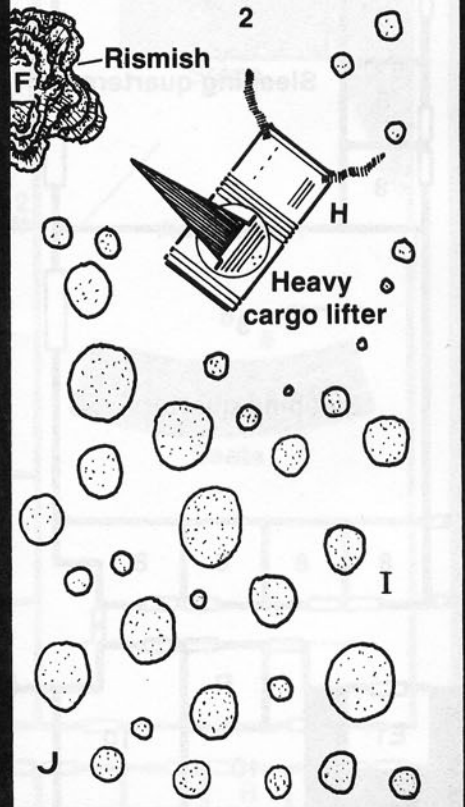
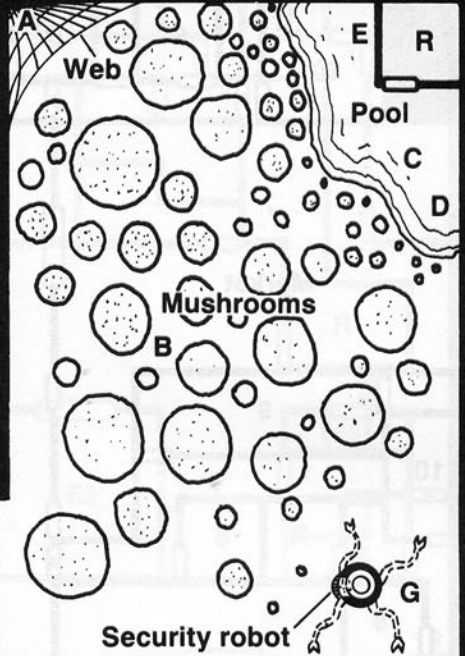
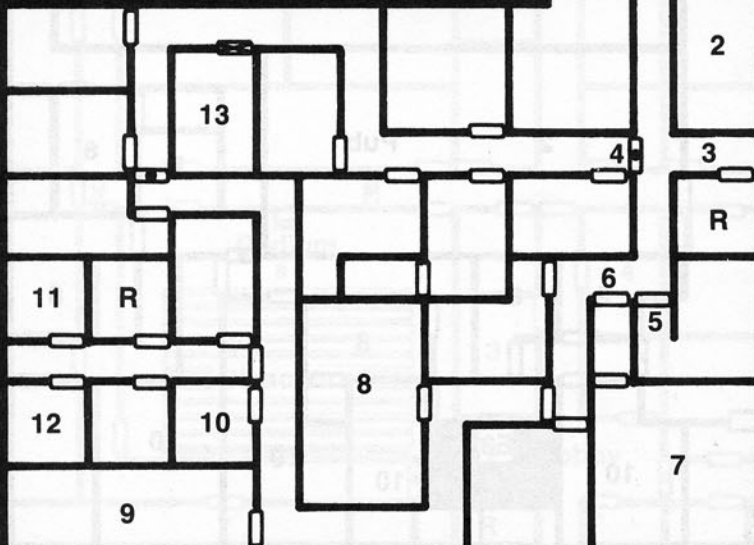
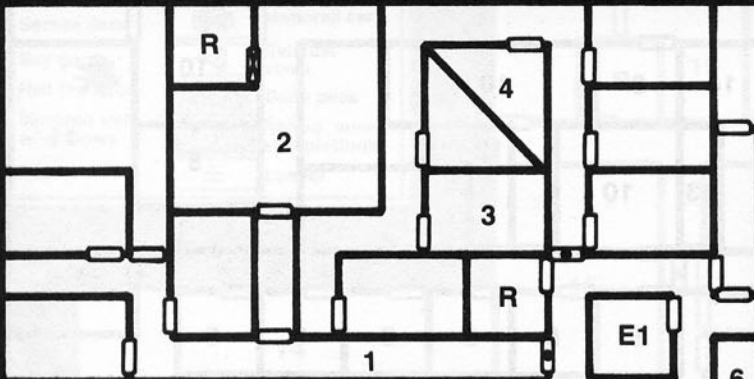
Installation Level 1

Scale:  = 3 meters

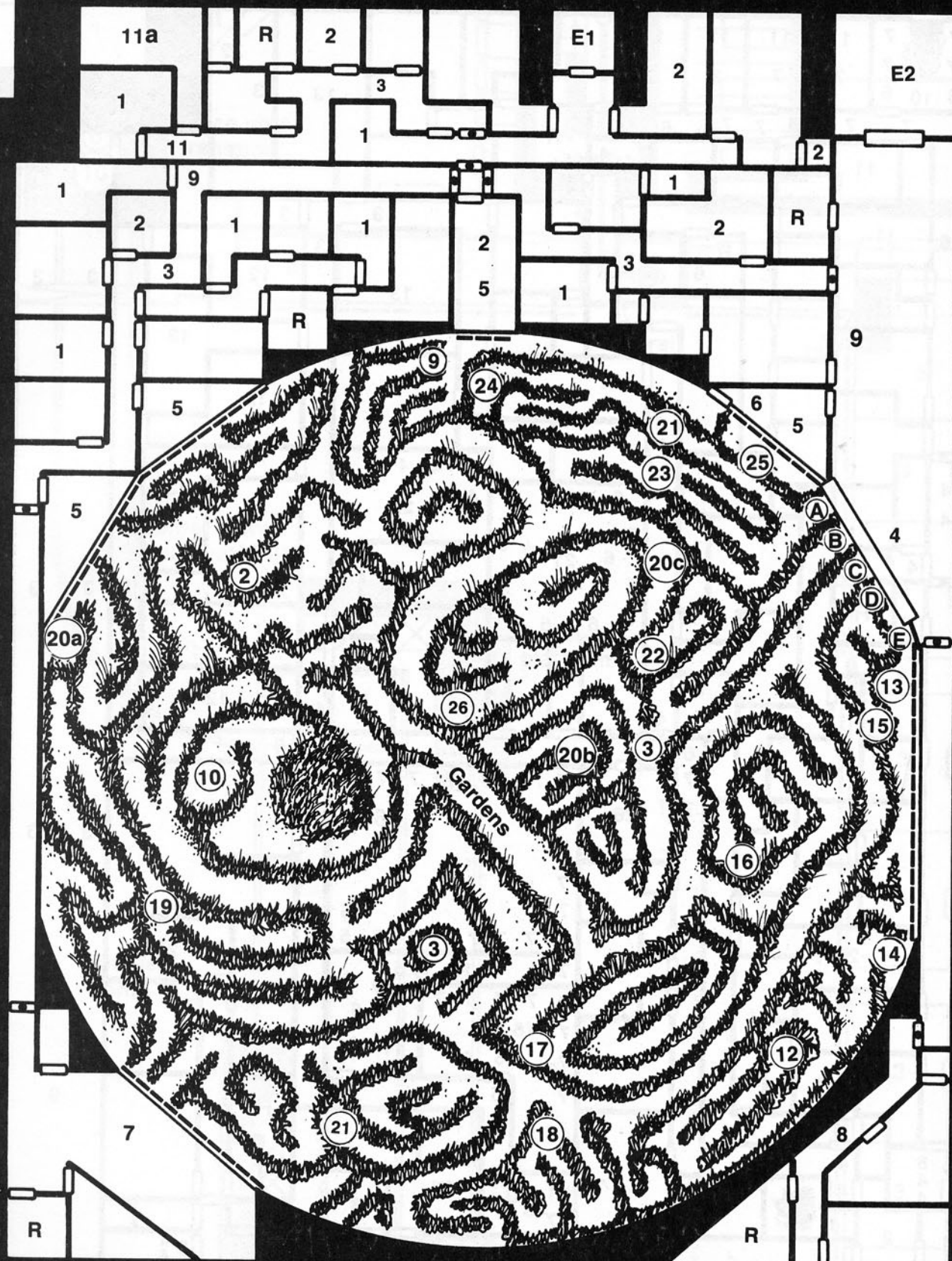
	Normal, over-riden door		Restroom
	Secure door		Monorail car
	Bay door		Exhaust vents
	Hall fire door		Bone piles
	Mirrored wall w/windows		Raised, movable platform
	Tracks		Ladder







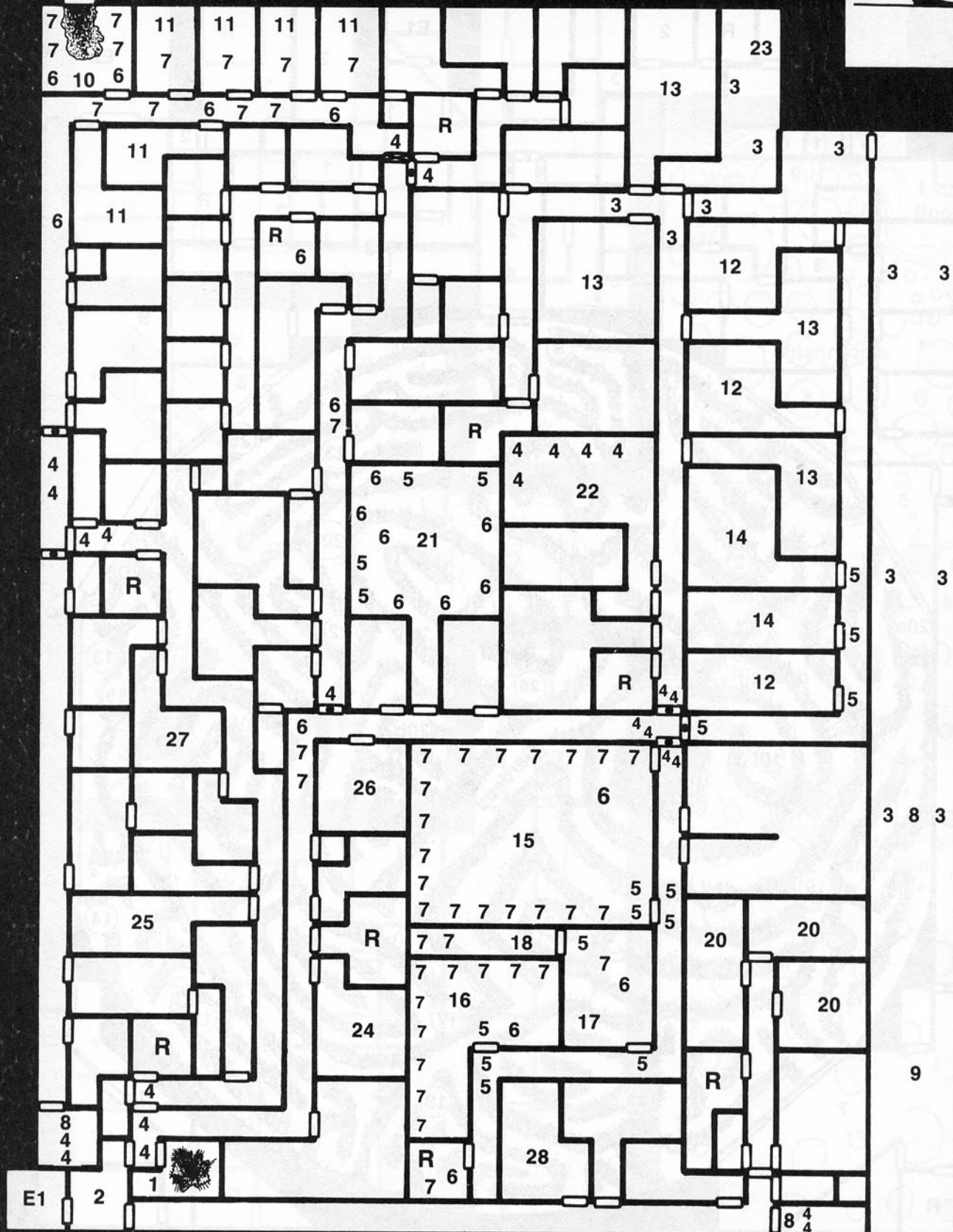
N Installation Level 4



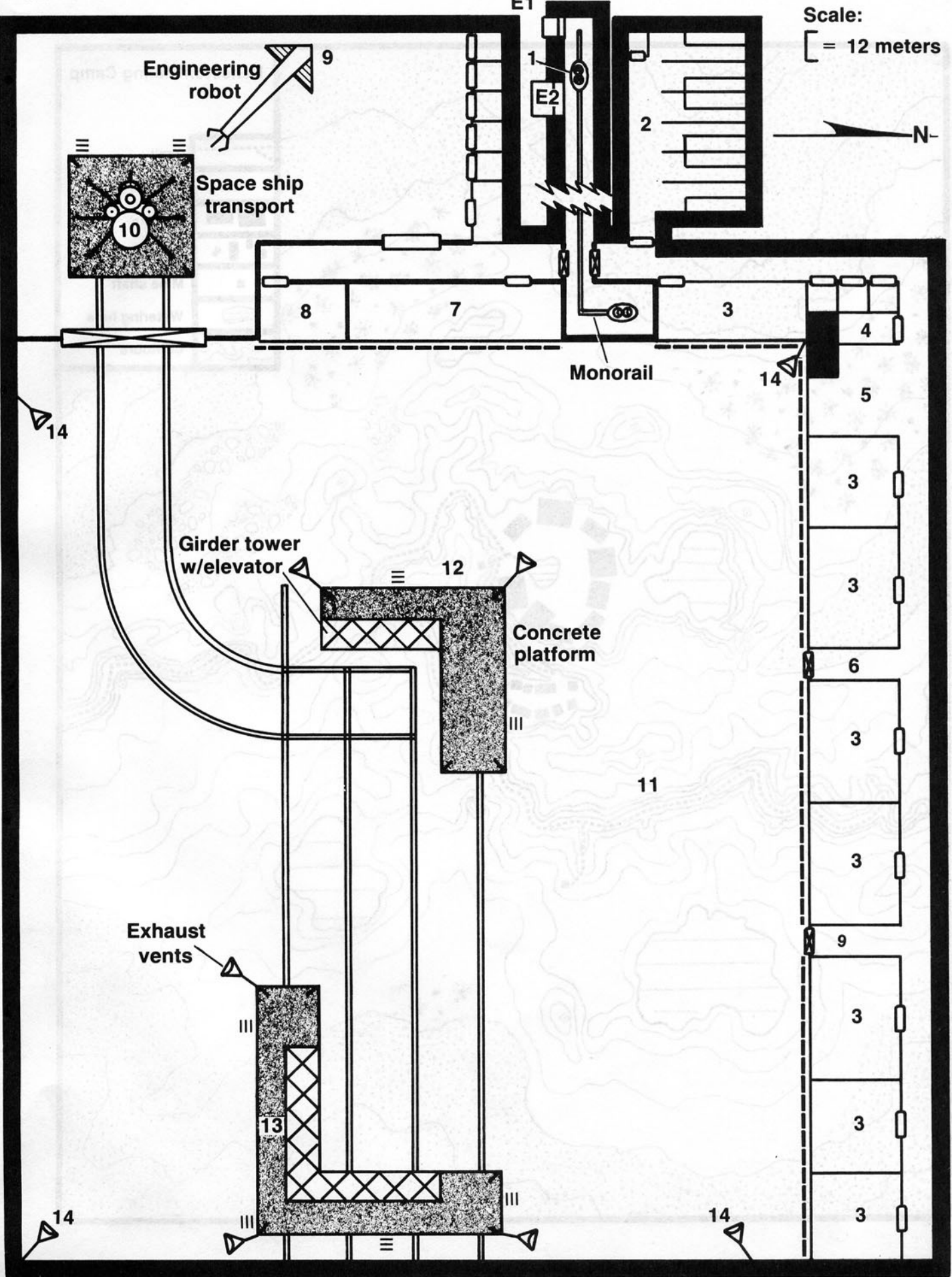
Mine Shaft

Installation Level 5

N

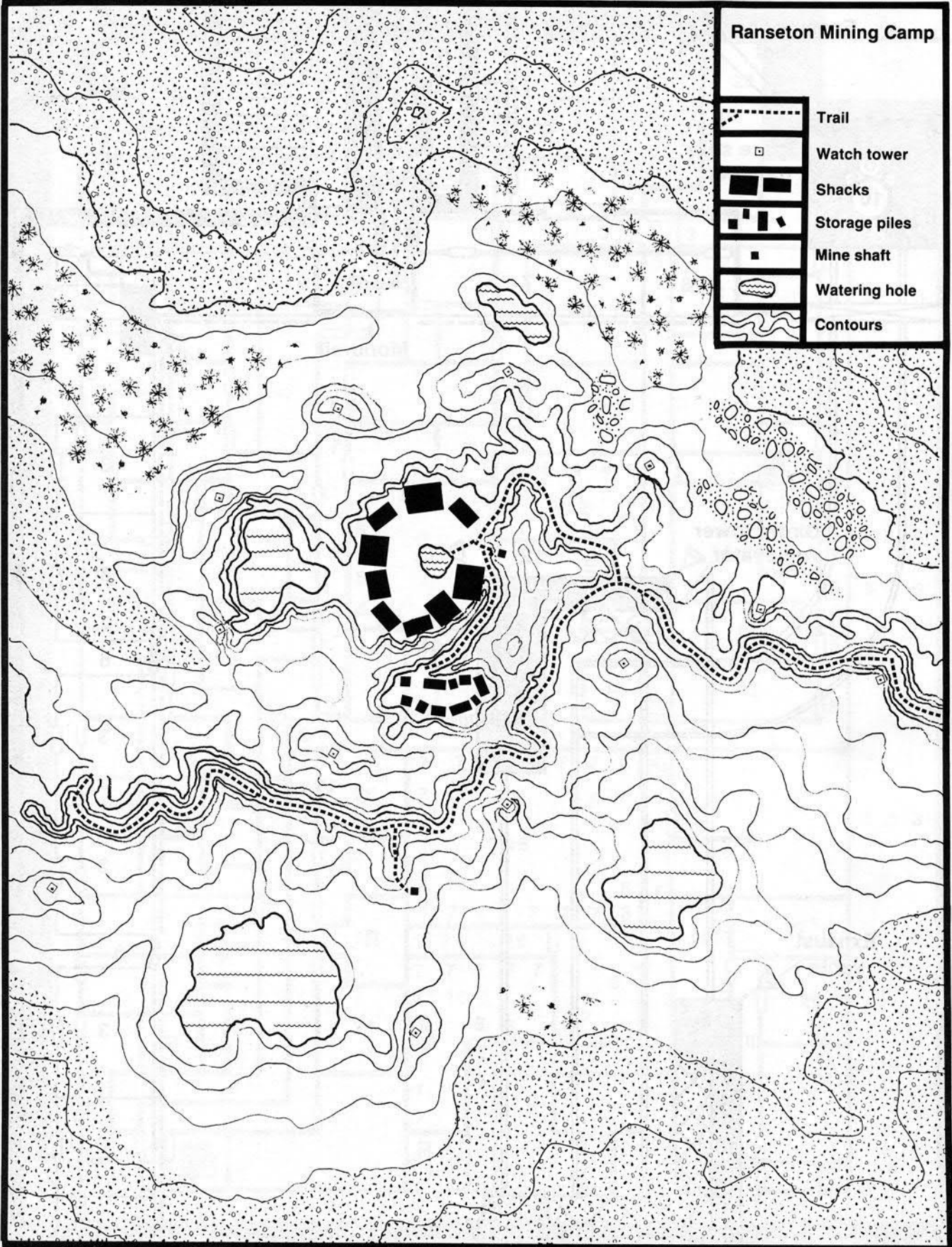


Installation Level 6



Ranseton Mining Camp

	Trail
	Watch tower
	Shacks
	Storage piles
	Mine shaft
	Watering hole
	Contours



RANDOM LOOT TABLE

The GM uses this table when he believes that a random encounter should include some loot because of difficulty, size of the encounter, lair, etc. All of the listed items work and are in good condition. The GM can also add non-working items of his own to fill out the treasure. While some of this loot has simple uses (like electrical parts for rewiring damaged items) other loot is mysterious (such as the lexicon of the Sarbis language). This "mysterious" loot is included to provide the GM opportunities to create or expand future encounters; exact specifics of these items are left to the GM. If they are not of interest to a party member, they are an excellent barter item with specific alliances or races. Any items marked with an asterisk (*) can be found in this booklet's New Items section. Roll percentile dice for results.

Die Roll	Treasure Type		
01	Collection of military unit badges (13)	36	genetic damage, intensity 12)
02	Box of eight coloring books, each about a different popular cartoon character	37	A collapsible, two-burner, camping stove (operates on kerosene, is currently empty)
03	A folding table	38	Four liters of kerosene (in can)
04	Box of 12 flares (one flare burns for ten minutes, provides bright light for a 20 meter radius, can burn in any position)	39	Twelve miniature microphones (bugs)*
05	Brass knuckles (hand damage +1 CS)	40	1000 meters of coiled nylon rope
06	Orange neutralizing paint (one tube)	41	Two decks of new playing cards (still sealed)
07	Box full of hard soap bars	42	1 tube of green pigment
08	Cassette player and a dozen assorted musical tapes (GM's choice)	43	A book on card games
09	One box of plastic wrap (30 meters)	44	A glow cube (no hydrogen energy cell)
10	A large, aluminum Christmas tree	45	One dozen hydrogen energy cells (six are fully charged, four are half charged, one is empty, one is cracked and will explode if re-charged; Dm = 2d6 damage)
11	One five-man inflatable raft	46	A nickel-cadmium battery recharger (requires electrical current)
12	A sledge-hammer	47	Two pairs of ever-sharp scissors
13	A coil of high tensile-strength wire (35 meters long)	48	A spun stainless steel wok, with cover
14	Rubberized, plastic hammock	49	Bug receiver*
15	Five rolls of plastic packing tape (each roll contains 20 meters)	50	A plastic tarp (7 x 7 meters)
16	Listening device*	51	Fluorescent spray paint, two cans
17	Portable, hand-cranked record player	52	Extendable work lamp (the worthless lamp can be taken off the end and anything else can be attached; it can be extended from one end up to three meters)
18	80-liter glass aquarium with air pump and filter	53	One crate of 200 rubber gaskets
19	A metal pressure cooker	54	Choke chain for training a dog-sized pet
20	A sap glove*	55	Set of four large, fluffy bath towels (never used) carefully stored in a box
21	Firecrackers (1-2 damage if held, this string of 100 large firecrackers can be carefully unwrapped and used separately)	56	Three doses of suggestion change drugs
22	A buyer's guide for old coins, published in the late 20th Century	57	Folding, super-sharp metal hacksaw
23	Steeplejack, strap-on, metal spurs. Wearing them allows a character to climb a tree, wooden pole, etc. if also using belt slung around the pole.	58	Insulated industrial asbestos boots
24	Four 5-meter-square fishing nets	59	A suit of plastic armor
25	An empty reel capable of holding 300 meters of nylon line	60	A one-liter bottle of Scotch whisky (pure)
26	Small steel wire cutters	61	25 meters of electrical wire, four sets of electrical plugs, and wire strippers
27	Tazer*	62	A cassette tape of the last presidential address to the nation (vaguely referring to new data that indicates contact with extra-terrestrial intelligent life)
28	Circa World War II map of America	63	Motorcycle helmet with full-face visor
29	Lexicon of the Sarbis language	64	Five variable intensity light switches
30	Six long-handled, metal, campfire forks	65	Electrical battery recharger (requires electrical current)
31	Four intact light bulbs	66	A set of lawn darts
32	One chain cutter	67	Weapon cleaning kit (cleaning solution, swabs, brush, etc.)
33	Five rubber-band-wind-up, balsa wood, model airplanes (flies 10 meters)	68	Box of miscellaneous light sockets
34	Blow gun and 20 darts*		Pry bar (50 centimeters long)
35	One 4-liter flask of herbicide (Bio-	69	Full-dress general's uniform (U.S. Army)
		70	Perfectly preserved set (sealed in plastic bags, then placed in water-tight plastic cases) of all volumes of the ADVANCED DUNGEONS & DRAGONS® Fantasy Role Playing Game by TSR, Inc. (63 volumes by the time the war broke out)
		71	Two electrical batteries
		72	Eight sets of metal eating utensils
		73	A large, illustrated book on pre-Shadow Years birds
		74	Fifteen meters of garden hose with a sprinkler attachment
		75	One gross of men's athletic socks (brand new, assorted sizes)
		76	Box of rubber bands (assorted sizes)
		77	UV/IR goggles
		78	Travel cage for cat-sized animal
		79	Insulated case that can keep frozen items in that state for 12 + 1d12 hours.
		80	A sealed 4-liter can of butterscotch syrup
		81	Spray can of rust remover
		82	A large, heavy-duty nylon backpack (with aluminum frame, multiple outer pockets, water and tear-resistant material; holds the equivalent of three normal backpacks but is cumbersome)
		83	Set of five cookbooks: vegetables, meats, chocolate deserts, breads, and cooking with herbs and spices (reading all and cooking at least 50 recipes gives a skill of Chef to the reader; this will take weeks of time)
		84	A case of 24 nickel-cadmium batteries
		85	Thermometer/barometer desk set
		86	Six-meter long metal tape measure
		87	Hearing aid with permanent battery
		88	Manual on plumbing (adds a +2 CS to any plumbing skill)
		89	Twelve bottles of assorted herbs and spices (not tainted)
		90	One rover rifle, fully loaded*
		91	A pocket-sized English dictionary
		92	Three oil lamps
		93	Four liters of lamp oil
		94	Ten random energy cells
		95	Signal flags and a manual on how to use them to send messages
		96	Universal cooker*
		97	Folding portacart*
		98	Garment autopress*
		99	Holocube with a holograph of an assembled space shuttle on the launching pad
		100	Tempus Helmet*

Gamma Base Random Encounters Table

Encounter	Level 1	Level 2	Level 3	Level 4	Level 5/ Caverns	Level 6
No Encounter	01-20	01-20	01-20	01-20	01-20	01-20
Harmless Encounter	21-40	21-40	21-40	21-40	21-40	21-40
Hazard	41-45	41-45	41-48	41-48	41-48	41-45
Arks	46-47	46-48	49-50	49	—	46
Arns	48-49	49	51	50	49	—
Badders	50-51	50-52	52-53	51-52	—	47
Blaashes	52	53	54	—	50	—
Blackuns	53-54	54	55-56	53	51-52	—
Conola	55	55-56	57	—	—	48-50
Dabbers	56-57	57	58	54	—	51
Equinoids	58	58	59	55	—	52
Debgon	—	59	—	56	—	—
Erdgon	—	60	60	—	—	—
Felgon	—	—	61	—	—	—
Gelgon	—	—	—	57	—	—
Guman	59-61	61-62	62-63	58	53-54	57-58
Cynl'Xon	62-63	63	64	59-60	55-56	59
Fhotl'Xon	64-65	64-65	65	61-62	60-61	60-61
Nogl'Xon	—	66	66-67	63-64	62-63	62-63
Wedl'Xon	—	—	—	65-66	64-65	64
Kraw	66	67	68	67	—	67
Obbs	67	—	69	68-69	66	—
Orlen	68	68-69	70	70	—	67
Parns	69-70	70	71-72	71	70	—
Rakrods	71-72	71-73	73-75	72-73	—	68
Rishmish	73-74	74	76-77	74-76	71	69
Robot	—	75	78	77-78	—	70-73
Rodcut	75-76	76-78	79-81	79-80	72	74
Rodqas	77-78	79-81	82-83	81-82	73	75
Sarbis	79-80	82	84	83	74-76	76-77
Shinarl	81	83-84	85-88	84-86	77	78-79
Skyzorr'n Peons	82	85	89	87	78-83	80-81
Warriors	83	86	90	88	84-87	82
Sacred Warriors	—	—	—	89	88-89	—
Slaves	84	87	91	90	90-92	83
Batslith	85	88	92-93	91	93	84-85
Inslith	86-87	89	94-95	92-93	—	86-88
Rrerslith	88-89	90-91	96	94	—	89-91
Soul Besh	90-91	92-93	97	95	94-95	92
Squeekers	92-95	94-96	98	96	96-97	93-94
T'Brath	96	97	99	97-98	98-00	95-96
Wardents	97-98	98-99	—	99	—	97-00

NOTES

No Encounter means that nothing occurs.

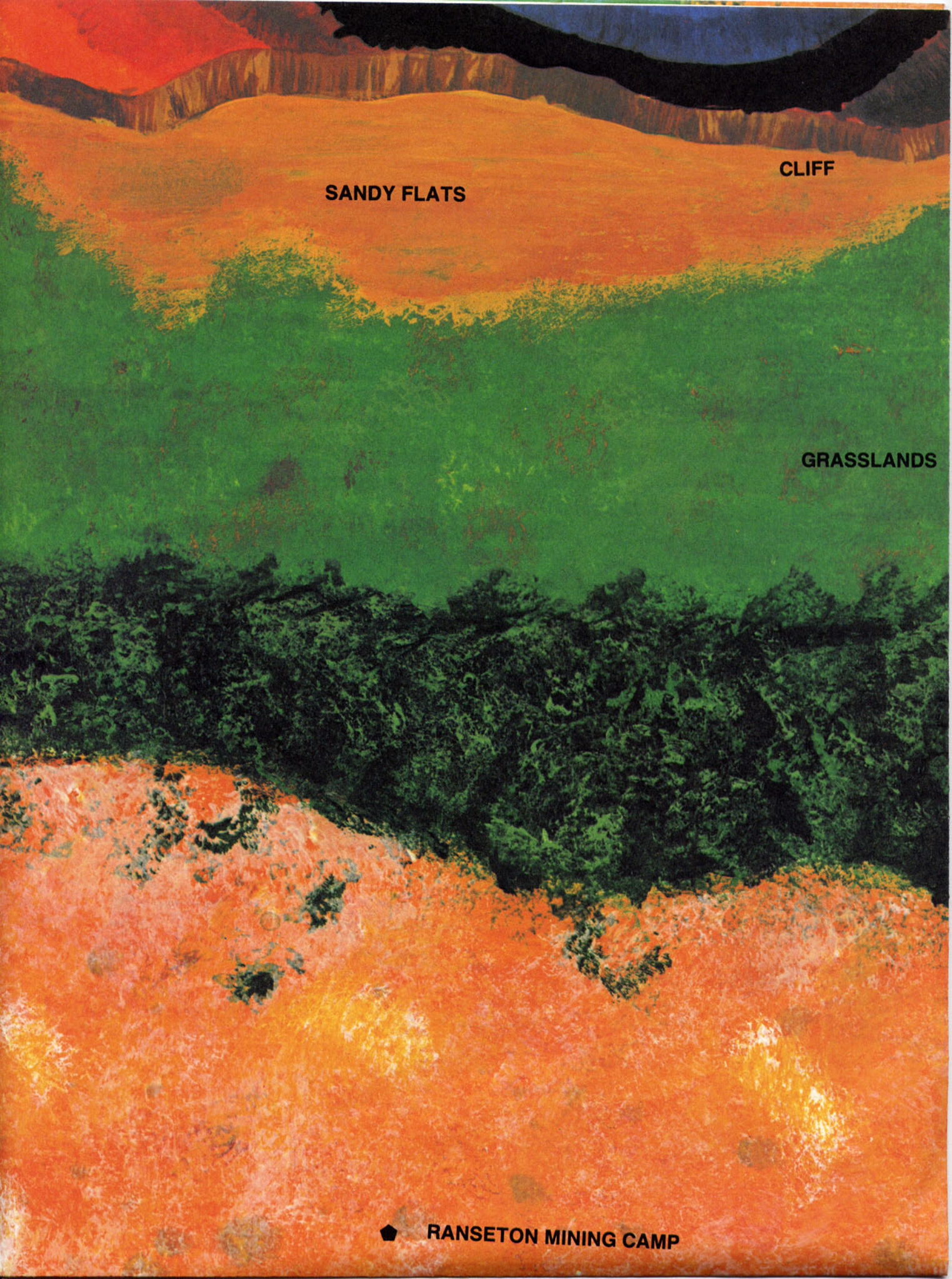
Harmless Encounter means that the party has met something, but that it is something innocuous—a non-dangerous person or animal, a piece of inoperative machinery, strange but harmless phenomena, etc. The GM chooses the exact encounter.

Hazard means that the party has found a dangerous situation not otherwise covered on the table—fire, toxic chemicals, cave-in, etc. The GM chooses the type and intensity of the hazard.

Robot means that the party has encountered a robot. The type of robot, its condition, and its cargo and weaponry (if any) are chosen by the GM.

Slaves refers to intelligent creatures who have escaped from the Skyzorr'n or T'Brath. Such fugitives are mistrustful of most strangers, and have little treasure and few weapons.





SANDY FLATS

CLIFF

GRASSLANDS



RANSETON MINING CAMP





LITTLE GLOW

DEAD RIVER

DEAD LAKE

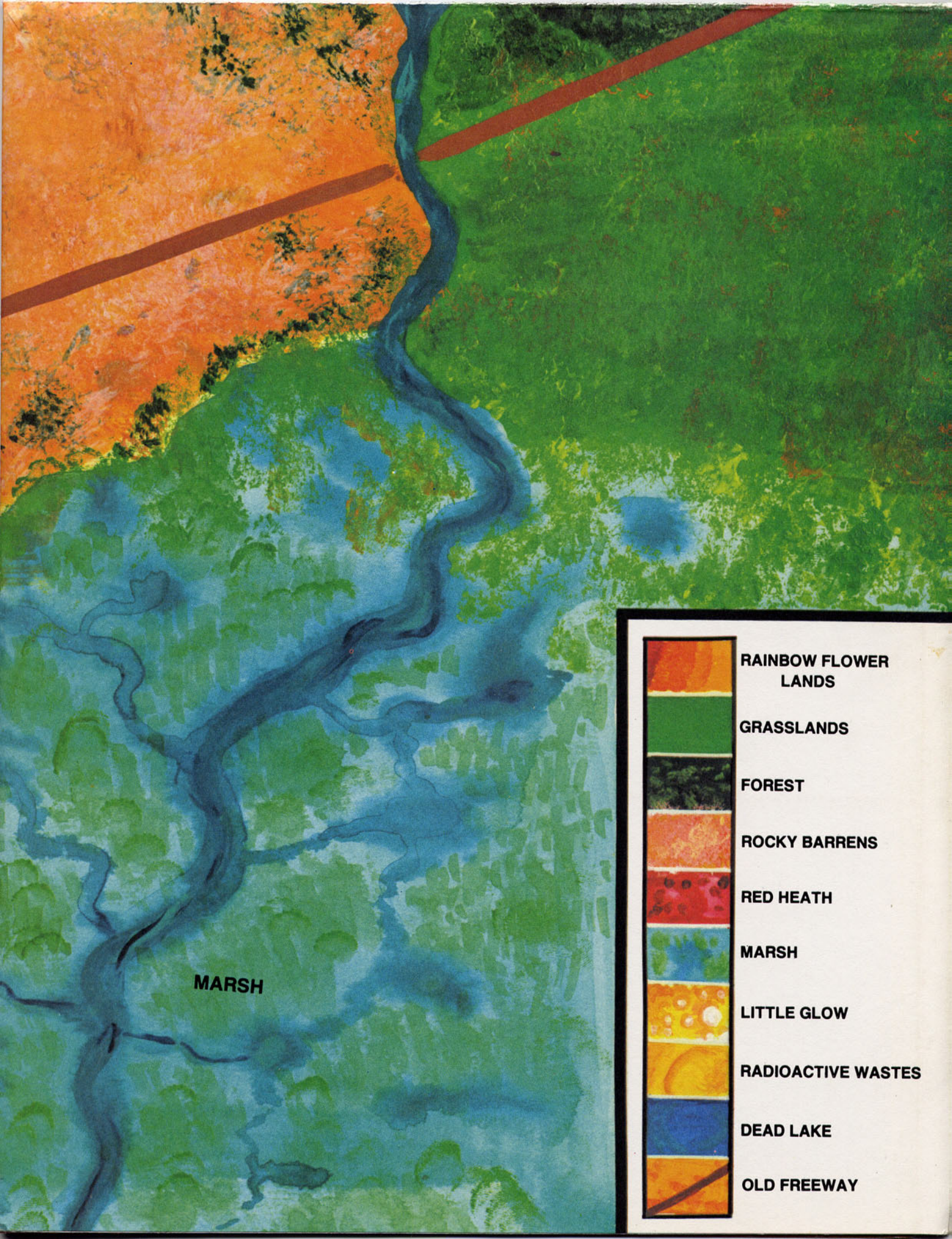
An abstract artwork featuring a vibrant, textured background of red and orange hues. The surface has a mottled, almost marbled appearance with various shades of red, from deep crimson to bright orange, and some darker, almost black, spots. Two prominent, dark, curved lines, resembling thin branches or veins, sweep across the composition. One line starts near the top left and curves downwards towards the bottom center. The other line starts near the bottom right and curves upwards towards the bottom center, where they appear to meet or cross. The overall effect is one of organic, flowing energy.

RED HEATH





■ PIT OF DESPAIR



RAINBOW FLOWER
LANDS

GRASSLANDS

FOREST

ROCKY BARRENS

RED HEATH

MARSH

LITTLE GLOW

RADIOACTIVE WASTES

DEAD LAKE

OLD FREEWAY

GAMMA WORLD®

SCIENCE FANTASY ROLE-PLAYING GAME

Gamma Base by Kim Eastland

The Council of Haven is worried. The Desperate Lands have never been more dangerous than now. From there flow weapons to supply a brutal conspiracy of conquest—how can it be stopped? Haven's respected elder has disappeared into that perilous region—perhaps kidnapped by enemies? Casting its shadow over all is the Pit of Despair at the heart of the Desperate Lands, for those who journey there are never seen again—what is its sinister secret? Your mission is to solve these mysteries before disaster strikes, a challenge even for the bravest. Your skill and daring will make the difference between victory and disaster!

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