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For intermediate players.

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GAMMA WORLD[®]

SCIENCE FANTASY ROLE-PLAYING ADVENTURE

Delta Fragment

by Kim Eastland



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GAMMA WORLD®

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Delta Fragment

By Kim Eastland

Credits:

Designed by Kim Eastland
Edited by Jean Rabe
Cover Art by Jeff Easley
Interior Art by Sam Granger
Typography by Kim Lindau, Betty Elmore

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Please send any questions about this GAMMA WORLD adventure to:

GAMMA WORLD® Game Questions
c/o TSR, Inc.
POB 765
Lake Geneva, WI 53147

Please enclose a self-addressed, stamped envelope with your questions.

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INTRODUCTION

Welcome to the sixth module designed for the Revised GAMMA WORLD® Science Fantasy Game. These adventures take place in the mountainous regions of the High Lands, home of numerous mutated animals and the birthplace of the Ranks of the Fit Cryptic Alliance. A complete outdoor adventure is included in this module, in addition to starting points for many other adventures and a complete game supplement, "Dollar Days."

From these materials, the Gamma Master, or GM, can develop extensive maps for use in this and other adventures, and can create new items, races, characters and creatures. This adventure can be run by itself, worked into a present campaign the GM is running, or used to continue the exciting "Search for the City of Man" adventure featured in all of the Revised GAMMA WORLD game modules currently on the market and coming soon from TSR. A recap of that information is included in The Adventure Begins section of this module. A map of the High Lands, the location for this adventure's action, has been provided for the GM's use.

The adventure in this module is an "open" adventure; which means it is not designed for specific player characters. No predetermined player characters are provided for your use. The GAMMA WORLD game character a player normally uses is ideal for this adventure (mutated animal characters especially). None of the High Lands is known to the player characters or their peers, so the GM should not show the large map to any players. The High Lands map shows the lands just west 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 geographic area in which he can base his campaign. The large Desperate Lands map from module GW8—GAMMA BASE also aligns with the Flower Lands map. The combined maps provide quite a large and varied geography for your gamma adventurers.

But for now, pack your long woolies and as much food as you can. We're off to the high country, where humans are suspect and robots are hated, as we enter the Delta Fragment.

Background

The adventures in this module take place in a section of Gamma World called the High Lands. This mountainous area can be included anywhere in a GM's campaign. The land is called this because it includes the foothills and beginning peaks of a monstrous mountain

range which no one who ventured to has returned from. The land is populated primarily by mutated animals, particularly animal humanoids, though other characters and creatures wander about it.

The main focus of the adventure is centered on a mission, not on a specific location. The players will be sent on a journey that is important for many reasons. There is no major installation to take, no vast complex to explore. Instead, the characters must fight their way to the king of the mountain, though they have no idea where he may be, or even what he may be. Specific clues can be found along the way through pre-programmed encounters. Other pieces of information exist to further clarify the cause and history of Gamma World and the dangers that still exist upon it. Still more information is provided as introductory clues to other Gamma World adventures planned for release by TSR. Also included is updated information on characters and events introduced in the first few modules of this Revised GAMMA WORLD series. And, of course, there are always some undefined details, rumors, and names provided that the GM can develop into his own adventures. While this adventure can be played without past Revised GAMMA WORLD series adventures, 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 to bring the GM up to date on those previous adventures in the event he has not read that material.

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

Maps

Map of the High Lands: The large, color map included with this book is for the GM's use only. Part of the challenge of this adventure is to test the party's ability to keep track where they have been. By describing the terrain they travel through, the direction they are going, and certain landmarks, the GM will be giving the player characters enough information to estimate where they are. In addition, the players can take notes or draw a crude map to help keep track of their location. The GM must make it clear to the players that their 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, he may do so with impunity, as it is quite possible a previous explorer was wrong about charting an area.

Note that there is no scale on the map, and therefore no way players can 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. All traveling times mentioned in the following text are for a human-sized, bipedal character in reasonably good health and traveling in good weather. The GM should take into account the weather, the size of the character, any unusual methods of transportation he may have, etc., when adjusting the movement rate. The rate is always listed in terms of how many minutes or hours it takes to move an inch on the map.

Anyone wishing to play in this campaign should not read any further.

High Lands Terrain Types

Average Mountainous Area: Most of the map is referred to as a mountainous area. This land is extremely rocky and quite difficult to traverse. The GM should familiarize himself with the climbing rules on page 14 of the Revised GAMMA WORLD® Rule Book at this time. The movement rate is not in Action Turns, however, so the DX roll on the ACT must be made once for every inch of mountainous area traveled. The Intensity Level for falling in these mountains is 20, and the base damage is 9, with Complications C as a Terrain Special Effect. Therefore, the GM should suggest the Assisted Climb option listed in the Climbing section be used. The movement rate for an inch of mountainous area is three hours when an assisted climb option is used. Every third inch moved in mountainous areas takes four hours because a large crevice or some other natural barrier has to be crossed. As the GM can see, it may take the adventurers a number of days to get anywhere if they do not use the paths.

Mountain Paths and Bridges: The paths that cut through the mountains are twisty and treacherous, but are much faster than climbing the mountain. A DX check is made for each character every three inches of path traveled. The Intensity Level for slipping on one of these paths is 14, and the base damage is 5, with a special damaging effect of a sprain if the falling character's CN save is failed. The occasional bridge that crosses a river is made of wood and can be traveled across at the same movement rate as the paths. However, no checks are made for falling or other damage.

Giant Bramble: See the sutkins entry in the New Plants division of the New Creatures section toward the back of this module.

Rivers, Lakes and Waterfalls: This terrain type also includes the shoreline surrounding the rivers, waterfalls and lakes. The travel rate for the shoreline is 30 minutes per inch, unless it is a rocky shoreline—an area that is marked as mountainous. In this case movement is treated the same as movement in the mountainous area. The rivers can run in most any direction in this part of the country. They start in the upper left reaches of these mountains (the upper left of the map), and proceed to the lower lands (to the south and east of the map). These are fast-moving waters that are often white water rapids. The Intensity of these waters, at the calmest areas (more than three inches away from a waterfall) is 16 with a base damage of 5 and a consideration for Buffeting. The worst areas, the waterfalls, are Intensity X with a base damage of 12 and Crippling Injuries consideration. Anyone traveling against the current will drown in a few minutes. Travel down the calmer parts of the river is 15 minutes per inch.

A lake usually can be traveled across at a rate of 20 minutes per inch.

All streams are fordable. Traveling down them is at a rate of 25 minutes an inch; paddling against them is at a rate of 45 minutes per inch, and DX checks are made every inch. A failed roll means the players have lost control of the craft.

Radioactive Area: There are numerous radiation areas on the map, most of them are around old ruins, as though reactors blew up or tactical nuclear weapons were used. These areas each have random radiation. Roll 3d6 for the Intensity. The GM may wish to assign a level to an area or roll it randomly. He should mark the Intensity Level on the map for future reference. If any characters want to cross these areas, the GM can stock it with radiation-loving mutants and plant life. The areas glow dimly in the dark. Travel time across these areas is equal to travel through the surrounding areas.

Normal Grasslands: These meadowlands are few and far between in the mountains. Only the Last Friendly Lands to the east are expansive. These meadowlands are normal stretches of 30 centimeter- to 1.5 meter-tall grass that can support livestock and, unfortunately, hide an army of predators. Travel time across these stretches is 15 minutes per inch. Sometimes vision is greatly limited by an excessively tall grass field. The GM always should tell the players what height of grass their characters are wading through. He can alter the height every scale inch if he desires.

Glowing Fungus Fields: The West Never Dark, below the plateau of the Last Friendly Lands to the southeast, is a large expanse of land covered by glowing fungus. The glow is not noticeable 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 inch, because the fungus grows to uneven heights. And characters must be careful where they step. The fungus itself is harmless and extremely comfortable to walk or sleep on. It grows very fast, 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.

Normal Forest: The forest sections are stands of trees that resemble 20th century forests. The GM can decide if they are oak forests, pine forests, and so on. Most of the forests in the High Lands are coniferous and quite dense, requiring one hour to travel an inch through them. The forests of the Last Friendly Lands offer more variety and are of medium density. It takes only 40 minutes to travel an inch through them.

Cliffs and Cliff Paths: There are plateau-like cliff facings separating the Last Friendly Lands from the lower lands to the east, and the mountainous foothills from the Last Friendly Lands. Both of these cliff sides require two hours to scale and require each character scaling to make a DX roll vs. Intensity 17 or fall, suffering a base damage of 4 with Crippling Injuries taken into consideration. It takes only 45 minutes to ascend, and only a DX +3 save is required. A failed save means only light damage is suffered from rolling down the rocks (I 10, Dm = 2).

Footpath: Occasionally a footpath appears on the map. These are not the usual paths traveled. Oftentimes, they are forgotten paths of ancient travelers or animal trails. In any case, they reduce the amount of traveling time through the normal terrain by one-third and provide a +1 RS to any character when he must make his DX roll for the terrain.

Villages and Ruins: In some instances, the ruins of old installations and villages is quite extensive. Movement through the land surrounding these ruins is not easy, as rubble is everywhere. Though the land may have been

leveled at the time of the villages' construction, the rubble from what remains of those villages has marred the land. Treat it as an Intensity Level 10 hazard, base damage is 1 from simple tripping and falling. Check for every inch covered. The movement rate through rubble is 30 minutes per inch.

VILLAGE AND PATH MAPS: At the end of this adventure are eight pages of maps to the villages mentioned in the pre-programmed encounters. They also can be used as standard village layouts by the GM. The illustration of path maps provides three different generic path types in the mountains. These can be changed by altering the direction of the pass and the areas and direction of the passages. For example, Pass Type 1 can be altered by indicating that Passage A leads to the east, Passage C to the west, and Passage E does not exist. Or, the GM might decide that Passage A leads to the north, Passage C to the south, Passages E and D connect, and Passage B is a small pond in the rocks.

GETTING LOST: Though the player characters might be experienced veterans, they might easily get lost in the High Lands because of its limited line of sight and brambles. The way player characters can avoid getting lost is to use their map, compass and to map the areas they travel through.

A wandering character or party should tell the GM in what direction they are intending to go. Usually in the mountains their vision is obscured. Because of this, they might not be as apt to wander in any direction, like they would in a forest or plain. But because of the sideways movement involved in climbing, it is easy for the party to move far off to the right or left of where they think they are. Once on a path, the party cannot become lost in relation to the path, but the party might not know where the path actually is located on the mountain.

For a character or party climbing the mountain, the GM should roll a d10. A result of 7 through 10 indicates they have wandered off course (7-8 they have moved off to their right, 9-10 they have moved off to their left). This roll should be made for every inch they travel until they take at least a half hour to get their bearings. Characters who wander for four consecutive inches are considered lost, and the GM should mention to them that they no longer are certain where they are going.

If a party travels through a forested or grassy area, the roll indicates they are lost and wandering in a specific direction. The GM should

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again roll a d10 and consult the chart below:

Die Roll	Direction
1	North
2	Northeast
3	East
4	Southeast
5	South
6	Southwest
7	West
8	Northwest
9-10	Wandering in a circle

This roll is altered at night, and a result of 3-10 indicates they are wandering in a circle. A roll of 1 or 2 at night means the party is wandering in a direction. The GM should then roll a d8 on the above chart to determine the direction the party is now headed.

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 irrelevant, since Nort has secured some fantastic machines for his people that always keep the climate in the High Lands comfortable. The temperatures are usually in the high 60s or low 70s, day and night.

The GM should roll on the following chart about noon to see what the weather will be for the next day.

Many creatures can sense coming storms, etc. and prepare accordingly. Severe weather will prevent climbing, though not necessarily prevent moving along the pathways.

DIE ROLL	WEATHER PATTERN
01-35	Sunny and clear all day
36-45	Partly cloudy
46-55	Partly cloudy, chance of rain
56-75	Overcast
76-80	Overcast, chance of rain
81-85	Fog (I 15)
86-90	Dense Fog
91-95	High Winds (I 19)
96-00	Gravel Storm (I 21)

Weather Condition Descriptions

Random Chance of Rain: The GM should roll a d100 for the chance of rain that day. If one of the players is extremely adept at weather fore-

casting because of a device, mutation, or whatever, the GM can tell him what the chance of rain is for that 24 hour period. Then, for every four hour period during that day, the GM should roll a d100 again. If the results are equal to or less than the percentage chance of rain already established, rain will occur during that four hour period. How long it will rain and the intensity of the rain—from a mist to a downpour—is left up to the GM. Snow is not possible in these mountains because of the effect of Nort's amazing machines.

Fog: A medium density fog covers the mountain, cutting visibility to one-quarter normal. Sound travels roughly 10% farther in this situation. Climbing is still possible, although the chance of getting lost becomes 3-10 on a d10.

Dense Fog: A dense fog shrouds the mountains, cutting visibility to just a few meters. Sound will travel 25% farther in this situation. Climbing could be suicidal, and all movement anywhere is cut to two meters. The chance of getting lost increases to 2-10 on a d10. All hand to hand combat suffers a -1 CS. All ranged weapon combat that does not use radar, sonar or heat seeking options is conducted as an Attack Rank A.

High Winds: The winds from the northwest pick up speed. And what the winds do depends on where the party is. High winds whipping across a ruined area will result in a gravel storm (see below). In a forest the vegetation is shaken and there is a 5% chance per hour that a plant or limb will fall on a character who did not take cover (base Dm = 1d6, the greater the number the bigger the falling plant). On a river, lake, or stream the water becomes so choppy that any water craft will become swamped in 3 Action Turns, and churning water adds +5 to its normal Intensity Level.

The normal duration of high winds is 1d4 + 2 hours.

Gravel Storm: A gravel storm is caused by high winds picking up the loose gravel in a large open area, such as ruins, or small rocks on open mountain sides (where no bramble is within an inch). The storm usually comes from the north or northwest and is preceded by a howling sound. A gravel storm modifies all visibility, movement and combat as a dense fog. Any character on a mountainside or in an open ruins area will suffer one point of damage for every five Action Turns he is exposed to the gravel, unless he has armor equal to or

greater than Level 4.

The duration of a gravel storm is 1d20 + 20 Action Turns.

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The premise for this adventure can be altered by the GM to fit an existing campaign. The player characters are working for the Restorationist Council at the village of Haven at this time. Their background connections with various Cryptic Alliances may serve to spice up the adventure, and is left entirely to the GM's discretion. The adventure must begin in the village of Haven, in the Last Friendly Lands. If the GM has run GW8—GAMMA BASE, the adventure begins after the player characters have discovered the design plans for the shuttle. If the GM has not run GAMMA BASE, then another group of explorers that works for the Council has discovered plans for a fantastic machine they call a sky-chariot, a shuttle in the ancient tongue.

The player characters 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. The Council's instructions come through its liaison, the leader of Haven, a pure strain human named Gene (all characteristics are 16, except Charisma, which is 22). He will explain to the party that an old nemesis of Haven, Timon, is proceeding with his military plans of conquest of the Flower Lands, the lands to the east of the High Lands. (See Timon's description as an updated character in the New NPC section.) As Timon is a mutated animal, he would most naturally seek an alliance with other mutated animals and Ranks of the Fit. He might even work with Bonapartists. For years there have been rumors of a Bonapartist civilization living in Delta Fragment, the mountainous lands just west of the Last Friendly Lands. The Council believes Delta Fragment, which is an Ancient's term for those mountainous lands, is called the High Lands by the peoples who live there. There are many tales about Delta Fragment which the Council can convey to the party through Gene. (Whether the rumors are true is listed behind the facts for the GM's immediate knowledge.)

- Only mutated animals live there (mostly true).
- All non-mutated animals will be attacked on sight (certainly false).

- Delta Fragment's good climate is artificially controlled (mostly true).
- The leader of the Delta Fragment (also called highlanders) is an armored man who rides an armored giant feline (half true, half false, see Nort and Scar in the New NPC section). He is sometimes called the "king of the mountain" (true).
- All the water in Delta Fragment is reddish with rust and dangerous to drink (totally false).
- All of the Delta Fragment residents are warlike (not true, though some of them tend to be warrior-like. See the New Races section.)
- Robots and humans are feared in Delta Fragment (not necessarily true. Robots are hated and man is distrusted, but they are not feared or hated.)

The party is directed by Gene to help Norien, an ambassador of the Council, to contact this "king of the mountain" and try to dissuade him from making any kind of alliance with Timon. The best possible outcome would be for the party to hammer out some type of treaty with the king, a mutual defense treaty or other type of alliance. But they must at least wreck any treaty that Timon is attempting, for its passage would surely spell the end of the Last Friendly Lands. No assassination attempts against the Delta Fragment residents are to be made. If Norien fails, they are to report back to Haven immediately to give the Council time to evacuate the people and save the records. The party, while not considered "expendable" must understand that Norien is to be protected at all costs. Beyond those directives, the characters may deal with Delta Fragment as they will.

While this mission is extremely important and is outwardly represented to the rest of the village as the reason for the expedition, it is a cover for the real reason the Council is sending the party into the High Lands. Rumors of a sky-chariot crashing into the High Lands centuries past have been well-known to the Restorationists, but were always thought to be mere myths...until recent plans for the sky-chariots were recently discovered. Now the Council believes some credence should be given to these tales and wants Delta Fragment checked out by the player characters. If possible, the Council wants physical proof that a sky-chariot actually existed at one time. The installation for building and launching the shuttle is known to exist (see GW8-GAMMA BASE). The computers systems needed to operate the sky-chariots are known to exist (see GW6—ALPHA BASE). Various necessary parts and personnel have been discovered that

would work with the sky-chariot (see GW7—BETA PRINCIPLE). However, actual physical proof that a shuttle existed in a complete form is lacking. As far as the Council knows, this may have been some grand scheme that turned out to be not feasible. Of special interest to the Restorationists is how the sky-chariot was powered. Ancient plans indicate it was a massive flame thrower, but that seems farfetched to many. The sky-chariot is now believed by the Council of Restorationists to be one of the best ways to get to the "Cities of Man," though probably not the only way. The Council is uncertain where the "Cities of Man" are located, but they might be somewhere in the heavens. This theme is the underlying thread of the entire series of Revised GAMMA WORLD® modules.

The proof of a sky-chariot is of paramount importance to the Council. Any information about its power source and engines is absolutely necessary for the sky-chariot to work.

The third objective of the mission is to discover the secret of Delta Fragment's unusually mild weather. The secret or technology is of extreme importance to the Council of Restorationists and Haven. It may be that the device and the sky-chariot are somehow linked.

The fourth objective of the mission is to pick up any information the players can on the lands south of Delta Fragment. The Council has heard rumors of deserted swamp lands to the southwest and wants to know whether they are true. In the event the Last Friendly Lands have to be evacuated, the Council needs to know of any unoccupied areas.

The payment for the party's success, as always, will be increased status in Haven's community. Unless the party underrates this offer, it should be explained that war plans and dictatorships are springing up all around the Last Friendly Lands and few adventurers enjoy the freedom of operations and government support that they do.

Gene will assign two of his most trusted agents to this mission, Freleng and Norien. The GM should now carefully read their character entries in the New NPC section. Gene will explain there is no map for the Delta Fragment. All that exists is the eldritch name which was passed down from the ancient times.

The party members each will 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 and armor and devices of the GM's choosing). The party is given two compasses, which Gene shows them how to use. In addition, each character is

given 100 gold pieces for spending and three fully-charged energy cells of his choice for his weapon or device.

Starting Out: All of the above information should be provided to the party in a somewhat mysterious fashion. First, Gene, speaking through the GM, will fill the party in on the various missions not related to the sky-chariot and the "Cities of Man." But just before dawn on the morning the party is to leave, he will steal into wherever the characters are staying and will whisper the real mission to them. They are to keep this aspect of the mission a secret from everyone, but Norien and Freleng, who they only will tell after they are a day's journey away from Haven.

The party members should now decide where they wish to go first, and begin their journey as soon they are ready. No time limit exists for the adventure, except each day they waste is another day Timon's man can try to find the king of the mountain. The party can travel throughout Delta Fragment, seeking clues to the true nature of the various problems they must solve. If the characters desire, they can make many excursions to the High Lands. However, the sooner the information is gathered and relayed to Haven, the better.

Gene will be able to direct the party to return to the footpath west of Haven that leads to the mountain path entering the cliffs. He mentions that the party might want to stop at Forest Home before traveling into the mountains. If asked about Forest Home, he will just smile and tell the party not to cut down or harm any vegetation within a kilometer of Forest Home.

GM Information

There is some information that the GM should constantly keep in mind considering the problems and questions the party might have.

- No one in Delta Fragment except Nort and Scar know anything about any Cities of Man. Anyone asked will relate that it is most likely a fairy tale, but they never really have heard it spoken of here.
- There are five assassin borgs sent from the Frozen Lands in the south to Delta Fragment to kill Nort and Scar. Use the supervisory borg statistics in the Revised GAMMA WORLD® Rules for this type of assassin. They are equipped with hoverfans, sensors for tracking other cyborgs (so they can find Nort and Scar), three grenades, a hand held melee weapon, and an energy weapon of the GM's choice. The GM should create

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these borgs before he begins running this module. The party will never see or hear of these borgs until after they have met Nort and Scar. However, villagers will tell them (if they are on friendly terms) that there are evil machine men roaming the mountain, looking for the king.

- Because of these attempts to kill the king of the mountain, the people who live in Delta Fragment are very cautious of outlanders. Though they will not outwardly attack strangers, the villagers will act very defensively, often ambushing or trapping wanderers, then holding them at weapon point until they can determine the strangers' intentions. An exception to this rule is robots, androids and cyborgs, which highlanders attack to destroy on sight. Each village is equipped with an artificial energy sensor to detect any artificial life form disguised as a bio-organic life form (see New Items).
- Because of the recent attempts on their lives, Nort and Scar are hiding in a deep

cave in the mountain peaks above a specific village until any other units are located, then they will go forth to destroy them. The borg's sensors cannot penetrate through that much rock, so they are safe for the time being. Only if someone is flown up to the hidey-hole by a kiikcee will Nort and Scar trust them and not attack immediately.

- Though no one knows it, there is no way Nort and Scar will enter into an alliance with Timon. Nort and Scar may appear to enter into a neutrality agreement with Timon, but Nort and Scar do not trust him. On the other hand, Nort and Scar have been looking for allies to help them with the guerrilla war against the Frozen Lands to the south. If Norien and the party is convincing enough when the right time comes (as it is laid out in the pre-programmed encounters), Nort and Scar might enter into an agreement with Haven for assistance against the Frozen Lands.
- Because of Delta Fragment's vigilance against assassination machines and the

king's seeking sanctuary, there is now an unusual amount of non-mutated animal creatures running about. Overall, the fragment residents' lives have changed in the last few months. They have been staying in their villages more and usually only travel in parties. More monsters have been seen in the area.

- Not everyone who lives in Delta Fragment is considered a Fragment citizen. The main populace includes the Y'zor, the wed tsurp, the anfal, the carrdays with their kiikcees (see the New Races section for all of these peoples), dabbbers, sleeths and hawkoids. Other villages are tolerated, but are not considered under the protection of Nort and Scar. Everyone in Delta Fragment has heard of the king of the mountain, but few have seen him. Though basically human, the carrdays are reported to be his loyalist servants, possibly because he cannot bear to make mutated animals his servants and bodyguards after having fought so long for those creatures' supremacy.



The High Lands hold many encounters for the player characters. The encounters fall into two categories, pre-programmed encounters and random encounters. Pre-programmed encounters are laid out in detail prior to the game, either in this book or by the GM. The other encounters that the player characters might have in Delta Fragment are random and are selected by the GM or rolled during the adventure on the random encounter chart on the inside cover of this module. Random encounters are used to liven up a slow section or compensate for a high-level, powerful party.

Random Encounters

Delta Fragment random encounters are generated by the GM twice per game day, in the morning and in the early afternoon (though the GM may elect to consider these times midday and night). The GM must remember to also roll the weather in advance of the day, because 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 gon attacking a climbing party when a storm comes up.

These random encounters occur in addition to any pre-programmed encounters, unless the party is spending the appointed random encounter time in a village or at another location where a pre-programmed encounter occurs. The random encounters of the High Lands are rolled on the table on the inside cover of this module. A d100 is rolled and the result indicates the type of creature or plant that the party has encountered. Surprise should be rolled as normal to see if the encounter was laying 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.

As is coded on the table, certain rolls indicate the encounter is not a creature, but an unknown small village or tribe of creatures. This is considered a major encounter. 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 a significant encounter in detail. Many encounters on the rivers, lakes, or streams should take place on the shore or small islands, and should happen when the party is crossing, resting, etc. As a rule of thumb, any non-aquatic encounter that ends up attacking is considered to have attacked on

shore. If the creatures are flying, they can attack on land or water by swooping down on a party. In any instance, however, if the GM believes an aquatic encounter is more appropriate, he can consult the aquatic creatures found in the Revised GAMMA WORLD® Reference Book. After a hostile encounter is completed, the GM should decide if the party deserves loot or experience. This is a purely subjective decision. He should consider whether the encounter occurred at a lair or village, whether the attacking creatures were intelligent and would have loot, and whether the characters earned loot because of valor, desperation, etc. If the GM believes loot is deserved, then he should roll on the Random Loot Table on the inside front cover. All the items found there are in perfect working condition. He should also add a second list of broken and worthless items and momentos. The amount of loot is decided by the GM based on the difficulty of the encounter. The GM should remember, however, that it is easier to give more loot to a deserving party later on than to take it away from an oversupplied party early in an adventure. Intelligent, non-violent encounters, such as superb bargaining (not just dice rolling), debating, thinking a way through a trap, and so on, should also yield experience or status points for player characters.

Random encounters may be a source of information that the players can make use of later. This information can be spread throughout the adventure's encounters.

Pre-Programmed Encounters

Pre-programmed encounters fall into two categories: those generated by the GM ahead of time, modifying the adventure to his campaign; and those described in this book. Pre-programmed encounters present a GM a good opportunity 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. A GM might want to include clues to their existence in encounters in this module or other adventures. The GM's custom-made encounters will work better if they fit into the basic storyline of this module, such as making his encounters be mutated animals. These encounters can be a "launching point" for a GM's future adventures and campaign plans.

A good example of this use is the blank villages and ruins that are not described in this module. The GM can take one of these little villages and make of it what he will. Perhaps one of the little villages on a river is a home for

mutated otters who are fine craftsmen. They repair, maintain and create all the devices and high technology weapons used in Delta Fragment. This also gives the GM an opportunity to introduce a few new items.

EXCEPTION: There is, of course, an exception to every rule. The exception here is Timon's envoy to Delta Fragment. This should not be altered, as it is part of a major theme running throughout most of the Revised GAMMA WORLD modules.

The use of a GM's pre-programmed encounters in an established module provides a unique and personalized campaign, without making the GM take the time to draw and define an entire adventuring area and fill in all the encounters.

The second type of pre-programmed encounters, those already laid down in this module, are listed hereafter. They are essential for the Delta Fragment adventure to work. As stated before, other concepts can be added by the GM, but the essence of the scenarios should not be altered.

Most of these encounters consist of simple descriptions of villages and passes where the party may encounter opposition. If the GM has not already read the non-encounter sections in the back of this adventure, such as New Races, New Items, and so on, he should do so now. Much of this adventure is given to the GM in organized sections, and it is left to him to assemble them to fit his campaign. That is why it is important every section of this adventure be read thoroughly.

So, too, should the GM now look at the maps included with this adventure. None of the maps should initially be shown to the players. If the player characters specify they are spending a lot of time circling a village to get a good layout of it, then the GM might want to trace the basic design of the village for them. However, he should never let the players see the actual maps. These maps also can be used for other villages, either for blank villages in this adventure or for villages in future adventures. So when you are finished with this adventure do not throw the village maps away.

Encounter Section

Encounter 1: Forest Home

If the party decides to go to Forest Home, continue with this encounter. If they do not, go to the next encounter. Forest Home lies to the west of Haven in a densely forested area. It is a

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lovely, large, three-story home that was built in the Bavarian style often associated with Hansel and Gretel. Though it is obviously ancient, it has been beautifully preserved. There is no one home, and it looks like no one has permanently occupied the place for years, though everything is clean and neat. The cupboards and pantry are well stocked, as if the party was expected. The comfort and homeliness cannot be overemphasized for a party that is used to spartan conditions and junkyard architecture.

In fact, the Forest Home is maintained by most of the vegetation surrounding it, all of which are intelligent, mobile creatures. The plants remain inanimate while strangers are present, however, so no one passing through can guess at their numbers or strength. All possible mutations are represented in this gathering of plants, and the GM could easily create almost any kind of super plant he wants. Forest Home is provided for by the plants, which refer to themselves as foresters, for use by of travelers from Haven. The plants also serve to protect part of Haven's west flank, as nothing can pass through this forest that they do not know about.

The plants will remain inactive for a while, until they are certain of the party's intent. If anyone in the party is a mutated plant or can communicate with plants, that character can try to communicate with them. In any case, eventually an old oak will saunter up to the door, knock and explain that Forest Home is for travelers such as the player characters. Any traveler from Haven who is on a mission is allowed to rest at Forest Home for up to two days, unless he is seriously injured, in which case he can stay until healed. Vegetable broth is available, which not only provides complete nourishment but allows anyone drinking it to heal at four times his normal rate. If other needs are urgent, as in requiring the use of a certain mutation available to plants, it can be arranged.

However, there are rules that apply at Forest Home and the woods surrounding it. No plants may be chopped down, burned, etc. Dead wood and food will be brought to the home, but no one may go into the forest to scavenge. Anyone purposely harming a plant before he knows the rules will suffer enough attacks (GM's choice as to type) to cause damage that will drop the perpetrator's hit points to half the normal amount. If someone who knows the rules purposely harms a plant, he is immediately attacked until killed, as is anyone who tries to defend him. Freleng will try to prevent anyone from harming any plants.

Any character who brings to this forest an

unusual item which can be beneficial to the plants, or any character who does something exceptional for the plants, will earn a gift. An exceptional act, such as destroying a huge cache of defoliant or an operational wilderness robot, must be proved. A player character cannot just saunter into this area and start bragging about false adventures. The gifts from the plants are from among the items which once belonged to adventurers who died in this forest. The plants took these items and carefully buried them near the older trees. Many items listed in the Revised GAMMA WORLD® Game or modules can be found in this forest.

As a reminder, no character or creature can enter this forest, or do anything else in this forest for that matter, without the foresters knowing it.

A Haven party that stays here will be told about an alternate path up the mountain cliffs to the northwest of the forest. If the characters wish, the forest will alter its position to show them the footpath that leads to the mountain access path. The plants do not know whether there is any advantage going up this path.

Encounter 2: Path Protector

Use Pass Type 3. Area A is west. Scale: One square = 10 meters. This encounter will take place on whichever of the three ascending paths the player characters take into Delta Fragment. As the characters approach Area E from the east, they will see the glint of metal in the rocks. If they pass through during the night or other vision obscuring conditions, they will sight a beam of a powerlight coming from behind some loose rocks. The GM should make it sound like danger lies here: "As you round the bend in the pass, it opens up to your left. You see a glint of metal, like sun off a gun barrel."

What is actually here is the remains of an assassin cyborg (see previous section for brief description). It has been hacked and shot with energy and metal weapons. If any player or Freleng says he will study the ground around it, they can see it looks like the cyborg was malfunctioning when it entered this little recess of rock. Drag marks indicate where its hoverfan kept failing, and bits of wiring and metal can be seen trailing off to the north. If a character wants to know how long ago it crawled here, an IN roll on the ACT with an Orange or better result will be needed. The cyborg encountered some highlander dabbers up the pass to the west an hour and a half earlier. It destroyed all but one of them. Then, critically injured, it came down here and quit

functioning. Otherwise, it is anyone's guess as to the time, from a minute ago to a month ago.

Nothing of value can be gained from this wreck.

The GM must now mark the other two trail passes as protected, without letting the players know. Three assassin borgs were sent from the Frozen Lands on a long sweep to the east, then up through these passes to try and catch Nort and Scar unaware. The other two borgs are in place, each in their own pass. They will attack anyone who comes through in hopes of attracting the attention of Nort and Scar.

Encounter 3: Defending Dabber

2. Area A is west. Scale: One square = 10 meters. As the player characters travel farther up the pass to the west of the previous encounter, they will be fired upon without warning from Area C. This will happen as they round the bend from Area D. A laser blast will be fired at the first character as an Attack Rank A attack. The opponent is hidden behind an outcropping of rock in Area C. The players can see the remains of four dabbers on the rocky floor of the pass. This is especially important to agents of Haven as Timon has been known to send dabber assassins after them in the Desperate Lands.

However, these are highlanders who fought the assassin borg a few hours ago. All but one of them is dead, and he is going fast. He just used the last shot from his laser rifle, and only has a stun grenade left. All the rest of the dabbers' equipment was destroyed or broken by the borg. This dabber will live for ten more Action Turns, then die from his wounds. If the party does not hurry his imminent demise along, there are many things he can mumble once they have assured him they are not from the Frozen Lands.

- The borgs are after the king of the mountain.
- The king must be told that the eastern passes are endangered.
- The cursed king of the Frozen Lands is trying to kill the king of the mountain and turn all the sectorians into cyborgs. No one but the king of the mountain knows why.
- If asked about Timon or anything to do with him, the little dabber will say an envoy of Timon's passed through here a week ago. He was not sent for, but was accompanied by an Y'zor and is under the protection of the king while in this land. Timon most likely has not met with the king yet, as the king has sought sanctuary from the assassins.

- The GM may allow the dabber to talk about anything else that adds color to the adventure, but is not a major factor, as those will be added as clues later in this module.

Encounter 4: Village A (Hidden Village)

Use the Farm Village Map, North as indicated. Scale: One square = 2 meters. This little hamlet is called Hidden Village because it is near a stream that runs away from Hidden Lake. The village and the farm lands surrounding it are on a little shelf of farmable land and can be seen from four scale inches away. Footpaths lead there from the various mountain paths.

Hidden Village is a major producer of the High Lands' crops. It is inhabited by wed tsurp (see the New Races section). The village buildings are two-story mud and thatch structures, with entrances in the second story which the wed tsurp can easily fly to. Some of the larger buildings also have ground floor entrances for heavy load storage, such as the crops.

Note that there are only three footpaths into the village. This is because most of the crops are airlifted by kiikcee to other villages in the mountains. Nort and Scar wanted no easy road system for invaders to use, which is why the entire High Lands is not easily accessible by foot.

The wed tsurp live in family units of two mates and one or two children. There are a total of 300 wed tsurp living here. About 90 of these are strong males who can fight effectively. They have been armed with two-handed swords and lances by Nort and Scar. They cause charge bonuses with both if they use them while flying, as they swoop and attack with their weapons. It is almost impossible to sneak up on this village during the daytime or even in moonlight, as the land around it has not yet grown tall crops. To the west of the town is a forest, but that actually ends 50 meters from the town's edge.

If the party approaches the town during the daylight, the first thing the characters will see are male wed tsurp working the fields. They are plowing with old steel pull plows, using other wed tsurp as willing livestock. Old tractors can be seen lying abandoned in the fields. Usually, the wed tsurp use these machines, but their monthly allotment of petrol has not yet arrived from the king. Upon spotting strangers, the wed tsurp will rush to their weapons, which they have stacked nearby in the fields. They will attempt to surround the party members and find out who or what they are. The artificial energy sensor will be

brought out from the village so the player characters can be checked to make sure they are not disguised robots or androids.

Other sights during the day include the wed tsurp who are working at domestic and craftsmen tasks in the villages. The female wed tsurp are the craftsmen, the very old and very young do the domestic chores. Wed tsurp are washing their clothes in old hand-crank washing machines, throwing pottery, making and repairing tools, sweeping out the huts, and so on.

It seems as though the village is divided into two different sectors, the living quarters to the north of the east-west footpath, and the storage and worship facilities to the south of the east-west footpath.

The storage sector buildings are much larger than the two-story huts in the living sector. Some of them rise three stories in height. But if the party gets a chance to investigate the huts, they will see that they also go two stories underground. Most have hand-cranked grain elevators, for the openings are still on the second floor and carrying the grain up three stories can be tiresome work.

A statue stands in the middle of the open square of the south sector. It seems to be made of plaster, carefully preserved over the years. It stands four meters tall and looks like a giant fin-backed lizard fighting some type of flying, bat-winged monster. Little buildings are at the lizard's feet, indicating the lizard is of enormous size. If on friendly terms, the wed tsurp will explain this is the basis for their religious belief of their race's evolution. They will pay highly for any other historical reference material on the matter. Apparently, they believe they were the spawn of two gods battling over pre-holocaust cities of man. These two creatures, the wed tsurp believe, lost many scales in their battle with one another. These giant scales fell to earth and immediately sprang up again as the chosen people, the wed tsurp. Since that day, the wed tsurp have seen the folly of combat, and, though they will defend themselves, seek to live harmoniously with other peoples. The plaque at the bottom of the statue is all the lead they have as to what their gods were called. In the ancient tongue it reads: "Godzilla vs. Comrexon". They are now referred to in all manner of different names, such as Great Lizard, etc.

If the player characters can convince the wed tsurp of their good intentions, the wed tsurp will tell them to continue along the mountain paths to the south, and eventually to go west around most of the mountain, then go north. Beyond the trees to the immediate west of the village (to the west of the hidden

lake and its lands on the map) is a massive jutting side of the mountain. This is called the Deadly Face by most Delta Fragment residents. It has no paths of any type on it and must be circled before anyone can ascend.

If the characters approach the village at night, they will see a large village lit by numerous campfires. There is always a watch posted at night in every fifth square surrounding the village, and a few guards patrolling the village and on the road through the village.

If asked about the king of the mountain, the wed tsurp are respectful, but worried why their supplies are late. If asked where the king lives, they will point up to the peaks of the northwest and say "there."

Encounter 5: Hole Horror

Use Pass Type 1. Passage C for the direction that the party is coming from. Scale: One Square = Three meters. This encounter is either the first pre-programmed encounter after the cliff's ascent for a party not traveling to village A, or is the next pre-programmed encounter for a party that has visited village A. In either case, it will occur 24 hours after the party's last encounter.

As the characters travel along the path or across an easily-traveled area, they notice the route they have chosen is slowly cutting deeper in the rock. The sides of the passage are now at least ten meters high, and the passage is beginning to break into smaller passages. There is a lot of slag around, indicating this area was once mined.

Passage A is the direction the party should continue, though it is narrower than pictured on the map. It looks like it might be a little recess in the rock until it is actually entered.

Passage B opens into a cul-de-sac that contains the remnants of an old mining shack. It is made of corrugated metal, now rusted and crumbling. On the outside of the shack is a grl'xon that resembles the green patina sometimes found on old metal. It will strike at anyone who comes close, as it is starving. Inside the shack are the remains of explosives left here eons ago. These have transmuted into a sort of hard explosive which requires heat to detonate it. However, a laser blast will do, or a torch applied to it for three Action Turns. The explosive, in the shape of a small, 50-centimeter diameter puddle, cannot be reshaped. It is like a puddle of amber in color and durability. It is identical to an explosive damage pack B in terms of damage, blast area, and weight.

Passage D holds an old digging rig, now

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collapsed. A huge hole is open below it, but a character can easily see that the hole is filled in a few meters down by a rock slide.

Passage E has a hole at the corner of the passage very similar to the one in passage D. Characters can even see where the digging rig must have been. The hole has not collapsed. There is also the remains of an old truck at the end of the passage. Nothing worthwhile can be taken from the truck, but it looks promising until explored. If any character stands around the hole and inspects it, they can tell it appears very old and no new tracks are evident. If characters stand around the hole for five or more Action Turns, or pass by it and inspect the truck for three Action Turns, a badgon will dart from the hole and attack the party. It has burrowed under this area and into the old mining tunnels. It just reached this point about the same time the characters did, so no tracks are evident.

Underground is a labyrinth of tunnels. However, located nearby is the badgon's hoard. If the party investigates the tunnels for more than ten Action Turns it will find the hoard. The GM might wish to draw a quick map of the tunnels so he can follow the characters' progress and see if they get lost.

The badgon hoard includes two containers filled with Intensity 17 radioactive material. The containers leak Intensity Level 3 radiation. Also included are approximately 100 gemstones, each worth 20 + 1d20 gold pieces. A large crystalline gemstone lies on top of the hoard. This Tech Level V device will send out light as bright as daylight at a radius of 25 meters whenever liquid of any type is poured over it. It has an internally-sealed power converter that can transform the molecules in any liquid to light particles. A liter of liquid will yield light for 12 hours. Once on, the light cannot be turned off. This will always happen when liquid is poured on it, and there is no limit to the number of uses or duration. The device is so tough that nothing can break it. It can, however, be destroyed by a blaster weapon, harmonic disruptor or trek bomb. The light it emits is so powerful that wrapping it in normal cloth only cuts its light emission-radius by five meters. Wrapping it in a hide will cut it by 12 meters. Multiple coverings are required to dim the light completely. The device is 30 centimeters in diameter. GM NOTE: This device is not listed in the New Items section because a) it is not available outside of this encounter, and b) it is so unique that you do not want a player accidentally reading about it in the New Items section and discovering its properties.

Encounter 6: Village B (Bivouac)

Use the Medium Village map, north is as indicated. Scale: One Square = Four meters. This encounter is the next village on the main path from Haven to the upper reaches of the High Lands. If the party does not encounter this village as they ascend the mountain, they can encounter it another time. Skip this encounter and go to encounter 7 if this village is bypassed.

The village of Bivouac is a strategic location in Nort's and Scar's defenses. Located on an established mountain path, its troops can easily march to defend most of the southwest sector of the High Lands, that area between the Unnamed and Sinking Rivers. Because of this important location and obviously military outlook, Y'zor inhabit this village. Some dabbers also live here to take care of the menial chores, but mostly this is Y'zor territory.

The Y'zor have armed men posted as spoters along the mountain path that goes north to the village, and along the rivers running north and east of the village. These men are trained to lie unmoving for hours in the rocks or trees, and there is virtually no chance for anyone to see them. They recently have been equipped by Nort and Scar with communicators so they can let Bivouac know of any intruders.

When the party enters the forest or grasslands surrounding the village, it will be immediately surrounded by Y'zor. These warriors will not hesitate to shoot a character down that uses a weapon against them. They will disarm all of the player characters and escort them into the village. There, the player characters will be confined until the artificial energy sensor can be used to establish that they are not robots. After this, a random member of the party will be interrogated by the Y'zor using an interra shot. Once their intentions are confirmed, the player characters will be allowed to stay the night in the town and rest, if they so desire.

The leader of the village, Zarj, is an old, tough, combat veteran. He will appreciate the presence of other adventuring vets like Freleng, and will invite them to dine with him. The Y'zor eat very well, and this might be the best meal the characters will have between Haven and Perch, the highest village in the High Lands. Zarj will go on at great length about the southerns. Any information in this booklet that deals with the Frozen Lands, but not their ruling Ancient, is available from him. He will suggest to Norien and at least one other party member that an alliance might be forged with the king of the moun-

tain, if Haven offered to send down some troops or specialists to "neutralize" the Frozen Lands threat. Upon request he will give a detailed description of one of the assassin borgs, as he destroyed one of the two that had tried to kill Nort and Scar.

The village of Bivouac numbers 150 Y'zor, all fully armed with one grenade, one melee weapon and one energy weapon (GM's choice). It is also populated with 35 support dabbers. The town also has a small cargo transport that has been refitted to transport troops to almost any area very quickly. It can hold 15 Y'zor and a driver. However, other races could also use the transport.

Though Zarj would like to, he cannot send any of his men or the transport with the party. He is under strict orders to keep his full complement at the ready at all times in this time of emergency. If asked, Zarj can give a pretty good description of Nort and Scar. Of course, he believes Scar is the king of the mountain and Nort is his bodyguard.

Encounter 7: Seer Saga

No map is used. The encounter will take place wherever the GM wishes during the afternoon after the previous encounter. There will be no random encounters or any other pre-programmed adventures after this if the player characters attempt to investigate encounter 8. Only after encounter 8 has been finished, or the party decides not to follow the seer's advice, do any random or GM-produced pre-programmed encounters occur.

Wherever the player characters happen to be during this afternoon — in the wild, on a path, in a village, or whatever, they will come across an unusual abode. It is an old, huge, fiberglass cylinder that is laying on its side. A doorway has been crudely cut into it. The cylinder was once an underground fuel tank, but obviously has been empty and neglected for years. An old wed tsurp took up residence in it a few years ago. He is the oldest-looking living thing the party has encountered in the High Lands. His wings have withered, and his pigmentation is almost maroon. He barely can speak in a whisper, and any movement he makes looks almost painful.

As the party or a single player character passes him, he calls out to them in a hoarse whisper. "I know where the sky-chariot is!" Of course, this should stop the player characters in their tracks. This old wed tsurp, named Trag, has two additional unique mutations. He sometimes reads a character's innermost thoughts without even trying. This happens automatically, and neither he nor the subject

have any rolls or saving throws to make. Usually, the subject is not even aware what has happened. Trag's other mutation is an almost computer-like memory. His mind can store millions of pieces of information and instantaneously recall them.

These unusual abilities were not appreciated by a race that prides itself on conformity to the norm. Long ago Trag learned to keep quiet about his powers and went his own way, selling information where he could, but never in any instance that would hurt the High Lands or the highlanders. As the player characters were walking by him, one of them subconsciously pictured the sky-chariot, or at least formed an abstract concept of it. Trag's mind instantly processed the stray thought and called up information concerning it. Once the party stops he will repeat the statement a little louder and a little more hoarse. Trag instantly will be able to mentally tell about how much the party can afford to spend on the information about the sky-chariot. The GM should figure this amount from carried and hidden possessions on the player characters. Trag will drive a very hard bargain because he seldom has this good of an opportunity come his way. He knows of the exact location, not far from here, where the shuttle sits completely overgrown by giant bramble.

He will invite the player characters into his home for a private conversation. It is very eerie in the cylinder. He burns incense constantly and smokes a hooka pipe, so it is like an fragrant fog inside. He has two pet gerbils that constantly scuttle about. They cannot be seen or hit, but are always making noise. His whispering voice has a deathly tone to it, and the entire affair almost strikes the party members as magic, especially when he answers a question before it is asked. Sometimes a character will not even consciously think of something, but Trag will respond to the brief subconscious mental remark.

Trag will not sell any other information until the matter of the sky-chariot's location is settled. Any threats of violence he will laugh off, as he is too old to fear death or pain anymore. If paid at least 75% of the party's total amount they have to spend or barter, he will reveal the location of the shuttle and mention that it is not guarded by any sentient being that he knows of. Any other piece of information and rumor found in this module is his to sell, but he will not reveal anything he believes could be used against his people or the king. He has never made his presence known to the king's agents. He is fearful of being locked up like some pet seer. He has never told anyone how his powers work.

Indeed, he is not even sure of them himself. But he does know that he must be around people and relaxed to absorb their thoughts.

Trag will be in this exact location if and when the party decides to come back to visit. (The GM should mark Trag's home on the large map.)

Encounter 8: Fallen Sky-Chariot

No map is used. This encounter takes place chronologically immediately after encounter 7...if the party barters with the seer, buys the information and investigates the site. It is only a few kilometers from wherever the seer was located in a direction that makes sense to the GM. The area will be thickly covered with giant bramble. And it will be almost impossible for the player characters to find the wreckage without knowing exactly where to look. No one but the seer in encounter 7 knows of its location.

When this shuttle mission was aborted, the crew had a chance to safely eject from the craft. The ship went down in the mountainous area that is now the High Lands. No one from the launch site came to check out the ship because the final holocaust came soon after. Everyone was so used to wreckage during the Shadow Years that the shuttle went unnoticed...unnoticed, that is, until Nort and Scar discovered it decades later and removed the engines and power source. These Nort and Scar moved up to the area now known as Lake Bathe. The shuttle remains were then covered by the giant bramble during the following years.

The shuttle wreckage was scattered over a large area, and most of the debris was collected as scrap long ago or has been buried by the terrain. Amazingly, the shuttle's main hull is recognizably intact under the bramble.

The only piece of the shuttle hull that survived intact was the flight cabin, a section with a dozen seats that all have been jettisoned away. This metal "room" is 20 meters long, 10 meters wide, and five meters tall. It has a sealed door at each end and windows along each side. But they are too blackened to see into, too hard to break through, and too small to crawl through even if they could be broken. The doors are still sealed, and are so rusted that a combined PS of 35 is needed to open them. They are a perfect representation of how the hatch doors seal themselves with a polysynthetic gasket and form-fitting precise construction. If the party takes the time to carefully examine the doors and write notes, it will fulfill one of the requests by the Haven Council. Each door is made of a surprisingly

light metal alloy which weighs about 50 kilograms.

The base of the cabin has ten large openings where the seated astronauts ejected to safety. Therefore, when a door is opened, there will not be the normal hissing noise air makes as it enters a sealed container, such as a tomb. The GM must mention this to the player characters when they crack open the door. Some plants have grown through the bottom holes. Only one is dangerous, a zeethh plant that has grown among the other wild grasses. It is in the middle of the cabin, and so can attack in any direction. It will wait until it has a clear shot at a target before attempting to transport its seeds.

The hull's trappings are quite deteriorated. There is a row of overhead compartments that hold a lot of rotted material. They also hold a fire extinguisher that still works and an extra uniform. This uniform has an arm patch insignia that shows the shuttle in flight surrounded by strange names which no one can now identify. (The names are those of the flight's officers and the title of the ship.) This is sufficient evidence for the Council that the remains of the ship were found by the party. However, do not let the players know this is all they need.

If anyone tries to investigate around the ship, below the canopy of bramble, they will find a few abandoned rusty tools. They were obviously left here a long time ago, and many humanoid footprints still can be seen in the sandy ground underneath the bramble canopy. Any character studying the rear section of the shuttle remains will find the large engine housing, but no engine. No sign exists of the engine being ripped off, only neat holes where it was bolted on. Any character with at least a 10 IN, who is looking at these clues and making an IN check, will be able to deduce that the engine was dismantled from the wreckage long after it crashed. Judging by the housing it was a huge engine.

Encounter 9: Dealing Dabbers

Use Pass Type 3. Area F is the direction the player characters are entering from. Scale: One Square = One meter. This encounter will take place on a normal mountain path in the morning hours. The GM may use it either the morning after the party has left Village B, or the first morning after the Horrible Hole encounter. The party enters a mountain pass. There is actually no left side to the pass, it falls away down the mountain slopes. One wrong move and a character can plummet to his death. The rock wall on the right side is a

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sheer cliff at least 40 meters high. As the party reaches the point where Area D would normally be, they spot a wagon pulled by a small rakoxen slowly coming around the bend at Area C.

The wagon looks like an ancient gypsy wagon and is driven by a dabber. Two more young dabbers, probably his children, can be seen inside, and a female dabber, his wife, is walking at the end of the wagon to make sure it does not fishtail over the side. The male dabber's name is Roscoe. He studied the ways of the zingara gypsies when he was a child, and today he is trying to revive that carefree gypsy life. He and his family make a comfortable living traveling from village to village, buying and selling wares, fixing utensils (he is also a tinkerer), and entertaining the villagers by dancing, juggling and playing the fiddle.

Unfortunately, the wagon cannot safely back up, so the party members must side step around it to pass, using the wagon as a hand-rail. The GM should secretly roll the morale rating of the group on the ACT, then check the Encounter column of the Reaction Charts. He may modify this roll by any verbal statements the players make. There will be a negative modifier for verbal abuse, and a positive modifier for a helpful attitude.

A result of Black, White, or Blue and the dabbers will stop after the party is past and try to barter with them. They carry a good deal of essential items at slightly higher than normal prices, but that is to cover their traveling costs.

A result of Green or Yellow indicates the dabbers will just keep going and not offer to trade unless the party brings it up. In any case the dabbers will not trust the party.

An Orange result will indicate that papa dabber will subtly signal the children and mother to steal from the party members as they pass. They are extremely good at this and will roll on the ACT table at Rank X for every member of the party they pass. On any spectrum result they will steal something from the character, maybe even the cells from his gun or something hanging from his belt. A White result will indicate the attempt was unsuccessful, but they were not caught. A Black result indicates they were caught. This may be modified by a player character specifically saying he is keeping an eye on his gear as they pass this family of dabbers. The modifier is then a -1 RS.

A Red result on the Encounter column roll indicates the dabber father believes the party is a troop of Frozen Lands spies and believes they will kill his family. In this instance, the first humanoid character who starts to go by suddenly faces the children staring out of the

wagon at him. One of them holds a black ray gun, the other has his hand on the detonator of a trek bomb. The father will then announce to the rest of the party that he knows who they are and to lay down their items immediately or he will kill the hostage. If the party does as he says, he will march them back a kilometer to where he knows some Y'zor guards are secretly camped. If the party replies hostilely, he warns them his child will blow them all up with the trek bomb, which the hostage player character can see.

The GM can run it from here, allowing the party to try and reason with the old dabber or talk to the family. The children only can be seen by the character beside the wagon. The female in the back will pull out a Mark VII Blaster Rifle from the back of the wagon (three shots left). The father is equipped with a slug pistol A (two shots left) and a stun grenade. The black ray gun has one shot left, and the trek bomb is empty, as the dabbers well know. The dabbers' stats and mutations can be taken from the Revised GAMMA WORLD® rules Reference Book. The wagon is booby trapped, however. If characters start moving items around inside the wagon, they will move a small box that is wired to a chemex grenade underneath the wagon, sending the wagon, its contents, and anyone inside up in flames. There is a chance that 5 + 1d12 items can be removed from the wagon before the booby trap is detonated.

Depending on how the players handle this situation it can be a real rewarding encounter, or a real disastrous one. The GM should stock the wagon with all sorts of necessities.

Encounter 10: Nyctal Nightmare

Use Pass Type 3. Area B is open from the direction the player characters are approaching, Area A is a recess and not an open pass. Scale: One Square = Three meters. This encounter should be used either after the preceding one, if not a lot of carnage was produced by it, or a day after the party ended up getting in a fire fight. It should not take place anywhere near a village.

When the party enters this pass it will notice a strange sound coming from Area A. There is a nest there surrounded by boulders. In the nest are two young nyctal, too young to know how to fly or shapechange. If the party quietly leaves, nothing will happen. But if the party gets within a meter of the nest, the six boulders around the nest change into the parent nyctal and attack the characters by flying and ramming them.

The infant nyctal can be kept alive only

three days without finding someone who has a talent equivalent to Animal Taming or Animal Training. They are very valuable to someone who can train them to be mounts.

Encounter 11: Mold Monsters

No map is needed. This encounter should be used by the GM whenever he feels the adventure needs spicing up. It is designed for use at night when the party is camped out, and only after the party had a friendly encounter earlier in the day.

Two inl'xon have been following the party all day. They have seen the party talk to someone friendly during the day; a wed tsurp farmer, a Y'zor guard, or whatever. That night, when there are only a few characters on watch, the inl'xon will shapechange to these friendly NPC characters and slowly approach the watch. They will even have the two being's movements down. Inl'xon can make low moaning noises, and so should be taken for the beings if they keep out of direct light. The GM should say something like, "While you are on watch, two characters come stumbling out of the darkness and slowly fall to their knees. They are moaning, as if they have been seriously wounded. By their outlined shapes and movements, you're pretty sure they're the (fill in the characters) you met earlier today. One seems to be holding his side, and the other is holding out his hand, as if begging for help, then collapses." If the party is careful and brings forward any significant amount of light, the jig is up. But if a character runs forward to help the inl'xon will attack.

Encounter 12: Sneaky Snakes

No map needed. This encounter is to be used when a party crosses its second river or stream by bridge or by fording. On the opposite side of the bridge or ford is a stand of rocks and some mountain cacti. Nestled in the rocks are two helslith, who have quite a little scheme worked out in their snakey minds. As the first character reaches the opposite shore, one of the helslith releases his gas. If that does not work immediately, the other uses his mental paralysis. The idea is to make it look as though a cactus has released the paralyzing gas. This way any firing attacks will hurt the cactus and not the helslith, which are protected by the rocks. Since the gas is blinding, no one can likely see them. While their gas can be used only once an hour, their mental paralysis has no limitation, and they can try and make it look like the gas lingers and paralyzes for a fairly long amount of time.



An added bonus for the snakes is that, unbeknownst to them, a keeshin lives in this vicinity. Once anyone enters the water, it will come around within six Action Turns. If a party is held by the gas or paralysis attack while it was fording the water, the keeshin will drop into the water and try to flank the "gas cactus." So it is very possible the characters may have an additional encounter with which to contend. After the keeshin reveals its presence and is defeated, the characters can find its lair if they search. The helslith may use the respite of the keeshin attack to inject their eggs or to slip away.

Encounter 13: Village C (Hunky Dorey)

Use the Large Village Map, north is as indicated. Scale: One Square = Two and a half meters.

The village of Hunky Dorey is an anfal village. The GM should read the anfal's description again at this time, because of their complex position in the High Land scheme of things. All of their buildings are single-story huts made of baked brick. Their ability as builders is evident in the design of the homes, considered elegant to most Gamma Worlders. The town has its own militia, which is always on watch. They are more intelligent than the

Y'zor, however, and will simply question the characters and check them out with the artificial energy sensor much like border guards would do to people entering Mexico or Canada. They are cautions, but friendly.

Hunky Dorey, named for a played-out copper mine that was once the main reason for the village's existence, is a thriving trading town. The mine now serves as an emergency shelter. There are many settlements in the mountains west of the High Lands that consider this village a bustling metropolis. Here, characters of all races come to trade and gather information about the outside world. Even some of the neutral peoples who may still be living on the borders of the Frozen Lands come up here to trade furs and craft items for food. The GM really can have fun with this town, and the party was given funds for just such an occasion. There are at least four inns in town where lodging, board and drinks can be had.

The anfal are the communication network of the High Lands, and, as such, their village is always rife with rumors. Much of the information in this module is available here to a clever player character who asks the right questions and rolls well. The anfal can add much to the general knowledge of the party. Specific facts that come to light can include the following:

- The king of the mountain is called Scar. The GM can give vague descriptions of the Scar character and his powers. Nort is considered his lieutenant. Since Nort never removes his armor, it is thought that he is a mutated animal.
- Everyone knows of the abominable bionics that was forced upon their king by the fiendish leader of the Frozen Lands, known only as The Creator. Everyone also knows The Creator is the chief force behind the Created Cult that believe androids, robots and cyborgs should inherit the earth.
- Rumors are rampant that the king is not in hiding, but is working on a fantastic device that will tell him where artificial life forms are in his lands.
- If the player characters pay enough money (GM's decision, but at least 100 gold pieces), they will discover that the only way to the king is through the carrday.
- If the party pays even more money (GM's choice, but at least 150 gold pieces more than was paid for the previous information), they will be able to buy a rough map to the carrday area. The GM should make a simple sketch from his large High Lands map of the most direct route to Lake Bathe by mountain path, footpaths and climbing trails.

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- No one can be hired to act as a guide because of the many monsters that have taken up residence lately in the areas between Hunky Dorey and Lake Bathe. If pressed about describing these monsters, the GM should have the anfal give many different descriptions, some accurate, many not.
- Rumors are stirring of a possible upcoming war to the east. Though many folks believe the people in the immediate lands to the east (Last Friendly Lands) are peaceful and helpful, recent "facts" are beginning to color public opinions. A mutated animal (describe Partha from the New NPC section) has come into the High Lands to ask help. Apparently, the Friendly Landers are persecuting the mutated animal peoples farther east. Everyone believes something must be done. Freleng and Norien will keep silent for awhile. If any of the other party members bring it up, Norien will try to calmly explain that the "facts" are not true. The folks here will listen to her because of her mutated animal heritage. But if any non-mutated animal character (especially a human) tries to argue, it will result in a bar fight.

ENCOUNTERS 14-22: This group of encounters deals with normal, dangerous creatures that live in the wilds of the High Lands. These scenarios can either be used as the next set of encounters for the party, or can be interspersed throughout the adventure. They are particularly useful for a party that is not going by an established mountain path past the villages, but is climbing up the mountain or taking footpaths.

Encounter 14: V'ath Vacation

Use Pass Type 4. Player characters enter through Area A. Scale: One Square = Four Meters. This system of openings in the rocky mountain side is a nesting spot for V'ath. The walls are 50 meters high and quite sheer. It looks like the pass may have been cut through the rock eons ago by a machine.

Area B. There are two v'ath in here in the far right corner. A pile of bones is under their nest. Within the pile is a full chemical energy cell and a stored energy sensor.

Area C. The other six v'ath live in this large, open area. There is a massive pile of bones in the upper right corner of the cul-de-sac. The v'ath live in a hollowed out area behind the bones, so they will not be immediately seen upon entering this area. Three will fly up and attack at the slightest sound, with the next

three joining them after two Action Turns of combat. In addition to the v'ath, the area marked with an asterisk, a cavern wall, is riddled with small holes. These holes contain hundreds of tiny, hole-dwelling bats. These little bats cannot harm anyone, but if anyone presses their back against the wall, the little bats will pour out of the holes, not only causing confusion but blocking all sight for a two-square radius for three Action Turns.

Area E. This cul-de-sac contains a fresh water pool. Absolutely nothing lives here and the water is marvelous.

Area F continues the party on the way to its destination.

Encounter 15: A Prickly Problem

Use Pass Type 6. Player characters enter through Area A. Scale: One Square = One Meter. The entrance and exit (Area D) passages here are unusually narrow, allowing only one character at a time to squeeze through. It is a perfect place to defend. The walls are 45 meters high, there is a trickling, fresh water spring in Area C and vegetation abounds. There are plants and trees enough to make this an oasis. Most of the plants are fruit or nut-bearing, and they provide comfortable shade and bedding. The only problem is a suthorl, which lives behind a tree in Area B and looks like a prickly bush. It is possible for the party to persuade it to leave by throwing things at it, but a direct melee or energy attack on it will make it attack.

It is resting under an apple tree that has mutated a slippery resin on its higher branches. A few apples on the ground prove to be harmless, large and quite tasty. Apples this size and of this quality are quite rare in the High Lands and can fetch a price of one quarter gold piece each if they are not rotten. The GM can remind the players they saw some apples like this in a village selling for a half gold each. If anyone climbs the apple tree for more than one Action Turn, they will have to make a DX roll on the ACT with a -5 CS modifier. If a result of Black, White, or Blue is rolled, the character slips off and falls on the suthorl. This DX roll will have to be made every other Action Turn thereafter if a character stays in the tree. There are benefits to the climb, however. A character climbing the tree can see that higher in the tree is a nest. In the nest is a sonic torch. It needs power, but is otherwise in perfect shape.

Encounter 16: A Pricklier Problem

Use Pass Type 1. Delete Areas B and E. Player

characters enter through Area A. Scale: One Square = One Meter. This encounter should take place right after encounter 15 so the player characters will know what a suthorl is. Off to the right of the party's path is a promising looking area. It appears to be an old mine entrance from the main passageway. Once characters enter it, however, they can tell it is obviously an area where someone incompetent tried mining with poor tools and did not get very far. There is a visible vein of quartz in the end wall. Off to the left of the quartz wall, situated at the asterisk, is a hidden creature. If light is shown into that area the creature will look like a suthorl, the same type of creature they just ran into in encounter 15. It is in a recess and only can be seen when a character comes within one square of it. In fact, this is not a suthorl, but a horl choo plant which will attack anyone who attacks it. If a party member has seen a horl choo and mentions aloud that this might be a horl choo, the GM should allow an IN save to that character to tell the difference. A failed save means the character also believes it is a suthorl.

The party can use mining tools, such as a metal pick, to dig out the quartz. For every 10 hours of digging, the characters will accumulate 300 gold pieces of quartz. There is a total of 3,000 gold pieces of quartz here. Of course, selling all the quartz in the same place will lower what they can get for it by 40% because they will have flooded the market.

Encounter 17: The Prickliest Problem of Them All

Use Pass Type 5. Player characters enter through Area A. Scale: One Square = Three Meters. This is a most unusual group of passages. To begin with, the height of the walls is only three meters, the rock on top of the walls is extremely loose and treacherous. Movement is tricky for anyone trying to climb over the passage walls. One Action Turn must be spent to climb a wall for any party member shorter than two and a half meters. Anyone shorter than one and a half meters cannot climb the walls without assistance and taking more time. Anyone taller than two and a half meters loses half his normal movement rate that turn climbing out. Movement on top the walls is one-quarter normal rate because of the wall's condition. The only creatures considered an exception to this are those that live here, the two pierinhorl. They are so used to this terrain that they can even move up and down the walls at a speed of 24.

One of the pierinhorls lives in the upper left of Area E, and the other to the far right in

Area D. Any attack on either one can be heard by the other, and they will act to defend each other. When they suspect intruders are about, they will immediately go to the top of the walls, travel to the site of the intruders, and drop down on them, usually gaining surprise. Since the pierinhorls rest in a curled up position, they will appear to be the much weaker suthorls.

And to make matters worse, a squeaker bush grows along the side of Area G. Any character brushing against it (a 90% chance for every character passing through the gap into Areas C through F) will set it to sounding its high-pitched scream, instantly waking the pierinhorls. The GM should ask everyone entering Area G to make an IN roll (non-modified). An Orange or Red result means the character recognizes the squeaker bush and can warn others about it. This allows the characters a DX roll on the ACT to avoid it as they pass. Any Spectrum result indicates success.

The hoard of the pierinhorls is not meager. It includes four hydrogen energy cells, a radiation suit, a radiation suit repair kit, a thought disk that gives the user Animal Taming Talent and numerous weapons, which the pierinhorls will use. Pierinhorl A uses a frag grenade, a three-handed sword (Dm = 15/30, usable

only by someone at least three meters in height), and a lance used as a spear (double the spear statistics). Pierinhorl B is equipped with a battle axe for each hand, and a lance used as a spear.

Encounter 18: Bearly Believable

No map is needed. The night after encounter 17, a pierin prowls into the party's camp. In the night, even with bright light, it will appear to be a pierinhorl. An hour after it has been dispatched, and everyone has finally gone back to sleep, its mate will show up and attack. It can smell its dead mate in the camp. Again, this bear can be mistaken for a pierinhorl in the night. This encounter should serve to burn off more of the party's ammunition than is necessary and will keep the players jittery. In fact, because of the two encounters in the night, the party will either have to rest until noon, losing valuable travel time, or be fatigued the next day.

Encounter 19: Deer Crossing

No map is needed. The GM should tell the players that their path has taken them onto a large ledge. The ledge is 50 meters long and 12 meters wide. A path easily can be seen off

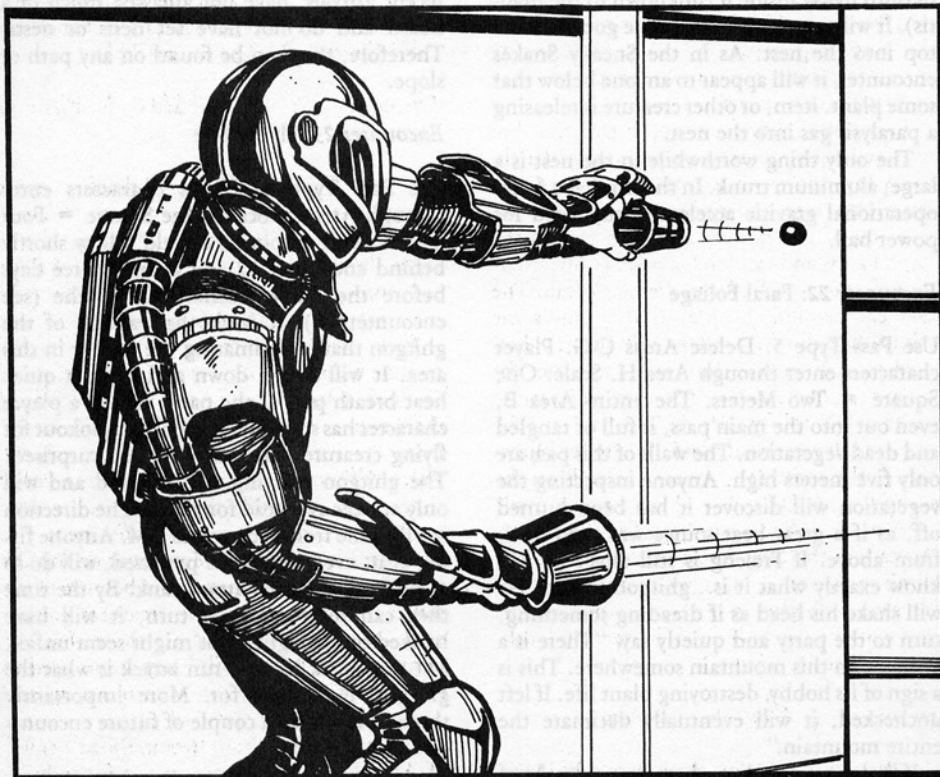
the other side of the ledge. The ledge opens up to a 100-meter fall on the right. To the left is a treacherous slope going up that is climbable, but at -2 CS to the normal chances. Once the player characters cross halfway along the ledge, they hear a rumbling like thunder from the other side. Anyone who immediately tries to climb up the slope does not have to worry about the next turn. Even if they do not gain any height, they will be flat against the wall. The following Action Turn a herd of 12 albilopes comes galloping around the bend. They will not stop for the party, but will continue to charge at anyone in the way. Only those characters who moved against the wall last turn will be out of the way of the charge. All characters remaining will be charged at once. If there are more albilopes than characters, the GM should randomize who gets the extra attacks. Once the albilopes charge and get by, they will continue down the mountain in the direction from which the characters came. Shooting an albilope causes the others to spring over it or run around it, so any character killing an albilope in front of him will be free from attack for that same turn. It takes the albilope three Action Turns to appear, run across the ledge and run out of sight.

What the party does not realize is why the herd is running and that 12 more albilope are three Action Turns behind them. During the Action Turn following the first herd's disappearance off the ledge, the second herd appears and also charges across the ledge. Any character struck three times by an albilope has a chance of going over the ledge, as the albilope have a habit of tossing a target toward a precipice. A thrice-hit character must make a DX saving throw to grasp something before going over the ledge, and then must save twice more if he does go over; once at five meters down and once more at 15 meters down. After that, his momentum carries him all the way down into the rocky abyss.

Albilope hides are highly prized by the people who live higher up in Delta Fragment.

Encounter 20: Air Ape Attack

Use Pass type 2. Player characters enter through Area A. Scale: One Square = One Meter. The walls surrounding this open area are ten meters high. On top of these walls are three jouns waiting to ambush the party, which they saw coming up the mountain. They will swoop down, gas the party and attack when the party has reached the middle of the open area. The jouns have missed one important factor, however. An anfal patrol has seen them preparing to ambush the party and



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has hidden in Area C. When the juogs swoop down on the party, the three anfal will run forward and attack the gray apes. If any of the anfal are left alive after the encounter, they can give the party information it might have missed. The anfal were on their way to a few villages to inform the people that a representative of Timon, a freedom fighter in the Flower Lands, is meeting with Scar tomorrow. Talks are expected to last a few days. The meeting will take place in the village of Perch on Lake Bathe.

Encounter 21: Mantis Maze

Use Pass Type 7. Eliminate Areas A-F. The players enter through Area E. Scale: One Square = Four Meters. As the player characters progress through this pass, they will hear odd clicking sounds at a distance. These sounds, as Freleng will tell them, are the sounds large insects make when they eat. Freleng will say the insect is probably a zarn, mantis, parn or herp. As the party stands there and discusses it, more clicking sounds can be heard. It is obvious a colony of the insects is somewhere close.

In fact, the colony can be found in the circular maze of passages. The walls here are 15 meters tall, too tall for the mantis to climb. There are three mantis each in Areas L, M and N. They will rush to the sound of an attack, circling around the maze if they must. Two mantis can attack abreast per square.

If the player characters survive the attack they will find some interesting things in the next areas.

Area L contains the remains of a dabber, freshly killed. Judging by what is left of his apparel, he was riding something when taken by the mantis. The only thing of import on him is a steel canister. Inside this canister is a message, neatly written in ink on paper. It reads, "Met with Scar on the full moon. Seems to be sympathetic with our cause, as he is a mutated animal himself. His lieutenant, Nort, seems a little more skeptical and has asked disturbing questions. They are most worried about your campaigns after Haven has been taken. I have assured them we can discuss a mutual war on the lands to the south, called the Frozen Lands. Delta Fragment would be most difficult to siege. The land is terrible, and the people are fierce. You might ask our envoy to the Frozen Lands what our possibilities are for conquering those wastes. If they prove more difficult, then I will have my agents here begin mapping the land for invasion and start setting up a stronger fifth column. I already have some contacts among

the wed tsurp and Y'zor, but not among the anfal or carrday. I believe the carrday cannot be bought or otherwise bribed and may have to be dealt with by using biogenetic or gas warfare.

If you decide Delta Fragment is to be invaded, have our agent in Haven send up a green rocket. He should launch it on a clear night at roughly one hour after sunset. I will be watching for it and should see it from this height. Do not send word back to me. It is very dangerous here, hence the explosive canister.
P."

If the characters study the cannister, they will see it has a built-in explosive charge in the bottom of it. For some reason—maybe the mantis jarred it too much—the detonator failed to ignite when the canister was opened.

Area M holds the remains of an unsut, probably the dabber's mount. The tacking and saddle have been shredded by the hungry mantis, but a saddleholster and rifle are intact. The rifle is a Stokes coagulator and should be handled carefully.

Area N must be the main nesting place for the mantis, as rubble, bones, remains and dead vegetation are piled eight meters high for a nest. Climbing the nest is not easy, and is made even more treacherous because of a helslith living inside it (unknown to the mantis). It will attack when someone goes over the top into the nest. As in the Sneaky Snakes encounter, it will appear to anyone below that some plant, item, or other creature is releasing a paralysis gas into the nest.

The only thing worthwhile in the nest is a large, aluminum trunk. In the trunk is a fully-operational gravitic accelerator suit used for power ball.

Encounter 22: Fatal Foliage

Use Pass Type 5. Delete Areas C-G. Player characters enter through Area H. Scale: One Square = Two Meters. The entire Area B, even out into the main pass, is full of tangled and dead vegetation. The walls of this pass are only five meters high. Anyone inspecting the vegetation will discover it has been burned off, as if a great heat source was used on it from above. If Freleng is still alive, he will know exactly what it is...ghitgon breath. He will shake his head as if dreading something, turn to the party and quietly say, "There is a ghitgon on this mountain somewhere. This is a sign of its hobby, destroying plant life. If left unchecked, it will eventually decimate the entire mountain."

If Freleng is not alive, the party can make of

it what they will: some flying creature with a flame thrower, a heat bomb, or whatever.

The player characters can leave through Area A if they wish and nothing more will happen. However, if they stay and inspect the burnt foliage for at least four Action Turns, they will be surprised when they are attacked from below. An unusual win seen survived the heat attack. It is like the normal green win seen in all respects, except it is impervious to cold or heat and can be found in the mountains. It has five vines and will begin its attack with a sonic blast. It has no treasure.

ENCOUNTERS 23-31

This group of encounters deals with monsters that have recently taken up residence in Delta Fragment because of Nort's and Scar's reduced roaming. As with encounters 14-22, these scenarios can be used as the next set of encounters for the party, or be interspersed throughout the adventure. They are particularly useful when a party is "walking all over" the competition, as these encounters tend to be a little tougher. These encounters are found away from civilization. In all cases, any passing Delta Fragment residents will help the party to defeat the monsters not native to Delta Fragment. The monsters, because they are recent arrivals, have not amassed much of a hoard and do not have set dens or nests. Therefore, they can be found on any path or slope.

Encounter 23: Flying Fire

Use Pass Type 6. Player characters enter through Area D. Scale: One Square = Four Meters. This encounter should follow shortly behind encounter 22 and at least three days before the party reaches Lake Bathe (see encounter 28). It is the appearance of the ghitgon that is decimating the foliage in this area. It will swoop down and make a quick heat breath pass at the party. Unless a player character has stated he is keeping a lookout for flying creatures, the party will be surprised. The ghitgon is flying at full speed and will only appear overhead for a turn. The direction it will come from is up to the GM. Anyone firing at it, even if they are prepared, will do so at half their normal attack rank. By the time they can react the next turn, it will have banked out of sight. This might seem unfair, but this quick hit and run attack is what the ghitgon is famous for. More importantly though, it sets up a couple of future encounters.

Encounter 24: Weird Rodeo

No map is needed. The party has entered an unexpected little valley, 100 meters long and 30 meters wide. It has gently sloping cliffs and scrub grass lining the bottom. The grass is about a meter high, tall enough to cover a crawling man-sized character or creature. In the middle of the valley, resting in the sun, are four hrieff. The party will recognize them from legends, much like 20th century man knows what a unicorn is. Two of the hrieff are adults, two are children. Suddenly, a kamodos springs out of the ground and grabs one of the adults, killing it before it can react. Apparently the kamodos was in an underground cave, covered with grass, waiting for prey to come by.

If the party does not want to get involved, they can watch while the kamodos and adult hrieff battle. The GM should go ahead and run this normally. The two young hrieff will each act differently. One will run toward the party, the other will run around the battle in circles. The young hrieff are -3 on all of their characteristic scores, kick for a base damage of 1 point, and use all of their mutations as a Rank 11.

If the mother hrieff kills the kamodos, she will be very weak, take the young one with her, abandoning the other, and head out at full gallop up the slope where it will be difficult to follow her. If the kamodos kills the mother hrieff, it will then try to grab and kill the young hrieff circling it. It will drag the bodies into its den, feast for hours, then sleep for a week. The party can safely cross the valley after the hrieff has entered the den with its kills.

The young hrieff, which is running toward the characters, will telepathically contact a character. It detected them with its empathy. And it will beg for help. If the player characters harbor no ill will for it, it will stay with them. If the player characters want to harm it out of ignorance or fear, it will try and plead with them. If the characters intend to kill it, it will sense their intentions and try to run up the slope and away.

If the party members attack the kamodos, it will ignore them until it kills the hrieff, recognizing it as the greater danger. However, it will attack the party if the party damages it for more than half of its hit points. The surviving mother would then telepathically tell the party that the youngster that ran toward them is not her child and she cannot take care of it. In any case, the party should end up with one, maybe two, hrieff at the perfect age for taming and training. These creatures are

extremely rare and expensive. Once trained, they are almost invaluable.

Encounter 25: Bunny Bandits

Use Pass Type 7. Areas C-F only. Characters enter the pass through Area E. Scale: One Square = One and a half meters. The entrance to Area F is blocked by a large boulder that has obviously fallen down into the pass a long time ago. The boulder is three meters tall. The walls of these passes are four and a half meters tall. There are seven hoops each in Area D and Area E. They are recent immigrants to Delta Fragment from the Desperate Lands to the southeast. These mutated bunnies are bandits. They will rob anyone they can, and kill if necessary. Their whereabouts are not generally known, so they have not been taken care of by Nort's and Scar's forces. Each hoop is equipped with a bow and arrows, a longsword and a spear. In addition, Area D has a hoop with an autorifle and three full clips, a hoop with two tear gas grenades, and a hoop with a slicer. Area F has a hoop with a type C slug pistol (full clip) and the leader, Floppsie.

Floppsie wears fiber armor (5, -25) and carries a plastic, medium-sized shield (-2 CS). He wields a vibro blade (with full cell) and poison gas grenade. He wears a gas mask inside a motorcycle helmet, which renders him immune to the gas grenades. Floppsie's PS is 14 (+1), DX is 13 (+1), and he has 17 hit dice.

The hoops will try to ambush the party as it passes Area F. This tactic will allow them to catch the party between the two groups. The hoops can leap over the boulder easily. They could also leap onto the walls, but do not like fighting on them. Only if the party climbs the walls and fights from on top will the hoops follow them up. The rabbit/humanoids will fight to the last rabbit, as they are brigands and expect no mercy. The little cache they have is hidden well behind some rocks in Area D.

It includes five accelera doses, a pain reducer dose, a power tree saw and three bang balls. There are also five full water canteens and enough rations for the party to live on for a week.

Encounter 26: Melting Mold

Use Pass Type 1. Areas A and E, no other areas exist. Player characters enter through lower Area E, which is now a pass, and exit through Upper Area A. Scale: One Square = One Meter. As the player characters progress

through this "S"-shaped pass, the walls of which are ten meters high, they round the bend and find a large clump of molten rock in the middle of the pass (marked by an asterisk). At least that is what it looks like. In fact, it is an ash'l'xon which has traveled from the north and is passing through here. It happens to be gray at the present and looks like a boulder that has undergone intense heat and melted. If the characters do not come too close and watch the boulder for three Action Turns, they will see it change in color to red, making it look like molten rock, as if something was burning up from underneath. After three more Action Turns it will turn white, looking like the heat has risen to white-hot proportions, and yet it does not melt. All the while, of course, it will be ready to attack if the party moves into range. Since it is passing through, it has not had time to collect a treasure hoard. Freleng knows there are benefits from eating one of these.

Encounter 27: Landshark

No map is needed. This encounter must be run before the party reaches Lake Bathe. The player characters suddenly cross over a crest and find themselves on a plateau, roughly a circle about 50 meters in diameter. As they start across the flat, they feel a slight rumble, like an earthquake. It stops after two Action Turns. If they continue, they will witness a terrifying sight. Erupting out of the rock, in the middle of the flat, is a huge sep, almost triple the normal size. The party is caught by surprise. The sep takes a glance at them and quickly goes underground, appearing to head in their direction. If they run off the plateau—and stay off it—they will not see the huge landshark again. If they stay up there, it will emerge again after six turns.

However, this is no sep, it is a carefully mastered illusion created by two lil hiding in the rocks. The illusion automatically works the first time, but if the party stays around and it reappears, the party members have the normal chance of disbelieving the illusion. The lil do not really want to harm anybody, they just want to chase people away. If one of the party members says something about their being from the Flower Lands or Haven, or if it looks like a player character is going to do something that will kill or harm the lil, the lil will telepathically call out to the characters to identify themselves. Once they are assured the party is not an assassination group sent by Timon, they will reveal themselves and welcome the party as if the characters were long-lost cousins.

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The lil are ambassadors from a small lil village in the Flower Lands. They have braved the trip through this treacherous land to find the king of the mountain and plead with him not to ally with Timon. They have been spying on Timon for a while, and know he is poised on the brink of war. They also know that if the High Lands ally with him, the Flower Lands are doomed. Therefore, the lil are prepared to risk their lives to talk the king of the mountain out of the alliance, or kill him if he signs an alliance. They are willing to join the party and help find the king of the mountain.

This encounter is especially useful if the party's ranks have been severely depleted and they need help. The lil bring two gifts to the king of the mountain, but they will give one to the player characters to help them get to the king. The gifts are two life rays the lil have kept in immaculate condition from the ancient times.

The lil will accept rides on player characters' shoulders to prevent them from slowing the party down over the long treks up the mountain sides. But they will not climb inside anything, such as a backpack.

Encounter 28: The Return of the Ghitgon

Use any Pass Type you desire and any scale. This encounter is almost identical to encounter 20 and should take place before the party reaches Lake Bathe, but at least two days after encounter 20. The ghitgon suddenly sweeps over the party while it breathes its deadly heat. This time its aim is off, and the base damage from the breath is only 5. This should act as a reminder that somebody up there does not like them.

Encounter 29: Silent Surprise

Use Pass Type 2. Areas A and D do not exist. Player characters enter through Area C and exit through Area E. Scale: One Square = five meters. This encounter should take place about a day after encounter 28 with no other encounters in between. By now the party should be used to keeping an eye out for flying encounters. If not, too bad because two frothgon swoop out from their mountain den and silently glide down at the party to pick up a hot meal. The GM should allow any character who has stated that they will keep an eye out for aerial encounters a roll against a surprise difficulty factor of Yellow. If they make the roll, they will see the frothgon depart from their cave and swoop straight down. If no one makes the roll, the entire party is surprised.

The cavern den is located two scale inches

up in mountainous terrain from where the party is traveling. The only way to get there is to climb. Another frothgon is waiting inside the den. It is younger and cannot yet fly; all of its characteristic scores are at -3, and it is -3 to the base damage of its physical attacks. These gons brought their hoard with them, but broke much of it. Frothgon collect intricate, highly breakable items, which is why they were hunting again. The items still usable include a bio-energy sensor, two fire foam minimissiles and an intricately-carved jade and ivory statue. The statue is of a dragon and is worth 4,120 gold pieces.

Encounter 30: Yodeling Yexils

Use Pass Type 4. Delete Areas A, B and E. The player characters enter from the right in Area D and may either exit through the left of Area D or go into Area C. Scale: One Square = 6 meters. When the player characters pass the opening into Area C they will have to decide which way they wish to go. Straight ahead or to their right would be proper courses. They suddenly hear a yodeling from Area C. The walls around here are 60 meters high. Once they enter into the large opening of Area C, the yodeling will stop and they will see a strange sight. On the other side of the area is a large cargo transport constructed with hover fans. It seems to be abandoned. If the characters inspect it they will find it is in perfect condition. But instead of a switch or key lock it has a card lock. The card is not there, and it is reinforced to prevent bypassing it. After the player characters discover this fact, the yodeling starts again. This time the party can see where the yodeling is coming from. The source is four yexils on top of the plateau-like structure (also 60 meters tall) that stands in the opening of Area C.

After a turn of yodeling, one of the yexils breaks out laughing...like a human. The other yexils seem to serve him and are of the normal dimwitted variety. This laughing yexil is different, however. He has mutated into a much smarter creature (IN of 14) and can speak the common tongue with a British accent.

"Ahh, I see our clever ruse has drawn some curious shoppers," he begins. "Look it over, admire it, I assure you it is in perfect shape. All it needs is the keycard, which I have tucked away somewhere. Would you like to own it?"

This yexil is not pulling the party's leg. He and his friends flew it here to trade with a merchant for some first rate bolts of synthetic materials. The merchant has not shown up

because he was ambushed by some serfs. The serfs have come up into the high country because they have heard it was unprotected. The yexil can give the party directions to the serfs. If the party retrieves the cloth for the yexils, they will provide the keycard for the large cargo transport.

The transport has just enough fuel to make it to the village of Perch and back to Haven. It is capable of lifting and transporting the power and exhaust units for the shuttle found in Perch.

If the party attacks the yexils, they will try to get any yummy synthetics the party is carrying or wearing by pouncing on the player characters. If two yexils are killed, the other two will flee. The keycard is carefully buried in the rocky High Lands, and it is very doubtful the party members will ever find it.

If the party is interested in trying to defeat the serfs, they will be told the serfs have taken over village D, called Longview. If the party members try to get aid from other Delta Fragment residents, they will be able to enlist $1d20 + 5$, as the serfs are considered invaders of the worst kind. The yexil can tell the player characters that the serfs have taken over the town, number around eight or ten, and some are armed with technological weapons.

Encounter 31: Serf City (Village D-Longview)

Use Riverside Village A Map, with a river on both sides of the village, no path or fields, and north as indicated. Scale: One Square = Three Meters. Longview was a beautiful little village, called by many the gem of the High Lands. Its view over the lands below was magnificent, and the people there, a mixture of anfal, wed tsurp and Y'zor, were very happy. However, that happiness ended two days ago when a raiding party of serfs from the north attacked the village. Since then they have wiped out every man, woman and child and are methodically destroying the place in search of fabled gems they heard were stashed here. (However, no such gems exist.)

The GM should treat the village as ruins, since no structure is left intact. Many of them are completely razed, as they were mostly wood or mud-thatched huts. Bodies of villagers and domestic animals are everywhere. If the party members wait and watch for about an hour they will be able to count ten serfs going through the village. They also will run into a frightened teenager, half witless with fear, who escaped the carnage. He had sprained his ankle coming home from hunting in the woods and was not in the village when the invaders attacked. They must have



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come during the night, using their mutations to seriously weaken the 80 or so inhabitants before they strolled around the village, torturing and butchering villagers for information about something no one knew anything about.

The teenager, an anfal named Tier, crawled in close enough to hear their laughing conversation across the moonlit river. He then crawled off to try to warn the other villages. However, his sprain was worse than he thought, and he became feverish. He has lain in the brush for two days, watching the serfs use "some weird type of tube" to batter down his village.

The serfs are using a tractor/pressor beam they have taken off of a heavy cargo lifter. The tube, about two and a half meters long, and powered by an atomic battery, can lift or move 4000 kilograms at a 30 meter range. It is more than adequate to knock over the simple structures.

The serfs are each equipped with military camouflage fatigues, a plastic canteen, two weeks rations, ammo belt, dagger and sheath, crossbow, 20 quarrels in a case, and morning star. They also have eight unsut mounts that they left out of the battle, but just brought in hours before the party showed up. The leader, obvious by his strutting style and dozens of scalps tied to his ammo belt, is simply called Sir. His MS is 18 (+2), his PS is 13 (+1), and his DX is 15 (+1). He also carries a scattergun and ten shells, which, unlike the other serfs, he knows how to use.

The serfs will continue to sift through the debris until five days pass or the party arrives, whichever comes first. Then they will head down the Hidden River footpaths on their unsuts toward village A, from there they will continue raiding the villages in the lower lands. After village A they will be joined by two more serfs who have gone ahead to scout. After the low land villages have been wiped out, they will be joined by five more serfs with autorifles and frag grenades. Then this party of death will head toward Haven.

The only thing of real value in the town is some of the tech level II weapons the Y'zor and anfal used, three random tech level IV items, five random tech level III items, and eighteen bolts of synthetic material used in making tents, backpacks, rough weather wear, and so on. These last items are what the yexils have been waiting for. The merchant bringing the synthetic goods to the yexils was unfortunate enough to be in town with his caravan when the serfs hit.

The GM should note this can be a very dangerous encounter if the player characters go

alone. The party with some natives to help stands a much better chance of survival. If the party is instrumental in helping the Delta Fragment residents rid their land of this scourge, it will put them in good stead with Nort and Scar. It also will save Haven from later attack at a time when the town surely does not need it. This encounter, and encounter 30, may be delayed by the GM until after the party has left their meeting with Nort and Scar if the GM believes the characters do not yet have enough contacts to gather a militia. The other alternative is to try a guerrilla war if the party has long distance weapons, and can attempt to snipe at the serfs as they roam around the village. However, the problem with this tact is that nightfall will soon come and the unsut mounts are extremely adept at climbing trees and leaping across the water. In the morning the snipers may find themselves surrounded.

The unsut will remain loyal to their masters and fight for them, even after their masters are dead. Any captured unsut will be almost uncontrollable unless a mental control is used on them.

LAKE BATHE ENCOUNTERS 32-35

When the party finally reaches the forest and grassland areas around Lake Bathe, the GM should turn to this section and run these encounters sequentially. No random or other pre-programmed encounters should occur when the party reaches this section of Delta Fragment.

Encounter 32: The Promised Land

The GM should refer to the large map. As the party hikes over a final crest, the characters will see a flat land of grass or forest, depending on where they ascend. This land seems to be more of a huge, natural shelf on the mountain rather than a carved-out valley or planted plateau. The party can hear songbirds in the distance. The weather here is unusually comfortable, much warmer than hundreds of feet lower on the mountain. The sound of distant waterfalls can be heard constantly, almost lulling the party members to sleep.

As the party progresses into the grasslands or forest, an albilope suddenly springs from hiding and charges the party. Any type of explosives or weapons fire, except bow fire, will be heard by the carrday living in the Villages E along the lakefront. And they will come to investigate. If the player characters do not make noise firing at the albilope, it still will make a wretched dying sound when they

kill it. It will make a trumpeting victory call if they do not attack it after it charges them. In any case, the carrday will come to investigate what possible threat may exist for their kiikcee.

Encounter 33: The Coming of the Carrday

No map is needed. The party will not proceed an inch into the green areas surrounding Lake Bathe before the carrday arrive. The GM should review this new race in the New Races section. He should also reread the kiikcee listing under New Creatures. If the party is walking in the grassy fields, a group of humans (actually human-appearing) suddenly rise up from the grass and call for the characters to halt. If the party is walking in the forest, a group of humans suddenly appear from the trees, like in an old Robin Hood movie.

The carrday will not fire first, but will call for the characters to identify themselves and lay down their arms. There are three carrday for every party member. These scouts are the cream of Nort's and Scar's men and will be wearing fiber armor and armed with autorifles, stunray rifles, and even a fusion rifle. The GM might inform the party at this time that the odds look pretty hopeless and these men look like they are at least as experienced as the party members. If the party is silly enough to fight it out, a flight of about 50 kiikcee with armed men will show up overhead in ten Action Turns and will drop mutated flower buds which release knockout spores. Everyone on the ground not in a sealed suit, including plant characters, will immediately be knocked out for hours. If this happens, go to encounter 34, where the player characters will be held as prisoners.

If the player characters peacefully identify themselves and lay down their weapons, the carrday will escort them to the nearest Village E. Go to encounter 34, where the player characters will be treated as guarded guests.

Encounter 34: Delays, Delays

Use the Riverside Village B map for any of the E villages. The river on the map will actually serve as the shoreline of Lake Bathe. North is as indicated on the large map of the High Lands. Scale; One Square = Four Meters. All of the E villages are constructed identically. There are four of them and they are named, moving clockwise from the 12 o'clock position, Gray, Cinammon, Pied and Albino. All of the structures in these villages are made of stones cemented together. They are one-story structures and have a huge timber attached to

the roof running parallel to the front door. On most of these beams sit kiikcee, huge mutant cockatiels, munching on giant millet branches, whistling, singing and screeching. The noise they make is almost deafening, but the carrdays seem to bask in it. There are bird droppings everywhere but on the people and houses.

A carrday will at some time notice the party members gawking at the birds. He will speak warmly of the kiikcee, "They are our lives, those loving birds. Their droppings fertilize the High Lands, their dropped feathers are used as insulation for our clothes and bedding. Their flight provides defense for the king, and their courage is unsurpassed. Their love for us keeps us alive." Indeed, the party members will be surprised at how loving and gentle these two species are with each other.

If the characters tried fighting and were gassed, they will wake up inside a guarded stone hut. If they come along peacefully, they will be asked to remain in the stone hut until someone comes to talk to them. Eight guards are discreetly placed around the building in any case. The building is marked on the map by an asterisk. If the party tries to fight its way out or attempt any mental tricks, the characters all will be gassed again, as the buds are already attached to the outside roof. Then they will be talked to one by one (the GM can take them out of the room and talk to each player). If they wait for the carrdays who will talk to them, they wait four hours.

Finally, an old carrday who looks very sad enters the building and sits down. He will ask them their identities, why they are here, and any proof they may have of their adventures, and so on. His name is Leopold, and utmost in his mind is the defense of the king and the safety of the carrdays and the kiikcee. The GM must have great leeway in how the old carrday reacts. This encounter will depend on what the player characters tell him. For example, they may tell him of the ghitgon, the seff attack and Timon's treachery. This information most assuredly would get the characters rushed to Nort and Scar. Or, they may simply say they are escorts of the envoy from Haven who wish to talk to the king of the mountain, in which case they may have to wait for days. It is all up to reaction rolls, how they act, what they say and what they can prove.

The party will be provided strange food to eat, given sweet water to drink or bathe in and healed of their wounds by applications of roots and flowers. In general, they will be looked after in an unusually hospitable way. This is, of course, unless they act like barbarians.

In this case they will be chained, gagged and separated until the king sees them, which will be at least a week.

Finally, depending on the above, they will be transported to Perch for an audience with the king. They will be flown there in the baskets of select kiikcee and escorted by the same carrdays they encountered in the fields or forest, who are still armed.

NOTE: If any character harms any kiikcee by accident, he will be knocked unconscious and will remain so until the king deals harshly with him. If any character purposely harms a kiikcee, he will be killed on the spot by the fastest method available.

Encounter 35: The Court of the King (Village F - Perch)

Use the Perch Village Map. Scale: One Square = Four Meters. It will be obvious to anyone with an IN greater than 8 that Perch is a meeting village. It is fitted with dozens of perches throughout the town square and on the roofs so a great number of kiikcee can land and congregate at one time. By the time the king arrives, all of the perches, buildings and even a few trees are filled with gray, brown-gray, yellow and striped giant cockatiels. The carrdays will, for the most part, stay in the basket/harnesses of their individual kiikcee. In the middle of the open area is a huge pond that acts as a bird bath. But none of the kiikcee are frolicking in it today. There are large water wells all about that act as water cups for the giant birds. And there are giant millet clusters on the ground everywhere. The harsh crunching of millet fills the air until the king arrives, then there is silence.

Nort and Scar climb to the top of a one story structure without any doors (marked on the map by an asterisk). Apparently, this is the king's "throne," though nothing exists on top of the building. Nort remains seated on top of Scar and surveys the surrounding beings. He is so situated, and the perches are so staggered in height, as to give everyone a view of the king... whichever character they may believe that to be. The GM should reveal the physical description of Nort and Scar to the player characters now.

The king is accompanied by Partha (also read the physical description of Partha to the players), who seems to be treated as a guest. Partha is accompanied by a Y'zor, who seems to act as his bodyguard, or maybe is just keeping him in line. It is hard to tell the difference. Nort raises his left hand and Scar stands up straight and gives a slight roar. All the car-

day cheer and the kiikcee raise their wings and bow their heads, as if in a gesture of servitude. Then Nort lowers his head and seems to talk to Scar. The throngs of people quiet as they wait in anticipation. Then Nort looks at the crowd and says, "The king wishes to know why this assembly was requested."

Immediately the old man with the sad eyes from the village where the party stayed (or was held prisoner) approaches the building. His voice is barely audible and shaking. He talks of how the party was encountered and what the characters have told him. He explains that he felt it was better for the king to hear all of this than just a lesser, birdless chief. Partha seems to be hanging on every word spoken, then turns a sharp eye on the party. If anything has been said by the old chief against Timon, Partha, or the alliance, Partha will begin making objections, but Nort will raise his hand and Scar will growl slightly. These last two actions are nearly simultaneous.

Nort will ask who speaks for the party. If Norien is still alive and able, she will step forward. If not, the party member with the most charisma should step forward. Whoever the speaker for the party is, that character will be directed to the stairway inside the structure which leads up to the platform. Once on the platform, the king will ask that person to present his case. The GM should expect the player to present the party's case as if he were in that actual situation, remembering the character might have a better memory and higher CH than the player does. The GM will again have to carefully run this encounter, as it will become a debate between Partha and the party.

The king will not need a reaction roll, he is too smart to let himself be swayed by rhetoric or racial feelings. His dual characters prevent that. He will be impressed by a few arguments: a) a lack of proof of what the party says, b) circumstantial evidence of what Partha is claiming (he has provided the king with photos taken of humans, whom the party does not recognize, killing various mutated animals), c) the letter written by Partha to Timon that may have been found in the steel canister if the GM ran that encounter, and d) any evidence the party might have from past Revised GAMMA WORLD® Game modules to support their argument. The lil can also enter the argument, but they have absolutely no proof of their accusations. This debate encounter offers the GM a chance to add a truly unique and memorable facet to the campaign. That is, letting the player characters try to appeal their case to a higher authority rather than just hack, slash and shoot their way to what they

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want. Debate is one of the few vestiges of civilization left in Gamma World, and it is greatly cherished by those who exercise it.

Overall, though, the case probably will be inconclusive either way. The king presents his views to the congregation of kiikcee and carrday, and they applaud it. The king knows Timon and his society wish to enter into a pact of friendship and mutual defense with the High Lands. Nort and Scar see no reason why Timon's friendship should be denied just because a few malcontents raise dubious questions about Timon's actual intent. But, to be fair and to test the resolve of the party, Nort and Scar are willing to let them prove themselves to be friends to the highlanders. The party will be assigned a harrowing task in the morning. If the characters finish the task, Nort and Scar will remain neutral and enter no alliances. If they can show themselves to be extremely helpful to the highlanders by completing all of the encounters in this module, Nort and Scar will consider entering into a friendship treaty with Haven and the Last Friendly Lands. In either case, Nort and Scar will reserve their decision on signing a mutual defense treaty with anyone for at least a month. While the party attempts to fulfill their mission, Partha is to remain in camp and not interfere.

Nort and Scar leap from the platform and head into the mountains to the northwest amid the cheers and screeches of Perch's assembly.

The party can stay at Perch that night and be treated as guests on the same level as Partha. Partha only will be seen broodily walking around camp, and will not speak to any in the party. The GM should have all the player characters roll their IN after a few hours in Perch. If an Orange or Red result is rolled, the player character notices Partha's bodyguard is not accompanying him. This check should be rolled every hour until at least one party member notices the Y'zor is not around. A quick check around the village will reveal that the Y'zor is at least not out in the open. If this fact is brought up to any of the carrday, they will just shrug and say that the ways of the Y'zor are strange.

As the night wears on, the player characters will notice that it is not getting cold. As a matter of fact, now that they think about it, it is warmer up at this height than it has been on some nights at lower levels. After a while, there is a lull in the conversation. All of the player characters should roll a CN check. A Yellow or better result indicates the player character feels a slight vibration in the ground which he did not notice before. Once men-

tioned, all the player characters can concentrate and feel it. If they ask any carrday about the hum or the warmth, he will smile and say "It is just the machine from heaven." More than that no carrday can say, but they will show any interested party member the huge machines to the west of their village.

The machines are located in a clearing amidst a thicker part of the forest. There are many large pieces of machinery lying about, but three of them are connected and one is spewing out the largest flame any of the player characters have ever seen. It is extremely hot in this area. If asked about the machines, the carrday will only say Nort and Scar know how to run it, but they keep the climate up here beautiful. They also mention, as a sort of warning, that the carrday would slowly kill anyone who sabotaged or interfered with the machines.

As the player characters have no idea what a propulsion unit looks like, they can only guess that this is the shuttle's engines and power sources. The carrday will reply, if asked about the unusual title they have for their machine, "...that Scar has told us these machines have dropped from the heavens for our use."

The only other piece of valuable information the party can gain in Perch is that the people of the High Lands seem to be split over who they support. Many support Partha, many more support the Last Friendly Lands, and even more want to stay neutral but are afraid they cannot. Because of this, some of the carrday will provide information to the party if asked. The GM should be discreet in this information, but helpful. If he believes the party's resources need upgrading for the upcoming conflicts, some of the carrday will provide the necessary items. The party should be brought up to full health, firepower and rest by the next morning.

Encounter 36: The King's Mission

No map is needed right away. Consult other encounters for necessary maps and scales. The next morning the king, with his private retinue of armed carrday in attendance, meets with Partha. If the party asks him at this time about the machines from heaven, he will give them a searching look, then say he will not speak with them about this matter until after the quest.

The king will give the characters an artificial energy sensor if they do not already have one. He will tell them there are five assassin cyborgs currently in Delta Fragment looking to kill him. If the party can locate and destroy the five assassins, he will remain neutral and not

sign an alliance with Timon. If, in addition, they prove themselves exceptionally worthy in their travels, he will consider signing an alliance with Haven.

The GM now takes over a much more important role in designing this adventure, because he determines the locations of the first four cyborgs. If the party has not completed all of the listed pre-programmed encounters, the GM might want to toss a few of these at the party, or even have the cyborg somewhere near one of the encounters so that the party has to deal with both of them at once. The GM should mark on the large High Lands map where the first four cyborgs are located and let the party track them down. The cyborgs, of course, will be moving slowly as they search every nook and cranny for the king. Because of the king's equipment, he can tell the party the rough approximate locations of the cyborgs. The time element for all these missions is up to the GM. If the party wants to return to Haven first, and the GM does not care, he should plan on this adventure turning into a long campaign. If he does not want the characters to climb all over the High Lands again, he can locate the borgs relatively close to Lake Bathe. They may even be traveling in pairs. If the party does not have any radiation resistant mutations or suits, he should not place a borg in a radiation area. Otherwise, it would be fine. The length of the remainder of the module is completely controlled by the GM.

In addition, there are a few more pre-programmed encounters the party must go through before they can again meet with the king. One deals with Partha's missing bodyguard, the other deals with the ghitgon that keeps haunting the party.

Encounter 37: Powerball

Use Pass Type 2 as a cul-de-sac. Areas C and D do not exist. Scale: One Square = Four Meters. This encounter takes place only after the party has access to a gravitic accelerator suit. Though one is provided as treasure earlier in this module, the player characters may not have found it or may have somehow lost it. Therefore, one must be available again, perhaps as treasure, with complete instructions included for its use. Kung can even give it to them, so he can play with them before he attempts to murder them.

The party accidentally has taken the wrong turn on a pass and entered into a cul-de-sac. Kung, Partha's Y'zor flunky, has been following the party for a short time and now sees the perfect opportunity for an ambush. His scores

are as usual for a Y'zor, except his DX is 14 (+1) and he has 90 hit points. He is also wearing the medallion Partha usually wears. It is a highly powerful artifact which can be programmed once to act as a forcefield against any kind of attack except one for up to 30 minutes, then it is useless. Partha gave it to him with instructions for Kung to prevent the party from returning to the king. He can use any tact he wishes in accomplishing this. If the party wins and the medallion is retrieved, it will be proof that Partha is treacherous and disobeyed the king's orders. Kung is also equipped with a communicator like Partha's. Partha and Timon are at their headquarters listening to this encounter.

Kung is an avid powerball fan, collecting equipment and literature on it from the ancient times. He has decided to assassinate the entire party using his skill as a powerball player. He has programmed the medallion to ignore the powerballs, but reflect all other attacks aimed at him. This includes mental attacks. The force field surrounds his body like an envelope with enough air to last for 30 minutes. It is a Tech Level V item and cannot be turned off like conventional force fields. For all intents and purposes of this encounter, nothing but a powerball will harm him.

The powerball gravitic accelerator suit the party has will fit a humanoid character between one and a half and three meters tall. Kung's powerball is a Tech Level V item, almost indestructible, with an automatic programmable homing device built in. It moves so fast it is impossible to shoot down or catch, except with a powerball suit. When a powerball is caught in the funnel tube, it immediately re-programs to return to that catch tube. Thus, a character firing it will have it return to him unless someone else catches it in their funnel tube.

The GM should start by telling the players that as they check out Area B and E, they see a large man-sized creature enter the cul-de-sac from Area A. He wears some kind of armor with a pipe strapped to each of his forearms. One of the pipes is funnel-shaped, the other is straight. A flexible tube runs behind his back, connecting the two pipes. There is a power pack strapped to his hips. Several wires lead from the pack to the tube.

Suddenly you hear a high-pitched whine, the man aims his left arm and fires a fist-sized black ball from the straight pipe. It screams toward a boulder next to one of you, strikes it, sending chunks of rock everywhere, ricochets around the party and back at the man. He catches the ball with the funnel-shaped tube on his right arm. Once again you hear the

high whine, and the ball fires out again, this time smashing a small rock to your right. He stands there, calmly, catching the ball.

"You are scum," he growls, "who do not deserve to live. Y'zor do not dirty themselves with scum unless they are also cowards." This last word he spits out like acid.

"You have a chance to save yourselves, but only if you can defeat me in the ancient game of honor."

He points to the trunk which contains a suit similar to the one he is wearing.

"Put it on for glorious battle, or die the coward's death."

Though the powerball suit is a highly technical item, its operation is easily understood if the player characters read the instructions. As a beginning "player," the player characters have a percent chance equal to their DX of intercepting the ball on the first try. As the player characters play the game, their chances will get better. After 1d6 + 2 attempts, the player characters' percent chance of intercepting the ball increases to double their DX. After a further 1d6 + 2 tries, a player character has a percent chance of intercepting the ball equal to three times his DX. Kung catches the powerball on a 01-75.

Firing the ball at the other player needs no ACT roll, as no outside interference is considered and the ball automatically returns if not intercepted.

When a player character misses the ball, there is a 50% chance the ball will hit him. If a 01-50 is rolled, the character receives a fixed 15 points of damage because of collision. This ball strikes so hard that normal body armor is considered better than 1 (-5). When a character has 20 or less hit points left, he must make a CN roll on the ACT with a green or better result or he will go unconscious and receive 30 points of damage on the next powerball strike to his body.

Kung has played this game a lot. If he misses the ball there is only a 25% chance that it will hit him. Damage is only 10 points to him because he knows how to roll with the collisions. Kung makes no roll vs. unconsciousness. He has trained himself to fight to the bitter end.

Kung is also an expert at playing this game in ways that are not associated with the suit. He has a Rank of 17 for avoiding being tripped, or for trying to trip another powerball player. He has his helmet smeared with an advanced silicote, which allows his helmet to immediately shed any debris or liquid thrown on it. The player character's helmet does not have this advantage. Kung is also hiding three more powerballs on his person. If the oppo-

nent tries to cheat, or the other player characters try and attack or trick him during play, he will immediately load the powerballs and start battering the party to death.

If Kung is defeated, his force field will wear off after a half hour and the items can be stripped from his body. If he is somehow still alive, he will tell the characters nothing without being subjected to an interra shot.

If Kung defeats his opponent, he will see if anyone else wants to challenge him. If they do, he will heal himself up with a hidden cache of drugs. The reason for this is so a whole party cannot wear him down. However, each time he plays another player, he starts off with 5 hit points less. He will keep playing the party until they run out of players who can wear the outfit, he kills them all or appears to kill them all, or they outrun him (his movement is only 18 in the suit). In any case, he will have won unless he is defeated.

If Kung wins, go to the Nort and Scar Result, listed later.

Kung has his normal equipment hidden up in the rocks where he first appeared. It includes rations, water and a bio-energy sensor that he used to track the party, a blaster rifle and four hydrogen cells.

Encounter 38: The Final Cyborg, or Ghitgon Returns

Use Pass Type 7. Player characters enter from Area A. Scale: One Square = Five Meters. This encounter should take place at least three days after encounter 33. It should be the final encounter prior to the party's meeting with the king and leaving the High Lands. It is the encounter that will make or break the characters' missions.

The final cyborg will be tracked to this maze of passes. The walls here are only three meters high. The tops of the walls are smooth, and the characters can move across them with no movement penalty, though they will lose some movement climbing up. The characters can track the cyborg through this maze. They will find three freshly-killed anfal in Area B. Markings indicate their heads were twisted off. As the party investigates, or as they pass Area B, they here distant "pop whoosh" and "popping" sounds. The artificial energy sensor goes dead. In Area G they will find the cyborg melted down. The metal is still red from the heat.

The minute the party sees the melted cyborg and realizes what it is (the GM may want to wait for a player to say something like, "Geez, its been melted!"), the ghitgon that has harassed them earlier swoops down and

ENCOUNTERS

attacks. She happened to spot them again a little while ago and has been keeping an eye on them from such heights that she could have been mistaken for a bird. Now that the party has a chance to fight her, it is obvious that this is a powerful ghitgon in her prime. She has the maximum allowable hits for a ghitgon.

If the party remains close to the walls, the flame can only affect them as a base damage of 5, but their ability to attack her will be markedly decreased. On the even turns when the ghitgon cannot bring her breath attack into play, she will use her physical attacks. As long as she keeps flying, she is extremely difficult to hit (Attack Rank used is B) and can keep an eye on the entire maze. But if the party "goes to ground," that is, keeps concealed, camouflaged, or whatever, she will have to land and sniff them out. She will do this by walking on the top of the walls and attacking down into the maze, like a cat would do to a mouse.

If a player character attacks the ghitgon with a particularly nasty mutation, she will use her devolution on the character.

If the party members can defeat the ghitgon on their own, they can bring back her head or some other proof of her defeat to Nort and Scar.

If they already have destroyed the other cyborgs, Nort and Scar will remain neutral.

If the party has destroyed the other cyborgs, and, in the opinion of the GM, taken out the worst pre-programmed encounters in this module (including Longview's cleansing), Nort and Scar will sign a peaceful co-existence treaty with Haven and not with Timon.

If the party has accomplished all of this, and has tried to take on the ghitgon but it appears they are going to be defeated, use the Nort and Scar Result listed next. Nort and Scar will then sign the peace treaty with Haven.

If the party has accomplished all of this and defeated the ghitgon without Nort's and Scar's help, they will sign a mutual aggression/defense pact with Haven. This will guarantee that the Last Friendly Lands and the High Lands will live in peace with one another, and will defend each other from attack and go to war against each other's enemies. Nort and Scar will never go back on their word in such a treaty.

Whether the player characters defeat the ghitgon, Nort and Scar will give them information as long as they defeat the borgs and finish the other major pre-programmed encounters. The information will include:

- All knowledge he can give them about The Creator, Ancient of the Frozen Lands who

will now most likely sign some kind of pact with Timon against the High Lands-Last Friendly Lands alliance. The GM should reread Nort's and Scar's descriptions again for this.

- Partha mentioned one night, after drinking too much, that there were a dozen Timon agents in Haven. At least one of them is human. Gene, though, is most assuredly not an agent.
- Partha informed Nort and Scar that Timon will start his campaign of conquest in six months. He will march on Haven before the year is out.
- If asked, Nort and Scar will tell the players the "Cities of Man" is the name of a huge ship that travels the void in the heavens, far beyond the sight of those on the ground. It was supposed to have sailed to another, better land, but has still not left as far as he knows. The ship, which is waiting to be filled with brave passengers, can sail on its own guidance. It is most likely awaiting a final visit from a sky-chariot before it can leave.

Nort and Scar have no desire to go aboard now, after all these centuries. He believes the mutated animals will one day inherit Gamma World and make it a better place than it ever was. He gives the player characters a numerical coordinate, which he says is a secret password. Whoever the Restorationist Council sends in the sky-chariot some day to the "Cities of Man" must find the mechanical pilot in the front of the chariot, marked with a large AHCB (automatic homing computer banks) and punch in the numbers in the same order. This will take the chariot to the "Cities of Man."

- If and only if the party has completed every encounter in the module, will Nort and Scar tell them about the machines from heaven. The GM can use rumors, messengers, etc. to tell the players about some encounters they may have missed. If the players pursue these encounters, it will result in a much longer campaign. Nort and Scar will describe the engines as huge torches which burn endless fuel to propel the sky-chariot through the void to the "Cities of Man." There were three power supplies and three engines on the crashed shuttle. The two extra sets were being transported in the cargo bay for use in the "Cities of Man." The carrrday are not sure how many there are because they cannot recognize the separate parts.

Therefore, Nort and Scar are in a position to greatly reward the party. If they complete all the encounters described herein, Nort and

Scar will give the surviving player characters from Haven one power source and one engine. They are so huge that Nort and Scar will have to transport them with their own machinery. If the player characters captured the transport treasure from the yexils, they can transport one component at a time. One engine and power source is enough to take a shuttle to the orbiting colony ship, but not back.

If the party does not eventually defeat all of the encounters described herein (this includes going back time after time until an opponent is defeated), then Nort and Scar will say to the party to tell its leaders he has an engine to trade. They will know what he means.

Either way, Haven will end up with the drive for the shuttle, it just depends on whether the player characters get experience and status points for it.

Optional Encounter Ending: The Nort and Scar Result. If either encounter 37 or 38 look like they are going to end in the party being severely hurt or killed, the GM might opt to use the Nort and Scar Result.

Encounter 37: The players must be either almost all defeated by Kung, or are being hunted by him. If the GM believes the entire party might be defeated, he may have Nort and Scar show up. Apparently the players were not the only ones who wondered at Kung's disappearance from the Perch village. Shortly after they left on their quest, Nort and Scar did too on a quest of their own. Too many questions of Partha's integrity had arisen and Nort and Scar wanted to question Kung. Nort and Scar only caught up with Kung as he was about to finish off the player characters. Kung will not make the stupid mistake of attacking Nort and Scar. He will run away instead. Nort and Scar will elect to help the player characters to the closest village. They will put out an alert on Kung, but Kung will escape to return to the Flower Lands and tell Timon of Partha's weak efforts and probable failure. Though the characters will have lost against Kung, Nort and Scar will be impressed enough with their valor to let them heal and continue cleansing the countryside.

Encounter 38: Just as it looks like the ghitgon might kill the party, Nort and Scar appear on the scene and attack the ghitgon. After it is all over, Nort and Scar will explain to the party that Kung's communicator was on during encounter 37. Nort and Scar intercepted the communications and were able to lock onto the coordinates. Since then, Nort and Scar

have tried to track the party and inform the characters of their intentions to ally with Haven. Nort and Scar arrived just in time to see them almost served up as ghitgon snacks and were happy to help.

Wrapping Up the High Lands Adventures

Once the pre-programmed encounters are finished, the High Lands are considered cleansed. The random encounters will drop to one check a day. When all the encounters are done, encounter 38 comes into play. When it is finished, the party will be told by Nort and Scar or a messenger to return to Perch.

All the above wrap-up information and rewards will be handled in Perch. It will be discovered that Partha slipped away sometime during encounter 37 and has not been seen

since. It is probable he has met his fate trying to make it back to Timon alone. That actual result is left to the GM. Perhaps Partha will return to badger the party another day.

If the characters are traveling back without the shuttle power source and engine, the car-day and kiikcee will be happy to provide transportation to village A. It will take them only half a day to take the player characters that far.

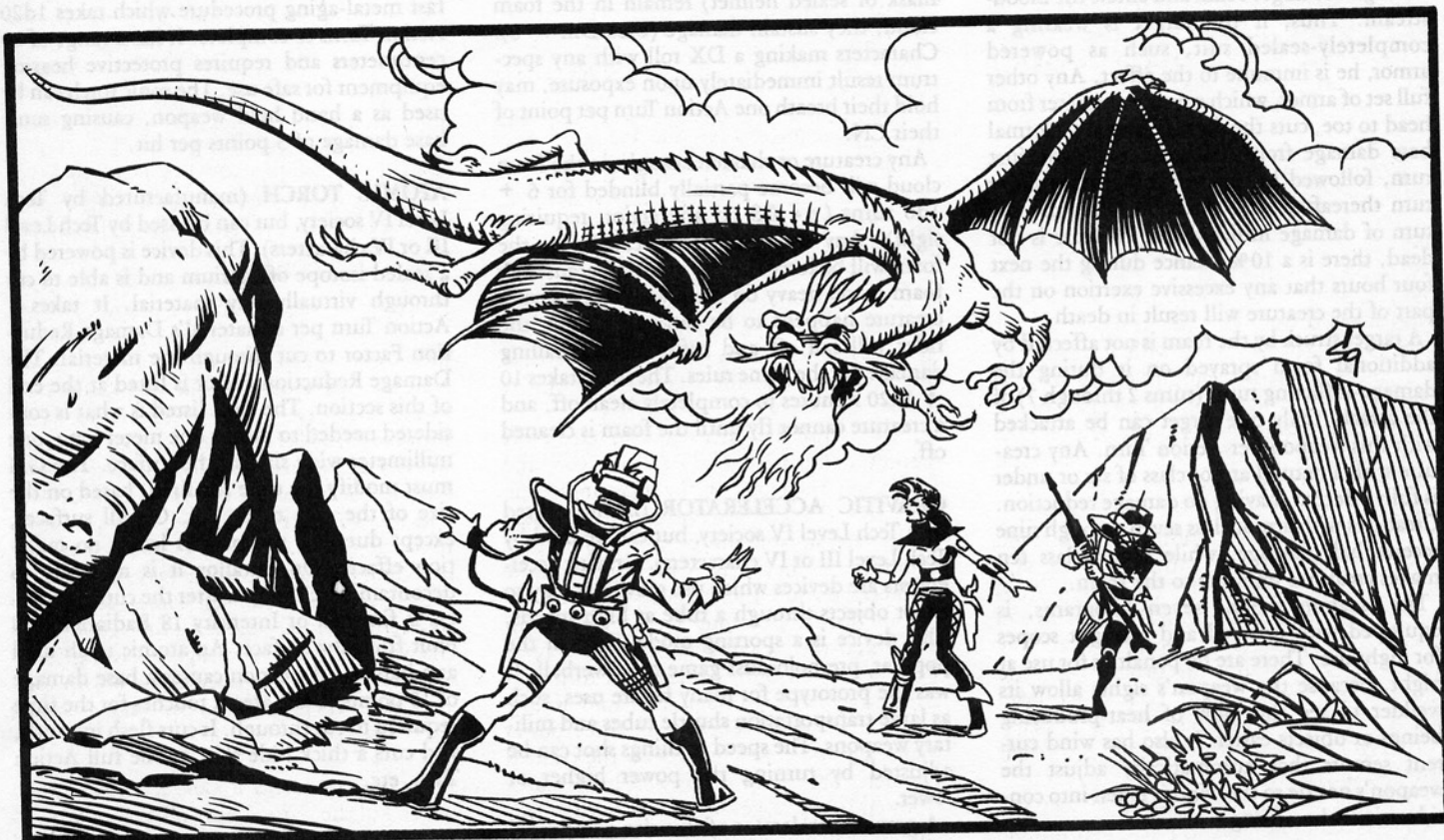
If the characters are traveling back with the shuttle's power supply and engine, using the heavy cargo lifter to bring one component at a time, it will get them back to Haven without any problem, but then needs to be recharged. Again, the car-day and kiikcee will escort them back to the borders of Delta Fragment.

All that remains for the characters to do is return home and tell Gene about the Timon agents in Haven's midst. They would have to be very good to have shielded their minds so long against mental probes. Again, this might make a great adventure right in the team's

home town.

GM DUTIES

The last duty of a GM for this module is dividing up the experience. Since this adventure is bound to take many, many nights of gaming, the individual experience for each encounter should be tallied as play proceeds, then given to the players at the end of the evening. When the entire quest is fulfilled, the GM should also give experience points for each of the missions accomplished. If all of the missions have been accomplished, a bonus should be awarded. The amount of experience mentioned in the Revised GAMMA WORLD® Game Rule Book is for smaller quests involving a simple night or two of adventuring. The completion of this entire adventure is worth about 200 XP per player character because it is considered a quest.



NEW ITEMS

STOAKES COAGULATOR (manufactured by a Tech Level IV society, but can be used by Tech Level III or IV characters). This weapon was devised by the French government just before the collapse of society. Though many of them were made, they were distributed throughout all of the NATO nations and are, consequently, few in number. Named after the French/German genetic engineer and inventor, Gerhard Stoakes, the weapon consists of a wide-nozzled rifle connected to a two liter plastel canister by a one meter flexible hollow coil. Inside the canister is a powerful air compressor that is activated when the rifle's trigger is pulled. A stream of grayish foam is then released which has a range of 30 meters. The weapon only can be fired once per Action Turn and has 30 shots per tank.

The foam takes one full turn to soak in. Damage begins in the following Action Turn. The foam consists of genetically engineered bacteria and enzymes that congeal the blood of any living creature. The foam seeps through the target's skin and enters the bloodstream. Thus, if the target is wearing a completely-sealed suit, such as powered armor, he is immune to the effect. Any other full set of armor, which covers a character from head to toe, cuts the damage in half. Normal base damage from this foam is 10 the first turn, followed by 6 points of damage every turn thereafter for 6 turns. If, after the last turn of damage inflicted, the creature is not dead, there is a 10% chance during the next four hours that any excessive exertion on the part of the creature will result in death.

A target struck by the foam is not affected by additional foam sprayed on it during the damage-inflicting turns (turns 2 through 7) of the attack. Only one target can be attacked with this weapon per Action Turn. Any creature with a natural armor class of six or under is fully effected, having no damage reduction. Creatures with armor class seven through nine receive half damage, while armor class ten makes creatures immune to the foam.

The weapon weighs seven kilograms, is equipped with infrared and starlight scopes for night use. There are no penalties for use at night, because the weapon's sights allow its wielder to see the glow of heat-producing beings or objects easier. It also has wind current sensors that automatically adjust the weapon's nozzle so the wind is taken into consideration when firing.

FIRE FOAM MINIMISSLILE (manufactured by a Tech Level IV society, but can be used by Tech Level III or IV characters). This device was used by the Ancients to combat intense

fires, such as forest fires or fires in high-rise buildings. It is launched by a one-use, disposable, shoulder-held device identical to one used to launch explosive missiles. The best way to tell the minimissiles apart is that the fire foam type are painted bright orange. The entire device weighs eight kilograms. The projectile is 50 centimeters long and has a base range of 25 meters. The action of firing a minimissile takes an entire turn.

Upon impact, this device explodes in a 30-meter radius, producing a spherical cloud of fire extinguishing foam. The cloud of greenish brown foam lasts three Action Turns, depleting the available oxygen supply, coating the area with flame retardant particles, and lowering the temperature in the area. The foam will extinguish any intensity of fire in the area of effect in a single turn. However, the foam is hazardous and potentially lethal for living creatures exposed to it. Each Action Turn creatures and characters not protected against breathing the foam (not wearing a gas mask or sealed helmet) remain in the foam cloud, they sustain damage (base Dm = 8). Characters making a DX roll with any spectrum result immediately upon exposure, may hold their breath one Action Turn per point of their CN.

Any creature or character caught in the foam cloud will become partially blinded for 6 + 1d6 turns (-4 CS on any action requiring sight). Any flying creatures caught in the foam will be forced to the ground because the foam is too heavy on their wings. If a flying creature happens to be carrying a rider, the rider will fall off and suffer normal falling damage per the game rules. The foam takes 10 + 1d20 minutes to completely clean off, and a creature cannot fly until the foam is cleaned off.

GRAVITIC ACCELERATOR (manufactured by a Tech Level IV society, but can be used by Tech Level III or IV characters). Gravitic accelerators are devices which use gravity energy to shoot objects through a tube at high speeds. This device is a sporting model used in the popular, pre-holocaust game of powerball. It was the prototype for many future uses, such as large transportation shuttle tubes and military weapons. The speed of things shot can be adjusted by turning the power higher or lower.

A gravitic accelerator of this size will propel spherical or ovoid objects less than 10 centimeters in diameter placed in its intake tube (this includes most grenades). They are powered by two chemical energy cells which last for 200 base energy uses. Each "use" is a set-

ting of power equaling a speed of 5 meters per second and causing a base damage of 1 point. There are 10 power settings, which means the second setting would accelerate the projectile at a speed of 10 meters per second, cause a base damage of 2 points to a target, and cost 2 "uses." The maximum power setting, 10, accelerates at 100 meters per second, causes a base damage of 10, and subtracts 10 more "uses" from the remaining total.

The device and its small backpack power generator can be strapped onto any type of armor.

SONIC TORCH (manufactured by Tech Level IV society, but can be used by Tech Level III or IV characters). This device, which can run 15 hours on a hydrogen energy cell, is able to break down the cohesive surfaces of joined metal things (welding points, metal objects melted against each other, nuts and bolts, etc.) The device cannot affect solid metal objects, only their junctures. The process is a fast metal-aging procedure which takes 1d20 Action Turns to complete. It has a range of 20 centimeters and requires protective hearing equipment for safe use. The sonic torch can be used as a hand held weapon, causing sonic base damage of 3 points per hit.

ATOMIC TORCH (manufactured by Tech Level IV society, but can be used by Tech Level III or IV characters). This device is powered by a sealed isotope of thorium and is able to cut through virtually any material. It takes 1 Action Turn per a material's Damage Reduction Factor to cut through the material. The Damage Reduction Factor is listed at the end of this section. The time listed is what is considered needed to burn a one meter long, one millimeter wide slice in the surface. The GM must modify the time required, based on the size of the area to be cut. On all surfaces, except duralloy, the process leaves no radiation effects. On duralloy it is necessary to decontaminate the area after the cutting process is finished or Intensity 18 Radiation will emit from the surface. An atomic torch used as a hand held weapon causes a base damage of 15 points to any area it touches for the time required to cut through. It cuts flesh instantly, and cuts a thick hide skin in one full Action Turn, etc.

Material	Time to Cut or Damage
Flesh	Instantly
Thick Hides	1
Heavy, Treated Hides	2

Loose Earth, Gravel, Sand	3
Packed Earth, Gravel Sand	4
Wood or Vegetation	5
Plastic	5
Treated Plastic	6 to 9
Glass, Ceramic, Ice	10
Glass/Ceramic Alloys	11
Stone	12
Marble	13
Concrete	14
Soft Metals	15
Normal Metals	16
Hardened Metals	17
Metal Alloys	18
Plasteel	19
Duralloy	20

Any material considered "reinforced" requires double the normal Damage Reduction Factor.

LASER TORCH (manufactured by Tech Level IV society, but can be used by Tech Level III or IV characters). This is a low power laser used to melt metal together, welding it. It is powered by a hydrogen cell for 20 hours of operation. Its welding abilities are effective on any metal, even duralloy. The time required to weld a 30-centimeter seam of metal is listed at the end of this section. If welding together two different types of metal, always remember the weakest metal will melt first. A laser torch used as a hand held weapon causes a base damage of 5 points to any creature with an armor level of 4 or under.

Metal Type	Welding Time (Turns)
Soft Metals	2
Metals	4
Hardened Metals	6
Metal Alloys	10
Plasteel	12
Duralloy	15

RADIATION SUIT (Tech Level III) This special self-contained suit was designed to protect people from exposure to high intensity radiation. The gray suit is made from synthetic material interwoven with lead particles to shield against radiation bombardment. An attached helmet and protective goggles is provided, along with a 25 kilometer range communications device, a filtered air breathing device that can be used in low level radiation areas of less than Intensity 12, and lead shielded air tanks with a 12-hour air supply for use in dangerous radioactive zones of Intensity 12 and greater. These suits are also heat and cold resistant and weather-proof. Rugged boots

allow the wearer to walk with ease on all types of terrain. The suit is lightweight and a person may move at his normal movement rate while wearing it.

The radiation suit is considered armor level 2 (-10). Any successful attack doing more than 10 points of damage punctures the suit, rendering it useless unless that damage is inflicted by a non-shredding device, such as a microwave. If a suit sustains more than a total of 50 points of damage before it can be repaired, it is ruined and cannot possibly be repaired. Once punctured, the suit is useless against radiation until it is patched up by a radiation suit repair kit. Each suit is powered by a hydrogen energy cell which lasts for 72 hours.

RADIATION SUIT REPAIR KIT (Tech Level III) This simple kit of high-bonding, instant-drying glue; anti-radiation fabric; form press; and other items used to be issued to workers wearing radiation suits. The kit can seal up to 100 points of damage to radiation suits. There are 10 repair patches in each kit, and each patch repairs 10 points of damage. It takes one Action Turn to apply a patch. Therefore, if a suit has sustained 40 points of damage, it will take four patches and four Action Turns to repair it. Patches cannot be cut to repair areas that received less than 10 points of damage. During the time a suit is being repaired the wearer suffers from any radiation Intensity surrounding him at half of its normal level.

WEAPON MAINTENANCE DRONE (manufactured by Tech Level IV society, but can be used by Tech Level III or IV characters). The Weapons Maintenance Drone, or WMD as it was called, was designed for use by soldiers in the field in the years before the holocaust that caused Gamma World. There is a different drone for each Tech Level III and IV weapon produced, also possibly for Tech Level V, but none have yet been found. The drone looks like a plastic gun case that the weapon fits snugly into, but a peek inside shows all the intricate circuitry and devices of an advanced piece of equipment. Once the proper weapon is placed in the WMD, it scans it, oils it, makes any necessary repairs to it (within reason), and generally maintains it. It also will read out how many charges are left in the energy cell, battery or whatever energy source powers it. If the wrong weapon is inserted into the WMD, a small red light comes on and the unit does not spend any energy. Each WMD is powered by the same number and type of cells that the weapon uses. And the WMD's power source has the same number of charges that

the weapon has shots from its power source. The exception to this rule is simple projection weapons, which require a charge off of a chemical cell to maintain.

Therefore, a soldier can remove the cells from his weapon, insert them into the WMD, insert his weapon into the WMD, have it maintained and cleaned, then take out the cells and weapon and reunite them. He now has one shot less left in his weapon because that was used by the WMD. This cuts out the possible need for additional types of cells being carried.

GMs should always consider the condition of a weapon that is not maintained. A dirty, rusting, or neglected weapon can always stop working, jam, blow up, etc.

LIFE RAY (manufactured by Tech Level IV society, but can be used by Tech Level III or IV characters). This amazing device, introduced at Mindkeep just before the end of civilization, is sometimes able to revitalize the dead. It bombards the target with zeta rays, and there is a chance it will bring new life to the dead if used within 24 hours of the victim's death. The percent chance is 60% plus 2% chance per point of the victim's CN. This chance decreases by 10% per every time the victim has been raised by the life ray. The device only allows one attempt to raise a dead individual. If the device fails to restore the individual, no other means can be attempted because the body's nervous system is too irradiated. Although a raised character retains his memory, he must roll a d100 for each characteristic score; a 01-05 indicates the score is one point less than it used to be.

The life ray fires a blinding white light at a range of five meters. No one has been able to determine how many charges it has, and there seems to be no way to recharge it. When it stops working, it is no good to anyone anymore. (In this way the GM can better control the device's use in his world.) The life ray is almost always found and kept in a metal alloy carrying case, usually locked. The device is extremely delicate.

POWER TREE SAW (Tech Level III) This 30-centimeter, cube-sized unit has a diamond-carbon, thread-sized band. This band, which can encompass a tree up to 60 centimeters in diameter, encircles the tree and clips together through a feed mechanism into the unit. Once the unit is activated, the band whips through the motor, and around the tree, in a razor-sharp lasso of tree-cutting wonder. It can fell a large tree in five Action Turns. If this device is somehow used as a weapon (most

NEW ITEMS

effective in a trap), it does a base damage of 10 points and the Crippling Injuries column of the Injury Results chart must be checked. The power tree saw uses a chemical energy cell which has a duration of one hour.

ARTIFICIAL ENERGY SENSOR (manufactured by Tech Level IV society, but can be used by Tech Level III or IV characters). This ten centimeter long, rectangular, black, hand-held unit requires no power source. It is an extremely delicate sensing device that is able to differentiate between the energy reading of a living creature and that of a construct, such as an android, robot, etc. at ten meters. It can also give the construct's relative location and elevation. Only duralloy blocks the sensor's scanning. Some types of these sensors can determine the type of artificial construct, its functions and the devices it contains. This type of sensor is quite rare.

BIO-ENERGY SENSOR (manufactured by Tech Level IV society, but can be used by Tech Level III or IV characters). This 12 centimeter long, rectangular, blue, hand-held unit requires no power source. It is an extremely delicate sensing device that detects biological life energy in a 50-meter radius. Any body one millimeter tall and higher can be detected if within the area, as can its relative location and elevation. Only duralloy blocks the sensor's scanning. Some types of these sensors can even determine the type of biological life-form.

OPERATIONAL ENERGY SCANNER (man-

ufactured by Tech Level IV society, but can be used by Tech Level III or IV characters). This eight-centimeter long, rectangular, red, hand-held unit requires no power source. It is an extremely delicate sensing device that can locate any type of operational energy in use within 100 meters, such as a gasoline generator, steam engine, internal combustion engine, etc. It also can give the operational energy source's relative location and elevation in relationship to the sensor. Only duralloy blocks the sensor's scanning. Some types of these sensors can determine the type of energy being used and the type and size of machine it is powering.

STORED ENERGY SCANNER (manufactured by Tech Level IV society, but can be used by Tech Level III or IV characters). This six-centimeter long, rectangular, green, hand-held unit requires no power source. It is an extremely delicate sensing device that is able to locate any type of stored energy such as cells, batteries, etc. within 30 meters, even if the energy is inside an object and is being used. It can also give the stored energy container's relative location and elevation. Only duralloy blocks the sensor's scanning. Some types of these sensors can even determine the type and size of the energy storage container and how much power it has left.

BANG BALLS (Tech Level III, but can be used as slingstones, etc. by any Tech Level character). These three-centimeter diameter, white, hard-shelled balls were developed to help herd large groups of animals. Though they

used to be fired from an air rifle, they also can be used from a sling, and sometimes even thrown if the thrower has a PS of at least 14. Once the ball strikes a surface at least as hard as wood, it cracks open emitting a loud banging noise. Although this does no damage, it is quite loud and can be used to stampede cattle, frighten away non-intelligent creatures, startle intelligent creatures and thus gain surprise on them. The balls usually come thirteen to a box or tube. If all thirteen are smashed at the same time, it acts as a sonic attack with a range radius of five meters causing a base damage of 4.

THOUGHT CAP AND DISKS (manufactured by a Tech Level IV society, but can be used by Tech Level II and higher). At the twilight of the Ancient's civilization, it became necessary for them to learn information faster than was normally possible. They developed a device called a thought cap, a psionic teaching device roughly the size and shape of a bicycle rider's helmet. Into the top of this cap was inserted a thought disk, a five-centimeter magnetic disk containing information enough to fill numerous printed volumes. A thought disk can contain whatever information the GM wishes: a talent, skill, language, increased knowledge of a technical level, and so on. The energy and time required to use one of these disks depends on what is being learned and the degree of difficulty of the subject. This is all left to the GM to determine, but a minimum of two days learning time and the expenditure of an entire chemical energy cell is suggested.

NEW RACES

The races listed in this section are new and indigenous to the High Lands. Because the historical background of the area is based on Oscar North's Bonapartist ideals (see the New NPC section following this one) it should come as no surprise that all but one of the races are humanoid and animal mutations.

Y'ZOR (He Who is a Warrior)

NUMBER: 1 to 6
 MORALE: Never Check
 HIT DICE: 1d10 + 10
 ARMOR: Natural = 1 (-5), usually wear chainmail or fiber armor = 5 (-25) and carry medium, carapace shields (-3 CS)
 SIZE: Three meters tall
 LAND SPEED: 32

MS: 12 PS: 20 (+3)
 IN: 9 (-1) DX: 12
 CH: 9 (-1) CN: 19 (+3)

ATTACKS: 1 Weapon (variable) 1 Bite (Dm = 2)

MUTATIONS: (P) Density Control (Self), Body Control - All of them
 (M) Density Control (Others)
 (D) Phobia/Fear-Robots, Vulnerability-Feathers

DESCRIPTION: Y'zor are huge humanoid baboons. Their society is based on a warrior's code, but they do not attack any of the other races of the High Lands listed here. Instead, they make raids to the south in the Frozen Lands, and act as Oscar North's legions in keeping the High Lands from being overrun by migrating creatures and characters. While most of the peoples of the High Lands hate robots and cyborgs, the Y'zor absolutely have a phobia concerning them. Any character with a noticeable bionic part will draw the attention of the Y'zor, and will be attacked at the slightest provocation. Even if the character establishes his peaceful intent, he still will be required to keep the offending part hidden and will not be completely trusted. The Y'zor are generally a Tech Level II society, but will use Tech Level III weapons if they are available. The Y'zor are warriors and rely on the other races of the High Lands to provide food for them.

WED TSURP (Red Bat-like Humanoid)

NUMBER: 2 to 24
 MORALE: 8
 HIT DICE: 9
 ARMOR: 0
 SIZE: Two and a half meters tall, three and a

half meter wingspan
 LAND SPEED: 12
 AIR SPEED: 36

MS: 14 (= 1) PS: 12
 IN: 10 DX: 11
 CH: 5 (-2) CN: 14 (+1)

MUTATIONS: (P) Wings, Regeneration
 (M) Genius Capability - Agricultural

DESCRIPTION: The wed tsurp are fearsome looking creatures and may remind those characters who have studied ancient history of the demons found in many old religions. In fact, they are extremely peaceful people who are the farmers of the High Lands. They are all geniuses at agricultural projects and have created innumerable hybrid crops that grow on the rocky mountainsides. Most of the woods found in the High Lands are nut-bearing. Almost all of the normal bushes bear berries during at least one season a year. Wild and attended crops grow on almost every open stretch of the mountain. And many different forms of livestock have adapted to the altitudes and graze on the sparse vegetation.

The wed tsurp do all this with Tech Level I and II items, and an occasional higher technological device provided by Nort and Scar for special projects. Their very appearance frightens many would-be attackers away, especially when they fly to the defense of one another. They defend themselves with their pitchforks and hoes. Because they feed the rest of the peoples of the High Lands, the more warlike races often send troops to help guard their villages and hunt down predators.

ANFAL (Men with Tails)

NUMBER: 1 to 12
 MORALE: 10
 HIT DICE: 14
 ARMOR: 3
 SIZE: One hundred and sixty centimeters tall
 LAND SPEED: 24

MS: 10 PS: 12
 IN: 11 DX: 13 (+1)
 CH: 9 CN: 13 (+1)

ATTACKS: 1 Weapon 1 Tail (DM = 4) + Poison (see below)

MUTATIONS: (P) Poison Generation, Stinger Tail, Partial Carapace
 (M) Weather Manipulation

DESCRIPTION: The anfal are humanoid/scorpion mutants. Though they walk on two legs, they have retained their stinger tail which is

usually arched over their head and can strike in front of them. An anfal can fight with a weapon and with his tail at the same target in the same turn. The tail strikes with an Attack Rank of 16. If it hits, the anfal has an option of injecting some type of poison into the victim. The poison varies in Intensities. The poisons he can use and their Intensities are: Drugged (10), Sickens (12), Progressive Damage (14), Paralysis (12), Knock-out (16), Delusion (18). Only one type of poison can be used in any one turn and it will not be available again until all the others have been used.

The anfal occupy a neutral niche in the High Lands. They farm, but not as a full-time occupation like the wed tsurp. They are good warriors, but are not as warlike as the Y'zor. They range over the High Lands keeping an eye on things, but not as effectively as the carrday. More than anything else, they act in two major capacities: a) they keep the weather in the High Lands moderate, and b) they act as the High Lands' merchants, trading items, crops, and provisions with the other races. They also act as information couriers, both private and public.

The anfal are good workmen, builders and miners. When something needs to be constructed, others enlist their aid. The anfal are the most widely traveled of all the High Lands' races and have more contact with the outer lands. It is through them that the war-monger, Timon, has approached the other High Lands' races for an alliance in his upcoming war against the peaceful peoples of the Flower Lands, and Haven in particular. The anfal are primarily a Tech Level II society and like to stay neutral in their dealings.

CARRDAY (Bird Rulers)

NUMBER: 1 to 20
 MORALE: 12
 HIT DICE: 15
 ARMOR: 0
 SIZE: Two meters tall
 LAND SPEED: 24

MS: 10 PS: 12
 IN: 14 (+1) DX: 13 (+1)
 CH: 14 (+1) CN: 13 (+1)

MUTATIONS: (P) Heightened Balance, Heightened Precision, Immunity to biogenetics
 (M) Empathy with birds

DESCRIPTION: The carrday appear to be a race of humans, but are in fact a separate species with mutations that are not noticeable. They are descendants of the few lab assistants



who fled with Oscar North centuries ago from Mindkeep. Through the years the naturally high radiation level gave them hidden mutations. Like their ancestors, they also are dedicated to North's dream of a Ranks of the Fit society and see themselves more as primate/humanoids than as the human beings who helped bring on the Shadow Years.

More than 150 years ago North introduced the carrday to the kiikcee in the hopes they would form an empathic link. This has now come about and the villages of the carrday in the High Lands all hold hundreds of the giant cockatiels that are friends, pets and mounts for the carrday. A carrday's whole existence revolves around three missions in life: a) to take care of his kiikcee to the fullest extent possible, b) to act as aerial scouts and fighters for the High Lands' peoples, and c) to serve North.

The carrday use items of Tech Levels IV and lower, whatever they can find. Their main village complex is kept warm by the power supply and engines of an old space shuttle North brought up into the mountain centuries earlier so they and their birds can live in comfort all year long.

NEW NON-PLAYER CHARACTERS

NORT and SCAR aka OSCAR NORTH

BACKGROUND: Oscar North is one of the rare "living" Ancients, one of a handful of scientists who became mutated in a complex called Mindkeep just before the Shadow Years and is now considered immortal. Of all the beings now living in Gamma World, the

Ancients are the most powerful by right of their knowledge, their access to hidden caches of high-tech devices, their mutational powers, and their centuries old influence on societies. None of the Ancients get along with each other any more, and most wage a subtle type of warfare against each other. A few are even making preparations for world domination.

The main Ancient in this module is now known as Oscar North, or Nort and Scar. They are the characters pictured on the front of the REVISED GAMMA WORLD® Science Fantasy Role Playing Game box. When Oscar North underwent mutation at Mindkeep, he split into two separate characters. One of those humanoid characters later transferred his mind to a huge, mutated wolverine. The two characters are actually one, sharing the same consciousness, but separate bodies. They are never farther than 60 meters from each other and are psionically linked. It is also obvious that they have bionic parts.

The bionic additions were made by another Ancient known as Harlan Quade, who is also called The Creator. Nort and Scar were involved in an explosion, which they barely lived through. This occurred shortly after the mind transference into the animal. The Creator had known Oscar North quite some time before the Shadow Years. Oscar's field of science was zoological mutations, while Harlan's was human bionics. The two men often discussed their different theories of who would "inherit the Earth" after a nuclear war; Oscar always pulling for animals that mutated and Harlan always insisting that men modified for the harsh world, through bionics, would prevail. Decades later, after the Shadow Years were well established, the two men had solidified their views.

Oscar became the founder of the Ranks of the Fit movement. He created the story of the mutated bear named Emperor Napoleon I that supposedly started the movement because he felt this would gain more sympathy with mutated animals. Harlan, meanwhile, began his own society which eventually got out of hand and became the Created, believing that only Robots and other machine-created lifeforms should rule. When Oscar's two forms were found by Harlan's agents, they were brought to him so he could destroy the leader of an opposing cult. Instead, in hopes of making a powerful convert, Harlan refitted Oscar's damaged limbs and organs with bionic counterparts. Oscar was appalled at this turn of events and escaped as soon as he was healthy, vowing to exact his revenge against the man that turned him into a machine.

Going into the High Lands as a living example of what would happen to those who came under The Creator's influence, Oscar soon gathered many different societies around him and forged the High Lands' culture that now exists. The Creator, who rules the icy wastes to the south called the Frozen Lands, has been kept in check from his advancing his bionic and android forces and influence by Oscar's constant raids. This guerrilla warfare has been going on for decades and shows no sign of decreasing. (More will be revealed about The Creator in the next GAMMA WORLD module.)

Below are the individual statistics for Oscar's two existences. The GM must remember that neither character will die of any natural causes. Both have technological knowledge greater than anyone else but other Ancients, and both have animal mutational knowledge far advanced beyond anyone else in the Gam-



ANFAL

ma World. Nort and Scar are constantly psionically linked, but do not share each other's pain, unconsciousness, etc., and both are rabid Bonapartists. Scar and Nort constantly range through the High Lands, making sure their peoples are supplied and ready for any attack by the Created.

SCAR

MORALE: 15

LAND SPEED: 56

ARMOR: 4 (-20)

TYPE: Mutated Wolverine (giant, quadrupedal variety)

SIZE: Five and a half meters long, 240 centimeters tall

HIT POINTS: 220 (Attack Rank 20)

MS: 15 (+1)

PS: 21 (+3)

IN: 16 (+2)

DX: 19 (+3)

CH: 10

CN: 20 (+3)

ATTACKS: 3 Claws per Turn (Attack Rank 20, Dm = 10/20), or 1 Claw (as above) and 1 Bite (Attack Rank 18, DM = 15), or 1 Claw (as above) and 2 Eye Blasts (as Laser Rifles)

MUTATIONS: (through either natural or bionic methods) (P) Anit-Life Leech, Electrical Generation, Heat Generation, Heightened Balance, Infravision, Physical Reflection-Laser, Radar/Sonar, Skeletal Enhancement, Ultravision

(M) Psilink with his other self, Telekinetic Arm

EQUIPMENT: Scar carries on his person a large, hi-tech saddle that provides a force field (-2 RF) around himself and anyone seated on him. The force field comes on automatically if Scar is attacked. It also contains a Perpetual Generator, the only one of its kind. It can recharge any cells, batteries, or bionic parts almost instantly, using the chemicals in the air as a power source. Scar and Nort are always completely charged, as are their weapons. Communications interceptors and telemetry devices are also affixed to the saddle which allows Scar to scan up to a kilometer for any signs of robotic or cybernetic life and pick up any communication transmissions in a radius of five kilometers.

DESCRIPTION: Scar is the huge mutated wolverine form of Oscar. It is this character who is looked upon as the leader of the High Lands, while the humanoid character is perceived as a bodyguard and confidant. No other creatures know that the two are linked (except The Creator and he has no reason to tell anyone). Scar's personality is brusque and



NORT AND SCAR

animalistic at times. He demands obedience and is a ruthless killer. He is the only creature who could hold this many different mutated animal societies together.

The psilink with Nort makes Scar aware of his other self's actions and thoughts at all times, without being confused or adversely effected by them. He can draw on Nort's MS and IN advantage if Nort does nothing. This allows Scar a double MS and IN save whenever necessary. But this psilink has a price. For each hour spent apart from the other half-beyond the range of 60 meters, each one suffers a -1 CS in all actions until they are physically touching again.

NORT

MORALE: 15

LAND SPEED: 24

ARMOR: Wears 9 (-45)

TYPE: Mutated Human (human appearing)

SIZE: Two meters tall

HIT POINTS: 120 (Attack Rank 18)

MS: 25 (+4)

PS: 16 (+2)

IN: 32 (+4)

DX: 17 (+2)

CH: 11

CN: 18 (+2)

MUTATIONS: (Through mutations or bionics) (P) Anti-Life Leech, Gamma Hands of Power, Infravision, Radar/Sonar, Ultravision

(M) Psilink with other form, Biological Genius Capability, Mental Blast, Psychometry, Summoning

EQUIPMENT: Nort wears a special armored suit which he designed. It can be sealed against any environment for up to fourteen days. It has a built-in force field (-1 RF) that is good for up to 10 hours. In addition, it has a built-in protein provision, water supply and waste recycling



Y'ZOR

functions, which provide sustenance and make it unnecessary for the armor to ever be taken off. It is equipped with attack modes equivalent to a Mark V blaster pistol in each hand, a grenade launcher with six grenades storage capacity, and a Strength Enhancer which provides punching power equivalent to 121 Strength every third turn. The armor is also equipped for short flights (at 120 Air Speed). But Nort will never go farther than 60 meters from Scar on his own accord. The armor plugs into Scar's saddle for recharging when he is riding. Nort also carries a vibro sword.

DESCRIPTION: Nort is human appearing with blond hair, blue eyes, and chiseled features. However, he has numerous, obvious bionic parts and limbs. He seldom takes off his armor, is reclusive, and is almost too sensitive. It is Nort who deals with outlanders, assuming the leader role unless those being dealt with are mutated animals.

The psilink with Scar makes Nort aware of his other self's actions and thoughts at all times, without being confused or adversely affected by them. He can draw on Scar's MS and IN advantage if Scar is doing nothing. This allows Nort a double MS and IN save whenever necessary. But this psilink has a price. For each hour spent apart from the other half, beyond the range of 60 meters, each one suffers a -1 CS in all actions until they are physically touching again.

FRELENG

MORALE: 11

LAND SPEED: 20

TYPE: Human

SIZE: 180 centimeters tall

HIT POINTS: 99 (Attack Rank 10)

NEW RACES

MS: 10 PS: 12
IN: 15 (+1) DX: 13 (+1)
CH: 12 (+1) CH: 16 (+2)

TALENTS: Climbing Rock, Climbing Ropes & Poles, Firebuilding, Fishing, Jumping/Leaping, Survival-Mountain Terrain (all rank 15).

EQUIPMENT: Freleng wears leather armor and boots (2, -10). He carries a large tear-resistant nylon backpack with aluminum frame; a goose down, tear-resistant, all-weather, cocoon sleeping bag; and a lightweight, collapsible, all-weather one-man tent. He also is equipped with 50 meters of nylon climbing rope, various mountaineering spikes, clips, hammer, picks, a large canteen, iron rations, and any miscellaneous gear for survival that the GM deems necessary. He has been armed by Gene with a photon grenade, a short sword and a scattergun with 20 rounds.

DESCRIPTION: Freleng is a human in his mid-50s. He was born in mountainous territory to the northwest of the Flower Lands and is Haven's authority on mountaineering. He speaks very little, is a simple and plain man, and values his word and the loyalty of comrades.

NORIEN

MORALE: 13
LAND SPEED: 32
TYPE: Mutated, humanoid/mountain lion
SIZE: 190 centimeters tall
HIT POINTS: 88 (Attack Rank 9)

MS: 16 (+2) PS: 10
IN: 14 (+1) DX: 14 (+1)
CH: 20 (+3) CN: 13 (+1)



PARTHA

ATTACKS: 2 Claws (Attack Rank = 15, Dm = 5)

MUTATIONS: (P) Shapechange
(M) Telepathy, Heightened Brain Talent-Charisma (total Charisma is 32 when using this power)

TALENTS: Animal Identification, Language-Common Animal, Language-Trade Tongue, Negotiation (all Rank 18, +10 to CH when negotiating)

EQUIPMENT: Norien also is equipped with leather armor (2, -10), boots, a large tear-resistant nylon backpack with aluminum frame, a goose down, tear-resistant, all-weather, cocoon sleeping bag, a lightweight, collapsible, all-weather single-man tent, 50 meters of nylon climbing rope, a large canteen, iron rations, and any miscellaneous gear for survival that the GM deems necessary. She has been armed by Gene with an energy grenade and a Mark VII Blaster Rifle with 6 cells. She is also carrying a treaty signed by the Restorationist Council that would bind Haven and the High Lands to a mutual defense pact.

DESCRIPTION: Norien is a cougaroid that was brought up by the people of Haven. She is proud of her mutated animal heritage, but is a Restorationist first. She volunteered for this assignment, which is to seek out the leader of the High Lands and try and persuade him to sign a mutual defense treaty. In this way the Council hopes to stop Timon from gaining an ally in the highlanders. Norien is friendly, persuasive and extremely attractive.

PARTHA

MORALE: 8
LAND SPEED: 12
TYPE: Mutated Humanoid/Koala
SIZE: 130 centimeters tall
HIT POINTS: 68 (Attack Rank 12)

MS: 18 (+2) PS: 8 (-1)
IN: 16 (+2) DX: 8 (-1)
CH: 19 (+3) CN: 10

MUTATIONS: (P) Metamorphosis, Physical Reflection-Sonics
(M) Mental Control, Telepathy

TALENTS: Brawling (Rank 12), Language: Animal Common (Rank 20), Language: Trade Tongue (Rank 12), Negotiation (Rank 18)

EQUIPMENT: Partha wears studded leather armor (3, -15). The only noticeable equipment Partha carries is a medallion around his neck signifying his rank, a harmonic disruptor, and a strange little device that is secretly a

powerful, one-way communicator which can contact Timon's home base.

DESCRIPTION: Partha is a cute, cuddly, humanoid teddy bear who has been sent by Timon to convince the leader of the High Lands that allying with Timon's forces is the next natural and logical step for the Bonapartist cause. Though Partha maintains this outwardly jovial and vulnerable personality, he is as shrewd and tricky as a fox and is Timon's chief ambassador.

TIMON

(Updated from GW6-Alpha Factor and GW8-Gamma Base)

MORALE: 5
LAND SPEED: 24
TYPE: Mutated Humanoid/Wolverine
SIZE: 120 centimeters tall
HIT POINTS: 75 (Attack Rank 10)

MS: 10 PS: 11
IN: 17 (+2) DX: 11
CH: 22 (+4) CN: 12

MUTATIONS: Gamma Eye, Political Genius, Military Genius

EQUIPMENT: Timon wears the tailored uniform of a general from the Colonial Prussian Empire, complete with monocle. It is patterned off of a book from that time period. The uniform is covered with medals and ribbons, all bright and clean. He carries a Mark V blaster tucked under his belt and a vibro dagger, which looks like a swagger stick when it is switched off.

DESCRIPTION: Timon is general and leader of the Village of Oskar in the Flower Lands, east of Haven. He is included here because of his dealings within the High Lands and because the players should be familiar with his name by now...and his intent. If the party has played in the first module in this series, GW6-ALPHA FACTOR, they will have met Timon. If the party has played in the third module, GW8-GAMMA BASE, they will know that he is gearing up for war, a war that eventually will be brought to Haven.

Timon is a mutated wolverine who walks upright on his hind legs. His village is a unique combination of members of the Archivists and Ranks of the Fit. He is forming a large army and is planning on a campaign within the next few months to conquer all of the Flower Lands.

NEW CREATURES

Potential Domestic Animals

The first few creatures listed hereafter run wild in the rocky reaches of the High Lands. They will defend themselves and usually attack if their freedom is threatened. But they can be tamed and trained if captured at a young age. A Taming Talent and Training Talent are needed to perform these actions. The level of the Talent needed to tame or train a specific potential domestic animal differs from creature to creature. The GM should specify the difficulty level needed, based on the ferocity of the animal, its intelligence, at what age it was captured, and so forth.

UNSUT (Spider Friend)

NUMBER: 1 to 8
MORALE: 10 (15 to a master)
HIT DICE: 13
ARMOR: 5 (-25)
SIZE: Three meters long, two meters tall
LAND SPEED: 36 vertical, 24 horizontal (climbing)

MS: 10 PS: 20 (+3)
IN: 12 DX: 18 (+2)
CH: 10 CN: 16 (+2)

ATTACKS: 1 Acid Spit (see below)

MUTATIONS: (P) Kinetic Negation, Immunity to Disease
(M) Total Healing

DESCRIPTION: An unsut is a large, black spider with ruby eyes and a white pattern on its legs. They are found in many different climates and regions, but are most plentiful in areas that are easier to climb, like mountains and plateaus. They are quite peaceful, unless their young is bothered, and they are one of the hardiest of creatures. When tamed and trained they make wonderful mounts and are prized not only for their endurance, but for their remarkable loyalty to their rider. Riding an unsut requires a special saddle harness. The rider is literally strapped on to the giant spider in such a way that he cannot fall off, even if the spider is climbing. This is necessary, as the spider's movements are incredibly fast when it comes to avoiding danger. The unsut can leap or jump (up or down) from a dead stop and can travel up to 3/4 of his normal movement rate per Action Turn in this manner. As can be inferred, if a rider is not securely strapped in, he will be easily thrown from the unsut.

The unsut can attach a web dragline at any time to anything and lower himself and cargo like a normal spider. He can spit acid twice a day (3d6 random Intensity level each time) at

a range of 30 meters as a Column 17 attack. This is its only form of attack.

NYTACAL (Deadly Emerald Flying Insect)

NUMBER: 1 to 10
MORALE: 6 (9 to a master)
HIT DICE: 9
ARMOR: 6 (-30)
SIZE: Two and a half meters long, one and a half meters tall, four and a half meter wingspan
LAND SPEED: 8
AIR SPEED: 24

MS: 5 (-2) PS: 12
IN: 7 (-1) DX: 20 (+3)
CH: 10 CN: 13 (+1)

ATTACKS: Ramming while flying (+3 CS to attack, Dm = +1 per every 4 units of air speed, maximum of 6 points of damage as a base)

MUTATIONS: (P) Limited Shapechange (see below), Immunity to Cold, Total Carapace
(M) None

DESCRIPTION: The nytacal is a giant dragonfly that has been tamed many times in the past. Any character with at least one Talent of Animal Taming, one Talent of Animal Training and one Talent of Animal Riding can easily train a young nytacal which is less than one year old. Nytacal can shapechange to any object natural to their environment, such as a boulder, tree, section of giant bramble, etc. The limits to their shapechange is that the object cannot be larger than a four meter cube, nor smaller than a one meter cube. They are always aware of what is happening around them in this state. Their armor class is that of the object, and they react as the object would to fire, acid, water, etc. Nytacal may return to their normal shape at will.

The nytacal is a prized mount because a) they are hardy, well armored and able to fly in even the coldest, windiest climates, b) they are extremely inexpensive, as flying mounts go, c) they learn turning, banking and other flying commands easily, and d) they are one of the best flying mounts to fight from because they can hover in place for 10 + 1d20 Action Turns and can ram opponents or other flyers. A single female will hatch 1d10 + 10 young nytacal once a year, usually nesting in swamplands or other stagnant waters.

HRIERF (Thing of the Mind)

NUMBER: 3 to 12
MORALE: 12 (14 to a master)
HIT DICE: 11
ARMOR: 3 (-15)
SIZE: Four meters tall
LAND SPEED: 24 with no penalty for moving over rough terrain

MS: 22 (+4) PS: 17 (+2)
IN: 15 (+1) DX: 17 (+2)
CH: 4 (-2) CN: 17 (+2)

ATTACKS: Kick (5)

MUTATIONS: (P) Quills, Multiple Legs (three), Air Feeder (see below), Special (see below), Dual Brain

(M) Telepathy, Empathy, Mental Blast, Repelling Force

(D) Diminished Sense-Depth Perception, Impaired Taste, and Impaired Touch

DESCRIPTION: The hrierf is the strangest and most expensive of mounts. Its body structure is that of a tall, three-legged chalice. The legs are quadruple-jointed, when it walks it is quite comical in appearance, but the upper body, which resembles a cup, always stays stable. Inside the "cup", which is two meters wide, is a bony spur that acts as a seat for the rider. The rider manipulates the hrierf's direction through subtle motions of his feet, or through telepathic conversation with the mount. Though this is considered a creature, it is extremely intelligent and acts as a mount more out of friendship than slavish devotion to a master.

The hrierf's quills surround the base of the "cup," and there are always at least 25 in place, so it is difficult for any man-sized being to try and scale the cup and attack the rider. The strange creature feeds on air spores, never requires rest, has a row of little eyes all around the lip of the "cup" giving it 360 degree sight, and can continue to travel while the rider curls up inside and sleeps.

Only a character with special hrierf Talents each in Animal Taming and Animal Training can make a mount of a hrierf. A character need not have any riding Talent to ride inside the hrierf. Characters who have good intentions and who have benefitted hrierfs have been befriended for a short while by wild hrierfs. These wild hrierfs never go into civilized areas, however, and make their own decisions. Their telepathy and empathy allow them to understand where the rider wishes to go, but a rider does not actually direct them.

NEW CREATURES

Kiikcee (Feathered Love)

NUMBER: Usually 1 to 20, but have been known to exist in flocks of hundreds
MORALE: 14 (Z to other kiikcees in trouble or to their master)
IT DICE: 14
ARMOR: 2 (-10)
SIZE: Two and a half meters tall, five meters from crest to tip of tail
LAND SPEED: 12
AIR SPEED: 36

MS: 12 **PS:** 11
IN: 10 **DX:** 15 (+1)
CH: 19 (+3) **CN:** 15 (+1)

ATTACKS: 1 Bite (Dm = 5) 2 Claws, if flying (Dm = 2) 1 Air Buffet with wings, if on the ground (Dm = 4)

MUTATIONS: (P) Duality, Energy Absorption, Sonic Blast (Mutation score = 20)
(M) Absorption, Beguiling, Mental Enhancer (see below)

DESCRIPTION: Kiikcees are giant, mutated cockatiels only recently discovered (in this adventure) in the mountain regions of the High Lands. They pair bond at a young age with a specific rider and remain with him for life, which is about 60 years. They range in color from white, through yellow, to dark gray, but are usually mottled or pied. No kiikcee looks exactly like another kiikcee, and those with a trained eye can easily tell them apart. These loving creatures spend a good deal of time with their masters. They are considered quite powerful, and are especially prized because of their unusual mental enhancer mutation. This power allows the bird to double the MS score of its rider and still perform any other function it desires. The rider must be within five meters of the conscious bird for the power to work. The kiikcee also adds +1 to all mental powers of non-enhancer allies who are within 20 meters (not to exceed a total of +7), and causes all foes within that range to attack at -1 (not to exceed a total of -7).

Kiikcees prefer to stay close to their nesting areas and will only fly long distances at their masters' insistence. Their guano not only enriches the surrounding vegetation, but also causes a giant strain of millet to form, as big as trees. Kiikcees feed on this fast-growing millet and seldom defoliate their homelands by overgrazing.

Riding a kiikcee is an unusual experience. A character does not sit on a kiikcee's back, rather he rides in a cage-like contraption harnessed below the bird's neck. Thus the rider

always remains upright in flight and is free to use weapons and items. The kiikcee is controlled in flight by vocal commands. Most kiikcees understand simple words in the common tongue, and some have even learned to speak a few of words, such as "food," "watch out," and so on. It is unknown whether a kiikcee can be raised or tamed outside of their mountain environment. In any case, it would probably die without its giant millet diet.

PLANTS

SUTKINS (Giant Bramble)

NUMBER & SIZE: 1 wall of at least seven meters height, seven meters width, and hundreds of meters length (average recorded in the High Lands is ten meters high, 15 meters wide, and thousands of meters long)

MORALE: N/A
HIT DICE: N/A
ARMOR: See below
LAND SPEED: Non-mobile

MS: N/A **PS:** N/A
IN: N/A **DX:** N/A
CH: N/A **CN:** N/A

ATTACKS: Millions of thorns on the sutkins cause a base damage of 10 to anyone trying to climb it, punch through it, or otherwise penetrate it (Danger Intensity 13).

MUTATIONS: (P) & (M) See below.

DESCRIPTION: The sutkins is a non-sentient form of vegetation that only appears in rocky terrain. It is a thick, black, giant bramble covered with millions of razor sharp thorns. It is the equivalent of Armor Class 10 (-50) for penetration or causing physical damage. It seems to be completely immune to heat, cold, radiation and other Gamma World environmental effects. Acids or chemical defoliants greater than Intensity level 10 only cause one-quarter of their normal damage to it. It is highly resistant to energy weapons and explosives. A clearing roughly the diameter of a meter is caused when 40 points of damage is inflicted.

Any character attempting to climb the bramble will find it will quickly shred anything less than AC 5 armor. The sutkins is not designed to hold any weight. Rather, it seems to open up and allow any large creature to slip into it, where it is often trapped and dies. Falling into the bramble not only causes the normal damage, but another +d10 per 10 meters of bramble that is fell through. Overall, the

plant is a perfect natural barrier and much easier to go around than through. Many numerous tiny animals live in it. Its density cuts off the light so efficiently that most other plants cannot live in it.

I'XON (Living Mold)

Life began to develop and evolve on Gamma World a whole sub-race of plants began to reign supreme. These are the I'Xon, the intelligent living mold which comes in many shapes and sizes. (Many of the underground variety were described in GAMMA WORLD® module 8- GAMMA BASE.) All I'Xon have certain common properties. They all have intelligence and mental strength, and most have at least one form of mental power. They all have Alpha Sense, Mobility (Land Speed = 24), and are immune to most forms of attacks. These exceptions for the outdoor varieties include fire (not heat attacks, but actual flame), which causes double damage; cold attacks (such as cryokinesis), which causes half damage; and a special attack to each variety which the other varieties are immune to. This is listed under each variety below. All I'Xon are 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 use. A skilled botanist will know that any type of I'Xon, when destroyed and properly prepared, does wondrous things. 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 found in the mountainous terrains.

GRI'XON (Green Living Mold)

NUMBER: 1 to 3
MORALE: 9
HIT DICE: 8
ARMOR: 3 (-15)
SIZE: One meter tall, roughly ovaloid
LAND SPEED: 24

MS: 14 (+1) **PS:** 10
IN: 12 **DX:** 14 (+1)
CH: 3 (-3) **CN:** 13 (+1)

ATTACKS: 1 Flailing Arm (Dm = 3) or by weapon type

MUTATIONS: (P) Increased Sense, Mobility, Spore Cloud, Immunity to Weather damage (including gravelstorms)

(M) Confusion
(D) Vulnerability to Metal

DESCRIPTION: The grl'xon are frequently encountered in the High Lands. They resemble the various types of living bushes found there, and they are impossible to distinguish unless some device is used that can read the thought waves of creatures. The grl'xon rolls forward like a tumble weed and can extend one limb. This limb can either act as a flailing weapon or as a manipulative limb which can use weapons or devices. Grl'xon can always use Tech Level I items, have a 50% chance of knowing how to use a Tech Level II device, and even have a 5% chance of knowing how to use a Tech Level III item. They exist only to spread their seeds and hoard any items which might help them do that (fans, blow guns, balloons, etc.) When destroyed, the remains of five grl'xon boiled down and combined with butter makes an addictive food spice that is highly valued by most creatures with taste buds. One such concoction is worth the equivalent price of three fully-charged energy cells.

INI'XON (Black Living Mold)

NUMBER: 1 to 2
MORALE: 13
HIT DICE: 14
ARMOR: 4
SIZE: Variable, up to a three meter cube
LAND SPEED: 24

ATTACKS: 1d4 limb attacks per Action Turn (Dm = variable, see below)

MUTATIONS: (P) Limited Shapechange (see below), Heightened Physical Abilities-Strength, Immunity to poison (M) Time Distortion (Mutation Score = 18) (D) Vulnerability to Wood

DESCRIPTION: The inl'xon is an extremely deadly form of nocturnal, living mold. It can shapechange its body to any object or creature, no smaller than 15 centimeters long, wide or in diameter and no larger than three and a half meters long, wide, or in diameter. In any form, it still is black and appears to be made of mold, but this is not discernible in the dark when it usually prowls. In the form it assumes, it can create up to eight limbs, four of which can attack in any given turn. The GM must decide what the base damage for each limb is, but it must be from 1 to 4. Rolling a d4 is a simple way to determine the base damage randomly. Instead of simply using its arms, the inl'xon can use hand-held weapons it may have access to. When it combines its heightened strength mutation, its time distortion

mutation, and its multiple attacks, it can become a whirling dervish of doom.

Inl'xon collect hand held weapons. It will always have 1d4 weapons on hand. The GM should determine each weapon type in advance by rolling 1d100: 1-60 = Tech Level I weapon, 61-85 = Tech Level II weapon, 86-98 = Tech Level III weapon, and 99-00 = Tech Level IV weapon. Inl'xon usually lie in wait among their weapons, in some small inconspicuous form, like a treasure pile waiting to be found. Once characters are in range, it shapechanges to a convenient living form, grabbing its weapons in the process, and attacks. These black living molds are rarely encountered. If their remains are dried, then minced, they become a powerful drug. The remains of one such creature should be added to a steaming pot of spring water in a small room or hut (no larger than a two and a half meter cube). Any characters remaining in the room or hut and inhaling the vapors for three straight days, will be cured of any poison, spores, disease, or venom in their system that was introduced within the last week.

ASHI'XON (Gamma Living Mold)

NUMBER: 1
MORALE: 15
HIT DICE: 20
ARMOR: 4 (-20)
SIZE: One and a half meters tall
LAND SPEED: 24

MS: 15 (+1) PS: 15 (+1)
IN: 15 (+1) DX: 15 (+1)
CH: 10 CN: 15 (+1)

ATTACKS: None

MUTATIONS: (P) Absorption-Radiation, Radiated Fiber, Gas Bags
(M) Life Leech
(D) Vulnerability to plastic

DESCRIPTION: The ashl'xon is the only member of the family of living mold which does not have a constant color. It changes colors involuntarily and, so, can often be mistaken for some other type of I'xon. The only way to describe its shape is as a "clump," sort of like a partially-melted scoop of ice cream. It only forms a manipulative limb for purposes of convenience, eating, etc., never for combat. It uses its radiated fiber or life leech to attack. If it cannot defeat an opponent in a few turns, or if there are numerous tough opponents, it will simply inflate its gas bags in a single turn and float away. Ashl'xon are nev-

er found near anything plastic, as they are extremely allergic and vulnerable to it.

Ashl'xon are extremely rare and known only to hoard items or apparel that help combat radiation, possibly to negate other creatures' effectiveness against their radiation. An ashl'xon eaten raw will add +4 to a character's CN thereafter for purposes of radiation exposure. The ashl'xon only will remain in this "raw" state for 24 hours after it dies, then it disintegrates. As its appearance, smell and taste are quite nauseous, it is no easy matter to eat one. Any character who wishes to try must add his CN and IN scores together, then divide by two (rounding up). This new score must then be rolled against on the ACT. A Green or better result indicates the character has eaten enough of the ashl'xon to benefit from it. A Blue or White score means the character just could not force himself to do it and gains no benefit. A black result indicates the character has become so repulsed that he is sick and will be treated as the Sickness Special Effect for two days. There is only enough ashl'xon for six people to eat. Once a character has benefited from an ashl'xon meal, he can never do so again.

GONS (Dragons)

The world following the holocaust saw the appearance of actual dragons; large lizards with terrible powers. Most of the gons dwelling beneath the earth were detailed in GW8-GAMMA BASE. The gons dealt with here are usually found in mountainous regions, especially the flyers.

All gons have certain common aspects. They are intelligent and have some form of mental power which allows them to manipulate objects like a human so they can pass through doors, move objects about, etc. Despite their size, they have a collapsible, cartilaginous skeleton and can squeeze into small areas. They are usually found in crevices, caves, or installations. All gons are immune to fire, sonic attacks, stun attacks, or paralysis attacks. In addition, each gon has its own immunity to another form of damage. All gons can hear sounds at 100 meters, can identify odors as double the Heightened Smell power, and have the Heightened Vision power. All gons are deathly afraid of Bu'Daan (as described in the GAMMA WORLD® module GW6-ALPHA FACTOR) and will move at full speed away from one.

Gons have excellent armor-like skin. This skin only can be removed from a dead gon through hours or days of painstaking work (GM's choice as to required tools and time). 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 set of armor for a character up to eight feet tall (or two four foot tall characters). 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.

Finally, all gons establish dens and hoard loot as a natural instinct, though they often hoard different types of "treasure."

BADGON (Digging Dragon)

NUMBER: 1
MORALE: 13
HIT DICE: 15
ARMOR: 7 (-35)
SIZE: Seven to eight meters long
LAND SPEED: 52

MS: 12 PS: 18 (+2)
IN: 13 (+1) DX: 6 (+2)
CH: 10 CN: 17 (+2)

ATTACKS: 3 Claws (Dm = 6 each) per Action Turn

MUTATIONS: (P) Immune to any damage from microwaves, light and radiation, Duality, special senses (see below)
(M) Molecular Sense

DESCRIPTION: These gons are known by their rock-like skin, which matches the mountainous terrain they inhabit. This makes them more difficult to sight (orange or better result required). They are also known for their huge claws. The claws allow them to dig through the rocky earth at one-half their normal land speed. All of the badgon's senses alter once he goes below the ground. His eyes allow him to

see in the dark, his hearing takes on sonar-like qualities, and his sense of smell becomes almost non-existent. These senses only are activated when it is digging or otherwise in the darkness of the underground areas. Badgon love to hoard things that glow in the dark, including some extremely valuable minerals, gemstones and radiated items.

FROTHGON (Gliding Dragon)

NUMBER: 1 to 3
MORALE: 14
HIT DICE: 19
ARMOR: 8 (-40)
SIZE: Eight to nine meters long
LAND SPEED: 32
AIR SPEED: 64

MS: 12 PS: 19 (+3)
IN: 15 (+1) DX: 18 (+2)
CH: 10 CN: 17 (+2)

ATTACKS: 1 Bite (Dm = 8) and 2 Claws (Dm = 6 each) per Action Turn

MUTATIONS: (P) Immune to all biogenetics, poisons and drugs, Energy Absorption-Energy Metamorphosis
(M) Levitation (score for this mutation is 24)

DESCRIPTION: These gons have long, collapsible, glider wings on their backs. Frothgons in every color of the rainbow have been sighted, but are easily identified by their totally black head. The frothgon cannot fly, it only glides down on prey. When it glides at great heights it is possible for it to catch strong updrafts of hot air and spiral for hours in the sky. Its eyesight does not seem to be above normal while it is on the ground, but it increases to almost telescopic proportions when it glides high in the sky. Once a frothgon has pounced on a prey, or landed, it can usually levitate itself up to a sufficient height to glide again, or simply "steps" up the slope in short, levitational hops. Frothgon hoard delicate, lightweight items, usually very rare artifacts, such as alien items.

GHITGON (Air Dragon)

NUMBER: 1
MORALE: 16 (+2)
HIT DICE: 21
ARMOR: 6 (-30) when not flying, 10 (-50) when flying
SIZE: Nine to ten meters long
LAND SPEED: 36
AIR SPEED: 72

MS: 19 (+3) PS: 19 (+3)



IN: 16 (+2) DX: 19 (+3)
CH: 10 CN: 19 (+3)

ATTACKS: 1 Bite (Dm = 9) and 4 Claws (Dm = 6 each) per Action Turn if flying (only one bite and two claws per Action Turn if not flying)

MUTATIONS: (P) Immunity to all Mental Attacks and anything that stuns or paralyzes, Heat Breath (see below), (M) Devolution

DESCRIPTION: These gons are the queens of the species and are most akin to the sergon (detailed in the GAMMA BASE module). Their hides are completely smooth and their bodies are streamlined for more efficient flight. Their claws and teeth are most formidable, but it is their breath that is most feared. Ghitgons emit a breath that is so hot, it ignites the air in a three-meter area. While this fiery breath is impressive, it is the heat beam that does the damage. It has a range of 20 meters and a base damage of 11 points. The duration is whatever the creature wishes, but only every other Action Turn as the beam can get too hot for even the ghitgon's mouth. Since the energy is drawn from a unique source, it is not considered an energy weapon. And there is no known armor that prevents the damage except ghitgon armor.

Ghitgon are only found in the mountains and have adapted quite well to the altitude. They, too, can see for incredible distances. They have been known to take live captives and keep them in their dens for a week before devouring them or feeding them to their young. They hoard items of synthetic materials (nylon ropes, tents, backpacks, and the like). And it has been suggested by some zoologists that the consumption of these synthetic

items is vital for the ghitgon to be able to produce their heat breath.

V'ATH (That Which is Hideous)

NUMBER: 1 to 8
MORALE: 9
HIT DICE: 7
ARMOR: 5 (-25)
SIZE: One meter long, three meter wingspan
LAND SPEED: 8
AIR SPEED: 36

MS: 12 PS: 12
IN: 6 (-2) DX: 11
CH: 4 (-2) CN: 13 (+1)

ATTACKS: 1 Bite (Dm = 4), 1 Bite (Dm = 3 plus poison, see below)

MUTATIONS: (P) Life Leech, Multiple Body Parts, Radar/Sonar, Skin Structure Change (M) Beguiling

DESCRIPTION: V'ath are twisted, mutant descendants of the South American vampire bat. Their most striking feature of the creature, aside from its size, is its two heads. Each is connected to the trunk by a 15 centimeter long, thin, muscular neck. Both heads are similarly shaped, but one head is bright crimson, the other head is a dirty brown. The bright red face has poisoned fangs (Dm = 3 plus a random level of poison, Intensity Level 1d6 + 6). The brown head has hollowed fangs for sucking blood (Dm = 4), its chief source of nutrition. Like most other bats, the v'ath uses sonar to maneuver in flight.

When encountering opponents, v'ath prefer to use their beguiling powers. Only in desperate situations, such as when only 10% of their hit points are left, will they use their life leech power. The hard, rubbery skin of the v'ath slows its air speed by 25% when the weather gets cold. These creatures make their homes in caves, ruins and other dark places, although they will travel in the day as well as the night. They do not hoard any items.

ALBILOPE (Climbing, Crescent Deer)

NUMBER: 2 to 12
MORALE: 7
HIT DICE: 6
ARMOR: 1 (-5)
SIZE: One and a half to two meters tall, two to two and a half meters long
LAND SPEED: 24 (even in steep, treacherous terrain)

MS: 13 (+1) PS: 9 (-1)
IN: 10 DX: 15 (+1)
CH: 11 CN: 10

ATTACKS: 1 Bite (Dm = 1) and 1 Special Horn (see below)

MUTATIONS: (P) Anti-Life Leech, Light Generation, Thick Fur (see below)

DESCRIPTION: This slenderly built creature is easily recognized as an albino because of its snowy, white fur and glowing, pink eyes. Because of its thick, white fur the albilope is protected from the most extreme natural cold (not any cold-based mutation or weapon). It also acts to double the CN score when dealing with any form of radiation exposure. In addition to its distinctive albino appearance, the albilope possesses a single, deadly, crescent-shaped horn in the center of its forehead. This 30 centimeter tall horn has a natural saw-toothed edge and is extremely sharp. Any wounds inflicted by it cause an initial base damage of 3, but will also cause an additional +1 progressive damage each Action Turn thereafter from excess bleeding. The bleeding can be stopped if the wound is tended to properly. (The character must disengage from all physical action for two Action Turns and bind the wound.)

Albilopes are omnivores and have been known to viciously attack vulnerable prey on occasion. Their sure-footedness makes them extremely dangerous in the mountainous areas, where they do not suffer any negative modifiers for movement. While the albilope hoards no items, its fur is much sought after, as is its horn. The fur can be used as a blanket or wrap in cold climates and will protect the wearer from most natural cold (except extreme arctic conditions). The horn can be detached from the skull after much exertion and used as a sort of stabbing weapon with the same effect as already stated above.

PIERINHORL (Black Porcupine/Bear)

NUMBER: 1 to 3
MORALE: 11
HIT DICE: 15
ARMOR: 3 (-15)
SIZE: Three to four meters tall
LAND SPEED: 32

MS: 10 PS: 20 (+3)
IN: 8 (-1) DX: 15 (+1)
CH: 6 (-2) CN: 18 (+2)

ATTACKS: 1 Bite (Dm = 4) and 2 Claws (Dm = 4 each) per Action Turn

MUTATIONS: (P) Chameleon Powers, Quills, Regeneration, Sonic Blast

DESCRIPTION: This mutated version of the black bear evolved porcupine-like quills along its back, shoulders and the back of the arms. When approached from the front, or if it has laid its quills flat, it looks like a pierin. If it is curled up asleep, or if approached from the back, it looks like a suthorl. This creature is normally quite curious and will even be polite to wanderers. But it goes quite berserk if it is attacked for no reason. It likes to collect different hand-held melee weapons (especially those that cause more damage than its claws) and usually knows how to use up to Tech Level III items.

PIERIN (Black Bear)

NUMBER: 1
MORALE: 10
HIT DICE: 10
ARMOR: 1 (-5)
SIZE: Three to three and a half meters tall
LAND SPEED: 24

MS: 8 (-1) PS: 18 (+3)
IN: 3 (-3) DX: 14 (+1)
CH: 6 (-2) CN: 16 (=1)

ATTACKS: 1 Bite (Dm = 3) and 2 Claws (Dm = 3 each) per Action Turn

MUTATIONS: None

DESCRIPTION: During the Shadow Years many animals mutated into strange and exotic creatures. Many others, like the black bear, did not. They just adapted to new climates or developed new predators and prey. The pierin are black bears that have evolved longer claws and acquired excellent balance for life in dangerous mountain terrain. They seldom eat plants, nuts, or berries, but now rely more on fish and meat for their diet. They will attack with impunity and are always hungry. They eat most of the weaker life forms in Delta Fragment, including man. However, they are on the menu for the various gons listed above.

SUTHORL (Giant Porcupine)

NUMBER: 1 to 4
MORALE: 6
HIT DICE: 8
ARMOR: 2 (-10)
SIZE: Two and a half meters long
LAND SPEED: 16

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

ATTACKS: 1 Bite (Dm = 1) OR 1 claw (Dm = 1) Plus normal quills (see below) per Action Turn

MUTATIONS: None

DESCRIPTION: Another animal that evolved but did not necessarily mutate is the giant porcupine. Instead, it evolved a larger form, took to living in the mountainous, giant brambles, and became black to match its favored environment. The suthorl is a herbivore and likes to be left alone. If anyone attacks it, it raises its quills outward from its body. This makes it quite a large creature with a diameter of about five meters. This tends to scare away most opponents. If a creature with less than AC 3 clothing or armor is unlucky enough to touch the quills, they will stick in him. Each quill sticking to a target (1d6 stick to a single target per Action Turn of touching) causes one point of progressive damage per Action Turn they remain in. The quills are barbed on the end and will remain in the body until properly removed. (The character stuck can do nothing else during the Action Turn but pull out quills at a rate of up to 5 per turn.) The suthorl is covered with thousands of quills and can easily kill an attacker that tries to grapple with it.

JUOG (Gray Ape)

NUMBER: 1 to 6

MORALE: 12

HIT DICE: 9

ARMOR: 6 (-30)

SIZE: Two and a half meters tall

LAND SPEED: 16

AIR SPEED: 24

MS: 15 (+1)

PS: 19 (+3)

IN: 7 (-1)

DX: 11

CH: 5 (-2)

CN: 17 (+2)

ATTACKS: 2 Strikes (Dm = 7 each), OR 1 Squeeze (Dm = 12), OR 1 Weapon (Dm = weapon type)

MUTATIONS: (P) Full Carapce, Wings, Gas Generation-Double Vision

(M) Time Manipulation

DESCRIPTION: The juog is an extremely diversified mutant. It appears to be a large, white ape that is covered by a carapace. It has huge wings that it uses to fly for no more than five Action Turns, then it cannot use the wings again for ten Action Turns. It can generate vision altering gas, thus gaining an advantage in combat, and has been known to use Tech Level I or II weapons when it can find them. It has the time manipulation power twice per 24 hours instead of just once, making it a difficult creature to destroy in most circumstances.

Juogs prefer the heights of the mountains because of the open spaces which do not hinder the juog's wings. Despite their mass, their flight is silent and they gain automatic surprise against a land-bound foe when they are attacking from the air in the first Action Turn (unless the target has already specified it is looking up, in which case the GM rolls for surprise as normal). Juogs which like to be left alone, are carnivorous and live in either the giant brambles (which do not penetrate their carapaces) or on cliffs in the open. They gather any soft materials or items to make their "nest" more comfortable. Juog carapaces can be reworked into armor only by someone who has a Talent in preparing natural armor-hide and making armor. The armor is then considered AC 4 (-20) and is to be treated as plate armor for movement and encumbrance. Removing the carapace requires a full day for each juog that is shelled.

HELSLITH (Demon Snake)

NUMBER: 1 to 4

MORALE: 7

HIT DICE: 5

ARMOR: 0

SIZE: Four meters long

LAND SPEED: 8

MS: 13 (+1)

PS: 13 (+1)

IN: 10

DX: 13 (+1)

CH: 10

CN: 13 (+1)

ATTACKS: 1 Bite (see below), 1 Constriction (see below)

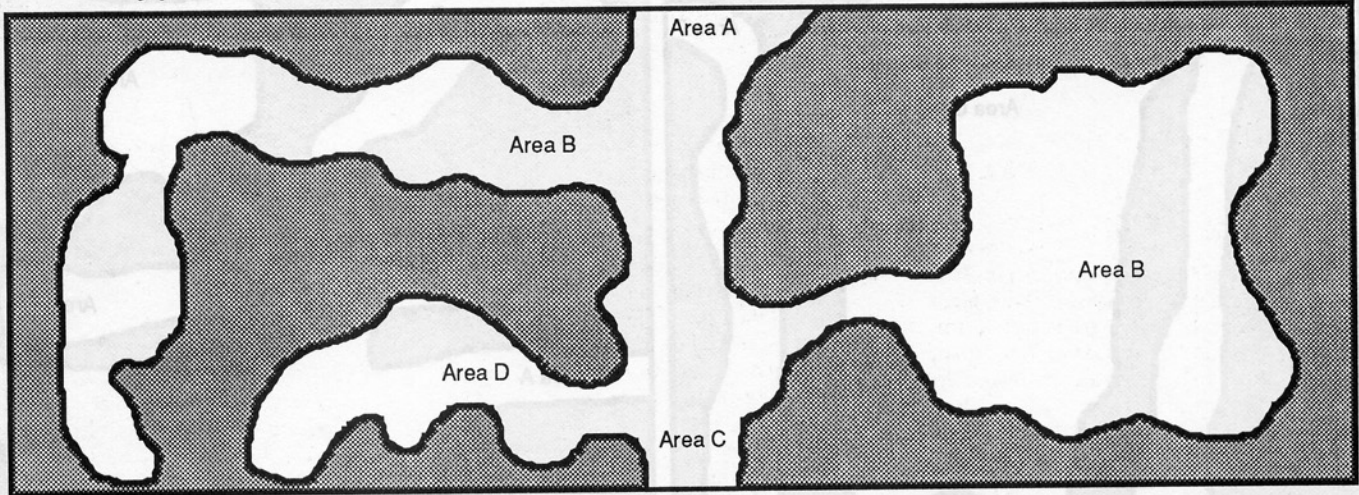
MUTATIONS: (P) Gas Generation- blinding, Infravision

(M) Mental Paralysis

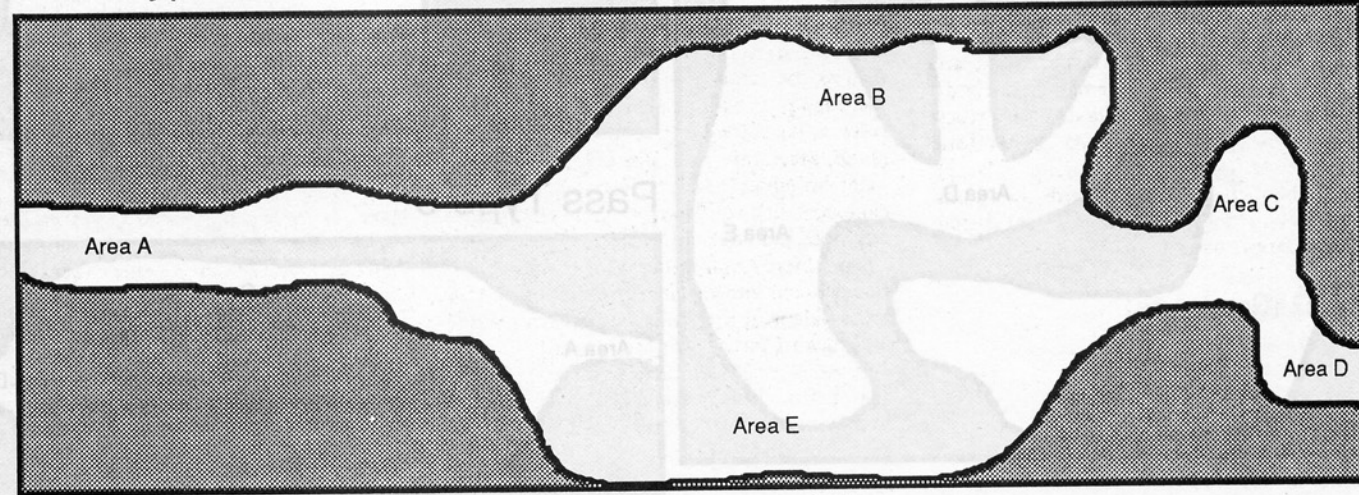
DESCRIPTION: This long, thick, gray snake is easily overlooked in the rocky regions. The snake will not be detected unless a character makes an IN roll with a -3 CS penalty. Its usual form of attack is to hide in the rocks, spray its gas and blind a potential victim or group of victims, then mentally paralyze a specific victim and bite into it. If the helslith makes a successful bite (Dm = 3), the result must be checked for where it lay in the spectrum. A Yellow, Orange, or Red result indicates the helslith also injected its minute eggs into the body. In this case, the victim acts as a host during the five-day incubation period.

The victim is completely unaware of the injection and of the growing helslith inside of him until the final day of incubation, when he is weak with pain. At this point he drops a hit point an hour until he reaches 0, then the new helslith rips out of his body, killing him. The infestation can be noted earlier either by using a medi-kit (a Yellow or better roll means the medi-kit notices the eggs) or by scanning with any one of numerous types of medical robots (detection is automatic). Curing the victim only can be done by killing the eggs. This can be performed in the first day of infestation by using a medi-kit or by taking two doses of the cur-in drug. After the first day, the eggs only can be destroyed by surgery. And there is only an 85 % chance of getting all the eggs. Another method to kill the eggs is by bombarding them with lethal rays (like radiation or microwaves). This bombardment can be done with weapons emitting those rays, but the victim must be reduced to the point where he only has ten hit points left before the bombardment is considered lethal enough to kill the eggs.

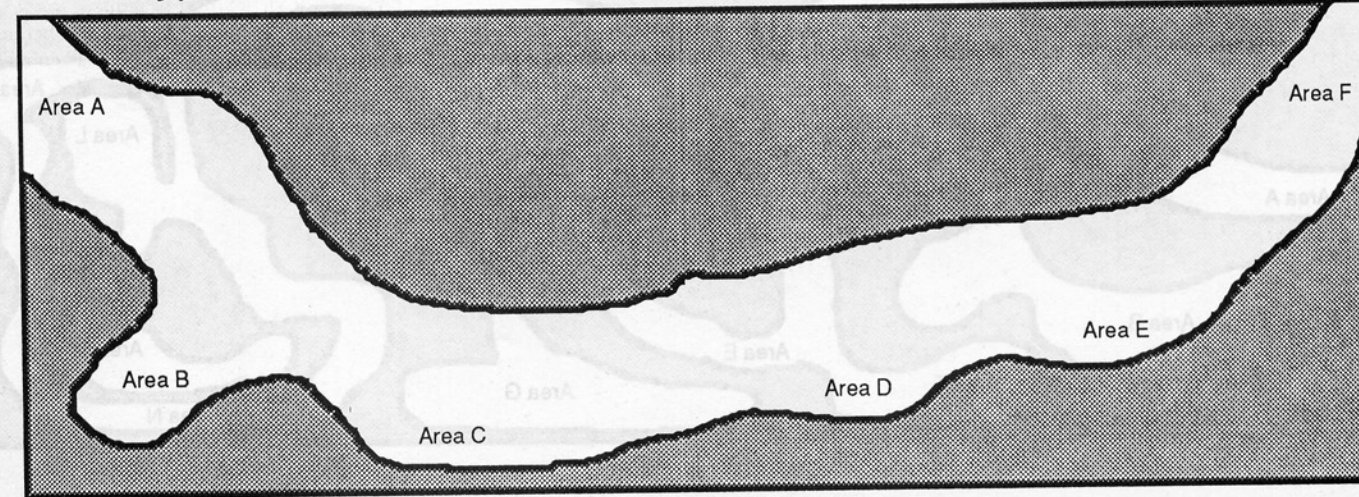
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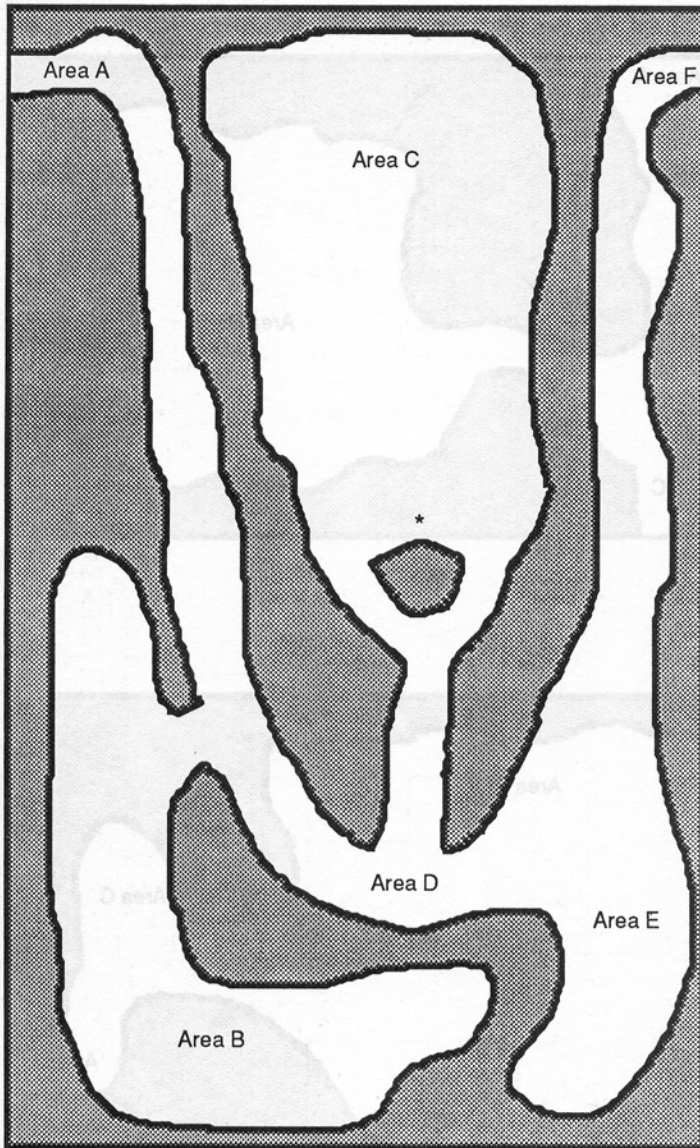
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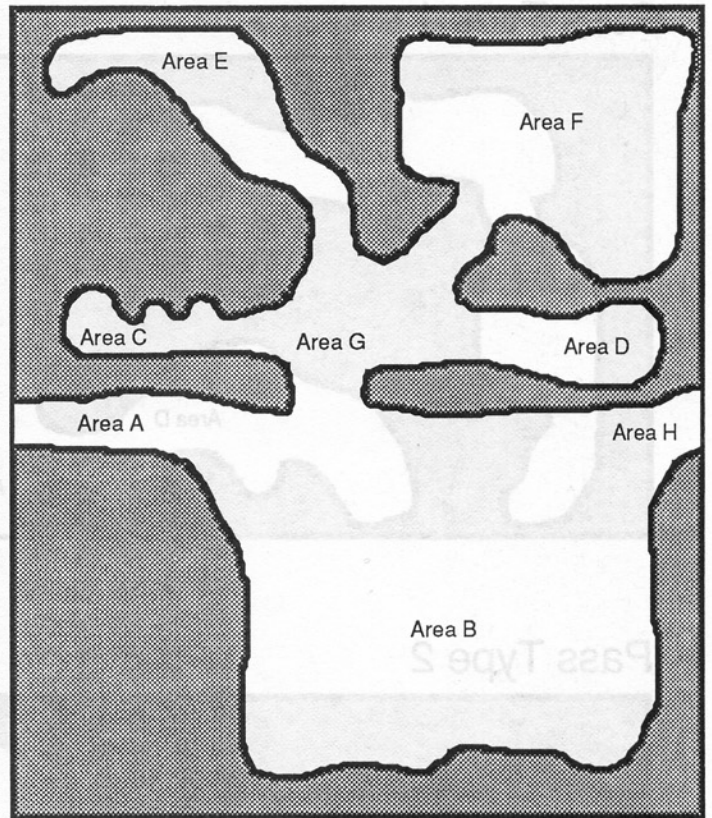
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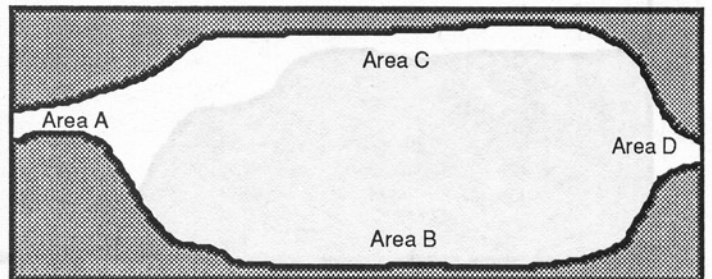
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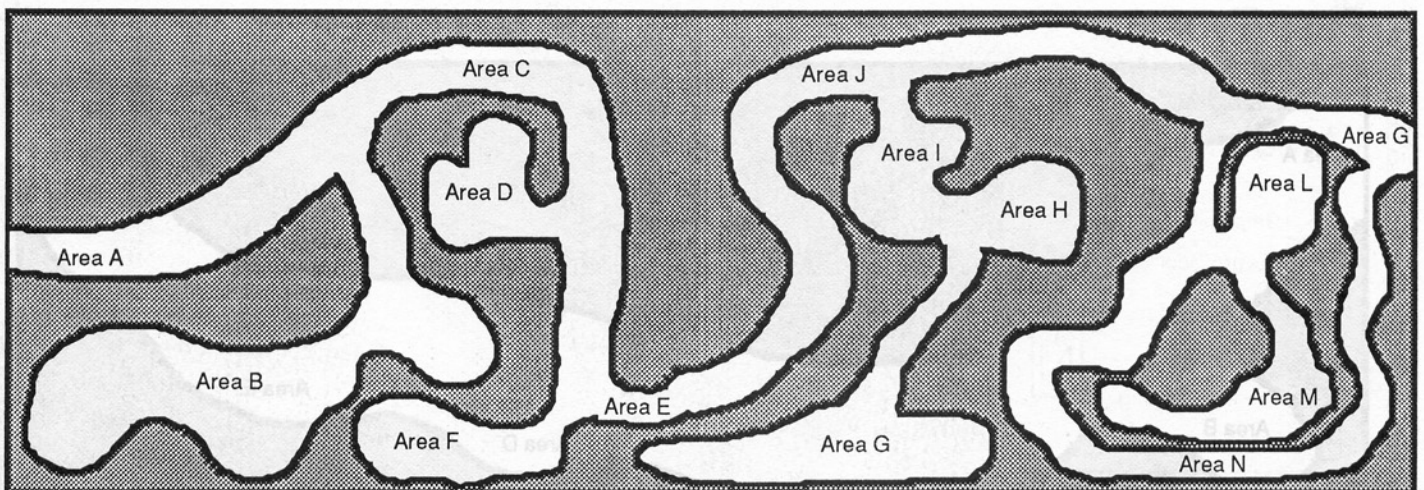
Pass Type 5

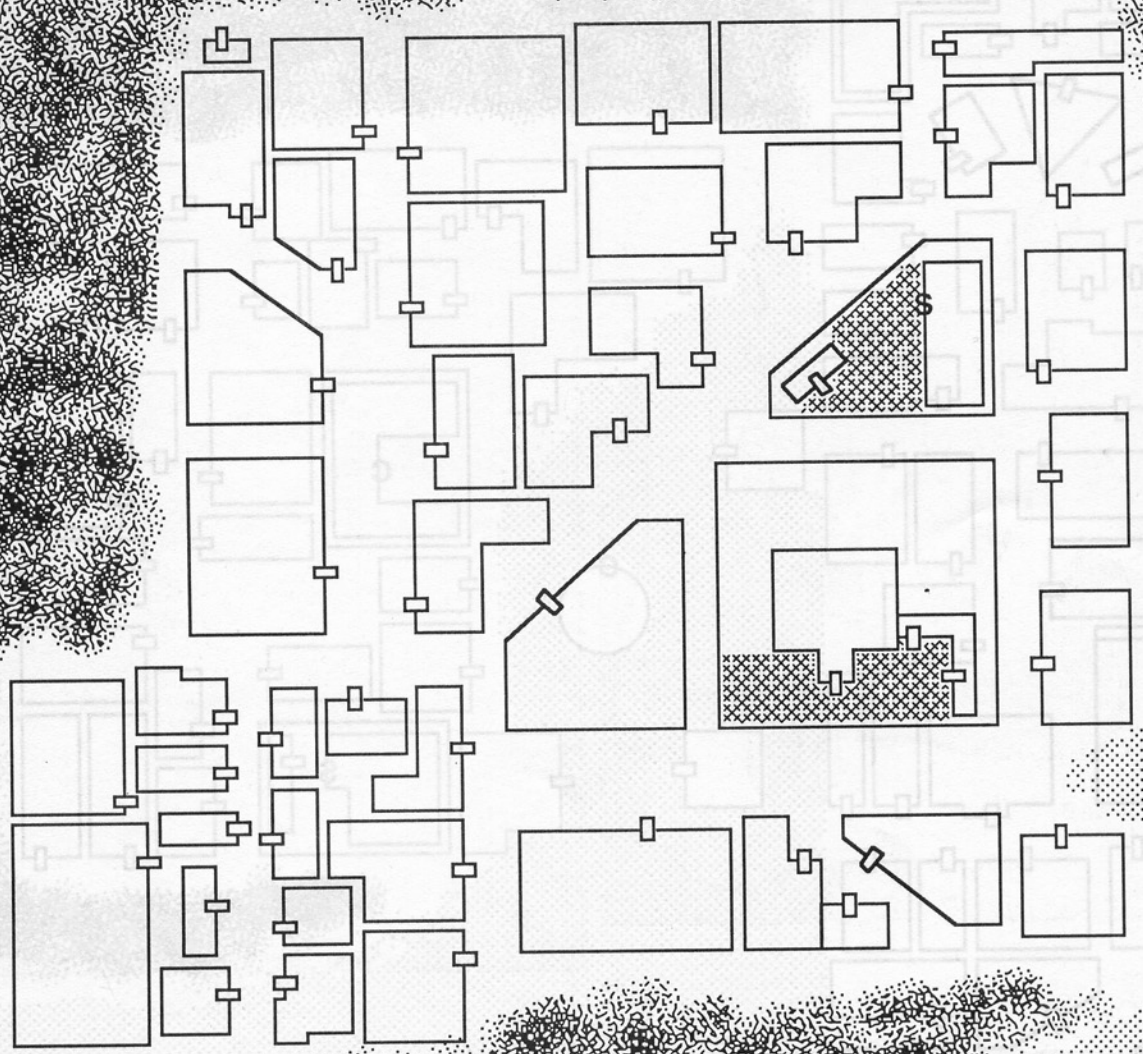


Pass Type 6



Pass Type 7

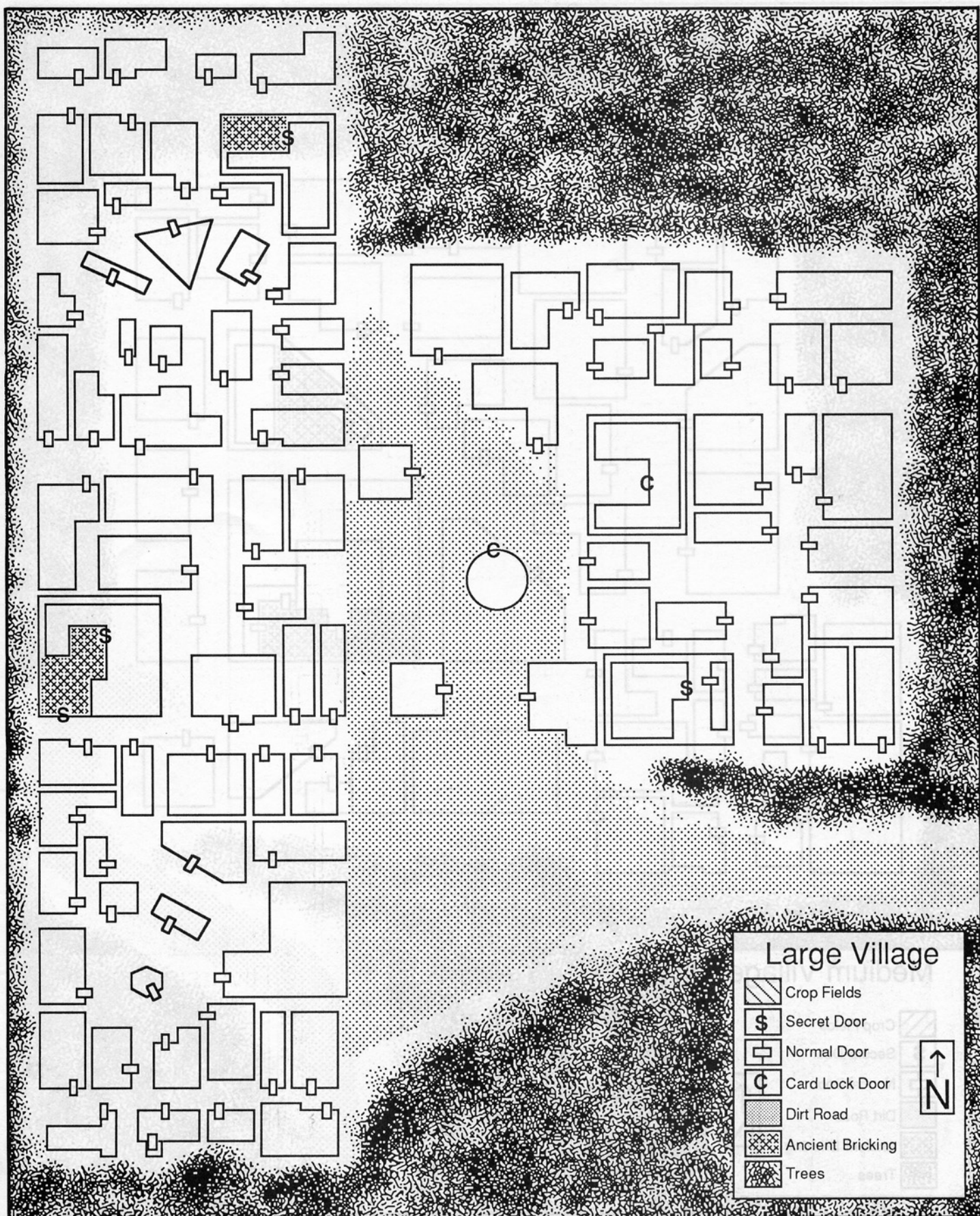


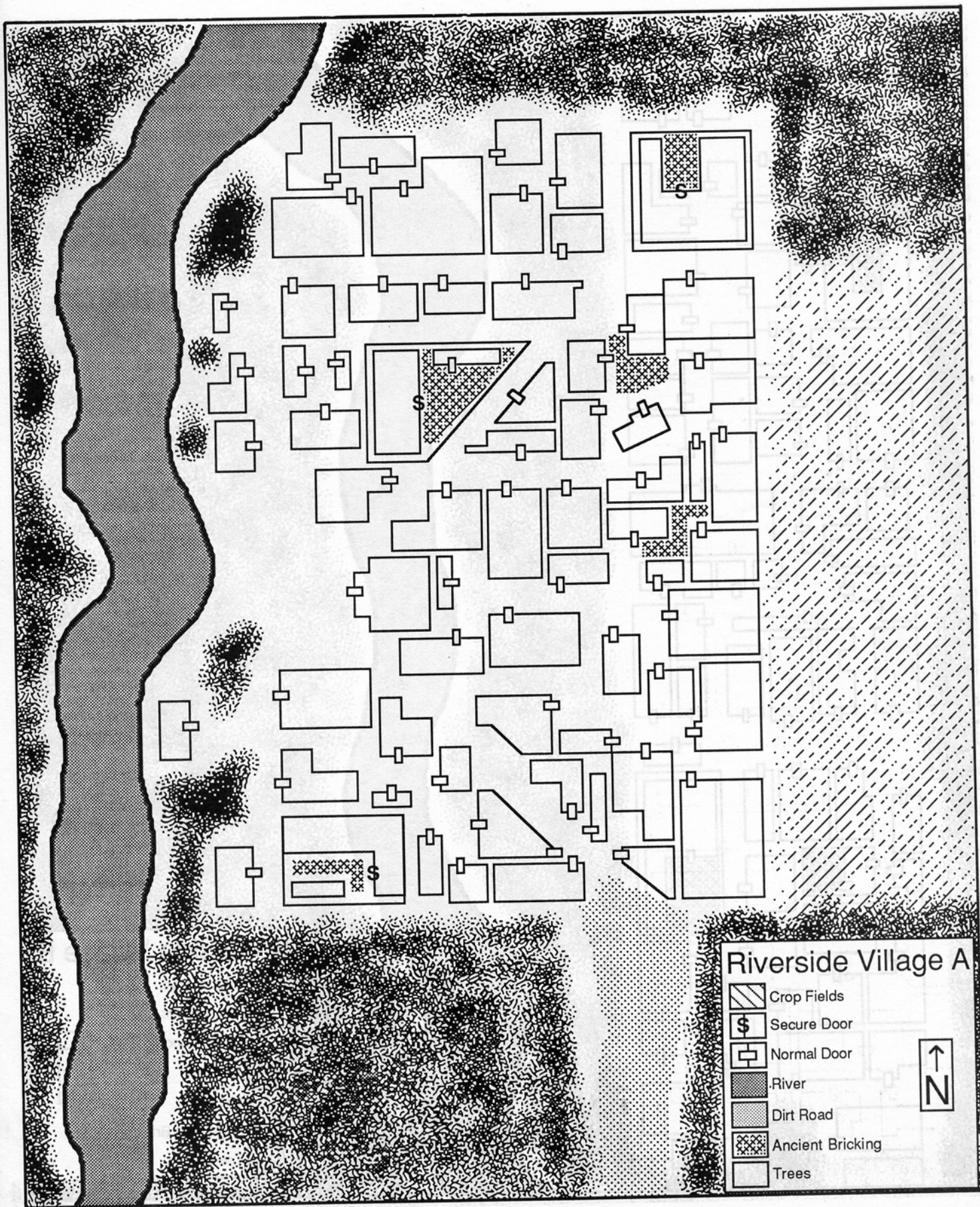


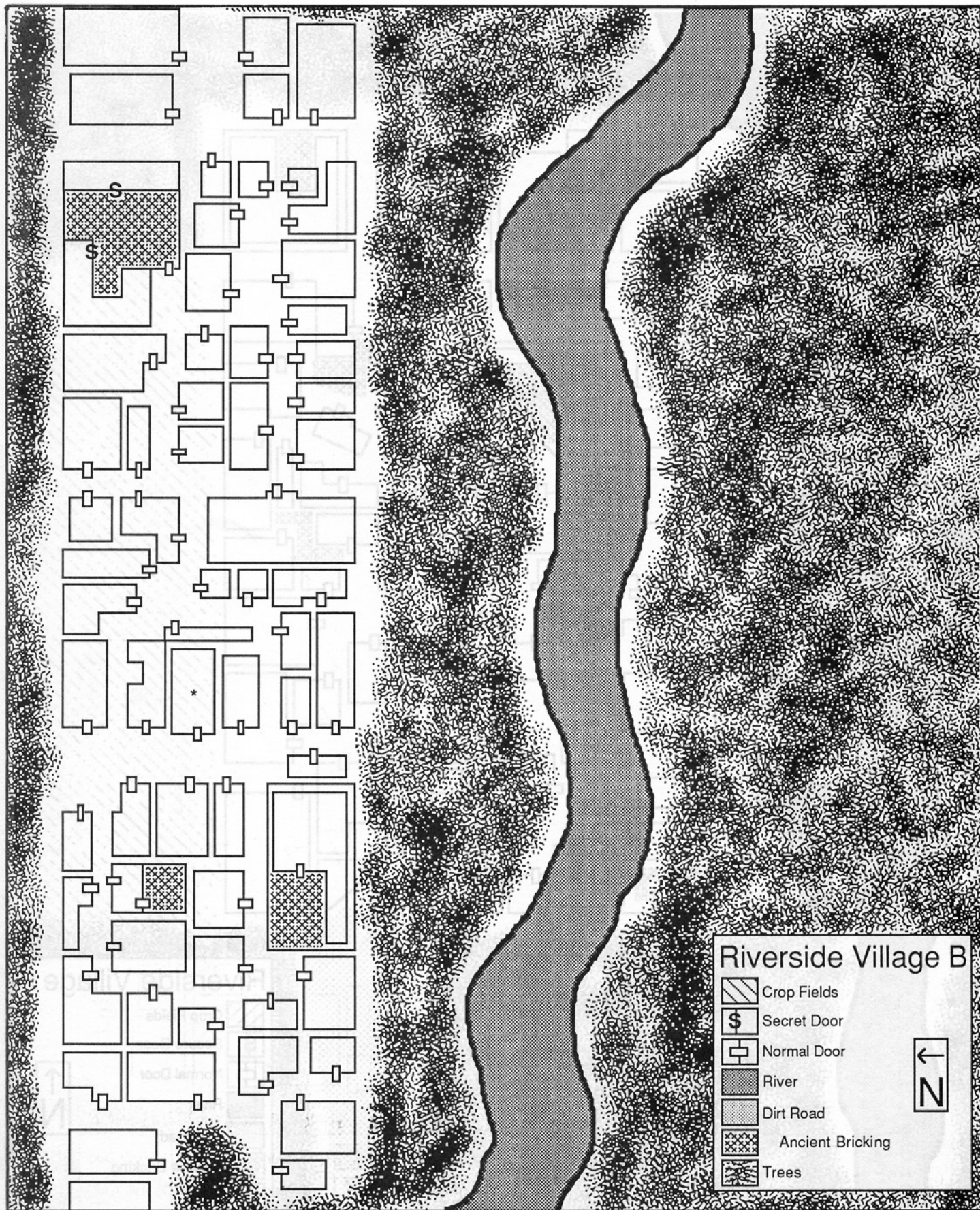
Medium Village

-  Crop Fields
-  Secure Door
-  Normal Door
-  Dirt Road
-  Ancient Bricking
-  Trees





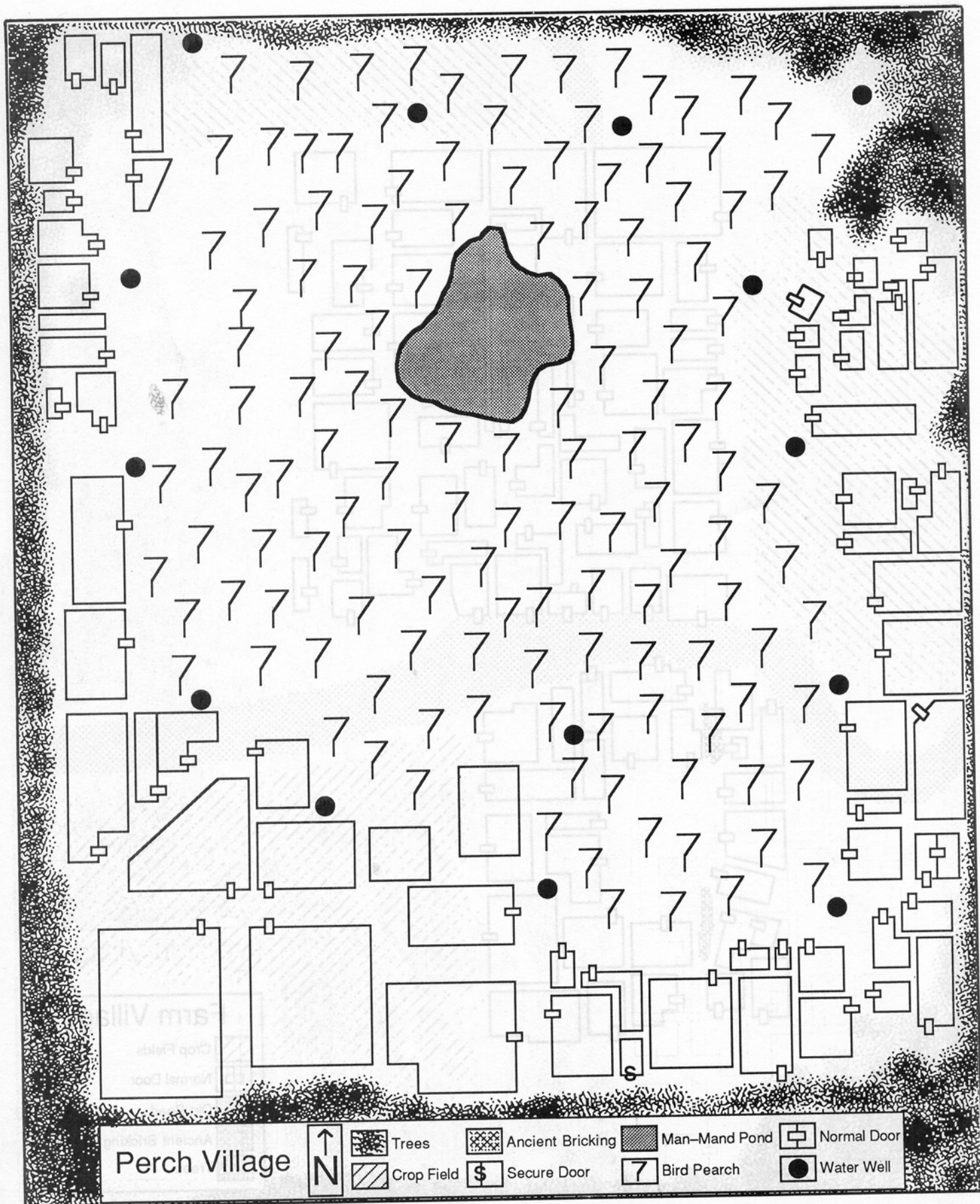


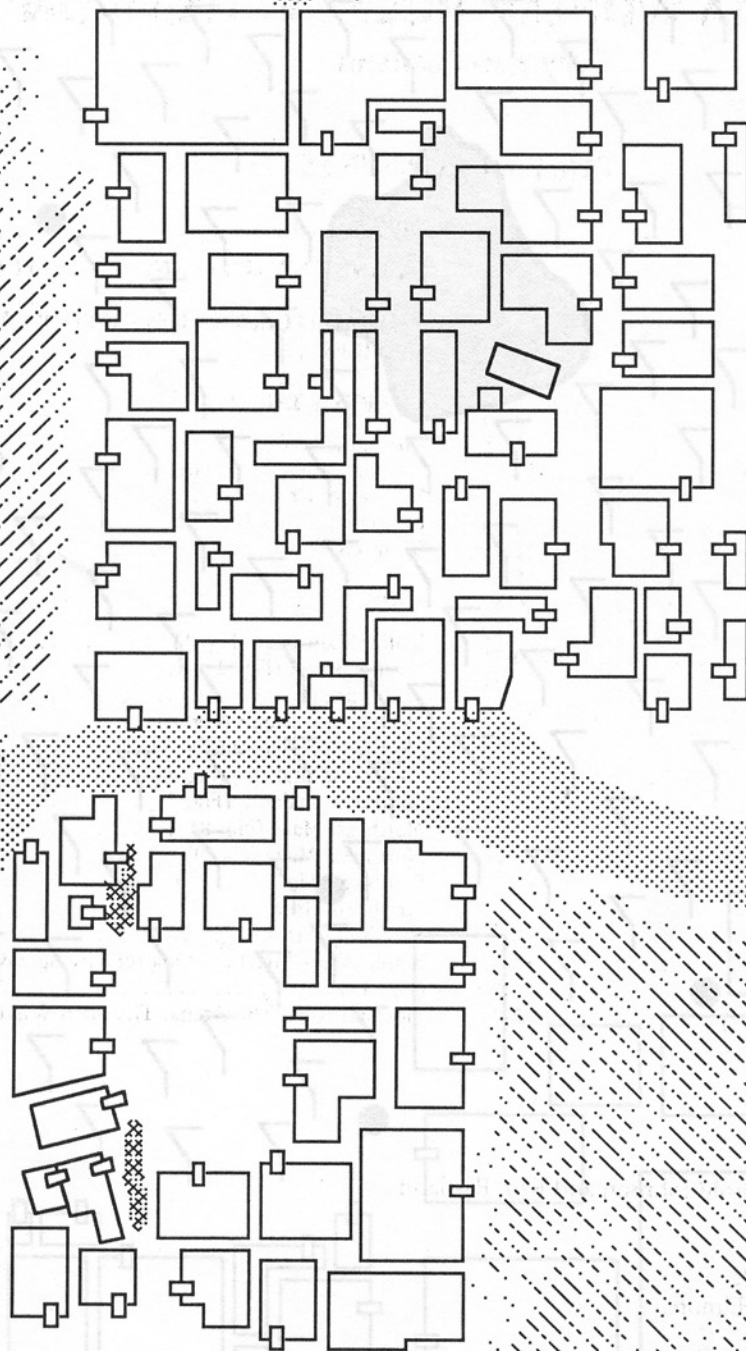


Riverside Village B

-  Crop Fields
-  Secret Door
-  Normal Door
-  River
-  Dirt Road
-  Ancient Bricking
-  Trees







Farm Village

-  Crop Fields
-  Normal Door
-  Dirt Road
-  Ancient Bricking
-  Trees





Falling River

Lake Bathe

Lost River

F

E

E

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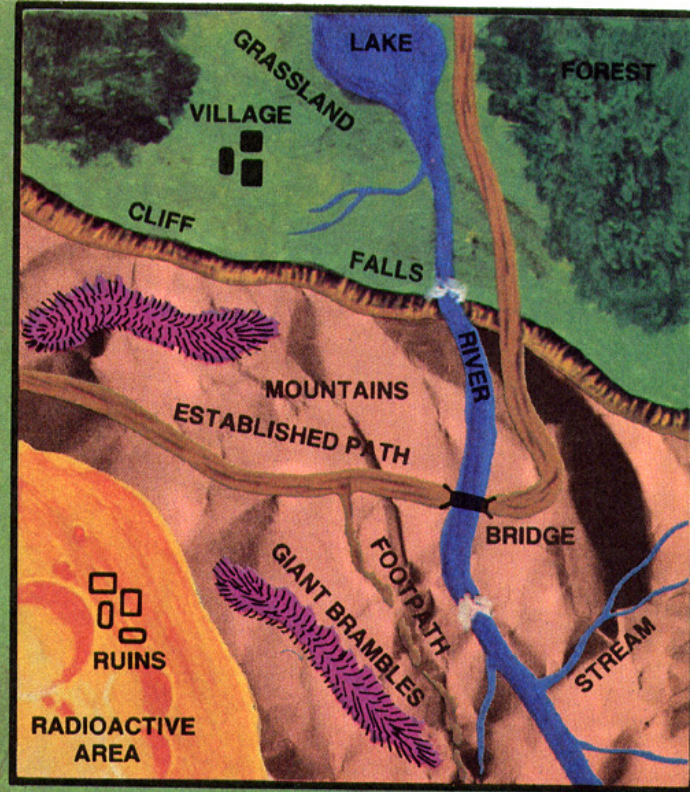
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Hidden River

Unnamed River





Maze River

Falling River

Skinny River





Hidden Lake

A

Hidden River

B

Old Twisty River

Love Lake



FOREST HOME

HAV

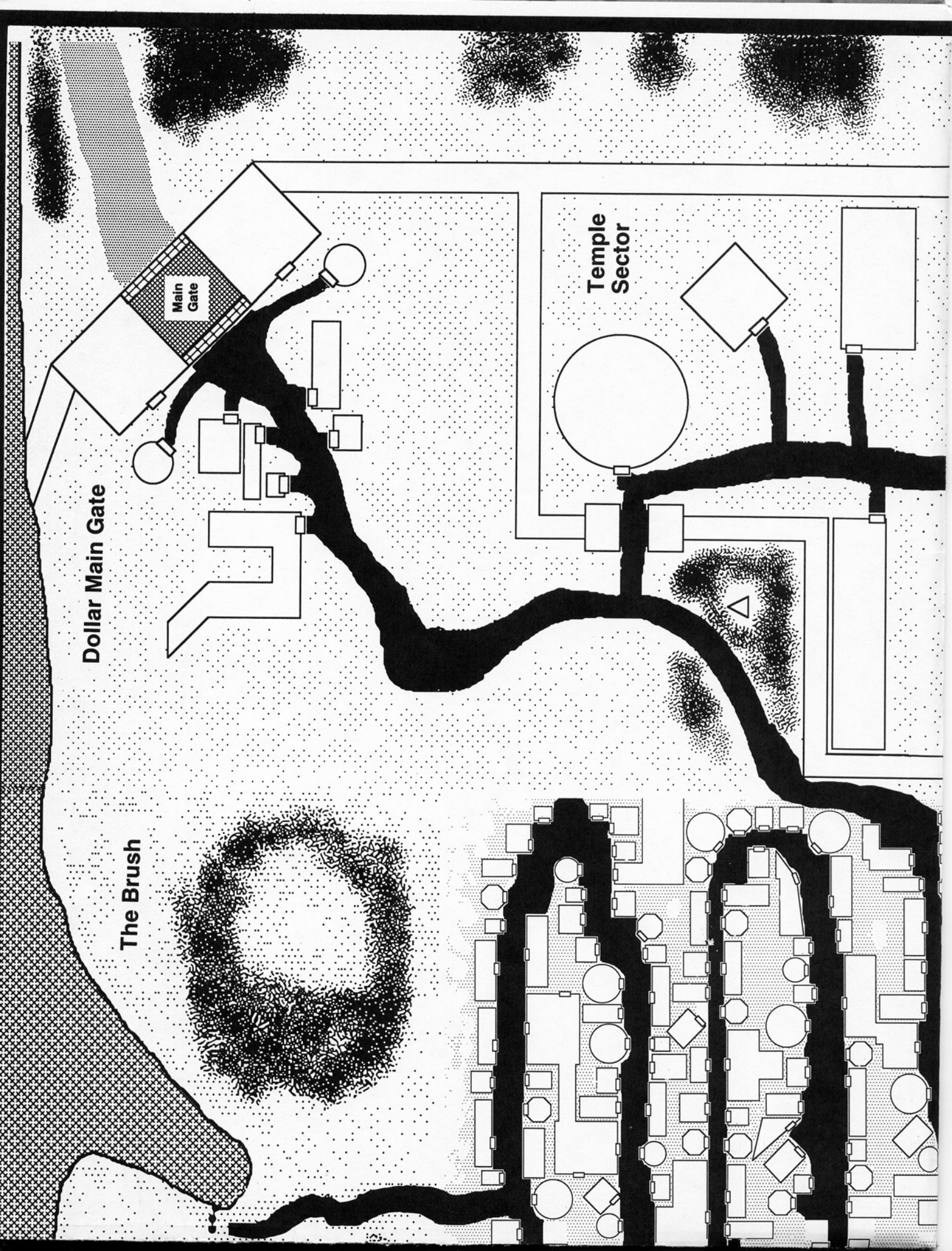
The Last Friendly Lake

The Last Friendly Lands

Good River

Lone River

West Neverdark



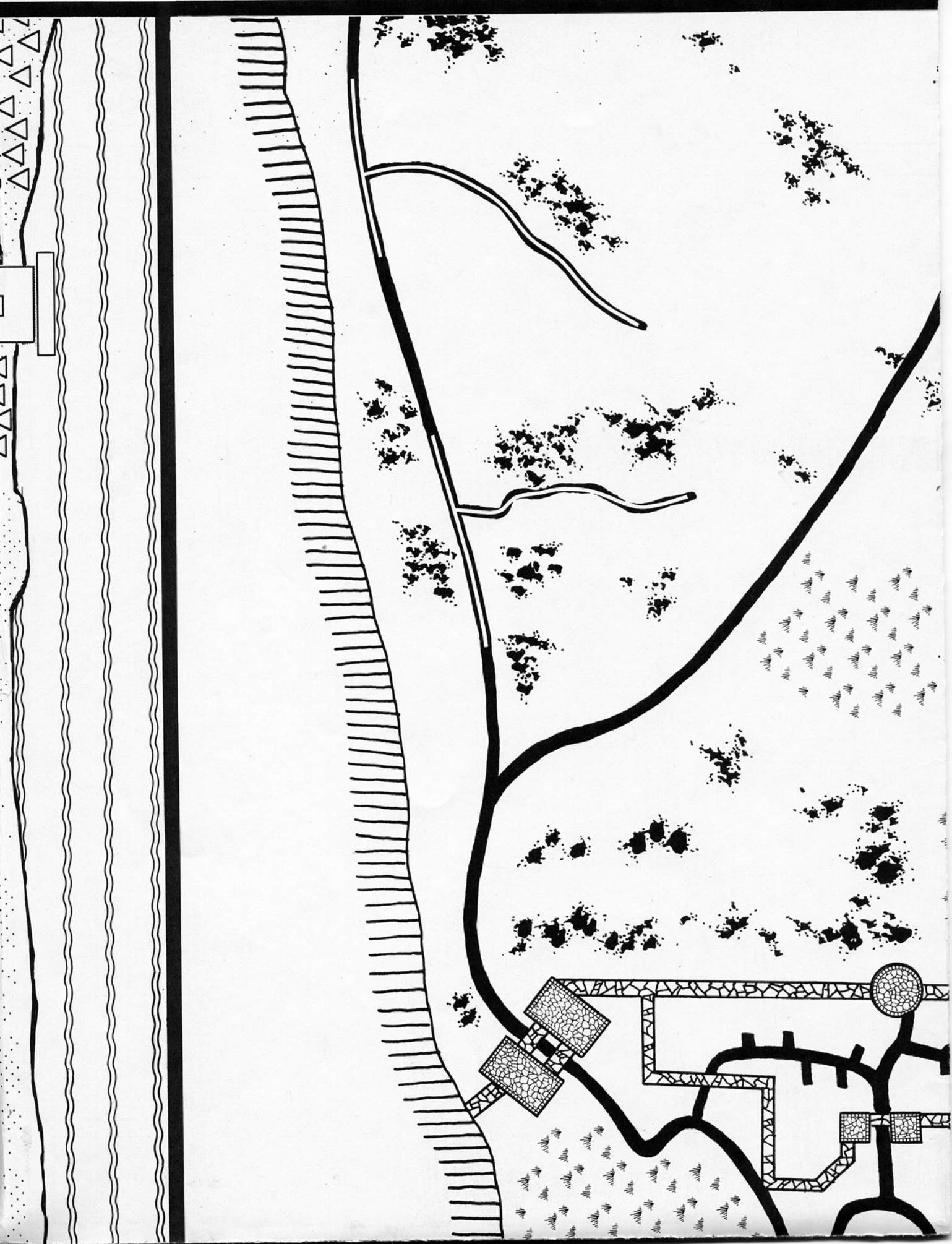
Dollar Main Gate

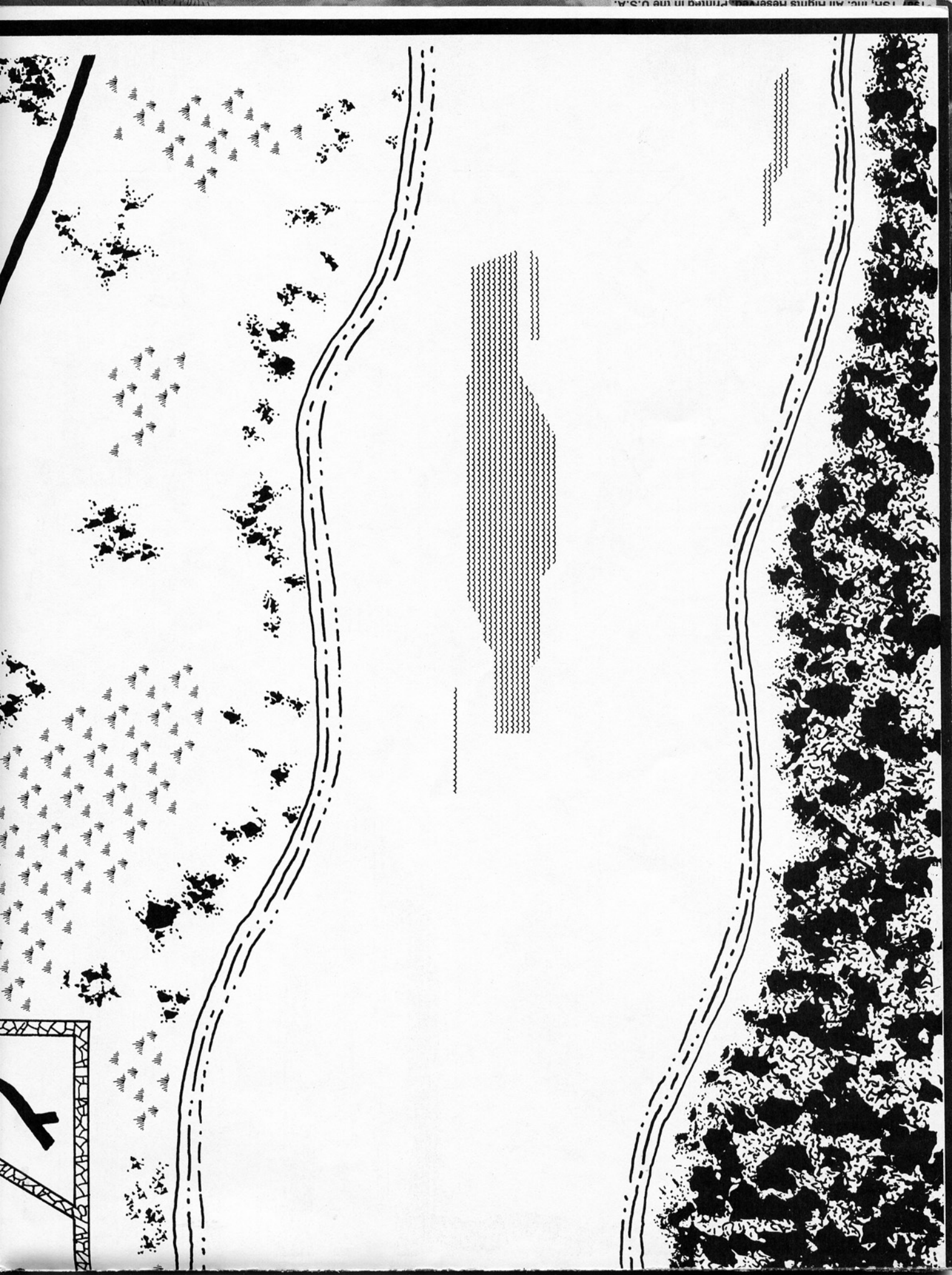
The Brush

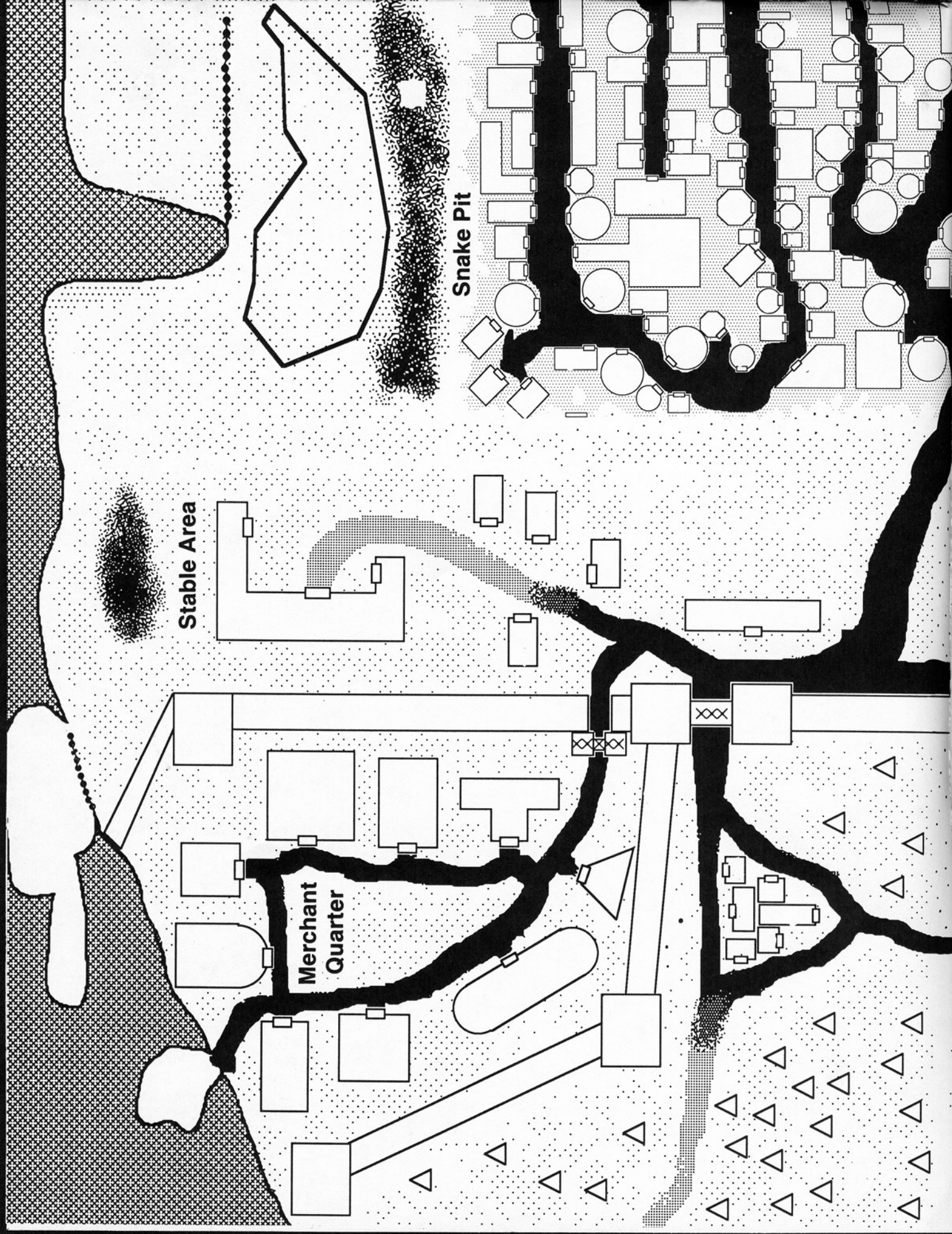
Main Gate

Temple Sector









Stable Area

Merchant Quarter

Snake Pit

Dollar Legend

1 inch = 16 meters

Barricade

Dirt Road

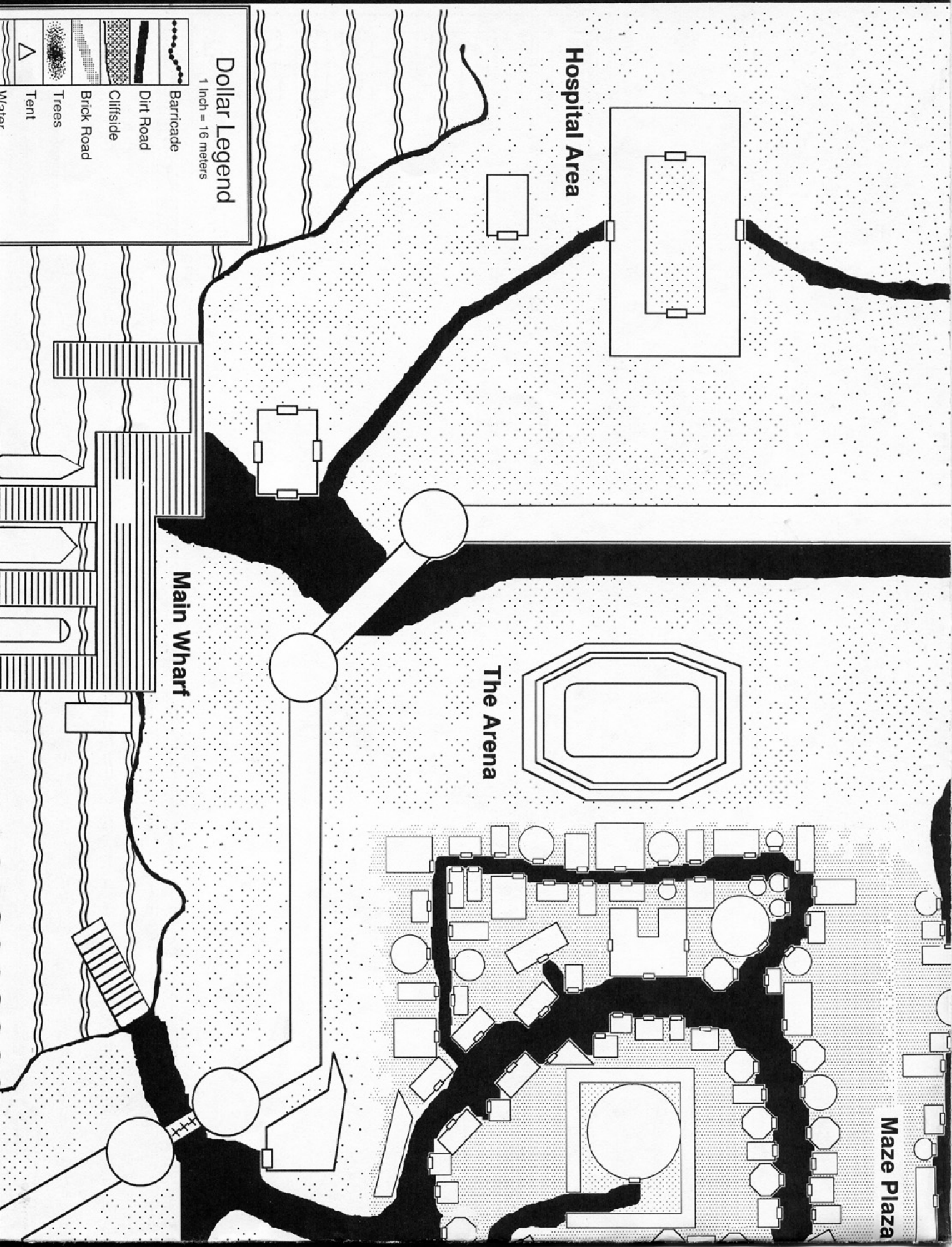
Cliffside

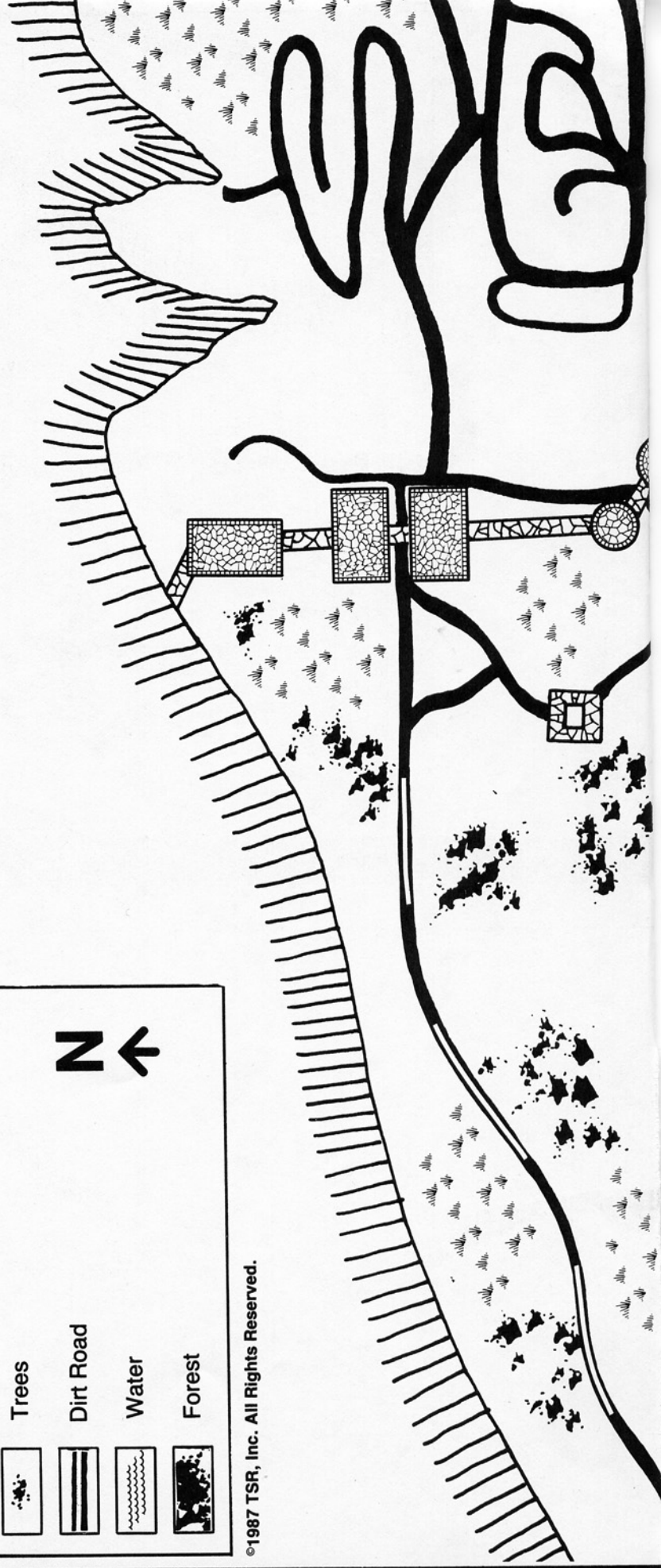
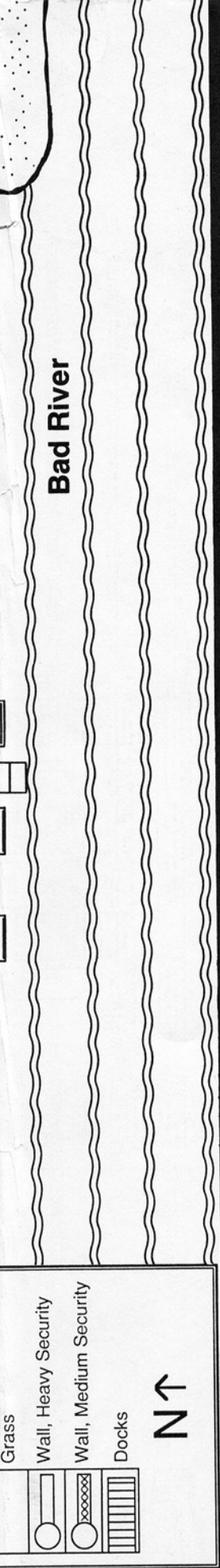
Brick Road

Trees

Tent

Water





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RANDOM LOOT TABLE

The GM uses this table when he believes the player character should be rewarded for a difficult random encounter. While some of this loot has simple uses such as electrical parts for rewiring damaged items, other loot is included for future use and can be a springboard to other adventures, such as the drive units for the downed shuttle craft in this adventure. Specific rules for use of many of these items are left to the GM to create.

All of the items on the following list work and are in good condition. If they are not of immediate interest to player characters, they can be used by the characters to barter for items they want.

Any items marked with an asterisk are described in this module's New Items section. GMs should also include non-working items in this and other adventures, since everything the player characters find should not be readily useable. A department store catalog is a source GMs can consult when trying to find items and assorted treasures to put in adventures. For example, some of the items listed below in The Random Loot table can be found in catalogs. To use this table, roll percentile die and consult the results.

Die Roll	Treasure Type				
01	Three man-sized, down-filled parkas (wearing a parka halves the effects and damage caused by exposure to the elements.)	23	A set of plastic armor	55	Bio-Energy Sensor*
02	Two small alarm clocks, each powered by a lifetime sealed battery	24	Outdoor camping sleeping bag: nylon, down-filled, water-repellent and good to sub-freezing temperatures	56-58	Six pole axes for climbing (adds a +1 CS to all Climbing Rock and Climbing Ropes and Poles Talent endeavors)
03	A folding grappling hook	25	Two glow cubes	59	Three stim-dose drugs
04	Box of 12 flares (each burns for ten minutes, provides bright light for a 20-meter radius, and can burn in any position.)	26	Weapon Maintenance Drone*	60	Two pairs of anti-glare goggles
05	A GM-selected, hand-held, melee weapon	27	Three liter cans, each full of gasoline	61-62	A life vest (+2 CS for any type of swimming)
06	An adjustable muzzle and leash for use in training an animal up to two meters in length or height	28	Force field belt	63	Toy periscope (65 centimeters long, allows user to see over rocks, around corners, etc.)
07	Inflatable six-man rubber raft with six oars	29	Lexicon (the GM determines what High Lands race it pertains to.)	64-66	Thought Cap*
08	75 meters of nylon rope	30	Pruning shears	67	Thought Disk*—increases the character's knowledge of items by one Tech Level.
09	One box of 100 plastic sandwich bags with twist ties	31	Life Ray*	68	Thought Disk*—Language (GM's choice)
10	A particularly gruesome, latex Halloween mask of a ghoul	32	One Power Tree Saw*	70	Thought Disk*—Non-language (GM's choice)
11	Complete fishing set (rod, reel, line, hooks, lures, tackle box, etc.)	33	A set of six hinges, complete with wood and metal screws	71	Two anti-radiation serums
12	Camouflage makeup (this adds +2 CS to hiding in foliage, as in a Skill use.)	34	A half-liter spray container of glass cleaner	72	Mount, owner died and mount ran off (See the new mounts in the New Creature section.)
13	Six metal traps for trapping small animals (DX 10, Dm 6)	35	One cast iron kettle	73-74	Weapon cleaning kit (cleaning solution, swabs, brush, etc.)
14	Rubberized, plastic tarp (this may be used as a large lean-to tent.)	36	A collapsible, two-burner, camping stove (it operates on kerosene and is full.)	75-77	Box of 13 Bang Balls*
15	A set of two signal flags	37	Radiation Suit*	78-85	A box of dehydrated rations (add water)
16	Small power motor that can be attached to any small watercraft (raft, canoe, etc.). It is powered by any energy cell and moves the boat quietly and slowly.	38	Gravitic Accelerator*	86	An industrial-powered rock saw (it is powered by two solar cells and can cut through a meter of rock in ten Action Turns. The cells last for 100 meters of cutting.)
17	Wood carving tools	39-40	Six-man, all-weather nylon tent which is ultralight and can easily be stored in a backpack	87-90	A box of six candles and matches
18	A jet spray tube with genetic booster	41	A plastic-wrapped Balderdash™ Game in mint condition	91	Box of ten solar cells (need charging)
19	A scatter-gun with 10 shells	42-43	1 tube of industrial strength bonding glue (PS of 40 within 3 Action Turns of application)	92-93	Insulated case that can keep items frozen for 12 + 1d12 hours.
20	A medium sized, duralloy shield	44	A book on magic by David Copperfield (it gives a Level 2 Skill with magic illusions to a player character who reads the book.)	94-99	A large, heavy-duty nylon backpack with aluminum frame and multiple outer pockets. It is made of water and tear-resistant material and holds the volume of three normal backpacks, but is cumbersome.
21	A complete set of camping cookware (this set stores inside the largest pan for easy carrying.)	45	Five fully-charged chemical cells	100	A sealed gallon can of marshmallow syrup
22	Knife sharpener (this can also be used on claws. Any weapon sharpened with this adds one point to the weapon's base damage.)	46	Stokes Coagulator*		
		47	Fire Foam Minimisile*		
		48	Operational Energy Sensor*		
		49	Sonic Torch*		
		50	Atomic Torch*		
		51	Laser Torch*		
		52	Radiation Suit Repair Kit*		
		53	Stored Energy Sensor*		
		54	Artificial Energy Sensor*		

Weapons	Tech Level	Mod.	Base Damage	Base Range	Power Cell	Ammo Amount	Effects (Red Result)	Weight (kg)	Cost (gp)
MELEE WEAPONS									
Axe, Battle +	AII	PS	10/20	-	-	-	-	2.1	50
Axe, 4-handed + +	BII	PS	11/22	-	-	-	-	6	100
Axe, Hand	AII	PS/DX	6/3	PS	-	-	-	.5	7
Blowgun +	AI	CN	2	8	-	-	**	1	1
Blunt Weapon	N	PS	5-10	5	-	-	STUN	3+	1d10 x .1
Bola	CI	DX	5	10	-	-	TANGLE	1	10
two turns to swing, 5 meter area needed									
Bow, Long +	BII	DX	12/6	65	-	-	-	2	20
Bow, Short +	AI	DX	8/4	25	-	-	-	1.5	15
Bullwhip	CII	DX	7	-	-	-	TANGLE as an option of the wielder; whip is 3 m long	1.5	20
Crossbow +	BII	DX	10/5	50	-	-	-	3	25
Club/Baton	AI	PS	6/3	-	-	-	(STUN)	1.3	5
Dagger	AI	PS/DX	4/2	PS	-	-	(CRITICAL)	.3	5
Dart, throwing	BI	PS	3	PS	-	-	-	1.2	3
Energy Mace	DIV	DX	8	-	1C	20 hits	ELECTRICAL*	4	(150)
Flail, long +	BII	PS	10/20	-	-	-	-	2.5	30
Flail, small	BII	PS	7/14	-	-	-	-	1.9	15
Fork +	BII	PS	14	-	-	-	SET	2.3	50
Javelin	AI	PS	5	PS	-	-	-	1.7	5
Knife/dirk	BII	PS	5	-	-	-	(CRITICAL)	.5	7
Lance + (mounted)	CII	PS	10/20	-	-	-	SLAM	3.7	75
Lance + (afoot)	BII	PS	5/10	-	-	-	KNOCK DOWN	3.7	75
Lasso +	CI	DX	5	4	-	-	TANGLE	.8	5
Mace	AII	PS	10/5	-	-	-	-	1.8	10
Morning Star +	BII	PS	12/6	-	-	-	-	2.3	20
Net	CI	DX	1/t	3	-	-	TANGLE	1.3	10
Noose/Garrote +	CI	DX	1	-	-	-	FATAL	.1	2
Paralysis Rod	DIV	DX	1	-	Any cell	30 hits	PARA/1d10 m.	1	(120)
Pole Arm +	BII	PS	14	-	-	-	-	2.8	60
Pike + or + +	BII	PS	15	-	-	-	SET (5.5 m lg)	3.5	95
Robot Tentacles	GIV	-	5-10	-	-	-	TANGLE	2/m	(25/m)
Sap (Blackjack)	AII	DX	2	-	-	-	(KNOCK OUT)	1	1
Sickle	AII	PS	5	-	-	-	-	.3	3
Sling, bullets	BII	DX	4/8	20	-	-	(CRITICAL)	.1	1
Sling, stones	BI	DX	2/4	15	-	-	(CRITICAL)	.1	1
Spear +	AI	PS/DX	5/10	2	-	-	-	1.4	3
Stun Whip	DIV	DX	2	-	Any cell	30 hits	PARA/1d10 m.	1	(50)
Sword, Bastard +	BII	PS	9/18	-	-	-	SLAM	2.1	50
Sword, 4-hand + +	BII	PS	12/24	-	-	-	-	5	150
Sword, Long	BII	PS	8/16	-	-	-	-	1.6	25
Sword, Scimitar	BII	PS	7/14	-	-	-	-	1.7	15
Sword, Short	AII	PS	6/12	-	-	-	-	.7	10
Sword, 2-hand +	BII	PS	10/20	-	-	-	SLAM	3.4	10
Torch	AI	DX	2	-	-	-	BURN*	1.3	V
Trident +	BII	PS	13	-	-	-	SET	2.1	60
Vibro Blade	DIV	DX	12	-	1H	30 hits	IGNORE AC	.5	(500)
Vibro Dagger	DIV	DX	4	-	1H	30 hits	IGNORE AC	.3	(250)
War Hammer	AII	PS	8/4	-	-	-	(STUN)	-	-
MISCELLANEOUS WEAPONS									
Fire Extinguisher	CIII	DX	5	-	Sealed Pump	10	If affected by cold	3	75
Fire Hose	BIII	DX	7	7-	Pump	-	SLAM	20	V
Flamethrower	DIII	DX	8	2	canister	12	IGNITES MS; if less than 10, BURNS*	20	250
Flaregun	DIII	DX	10	10	-	1	IGNITES MS; if less than 10, BURNS*	1.4	200
PISTOLS & RIFLES									
Auto Pistol	CIII	DX	12	12	-	7	STUN 1t (CRIT)	1.2	120
Auto Rifle	CIII	DX	20(15)	40	-	30	STUN 1t (CRIT)	3.5	250
Fusion Rifle	EIV	DX	10	90	1A-10	10	RAD. I18	5	((5,000))
Laser Pistol	DIV	DX	8	35	1H 5	-	Hits +1RF	.8	(300)
Laser Rifle	DIV	DX	12	100	2H 10	-	Hits +1RF	2	(500)
Mark IV Blaster	DIV	DX	12	30	1H 5	-	DISINTEGRATE treats target's AC as half normal	1	(750)
Mark VII Rifle	EIV	DX	15	90	2H 10	-	DISINTEGRATE treats target's AC as half normal	4.4	(1,000)
Needler	DIV	DX	3	12	-	30	**	.5	(200)
PERCUSSION WEAPONS: PISTOLS									
Police Revolver	CIII	DX	9	10	-	6	STUN 1t (CRIT)	1	90
Snub-Nose	CIII	DX	7	3	-	6	STUN 1t (CRIT)	.6	40
Old West Colt	CIII	DX	8	6	-	6	STUN 1t (CRIT)	1	50
One-Shot Pistol	BIII	DX	6	4	-	1	STUN 1t	1.5	30

Weapons	Tech Level	Mod.	Base Damage	Base Range	Power Cell	Ammo Amount	Effects (Red Result)	Weight (kg)	Cost (gp)
PERCUSSION WEAPONS: RIFLES									
Bolt Action Hunting +	DIII	DX	15	50	-	5	STUN 1t (CRIT)	3	140
Bolt Action Military +	DIII	DX	12	30	-	5	STUN 1t (CRIT)	4.2	100
Lever Action Western +	DIII	DX	11	25	-	15	STUN 1t (CRIT)	4	120
Musket	CIII	DX	8	35	-	1	(CRITICAL)	4.5	75
PERCUSSION WEAPONS: SHOTGUNS									
Normal +	DIII	DX	18	15	-	2, 5, or 8	STUN 1t (CRIT)	4	180
Sawed-off	DIII	DX	20	5	-	2 or 5	SCATTER	2.2	150
Slicer	EIV	DX	9	10	1H	8	IGNORES AC, CRIT	.9	(1,350)
Slug Pistols (1 H cell is good for 3 clips)									
A	CIV	DX	10(8)	50	above	50	(CRITICAL)	1.5	(400)
B	CIV	DX	15(10)	100	above	30	(CRITICAL)	1.2	(500)
C	CIV	DX	15	150	above	12	(CRITICAL)	1	300
Stun Ray Pistol	DIV	DX	-	10	1S	6	KO-turns x result	1	(200)
Stun Ray Rifle	DIV	DX	-	70	2S	10	KO-turns x result	4.3	(800)
EXPLOSIVES: BOMBS									
Concussion	DIII	IN	5	PS(12R)	-	-	KO GAS (2d6 m)	3	(75)
Fission (clean)	HIV	IN	75	(200R)	-	-	CRITICAL	10	((2,700))
Fission (dirty)	HIV	IN	100	(200R)	-	-	CRITICAL, leaves I15 radiation afterward	10	((1,500))
Fusion	HIV	IN	30	(12R)	-	-	BURN*	15	((600))
Matter: Alpha	EIV	IN	20	PS(2R)	-	-	COMP. C	5	((400))
Matter: Beta	EIV	IN	40	PS(6R)	-	-	COMP. C	10	((900))
Matter: Delta	EIV	IN	80	PS(12R)	-	-	CRITICAL	20	((2,000))
Mutation	FIV	IN	15	PS(6R)	-	-	I12 RAD.	12	((1,560))
Negation	FIV	IN	5	PS(6R)	-	-	Any item in the blast radius must make a MS Save or be drained of all power	4	((500))
Neutron	FIV	IN	35	(60R)	-	-	FATAL to living creatures	8	((400))
Trek	EIV	IN	30	(15R)	-	-	DISINTEGRATE	6	((1,000))
EXPLOSIVES: DAMAGE PACKS									
A	EIII	IN	15	(6R)	-	-	COMP. C	8	((175))
B	FIII	IN	25	(6R)	-	-	COMP. C.	10	((275))
Small	CIII	IN	8	PS(3R)	-	-	COMP. A	4	100
EXPLOSIVES: GRENADES									
Chemex	DIII	DX	15	PS(2R)	-	-	BURN*	.2	200
Energy	EIV	DX	10	PS(2R)	-	-	ELECTRICAL*	.2	(150)
Fragmentation	CIII	DX	8	PS(2R)	-	-	STUN	.1	75
Photon	DIV	DX	30	PS(2R)	-	-	FATAL to anyone not in a force field	.2	((600))
Poison Gas	DIV	DX	4	PS(2R)	-	-	Random gas intensity poison for 2d10 minutes	.2	60
Stun	DIV	DX	1	PS(2R)	-	-	PARALYSIS	.3	(50)
Tear Gas	CIII	DX	5	PS(2R)	-	-	IRRITANT gas for 2d10 minutes	.5	25
Torc	CIV	DX	25	PS(3R)	-	-	SONICS, + 1RF to those not protected by a force field	.4	((200))
MISSILES									
Micro	EIV	DX	12	300(3R)	-	-	STUN	1.4	((500))
Mini	EIV	DX	20	500(6R)	-	-	SLAM	7	((1,000))
Surface	FIII	IN	40	12,000(35R)	-	-	CRITICAL	500	((10,000))
TECH LEVEL V (The descriptions of all Tech Level V weapons should be consulted in the Errata Supplement)									
Black Ray Pistol	FV	IN	40	20	Sealed	4	FATAL	1	((3,750))
Drone Weaver	HV	IN	2	12	Sealed	-	SUBSONICS*	2.5	((2,250))
Flying Blades	HV	IN	11	10	Sealed	1	AC CRITICAL	1	((1,800))
Harmonic Disruptor	JV	IN	8	50	Sealed	6	DISINTEGRATE	20	((5,250))
Lamprey Disk	GV	IN	-	-	Sealed	-	POWER DRAIN	1	((1,500))
Neural Bite	FV	IN	1	-	Sealed	-	DOMINATION	1	((4,000))
Popper Pellet	EV	DX	10	10	Sealed	1	FIELD NEGATE	.01	((2,700))
Slither Helix	HV	IN	8	2	Sealed	1	PROG. DAMAGE	1	((1,900))
Smart Dart	GV	IN	12	25	Sealed	1	SEEKER	.6	((2,100))
Stinger Crystal	EV	IN	15	100	Sealed	-	INTERCEPT	1	((3,300))
Tender Touch	FV	IN	9	-	Sealed	-	DELIRIUM I20	1	((3,800))
Whammer	GV	IN	12	6	Sealed	10	SLAM	2	((2,500))
Wrapper	GV	IN	5	-	Sealed	-	TANGLE	1	((4,000))
Zapper	GV	IN	6	1	Sealed	1	SHORT OUT	1	((2,450))

ABBREVIATIONS USED:

+ The weapon must be used with two hands, tentacles, or similar dextrous appendages to be effective. The wielder must be at least man-sized.

++ The weapon must be used with four hands, tentacles, or similar dextrous appendages to be effective. The wielder must be at least 3 meters tall.

* These are not special effects, but rather define the type of damage to recall special rules, such as electrical damage causing twice the normal damage to those wearing metal.

** These ammunitions may be doped with a variety of poisons at the GM's choice; standard choices are a paralytic poison (I12) or a fatal poison (I17).

COMBINED MONSTER STATISTICS TABLE

Name	MR	AC	HD	MV	Attacks	PS	MS
Albilope	7	1	6	24	Bite(1) Horn	9	13
Anfal (Men With Tails)	10	3	14	24	Wpn and Tail(4)	12	10
Ark (Hound Man)	12	5(-25)	8	36	Wpn(8) or Bite(2)	15(+1)	12
Arklens (Hound Folk)	14	5	15	48	Wpn and/or Bite(4)	15	15
Ashl'Xon (Living Mold)	15	4	20	24	None	15	15
Badder (Digger Man)	10	5(-25)	6	24	Wpn(6) or Bite(1)	10	16(+2)
Badgon	13	7	15	52	3 claws(6)	18	12
Brutorz	13	3(-15)	14	32	Bite(5) & 2 Kicks(4)	80(+4)	12
Carrday	12	0	15	24	Wpn	12	10
Crep Plant	14	7(-35)	12	4	6-8 Vines(2)	5(-2)	14(+1)
Dabber (Brown Beggar)	13	5(-25)	4	16	Wpn(8)	10	14(+1)
Fen (Manfish)	12	3(-15)	10	48	Wpn(6) & Tailslap(10)	14(+1)	8(-1)
Frothgon	14	8	19	32/64	Bite(8) Claws(6)	19	12
Ghitgon	16	6	21	36/72	Bite(8) 4 Claws(6)	19	19
Grl'Xon (Green Living Mold)	9	3	8	24	Wpn or Arm(3)	10	14
Hawkoid	12	3(-15)	8	48	Wpn(5) & Bite(1)	10	14(+1)
Helslith (Demon Snake)	7	0	5		Bite & Constriction	13	13
Hisser (Man Snake)	10	7(-35)	15	16	Wpn(12) & Bite(1)	20(+3)	12
Hoop (Flopsy)	11	1(-5)	15	24	Wpn(8)	11	15(+1)
Horl Choo (Porcuplant)		5(-25)	11	8	Spines(4) + Poison I	11	11
Hrief	12	3	11	24	Kick (5)	17	22
Inl'Xon (Black Living Mold)	13	4	14	24	Variable		
Kamodo	12	9(-45)	25	72	Bite(15) & Tailslap(12)	125(+5)	14(+1)
Juog (Gray Ape)	12	6	9	16/24	Bites(7) or Squeeze(12) or Wpn	19	15
Keeshin (Water Lizard)	11	7(-35)	7	24	Bite(1)	12	16(+2)
Kiikcee (Feathered Love)	14	2	14	12/36	Bite(5) Claws(2) Buffet(4)	11	12
Lil (Wee Ones)	8	4(-20)	6	24	Wpn(2)	4(-2)	14(+1)
Mantis	11	7(-35)	13	16	Bite(9) & 2 Claws(5)	30(+4)	7(-1)
Nytacal	6	6	9	8/24	Ramming (Max. 6 pts. Base Damage)	12	5
Pierin (Black Bear)	10	1	10	24	Bite(3) Claws(3)	18	8
Pierenhorl	11	3	15	32	Bite(4) Claws(4)	20	10
Rakox	12	3(-15)	30	16	Gore(15)	150(+5)	2(-3)
Serf (Thought Master)	10	4(-20)	10	24	Wpn(8) or 2 Claws(1) + Poison I8(10)	11	13(+1)
Sleeth (Seer Lizard)	12	5(-25)	18	24	Wpn(20)	40(+4)	15(+1)
Suthorl	6	2	8	16	Bite(1) or Claw(1)	10	2
Unsut(Spider Friend)	10	5	13	36/24	acid spit		
V'ath	9	5	7	36	Bite(4) Bite(3 + poison)	12	12
Wed Tsurp (Red Bat-Like Humanoid)	8	0	12	24	-	12	14
Win Seen (Tangler)	7	1(-5)	13	0	3-5 Vines(5) + Poison	14(+1)	12
Yakkir (Endless Talker)	6	0	6	16	Wpn	6	14
Yexil (Orange Scarfer)	15	4(-20)	20	48	Bite(15)	50(+4)	6(-2)
Y'Zor (He Who is a Warrior)	Never Check	1	1d10 + 10	32	Wpn and Bites(2)	20	12
Zeeth (Gamma Grass)	13	0	1	0	Seeds(3)	0(-4)	10

Abbreviations Used:

MR = Morale Rating, and may be used in place of an IN score.

AC = Armor Class

HD = Hit Dice; this is the creature's Attack Rank and also may be used if a CN score is needed.

MV = Movement Base

Attack = This lists the typical physical attack forms and the base damage caused. If the GM wishes he may select a specific weapon and should then use the weapon's base damage.

PS = Physical Strength; this score may be used for DX as well as for all physical mutations.

MS = Mental Strength; this score may be used for CH as well as for all mental mutations.

GAMMA WORLD®

SCIENCE FANTASY ROLE-PLAYING GAME

Delta Fragment by Kim Eastland

The quest of the Restorationists is nearing an end. Your party has been entrusted with finding the secrets of the Sky Chariot of the Ancients, and returning the information (and anything else) to them.

However easy that may sound, there are always complications. General Timon, who has made quite a name for himself in these parts, is negotiating with the King of the Mountain—he wants an alliance. In addition to your mission for the Restorationists, you must also prevent Timon from strengthening his position in these lands.

Are you resourceful enough to complete the task of finding the Sky Chariot and stop Timon at the same time? Or will you be forced to achieve one at the expense of the other?

Time is running out.

This 96-page adventure also contains a rules supplement and an entire city to explore.

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TSR, Inc.
POB 756
Lake Geneva
WI 53147

TSR UK Ltd.
The Mill, Rathmore Road
Cambridge CB14AD
United Kingdom

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