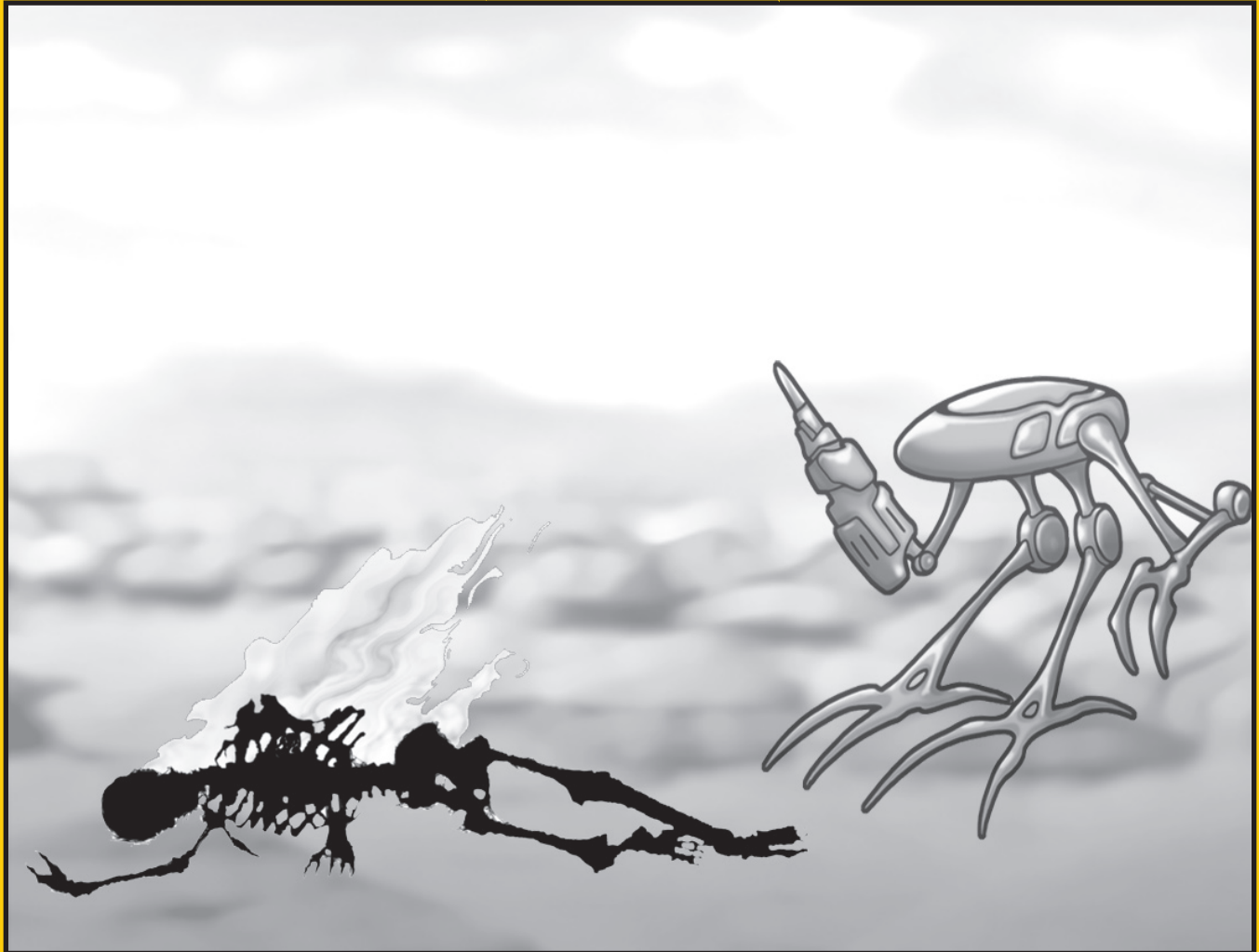


RE-ENERGIZERS

FM101MF



MUTANT FUTURE
COMPATIBLE PRODUCT

A Post-Apocalyptic Romp for Mutant Future™
or other classic mutant adventure games.

By Jeff "Bighara" Sparks

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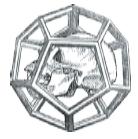
INTRODUCTION

Our heroes arrive at the settlement of Xitnine, a former truckstop in the wastelands. Soon, the local boss hauls them in and offers a job: His impressive guard 'bots could use some spare batteries. The 'bots keep Xitnine safe and him in charge. The old robotics plant a ways down the road may have some radioactive batteries stored in it. He'll pay a nice fee for each that's recovered.

The problem? The plant may be abandoned, but it isn't empty. Various critters make their lairs in the buildings. Worse, some of the plant's security system is still online, the buildings are near collapse, and the nuclear waste used to manufacture the power sources is leaking. All in all, just another day in the wasteland!

This adventure is for Mutant Future characters that are just starting out or early in their adventuring careers. The adventure is fairly straightforward and players should be able to complete it in one evening's play.

The party should have four or more characters. Both combat and technological skills are useful, and a character with good CHA may come in handy for bargaining and gathering rumors.



Scaling the Scenario:

If the ML feels that the challenges in the adventure are too hard or too easy, he should feel free to adjust the encounters accordingly. There are several simple ways to do this:

- ✱ Skip the Killer Weeds set piece, or don't roll for Wandering Monsters on the road (Ares X-4).
- ✱ Change the number of Rot Dogs (Area P-2) or Spidergoats (Area M-1).
- ✱ Adjust the radiation level of the toxic waste (Area P-4), or change it to one save per day vs. the highest class the PC was exposed to.

Descriptive text comes in a box like this, to be read or paraphrased to the players.



RE-ENERGIZERS

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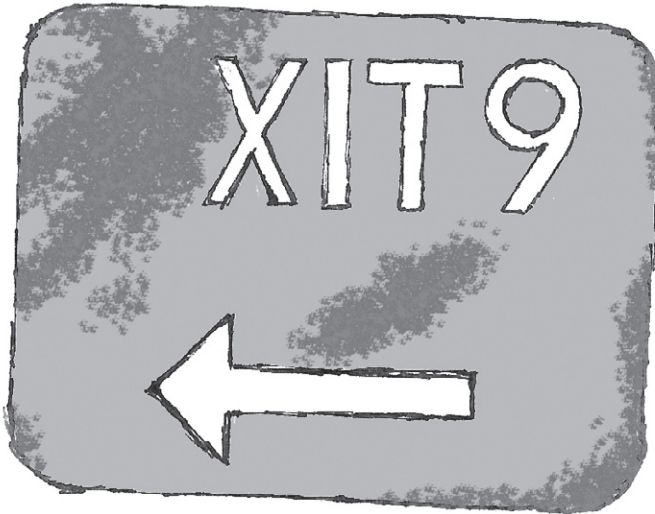
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PART 1: XITNINE

Areas X-1 to X-4



Area X-1: Entering Town

You've been following the old road for days, with nothing to see but twisted scrub and long, brown grasses forcing their way up through the cracked pavement.

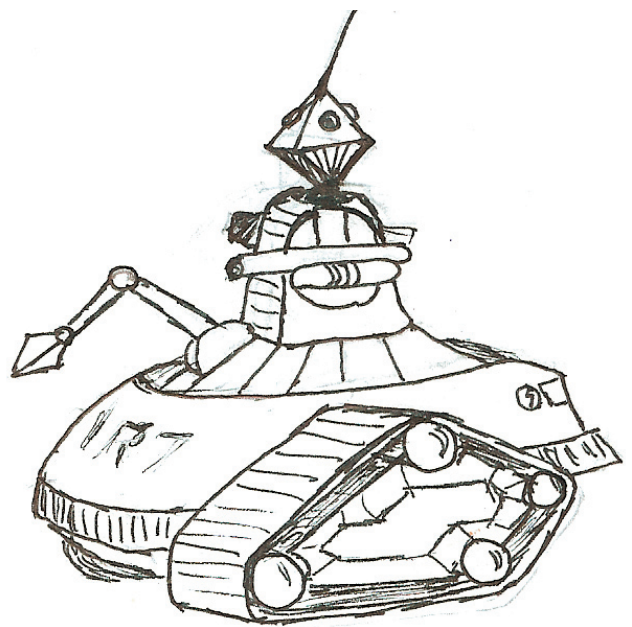
Up ahead, a broken bridge half-crosses the road from a hilltop. A long ramp diverges from the main road and climbs up to a barricaded cluster of buildings. Judging from a large green sign that hangs drunkenly from the bridge, pitted with rust, the place is called XITNINE.

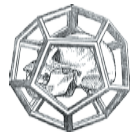
As you draw closer to Xitnine, two bored-looking sentries watch your approach from the barricade of concrete blocks, rubble, and rusted metal.

From the buildings beyond come the sounds of people going about their business and the smell of cooking food.

At the top of the ramp, a parked van acts as the town's gate. On top of that, a menacing-looking 'bot sits with its guns trained squarely in your direction.

The sentries have the command words that would activate the Attack 'Bot, but it is nearly out of power. All it can do is move its head slightly and blink a few lights on its tank-like chassis. Characters won't know of the robot's inertness and the guards won't let them close enough to check it out. If--by some strange chance--a PC gets the chance to examine the 'bot closely, a Complexity Class 3 Technology Roll (MF42) diagnoses a lack of battery power. Such radioactive batteries normally don't run out, but the old 'bots of Xitnine slowly drain theirs due to an unknown flaw.





The two living sentries are Fider, who has a bestial muzzle, and Monk, who sports a vestigial tail and excess body hair. These thugs work for Jarvis, the town boss. Sentry work is about the upper limit of their skills, but they aren't completely stupid. Any obvious attempt to cause trouble meets a harsh response. An old air horn mounted inside the gate serves as alarm, summoning another 1d6 of Boss Jarvis' thugs in 2d4 rounds. Fider prefers to shoot with his crossbow if he can keep enough distance; Monk attacks with his spear. The robot tracks the fighting, but lacks enough power to attack.

The sentries ask the characters their business in Xitnine. As long as no one acts like too much of a troublemaker, they order the gate rolled back by some nearby loafers, admitting the party to town.

Fider & Monk (Sentries): Move: 120' (40'), AC: 7 (Leather), HD: 10d6 (44hp), Attacks: 1 (Weapon), Save: L1, Morale: n/a

Fider's Weapons:

- ✱ Heavy Crossbow (10 quarrels)
1d8, 80'/160'/240' RoF: 1/2
- ✱ Club 1d4

Monk's Weapons:

- ✱ Long Spear 1d8+1
- ✱ Dagger 1d4+1, 10'/20'/30'

Exploring Xitnine

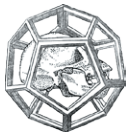
The characters have a short time to roam the tiny settlement while word of their presence gets back to the boss-man Jarvis. At market stalls, they can purchase most basic supplies, subject to the Mutant Lord's approval. Crowded tents and shacks fill the center of town. PCs seeking any sort of information or entertainment must try the Beergarden.

Area X-2: The Beergarden

A low, open pavilion of sorts squats next to some market stalls. Long tables and benches shelter beneath its scrap-metal roof. In the center is a concrete bar with some barrels behind it. A few folks drink from assorted cups and bottles. Oil lamps hang from support posts, casting a pale light in the dim shelter.

The main gathering place in Xitnine, the Beergarden serves a basic fare:

- ✱ Cup of "Wine" (assorted fermented fruit juice): 1sp
- ✱ Pint of "Beer" (seed and grain mash, fermented): 1sp
- ✱ Shot of "Hard Stuff" (either or both of the above, distilled): 2sp
- ✱ Mystery Meat Kebab: 2cp
- ✱ Bag of Smoked Insects: 2cp
- ✱ Rat on a Stick: 3cp
 - ↳ with mustard: 1sp



A fat, greasy, surly Pure Human named Tombo owns and runs the Beergarden. He happily takes anyone's money, but it will require some persuasion to get information out of him. If the party spends some time talking to customers and buying some drinks, they can learn a few things. For every hour a character hangs out, chatting up the patrons and spending 1gp on drinks for the crowd, a player can make a CHA check to learn a rumor.

d6 Rumors

- 1-2 Boss Jarvis runs the town, and if anyone argues with him, he's got plenty of thugs backed up with two killer 'bots (True)
- 3-4 The old 'bot plant down the road is full of monsters (True)
- 5 The whole area to the west is radioactive (False)
- 6 Jarvis is an android (False)

Summoned to the Boss

About three hours after the party enters town, a pair of armed guards appears and says that Boss Jarvis wants to have a meeting, pronto. They say the Boss will make it worthwhile. If the PCs won't come along, the guard strongly suggests that they reconsider, or else leave town before the Boss-man's patience runs out.

Area X-3: Boss Jarvis' Place

The guards escort you to a big concrete bunker. Another weaponized 'bot, just like the one at the gate, sits on the roof. Within, a guard with a scattergun lets you into a square room with a glowing ceiling and a bunch of guys doing technical stuff.

The only one not busy is a lean man with a scarred neck, lounging in a stuffed chair chewing something on a bone. A half-naked, six-breasted slave-girl refills his cup; on the other side lies a dark brown dog the size of a donkey. Clearly, this is Boss Jarvis. "About time," he grunts, and tosses the meat to the huge dog. The sounds of crunching bones fills the room.

Jarvis looks you over. "You lot seem ready for action. I got a simple job for you. I could use some power blocks for my robots, but I can't spare any local boys to go poke around the old 'bot plant. It's about ten miles down the west road. Look for gray cubes about a foot across, with a yellow plug in one side. I'll pay you a hunnert gold cash for each one you bring back intact in the next couple days. Deal?"

Jarvis won't go higher than 200gp per battery. If the party refuses, or annoys him too much, his men kick them out of town. Once the PCs come to an agreement, he summons one of his servants.



A completely bald man with a huge swollen forehead hands Jarvis a black box the size of your palm. "The batts got geigers in 'em. This thing counts 'em. Use it to find the batts, and bring it back to Egghead here." He leans closer and says in a grave whisper, "And don't you be blabbing around town about the 'bots needin' no juice, or you'll be dog food, got it?" Jarvis sits back again. "Well? If you're gonna do it, git goin'!"

Egghead's fully-charged Geiger counter is a compact version of the device in the book (MF123), using a power clip instead of a belt-pack.

Getting in a Fight

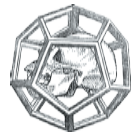
If the PCs make any threatening moves, Jarvis and his men attack. Egghead hides behind his table. The slave girl cowers or tries to flee.

Jarvis: 4th level BRIGAND LEADER (MF83) with a Mk1 laser pistol (MF113). His dog is a DIRE WOLF (MF102); it attacks anyone who attacks Jarvis, or on his command.

Men: Three BRIGANDS (MF83), two with short swords and one with a stun pistol (MF113).

Any shouting brings the guard in the hall: a Brigand with a scattergun (as shotgun, MF111, but only two shots before reloading). He has 10 shots worth of ammo.

Eight Brigands relax off-duty in another part of the bunker, able to appear in 2d6 rounds. Six more Brigands roam the town, plus Fider and Monk on the gate.



Area X-4: On the Road

The West Road runs away from the broken bridge and the town, a track of shattered pavement, dust, and weeds. The old Robotics Plant lies about 10 miles down, exactly where Jarvis said it would be. Walking the route takes about half a day, with no chance of becoming lost so long as characters stick to the the old road. The party runs across the Killer Weeds encounter below, plus a Wandering Monster check: 2 in 6 chance of an encounter from the Grassland chart (MF105).

Set Piece: Killer Weeds

You reach the top of a long, low rise when something catches your eye. Several yards to the left of the road, the still-clothed and booted legs of a corpse stick out of the weeds. The body is little more than a skeleton, a pistol still clutched in one bony hand.

If the PCs move closer, they see another fleshless body farther into the weeds. Both corpses look old, with plants growing up between the ribs, yet the clothing and equipment looks intact.

The weeds among the bodies are in fact three Kernel Weeds, a mutated form of Kernel Plants (MF79).

The two bodies carry a total of 120gp, two short swords, a set of chain mail, an empty revolver (MF110), and 20 rounds of ammo.



Kernel Weeds

No. Enc.: 1d6

Alignment: Neutral

Movement: -

Armor Class: 9

Hit Dice: 2

Attacks: 1d3, 15'

Damage: 2d6/round hp drain

Save: L2

Morale: 8

Hoard Class: None

XP: 38 each

Each Kernel Weed has 2d6 hard seeds, firing 1d3 per round at individual targets. On a hit, the seed begins to take root and drains 2d6 hit points from its host every round. If the victim takes no other action, he may spend a round ripping out the burgeoning plant. This requires a STR check at -2 and causes 2d4 damage.

If a character dies with seeds in place, the plants take root where he falls, growing through him into the dirt. Within 48 hours, the plant drains all nutrients from the host body, leaving a desiccated husk.

MUTATIONS: Natural Vegetal Weapon



PART 2: 'BOT PLANT

The road descends a gradual hill and rounds a curve. You see the 'bot plant ahead, off to the left. About a hundred yards from where you stand, a high fence surrounds the compound. The gate hangs broken and some structures inside look damaged. Nothing moves.

Robotics Plant Wandering Encounters

(1 in 6 chance, every 2 turns)

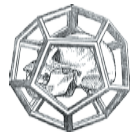
<u>d6</u>	<u>Encounter</u>
1-2	1d6 Rot Dogs (MF92)
3-4	1d2 Spidergoats (MF98)
5-6	1d10 Stink Beetles (MF99)

Any Rot Dogs encountered reduce the number in Area P-2. Spidergoats encountered reduce the number in Area M-1. Stink Beetles reduce the number in Area M-5.

Outside the Plant

Areas P-1 to P-4

Through the busted gate you see two buildings. The little one on the right has crumbling walls and a collapsed, rusty metal roof. The massive structure in the middle of the enclosure looks intact.



Area P-1: The Fence

The chain-link fence stands ten feet high and topped with razor wire, encompassing a square maybe two hundred feet on a side. Something rammed the gate in the past and left it twisted enough to step inside.

Characters can enter the fenced compound at the front gate near the Garage (Area P-2) or at a broken-down section in the northwest corner by the Waste Shed (Area P-4). Outside the fence, a pile of loose earth serves as an exit tunnel for Stink Beetles from Area M-5. When characters pass nearby, 50% of the time 1d4 beetles rush out to attack, or 100% if the characters disturb the dirt.

Climbing the fence takes 1d4+1 rounds, or one round on a successful DEX roll, with a natural 1 indicating a fall. At the top, the razor wire inflicts 1d6 damage and the character must make another DEX roll or become entangled: each round, he takes another 1d6 damage and can try a DEX roll to unentangle himself. An unentangled character can drop freely to the ground on either side.

Area P-2: The Garage

Inside the gate, the old road forks. To the right, it ends where an ancient ground vehicle smashed in the front of a big sheet-metal shack. The back of the truck protrudes from the wreckage.

At some point, the malfunctioning Sentry Turret (Area P-3) grenade-blasted the factory's returning freight-transport truck, which went out of control and smashed into the Garage. Now a pack of vicious ROT DOGS (MF92) make their den in the back of the structure. They and the Spidergoats in the main building prey upon one another and unwary Stink Beetles. Both have learned to avoid the sensitive range of the Sentry Turret.

Unless the ML wants to give the party a functioning vehicle, the truck is damaged beyond repair. It resembles a Primitive Truck (MF132), but didn't use fossil fuels. If the characters search the wrecked vehicle, they find its intact radioactive battery with a Class 1 Technology Roll, at +10% if using the Geiger counter to guide them. Jarvis will buy this battery.

Disturbing the truck causes the Rot Dogs to come through the wreckage to defend their lair. Three force their way through small gaps in the metal junk around the truck, too small for human-sized creatures to enter. Three more emerge the next round. Meanwhile, the other six dogs emerge from larger openings dug under the intact back wall, to circle around both sides of the Garage. The dogs fight to the death or until intruders retreat.

Man-sized or smaller creatures could enter the cramped lair-space through the dug-out tunnels in back. Squirming through takes two rounds, and the character loses any DEX bonus to AC, suffers -2 to hit, and can't use two-handed weapons.



Rot Dogs (12): Move: 120' (40'), AC: 7, HD: 4, Attacks: 1 (Bite, 2d6 and Rot), Save: L3, Morale: 12. In lair: Four pups, alpha bitch (fights as male).



Area P-3: Warehouse Entrance

The main driveway runs to a loading dock on the big central building. A battered metal gate partly blocks the loading doorway. Above the gate, a sign about two feet square bears ancient lettering.

The sign says "ACE ROBOTICS: THE FUTURE IS NOW." It's also a secret panel concealing a ROBOTIC SENTRY TURRET, still operating on orders to keep everyone out of the facility. If anything moves within 30', the panel slides up and the turret extends. It can see and attack in a 180° spread in front of the building and fires its stun gun at the closest targets first. If anyone attacks the turret, or brings a vehicle or large robot within the gate, it responds with grenade fire. Should

the party defeat the turret and seek to disassemble it, a Class 1 Technology Roll (+10% for Geiger counter) finds its radioactive battery, 50% likely to be intact enough for sale to Boss Jarvis.

Robotic Sentry Turret

HD: 21 (95hp)
Frame: Armature
Locomotion: Stationary
Manipulators: None
Armor: AC4 (damaged Duralloy)
Sensors: Class II
Mental: Programming
Accessories: Weapon Mount, Reloader, AV Transmitter, Internal Storage for grenades
Weaponry:

- ☛ Stun Pistol: range 150'/300'; ignores armor, save or stunned 2d4 turns; 40 shots, then 1 round to recharge
- ☛ Grenade Launcher: range 500'/1,000'; 10 irritant gas grenades and 10 fragmentation grenades

An irritant gas grenade fires first; thereafter the auto-loader chooses what to load based on the turret's threat assessment. In local conditions, each irritant gas cloud persists for 2d4 turns. These rocket grenades require a launcher to use, but a successful Technology Roll (Class 1) can modify one for throwing, at +20% if the character is familiar with grenade launchers. A roll of 99-00 sets it off in the fiddler's hands.



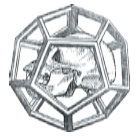
The loading dock door under the turret stands bent and ajar. Human-sized creatures can pass through easily; larger creatures take a full round to squeeze through, while anything bigger than a horse cannot fit through at all. Rubble on the other side blocks the door from opening fully; it takes a STR check at -3 to move it.

Area P-4: Waste Shed

Near the corner of the fence sits a heavy, one-story structure of concrete. The single metal door bears a faded yellow design.

Radiation taints the ground all around the shed, due to leaking drums of factory waste inside. The Geiger counter starts clicking faster within 50', indicating exposure to Class 3 radiation (MF51). Within 30', the danger rises to Class 5. The door bears a number pad lock (Technology Class 2) and attempts to force it suffer -2 due to its strength. The yellow symbol is a faded Radioactive symbol. Entering an incorrect code triggers an alarm, forcing a Wandering Monster check.

Opening the door exposes characters to Class 7 radiation. Inside, six 50-gallon barrels seep glowing ooze. Any attempt to move one ruptures it, splashing adjacent characters with waste (Class 8 radiation). Just inside the door hangs a small medkit: 1 dose Stimshot A, 1 shot RadPurge (MF125).



Main Building

Areas M-1 to M-5

The huge, broken-down Assembly Floor occupies most of the Main Building, with a lift down to the Cellar. Three small, partitioned rooms line the southwest corner.

Area M-1: The Assembly Floor

This huge room stretches back as far as you can see, crowded with a forest of giant mechanical arms, complicated machines, rubble, and debris. Shafts of daylight come through the heavy rafters from rusted holes in the roof. The wall to the right of the door bears a bank of switches and dials.

Here robots used to build robots. Now a group of SPIDERGOATS (MF98) live in the rafters, feeding on Stink Beetles, Rot Dogs, or whatever they can. Unless the party takes extra care at stealth, the creatures notice them as soon as the characters enter the room. The beasts wait to attack until at least one of the PCs reaches the middle of the room. They drop from above, surprising on a 1-3. If someone activates the lights or the Assembly Floor equipment, the 'goats attack at once.

Spidergoats (8): Move: 120' (40'), AC: 6, HD: 4, Attacks 1 (Gore, 2d4 or Kick, 2d6 or Bite, 1d4 + poison), Save: L3, Morale: 8



PCs can make a Class 3 Technology Roll to figure out how the controls are supposed to work. However, any attempt to manipulate them triggers a short circuit, turning on the lights and all the Assembly Floor devices. The robotic arms begin whirling and lunging, trying to perform their old tasks but really just whipping around and smashing into things. Robotic welders jab at non-existent robot chassis, loader arms try to move pieces that aren't there, automated flat-beds for carrying parts careen around the floor, and lights and noises come from everywhere. Anyone within the room must make a save vs. stun every round or be struck by some sort of apparatus and knocked prone. On a 1, the character also takes 1d6 damage. The machinery runs for 1d6+6 rounds before shorting out again. Meanwhile, the Spidergoats attack, each making its own saves (14) to avoid the wild machinery each round.

Forty feet up in the rafters, the 'goat nest holds the web-wrapped husks of rot dogs, stink beetles, and a human body, its right hand still clutching a Mk1 Laser Pistol with an empty power clip. The corpse's cloth satchel contains 100gp, two full power clips, and a flashlight (50% charge).



In the northwest corner of the Assembly Floor, a railing runs around an empty space 10' square. A controller on the rail sports only two buttons: one with an "Up" arrow and one with a "Down" arrow. Using this cargo lift requires no Technology Roll. It can bear up to one ton and takes 2 rounds to descend into the Cellar (Area M-5).

M-2: Office

This room holds two small desks and chairs. A comp terminal lies next to one desk, its side caved in as though kicked. A rectangular window looks out on the main floor, its former glass pane utterly smashed.

The desks contain some typical office supplies: paper, dried-out pens, pencils, paper clips, a couple of clipboards, and a toy of clacking metal balls (20gp). The one locked drawer holds a sealed liter bottle of whisky: perfectly drinkable and worth 100 gp. Under the ruined computer lies a sticky note bearing the combination to the Waste Shed lock: 1603.

M-3: Supply/Break Room

Torn boxes, shredded paper, knocked-over metal cabinets, and rotten junk cover the floor. Cobwebs hang on it all.

The spidergoats smelled the preserved food stored here and tore through everything to get at the snacks. Nothing of value remains in the room.



M-4: Restroom

This space contains a small toilet and sink and a single light that flickers on when the door is opened.

The plumbing doesn't work and nothing here holds any interest or value.

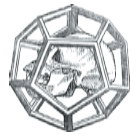
M-5: Cellar

The lift descends into open blackness. About thirty feet down, it comes to a stop on a broad, unlit concrete floor. In the gloom, it seems like one large, open area. You can see many barrels, boxes, and crates, mostly upended or smashed.

A nest of 10 STINK BEETLES (MF99) lives in the room among various empty crates. Beetles previously encountered reduce the number present. They attack aggressively to defend their lair.

Stink Beetles (10): Move: 90' (30'), AC: 5, HD: 2 (12hp), Attacks: 2 (2 pincers, spray) 1d4/1d4/1d6, Save: L1, Morale: 5

The Geiger counter can lead the PCs to a six-foot wooden crate in one corner, its front open. Four small boxes lie inside: radioactive batteries. Each weighs 40 lbs and transport may prove challenging. Handling an intact battery poses no risk, but if damaged, it leaks Class 1 radiation.



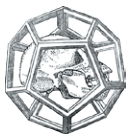
A small hole through the west wall of the Cellar leads to the beetles' entrance and exit tunnel. The two-foot-wide tunnel runs about 100' to outside the fence, passing through earth contaminated by the leaking Waste Shed. Crawling through exposes a character to Class 6 radiation.

PART 3: TRIUMPHANT RETURN

When the guards at Xitnine see the party coming, they summon Egghead and two extra guards to meet the PCs outside the gate. Eggy retrieves his Geiger counter, inspects the fetched batteries, and chooses one at random to take "for testing". He tells the party to take the rest to Jarvis right away for payment, assuring them that Jarvis knows to pay them for one more than they carry. Egghead follows the party, sees them enter the Boss Bunker, then climbs to the roof and powers up the Attack Robot with the new battery.

The party again meets Jarvis in his control room, surrounded by his armed and attentive men, his Dire Wolf at his side looking hungry. The slave girl is elsewhere.

"So you got the goods, hey?" Jarvis says by way of greeting. "Not too much trouble for tough guys like you, hah?" He nods to one of his men, who reaches into a chest and pulls out small leather bags: one for each battery. The man tosses the bags your way; they make satisfying clinks as they hit the floor.



"Deal's a deal," Jarvis says, "Now, since you did such a good job, I'm gonna give you a bonus. In fact, I'm gonna give you two." He holds up one gloved finger. "First is some advice: don't ever talk about this job to nobody in town or around here. It never happened and the 'bots never had no power trouble, got it? Shouldn't be a big problem since the rest of my advice is this: get out of town. Now.

He holds up another finger. "The second bonus is time. You got twenny minutes to be out the gate and back on the main road. After that ... well, that ain't gonna happen since smart guys like you know good advice when you hear it, right? Nineteen minutes now, by the way."

Jarvis, jealous of his power in town, was perfectly happy to use the party, but he doesn't want capable people hanging around, especially those who might guess that his 'bots don't quite work right. Being pragmatic, he'll pay to get rid of them rather than risk an unnecessary fight.

If the party fights, the powered-up Attack Robot on the roof fires on them as they leave the bunker. Meanwhile, Egghead is at the gate working on the second 'bot, which comes online in another 10 minutes.

If the PCs stay in town longer than 20 minutes, even peacefully, the guards and 'bots drive them away. A robot follows them a mile down the road.

Attack Robot:

HD: 30 (105hp)

Frame: Armature (it looks like a small tank with a robotic head sticking out of the top)

Locomotion: Treads (2)

Manipulators: Basic Hand (1)

Armor: AC 1 (Crystal Carbon)

Sensors: Class VI

Mental: Programming

Accessories: loading mechanisms (2), vocalizer, AV transmitter

Weapons:

☛ Auto shotgun: 3d6 to 50', 1d6 to 100', automatic fire (2/round), 20 shots

☛ Micro-missile launcher: range 4,500'/9,000', 7d6 in 30' radius, rapidfire (3/round), 12 shots

XP Award suggestions:

☛ Each rumor collected: 25

☛ Negotiating a higher price for batteries: XP equal to twice the amount over 100gp

☛ Kernel Weeds: 38 each

☛ Rot Dogs: 135 each

☛ Spidergoats: 190 each

☛ Stink Beetles: 29 each

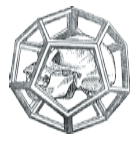
☛ Sentry Turret:

↳ 7,000 for destroying, or

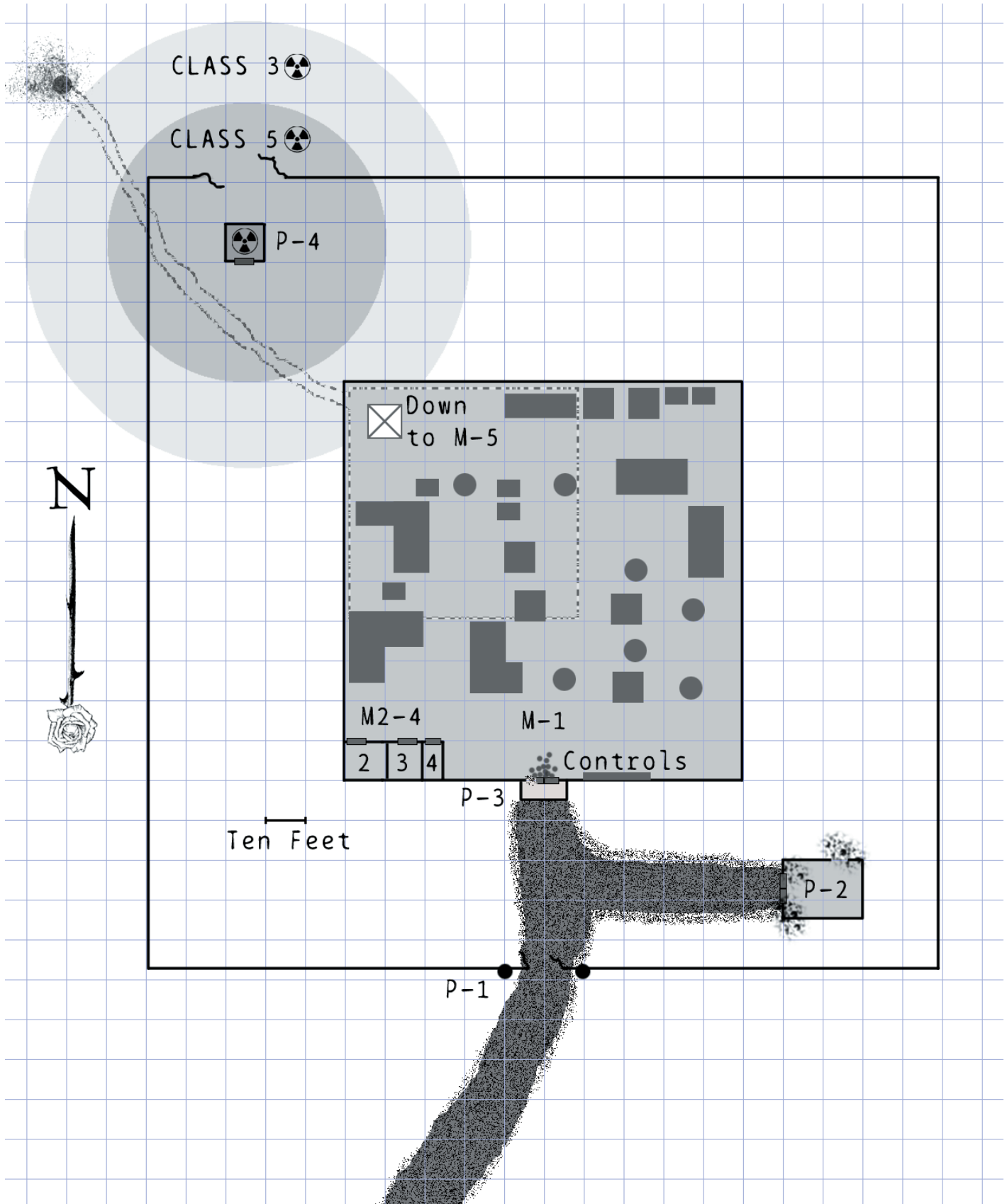
↳ 3,500 for bypassing

☛ Attack Robots: 10,000 for each destroyed

☛ Each battery sold to Jarvis: gp + 50

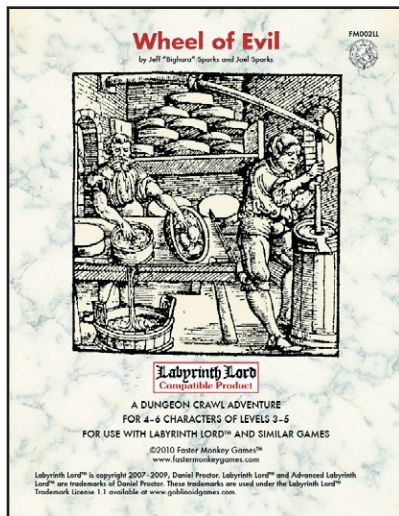


MAP OF THE OLD 'BOT PLANT



Check out these other old-school products from Faster Monkey Games!

Wheel of Evil



It's up to your brave heroes to fight off the invading kobolds and save... the cheese?? Well, a job's a job, and things underground are seldom what they seem. Wheel of Evil is a 16-page adventure for old-school characters of levels 3 to 5, plus a full-color cover with classic maps and handouts.

Compatible with Labyrinth Lord™ and similar games.

"Wheel of Evil is both challenging and fun and it's full of clever inventiveness.... Excellently quirky."

— James Maliszewski, GROGNARDIA

The Hidden Serpent



Faster Monkey's tribute to a classic dungeon crawl gives you tons of old-school goodness—rooms and tunnels, wandering monsters, traps and treasures—pitting low-level characters against a secret complex full of varied foes. An introductory fantasy adventure for Labyrinth Lord™ and similar games.

"Jeff Sparks has not merely aped In Search of the Unknown, instead using it as a springboard for his own ideas, many of which stand up quite well in comparison."

— James Maliszewski, GROGNARDIA

The Turntracker: Making Dungeons Scary Again

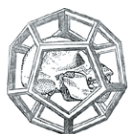
Every referee knows: There's nothing players like better than when you forget inconvenient details. Your average player writes "Torch" on his character sheet one time, at start of play, and never thinks about it again. Meanwhile, you know you should roll for wandering monsters, but how many times? And mandatory rest periods — remember those? Who can keep track of it all?

Well, you can, because now you can get Faster Monkey's simple yet brilliant TURNTRACKER game aid. Download the single page PDF for less than the price of a latte, print it once on sturdy cardstock, and use it forever. Tick away the turns

"A brilliant little contraption that I wish I had thought up!"

— Steve Zieser, Illustrator, LABYRINTH LORD™ and ADVANCED EDITION COMPANION™

with ease and watch those light sources burn out, PCs succumb to fatigue, and monsters come looking for the adventurer buffet. Available in Labyrinth Lord™ and OSRIC™ versions!



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