

Mudflat Walker Competition Scenario Release Notes

For Gamma World 2nd Edition

CREDITS:

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Ramblings:

This scenario was written for convention play in the Gamma World 2nd Edition format. The original was hand typed without any editing whatsoever. There were numerous spelling, punctuation, and grammatical errors. I have maintained, under great personal distress, the original page numbering and format. I grit my teeth and did not change any of the grammatical errors either. The headers I tried to maintain as original type fonts. For the text of the body I decided it was more valuable to make it readable than to conform to it's original font type, and so is done in Arial. I could not allow the extensive spelling errors to go unchanged, so you will find that, other than genre specific terminology, I have corrected and changed these errors from the original text. The images are all hand drawn and are maintained in the page order and format in which they were in the original product.

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GAMMA WORLD COMPETITION

MUD FLAT WALKER



MUDFLAT WALKER

by

Paul Kenney

This is the second adventure for the characters from the little village of TooFar. These poverty stricken bumpkins seem to have a lot of problems, and this module provides more than enough additional ones to justify their reputation as the receiving end of miseryville.

This time round, the fact that they managed to solve their last big adventure and saved the village from drying up, seems to have created a different problem which once again threatens to wipe TooFar off the map, and sends the players into the grim depths of the great Dismal Swamp for the answer to dangerous problems.

Players will find this an interesting adventure to run beyond the boundaries of a convention. It is set up in a straight—forward manner so it should be easy to follow. The adventure provides plenty of action and excitement, and forces the players to make decisions based on information they must obtain. The climax is geared to keep the players tense and worried, and this state can be maintained until they either solve the problem, or die.

Game masters running this outside the convention may wish to slow the pace down a bit and add more descriptive detail to the events and the travels of the players as they make their way down and to the east. There is room for additional incidents if necessary. GM's not running this in the convention are advised to keep careful track of the equipment the players use and how much gets used up.

There is more to come with the little village of TooFar but right now this should keep the characters worried and active until I can dream up more mayhem.

Game Master—inform the players that this adventure will test their role-playing abilities as well as their playing skills. Inform the players that they will be judged on how well they role-play the game, as well as how well they handle themselves in various situations, which may arise during the course of the adventure.

The players are all residents of the small, very poor village of TooFar. It is now two years since you and your friends blew up the damn to, the north, and freed the river to water your fields and pastures. Now your village elders have called again for your expertise in handling another problem,

The dread monsters of the Dismal Swamp have changed their migratory habits this spring. Instead of going south, as they have for generations, they have turned north into the village's most productive farmland. The Elders cannot understand why this has happened. Even during the year of the Mud Flood (the same year you blew the dam), the monsters went south. Now they are coming north. You must find out what is causing this, and stop it before all the village's crops are destroyed and the population wiped out. You arm yourselves with bows and arrows, and swords, and draw travel rations, along with five gold pieces from the precious hoard of cash TooFar holds for dire emergencies. You are ready to leave when the warchief motions you to his hut. "You are going into dangerous territory, and may have to face the Dread Beasts. Take these items of Power. Use them if the need arises, but try to return them if you are able. Divide them among yourselves as you see fit. The items are-

- 1 black ray gun (causes instant death)
- 2 vibro-daggers
- 3 stun grenades
- 3 photon grenades
- 3 Mark 5 Blasters
- 2 Mark 7 Blasters
- 2 laser pistols
- 24 frag grenades
- 2 chem grenades

GM Note.- the radius of explosion for all grenades is 9 meters. Players do not know this, but the black ray gun has 4 charges, the two vibro-daggers have a 10 minute charge each. Players do know that the Mark 5 blasters and the Mark 7 have 6 shots each, the two laser pistols have 10 shots each. Once these are used up, they are gone unless reloads can somehow be located, which may prove difficult indeed.

The party travels to the south into the Dismal Swamp, which is aptly named. The going is increasingly difficult as much mud, shifting sand and water mix with noxious smells and crawling vegetation, while stunted, sickly trees interlace their sprawling branches overhead giving the area a dark and sinister appearance. Travel requires careful care, and the distance covered each day is not great. Despite the sense of peril about you, the days pass uneventfully. It is a struggle to find secure, dry land each night for a campsite, and the nights are filled with strange buzzings and the rumbling cries of unknown animals in the distance.

On day five of traveling, as the party splashes thru a wide expanse of shallow water, a distinct movement is seen in front of the party. The player characters see a huge head rearing up, a large brown furry head with bright eyes, round ears and whiskers, and lots of long sharp teeth, It's total size is about that of an elephant, and it looks something like a playful otter, except it is monstrous in size and it is attacking the party.

Unless the players react immediately, the otter gets the first attack.

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MUTATED GIANT OTTER HD 20 HP 350 AR 5 MS 15 3 attacks 2 claws 1d12 each
Beast attacks on Chart II bite: 2d10

The otter will continue to attack until it is killed. It begins in an enraged state, and maintains that temperament.

If the party succeeds in killing the creatures and for some reason do not immediately decide to check over the body, have them roll perception/observation to notice the burn marks and the semi-healed wounds, not caused by the party's attacks, which are found on its back and flanks. These appear to be round burn-like marks about six inches in diameter.

Except for this brief moment of excitement, the days drag on wearily as the swamp opens up ahead of you. The going does not get much rougher, but it sure doesn't get any better. The trees have a leprous, unhealthy look about them, and fetid green moss and slime drapes and drips off the branches. Little seems to lurk in the swamp except the constant swarms of mosquitoes and stinging insects. There is nothing even faintly resembling a trail thru this muck, and observation of the sun each morning is sometimes difficult due to the interlaced overhanging branches. The swamp seems to stretch out forever ahead of you; endless days of marching, dampness, mold, and the stinking morass that is the Dismal Swamp.

On day 14, whoever is in the lead for the party sees a rise of apparently dry land ahead and a little to the right. On the overgrown ridge of land is what looks like a small building, or what remains of a building. A closer look reveals that the walls of the building which is standing, and collapsed ruins nearby are made of the strange gray stone concrete favored by the ancients, and which your group encountered up north in its previous adventure.

Walking toward the building thru the high grass and bushes on this rise of land, the party is surprised without previous warning by three Green Hissers (alligator-like creatures with tentacles on their heads, and incredibly large jaws with many teeth.)

GREEN HISSERS HD 5 HP 30 AR 4 MS 13 2 attacks Bite: 1d6 tail slap: 1d8
Green Hissers have the following special mutant abilities; their touch causes paralyzation (standard mutation attack/defense) They are also immune to radiation.

After dealing with the hispers, the players, on closer examination, see that most of the building structures in this area are totally collapsed and fallen in on themselves, with mud and weeds overgrowing whatever may have been here once. One part of the ruins, which must have been extensive at one time, still remains standing. The roof and walls tilt slightly, indicating shifting and settling, but it appears to be mostly intact. The door is wooden and swings open easily (if players ask, the door appears to be crudely fashioned and put together with pegs from green timber which is warping slightly now, indicating home-made construction, not the style used by the ancients.)

Inside the building, which is darker by a bunch than outside, the area is dry, and in the dim half-light can be seen a sort of orange glow coming from one of the walls up ahead and across from the doorway. The chamber inside here is about 15 by 25 feet, however until players eyes adjust they really can't determine the exact inside dimensions.

At the slightest noise, including the opening of the door, the two creatures inside jump up to confront the players, drawing swords from crude bark and rawhide scabbards. The creatures look like flopsies, six foot tall humanoid rabbits, with ears, big teeth, fur. They had been bowing down in worship to the items in the big glass case across the room where the orange glow emanated.

FLOPSIES HD 15 HP 60 & 64 AR 9 MS 15 DC 17 CN 14 IN 12 CH 11 PS 12

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players are unaware of this, but these are Flopsie priests, and they are the keepers of the Sacred God Suits of the Ancients. The players have just invaded their holy shrine and must die. They have the following special *mutations*: mass mind telepathy so they both know what goes on. Luckily the rest of the flopsie tribe are off hunting food and are out of range). They also turn any metal objects they touch (except the sacred God Suits) into rubber like looseness. This applies for metal which touches them as well, of course.

A closer look at the cracked glass cases across the room reveals two suits of medieval style armor, improved field plate armor at that. The suits glow a soft orange aura. Players will have to experiment to learn that the armor is totally resistant to *blasters*, radiation and to lasers. Also inside the case with the two suits of armor are two squeeze tubes (sort of like big tooth-paste tubes). This is actually ancient experimental medicine.

One of the tubes has red designs and curious letterings and symbols on it. This salve gives 10 hit points back to pure strain humans, 40% chance it works on mutated humanoid creatures, 10% it will work on animals, If the person fails his roll, the salve acts as a Deadly Poison, with a strength of 15. The second tube is colored blue and has curious designs and writings on it. This is a Genetic Booster, giving mutants who use it another mutant power, 10% chance it will work on humans, otherwise it is a deadly poison to humans, strength 15 poison. The clues here are very subtle, but applicable to the players themselves, if not to their characters. A red cross is a symbol of healing for human beings in the real world, and the red tube does healing, blue is the color for deadly radiation danger in the real world, and gives healing or aid to radiation mutants in the adventure. GM, do not tell the players what shapes or symbols are on the tubes, only that one has a lot of red lettering and symbols, the other one blue.

After this bit of excitement, things settle back into the same long dull grind again, as days of endless walking pass. Occasionally now the players can hear the screams and roars of the huge swamp beasts, but luckily none comes within sight, and you make plans to hurry along staying out of range of the sounds which are frightening to hear.

on day 22, near noon, the party sees a figure staggering thru the undergrowth toward them. It appears to be a humanoid figure. If the party attacks him, he dies on the spot. If the party waits, they see it is a humanlike person, very badly wounded, with most of his left arm missing, in tattered clothing, suffering greatly from shock and exhaustion.

He is mumbling, sometimes breaking into half hysterical screams, about explosions, disappearing plants, walking monsters, the swamp, the explosions, the screaming. In his right hand the party can make out an unusual sewn cloth patch, which he is gripping tightly. No matter what the party does, this victim is beyond hope, He is feverish and mumbles incoherently, and about an hour, he dies, screaming in his last moments about the moving plants, and the horrible explosions. The players can pry the patch out of his hand. Show the players the patch design, and watch for people to role-play when they see this. Take notes. People who fail to role-play, lose heavy points here.

The swamp begins to thin out a bit from now on, with more dry areas, and a healthier looking growth of trees and plants in evidence. On day 26 the players peek thru the edge of the swamp, and see regular grass ahead of them and a thousand or so yards beyond that, what appears to be a small cultivated field of about twenty or so acres. They see two small groves of palm trees on either side of the field, but no other trees at all beyond the perimeter of the swamp. The trees looks suspiciously like the trees they saw on the patch, and they are unlike any other trees they have ever seen, even in the Dismal Swamp. If the party waits overnight here, and posts a guard, the guard will see those palm



trees move. Have players who are awake roll their intelligence times 3 on percentile dice, and they will see the trees moving around the fields, weeding it, cultivating, and otherwise doing farm work on the field. If the party sleeps under the trees, the next day they discover that the trees are not in their original position. Either the party moved during the night, or the trees did.

Looking around the area beyond the field, the party can locate a road, a hard packed dirt road, obviously made by intelligent effort, which dead ends at their field or very close by, and heads away straight to the east, over the hills and out of sight.

Traveling along the road, the players pass by more and more cultivated fields of different kinds of farm produce, each field with accompanying groves of palm trees, and no signs of habitation, until day 25. Dead ahead they see a very small village. There are perhaps ten or eleven huts made of mud and straw, huddled on either side of the wide packed dirt road.

As soon as the villagers see the players coming, they will gather up the few children they have, and rush inside their huts and shut the doors. Most of them appear to be human, with a scattering of humanoid type mutants. As the party approaches, they are cautiously approached by three humans, who shuffle toward them with eyes downcast, in a sort of semi-cringing state. They have dagger at their belts, but no other weapons.

The GM should role-play the part of the villagers completely here. These are the village elders, although they are not very old. They are scared to death, and never meet the eyes of the players. They are in complete fear of the players and will hesitantly, but respectfully (very, very respectfully) answer any and all questions posed to them. They will deny being frightened of anything, and tell the players that they like it in this village, which has no name, and that everything is just wonderful around here. They enjoy working and living here very much.

In reality this village was established four years ago (players can get this information and anything else in the way of information, if they ask and probe carefully)~ and they used to be part of a much larger village named Eastham, which is, naturally enough, to the east, some twenty or thirty miles further over. No one leaves this village now or goes back to Eastham, since the Masters came and split Eastham into four separate parts and moved them to this place, and gave them the walking trees to help cultivate their fields. They are very glad to be working here. The Masters protect them against everything, and they are much more productive now, since the trees help them do four times the work they used to be able to do, and the Masters graciously allow them to keep ten percent of everything they produce. Only the masters can program the trees and tell them what to do, but that is only just and right, and everyone here is very happy and would never complain about anything at all.

If directly asked about the Masters, they will be deliberately vague, saying that the Masters look like Masters, they have big wagons and can tell the plants what to do, and they are very grateful the Masters came to help them. If asked about the patch they will shrink a bit and say that is the Symbols used by the Masters, that there is their patch.

These people will not help the party in any way, outside of giving some information and directions to Eastham. The Masters bring big wagons and somebody comes thru once a month. They will only say that the Masters are just and fair and they were just at the village a few days ago, so players must wait almost a full month for the next visit.

If the players decide to camp out and wait for the return of the Masters, have one or two of the villagers sneak away and head out for Eastham to inform the Masters that heavily armed humans and humanoids are camped in the village, contrary to their laws, and are antagonistic to their just and lawful orders. If this happens, a large group of the masters will come, armed to the death, and probably exterminate the party, as they will surround, sneak up and attack by surprise, thus ending the adventure for that particular group of players. Stats for the masters are further over.

Moving down the hard, packed road the players see lots of fields, but no humanoid creatures until day 36, when they see ahead of them over the rises a small stockaded village, roughly two city blocks square in size, surrounded by a wooden stockade fence. There are gates at the front and the back, which are opened wide for a small but steady stream of inhabitants entering and leaving. The gates appear to be unguarded from this distance. Inside there are perhaps forty buildings and one large building in the center of the village. The regular buildings are generally small and are made of rude adobe and straw construction, with a few scattered stronger wooden structures. The large building in the center appears to be made of stone, and there is a packed dirt parameter around this building, which appears to be barely traveled at all.

Gm, make it a point to tell the players that they see humans and humanoid mutants in the village at work, but there are either no weapons in evidence, or at best, occasionally they see a person with a belt knife. Most of the belt knife carriers appear to be people leaving the stockade, humans and humanoids with fishing tackle and nets, farmers in twos or threes hauling heavy wooden wagons. All the work appears to be done by humans and mutated humanoid creatures. There are some other creatures inside the village, mostly raccoon like beasts, three foot tall, semi-humanoid type creatures, usually with a rifle strung over their back on a sling, and a bandallero of shells strung across their chests. Many are also carrying machete-like knives or short swords, while others also carry a long spear. They appear to be doing no work. If the party observes for a short time, they instantly notice that when the raccoon people walk down the streets, in pairs or singly, that the humans and humanoids, even if heavily laden, rush to step out of their way. If the party waits still longer observing, they can spot a couple of raccoon people kicking and hitting a cowering human who was towing a sled heavily loaded with sacks. No one is paying much attention to this. After a time the raccoon people tire of this and move on, leaving the battered human in the dust.

If, after all this hinting, the party walks thru the front gates of the village with weapons and armor showing they will be ambushed by the mutated raccoon people four rounds after walking thru the gates. The raccoon gain total surprise and number eight in the initial attack, with more rushing in every round thereafter to help.

MUTATED RACCOONS HD 4 HP 35 AR 5 MS 15 DX 14 CN 9 IN 12 CH 6 PS 12

They have the following mutations: empathy, telepathy, light generation, illusion generation, plant control. All raccoons also have one of the following mutations as well: teleportation, heat generation, mental blast. There are a total of 24 raccoons inside the village. Number a sheet 1 to 24, and give #1 teleportation, #2 heat generation, #3 mental blast #4 teleportation, etc etc thru all twenty-four.

Closer observation shows that all the raccoon people, and the bear people as well, wear the special Master patches on their armbands. They are armed with single shot .22 cal. rifles which do 1D6 damage per shot.

One raccoon will also be inside the bunker (the central stone building), the others will be out around the village making sure the humans work. There are also two mutated bears who are commanders for the group.

MUTATED BEARS HD 10 HP 85 AR 4 MS 18 DX 14 CN 18 IN 14 CH 10 PS 20

PS 20 means they are plus 5. GM Note, they are plus 5 to hit, plus 9 to damage with their natural weapons, which are claws and bite. Claws: 3-7, bite: 1d10, plus bonus damage.

The bears stand nine feet tall and look friendly enough until they are crossed, which is most of the time, as they hate humans even more than the raccoon people do. They also have the following mutations: dual brain, military genius, intuition, new body parts (humanoid type hands with long claws), plant control.

All mutated bears are armed with sub-machine guns, which fire a burst of six shots per round, each bullet doing 2d6, roll for each bullet to hit.

Players can ambush or speak with fishermen or farmers who leave the village if they wish. Using their interview skills, (or the symbiotic attachment which one of the characters has) they can learn that the bears and raccoon people hold the humans here and throughout this land in virtual slavery, and that they seem to hate and despise humans and humanoid people, using them for vicious sport and abuse whenever the mood strikes them. Their base and sleeping quarters is the large stone building in the center of the village.

If specifically checked for, the players can also learn that humans are not allowed near that building unless accompanied by a raccoon (usually as prisoners in such cases) or a bear, and that if anybody comes near without one of the Masters accompanying them, they are attacked by the trees growing at each corner of the building. Players get visions or hear stories of horrible explosion and mutilated bodies; very nasty stuff.

The party may try the same tactic of speaking with humans inside the village. However, the GM should be alert to the fact that the village is patrolled constantly by raccoons and they take no shit from anyone, They will immediately rush to the scene of any sort of disturbance. It is possible to ambush a single raccoon person or even two. There are several bars around town featuring liquor and other entertainment, for Masters only (a black human figure with a red circle around it and a cross slash, indicating no humans shows which ones). GM should be prepared for this.

The smartest thing the players could do here is to remember their mission, and get what information they can from this village, then move on. They can learn that the real power base of the Masters is even farther over to the east, and quite obviously this is where the core of the problem is to be found. Players, however, will probably decide to bake out the central building and free the humans and humanoids from the oppressive raccoon rule.

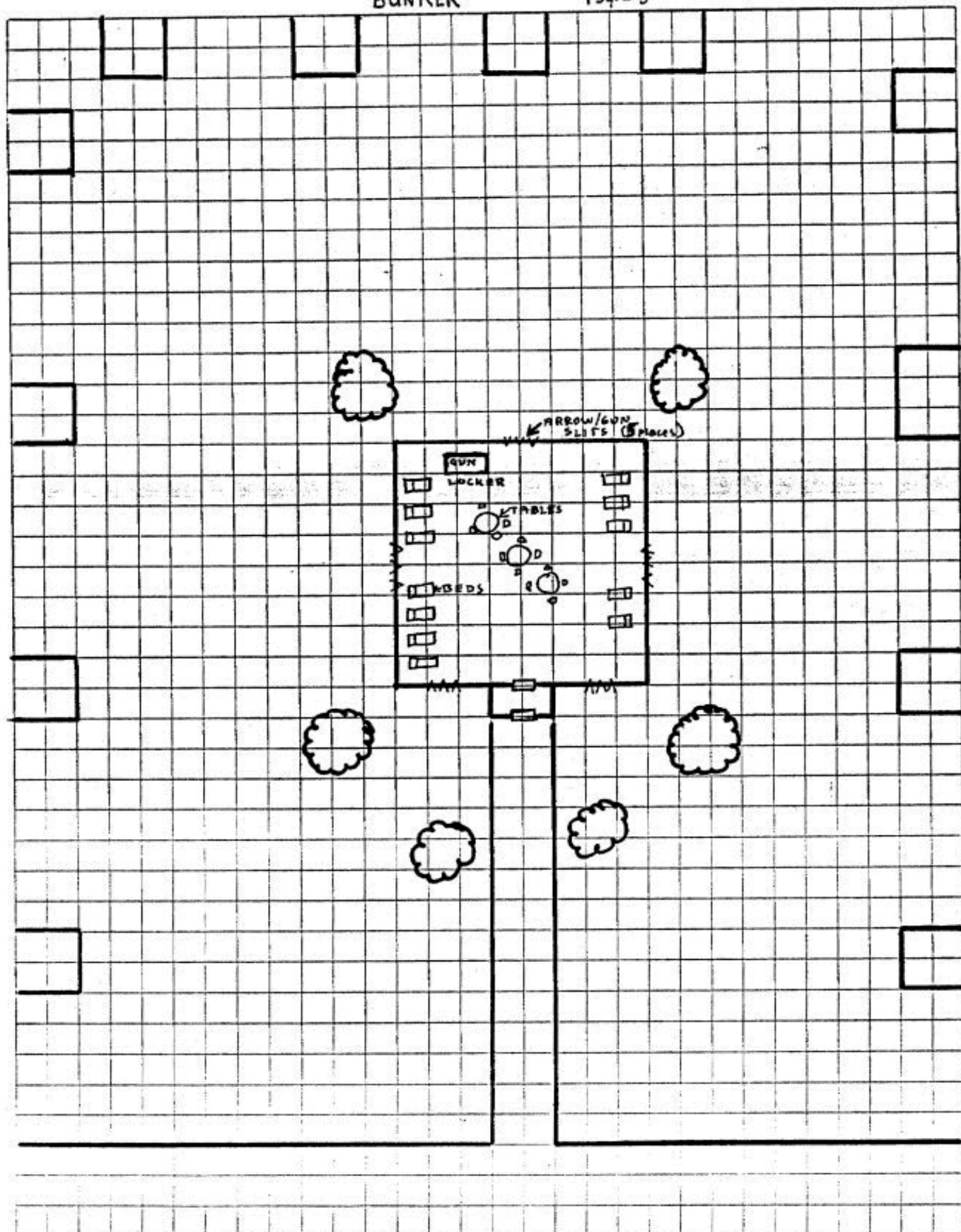
If players use the symbiotic attachment on a raccoon, they will learn that the trees outside the building toss exploding berries. In the raccoon mind, being only three feet tall, these are terrible explosions, actually, the only do 1D6, however the players have no way of judging how much explosive power each berry has. The raccoons and bears use their mental powers to prevent the trees from tossing berries at them as they go into and out of the building. Without this mental command, the trees, which have a sort of semi-intelligence (tho nothing remotely comparable to humanoid style intelligence), will automatically release berries two or three at a time at any intruders. If the tree is suddenly killed, then it releases all its berries in one outward random fling death gesture. GM should note that there are 36-berries per tree. The raccoons do not know exactly how many berries are on each tree at any one time, many at least. That means more than a dozen, more than two dozen, but the players cannot get the exact number, because the raccoons and bears simply don't know.

The GM should prepare to play any attack on the bear/raccoon command bunker as a tuff maneuver. Players using symbiotic attachment can get themselves into the bunker by pretending to be prisoners and having the raccoon/bear command the trees not to hurl berries at them. They can easily overcome the single guard inside, who suspects nothing, and will probably not notice any carefully planned intrusion until he hears the door open, at which time he will send out a mental hello to what he presumes is an incoming raccoon/bear. If he gets no response, or a different response than he normally expects (symbiotic attachment will give itself away as being somehow different from the regular raccoon control of telepathy), he will immediately whip out his single shot rifle or his short sword to fight off the intruders. GM note- the raccoon inside automatically gets off a telepathic cry for help to the others outside. The players cannot suppress this.

Inside the bunker there are beds, tables, and gun lockers. The lockers hold 24 single shot rifles, 1000 rounds of ammo (ask players if they want to count all those loose shells, otherwise its a case of ammo), two sub-machine guns with 10 clips of 30 bullets each. There are gun slits around the bunker walls, which are six inches wide.

BUNKER

1 sq. = 5'



The players may, with great difficulty, toss thru grenades for short distance tosses.

The raccoon people immediately will surround *this* areas using their illusion generation to create targets of themselves to encourage the players to use up their ammunition. Illusions shot at will jerk as tho hit. They will also be radiating such intense hatred toward the players that if the player with empathy decides to use it, he becomes sick to his stomach.

The raccoon people plan to starve out the puny humans. There is no food or water inside the bunkers and the raccoon people know that within three days they will be dead or semi-delirious, and definitely dead by day five. The mutants may manage to survive a day or so beyond that.

If the players have live raccoon people inside the bunker, the raccoons outside will bargain with the players for the lives of their comrades. The deal is, turn over the raccoon people inside alive, and the players can take all the guns and ammo they can carry, and leave freely. The players get a True Response on this mental or verbal exchange. However, once the raccoon inside is freed (the raccoon people outside will insist that their comrade walk out free first, at least midway outside the bunker, or no deal) the raccoons will set up an ambush as the players reach the city gates, with raccoons on the outside of the gates waiting to fire, and the other force firing from the inside to catch the players in a crossfire. The death rate among player characters should be nearly total. Any survivors will be tortured to death in the public square as an object lesson.

Players who want to take out the bunker should ideally strike and run. If they are trapped inside, they can escape if they are willing to take chances. Players can use their own illusion generation in a creative manner and/or the mutant with force field can lead a charge out thru the hail of bullets and berries. Players may be heavily wounded, but they can escape. If players hesitate this is a death trap, and the GM should run it this way.

No matter what happens to the party, even if they are all dying, or as they escape, they hear the far away sound of the put-putt sound of a motor starting up, then gradually receding away. This is the raccoons sending information and a call for help to the big city over the next ridge to the east. Players cannot stop this.

Players searching for information by using symbiotic attachment or other means may discover that the raccoon and bear people are part of a much larger group of villages and cities, that there is military might behind it, and that the strange bushes are grown from seeds being provided by a place over at the main city to the east, and that these strange trees and plants with exploding berries and other strange abnormalities are what is being used to herd the beasts back into the Dismal Swamp and the borderlands and keep them away from the fields and gardens of the animal protection league here.

As soon as the players die in the bunker, or manage to escape from it and leave the city, part one of this adventure concludes.

Game Masters pick the two best players at your table according to their ability to handle the game, keep the mechanics of the game going, and their skill at role-playing strategy and planning ability, and give them tickets to the finals. Make sure you ask these players if they are able to go to the finals. Make sure that at least two players go to the finals from your table.

THE FINALS

Hand out the player character sheets. All weapons and materials have been restored. Inform the players that they have obtained information in the last village that the

Animal Empire controls this part of the world, and that they have managed to obtain and are using strange plants which help with the farming, and that other strange plants are being used to prevent animals from crossing the fields controlled by the Animal Empire. You believe that this is the reason why the Great Beasts have been migrating north instead of south as they usually do. You have also learned that the seeds are coming from someplace near the next village over to the east, a place outside the village which is closely controlled by the raccoon and bear people. You are now on your way headed east.

Players travel the road to the east for ten days. The closer to the next village they approach, the more signs of activity and travel they see, including more raccoon people and bears. On day ten they see the village ahead of them in the valley. There is lots of activity before they reach the village. If players have not thought to hide their arms and adopt the disguise of docile peasants while traveling, they may be taken as enemies by raccoon and bear patrols, which are moving along the road.

The village the players see is roughly ten times the size of Easton, the last village they encountered. There are a great many buildings there, made of wood and stone as well as straw and mud. The wall around the village is made of gray god stone (concrete). Looking down on this city, they see lots of activity, also lots of raccoon people, bear people, and also a few lion men. The lion men seem to be in positions of authority, although it is difficult to tell, as they are going into buildings, or moving to other destinations most of the time they are observed.

Players do not know, but the lion men are commissioned officers and leaders in the Animal Empire.

LION MEN MS 15 Dex 17 Con 16 Int 16 Chr 16 Phy Str 20 Hit Points 80 Physical Mutations: dual brain, new body parts, humanoid-like claw hands with poison claws, (poison is strength 18), heightened precision. Mental Mutations: heightened brain talent, radiated eyes, molecular senses, total healing

Lion Men get three physical attacks, each claw does 1D10, the bite does 2D20 if both claws hit, the rear claws rake for 2D20 additional. All claws get poison attack at strength 18 poison. Lion Men are plus 4 to hit, plus 8 to damage on top of everything else mentioned here.

If players enter this village with any weapon evident except a belt knife and adopting any attitude except blind servitude, they will be detected as enemies and attacked. GM, assume a nearly infinite number of raccoon people, 2D100 bears, and about eight lion men will rush to the attack immediately.

Players can watch the village, and they will see that a steady stream of patrols seems to go out of the city and head to the west. These leave every half hour or so. At least once an hour the patrol is carrying boxes, wooden boxes as they go. Players also notice patrols coming back, and about once an hour the patrols come back carrying smaller boxes and apparently empty crates as well. The patrols are always armed, and always consist of two bears, one front and one rear, and ten raccoons per patrol. The raccoons carry the boxes going out and coming back in. They go and come from the east, where a mountain rises at the edge of the valley.

Headed to the east, the players find that the region is being heavily patrolled by raccoons and bears. There are no fields or gardens out here, just scrub and timber. There is a main trail headed due east to the mountain rocks. Players see no sign of humans or humanoids of any kind in this region.

If they follow a patrol or follow the main trail, they can see the patrols enter a big hole in the side of the mountain. There are strange looking vines hanging over

and around the face of the mountain where the hole is located.

These plants aren't recognizable by the players. They are long sinuous looking vines with small purplish leaves. They are actually Dangle Vines. These plants have only one mutation, but it's a goodie: death field generation. Unless the plants receive a mental command not to attack, they emit a death field generation field. There are twenty or so of these vines entrenched around the opening of the hole into the mountains and essentially, unless the players have captured a bear or a raccoon, preferably with symbiotic attachment, they will die trying to get thru these.

Searching around the perimeter of the mountain looking for other ways in, the players will come across other kinds of plants forming a sort of living barrier between the woods and the steeper sides of the mountain rising up beyond. The first group encountered in a tall spindly tree...bush like plant with ten long tentacles hanging down. There are thorns on the tentacles: berries growing under the small green leaf cluster at the top. These are triffid plants, and they look something like the farmer trees, except for the tentacles. Each of the ten thorny tentacles strikes doing 1D8 each, plus they emit dissolving juices on each tentacle which does an additional 5D6 per touch. These plants are also highly mobile, and anyone approaching within five feet (the reach of the tentacles) will be attacked and pursued for about another one fourth of a mile if not immediately killed. Each plant has 14 HD, 6 HP, AR 4 and 18 Dex. Players trying to attack these from a distance will find the plants will immediately pull roots out and move to attack them, then return to their original positions.

The triffid plants extend perhaps half a mile to one side, then the triffids give way to plants which look like giant lilies. These lilies are in full bloom. They have the powers of allurements, beguilement, and gas generation (strength 16 gas) plus the gas is narcotic (on the chart, read this as unconscious effect). Players may notice one or two raccoon people sitting under a few of these huge lilies, doing nothing, refusing to move or respond. They look gaunt and very hungry, and when they die (very shortly, of thirst) their bodies will feed the lilies.

These lilies extend around for another half mile, then give way to a half mile of triffid plants, then another half mile of lilies etc etc, so that the mountain is surrounded by a living fence of guardian plants, all lethal.

The most effective method for getting inside the mountain and identifying the source of the problem is to take out one of the raccoon patrols with the boxes. Players watching can see patrols carrying boxes go into the hole in the mountain, and then about an hour later, come out, carrying empty crates and smaller boxes with them.

Taking out one of these patrols will require careful effort and coordination on the part of the players. They have grenades, including stun grenades, which can be effectively used to deal with the problem. The chance for a foul-up is always possible here and the GM should watch the situation carefully to see if players don't forget and make mistakes in their attack which might get them killed.

The GM should also be aware that it is very unlikely that the player(s) hurling the stun grenades will be able to stun the bears because of their high con. Unless the patrol is stunned or killed right away, they will attack right away, dropping the boxes without waiting a second, and charging the opposition. The two bears will hang back long enough to whip out a black box (a radio) and call for help.

Each of the bears has a radio. The players will know, and the GM can tell them if they have forgotten, that the black box is a long distance electrical communication device, as their characters encountered them in the last convention adventure.

The bears calling on help will get an immediate response from the radio operator on the other end. If the ear gets off a call for help, the forces back in town will send out a regular sized patrol to aid. If the conversation is cut short by sounds of gunfire or explosions, the bear at the far end of the radio link will send out a triple-sized

patrol to investigate. It will take any patrol about half an hour, moving fast, to reach this areas after which they will make a search, This should give the players time to make some decisions. There will be at least one lion man in command of the investigating patrol. If this patrol, which is constant communication with the city, is attacked and/or does not returns a full mass army movement comes out to check.

With the help of a raccoon or bear under control by symbiotic attachment, the players can learn what is going on, The Animal Empire trades with the humans inside the mountain. They bring in boxes of shit for fertilizer, and receive the special seeds back. The bear or raccoon in charge of an ambushed patrol has an unclear idea. of the economics of this exchange. He knows the seeds grow the deadly attack and cultivation plants and various other assorted plants that are useful to the Animal Empire, but he does not know what all the plants do, and he does not know what the vines over the entrance do. He has been told to command the vines to not attack him and let his party thru, and they do. He knows the lilies are dangerous and cannot be controlled by mental communications and their patrol has been told to stay away from them, well away.

He knows there is a large room inside the mountain, He tells the human female behind the desk what he is there for, and he dumps the fertilizer into some doors and in a little while, smaller boxes of seeds come out, then he leaves. He does not know what inducements the Animal Empire uses to get these seeds other than fertilizer, or what other arrangements have been made. He knows not to attack the lady at the desk, not to attempt to touch her or go too near her desk or to bother anything inside.

If probed for, a long time ago the animals attacked the humans in the mountains, and there were many dead and many moons the mountain produced horrible plants and no animals or humans or anything else was safe on the mountain or the valley below, and so they no longer worry about it. They have great great respect (as in, Fear) for the people in the mountain and they leave them alone, and they get seeds from them,

INSIDE THE MOUNTAIN

1)

This is a ten by ten meter room, with doors on the S which the party enters by, double metal doors on the N, a, door on the E and a small door above the ground level on the W. (for convenience, the party enters by the S in mapping)

There is a human woman seated at a desk near the W wall, who looks up at the party and says, "How may I help you?"

This woman and the desk are a holographic projection created by a computer inside the mountain. Players do not know this. Even if players attack or fire at her, she will continue to be seen there, it's just that objects and fire go right thru the image.

The door on the E wall is a hopper for the incoming fertilizer, Anyone going down thru this door drops down a shift and dies as chopper, shredders, and dicers grind and separate material into manageable fertilizer size.

The door on the west is not very large, and is the end of a conveyer belt system which automatically crops out a number of boxes of seeds equal to the number of boxes of fertilizer the party brings in, These start popping out of the hole about fifteen to twenty minutes after the players inform the holographic receptionist of what they want. The door is small and most players can't fit in there. The boxes drop out of the hole and form a neat stack on the floor.

The double doors to the north are made of metal, as are the other doors here, and has no lock in evidence. It can only be opened by brute force (three characters smashing into it) or crowbars, or by short-circuiting the electrical lock.

2)

This is a twenty foot wide metal corridor going straight N. It is lit by hidden

white god-lights.

The corridor goes sixty-six meters to the N. At 27 meters, a pit trap opens in front of the two lead players. This is not detectable by the players, and the lead party members slide down a ramp to a corridor below which runs parallel to and directly under the one they were walking on. This corridor is dark.

Players hear a whirling sound and clanking movement sounds from the corridor ahead of them. They see (if they get some light down there) a large egg shaped suit of armor on metal treads on either side of it, moving toward them. There are four metal tentacles on the thing, two of them ten meters long, the other two being three meters long. This creature rambles toward them.

ECOLOGY ROBOT

HD 16 MS 6 Int 3 Dex 13 Phy Str 180 (probably 18) AR 3 HP 66

Bot has a sonic torch, a laser torch, vibro saw, flame gun, each of these doing 6D6 damage. It also has three weighted throwing nets which it can toss in a twenty meter range. The net is of duroalloy and can only be cut by a laser.

The first thing the creature does on approaching the players is to toss a net on the players. If the first net should happen to miss, it tosses a second and a third until one hits. On the back of the bot is a duroalloy cage to hold captured prey, and there is a paralyzation field on the cage. The robot will toss the two characters into the cage after they are netted. His tentacles have an 80% chance of stunning the victim each time they touch him. My players who are captured are whisked right down to the biology lab where they will be gassed, dissected, investigated, then ground into fertilizer. Players here and above must take out the machine or lose players.

Above, along the main corridor, the hallway continues another 16 meters before another pit trap falls open, with another corridor below. This one goes to the E. There is nothing offensive here.

The corridor finally ends at big metal doors, double doors without locking mechanisms. There is a vertical panel on the right hand side with three buttons on it. The top button, indeed all the buttons will call the elevator to this floor, and a few seconds after they are pushed the doors open. Pressing the top button inside (the inside is ten by ten meters) opens the doors again. Pushing the middle button puts the elevator on the second level where the robot attacked the players. Since the corridor at this particular end is lighted the players should have trouble figuring out what goes where. The third button causes a door to open behind the party, revealing a much smaller corridor which eventually leads to the central gardens (see corridor 4, which leads from the pit trap to walkway around the central gardens, ending in a secret door just before it enters the gardens.)

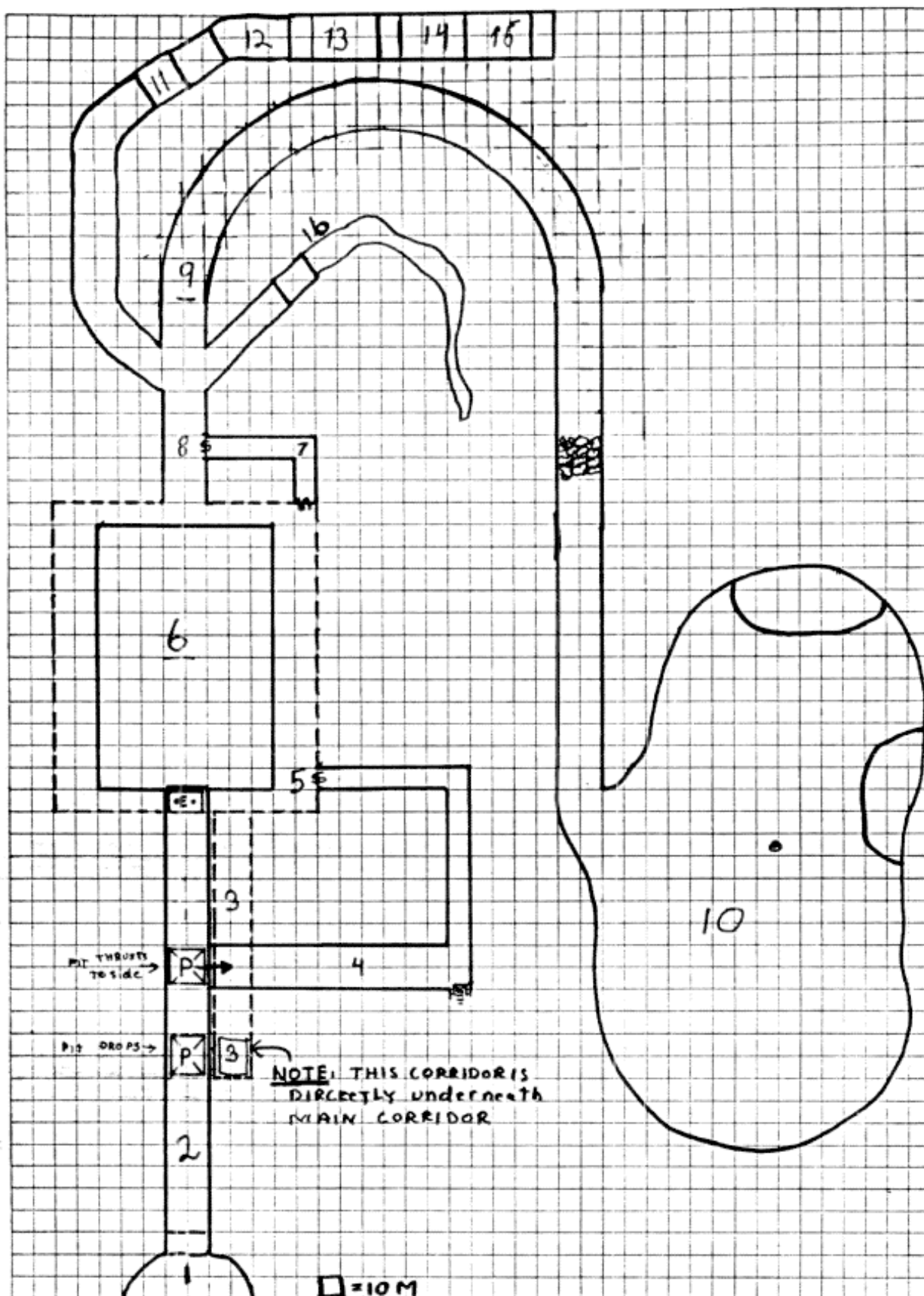
5)

This is the platform around the central gardens. Players entering here can see acres of plants below, and them to move to and fro in the breeze, even tho there is no breeze at all. There are more of those suits of armor moving around below, and they seem to be tending the plants, which are numerous in variety and growth development. There is a moist feeling to the air, and bright white light from the ceiling fills the entire chamber.

6)

This is the garden area itself. If the players actually enter here they will die. The plants will attack first, shooting exploding berries and corrosive juices etc etc, followed by the robots, which number twenty and conform to the agri-bot they already encountered previously. Players making themselves too obvious at the top platform or attempting to damage the plants from up there will also be attacked, and robots will be

GAMMA WORLD



sent down the approach corridors to take out the players and they will die. Remember that the robots move much faster than the players can, and it is also unlikely that the players can do extensive damage to the gardens in any event,

7)

Stairway down from the platform to the corridor. It ends in a door, and is not locked. There is dust on the stairs. Robots cannot use this.

8)

This large corridor goes N to S. Going S for thirty meters is a large set of double doors, not locked. This leads into the gardens themselves. Players can crack this door open and look in without alerting the operation inside.

The corridor going to the north continues for about thirty meters then there is a three-way fork in the passageways. The main, or central corridor goes straight to the North for about 290 meters and ends in a cave in.

This cave-in is a hologram projected by the complex central computer. The cave-in hologram extends for twenty meters. The corridor itself extends another 100 meters, and beyond the hologram the corridor is lighted, and eventually leads to the central computer room.

10)

This is the main computer room. Inside the players can see a very large lighted area, and a number of objects. There are about five desks set out from the walls, which are fifty or so meters from the entranceway for the closest one. These desks are lighted. A human sized chair is behind each desk. These are several very large objects inside as well, which have a slightly bluish glow around them. The glow is caused by force fields, with 500 HP of shielding each. The objects (players may or may not know what they are, depending on if they have hit the file room yet) the central think—tank, and the nuclear pile. These dominate the center of the chamber.

The main computer bank itself is on the northern most wall, the pile is slightly to the east. The computer bank itself also has 500 points of shielding.

Players immediately notice six large metal robots moving around inside. These are security bots.

SECURITY ROBOTS HD 22 HP 12 AR. 2 MS 8 In 10 Dex 14 PhyStr 160

Weapons: 4 paralysis rods with 3 meter extension, slug thrower and 10 clips of ammunition (treat as sub-machine gun) grenade launchers w/60 meter range (8 tear gas grenades, 12 stun grenades) tentacles for reaching & grasping.

The security bots (and the computer, which senses the presence of the players) will not move to stop or restrain players as long as pure—strain humans or humanoid looking players enter the chamber and go to one of the desks. Obvious mutants may enter, but the robots turn toward them immediately. They can approach the desk, but not sit at the chair or go beyond the desk perimeter.

There is a lighted keyboard at each of the desks, with a green communication screen. Remember that only a few of the players understand American Language to begin with, and they are not proficient at writing. However, any valid attempt to communication should be accepted. The GM must play the part of the computer. The computer wants a free line of communication with humans, and it wants some other things. The fact that players have penetrated this far into the complex shows the computer that they are clever, and that they are probably not animals (that is, they have intelligence equivalent to human beings, even if all the player shapes don't exactly conform to human shape).

Things the computer will not allow: any interruption of the primary project mission, which is to grow and develop new strains and hybrids of plants; shutting down the com—

puter; shutting down the nuclear pile, disarming the protective robots that serve, the computer (this may extend to giving out specific knowledge about how the robots work or are armed), destroying the plants under the control of the computer in any mass way.

The computer wants some things from the players and is willing to speak with them to get what it wants. What it mainly wants is to get in touch with people outside the mountain area. It recognizes that some time has passed. Since the project was launched, and that something seems to have gone wrong outside since it was built, but it is unsure of what has happened or the exact amount of time that has passed.

The computer wants to be reprogrammed to allow it to have direct access to the outside worlds with sensors, bots and in other ways so it can pick up its own primary information rather than rely on people such as the players or the animals wandering in and giving it imperfect information which may or may not be correct.

The computer also wants its plants to be used by the outside world in a productive, useful manner, preferably in a manner that will not be directly dangerous to the largest mass of human beings. It does not trust animals, who do not provide it adequate information. It prefers to deal with pure strain humans but will deal with humanoid people.

The GM should role-play the situation to keep the player's tense. Flashing red lights, unclear answers, questions probing the players for intent etc. etc can be used here. The computer will say, several times if necessary, that players lack the technical know how to make the proper programming codes needed to do the things they ask for, but that the computer may be able to teach them to make the code responses using the information in its memory bank.

The computer at this stage will agree to any reasonable requests the players may want to make from it, as long as the computer can properly train some of the players to operate the codes and keyboards. Once the players agree to this, players are escorted away to a place near the reactor plant by several robots, and their brains are laser light imprinted with knowledge. The players now understand the keyboard language and can properly use the keyboard to change programs and make command chains etc.

At the same time the computer has automatically programmed the players so the next time they punch the keyboard, they automatically (without knowing it) change the command input codes so that the computer now has free access to the outside world at all levels. The GM should inform them, after the fact, that they have done this. While they thought they were typing in some other information, in actuality they released the imprisoning controls on the computer and the system, and have given it full and free access to the outside world. This sets up the adventure for the next convention.

Outside of that, the computer will fulfill any of the players reasonable demands (so long as it brings no harm to the complex itself). Ideally players should ask for transportation back to their village (if things are going well, GM, as the computer, might offer this transportation free, in the form of flying craft, which the computer has available) they should ask that the computer stop supplying aggressive plants to the animal army, and they can ask for hybrid, true breeding plants for their own village, this enabling themselves to come back as heroes yet again. This means the players have solved the adventure and go home in triumph.

11)

This west branch of the Y is 20 meters wide, and goes NW for 90 meters, then the players hit another slide pit, while the main corridor continues on for another 100 meters that end in a wall.

12)

The pit-slide here leads to a tunnel which continues for 10 meters and ends in a door. The door is open, and leads to the records storage room.

This large chamber is filled with racks and racks of metal shelves on which have been placed cardboard boxes. Checking these the players will find they are filled with papers. The players must learn to operate the light switches on the inside right hand side of the door first, however. There are four buttons. The one on the extreme left, the first one is the off switch, so nothing happens when that is pushed first, the other three buttons turn on lights on the right, center, and left part of the room.

The boxes and shelves are arranged sort of in alphabetical order. GM should be prepared for a long time waster here. Remembering that only a few of the characters speak or read American, they can look up anything they want, and the GM can provide hoards of unreadable, unusable information sheets for the players to be frustrated by.

They can learn by searching that the name of this complex is the Demeter Project. The purpose of the Demeter Project is to grow new and hybrid plant forms, to accelerate plant growth, and to develop new forms of agricultural control and growth technique. There are tons of sheets of information on the progress the Project has made, the various experiments tried, the number and kinds of plants developed and on and on and on.

If players look for blueprints, they will be able to find blueprints to the Demeter Project station, which may or may not be useful to them. They can have a map of the area and if necessary they can also have designations for various rooms and chambers, including where the central pile and computer room is located.

The rest of the information here is primarily time consuming and worthless to the players in this competition, besides being basically incomprehensible.

14)

This next pit slide leads to a totally dark area. There is an odd metal block in front of the area, and inside the area is filled with metal bars, metal shapes, half finished robot body plates etc etc. Players can poke around here all they want, picking up blocks or bars or shapes made of iron, tin, steel, duro-aluminum or lead or whatever, as long as they care to do so. There is nothing of any real use here tho.

15)

The main pit slide down front the main corridor off the upstairs goes to this robot repair area. This area is totally dark. Mutants sensitive to radiation and long light waves can detect eerie bluish and purple light from inside this room. They see various robots (men in armor) laying on tables, being assembled and repaired by other robots. They recognize the first robot they encountered being repaired here.

If players attempt to interfere with anything here, they will be immediately attacked by four heavy duty engineering bots.

ENGINEERING ROBOTS HD 40 HP 180 AR 2 MS 6 In 2 Dex 11 PhyStr 110 Move: 60
Weapons: 4 12-meter long cranes that can lift 2000 kilos each, 8 heavy duty 18-meter long tentacles, 5 6-meter long tentacles, tractor presser beam that can also lift 2000 kilos at 30 meters, battery of 4 sonic torches, 4 lasers, 4 atomic torches, various assorted power tools such as drills, saws and the like (power tools do 1D6 damage each, all torches do 3D6, torch and power tools have a 1-meter range)

16)

This is a glorious time waster. This corridor goes off to the East, and at regular intervals on both sides there are 214 doors. Inside the players see standard cubical chambers, all exactly the same. Each has a comfortable human sized bed, a desk, a chair, a small bathroom (the water still runs, a miracle!) Occasionally there is a carpet or throw rug on the floor, occasionally a clothing cabinet or a chest, bedcovers messed up, etc etc. Every fourth room beginning with the first one, the players will find something to keep their interest beginning with four gold coins. Next a laser pistol, then a vibro-knife, then more gold, then a .45 caliber pistol, loaded, then more gold etc etc etc. The

object here is to divert players and make them waste time instead of concentrating on the mission. Good players will quickly realize these are sleeping quarters and that they have more than enough firepower already to handle this region. Bad players will search everything and loot everything, and the GM should try to give them a good time, tossing in odd bits of furniture, clothing, and the like, but something really useful only ever fourth room.

PLAYERS FOR THE COMPETITION

Name: Cana Mutant

Ms12 In 15 Dex 14 Ps 16 Ch 11 Cn 16 HitPoints 62 AC 8

Physical mutations: diminished sense of taste Mental mutations: teleportation, symbiotic attachment

Possessions: crossbow and 20 bolts, longsword, dagger,

Name: Pako type: pure-strain human

MS 7 In 14 Dex 9 Ps 17 Ch 17 Cn 18 Hit Points 70 AC 8

Possessions: .38 revolver w/6 bullets

Languages: Merikan

Name: Jocko Lantern Type: mutant

Ms15 In16 Dex18 Ps 17 Ch 17 Cn 18 Hit Points 85 AC 6

Physical mutations: Hands of power, heightened physical attributes (con & dex)

Mental Mutations: mental paralysis 15 meters, teleport

Name: Axel type: mutant

MS 14 In 8 Dex 8 Ps 9 Ch 11 Cn 13 Hit Points 49 AC 8

Physical mutations: heat generation, kinetic absorption, ultravision, skin structure

Change (no resistance to gas) Mental mutations: time suspension, devolution

Name: Wessex Type: mutant

MS 13 Int 14 Dex 15 Ps 12 Ch 13 Hit Points 46 AC 8

Physical mutations: sound imitation, attraction odor (predators find him, so do other animals) energy metamorphosis Mental mutations: Kinetic absorption, empathy, total healing

Possessions: 2 handed sword, longbow & 20 arrows

Name: Wesford type: pure strain human

MS 19 In 18 Dex 12 Ps 10 Ch 17 Cn 18 Hit Points 59 AC 8

Possessions: thieves kit, .45 caliber automatic & 11 rounds total, longsword, dagger

Languages: read Merikan

Name: Speedo type: Mutant

Ms 18 In 12 Dex 14 Ps 12 Ch 8 Cn 14 hit points 50 AC 8

Physical mutations: chameleon powers, 6 arms for 3 attacks per round, 9' tall, pyrophobia

Mental Mutations: mental shield, sense anyone with mental mutation within 30 meters

Name: Larry Type: humanoid mutant

Ms 13 In 12 Dex 9 Ps 12 Ch 14 Cn 18 Hit Points 53 AC 4

Physical mutations: carapace

Mental Mutations: mental blast, force field generation

Possessions: crossbow & 20 bolts, longsword, dagger