

One Year In The Savage After World



By
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MUTANT FUTURE
COMPATIBLE PRODUCT

One Year In The Savage After World By Tim "Sniderman" Snider

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DEDICATION

This book is dedicated to Chris (my wife), Lily (my dog), and readers of *The Savage AfterWorld*.

INTRODUCTION

One Year In The Savage AfterWorld started as a simple gaming idea: “Could I write a *Mutant Future* adventure module large enough that it would take a year to play through?” I looked at my own gaming group and determined that we usually met each weekend for a few hours. So, the concept of a collection of 52 individual scenarios—each playable over the course of a few hours each weekend for an entire year—was born. But writing 52 unique micro-adventures was a tall order. Over the years as inspiration struck, I created and posted these “Dangerous Encounters” at *The Savage AfterWorld* (www.savageafterworld.com). Each was written to be self-contained with a specific beginning (to introduce the players to the situation/event), a middle (something to explore, fight, or overcome), and an end (where the players are rewarded for their deeds). You now hold the end result.

There are several other ways you may find these micro-scenarios useful:

1. For quick pick-ups games when the Mutant Lord doesn’t have anything else ready.
2. For introductory adventures and one-shots at gaming conventions and other short events.
3. As “side treks” during the campaign when the players wander off the beaten path or go exploring in an area the Mutant Lord hasn’t fleshed out yet.
4. As campaign seeds that can be expanded into larger world-spanning adventures.
5. For use when the entire player group can’t get together, but the Mutant Lord would like to run something for those who were able to make it.
6. To introduce new, unusual mutants that lurk in the shadows of your world. Your players may have fought cockroachoids and mants, but how will they fare against a wailer, a skin stealer, or one of the numerous new creatures skulking within?

A few additional notes on how this book is organized: Each creature’s entry is abbreviated AL, alignment; MV, Movement; AC, armor class; HD, hit dice; #AT, number of attacks; DG, damage; SV, save; and ML, morale. All NPCs are either not stat’d up or they are presented as creatures without specific statistic scores. (If you wish to know the scores of an NPC’s STR, DEX, CHA, etc., you’re encouraged to roll it up yourself.) Also, there are no maps within, so each scenario can be placed within your own campaign wherever it best fits. And feel free to change, alter, update, add, or delete anything you wish as you’re the best judge on how to challenge and reward your players! It’s time now to turn the page and begin 52 evenings of excitement, danger, and adventure. Prepare yourself for *One Year In The Savage AfterWorld*.

Your Friendly Neighborhood Sniderman

1. LAST CHANCE FOR GAS

This small encounter can be placed alongside any isolated, long-forgotten road or highway. In the distance, the party will see a small building just off to the side of the road they travel. Any party members who are familiar with Bygone architecture or history will recognize it as a small gas station. But even those unfamiliar with the Bygones should be able to puzzle out that it's a refueling depot of some kind (especially if gas-powered vehicles and tools are used in your campaign world).

The gas station is now the lair of a pair of Skin Stealers (MF rulebook, pg. 95) who call this outpost their home. The Stealers can see the approaching party through one of the windows of station. If there are three or more members of the party, one will exit out the back armed with a crowbar (1d6 damage) to get behind the party while the other Stealer arms itself with a sledgehammer (two-handed weapon, 1d8 damage) and lies in wait inside the building. Once the party gets close enough, they'll spring out and ambush the party.

If, however, there are only one or two party members, the Stealers will instead try to garner the party's trust. They'll come out of the building and welcome them to their home, offering them a place to rest and camp. They shall try to get them to lower their guard in hopes of eventually surprising them unaware and skinning them. (The harvested skin on both Stealers is currently wearing out and starting to deteriorate. The Mutant Lord may want to mention to observant

players that the two nomads seem to have very dark and leathery hides.)

Skin Stealers (2) (AL C, MV 120' (40'), AC 6, HD 5, #AT 1 (sting or weapon), DG 1d4 + poison or weapon, SV L5, ML 7, *mutations: toxic weapon, reflective epidermis (radiation), unique*)

Once the Skin Stealers are dealt with, the party is free to explore the station if they wish. Over the years, it has been fairly well picked over and there isn't much left to scavenge, but there are a few items of note to discover:

- Hidden in a toolbox buried under some debris in a corner of the station's garage are some of the items the Skin Stealers have collected from their victims. Within are 125 silver pieces, a Rad-Purge Shot, and one Healing Pack.
- If anyone thinks of it, there is sadly no fuel in the holding tanks, having been siphoned away a long time ago.
- In a backroom storage area, the players can find two unopened cans of beef stew (someone's long-forgotten lunch) as well as a Visitor to the Area map. This pre-apocalypse map shows all of the roads, towns, and attractions in a 50-mile radius. Some of the attractions listed include things like Old Man's Cave, Mystery Hill, and other tourist traps. The current accuracy of the map is left up to the Mutant Lord. Also the destinations listed could provide future adventure hooks.
- In the garage under one of the automotive racks, there appears to be a deep pit filled with old, filthy, discarded oil. This is not oil

but rather a small-sized Black Pudding (MF rulebook, pg. 62) that has taken up residence in the pit. The Skin Stealers treated it much like a "pet," feeding it any animals they could trap as well as the discarded bodies of their victims. The Pudding never bothers the Stealers, but it may not take kindly to the strangers poking around the area.

Small Black Pudding (1) (AL N, MV 60' (20'), AC 6, HD 10, AT 1, DG 3d8, SV L5, ML 12, *mutations: toxic weapon*)

If the Black Pudding is defeated and the pit is searched, the party will find many undigested bones of animals and humanoid creatures. They will also find a small metal box containing 24 copper pieces, 360 silver pieces, and 165 gold pieces. (The box belonged to one of the Stealers' victims and was accidentally tossed in.)



2. THICKER THAN WATER

This short (but potentially deadly) encounter should take place outside of a ruined hospital or clinic, although it can take place just about anywhere in the *Mutant Future*. In the distance, the party should hear a piercing scream that is suddenly silenced. Their curiosity (hopefully) will prompt them to investigate. (Or the party could be heading in the direction of the old hospital anyway to loot for potential healing supplies and/or Bygone artifacts.)

As they approach the building, they'll spy a tall, thin humanoid in a clearing hunched over something unseen. Sickening slurping sounds of feeding are coming from the crouched creature. They have stumbled across a Mansquito (MF rulebook, pg. 82) feeding on a hapless victim.

Mansquitoes (3) (AL C, MV 120' (40'); Glide 150' (50'), AC 6, HD 9, #AT 1 (weapon, proboscis, or blood sucking), DG as weapon, 1d4, or 1d6, SV L4, ML 8, *mutations: complete wing development*)

If the party attacks, the feeding Mansquito will defend itself to the best of its ability, however it is fully bloated by now and only moves at 90' and may not glide. In

addition, two other Mansquitoes lurking on top of the building will hear the combat and will silently glide down to join the fight. (You may want to have the characters roll to see if they notice the new combatants entering the fray.)

Once the Mansquitoes are dealt with, the party members are free to enter the hospital to loot the place. If they just brazenly walk in through the front doors, however, they're in for a nasty surprise. The Mansquitoes have been keeping a nest of eight Hemofowls (MF rulebook, pg. 75) in the hospital's lobby. Any victims the Mansquitoes caught were tossed in here first. The Hemofowls would attack the victim, infecting them with the *hemophilia* mutation, thereby making it easier for the Mansquitoes to feed. Needless to say, the Hemofowls are stirred up and will attack anyone who enters.

Hemofowls (8) (AL N, MV 90' (30'); Fly 180' (60'), AC 6, HD 5, #AT 2 (beak, special), DG 1d6, SV L6, ML 7, *mutations: toxic weapon*)

If the Hemofowls are defeated, the party will find the following items tucked inside various Hemofowl nests throughout the lobby: 51 silver pieces, 14 gold pieces, an Antitox Shot, a Stimshot A, and 3 Hemofowl eggs. If the party goes all the way to the top of the building, they will also find 27 gold pieces where the Mansquitoes once lurked. Sadly, there is nothing else of value in the medical complex, although the party is free to use the facility as a headquarters or base of operations if so desired. The Mutant Lord may also want to place a future adventure plot hook somewhere within the building (an underground bunker

complex, a hidden map to a large Bygone experimental medicine facility, etc.).

3. DYING OF THIRST

A two-man hunting party that left the village two days ago has not yet returned. The village elder has approached the PCs and asked them to investigate. The elder is especially interested on information about a nearby tribe of Apemen (MF rulebook, pg. 60). Rumors have been floating through the village that they may be massing for an attack. "They may have captured the hunters and are torturing them for information," he whispers. (The elder is wrong. The Apemen have nothing to do with the hunters' disappearance and—in fact—they are pacifists.) The PCs are given a rough description of the two missing humanoids and a crude map of the surrounding area. They are then pointed down the path the hunters took out of town.

Several hours of walking later, the PCs should spy a pair of Apemen lurking in the woods. They seem to be watching the party, but will not disturb or intercept them. If the party ignores them, the two Apemen follow them silently for a while before skulking off to their tribe to report. If the party attempts to contact them, the two Apemen (named Keaf and Buló) will chatter and screech at them, holding their weapons over their head and shaking them threateningly. Keaf is carrying a spiked mace (DG 1d6+2) and Buló is armed with a crude spear (DG 1d8+2). Have the party members roll to see if they recognize these weapons as being the same weapons the two missing hunters were reportedly armed with. The party is free to

try to talk to the Apemen again (The Apemen don't trust the PCs, so it's going to take some good reaction rolls.) or the party may just decide to attack. If attacked, Keaf and Bulo will surrender after taking a few solid hits from the PCs and will answer their questions honestly.

Apemen (2) (AL N, MV 120' (40'), AC 6, HD 7 (Keaf: 35 hp; Bulo: 41 hp), #AT 1 (weapon), DG see weapon description, SV L5, ML 9, *mutations: none*)

When talking with the two Apemen, they explain they came across an abandoned campsite nearby and "helped" themselves to the weapons. They are happy to show the PCs the campsite. However, if the party has been mistreating them, Keaf and Bulo will lead the party in the opposite direction and will try to escape at a suitable time.

Upon reaching the campsite, the party will see two small bedrolls, a knapsack of food, and a burned-out campfire sitting next to a shallow spring-fed pool of water. Oddly, all of the personal possessions of the hunters (with the exception of the weapons held by the Apemen) are scattered about the site, including metal bits of the hunters' armor, jewelry, and any other metal or stonework they were wearing. If the party looks about a bit further, they notice that the water in the spring is unusually clear and does not appear to have any fish or other life in it.

The "pool of water" is actually a Glass Plasm (new creature, see following description). The hunters found the "spring" and decided to set up camp near it. However, once they got too close, the Glass

Plasm attacked and consumed them both, expelling the metal and stone items of its victims once done. Later, when Keaf and Bulo entered the site, they grabbed the weapons and ran off before the Glass Plasm could make a move to grab them. (The Apemen are unaware as to the nature of the Glass Plasm.) Once the party moves to inspect the pool, the Glass Plasm will lash out and attack them.

Glass Plasm (1) (AL N, MV 45' (15'), AC 6, HD 6, #AT 1, DG special, SV L3, ML 11, *mutations: chameleon epidermis (special), toxic weapon*)

Keaf and Bulo will assist the party in killing the Glass Plasm if the PCs have been civil to them. If the PCs have mistreated them, the Apemen will run off, leaving the PCs to their doom.

Once the Glass Plasm is defeated and the fate of the hunters has been determined, the PCs may want to strike up a friendship with the two Apemen (if they've become allies) and put an end to the rumors of the imminent Apemen attack. This could be the springboard for a new adventure as they try to form a peace treaty and/or defeat a mutual foe.



New Creature - Glass Plasm

No. Enc.: 1 (1)

Alignment: Neutral

Movement: 45' (15')

Armor Class: 6

Hit Dice: from 4 to 7 depending on size

Attacks: 1

Damage: see below

Save: L3

Morale: 11

Hoard Class: None

As dangerous as it is unusual, the Glass Plasm is a crystal-clear protoplasmic blob. A Glass Plasm moves and attacks much like a Grey Ooze (MF Rulebook, pg. 74), lashing out like a snake with a long tendril. If a successful hit is made, the Glass Plasm will ensnare its victim, attempting to drag him into its mass by sending out another 1-2 more tendrils for this purpose.

If a victim is dragged into a Glass Plasm and engulfed, it will begin feeding much like a Green Slime (MF rulebook, pg. 74), doing 1d4 points of damage for 8 rounds. If the victim is not freed by then, they should be considered lost and unrecoverable. The Glass Plasm digests all organic tissue and adds it to its mass within 1d10 rounds of the victim's death. Since a Glass Plasm cannot digest metal or stone, it expels any indigestible materials rather than letting it "float" within.

Smaller Glass Plasms are around 4 to 5 feet across and about 6 inches deep. Larger Glass Plasms can be up to 15 feet across and several feet deep. Glass Plasms are vulnerable to fire and electrical attacks and take half-damage from edged weapons.

Because a Glass Plasm is virtually clear and colorless, it appears as ordinary water when it remains motionless. One tactic a Glass Plasm will use is to flow into a small depression or culvert, appearing at first glance to be nothing more than a small puddle or pond. If an animal passes nearby (or attempts to wade through it or take a drink), the Glass Plasm will attack.

A wise adventurer should be wary of any water source that appears oddly clear throughout, since there will not be any sediment floating within as well as no surface debris floating on top. It will also be devoid of fish, frogs, or nearby wildlife. Rather than a refreshing drink, death lies under the surface.

Mutations: chameleon epidermis (special), toxic weapon

4. GREEN THUMB

About a week ago, a local villager returned after a fruitful day of scavenging the nearby wastes. However, one of the items she brought back was highly radioactive, and since she returned, all in the village have come down with acute radiation poisoning. The village healer has asked the party (who do not show signs of sickness) to venture to a Bygone "indoor garden" where he knows of a plant that abundantly grows. This plant's red and white berries, when properly prepared, have radiation-purging properties. The party needs to bring back as many berries as they can.

It takes nearly a day's walk to reach the indoor garden (in actuality, a dilapidated greenhouse).

Very little remains of the actual structure, as it appears more like a rotting wooden framework with occasional panes of glass still in place. Large trees jut through the roof of the building.

Unless the party is actively searching the area as they approach, they will miss seeing the Screech Bush (MF rulebook, pg. 93) that has taken root near the greenhouse entrance. The Screech Bush will immediately *shriek* the moment any PC gets within 5 feet of the greenhouse's main entrance.

Screech Bush (1) (AL N, MV None, AC 9, HD 2, #AT 1, DG 2d6, SV L2, ML None, *mutations: shriek*)

If the Screech Bush sounds off, it will signal a small pack of Rot Dogs (MF rulebook, pg. 92) that lurk nearby. The Rot Dogs have found that the Screech Bush is a good signaler of fresh prey. Being rather ravenous, they will attack anything they see, staying far enough away from the Screech Bush so they are not affected by the plant's shrieking.

Rot Dogs (3) (AL N, MV 120' (40'), AC 7, HD 4, #AT 1 (bite, rot), DG 2d6/1d10 per week, SV L3, ML 12, *mutations: toxic weapon*)

Once the Bush and Dogs have been dealt with (or if the party finds a stealthier way in), they are free to investigate the greenhouse's contents. Wild plants and vines have run amok throughout the building. Although there are many unusual varieties of plants, all of them are harmless and are not worthy of note except for two:

1. The red and white berried plants grow wildly throughout the greenhouse just as the healer

described. However, the plants are fairly sparse, yielding only a handful of berries—not nearly enough for the entire village.

2. There is, however, one large bush filled with the red and white berries—more than enough for the village. As would be expected though, two Morningstar Plants (MF rulebook, pg. 85) have taken root on either side of the bush, swinging their club-like vines menacingly toward any party member who approaches.

Morningstar Plants (2) (AL N, MV None, AC 8, HD 3, #AT 3, DG 1d6 (1d4), SV L1, ML 12, *mutations: natural vegetal weapons*)

The party should be warned that using fire or poisons against the Morningstar Plants is ill-advised since they could easily hit the valuable berried bush in the middle. Once the Morningstar Plants are dealt with, the party may collect the berries from the bush and return to the village.

If the party decides to poke around the greenhouse, they will find three small cans labeled "FUNGICIDE" which will instantly kill any normal fungus or mold, and will deliver 1d6 damage to any mold/fungus-based creature. Also, within the drawer of a crushed rotted desk, the party members will also find 14 silver and 5 copper pieces (spare change from before The Fall), a handful of ballpoint pens (none of which work), and a looped chain with a yellow plastic card threaded on it. The words "Project Revivification—Access" are stenciled on the card. There is nothing in the area that appears to use this access card. The Mutant Lord may use this as a future adventure hook.



5. WAR NEVER ENDS...

For this encounter, the party should be in a small village, i.e., their home village or one they're passing through, perhaps doing some trading or resting between treks, etc. The set-up doesn't really matter. What does matter is the badly injured person who staggers into the center of the village amongst screams and shouts from the townsfolk.

When the party reaches the victim, they can see that he's covered with blisters and burns. He gasps that he and two others were tilling some nearby fields when a Commando Cyborg (MF rulebook, pg. 68) appeared from nowhere, screaming "Comites! Comites!" in a raspy metallic

voice. The Cyborg then opened fire on the farmers with a flamethrower. The villager coughs, rasps "And he's heading this way!" then falls unconscious.

If any PC examines the injuries of the victim, they'll notice that the burns and blisters seem to be very localized and rounded on the edges—hardly the sweeping grotesque damage caused by a flamethrower. However, a rogue Commando Cyborg in the area is dangerous indeed, and the party should be assigned the task of stopping this mechanical killing machine before it arrives.

The fields are about a mile away down a long-forgotten stretch of road. As the party nears the location, they can hear the roar of the 'thrower being fired. Smoke rises from the burning fields. When they arrive, they'll see the Commando Cyborg standing in the center of the burning fields, firing his flamethrower seemingly at random. He's still shouting out "Comites! Comites!" just as the farmer described. Two bodies—presumably the other farmers—lay nearby.

Commando Cyborg (1) (AL N, MV 120' (40'), AC 4, HD 23 hp remaining, #AT 1, DG 5d6 (flamethrower), SV L5, ML 10, *mutations: thermal vision, increased physical attribute (STR)*)

The Commando Cyborg is actually battling a Combat Nanomite Swarm (new creature, see following description) that has entered the area. With all of the smoke and flames, the party may have trouble seeing the Swarm, though the Cyborg's thermal vision allows it to see the microscopic 'bots just fine. The Nanomite Swarm

is what caused the farmer's injuries as well as the deaths of the other two villagers. The party may assume that the Cyborg has gone "Frankenstein" and is shooting at the "ghosts of the past," but the Cyborg is actually trying to destroy the Swarm before it drifts into the nearby village.



Combat Nanomite Swarm (1) (AL N, MV 75' (25'), AC 7, HD 6, #AT 1, DG Special (see description), SV L0, ML 11, *mutations: none*)

The Cyborg has been badly damaged in the running battle with the Nanomites. He's down to his last 23 hp, and his *optic emissions (gamma eyes)* and *energy ray (electricity)* abilities are offline. His vocalizer has also shorted out. (His shouts of "Comites!" is actually a warning about the "Combat Nanomites.")

PCs need to destroy the Nanomite Swarm before it eventually discovers the nearby village and begins the systematic destruction of all townsfolk. If the PCs attack the Cyborg, it will attempt to defend itself, but it will not attack the party. It is focused on trying to destroy the Swarm—a still-active remnant of a battle long-forgotten. If the Swarm is defeated and the Cyborg is repaired, it will become a loyal ally of the PCs and defender of the village. This new relationship could be a hook for future adventures.

New Creature - Nanomite Swarm

No. Enc.: 1 swarm

Alignment: Neutral

Movement: Fly: 75' (25')

Armor Class: 7

Hit Dice: 6

Attacks: 1

Damage: Special (depends on type; see description)

Save: L0

Morale: 11

Hoard Class: None

During the final wars of the Bygones, military scientists were experimenting with nanomites—microscopic robots with limited artificial intelligence. The plan was to program these microscopic automatons to attack the enemy and heal the wounded during a combat situation. The nanomites worked as planned. However, in *The Savage AfterWorld*, these still-activated rogue machines pose a substantial threat.

A Nanomite Swarm contains literally millions of cellular-sized bots. Individually too small to be

seen, a Nanomite Swarm appears like a fine black mist or a swirling vortex of smoke. Once engaged, this "mist" will sweep in and engulf the party. (See the Insect Swarm entry in the MF rulebook, pg. 77, for more information on how a swarm may react to the PCs.)

There are two classes of Nanomite Swarm that may be encountered in the *Mutant Future*:

Combat nanomite swarm: Combat nanomites were designed to attack an enemy from the inside out. Upon a successful hit, have the PC save versus poison. If the roll fails, some of the nanomites have burrowed into the PC's flesh. They will attack the character on a cellular level, flaring up and burning out, delivering 3d6 hit points of damage as they destroy themselves to damage the victim. The only way to stop the attack is to escape or destroy the swarm.

Medical nanomite swarm: Medical nanomites were designed for quick healing and repair on the combat front. Now that the wars have ended, they still seek out the injured to assist. But DNA has changed a LOT over the years. Any pure human successfully "attacked" by medical nanomites will instead find that they have been healed for 3d6 hp. However, since the nanomites were not designed for mutant DNA, any mutant PCs successfully attacked should roll 1d4. On 1-2, the nanomites are able to puzzle out enough of the DNA's quirks to heal the mutant PC for 2d6 hp. On a roll of 3, the nanomites instead alter the DNA in some way, bestowing 1 random mutation to the PC. However, on a roll of 4, the medical nanomite does more harm than good. The PC will need to save versus

poison or take 3d6 damage. Since the nanomites were never programmed for artificial life, all androids and robotic PCs are unaffected by medical nanomites.

Just like an insect swarm, a Nanomite Swarm sustains no damage from weapons. (It'd be like trying to stab, club, or shoot a fog bank.) Attacks from fire, cold, or other energy-based attacks will deliver full damage to the Nanomite Swarm. Any electrical-based attacks such as from an energy baton, shock gloves, EMP rifle, etc., will deliver double damage upon a successful hit.

Nanomite Swarms are typically encountered on Bygone battlegrounds, though a swarm may have "drifted" over the years to nearby areas as well.

Mutations: none

6. MISTER FIX-IT

At some point during the party's travels, they will probably pick up some Bygone device that they cannot identify. Technology rolls are failed and all of their usual experts on Bygone tech will come up clueless. Let them drag around this useless piece of junk for a while. However, just when they're ready to toss it away or sell it to a junk merchant, have them overhear someone mention "Mister Fix-it."

Apparently, there is a true expert on Bygone technology—vehicles, weapons, electronics, you name it—who could probably identify the PC's device as well as getting it to work. His skills with technology are rumored to border on the near-

mystical. He is also said to be a wizard when it comes to building and designing his own technological devices. (The abilities and rumors surrounding this man should be outlandish, but with enough detail that the PCs feel they must investigate.) But no one has ever really seen this man since he's a recluse. This expert supposedly lives in an abandoned tech repair center (a Bygone car garage) somewhere along a long-forgotten stretch of highway. The only thing that folks agree on is that Mister Fix-it is a "big ol' bear of a man." The party will be pointed in the general direction of the legendary tinkerer and sent on their way.

When the party gets nearer to the location of Mister Fix-it, they should hear a guttural roar of rage in the distance as well as the sounds of combat. When the PCs arrive, they'll see a 9-foot-tall green giant roaring in fury as he pounds upon the doors of the garage they were sent to. The Goliath (MF rulebook, pg. 73) has several large wounds on its arms and legs, but that's not stopping it from trying to gain entrance into Mister Fix-it's workshop. Inside the garage, the party will hear the shouts of frightened and angry men (which may strike them as odd considering Mister Fix-it is supposed to be a recluse).

What the party may (or may not) have figured out is that the Goliath trying to gain entry is Mister Fix-it. His name is "Rentch" and he was attacked by a band of pure human Brigands (Men, MF rulebook, pg. 83) who were trying to gain access to his advanced weaponry. He was trying to drive them off, but they managed to lock themselves in his workshop. Rentch is concerned that—if he

doesn't get them out—they may start pushing buttons or flipping switches on a lot of dangerous items he's got laying around.

"Rentch" (Goliath) (AL N, MV 90' (30'), AC 5, HD 12, #AT 1 (hand or weapon), DG 1d10 or weapon, SV L4, ML 10, *mutations: gigantism, increased strength, increased stamina*)

Inside the garage is a band of 7 Brigands who have realized they are in over their heads. Realizing their short swords and maces are useless, they are now furiously rummaging around, looking for any kind of weapon they use to end the stand-off with Rentch.

Men, Brigands (7) (AL C, MV 120' (40'), AC 7, HD as CON, #AT 1, DG 1d6 or weapon type, SV L1, ML NA, *mutations: none*)

When Rentch initially sees the PCs, he may growl and attack them if there are any pure humans in the party, thinking that they are with the Brigands. However, if there are obvious mutants in the party, Rentch may regard them curiously before going back to pounding on the garage. As long as the party doesn't attack him, Rentch will shout out that there are men in his workshop who are trying to steal his devices. It is left to the Mutant Lord as to how this scene plays out.

If you wish for Rentch to have some experimental devices available that the Brigands can use to escape, go right ahead. Perhaps the party can then try to recover those items. If the party is able to get into the garage and subdue the Brigands without further damage to Rentch's workshop,

he'll be fairly grateful. There are many adventure hooks that can result from this encounter.

If the party gains Rentch's trust, they will have gained a very valuable asset. Despite Rentch's appearance, he has the equivalent to an 18 INT when it comes to Technology Rolls. He specializes in items of a defensive and/or medical nature and gains a 25% bonus modifier when he's attempting to ID or repair such a device. Rentch will NEVER willingly give away any of his tech, but he may have something very rare for sale at a steep price. He's always willing to tinker with a new bit of tech and will pay the PCs handsomely for anything he's never seen before. (He may also be talked into joining the party on expeditions to Bygone ruins that are known to have Bygone devices.)

7. THE NEW VILLAGE

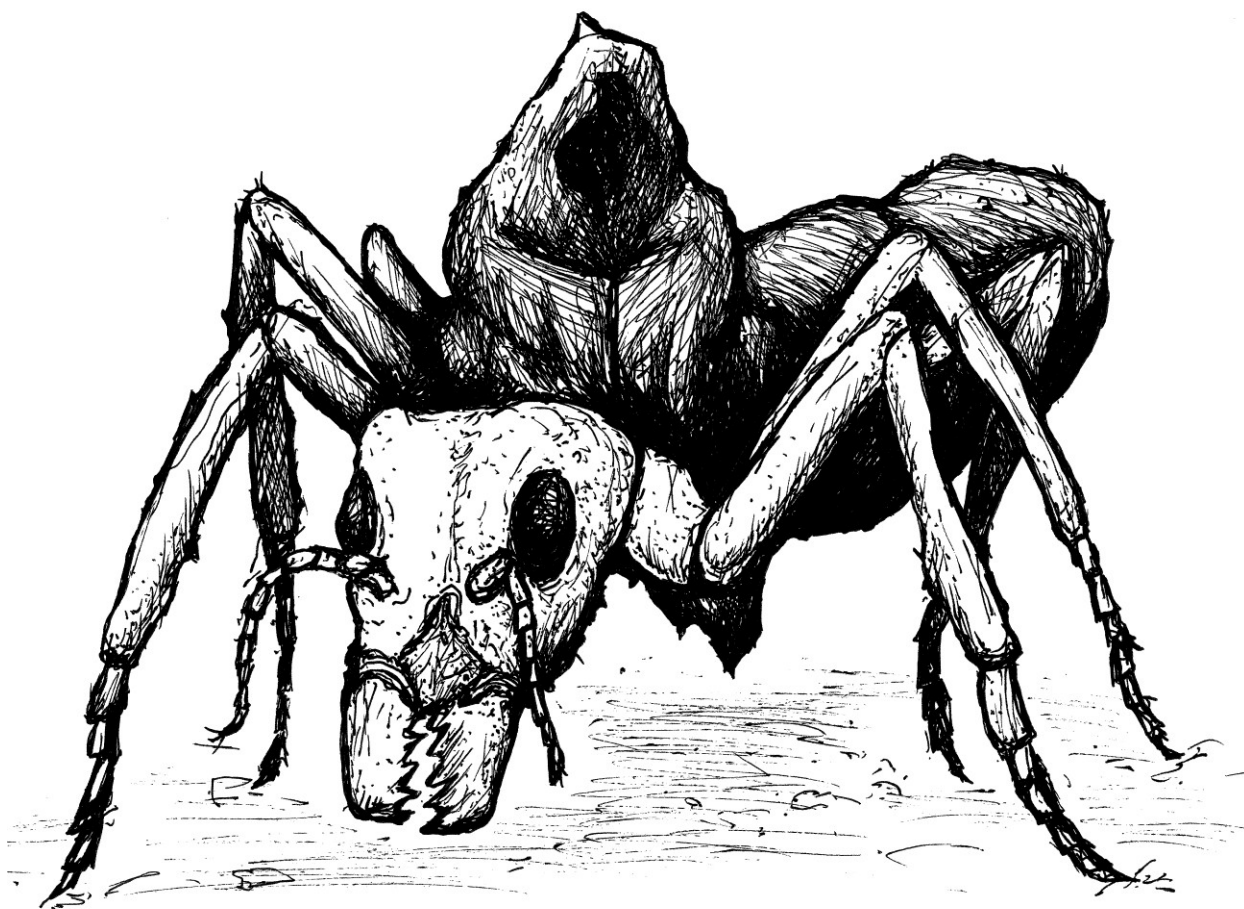
While trading with a junk merchant, the trader mentions in passing that the PCs are "a lot more friendly than the folks in that village to the east." The PCs should be told that they know there is no "village" to the east—the radiation in that direction would never allow for a permanent settlement. If they mention this fact to the trader (who is not from this area and is unaware of the geography), he will frown and describe the tented village at "the base of the giant chimneys" as well as explaining that everyone in the village wore hooded robes. "Thought they was a church or somethin'," he'll say. If anyone examines the trader, they'll see he suffers from radiation poisoning. (Fortunately, he has one last Hemofowl egg with which to cure himself.)

Whether on their own, suggested by the trader, or at the directive of their village leader, the PCs should be prompted to investigate this previously unknown "village." PCs may be nervous about entering a radiation zone to the east. They should be told that it has been generations since anyone ventured in that direction so the danger is unknown.

Approximately 75 miles into their journey to the east, the PCs will enter a level 4 radiation zone. The zone is unmarked and they should not be told of this fact unless they thought to equip themselves with a Geiger counter, rad tabs, or similar radiation detection devices. (Secretly roll a save versus radiation for each PC when they enter the zone as well as radiation damage for each failed save. The PCs will take that damage one hour after entering the zone due to radiation sickness.)

Another 30 miles to the east, the PCs will spot the "giant chimneys" the trader mentioned. They are four cooling towers for a Bygone nuclear power facility (long since inactive and fairly safe—the background radiation is caused by fallout from the Bygone Wars). At the base of the towers, the party will see a few scattered tents. Hooded figures wander about the village. They also seem to be going in and out of a large building nestled between the towers. If the PCs spy on the village for a while or if they raise an alarm, they'll discover that this is a base of The Irradiated (MF rulebook, pg. 77).

This Irradiated camp is trying to breach the uranium storage chamber within the Bygone



facility. The chamber is very well secured and—with their limited tools and abilities—it will take another 3 months before they finally gain access. However, if allowed to do so, the resulting meltdown will make everything within a 200-mile radius a level 10 radiation zone. The eight members of the Irradiated camp have made gaining access to the life-giving radiation their life's work, and they will fight to the death anyone who tries to stop them. Six of them are armed with clubs. Two of them are riding Ant Horrors (MF rulebook, pg. 60) and are armed with spears.

The Irradiated (8) (AL N, MV 120' (40'), AC 7, HD 7, #AT 1, DG 1d4 (club) or 1d6 (spear), SV L3, ML 7, *mutations: reflective epidermis (radiation), unique sense (radiation)*)

Ant Horrors (2) (AL N, MV 150' (50'), AC 3, HD 6, #AT 2 bites or 1 tail, DG 2d8/2d8 or 1d10, SV L4, ML 7, *mutations: gigantism, dual headed, toxic weapon, energy ray (radiation), reflective epidermis (radiation)*)

Once the Irradiated threat has ended, the PCs may investigate the camp. They will find the following scattered throughout the tents: 296 silver pieces, 128 gold pieces, 2 fully charged power cells, and a firestarter cube. If the nuclear facility is rummaged through, the PCs will discover a functioning Geiger counter, 3 rad tabs, and 2 stimshot A.

8. THE SECRET OF DRI'IN HILL

To introduce this encounter, the Mutant Lord should plant the rumor of a Bygone treasure located at nearby "Dri'in Hill." Some suggested ways of planting the seed:

- One of the characters finds a map pinned to the inside lining of a jacket they scavenge or buy from a trader. This map should show a large X with the words "Dri'in Hill" scribbled to the side.
- A badly beaten mutant is found lying in a road. He points to a well-hidden path nearby, groans "Dri'in Hill..." then dies.
- A defeated brigand or villain tells the PCs that he'll reveal the location of Dri'in Hill if he's released.

Once the party's curiosity is peaked, let them do some research to find the location of Dri'in Hill. Interestingly, the location doesn't appear on any "formal" maps and even the most well-travelled of scouts or traders have never heard of Dri'in Hill. Only the information originally gleaned (as previously described) can give the characters any clue as to the location of Dri'in Hill. (Although the Mutant Lord may allow for creative use of mutations or other methods to determine appropriate location and direction.)

Once the party reaches the area, have one of them notice a Bygone sign nearly covered in brush and overgrowth. The sign reads "DRI IN" in big red letters and an arrow points to an old road that

winds off into the forest. If the sign is examined, the letters "VE" will be found on the ground next to the sign.

If the party follows the sign, the road eventually empties out into a big open overgrown field. There are metal poles sticking out of the ground at regular intervals, and at one end of the field stands a large white featureless sign. The most striking thing is the large (40' high) mound of dirt in the center of the area. A colony of Mants (MF rulebook, pg. 82) has made this Bygone entertainment complex their home, and the party is now looking at a large Mant hill. (Yes, this is "Dri'in Hill." The reason no one knows of its existence is that it was formed by the colony only a few months ago.)

Wandering around the base of the hill are four Mant drones standing guard. All of the Mants in this colony have the mutations of *control light waves* and *body adjustment*. If they see the party, they will attack. However, the rest of the colony is deep within the hill and will not hear any combat, so the PCs shouldn't worry about reinforcements.

Mants (4) (AL C, MV 120' (40'), AC 5, HD 7, #AT 3, DG 1d8/1d8/2d8, SV L9, ML 11, *mutations: control light waves, body adjustment*)

Once the Mant guards are dealt with, the PCs are free to examine the outer area. A small crumbling structure (labeled "SNACK SHACK") yields nothing of value. The following vehicles are in the lot (caught exposed when the Bygone Wars began) and could be potentially of value:

- A one-person four-wheeled ATV. Has one broken wire, but that's the only problem. Everything else looks in working order. Gas tank is three-quarters full as well.
- Motor scooter. Missing its engine, one tire, and its power cell. Frame is badly bent too. Salvageable for parts only.
- Four-person sedan automobile. All four tires are flat, rims are bent, and the gas tank is crushed. Will run if these parts are replaced.

Once the PCs have looted the area, they can venture into the Mant hill itself in search of Bygone artifacts and any treasure the colony has amassed. Upon entering the hill, PCs will descend a long sloping tunnel leading deep underground to a primary chamber. Here, the Mant Queen is being attended to by 6 Mant drones. The drones will attack the moment they see the intruders, defending their Queen to the death.

Mants (6) (AL C, MV 120' (40'), AC 5, HD 7, #AT 3 (2 claws, 1 bite), DG 1d8/1d8/2d8, SV L9, ML 11, *Mutations: control light waves, body adjustment*)

Mant Queen (AL C, MV 120' (40'), AC 4, HD 9, #AT 3 (2 claws, 1 bite), DG 1d10/1d10/2d10, SV L9, ML 11, *Mutations: control light waves, body adjustment*)

The treasure of Dri'in Hill is here in the primary chamber, locked in an old military footlocker. Once broken open, the PCs will find a fully charged hologram projector, a set of LazAb armor, a pair of infra-red goggles, and a survival kit.

9. WHERE THE DEER AND THE SPIDERGOATS PLAY

While passing through a quiet peaceful valley, the party will see what looks like a farmhouse in the distance. There appear to be many animals grazing near it and some cultivated crops as well. (Hopefully, the opportunity for a hot meal and a good night's rest will prompt the PCs to approach the ranch.) As they get near, the PCs may be horrified to see that the grazing animals are actually Spidergoats (MF rulebook, pg. 98)! It appears that 18 of them have surrounded the farmhouse.

Spidergoats (18) (AL N, MV 120' (40'), AC 6, HD 4, #AT 1 (gore, kick, or bite), DG 2d4, 2d6, or 1d4, SV L3, ML 8, *mutations: toxic weapon, webs*)

If the party watches the scene for a while, they'll see that the Spidergoats don't seem to be threatening the house. In fact, they seem to be quietly grazing and/or wandering about. If the party approaches, the Spidergoats regard them with disinterest, as they're quite tame. (Have one or two of them trot up out of curiosity, but don't have them attack the PCs.) If the PCs do attack the Spidergoats, they will viciously defend themselves as only Spidergoats can.

The Spidergoats at this ranch are actually farm animals being raised for their meat and milk by the ranch's owners Bubbo and his wife, Leenzy (both Pure Strain Humans). Bubbo and Leenzy are genuinely happy to have visitors (no one ever comes along this road and those that do are scared off by the Spidergoat herd). They will offer to feed

the party and let them rest for the night in one of the spare rooms. Starved for entertainment, Bubbo will encourage the visitors to tell them of their adventures and of any news they may have heard about the local area. They may also try to engage the party in some parlor games. (The PCs may feel there is something creepy going on, but it has been a LONG time since they have had visitors and are a little overenthusiastic for the company.)

After the evening's entertainment and after everyone has bedded down for the night, the party should be startled awake by shouts outside from Bubbo and Leenzy; the bleating of frightened Spidergoats; and loud grunting gibberish in some unintelligible language. If the party runs outside, they'll see Bubbo and Leenzy trying to defend their herd from a band of marauding Homo Erectus (MF rulebook, pg. 75). They have discovered the tame Spidergoat herd and have decided to help themselves to the fresh meat they'll provide.

Homo Erectus (5) (AL N, MV 120' (40'), AC 8, HD 6, #AT 1, DG 2d4, SV L2, ML 7, *mutations: none*)

The fence penning in the Spidergoats has been breached, and the Spidergoats have run off into the night. The Homo Erectus have stopped chasing them, deciding that they'd rather deal with Bubbo and Leenzy first. All five have engaged in combat with the ranch hands who are horribly outmatched. It is assumed the PCs will come to their defense.

Once the fight has ended, Bubbo will thank the PCs for their assistance. "But what about the herd?"

Leenzy will ask. Bubbo and Leenzy will begin rounding up the Spidergoats in the nearby fields and crops. The party is welcome to assist if they wish. (The Mutant Lord can play up the "Midnight Hunt For Spidergoats" as comedic in nature. Or maybe some wild untamed Spidergoats have come down out of the hills and are now intermingled with the tame herd animals. The possibilities are endless!)

The next morning, the ranchers will reward the party for their help. If they defended the ranches from the Homo Erectus clan, they will be given as much dried Spidergoat jerky as they can carry. If they also helped round up the herd, the ranchers will give the party their life's savings of 133 gp as their way of saying "Thanks."

10. POACHED EGGS

This encounter could happen during some lengthy downtime for the PCs. While resting up between adventures, a trader will come into the village set up his booth. The PCs are encouraged to check out his wares. Perhaps they can find a few minor pieces of equipment to barter for. While shopping, the trader can be seen checking them out and sizing them up. Once he's satisfied that they're "the ones for the job," he'll approach and make them the following offer:

"On my way here, I noticed some Hemofowls (MF rulebook, pg. 75) circling overhead. I'll bet they've got a nest near some old Bygone pumping equipment about 2 miles south of here. I'm running mighty low on Hemofowl eggs, so I'll tell ya what. I'll pay ya 10 gold pieces for each one you

bring to me. I might even let ya take something from my wagon for half-price for your troubles.”

The location of the Bygone pumping station should be known to the PCs if they’re from the area. If not, it’s a simple matter of walking two miles south, then following an overgrown path that leads off of the main road. As described by the trader, there are a pair of Hemofowls circling high overhead.

Hemofowls (2) (AL N, MV 90’ (30’), Fly: 180’ (60’), AC 6, HD 5, #AT 2 (beak, special), DG 1d6, SV L6, ML 7, *mutations: toxic weapon*)

If the party watches the Hemofowls for a while, they’ll just see them circling and circling, refusing to come down. Particularly cautious PCs (or any with a mutation that allows them to hear over long distances) may hear a hissing sound in the distance.

When the PCs get to the pumping station, the hissing sound will be even louder (any who had not heard it before will notice it now). The hissing sound seems to be keeping the Hemofowls away. With a little bit of searching, the PCs will find a nest on the ground with a few green leathery eggs inside it. Observant PCs will realize that these are not Hemofowl eggs. The hissing becomes an angry snarl and two Crocotinae (new creature, see following description) will come charging out of the brush, angry that their nest has been disturbed. Using their *metaconcert* mutation, they will call forth six other Crocotinae who will arrive in five rounds. All of the Crocotinae will fight to the death defending their nest.

Crocotinae (8) (AL N, MV 70’ (30’), Fly: 140’ (60’), AC 7, HD 2, #AT 1, DG 1d8, SV L2, ML 7, *mutations: metaconcert*)

Once the Crocotinae are dealt with, the Hemofowls (who were driven from their nesting area by the highly aggressive snapping waddlers) may decide to fly in and land at their nest which is nestled in a nearby tree bough. Otherwise the PCs will have to try to find the nest on their own. The Crocotinae nest has five eggs in it and the Hemofowl nest has seven eggs. The Hemofowl nest also has 25 gold pieces in it.

The trader had no idea that there was a flock of Crocotinae keeping the Hemofowls at bay and he will pay 20 gold pieces for each Crocotinae egg the PCs bring back. (Crocotinae fledglings can be trained to be excellent “watch-ducks,” he’ll explain.) He will also make good on his 10 gp per Hemofowl egg offer as well as a 50% discount on any one item on his wagon.

New Creature - Crocotinae

No. Enc.: 1d2 (2d4-nest; 2d10-migratory flock)

Alignment: Neutral

Movement: 70’ (30’); Fly: 140’ (60’)

Armor Class: 7

Hit Dice: 2

Attacks: 1

Damage: 1d8

Save: L2

Morale: 7

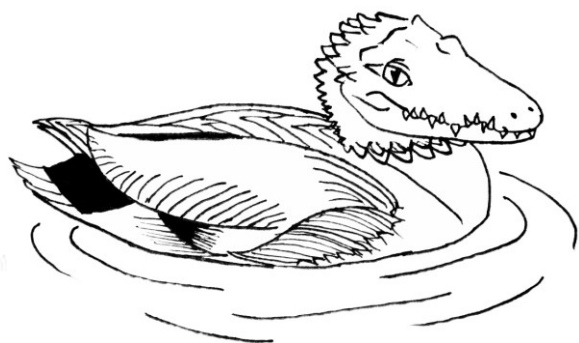
Horde Class: None

The Crocotinae (krow-KOT-in-ay) is a small duck-like creature with the head of an alligator or

crocodile. Crocotinae (also called “snapping waddlers”) make their nests in swampy or marshy areas, though they have been occasionally encountered in fresh water ponds and lakes. Brutally vicious and territorial, the Crocotinae will attack anything it views as a threat to its nest or territory. It is also carnivorous, so a hungry Crocotinae is a dangerous one. Crocotinae have developed a mental link amongst the flock. Whatever one snapping waddler sees, the entire flock sees and will react accordingly.

One particular danger: As winter approaches, Crocotinae will abandon their current nests and begin a southerly migration. These V-shaped migratory flocks contain 2d10 Crocotinae. During migration, the birds eat whatever they can find on route. Herd animals and wandering travelers spied by an overhead flock of Crocotinae are often later discovered stripped to the bone. If a party spies a flock overhead, they had best find cover and hide while the Crocotinae pass over. There is a 40% chance the party will be seen by the flock if they're out in the open or caught by surprise. And if they've been seen by one Crocotinae, they've been seen by all of them, and the flock will swoop down to feed.

Mutations: metaconcert



11. MEET DAN-1-L

This encounter should take place in a fairly isolated area near a massive amount of junk, scrap, and refuse. As they traverse the ground, avoiding any tumbling debris from above, they will come across a robot collapsed in a heap. The robot seems to be made out of junk itself, having mismatched parts from various other 'bot models incorporated into its structure. It has three arms—two ending with manipulators (hands) and one with an arc welder. As they approach it, it will slowly turn its head to them and ask for their help. It will then weakly point to a power cell on the ground nearby before it shuts down completely—its power depleted.

If the party puts the freshly-charged power cell in place, the robot will power up and pull itself to its “feet.” The robot will tell the party that its identification designation is DAN-1-L. “But you may call me Daniel,” he’ll happily say. It explains that, many years ago, it was a mining robot. The miners kept him running by using whatever parts they could scavenge. Daniel is now on his own. He was nearly out of juice when it detected the spare power cell in this scrap field, collapsing just as it reached it. It falls over itself thanking the party and offering to help them with any task they have at the time. Daniel comes across as incredibly subservient. But looks can be deceiving.

In actuality, Daniel is a Mechanibal (new creature, see following description). Daniel’s many parts and upgrades have come from other robots he has attacked, destroyed, and taken parts from. Daniel has already assessed the party’s materials and has

plans for their destruction so he can improve himself even further.

"DAN-1-L" (Mechanibal) (AL N, MV 120' (40'), AC 6, HD 60 hit points, #AT 3 (fist, arc welder, laser pistol), DG 1d6, 1d8, 6d6, SV L6, ML 5, *mutations: none*)

Any party member who is robotic in nature will be particularly fawned over by Daniel. He'll ask about their parts and abilities, explaining that he's just interested in a fellow AI. (Actually he's sizing them up.) Daniel will attempt to befriend the party while leading them someplace he can ambush them from. Daniel has a laser pistol hidden in a cavity on his right side which he will bring out once the fighting begins. The Mutant Lord can run this in several ways:

- Daniel may offer to lead them out of the scrap lands. He will instead lead them to a cul de sac where he will make his attack. (He will only do this if he feels he can directly take on a small or weaker party.)
- Daniel will suggest visiting his camp where he has some extra tools and parts with which to do repairs. Once there, he will attack. (This way he doesn't have to drag the materials back. He will also be able to start immediate disassembly and integration.)
- Daniel may attempt to break up the party, hoping to get his "primary target" away from the others.

Regardless of how it pans out, Daniel should be played as cunning, deceitful, and ruthless. If

Daniel's camp is found, the party will discover tools and various robot parts he has stashed away for future "upgrades." The party will also discover an electronically responsive notation instrument ("Ernie"), a motion detector, and an autograpnel, all of which were going to be integrated into Daniel's system next.

New Creature - Mechanibal

No. Enc.: 1

Alignment: Neutral

Movement: varies, but usually 120' (40')

Armor Class: 6 or better

Hit Dice: 50 + 1d20 hit points

Attacks: varies

Damage: varies

Save: L6

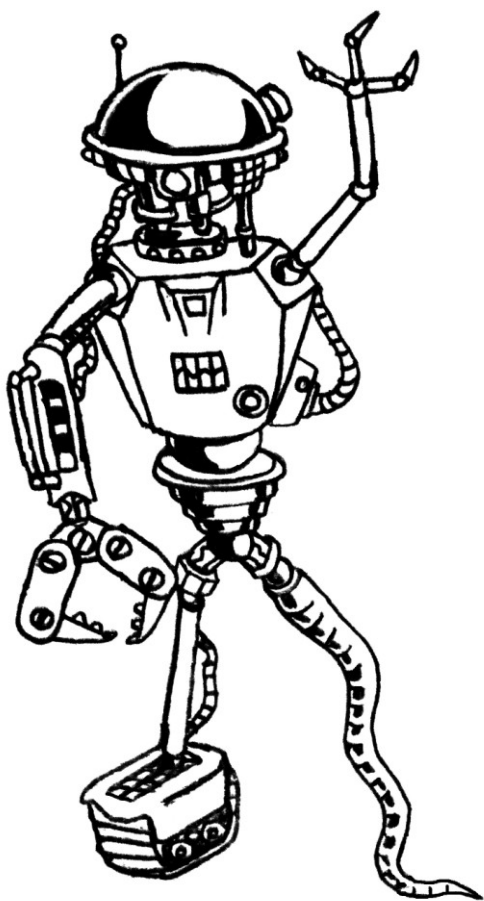
Morale: 5

Hoard Class: VIII

A Mechanibal (muh-KAN-uh-buhl) is any kind of artificial intelligence that has overridden its programming to make survival and self-preservation its only priority. To do this, a Mechanibal salvages materials, parts, and other items of use from other AI machines and grafts them into its own hardware. A Mechanibal will attack and destroy other forms of robotic life in order to supply itself with the parts it feels it needs to carry on. Because of the cannibalistic nature of these 'bots, only one will ever be encountered at a time since two or more will attack each other for the valuable parts they contain.

A Mechanibal (nicknamed "cannibal robot" or "crankenstein" by some) can be identified by its

hodge-podge assembly. They may have multiple limbs and weapons, varying modes of mobility, and an odd assortment of sensors. Mechanibals are as close to "insane" as an AI construct can get due to the copious amounts of conflicting hardware and software programming it may have implemented into its systems. Because a Mechanibal can have any number of random limbs and systems, it is suggested that the stats discussed here be used only as a guideline for their construction. The Mutant Lord is encouraged to randomly roll and/or choose parts for the Mechanibal as each is wildly different from another. For more information on the variations of robots and androids, refer to the *Mutant Future* rulebook, pgs. 126-132.



Because a Mechanibal may have welded extra armor plating and protection to itself, its armor class should start at a base AC of 7 + 1d4 extra levels of armor protection. (A roll of 3 equals a final AC of 4.) Along the same lines, a Mechanibal starts with a base of 50 hit points plus 1d20 extra hit points due to "self-improvement."

Mechanibals usually have bipedal locomotion (120'/40' movement rate) though there have been rare instances of wheeled or flying 'bots. (Mutant Lord's discretion.) They have 2 primary manipulator limbs with 1d4 extra limbs attached. At least one of these ends with an arc welder or riveter to allow for the attachment of new salvage. The other limbs can end with any other robotic manipulator or weapon imaginable. (Again, Mutant Lord's discretion.) Because of the overwhelming sense of survival these robots have, they have a comparatively low morale and will retreat the moment they feel threatened. Mechanibals are also cowardly and will often attack in a guerrilla style or with ranged weapons. They also have a "lair" of sorts where they stockpile supplies, tools, scrap, and other items they may need for future upgrades and repairs.

Mechanibals will always attack any AI construct it encounters. Its secondary target will be any Bygone technology it can take and graft onto itself. All adventuring parties will have something a Mechanibal will covet and kill to possess.

Mutations: none

12. SMILIN' JACK'S AUTO LOT

This encounter works best if the PCs are on foot and in need (or want) of wheeled vehicular transportation of some kind. The PCs should somehow hear the name "Smilin' Jack's" which is rumored to be a Bygone automotive lot of some kind. The area should be described (as rumor has it) as "a large fenced-in holding pen with several motorized vehicles to choose from!" If pressed for details, the describer could add that "I hear that they're all the same kind of car."

It should be a simple matter to find "Smilin' Jack's" though investigation and asking around. A large sign for Smilin' Jack's is found near an overgrown road leading into an overgrown forested area. The sign has a stylized clown head leering down at the PCs. If the PCs travel down the road, they'll need to hack their way through the overgrowth. Along the road, they'll see one or two small shanties nearly hidden in the brush.

Unbeknownst to the PCs, Smilin' Jack's was the name of a small travelling carnival that was obliterated during the cataclysm. The small booths that remain are what remain of the food vendors. Poking through one of the booths, the PCs will find 3 Cockroachoids (MF rulebook, pg. 67). They are also scavenging in one of the food vendor booths.

Cockroachoids (3) (AL C, MV 120' (40'), AC 4, HD 8, #AT 1 (claw or arm spikes), DG 1d6, 1d8, special, SV L10, ML 8, *mutations: natural armor (extreme), metaconcert, reflective epidermis (radiation)*)

Since these are male Cockroachoids, they do not have the *sonic attack* mutation as females do. If the PCs defeat them, they will discover 240 gold pieces amongst them and a small battered cardboard box containing 20 soup mixes—the only thing of value they've found here so far.



Further up the path, they'll see a dilapidated fenced-in structure. A sign with the word CARS hangs lopsidedly from the roof. Approaching, the PCs will see seven identical cars in the area. Sadly, these are amusement park bumper cars—useless as vehicles and too destroyed to salvage. Also of note is that a nest of Vomit Flies (MF rulebook, pg. 101) has taken up residence in the rotting ticket booth next to the bumper car ride.

Vomit Flies (9) (AL N, MV 150' (50'), AC 5, HD 4, #AT 1 (bite or vomit), DG 1d6, 4d6 cold damage, SV L3, ML 8, *mutations: energy ray, reflective epidermis (cold), gigantism*)

Inside of the ticket booth, the PCs will find several Bygone music CDs and a battery-operated CD player (functional; a trader may pay up to 500 GP for the device). They will also find a set of vehicle keys. It is left to the Mutant Lord to determine where this vehicle is, what kind of vehicle it is, and what condition it's in.

13. OUT TO SEA

This encounter revolves around sea travel and combat, so this is a good chance for a Mutant Lord to use the "Adventures at Sea" section on page 52 of the *Mutant Future* rulebook as well as the "Monster Encounter Table (Sea)" on page 105.

The PCs should find out about a battery of Bygone military sea bases just off the coast. (This encounter could take place in an ocean, a sea, or any large body of water requiring "sea travel.") Since this was a military stronghold, the likelihood of interesting weaponry and devices is certain.

The bases should be about a mile away. As the bases appear on the horizon, the PCs will see a series of four turret-like structures on long legs. If they have something that allows for seeing at a distance (or if anyone has a mutation allowing for it), they can see some kind of human-like shadows at some of the window and doorway openings. It is at this point that a pair of Great White Gulls (new creature, see following description) attacks

the PCs and their craft. (The gulls have a nest on the roof of one of the bases.)

Great White Gulls (2) (AL N, MV Fly: 240' (80'), AC 6, HD 3, #AT 1, DG 2d8, SV L2, ML 8, *mutations: echolocation, know direction*)

As the PCs draw within 100 yards, they'll be able to clearly see who now lives in the bases. A colony of Cephalopoids has taken up residence (MF rulebook, pg. 66). Their initial appearance may startle the PCs. As they get closer to the bases, they will hiss, burble, and shriek, waving wildly at the approaching boat. If they get even closer, the 'poids may even fire a few shots at the PCs.

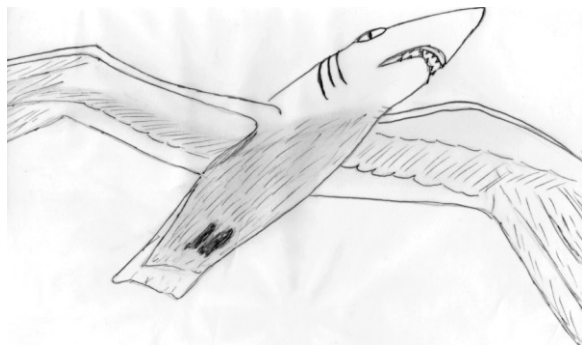
Cephalopoids (8) (AL N, MV 120' (40'), Tentacles: 150' (50'), AC 7, HD 10, #AT 5 or 2 (4 tentacles and a bite, or two weapon attacks), DG 1d6 tentacle/2d6 bite or per weapon, SV L3, ML 9, *mutations: toxic weapon*)

In actuality, the Cephalopoids are trapped by a patch of Kelpers (MF rulebook, pg. 79) that have floated in. There are two Kelpers clustered around the bases of each of the four towers, silently lying in wait. (They claimed two Cephalopoid victims before they figured out what was going on.) The Cephalopoids are actually trying to warn the PCs.

Kelpers (8) (AL N, MV None, AC 7, HD 3, #AT 1 (vines or feeding tube), DG None/2d6, SV L1, ML 12, *mutations: prehensile tendrils, poison sap*)

If the PCs help the Cephalopoids drive off or destroy the Kelpers, they will be very grateful and will present the party with a rusty metal

footlocker that contains the following: two laser pistols Mk 2; a laser rifle; and two nonlethal photon grenades. The pistols and rifle are completely discharged and will need new power sources.



New Creature - Great White Gull

No. Enc.: 1d2 (1d4)

Alignment: Neutral

Movement: Fly: 240' (80')

Armor Class: 6

Hit Dice: 3

Attacks: 1

Damage: 2d8

Save: L2

Morale: 8

Hoard Class: None

Great White Gulls are large white-and-gray-feathered birds with the unmistakable head and jaws of a shark. They are quite large with a 4-foot wingspan. Although their feet are fairly useless for grasping, it is not unusual to see a Great White Gull flying away with prey grasped in its teeth.

From a distance, a flock of Great White Gulls could be mistaken for a flock of Crocotinae (see previous entry on Crocotinae). But whereas the Crocotinae

are found in swamp/fresh-water areas, the Great White Gull is found near large bodies of salt water (seas, oceans, etc.). However, both carnivorous birds are incredibly dangerous to an adventuring party.

Great White Gulls are tenacious hunters, having developed both the abilities of *echolocation* and *know direction*. The *echolocation* mutation gives it the ability to locate and track even invisible and hidden prey with ease (it also grants a +2 to hit in combat). Its *know direction* mutation means that it can never be shaken or lost by a fleeing victim.

Great White Gulls can be driven into a blood-induced feeding frenzy. Once its prey has been injured (more than 5 hit points of damage taken with one attack), a Great White Gull's morale is effectively raised to an 11. It will rarely break off its attack at this stage.

Mutations: echolocation, know direction

14. MUMMY ISSUES

This quick encounter can take place while the PCs are in their village resting up between adventures. It would work best if an NPC the characters know very well is involved. The NPC should be spied in the village market buying some items for his/her homestead on the outskirts of the village. If the PCs approach the NPC and attempt to say hello or otherwise interact with them, they will appear distracted and distant, maybe even rude and dismissive. Subtly point out to the PCs that the NPC seems to be fairly well bundled up from neck to toe (this could be typical for the winter, but

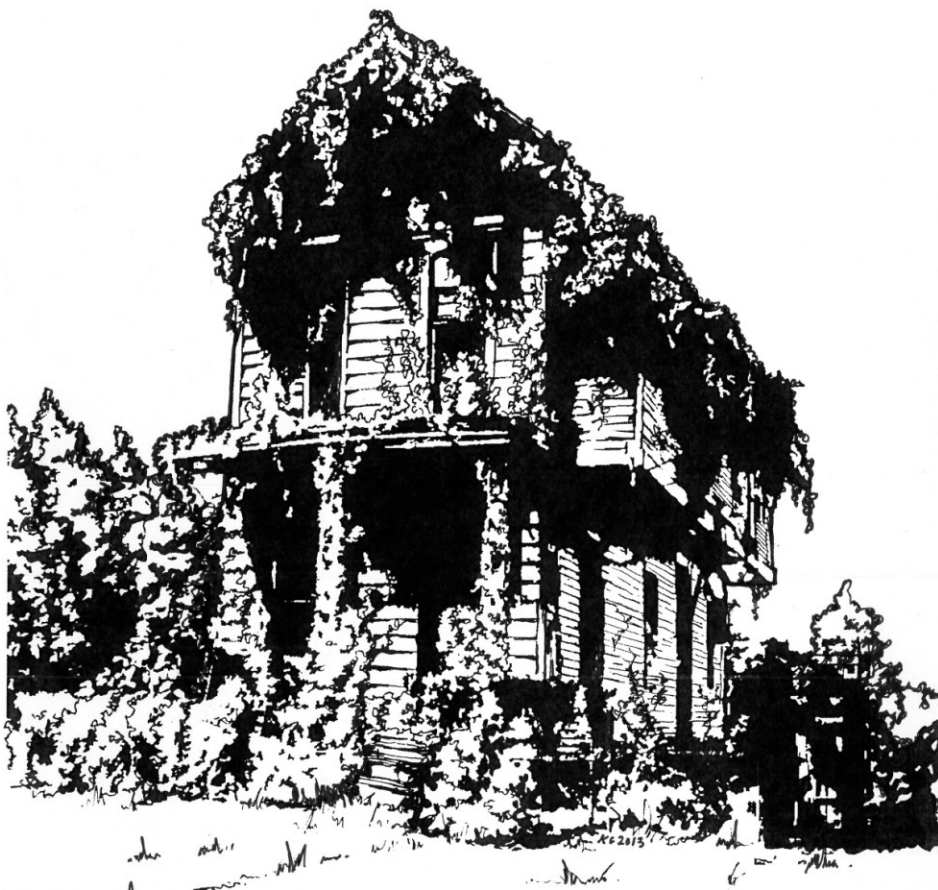
very unusual for the summer).

The NPC has been taken over by a Mummy Vine (MF rulebook, pg. 85). The NPC is wrapped in long, prickly vines (explaining why they've bundled up—to try to hide the vines). The parasitic plant has been controlling the NPC for a few weeks now, only now sending them into the village for supplies. The Mummy Vine is afraid of being discovered and is trying to get the NPC away from the PCs. Depending on how the encounter pans out, the Mummy Vine may cause the NPC to attack the PCs.

Mummy Vine Victim (1) (AL N, MV 120' (40'), AC 5, HD 12, #AT 1, DG 1d6 or as weapon type, SV L1, ML 8, *mutations: none*)

At the base of the NPC's back is the Mummy Vine's root bulb which resembles a human brain. If combat occurs, the PC may hit the "brain" on a natural 20 or via a called shot. If the "brain" is hit, the plant will lose control of the NPC, who will then do whatever it takes to remove the parasite.

Once released from the Mummy Vine's control, the NPC will explain to the party that their homestead



has been completely overtaken by the Vines and the rest of his family is under Mummy Vine control. The PCs are asked to help his save his family—a wife, brother, uncle, and child. When they reach the homestead, they'll see that the Mummy Vines not only have control of the people, they have also completely encased the small dwelling there. The NPC will make it clear that saving the family comes first, but no harm must come to them.

Mummy Vine Victims (4) (AL N, MV 120' (40'), AC 5, HD 12, #AT 1, DG 1d6 or as weapon type, SV L1, ML 8, *mutations: none*)

The Mummy Vines are still a viable threat if anyone gets too near the house, as they will lash

out and try to grab a new victim. If by some chance a PC is caught and brought into the control of the Mummy Vines, they will defend the vine cluster with their lives. There are 12 Mummy Vines surrounding the house to contend with.

Mummy Vines (12) (AL C, MV 45' (15'), AC 5, HD 3, #AT 1 (thorns or leeching), DG 1d4 or 1d4 per week, SV L4, ML 12, *mutations: vegetal parasite*)

When the battle has ended, the NPC will thank the PCs for their assistance and will reward them with whatever coins and/or artifacts the Mutant Lord deems appropriate. The NPC could offer the PCs info about a nearby unexplored ruin no one has yet discovered. However, the Mummy Vines' bulb system may have infested the area and another invasion could occur at any time...

15. LIVING NIGHTMARE

To run this encounter properly, the Mutant Lord will previously need to have some idea as to who (or "what") frightens the PCs. It can be a particularly villainous foe they encountered, a monstrous mutant they barely defeated, or any large creature they have heard rumors of that they have shown hesitancy to meet. ("Boy I hope we never run into one of *those*!")

When this encounter begins, the PCs should find themselves in some central public location such as a town square, tavern, or marketplace. There should be some concerned excitement bubbling up nearby as the townsfolk in the crowd begin to talk excitably. The PC should catch snippets of conversation: "She just wandered in...thought she

was dead...her poor parents must be relieved...!" If the PCs ask around or investigate, they'll get the following information:

"About three weeks ago, a small girl disappeared from the village. No one knew if she was taken or if she just wandered off into the woods. It was assumed she had been dragged off and eaten by one of the creatures lurking in the ruins nearby. Her parents were inconsolable. However, about an hour ago, she wandered into the village! She seems to be healthy and unharmed, but there's something...*wrong* about her. She just stares off into the distance, never blinking or speaking..."

The parents are happy to talk with the PCs (they're just delighted their child is back) and will let them meet with the girl if desired. The child, named Haester, sits silently in a chair, staring wide-eyed off into space. She seems almost robotic or hypnotized, devoid of emotion. If the PCs talk to her gently and ask what happened to her, she'll slowly turn her head to them and blandly remark, "The Grizzold took me to his house." The parents will act surprised, explaining that "the Grizzold" is a made-up monster from a fairytale her parents used to tell her. (If asked for a description of the Grizzold, the Mutant Lord is encouraged to describe the most horrific creature he can imagine. The PCs may later encounter "the Grizzold" if they're freaked out enough at the description!) Upon further conversation, Haester will describe the old ruined house about 5 miles away where "the Grizzold" kept her. She will also warn about his "mean dogs" before she shuts down completely. If the PCs aren't curious enough to investigate on their own, the village's town

council will offer them a handsome reward to deal with this monster before another child is taken.

When the PCs arrive in the area, they should see an old dilapidated mansion on a hill. (The Mutant Lord is encouraged to play this up as the classic “haunted house” scenario, with the wind whipping up, night falling, and a blood-red full moon in the sky.) Approaching the house, 2 Kamatas (MF rulebook, pg. 78) will charge out and attack.

Kamata (2) (AL C, MV 180' (60'), AC 5, HD 5, #AT 3 (2 claws, bite), DG 1d8/1d8/1d6, SV L3, ML 9, *mutations: energy retaining cell structure, increased sense (smell)*)

Once the creature’s “pets” are dealt with, the PCs can enter the house. Unbeknownst to the party, a Fear Feeder (new creature, see following description) has taken up residence in an old dilapidated mansion. The extra-planar creature feeds on fear, terror, and horror, and it takes the shape of whatever terrorizes its victim the most. As the victim cringes in horror, the Fear Feeder consumes the negative energy until it has drained a victim of all its Willpower. Once drained and emotionally broken, it releases its prey and goes to find a fresh source of fear. (Fear Feeders are particularly fond of childhood traumas.)

Fear Feeder (1) (AL C, MV 120' (40'), AC 3, HD 6, #AT 2 (claws plus special), DG 1d8/1d8/WIL drain, SV L6, ML 10, *mutations: mental phantasm (unique), emotional vampirism (fear)*)

The Mutant Lord should have the PCs slowly investigate the house, looking for “the Grizzold.”

Since the Fear Feeder is a shadowy creature, it will hide in the corners and the darkness, looking for an opportunity to take the shape of a new horrific being to terrorize its new “playthings.” The Fear Feeder will try to attack the party individually rather than as a group, so it will wait until they separate before striking first. Once the nature of the Fear Feeder is discovered or once it looks like the fight is going against it, it will attempt to flee the area, hoping to find another location near another village with children.

New Creature - Fear Feeder (AKA "The Boogeyman")

No. Enc.: 1d2

Alignment: Chaotic

Movement: 120' (40')

Armor Class: 3

Hit Dice: 6

Attacks: 2 (claws plus special)

Damage: 1d8, 1d8, WIL drain

Save: F6

Morale: 10

Hoard Class: None

A Fear Feeder is a formless, shapeless mutant who feeds on fear and terror. Because of this requirement, they delight in terrorizing and tormenting children—hence the fear most children have of “The Boogeyman.”

Fear Feeders are rumored to have come from another plane of existence; perhaps a miscalculated *plane shift* opened a portal to their home. Regardless, they have no real “form” on this plane. They, however, have a unique *mental*

phantasm ability. They are able to reach into a viewer's mind and take on the form of what scares them the most. For example: If a character is deathly afraid of spiders, it shall appear to be a giant spider. (This illusion manifests only as a creature/individual. If a character is afraid of heights, a Fear Feeder cannot take the form of a bottomless pit, for example.) Note that each PC will see the Fear Feeder in a different horrifying form since the illusion is mental rather than physical. Any character seeing a Fear Feeder in this illusionary form must save versus stun attack or be terrorized by the image. If a save is failed, the Fear Feeder will immediately use its *emotional vampirism* ability, "draining" off 2d4 hit points from the terrorized individual, who will also be frozen in fear for 3 rounds. Any who make the save will see that it is an illusion, but the "real" form of the Fear Feeder will remain undefined, shadowy, and nebulous at best.

Fear Feeders attack with a claw/claw attack (even if their illusionary form does not have claws or appears with a weapon). These claws hit for 1d8 hit points of damage. However, on a successful hit, a character must save versus stun attack or lose a point of Willpower. This Willpower loss can be gained after one week's uninterrupted rest. Fear Feeders are nearly fearless themselves, hence the high morale score.

Fear Feeders have been known to kidnap children from their beds and spirit them away to some distant location where it can torment the child, feeding on his/her fear until the child is so drained and numb to the terrorizing illusions that they no longer feel anything. At that point, the

Fear Feeder releases the child, emotionless, cold, and distant, with dead unseeing eyes.

Mutations: mental phantasm (unique), emotional vampirism (fear)

16. CULT OF THE RED BAND

This encounter can take place in any small village the party encounters while between adventures. The village should be a handful of hovels and shacks; destitute with downtrodden villagers. When the party first arrives, the townsfolk should initially be wary of them. However, once they have been determined to not be a threat, the party will be swarmed by people pleading for their help.

The villagers will explain that they are constantly attacked by a marauding band of Pigmen (MF rulebook, pg. 88) who have taken most of their food and valuables over many months. Anyone who tries to fight back is killed. Sick and weak individuals unable to resist are dragged off, never to return. Although Pigmen are known for these tactics, they are not known for taking prisoners. Another odd fact; the Pigmen scream "Amf! Amf!" during these raids, and they've been wielding oddly-shaped clubs made of some kind of Bygone material. These clubs have a red ring around the handle, giving the Pigmen the name of "Red Banders." The villagers plead with the party for assistance. While discussing the issue, a small raiding party of Red Banders arrives in a rusted-out pick-up truck, ready to attack.

Pigmen (4) (AL C, MV 120' (40'), AC 6, HD 7, #AT 1 (club or *energy ray*), DG 1d6 or 4d6, SV L6, ML 9,

mutations: bizarre appearance, energy ray (heat), negative empathy, thermal vision)

During the course of the fight, the party will see the “clubs” the Red Banders have been attacking with. Each of them is armed with a Bygone bowling pin and is using it as a bludgeoning device. Once the Pigmen are killed or captured, the party can try to determine where they may have taken the prisoners. They can try to follow the truck’s tracks back to its point of origin. They can interrogate any live Pigmen. Or, perhaps, one of them may have enough knowledge of Bygone cultures to recognize the “club” or figure out that “AMF” was connected with the Bygone sport of bowling. Either way, the leads points to a Bygone AMF bowling facility 12 miles down the road.

When the party arrives at the bowling alley, they will see a small encampment of Pigmen who have set up in front of the building and around the perimeter. There are six milling about, armed with “clubs.” In the center of the camp is a small holding “pen” holding the prisoners. Unseen by the party are two more Pigmen on the roof of the building, acting as sentries. They are armed with cobbled-together cannons custom-built to fire scavenged bowling balls. They can fire these with alarming accuracy, and the balls do 2d10 hit points of damage if they hit. Unless the party stays off the road upon approach, the sentries will warn the camp of the approaching party members.

Pigmen (8) (AL C, MV 120’ (40’), AC 6, HD 7, #AT 1 (club or *energy ray*), DG 1d6 or 4d6, SV L6, ML 9, *mutations: bizarre appearance, energy ray (heat), negative empathy, thermal vision)*

As combat truly begins, the Pigmen will chant “Brunswick! Brunswick! Brunswick!” The doors to the building will burst open, and “Brunswick” will charge out. Brunswick is a Hideous Boar (MF rulebook, pg. 63) that has evolved into a *humanoid form*, walking upright on its hind legs while holding two clubs, one in each “hand.” Brunswick’s three heads have also evolved *advanced intelligence, quick mind, and martial intellectual affinity (martial)*, giving him an almost genius-like intelligence, an ability to thwart mental attacks, and a +2 to hit bonus in hand-to-hand combat. Brunswick also has the acidic spittle *toxic weapon* as all Hideous Boars do.

“Brunswick” (Mutant Hideous Boar) (AL N, MV 120’ (40’), AC 5, HD 7, #AT 5 (2 clubs and 3 tusks or spittle), DG 1d6/1d6/2d8/2d8/2d8 or 2d10, SV L2, ML 9, *mutations: humanoid form, advanced intelligence, quick mind, intellectual affinity (martial), toxic weapon)*

Brunswick’s initial reaction is to charge into combat in an animal-like rage, attacking the nearest invader. However, after two rounds of combat, Brunswick will calm down enough to assess the situation. The party may be unaware of his intelligence, and Brunswick prefers it that way. His foes think him to be some mindless mutant enforcer rather than the actual leader. If the combat goes against him, he will do as much damage as he can, before escaping into the woods. (He has previously prepared an escape route.) If the party is captured, he’ll have them fight each other to the death for his amusement.

Brunswick is large and violent, but also cunning and ruthless. He is establishing himself as a local warlord and this base was his first attempt to establish a stronghold. If the party foils this, they will have made a very, very deadly enemy.

17. YOU SHOULD STAY AWHILE

This encounter should be one that “sneaks up” on the unsuspecting PCs. At some point in their travels, let them stumble upon a Bygone apartment complex that has been converted into the self-contained village of “Oakwoodapts.” Long ago, the village founders discovered the building containing numerous self-contained living spaces for their people. They moved in, turning the bottom floors into homes for the villagers, whereas the upper floors are the residence of the elders and shopkeepers. With lookouts and armed security on the roof and an easily secured main entrance, Oakwoodapts is a perfect self-contained village.

Oakwoodapts is a bit off the usual paths, but the villagers are welcoming and accommodating to travelers for both information, trading purposes, etc. The PCs should come to view Oakwoodapts as a nice place to stop by and equip themselves, perhaps even performing an occasional job for the elders. They may even consider moving into one of the few remaining apartments as their own base of operations.

The next time they return for a visit, they may notice the villagers seem very excited to see them return. If they haven’t already set up a home there,

they may start hinting that they should “settle down among friends” and “having a place to come home to is important in this uncertain world.” Something should seem “off” though. Some of their closest acquaintances seem to have forgotten details from previous visits. A small child may seem afraid of his own parents. The PCs may notice something scuttling by in the shadows.

During their absence, the village has been invaded by a small group of 10 Soulriders (new creature, see following description). These creatures have taken over eight of the villagers already, and are looking for two new hosts for the remaining two Soulriders.

Soulrider (10) (AL C, MV 180’ (60’), AC 8, HD 2, #AT Special, DG Special, SV L2, ML 7, *mutations: possession, metaconcert, quickness*)

The Soulriders have taken over most of the stronger villagers or those holding leadership positions using *possession*. They have determined that two of the PCs will make perfect additions to their nest. They hope to take over the PCs while they have their guard down, perhaps as they sleep or if one is separated from the group. If successful, the “ridden” PCs will demand to stay at Oakwoodapts, refusing to leave and offering to become one of the village’s sentries.

If the Soulriders are discovered, they will attack the PCs using the mind-controlled villagers as thralls. They’ll use their *metaconcert* mutation to keep in contact with each other and with their “puppets,” coordinating their movements as they try to capture the PCs. Any non-controlled

villagers will be deceived by the controlled villagers, as the PCs will be accused of theft, murder, etc. in hopes that the other villagers will join in the capture. The PCs will have their hands full as they should not want to harm their mind-controlled friends, but they will have to find the Soulriders hidden somewhere within the village. A tense game of hide-and-seek could ensue as they try to avoid their pursuers while trying to locate their masters.

If more than half of the Soulriders are found and dispatched, the others will break their control and skitter off using their *quickness* mutation to make their escape. The PCs will be lauded as heroes and Oakwoodapts will gladly offer them their own



upper-level living area to use as a base of operations.

New Creature - Soulrider

No. Enc.: 0 (2d10)

Alignment: Chaotic

Movement: 180' (60')

Armor Class: 8

Hit Dice: 2

Attacks: Special

Damage: Special

Save: L2

Morale: 7

Hoard Class: None

The Soulrider is a deviously intelligent, brain-sized, pulsating mass of a creature. A Soulrider has one leering eye and moves about through the use of a set of tentacles on its underside. Soulriders are never encountered singularly; rather they are a nesting society of creatures, which leads directly to the threat they pose.

Because Soulriders are so physically weak, they use their ability of *possession* to overtake a victim's mind, commanding them to act as their virtual slave—providing the Soulrider with food and protection. Soulriders will usually enter a village unseen and, over the course of time, will dominate every individual within. Soulriders will also use their *metaconcert* mutation to coordinate their actions amongst themselves. Once the entire village is dominated, the Soulriders will run the village as hidden slavemasters. PCs may pass through a village without even realizing the entire town is being manipulated by a hidden Soulrider society.

Soulriders are incapable of any degree of attack or defense. If discovered, they will command their thralls to attack on their behalf. A PC may find himself attacked by an entire village once a single Soulrider is discovered. (It's a fair bet that the discovery of one Soulrider means that more are lurking nearby.) Soulriders do have one defensive ability. They have the mutation of *quickness*, which means that they can lift themselves up onto the tips of their tendrils and skitter away at an incredible rate of speed once discovered or if combat turns against them.

Soulriders thrive on creating larger and stronger communities, as they see strength in numbers. Once a nest of Soulriders hatches a new generation, the village may be overly welcoming to new visitors. Unless on alert, these visitors may become the newest possessed residents of the village.

Mutations: possession, metaconcert, quickness

18. DUSK OF THE DEAD

This encounter best takes place on the road as the PCs travel to their next adventure. They should hear gunfire coming from up ahead. When they arrive on the scene, they'll find a man standing over another man lying face-up in the road. The standing man will be seen shooting the prone one in the head. There will be another victim lying nearby, a spreading pool of blood forming under their head. The man, panting heavily will look up when he hears the party approaching. When he sees their weapons (or if they make any noise), he'll wave them silent, trying to keep them quiet.

"Shhhh! You'll attract more of those!" he'll say, pointing to the dead men. "The dead walk in this area, and you need to be alert for them!" The two dead men are covered in blood with several obvious bite wounds on their arms and neck.

If the PCs ask, the man will explain that his name is Darion and that he and his family live in a nearby farmhouse. He was out gathering firewood when he says he heard groaning nearby. He says he stumbled across two of the Walking Dead (MF rulebook, pg. 101) and was just finishing them off when the party arrived.

"And where there's two, there must be more nearby! C'mon! My home is this way!" He'll point to an overgrown trail leading off the road while he also checks the ammo in his pistol. Satisfied that he's got plenty left, he'll begin running up the trail, motioning for the party to follow.

Darion is only telling half the truth. Yes, there are Walking Dead in the area. It just happens to be



Darion and his family. Darion and his “family” are Walking Dead who happened to retain their human intelligence after they turned. Knowing they would be destroyed when discovered, Darion moved his small zombie clan to the isolated farmhouse. To keep the zombie virus from spreading out of his control, he and his family feed, then shoot their victims in the head to keep them from rising. When the party arrived, Darion had just finished off two unfortunate victims he had attacked on the road. And the PCs arrived just in time to feed the rest of his family.

Darion plans to lead the PCs back to the house where his clan is waiting. They have not fed in a while and are nearly feral with hunger. However, the Mutant Lord should keep in mind that these are intelligent Walking Dead who have managed to survive this long through guile and subterfuge. When the party arrives, the the “family” will be seen cautiously looking out of the home’s windows. “They’re with me!” Darion will shout. “Let us in! There are Dead about!” The family (his “wife,” “brother,” “uncle” and two teen “sons”) will eagerly unbolt the door and welcome the party.

Walking Dead (6) (AL C, MV 120’ (40’), AC 8, HD 5, #AT 2 (rend/bite), DG 1d6/2d6, SV L4, ML 7, *mutations: none*)

Darion and the family will make a big production of barring the door and watching out the windows for other “zombies in the area.” The family will try to separate the party. (“You stay here at the front window, and you come upstairs with me.”) When the PC’s guard is down, that’s where they will attack. Darion is the only one armed with a pistol,

but he will hesitate to use it as his ammo is running low and he plans to use the bullets on the PCs once they’ve been defeated, eaten, and before they turn as well.

This encounter could potentially turn very deadly, so the Mutant Lord is encouraged to give the PCs every opportunity for heroic life-saving actions. Perhaps one of the family could snap under the pressure and attack the party prematurely before they are separated. Or the party could hear moaning from the basement and, upon inspection, they find another victim tied up for future feeding.

If things go badly, Darion will abandon his family and escape. He could become a threat if not tracked down as he may create a massive Walking Dead army just for revenge upon the PCs. These newly created zombies may not have Darion’s intelligence, meaning the zombie plague could run wildly unchecked throughout the *Mutant Future*!

19. THE SCUTTLING MENACE

While recuperating at their home village or perhaps staying in an inn during their travels, the party should hear rumors of a powerful mutant who can control insects who is terrorizing a nearby village. “I hear he’s got some kind of Bygone helm that allows him to do it!” the rumor-monger should explain. “And I’ll bet he’ll attack us next!” The party should be prompted to investigate. (Or perhaps they may be interested in securing a bit of Bygone tech for themselves!)

Unknown to the party, the attacks are being coordinated by a mutant who calls himself “The

Entomologist.” Although he wears a Bygone helmet (a Bygone baseball batting helmet, in fact), it is simply for protection and has no bearing on his ability to control insects. In fact, he has developed a mutation allowing him to control insects as well as letting him see through the eyes of any insects under his control. (He cannot control any intelligent insectoid races, such as Mants, Cockroachoids, or Mansquitos, however.) The Entomologist considers himself as the *de facto* “ruler” of the *Mutant Future* insect world and feels that the eradication of humanoid, animal, and mutant kind is all that stands between him and domination over the lands.

While travelling on the road to the site of the disturbance, the party should hear a rustling in the underbrush nearby as well as the yelp of an injured man. Upon investigating, they will see a pair of Ant Horrors (MF rulebook, pg. 60) that have just dealt the final blow to a human victim. (He was one of the remaining survivors of the near-constant Entomologist attacks and was sent out to find help.) The Horrors seem to be working in tandem during their attacks, which is unusual considering their limited intelligence and normal instinct-like behavior. They are under the control of The Entomologist who is trying to stop the village from sending out for help. He is watching everything through their eyes.

Ant Horrors (2) (AL N, MV 150' (50'), AC 3, HD 6, #AT 2 or 1 (2 bites or tail), DG 2d8/2d8 or 1d10, SV L4, ML 7, *mutations: dual headed, gigantism, toxic weapon, energy ray (radiation), reflective epidermis (radiation)*)

The Ant Horrors will fight to the death, as The Entomologist is prompting them to do so. He will be taking notes on the nature of the party, their mutations, any weaknesses and weapons they may have, etc. He will then begin prepping for the battle to later occur.

The PCs may want to search the body of the victim. A note in his pocket explains that he was being sent to any nearby towns to help his village versus “The Entomologist.” The note also mentions that the village has a Bygone treasure it’s willing to part with if this menace is dealt with.

The village is just a few miles further up the road. When they get there, it’s obvious that the village cannot take another major insect-fueled attack. Every shanty building is nearly falling down, and the streets are littered with the corpses of villagers as well as Ant Horrors, Giant Centipedes (MF rulebook, pg. 66), Carnivorous Flies (pg. 72), Stink Beetles (pg. 99), and many normal-sized bugs and insects which lie scattered about. When the party enters the village, a handful of those who remain will stream from their hiding places, asking if they are the help Ronmot was sent out for. (Ronmot is the victim the PCs discovered.) Once the party explains Ronmot’s fate and the reason they are here, the current leader of the village—a woman named Cydore—will discuss the near-constant attacks the village has suffered from. They’ve managed to turn away most of the attacks, but their resources are running low and most of the town has been killed or has escaped from the onslaught. She’ll take the party to a nearby garage and will reveal their most-prized Bygone possession—a running Bygone minivan.

The party will be given the vehicle if they can bring back proof that The Entomologist has been defeated.

The Entomologist's lair is found about 5 miles from the village in a small valley overgrown with trees and vines. A near total darkness fills the area due to the foliage coverage. Even at a distance, the party can see the Entomologist's lair for what it is—a giant wasp's nest that has been hollowed by the Entomologist. (The Giant Wasps that made it their home left years ago.)

As the party nears the nest, they may not notice the many webs that are intertwined within the vines that line the path. Above in the tree canopy lurks a Giant Black Widow Spider who is waiting for its next meal. It will descend and attack once one of its webs is disturbed. If the party doesn't disturb the web, the Entomologist will send out a small mosquito swarm to attack the party in hopes that the swatting and thrashing will bring the spider down to attack the PCs.

Giant Black Widow (1) (AL N, MV 60' (20'); Web 120' (40'), AC 6, HD 3, #AT 1 (bite), DG 2d6/poison, SV L2, ML 8, *mutations: gigantism*)

Mosquito Swarm (1) (AL N, MV Fly 60' (20'), AC 7, HD 2, #AT 1, DG 2 hit points, SV L0, ML 11, *mutations: none*)

Upon reaching the nest, The Entomologist realizes he may be in trouble as he's sent out a call to all area insects to come to his aid. However, because he has used many of these in his near-constant attacks, there aren't much left to arrive. In the next

round, another small Insect Swarm will arrive to make the combat difficult, and in four rounds, two more Ant Horrors will arrive to defend their master. But, for now, The Entomologist is all that stands before the party. The PCs may be surprised to see he's an average-looking young man wearing tattered clothes and a Bygone battling helmet. But he's armed with a Laser Pistol Mk 1 (5d6 damage, 6 shots left) that he uses to shoot at the party.

"The Entomologist" (Mutant Human) (AL C, MV 120' (40'), AC 7, HD 8, #AT 1, DG weapon, SV L2, ML 7, *mutations: insect control*)

Once he is defeated, all insects under his control will "snap out of it" and will wander off. The Entomologist's lair will yield two more helmets like his (AC 5) as well as two baseball bats and a handful of baseballs (scavenged from a Little League diamond the nest was built on top of). He also has 115 gold pieces he's hidden under a trapdoor in the floor.

Returning The Entomologist, his body, or his helmet to Cydore will be enough to convince her that the situation is under control and she will gladly surrender the keys to the Bygone vehicle to the PCs as way of thanks. If left alive, The Entomologist will pretend that his helmet was the source of his power, begging for his life now that the "cursed Bygone helm" has been removed. He'll play up the fact he was also "controlled" by it. If his ruse works, he will be a model citizen, helping to rebuild the village, and biding his time until he can launch another play for domination!

20. GHOSTS OF THE BYGONES

While traveling, the party should encounter the ruins of a smaller Bygone village. Perhaps it could be the remnants of a small town that was bombed out and abandoned during the Final Wars. They should feel free to poke around and salvage anything they can, but they will not find much as this town was looted of anything of value long ago.

With enough poking around, they may encounter a small campsite set up on the very edge of town. A group of archeologists have set up a base of operations here. The leader of the expedition is a human named Scribe who, along with two other human archivists (Steff and Rogher), have been exploring and investigating the ruins to get a better understanding of pre-apocalyptic life. They have found several items of "academic interest" (some various hand tools, a TV remote control, a pair of eyeglasses, and perhaps some other items from the Assorted Junk list, MF rulebook, pg. 124). They'll ask the party if they would like to help with the exploration, promising that they may keep any weapons and items they find, after they catalog and record the item, of course. The day should be getting short at this time, and Scribe suggests they bunk down for the night to get started in the morning.

Later that night, a small band of Feeders (MF rulebook, pg. 71) who have been watching the expedition from the ruins sneaks in to make a meal out of the sleeping victims. Unless someone has been posted as a night watch, the Feeders get surprise when they attack.

Feeders (4) (AL C, MV 120' (40'), AC 6, HD 3, #AT 1 (weapon or bite), DG per weapon or 1d6, SV L3, ML 8, *mutations: thermal vision, night vision*)

During the heat of combat, the party may notice one of the Feeders suddenly stop fighting, look about confusedly, then drop dead in front of them. After the combat ends, if they inspect the body of the feeder, they will find a Bygone knife (a kitchen steak knife) buried deep in its back. This weapon dealt the death blow. They may also see Steff staring off into the shadows. If asked, she will say she saw what killed the Feeder. "It was a ghost!" Steff exclaims. "I saw a ghost of one of the Bygones who lived here!" If questioned, Steff will say that she saw a ghostly skeleton dressed in Bygone garb step out from the shadows. It threw something and the Feeder dropped. The ghost then dropped back into the shadows and disappeared. If the area where the "ghost" was spotted is investigated, nothing will be found.

The next morning, Scribe will begin yelling and shouting, as Steff has apparently gone missing. In a panic, he starts throwing out assumptions that more of the Feeders may have returned or, perhaps, Steff's "ghost" came for her during the night. He pleads for the party to help him locate her.

Steff actually left the camp before sunrise to try to locate her "ghost." An excellent tracker, Steff returned to the scene of the appearance and found some faint footprints and signs that she was able to follow. If the party returns to the scene, they find Steff's footprints scattered about (where she

was searching) and a rather obvious trail she left as she chased after the ghost. Her trail leads to a long-forgotten Bygone graveyard. If the party approaches quietly, they may catch a glimpse of a humanoid skeleton wandering about, then entering an open stone tomb. Rather than “ghosts,” the graveyard is inhabited by a small tribe of Vitossein—shy, private humanoids with transparent flesh (new creature, see following description). From a distance, these creatures look like skeletons as their bones are not transparent.

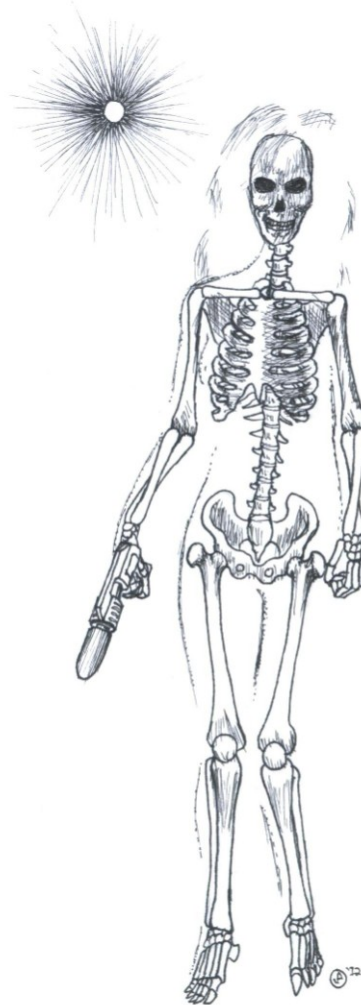
This band has lived in the area for many months. They have dressed themselves in scavenged Bygone clothing, and their small graveyard location and appearance keep the curious away due to rumors of hauntings. The Vitossein have been fighting with the Feeders for a while now, as they have been attacked by the little fiends as well. One of them heard last night’s combat and “helped” the strangers without becoming personally involved.

Vitossein (6) (AL N, MV 120' (40'), AC 3, HD 8, #AT 1, DG weapon + 1d6, SV L4, ML 5, *mutations: chameleon epidermis (limited), reflective epidermis (radiation), intellectual affinity (martial)*)

Steff has followed the path to the Vitossein encampment and is watching them with interest as her specialty is anthropology. This new humanoid species fascinates her and she’s trying to make as many notes and observations as she can in private. If the party makes too much noise upon approach, she races up and quiets them, explaining that these creatures are a new humanoid race that she wishes to observe. If the

party charges in, the Vitossein will make short work of them, as they have a highly developed *martial intellectual affinity* as well as being very hard to see. If the PCs are beaten in combat, they will be taken prisoner while the Vitossein leader demands an explanation as to who they are and why they attacked.

During this interrogation (or if the party was hidden and observing), a large party of Feeders attacks the Vitossein base. They realize the Vitossein interloper helped the strangers, costing the Feeders last night’s meal. When the Feeders attack, the outnumbered Vitossein will need help.



If the party was captured, the Vitossein will release them, asking for help. If the party was hidden, Steff will race in, yelling at them to follow.

Feeders (10) (AL C, MV 120' (40'), AC 6, HD 3, #AT 1 (weapon or bite), DG per weapon or 1d6, SV L3, ML 8, *mutations: thermal vision, night vision*)

Once the combat ends, any Feeders still remaining will abandon the ruins and will run off, never to return. The Vitossein will thank the party as they can now live in peace. Scribe will promise to keep the secret of the Vitossein safe in exchange for their help in cataloging the ruined village. The Vitossein, having explored the area at length and collected many items of intellectual value, are happy to make the arrangement. The party may also be rewarded with some of the more unusual items discovered, including weapons or valuables.

New Creature - Vitossein

No. Enc.: 1 (1d6)

Alignment: Neutral

Movement: 120' (40')

Armor Class: 3

Hit Dice: 8

Attacks: 1

Damage: as weapon + 1d6 (see description)

Save: L4

Morale: 5

Hoard Class: X

Vitossein (pronounced vih-TAH-see-in) are mutated humans whose skin, flesh, and organs have gradually turned transparent due to high radiation exposure. However, the bones of a Vitossein have not grown transparent over the

years, so their skeletal structure is still very visible. In fact, the name of the creature literally means "living bones." Because of generational exposure, they have developed a *reflective epidermis* that is resistant to radiation.

Since 90% of a Vitossein is transparent, it is said to have a limited form of *chameleon epidermis* if it remains motionless. In the darkness or in heavy cover, a PC would have a 60% chance of not seeing the unmoving creature. In the daylight or out in the open, the chance of not noticing the creature drops to 20%. (A skeleton just standing out in the open is fairly noticeable.)

Vitossein (the name is both singular and plural, much like "sheep") are a peaceful race, staying pretty much to themselves and their colonies. (It is rumored that their withdrawal from society may have helped accelerate their translucence.) They do not care to interact with outsiders, but they are not overly aggressive if confronted, preferring to retreat and hide at the first possible chance. Vitossein are not defenseless as they have a *martial intellectual affinity* giving them a +4 to hit in combat and +1d6 damage bonus.

Due to their appearance and aloof ways, Vitossein lairs are often thought of as cursed or haunted. Many are unaware these creatures exist, lending to the rumors. The sighting of one may lead to tales of haunted caves, bogs, and swamps without realizing the true nature of what was seen.

Mutations: chameleon epidermis (limited), reflective epidermis (radiation), intellectual affinity (martial)

21. A WRITHING INCURSION

This encounter can work either with a cemetery used by the PC's village (if their culture mandates burial for its dead) or at a Bygone graveyard found nearby. It's reported by one of the villagers that graves appear to be recently disturbed and emptied of their contents. Rumors and hushed whispers allude to a potential Walking Dead infestation (MF rulebook, pg. 101). Lest the village become overrun by flesh-craving undead, the PCs are tasked to investigate the situation.

Upon arrival, the first thing the PCs may notice is the lack of footprints in the graveyard. Not only has nothing climbed out, it doesn't appear that anyone has entered the graveyard either. If the graves are investigated (and a successful save versus INT is made), the PCs can tell that there doesn't seem to be any earth pushed up and out from the burial sites. In fact, it appears that the graves collapsed from underneath. If the PCs decide to do a bit of digging, they'll find that there is a complex tunnel system underneath the cemetery.

As the PCs investigate the tunnels under the cemetery, they should encounter a solitary, silent, robed figure standing in the darkness. When it turns to look at them, they see that its face is a mass of wriggling, writhing earthworms. What the PCs have yet to discover is that a small group of Skwirm (new creature, see following description) have set up an advance colony under the graveyard. They have been feeding on the corpses buried there while they establish a beachhead for a future invasion of the area.

Skwirm (3) (AL C, MV 120' (40'), (Dig 90', (30')), AC 6, HD 8, #AT 1 (weapon or constriction), DG per weapon or 1d6, SV L4, ML 9, *mutations: metaconcert, hyperburroring, dermal poison slime, dual cerebellum*)

The Skwirm will lash out with one of its worm tendrils at the intruders, hoping to ensnare and subdue the strongest-looking of the group while also doing 1d6 hit points of damage from constriction and 2d6 points of damage from its *dermal contact poison*. If combat starts to turn against it, it will silently "call" its two other Skwirm-brothers using its *metaconcert* ability. The other two Skwirm will come to its rescue, bursting out from opposite walls of the tunnel with their *hyperburroring* mutation. One of them will be riding a Small Purple Worm (half the size of an adult Purple Worm, MF rulebook, pg. 90).

Small Purple Worm (1) (AL N, MV 60' (20'), AC 6, HD 10, #AT 2 (bite/sting), DG 2d8/2d8/poison, SV L5, ML 10, *mutations: gigantism, toxic weapon*)

The Skwirm managed to get their "hands" on a newly hatched Purple Worm, raising it as their own. It will defend its "parents" to the death. Once the Skwirm and the Purple Worm are defeated, the tunnel complex can be searched. It's quite extensive, spreading throughout the area (and possibly leading to other subterranean adventures). The PCs may also locate the Skwirm's hoard consisting of 835 gold pieces, two Satchel Charge As (4d6 points of damage, 10' radius), and a fully stocked survival kit.

Defeating the Skwirm's advance colony will set back their planned incursion of the area by several months. However, the Skwirm will then send a scouting party to the area to find out what happened to the original colony, starting the whole thing over again, as the Skwirm are tenacious and single-minded of purpose. The party may be called upon to find a more permanent solution.

New Creature - Skwirm

No. Enc.: 1d6 (2d6)

Alignment: Chaotic

Movement: 120' (40'); Dig: 90' (30')

Armor Class: 6

Hit Dice: 8

Attacks: 1 (weapon or constriction)

Damage: per weapon/2d6

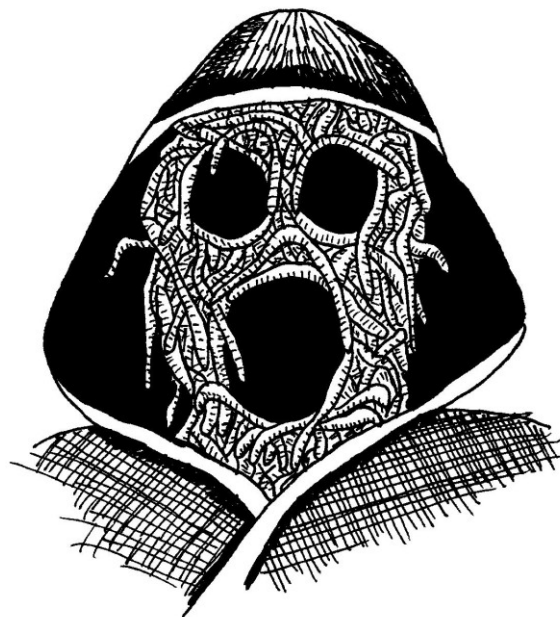
Save: L4

Morale: 9

Hoard Class: XIV

Skwirm are worms that have developed a hive-like mind, joining together and working in sync to form a roughly humanoid shape with a human-like intelligence. Due to this *metaconcert*, Skwirm in their humanoid forms can also mentally communicate with each other. Skwirm are incapable of speech and are found in underground locations that are dark, cool, and damp. Skwirm often disguise themselves in robes or loose-fitting clothes and masks, hiding their true nature from outsiders.

Skwirm feel that the world is theirs to exploit as their true worm form far outnumber any other creatures on the planet. And because they feed on



rotting, decaying plant and animal life, they feel that they are at the top of the food chain and, thus, are the true masters of the *Mutant Future*. When a Skwirm assembles itself, it has two worm-bundles within its "chest" which act as a *dual cerebellum*. Mental attacks must succeed twice to be effective against a Skwirm. Also, a Skwirm is coated with a thin *dermal poison slime* which does 2d6 points of damage to anyone who comes into contact with it.

A Skwirm usually attacks using a weapon of some sort, although it can also form its "arms" into two 10'-long rope-like tendrils that can grasp and constrict a victim for 2d6 hit points of damage per round. Skwirm take half-damage from cutting and slicing weapons, as the blade slips easily between the various wriggling worms that make up its body. However a Skwirm takes double damage from heat- and cold-based attacks.

If a Skwirm feels threatened or is severely injured, it will collapse into a pile of individual worms which will then burrow into the earth using its

hyperburrowing ability. Although separate, the worms still remain in contact with each other, and they will reform into its Skwirm form within one week, adding new worms to its “body” and effectively healing itself.

There are rumors of Skwirm made up entirely of Rot Grubs (MF rulebook, pg. 93), but this has not been confirmed.

Mutations: metaconcert, hyperburrowing, dermal poison slime, dual cerebellum

22. TAKING A COLLECTION

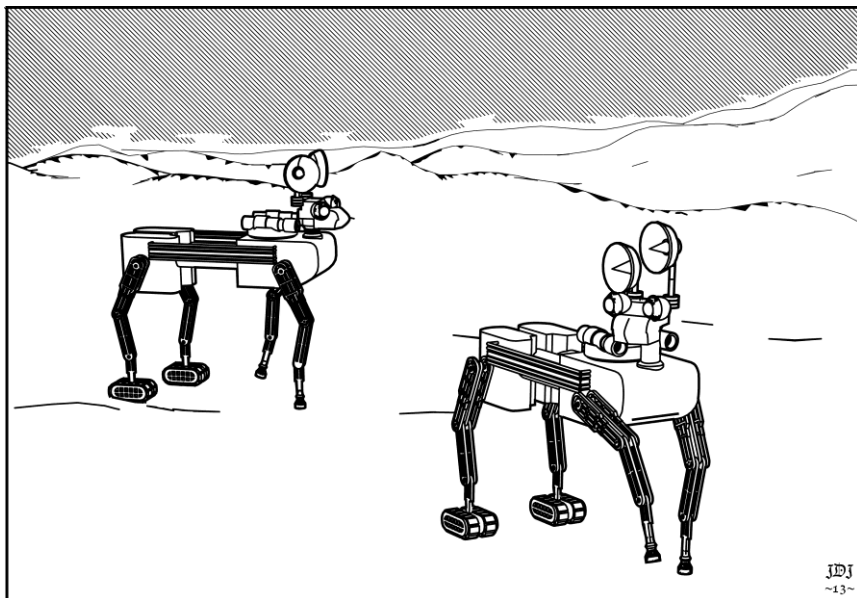
While traveling on the road between adventures, the party will be surprised by a nearly feral child crashing from out of the brush, charging at them while screaming and wildly waving his arms about. (Play it up for the shock of a potential attack, but hopefully the PCs won’t open fire on a panicked kid.) The child, about 7 or 8, is a young Homo Erectus (MF rulebook, pg. 76). He is filthy, wearing a loin cloth, and is armed with a flint knife.

Young Homo Erectus (1) (AL N, MV 120’ (40’), AC 8, HD 2, #AT 1 (flint knife), DG 1d4, SV L1, ML 7, *mutations: none*)

Although it initially appears they are under attack, instead the child is half-crazed with terror and is completely hysterical. Hopefully the PCs will subdue and restrain the terrified child rather than attacking him. (Food may work as he’s half-starved, as well as any soothing words or attempts to show him kindness.)

Once the PCs have settled him down, the boy will jabber excitedly to the PCs in some primitive language. He doesn’t speak Bygone or any of the more common languages of the wastelands, and the PCs will not be able to talk to him. The only word he is able to clearly enunciate is “Homin,” which he says while pointing to himself. (It’s his name.) The boy then imitates a horse, makes the sound of a laser shot, and mimes the action of dragging something. Attempting to read his mind is difficult due to his near-animal-like intelligence. The best a mindreader can hope for are some flashes of memory, but they are not well-developed. He then desperately tries to drag the PCs toward his settlement. Around the encampment are footprints that look somewhat like hoofmarks as well as signs that several people were dragged away to the north. The PCs may deduce that marauders and/or slavers dragged away the primitive villagers. They would be wrong.

In actuality, the Homo Erectus village was ransacked by a pair of deep space probes that were accidentally reactivated from a nearby military base to the north of the Homo Erectus village. The two robotic probes, designed to walk on four legs to better traverse alien terrain, were obviously never launched and were instead mothballed from a time before the Final Wars began. Now that they are active, they are currently following their mission programming—to detect, subdue, and collect any forms of alien life they discover. The probes are each equipped with a variety of non-lethal methods with which to subdue their prey—anesthetic gas, stun beams, etc. They also have some powerful weaponry with



which to defend themselves (see the probe descriptions below for a full list of abilities and weaponry). They also have a plasma cutter which is helpful if they find themselves entangled or otherwise obstructed, as well as a hologram projector which they use to disorient and fool their prey. (The projector is preloaded with a number of images to be used as distractions or camouflage for the probe.) The two probes are actually hunting separately, so the PCs may think there is only one when first encountered.

The two probes are dragging their captured "samples" back to the military base (which, according to their programming, is their "landing site") where they are storing them in stasis chambers. At this time, they have collected nearly every member of the Homo Erectus tribe (11 men, women, and children) as well as a few other creatures from the *Mutant Future* (a Vile Slasher, a few Spidergoats, and a Brain Lasher are in some other chambers).

How the PCs discover the nature of the abductions and how they deal with the rampant probes are left to the Mutant Lord. They may follow the tracks back to the base. One of the probes may ambush them as they investigate. There may be a drag-down fight at the hanger where the stasis chambers are stored. Perhaps one of the PCs are caught and stored, and the encounter becomes a rescue

mission. Regardless, the probes work well in tandem and should be role-played as cunning adversaries. And once the probes are dealt with, the military base may have a lot of good Bygone tech to salvage!

Military Deep Space Probes (2)

Hit Dice: 20

Frame: Armature

Locomotion: Legs (Multiple)

Manipulators: Claws (4 of them are located under the "torso" and is used to carry/transport unconscious "samples")

Armor: Duraplastic Armor (AC 5)

Sensors: Class V Sensor System

Mental Programming: Programming

Accessories: Plasma cutter; Self-repair unit; Hologram projector

Weaponry: Stun probe (2d6 damage and stunned for 1d6 rounds); Anesthetic gas (save versus poison or unconscious for 30 minutes); Laser pistol Mk 1 (5d6 damage)

23. THE GHOST OF AISLE 17

This encounter takes place at a long-abandoned Bygone supermarket. The PCs could be sent there by a merchant to retrieve canned foodstuffs. A village elder may ask them to go there to find and bring back medications from the “farm-oh-see.” Or they may just stumble across the ruined market while on the road between adventures.

Once they arrive, the Mutant Lord should describe the market as being in reasonably decent shape, as the walls are still standing and the roof seems intact (except for a few large holes where the sun peeks through). Upon entering, the market is a fairly cavernous space with row upon row upon row of tall metal shelving units. The outer walls are lined with glass-encased freezer and refrigerator units (all long-empty). A row of check-out lines is at the front of the store and PCs who explore will find a few offices and employee break room in the back. The floors are covered in dirt, dust, and cobwebs, and field mice can be seen scurrying in the shadows.

The Mutant Lord is encouraged to peak the PCs interest in digging around the facility, as it appears that looters and marauders haven’t picked the market clean. Have the PCs roll randomly for every hour of searching to locate some miscellaneous items such as preserved food, flashlights, lighters, Bygone coinage, an intact shopping cart, small plastic toys, etc. If the PCs were sent to retrieve some MacGuffin for someone, it should be hard to locate (which gives the Mutant Lord enough time to set up the following situation).

After they’ve searched for a while, a laser shot should barely miss one of the PCs. They’ll probably assume they’ve been ambushed and will go investigate where the shot came from. At one end of the store, high upon one of the shelves they’ll find a Laser Pistol Mark 1 mounted in a tripod-like stand (2 shots left). No footprints will be found at the sniper site, and any tracking mutations will come up short of identifying who—or what—fired at them. What the PCs don’t know is that they *have* seen the sniper when they first entered: it’s the mice scurrying about.

Hyper-intelligent Mice (200) (AL N, MV 60’ (20’), AC 8, HD 1 hit point, #AT 1 (bite/group), DG 1d6, SV L0, ML 7, *mutations: advanced intelligence, quick mind*)

The supermarket is infested by a colony of hyper-intelligent mice. These mice appear the same as any common grey or brown field mouse, however they all have human-level intelligence. They are able to read and understand Bygone languages, as well as most languages spoken in the *Mutant Future* (although they cannot speak themselves). Because of their *quick mind* mutation, they have been able to figure out how many common devices and weapons work, and they are capable of tool usage. The mice have been scaring off potential looters to their nesting grounds for generations, and they’ve gotten quite good at it. Some of the tactics they have used in the past:

- They’ve gnawed away the support footing on some of the heavier shelves and have run tripwires they can trigger. If someone

wanders down on of the trapped aisles, they can cause the shelves to fall upon them.

- They have a collection of letters from various sources (old magazines, sales receipts, alphabet cereal, etc.) that they use to leave threatening messages to intruders. The PCs may be surprised to see "GET OUT NOW" or "YOU WILL ALL DIE" written in breakfast cereal on the floor.
- One of the mice could sneak into a PC's backpack and pull the pin on a grenade, or perhaps jam their weapon causing it to misfire. Or they may take a small item from one party member and place it in the pouch of another, sowing distrust and discord.
- They could close a freezer door on the PCs, locking them inside.
- Many heavy items are now perched

precariously on high shelves which may come raining down upon the heads of the PCs.

- There are several pistols, crossbows, and explosive devices mounted and/or hidden throughout the store. The mice have them positioned where they will do the most damage to intruders. (Keep in mind that they cannot pick up and aim any human-sized weapon. Rather any aimed weapon is carefully mounted in a cradle device and pointed in an obvious direction, say at an entrance or hallway.

Initially the mice are only trying to scare away the PCs. If the PCs stay in the store, the mice's tactics will become more dangerous and injurious. At some point, the PCs may wonder if the place is haunted or if there's an invisible mutant loose in



the store. Whether or not they are able to figure out that the mice are causing all of the mischief is left up to the Mutant Lord. The mice will not reveal their true intelligence though, as it makes it easier for them to drive off the superstitious survivors who may wander in.

If by some chance the PCs are able to make contact with the mice (and if they have not injured or killed any of their brethren), the mice may allow them to leave with a few items from the store, but making it clear they are never to return. But if the PCs are taking everything they can carry, or if any of the mice have been attacked and/or killed, the mice will stop at nothing to not only drive the PCs from their home, they will use a variety of hidden ranged weapons to do it.

24. A BABE IN THE WOODS

While passing through a darkened forest, the adventuring party can hear what sounds like a crying child echoing throughout the area—more than likely human. If they investigate or try to locate the source of the sobbing, they will find a Bygone house tucked away in small clearing in the forest. The old farmhouse from “The Before Days” seems to have been abandoned for centuries, but the crying child seems to be in the structure.

Opening the door and blundering in is dangerous, as the interior of the house has collapsed in on itself, and all that remains of the structure are the exterior walls and the roof. The upper floor has fallen down onto the main floor, which in turn has collapsed into the basement area. Walking through the open doorway will result in a 15-foot

drop (with appropriate falling damage). In the middle of the pile of rotted timbers, moldy drywall, and vines and brambles sits a small child who looks about helplessly. Trying to get the kid’s attention or talk to him will only result in the child sobbing and crying hysterically again. He won’t move from his spot on the pile either, as he just looks pitifully up at his would-be “rescuers.”

If anyone is lowered into the basement area and makes contact with the child, the true nature of the encounter will be revealed. The basement is the home to a Wailer (MF rulebook, pg. 101)—a giant carnivorous plant that uses a false child-looking pseudopod (its tongue, actually) and mimicry to lure victims to its waiting maw.

Wailer (1) (AL N, MV None, AC 5, HD 6, #AT 1, DG Special, SV L4, ML 12, *mutations: toxic weapon*)

Whatever makes contact with the “child” will be instantly adhered to it. The Wailer’s mouth (which is 10 feet in diameter around the “child”) will instantly snap around the victim. A successful hit will inflict 3d6 hit points from its powerful jaws. On a 17 or better to hit, the victim is instead swallowed whole by the Wailer and will take 2d6 hit points per round from acidic sap that fills the plant’s mouth. The Wailer has not eaten for a while (and, as a plant, it cannot flee), so it will aggressively attack until destroyed. Once defeated, the party will find 815 gold pieces in assorted coinage scattered around the ruins from the Wailer’s previous victims. There is also an automatic pistol (3 shots left) and a shock-field glove (fully discharged) amongst the debris.

25. THE WALLS HAVE EARS

At some time during their travels through the *Mutant Future*, the PCs will likely be in need of some vital piece of information: the location of a long-hidden bunker; the hiding place of a sought-after foe; the whereabouts of a needed medical vaccine; etc. At this point, a helpful NPC should tell the PCs of "Deeproot the All-Knowing."

"If Deeproot don't know it, nobody does," he'll say.

Deeproot is a mutant plant that lives in a shaded glade deep in a hard-to-access forest. The woods leading to Deeproot's lair are filled with a cross-section of nearly every dangerous mutant plant found in the *Mutant Future*: Zap Vines, Morningstar Plants, Glue Flowers, Burrow Tubers, and Kernel Plants to name but a few. However, none of these aggressively deadly plants will make any kind of move toward the party as they venture toward Deeproot's lair. (But the party should feel as if they're being observed as they approach.) Upon reaching the glade, the PCs will find it empty except for a rope-like vine with small yellow-white flowers which drapes every surface. While investigating, the PCs will hear one of the flowers ask "What is it you seek?" This formless, all-encompassing vine is Deeproot.

When the PCs talk to Deeproot, they will find that it seems to have an uncanny amount of knowledge about the area and its people, including many unknowable secrets. Much of the information Deeproot has could only have been gained by physically being in the same room the

conversations took place in. The PCs may assume Deeproot is psychic. In actuality, Deeproot is a very large sentient Ventrilovine (MF rulebook, pg. 100), which has spread out over many, many square miles. Deeproot can "hear" through its vine system.

"Deeproot" (Ventrilovine) (AL N, MV None, AC 9, HD 6, #AT None, DG None, SV L3, ML 12, *mutations: plant control*)

Deeproot has managed to sneak its flowered vines into every inhabited nook and cranny throughout the area. It is through this floral "eavesdropping system" that Deeproot knows so much about what's happening. Every whispered conversation or off-the-cuff comment is heard by Deeproot who remembers everything.

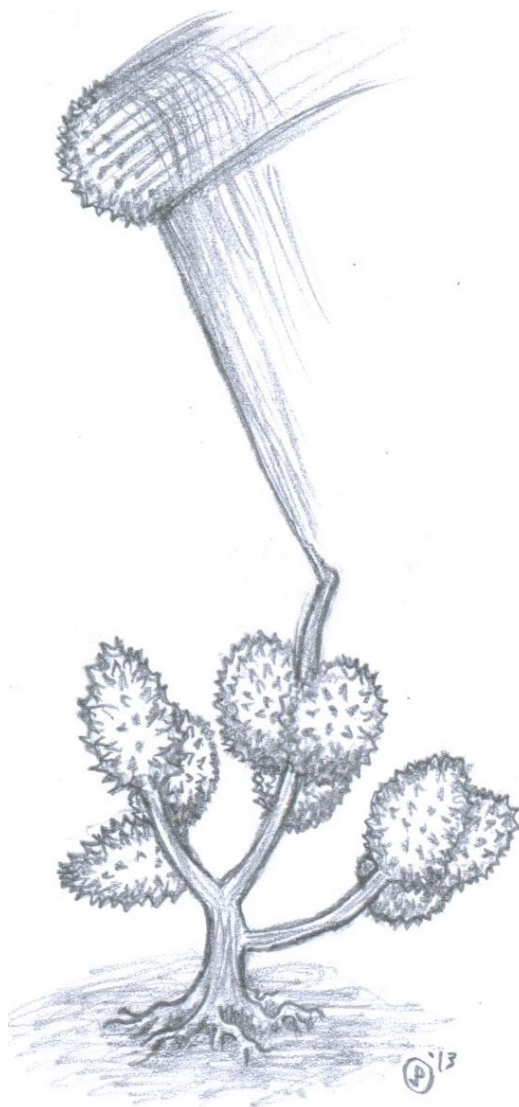
When the PCs finally ask their question, Deeproot becomes silent for bit before answering: "Before I answer, you must perform a task for me. Bring me Good Food from The Provider." Deeproot will remain deliberately vague as to who (or what) "The Provider" is. (It's planning to test the PC's inventiveness.) Deeproot will only explain that "The Provider" lives in a cave at the end of a path he point out, and that the "Good Food" it provides will nourish Deeproot for months at a time. Deeproot demands that the PCs not harm The Provider as nothing else produces the Good Food Deeproot likes. The mutant plant will then become silent, refusing to talk further until the PCs succeed in their retrieval mission.

"The Provider" is a Vile Slasher (MF rulebook, pg. 100) that has taken up residence in the cave. The "Good Food" is its excrement, which Deeproot covets as a most-delicious fertilizer. As is commonly known, a Vile Slasher is one of the most dangerous creatures in the *Mutant Future*, and it is up to the PCs to determine the best way to safely collect as much of the Slasher's droppings as they can manage without hurting it or getting killed themselves. (This is a role-play exercise for both the PCs and the Mutant Lord.)

Vile Slasher (1) (AL C, MV 180' (60'), AC 3, HD 12, #AT 4 (2 claws, tail, bite), DG 1d8/1d8/1d6/2d6, SV L9, ML 12, *mutations: natural armor*)

If the PCs think to check, they'll see Deeproot's vines scattered around the Vile Slasher's lair. Deeproot is listening in and will know if the creature has been injured or killed. If this happens, Deeproot will not offer up any information he knows. He will also demand that the PCs leave and never return. If anyone attempts to attack Deeproot, they will find it a difficult task. Deeproot can only be harmed if his rootball is attacked, and this "nerve center" is hidden several miles away. (Deeproot doesn't interact with visitors at the same location he keeps his weak spot.) Hacking at Deeproots' many vines will not harm the mutant plant. Several Null Plants (MF rulebook, pg. 87) are scattered around the glade, making mental mutations useless too. Finally, Deeproot has the ability to *control plants*, and all of the dangerous plants seen earlier will target the PCs as they try to leave the area. In other words, confronting Deeproot will be an exercise in futility...and it could become deadly as well.

However, if the PCs manage to secure a pound or two of Vile Slasher droppings without harming it or getting themselves killed, they will effectively impress Deeproot, and they will have access to a powerful source of underground information. In fact, Deeproot may become an oracle NPC, offering advice and guidance to the characters. Deeproot's information may also become the springboard for future adventures.



26. THE CRYSTALLINE FOREST

While visiting a small village, perhaps while recuperating or shopping for supplies, the PCs will be summoned for a meeting with the local chieftain. Upon arrival, the village leader will welcome them and ask for their help. He explains that, last week, a traveling merchant reported spying an odd patch of "crystalline trees" nearby. The chief sent one of his scouts to investigate two days ago, and he has not yet returned. The chief would like the party to follow up on the scout's whereabouts as well as the nature of the mysterious crystal.

As they approach the area, the PCs will see that a section of the woods appears to glisten in the sunlight. Getting ever closer, they will soon discover that the area seems to be much colder than it should be and the ground is covered in frost—the grass crunching like glass shards under their feet. The trees are coated in a thick clear ice, giving it a crystalline appearance from a distance.

Investigating further will reveal some frozen, shredded articles of clothing. Picking through the debris, the PCs will find a small item or token that IDs the clothing as coming from a member of the tribe. This is all that remains of the scout. Unless the PCs have been very cautious and are watching the branches overhead, they may not realize that the trees are infested with a roaming swarm of Vomit Flies (MF rulebook, pg. 101). The Flies have migrated to the area and have nested in the trees limbs overhead.

Vomit Flies (12) (AL N, MV 150' (50'), AC 5, HD 4, #AT 1 (bite or vomit), 1d10 or 4d6 cold damage, SV L3, ML 8, *mutations: energy ray, reflective epidermis (cold), gigantism*)

The Flies' toxic bile is like liquid nitrogen, instantly freezing anything it comes into contact with. They use this fluid to freeze a victim, and then they consume the frozen flesh. The vomit of a Vomit Fly does 4d6 hit points of cold damage and their bite does 1d10. Vomit Flies cannot actually "fly," so they will drop out of the trees to attack any invaders to their grounds.

If the Vomit Flies are left alone, their numbers will triple within a month (all of the females are about to lay eggs), and the village will be in imminent danger. Destroying the Vomit Flies and bringing back evidence of the scout's demise should be the goal of the party. If successful, the chief will reward the PCs with three strong horses that they may use as transport as well as all of the supplies they can carry. If the Vomit Flies are left unchecked, the PCs may return to the village one day and find nothing more than an icy barren wasteland.

27. HEY! YOU DROPPED THIS...

This encounter works best when the PCs are travelling on a well-traveled pathway, perhaps a Bygone road or highway. In the distance, they'll see a figure in the sky, flying right toward them. As it gets closer, the figure will begin firing an antique pistol at them, missing handily (although the Mutant Lord should pretend to roll to hit). The

winged humanoid will pass far overhead, out of range and reach of the characters. Their attacker is an Accipitoid, a winged hawk-like humanoid (MF rulebook, pg. 59).



Accipitoid (1) (AL N, MV 120' (40'), Fly 180' (60'), AC 5, HD 5, #AT 3 (2 claws, bite), DM 1d6/1d6/1d10, SV L5, ML 10, *mutations: complete wing development, increased sense (sight)*)

The Accipitoid is deliberately trying to goad the PCs into defending themselves and returning his attack, although he tries to remain safely out of range. His gun is actually a child's toy that fires noisy, but harmless caps. When he is certain he has their attention, he will fly off as if retreating. The PCs will see him fumble with his "gun," then it

will fall from his hands, landing several hundred yards off the road. The Accipitoid will watch it fall, glance at the PCs, and then fly off into the distance. To the PCs, it should appear that their attacker fumbled and dropped his weapon. Greedy PCs may race out to recover the weapon, which is the Accipitoid's plan all along.

The Accipitoid has "dropped" his weapon within a few feet of a hidden Giant Land Squid (MF rulebook, pg. 79). The Squid has buried itself just under the surface, and it is lying in wait for its next dinner. When the PCs get within 15 feet, its tentacles will explode from the ground, grasping and reaching for its meal. The soil will cave in, creating a funnel-like opening leading to its mouth.

Giant Land Squid (1) (AL C, MV 180' (60'), Burrow 90' (30'), AC 7, HD 15, #AT 9 (8 tentacles, bite), DM small tentacles 1d6 swat, 1d10 crush/large tentacles 1d8 swat, 2d10 crush/bite 3d6 + poison, SV L4, ML 9, *mutations: toxic weapon*)

The Giant Land Squid will try to grab and pull any within reach to its jaws. If a character is bitten, they should save versus Class 11 poison. Failure means the poisonous bite has paralyzed the PC for 2d6 rounds. The Squid will then drag the PC to his doom. If the PCs are victorious, they will discover 37 silver pieces, 16 gold pieces, and a full set of Plastex body armor (AC 3) in its stomach from a previous victim that the Squid has not yet regurgitated. (They'll also find the child's toy dropped by the Accipitoid nearby.)

If the PCs decide to hang around, the Accipitoid will return in a few days wielding a spear. He knows the Squid throws up any undigested valuables and artifacts and, if its hunger is sated, it's safe to land and loot these items. The Accipitoid has been playing out this scenario for months and has amassed an impressive collection of artifacts. What the PCs do to him if he's caught is left as an exercise for the Mutant Lord.

28. THE VALLEY THAT TIME FORGOT

The PCs are tasked by a warlord to find and bring back a mutant who took something of value from him. This item can be anything the Mutant Lord wishes or something that is important to an ongoing *Mutant Future* campaign: a rare Bygone artifact; a valuable bauble or some kind; etc. The PCs are told that the mutant fled into a forbidden valley where "primitive men live and monstrous lizards feed on intruders." The valley is easily located as most *Mutant Future* survivors have heard the legends. But the valley is avoided as the creatures within are feared by those who have seen them.

When the PCs arrive at the valley, it should be presented as a true "lost world," where dinosaurs roam the lands unfettered. While the PCs follow the trail of their quarry, the Mutant Lord could have them encounter a hungry dinosaur or two. (See the notes at the end of this entry for suggestions and stats for some of the dinosaurs they could meet.) The trail should eventually lead to a small tribe of prehistoric Homo Erectus (MF rulebook, pg. 76) living peacefully in a cave

network set into the steep granite walls of the valley floor. There are 14 of these "cavemen" in the tribe. They regard the visitors warily and curiously, but will make no aggressive moves. They cannot speak, so communicating with the tribesmen could be problematic.

Homo Erectus (14) (AL N, MV 120' (40'), AC 8, HD 6, #AT 1 (weapon), DM 2d4 or weapon, SV L2, ML 7, *mutations: ancestral form (latent)*)

The PCs should feel free to explore the area looking for the mutant they were sent to find. They'll never find him though, as he's now one of them. For you see, the tribesmen are indirectly responsible for the prehistoric creatures that reside in the valley.

Each member of the tribe has the mutation *ancestral form*, which is triggered when one of the Homo Erectus people feels threatened, frightened, or angry. (They are too primitive to use their abilities deliberately.) When agitated, the tribesmate lashes out mentally toward its attacker. On a successful mental attack, the *ancestral form* mutation will "devolve" the target, permanently removing one of the target's mutations. Also, the mutation has a 20% chance of devolving the target to a previous evolutionary stage of its existence, so men would become Homo Erectus or Neanderthals, and so on. Every dinosaur that now roams the valley was originally a *Mutant Future* creature that a tribesman inadvertently devolved to its present state.

The mutant the PCs are now looking for originally found the tribe, threatened the village chieftain

and found himself turned into a mindless caveman. He now works and toils wordlessly and mindlessly. The PCs may be able to piece together what happened when they find the device/bauble they were sent to retrieve in one of the caves guarded by a caveman dressed in the clothes of their quarry. They may see some resemblance in the face of the devolved primitive. (Or they may think the caveman in question killed the mutant and took his clothes.) Regardless, if the PCs begin to threaten the tribe, they could find themselves drained of their mutational abilities, or worse, devolved into the newest residents of the valley.

NOTE: The *Labyrinth Lord* rulebook (which is fully compatible with *Mutant Future*) has many prehistoric creatures in *Section 6: Monsters*. For your convenience, the stats for some “classic” dinosaurs are presented here:

- **Sabre-Toothed Tiger** (1d4 (1d4), AL N, MV 150' (50'), AC 6, HD 8, #AT 3 (2 claws, bite), DM 1d8/1d8/2d8, SV L4, ML 10, LL rulebook pg. 67)
- **Mastodon** (0 (2d8), AL N, MV 120' (40'), AC 3, HD 15, #AT 2 tusks or trample, DM 2d6/2d6 or 4d8, SV L8, ML 8, LL rulebook pg. 86)
- **Pterodactyl** (0 (2d4), AL N, MV Fly: 180' (60'), AC 7, HD 1, #AT 1 (bite), DM 1d3, SV L1, ML 7, LL rulebook pg. 92)
- **Tricerotops** (0 (1d4), AL N, MV 90' (30'), AC 2, HD 11, #AT 1 (gore or trample), DM 3d6 or 4d8, SV L6, ML 8, LL rulebook pg. 99)
- **Tyrannosaurus Rex** (0 (1), AL N, MV 120' (40'), AC 3, HD 20, #AT 1 (bite), DM 6d6, SV L10, ML 11, LL rulebook pg. 100)

29. WHEN THE BOUGH BREAKS

This encounter opens with the PCs chancing upon a remote, isolated farming community one afternoon. The village is small, but is made up of a handful of permanent structures: five residences, each with a large barn, surround a common house/meeting hall in the center of the settlement. (Picture a small Amish collective.) The village seems eerily silent, as there are no people tilling the fields, walking between buildings, or seen in windows. The town seems deserted.

Upon investigating (or while looting), the PCs will discover that the village is indeed inhabited, but the villagers are all asleep in their beds and bunks! As they move from house to house, every bed has someone in it, fast asleep. No amount of noise or shaking will wake any of the villagers. If the PCs check the entire town, they will find 17 men, boys, and girls all asleep in various bedrooms throughout the village. However, they may notice that there are no adult women present.

What the PCs have yet to determine is that the villagers are not asleep or unconscious. Rather, all of them are in a deep hypnotic trance. A small band of 6 Narcoleps (MF rulebook, pg. 85) has happened upon the village and have decided to use it as their new breeding ground.

Narcoleps (6) (AL C, MV 120' (40'), AC 7, HD 7, #AT 1 (weapon or *hypnosis*), DM as weapon, SV L6, ML 6, *mutations: unique (hypnosis)*)

The Narcoleps entered the village late one night a week ago and used their *hypnosis* mutation while the townspeople slept, plunging them into a deep trance. Then they took the 6 adult women in the village to a cave system found under one of the village's barns. (The barn was deliberately built over the cave opening so the villagers could use the caverns as a root cellar. The entrance is found under a hidden trap door.) In the caves, the Narcoleps have begun prepping the hypnotized victims to accept their implanted offspring. Once implanted in the womb, it will take 5 months of gestation to grow the child to full term. The implantation has not happened yet, but will take place within the next 48 hours.

Because the hypnotic trance only lasts 24 hours, the Narcoleps must return each night to reinforce their somnambulistic ritual. If the PCs stick around until after the sun goes down, they will see an unsettling sight. Three pale-skinned, bulbous-eyed humanoids will enter the village and walk to the steps of the meeting hall. Once there, they will start a rhythmic drone as they slowly undulate and wave their arms. Any PCs who watch the ritual will need to save versus stun attacks. Those who fail drop into a deep hypnotic sleep for 1d20 + 4 hours.

If the Narcoleps are stopped before they finish or if they are attacked, they will use the vibrodaggers they have sheathed in a belt holster (1d4 + 6 hit points of damage). Any who escape will retreat to the hidden caverns under the barn where they will defend their "new mothers" to the death. If the Narcoleps are defeated, a search of their lair will reveal a force screen belt, a package

of 6 light rods, 5 K-O shots (which they were using to augment the victims' trance), and 320 gold pieces.

If the hypnotic ritual is stopped, the villagers will start to stir and awaken in another 1d4 hours. For them, no time has passed and it's the very next morning. If the PCs are still around (and the Narcolep threat has not been identified or stopped), there may be some confusion and anger as the townsfolk will demand to know what the PCs did with their wives and mothers while they slept!

30. RAINBOWS AND UNICORNS

While enjoying some downtime in one of the post-apocalyptic villages that dot the wastelands, the PCs should encounter a small child with a battered Bygone children's book clutched tightly to her chest. "There's a magic horsie at Tumblerock Falls! I saw him!" she exclaims. "Just like the ones in my picture book!"

Anyone who shows the slightest bit of interest will have the girl climb into their lap. She babbles on about the horse's beautiful white coat, flowing mane and tail, and long ivory horn. She flips through the yellowed, brittle pages of her book (any PC who can read Bygone languages sees that it's titled *My Big Book Of Fairytales*) until she finds a sketch of a classic fantasy unicorn standing under a rainbow at the foot of a waterfall.

"That's him!" she says. "My big sister didn't believe me either, so I showed her. She walked up and

patted him on the head, and then she fell down, fast asleep! I wanted to wake her up, but the horsie got in my way and wouldn't let me get near. Can you help me wake her up?"

Hopefully, the PCs will be curious enough about the mysterious unicorn to investigate. The girl can easily lead the PCs to the foot of the Tumblerock Falls. Even from a distance, it's easy to see the majestic horned horse just as the girl described. On the bank of the stream, they'll see the unconscious form of the girl's sister. (The Mutant Lord is encouraged to play up the fantastic sighting of a fairytale creature like this in the post-apocalyptic world. The shimmering rainbow, the forested glade, the unicorn's mane fluttering in the waterfall's misty breeze—throw every cliché you can think of into this encounter.)

The "unicorn" is actually a dangerous flesh-eating Zunicorn (MF rulebook, pg. 104). The white Zunicorn is actually an albino, which gives it its lustrous white coat and hides its true nature. This particular Zunicorn's horn secretes a Class 9 poison which causes sleep in its victims. When the girl's sister reached out to touch the creature, it quickly stabbed her hand, causing her to fall unconscious.

Albino Zunicorn (1) (AL C, MV 240' (80'), AC 2, HD 6, #AT 3 (2 hooves, horn, and poison), DM 1d8/1d8/1d8/poison, SV L8, ML 8, *mutations: damage turning, toxic weapon (sleep), albinism*)

The albino Zunicorn is waiting for its four herdmates to return so they can all feed on the unconscious girl. The other Zunicorns have the

usual black and silver stripes found on the animals, and their horns inject a Class 7 poison that will do 7d6 hit points of damage (save for half-damage). The remaining animals in the herd will be arriving within minutes, so the PCs will have to act fast!

Zunicorns (4) (AL C, MV 240' (80'), AC 2, HD 6, #AT 3 (2 hooves, horn, and poison), DM 1d8/1d8/1d8/poison, SV L8, ML 8, *mutations: damage turning, toxic weapon*)

If the PCs are able to defeat the vicious horned animals and rescue the unconscious girl, the parents of the two girls are very grateful to them for their heroism. The father is a medic, and he will reward the party with a makeshift First Aid Kit that contains the following: 2 doses of Antitox, a can of both Medi-Spray I (4 doses) and Medi-Spray II (2 doses), and a Rad-Purge shot. He will also gladly heal any injuries the PCs may have suffered and offers free medical services to them any time they're in the area.



31. AND NOT A DROP TO DRINK

This encounter should be placed in an arid, desert location in the middle of The Badlands, miles from any fresh water source. Very little plant life grows under the harsh unforgiving sun, and few animals call this area home. The PCs may need to cut across this desert to reach another location they're trying to find, or perhaps they stumble into the area by accident. When it appears all is lost and they're about to run out of water and hope, they should come across a shanty village built in the middle of nowhere—in fact, the village is named “Nowhere.”

This small mining town has a population of 22 humans and mutants who scratch out a living mining for various minerals and ores. When the PCs arrive, the village is glad to share what little food and water they have in exchange for the PCs' help. When the village was first settled, the only water available came from a poisonous spring contaminated with parasites, toxins, and a thousand different contaminants. (Treat as Poison Class 8 if any PC is foolish enough to take a drink.) But the town's founders had brought several Quench with them (MF rulebook, pg. 90), which act as a natural water purifier. Since that day, the village has always had a small stockade of 20 Quench near the water supply, which is enough to provide everyone with fresh water.

Quench (20) (AL N, MV 60' (20'), AC 8, HD 2, #AT 1 (bite or claw), DM 1d2/1d4, SV L1, ML 4, *mutations: none*)

However, during the night 2 days ago, something made off with the village's Quench herd. Although the tracks leading from the pens appear animal-like in nature, there doesn't seem to be any blood or fur in the corral, meaning the thieves took the Quench herd alive. The remaining water supply is about to run dry unless the PCs can help. (Without water, the trek out of the desert is a death sentence anyway.) The miners can point out the direction that the tracks lead which seems to be straight into the flat, featureless Badlands. They can also provide one canteen of fresh water for the PCs to share on their journey.

If anyone has any tracking skills or ability to investigate the trail, the tracks seem to be made by several canine-like creatures. There are also a set of wheel tracks, perhaps from a cart or wagon that was pulled by the thieves. As they trudge deeper into the desert, unless they are on full alert, the PCs will be surprised by an attack from a hidden nest of Giant Scorpions near the edge of the trail (MF rulebook, pg. 93). Each Giant Scorpion has enough poison in their stingers for one venom attack. Anyone stung will die unless a save versus poison is made. A successful save means the victim only takes 1d6 hit points of damage from the Class 12 poison.

Giant Scorpions (4) (AL C, MV 150' (50'), AC 2, HD 4, #AT 3 (2 claws/sting), DM 1d10/1d10/1d4/poison, SV L2, ML 11, *mutations: gigantism, toxic weapon*)

Shortly past the Giant Scorpion nest, the PCs will discover that the trail winds into a large gully in the desert floor. This crevasse in the earth is

impossible to see from a distance and explains how the thieves can remain hidden from sight in spite of no apparent cover above ground. Cautiously following the trail into the small valley reveals an encampment of Encephalized Coyotes who have been living here. (MF rulebook, pg. 68)

Encephalized Coyotes (9) (AL C, MV 150' (50'), AC 6, HD 3, #AT 1 (bite or weapon), DM 1d6 or weapon, SV L3, ML 9, *mutations: aberrant form, teleport*)

The Encephalized Coyotes have just recently arrived in the area and have been spying on Nowhere. They had initially planned to attack the village, but realized the villagers easily had them outnumbered. They then came up with their plan to weaken the village by removing their source of fresh water. They could have simply slaughtered the Quench (which are now being kept in a corral in the Encephalized Coyotes' encampment), but they see the use these creatures have in purifying their own water source. They decided to keep them alive for now while they wait for the village to wither from thirst.

The PCs will need to deal with the Encephalized Coyotes without allowing the Quench to come to harm. (At least a dozen Quench are needed to keep Nowhere properly hydrated.) The Coyotes are all armed with Bygone Gauss Pistols (2d6 damage) they scavenged from a Bygone army bunker years ago, plus their ability to *teleport* makes them a "wily" foe. If the PCs are able to deal with the Coyotes, they will discover 450 gp the Coyotes had hoarded. They can also take the Gauss Pistols for their own. Using the same cart the Coyotes used,

the PCs can then return the Quench to the village of Nowhere. The villagers will thank the PCs and will reward them with a satchel of iron and lead ores that will be worth 1,200 gp to nearly any trader they later encounter. The miners will also give each PC a Quench of his very own to use as a makeshift "waterskin" for their trip out of the desert as well as for future travels.

32. G_ME OF H_NGM_N

When you're ready for your PCs to have a "big city" adventure, have them stumble across the boomtown of "Jym's Town." Jym's Town is named after the town founder and mayor, Big Jym. The town (population of 100+ citizens) is set into the side of a hard-to-access mountainside, which both isolates and protects the town. (There is only one main road in and out of the city, which allows a constant stream of visitors from surrounding villages and communities.)

The town is made up of six large buildings which act as an inn or two, several competing bars and taverns, and other shops and specialty stores (butcher, smithery, stables, etc.). Many smaller homes and residences are tucked into every nook and cranny of the city. The largest building is found in the center of town, and its sign reads "Jymboree." (It appears that someone repainted the sign's "G" with a "J.") This building is several stories tall and is always the center of activity of the town. This building acts as the Town Hall, governmental offices, and Big Jym's place of residence. But primarily, it's a casino, which is the town's primary source of income. Everything revolves around Jymboree for, without it, the town

would wither and die. Keeping security throughout the town are the “Pleecemen”—men hand-picked by Big Jym to keep everyone in line. They can be identified by the black leather jackets and helmets they wear. Each is armed with a small club; some also have a Bygone pistol.

Pleecemen (45) (AL C, MV 120' (40'), AC 7, HD as CON, #AT 1, DG 1d6 or weapon type, SV L1, ML NA, *Mutations: none*)

As the PCs explore Jym's Town, they should be made to feel welcome by the townspeople. (Almost overly so.) Storeowners offer them deep discounts on merchandise; inns offer free meals; drinks are often on the house at the taverns. Everyone has direct orders from Big Jym to make all visitors to the town feel welcome. He doesn't want strangers to leave before they've parted with every coin they might have. To anger a visitor to Jym's Town is a crime punishable by...well, we'll get to that.



At some point, the PCs will be invited to meet with Big Jym himself. Big Jym is a huge mountain of a man, who should be played up as a benevolent leader who found himself thrust into the role. Big Jym acts as a friendly mayor doing what he can “for the good of the community.” He may offer the PCs a few “errands” to tackle for him, in fact. (Use one or two of the other entries in this book if you're strapped for ideas.) The truth is that Big Jym runs the town with an iron fist. (The townspeople are afraid to cross Jym as those who do end up missing. Leaving is out of the question due to the distance to anyplace else as well as the constant patrols by the Pleecemen.)

The big secret is that Big Jym runs a very secretive—and dangerous—game in the upper floors of the casino. Known only to the highest of big-time gamblers (and fearfully whispered about amongst the town's citizens) is the Game of Hangman. Once a month, Big Jym holds this special event with six unwilling participants. (Jym's favorite “players” are visitors to the casino who overextended their credit, townsfolk who angered him, and snoops who discover The Game and threaten it.) These six players are strung up in a makeshift gallows. Those invited to gamble make bets on who the survivor will be. A six-sided dice is tossed, and the chair is kicked out from under the corresponding player. New bets are taken, and a new number is rolled. This gruesome game continues until only one player is the “winner.” (Although the winner is taken into the other room where he is caged to wait for next month's game.) The Game is Big Jym's biggest money-making venture and he has no intention of ending it. And—even if they realized the true

nature of The Game—the townsfolk fear him and his Pleecemen too much to do anything about it.

The Game of Hangman may come into play several ways:

- A PC who wins well in Big Jym's casino may be invited to bet on The Game being held that night.
- A PC who loses badly in the casino may be captured and taken away to become one of the "players."
- An NPC the PCs have befriended may disappear, leading them to discover their upcoming participation in The Game.
- An NPC could ask for the PCs' help in finding their spouse/father/son who went missing in Jymboree.

Once The Game is discovered, Big Jym will stop at nothing to silence the troublemakers. Although he relies on his Pleecemen to do his dirty work, Big Jym is a formidable fighter as well. He also has the mutation of *energy-retaining cell structure*, which he uses to deliver 3d6 of hit points in hand-to-hand combat.

"Big Jym" (Mutant Human) (AL C, MV 120' (40'), AC 5, HD 16, #AT 1, DG 1d6 or weapon type, SV L6, ML NA, *Mutations: energy-retaining cell structure*)

The PCs may never discover the Game, although they may get a feeling of unease from Big Jym's jovial (but threatening) ways, the ever-watching Pleecemen, and the way-too-helpful nature of the townsfolk. If Big Jym and his small army is ever

disposed of or run out of the city, Jym's Town will be in need of a new leader. It would then be up to the PCs to fill that void or put a new leader in place—which could lead to a new adventure!

33. YOU OUGHTA BE IN PICTURES

For this encounter, have the PCs come across a long-forgotten Bygone road that seems to have deliberately constructed away from any major cities. If they follow this road, it meanders into the countryside and up to the top of the highest point in the area. There, the characters will find a domed building standing with its door wide open. There is sign out front and, if anyone can read the Bygone language, they can tell it says "SEE THE STARS!" The players may assume they've discovered an observatory. Let them hang onto that assumption.

Upon entering and wandering around a bit, they'll come to a large central atrium located under the dome. Auditorium-like seating is placed in concentric rings under the dome, and each chair is tilted slightly back to allow patrons a better view of the domed surface. When someone glances up at the dome, describe a flickering point of light in the very center. Anyone asks about the nature of the light, the color of light, or shows interest in the light is assumed to be looking at it. (And anyone who says they're looking at it is...well...also looking at it.) It's a safe assumption that, at some point, everyone will be looking at the light at the same time. When that happens, everyone in the dome will hear the following:

"Good evening patrons! My name is Seymour, and I'll be your host for tonight's presentation. So just sit back, relax, and enjoy the show!"

The light blazes and fills their entire field of vision as the AI that calls itself Seymour starts the show. The next thing the PCs see, well, that depends on the whim of the Mutant Lord. The domed building is actually a Bygone psycho-entertainment complex. Rather than showing movies and films holographically, psycho-entertainment projects directly through the patron's optic nerve and into the brain. This form of entertainment looks real, smells real, sounds real, and feels real as the sensory parts of the brain are directly stimulated. The PCs could find themselves suddenly involved at the Battle of

Helm's Deep, on the ice planet Hoth, etc. Because the PCs are all mentally "linked," they can see and interact with other as if it were real. The Mutant Lord can decide if any damage taken during the "movie" is also reflected in their real bodies.

The psycho-dome can be the trigger point for several different adventures:

- A wasteland survivor asks the PCs to find his son/daughter/partner/friend who has been

missing for days. The trail leads to the dome. Upon entering, they see the missing person sitting in a seat staring at the light. The only way to free them is to enter the "movie" and convince them to come out.

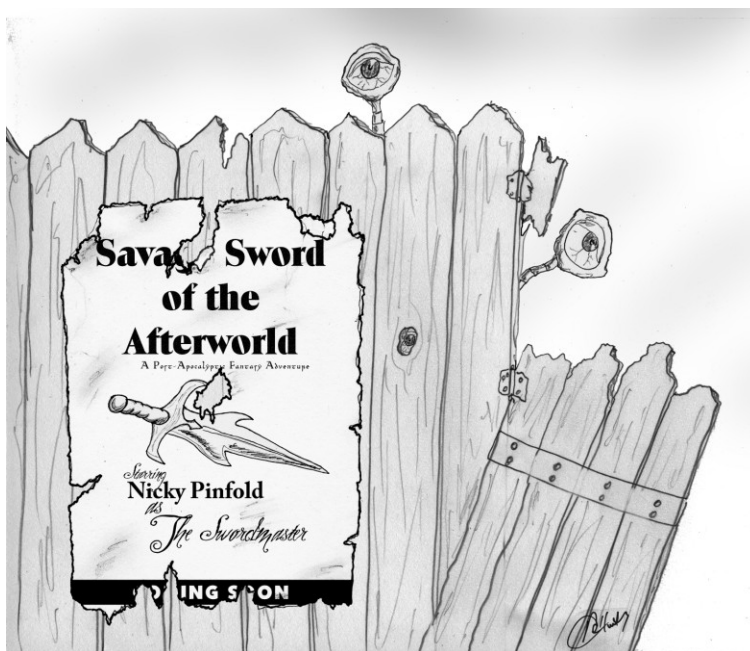
- It's rumored that a great treasure lies within the dome. Upon entering, the PCs find themselves fighting pirates on Treasure Island. However, the treasure map carried by Long John Silver is an actual map to a Bygone treasure trove programmed into the "movie"

by the owner of the valuables. If the PCs are able to get the map and commit it to memory, they'll know the location of a vast amount of treasure in the "real" world.

- The dome's artificial intelligence (AI), Seymour, wants to leave the dome but

requires an artificial body to do so. If any androids or robotic PCs participate in a "movie," Seymour may secretly upload himself into the PC's subconsciousness. The PC may find himself starting to quote movie dialogue as Seymour's personality overrides him. It's up to the players to figure out how to purge Seymour from their corrupted friend.

- The Mutant Lord may have an adventure for any other game or system he wishes to run the PCs through. Now's your chance!



34. EYE SEE YOU

For this encounter, the PCs will need to be tasked with locating some very special, very efficient medical assistance.

- One of PCs could be infected with a slow, but ultimately fatal disease.
- A powerful NPC could be seriously injured, and his underlings demand the PCs' assistance to "fix 'im."
- A medical shaman may ask the PCs to investigate rumors of a miraculous Bygone device that can heal almost any illness or injury.

Regardless of how the PCs are hooked into the quest, the Mutant Lord should eventually let them hear legends of such a miracle device in the ruins of a Bygone medical facility. There, according to rumor, they will discover a Bygone regeneration tank. Anyone placed within this chamber for 24 hours will be completely healed of all illness and disease, and even bones and organs can be regrown quickly and painlessly. This device—if it exists—is exactly what is needed to complete their quest. The legends state that the tank is located within the "I.C.U." in the facility.

When the PCs find the facility, they'll discover a rundown laboratory dedicated to medical research and experimentation. The Mutant Lord is encouraged to let the PCs explore the labyrinthine laboratory (and perhaps toss a few failed medical "experiments" at them). They will eventually come across a sign on the wall, and if anyone can read Bygone languages, they'll see that it says "Intensive Care Unit" with an arrow pointing to an

adjoining branch of the facility. As they get near the I.C.U., the PCs will encounter two hounds standing guard in the hallway. As they approach, they'll notice eyes scattered all over the bodies of these hounds. The Eye Dogs (MF rulebook, pg. 70) bristle upon their approach and will attack, firing off *electrical energy blasts* at the PCs as they charge.

Eye Dogs (2) (AL L, MV 120' (40'), AC 6, HD 5, #AT 2 (bite, *energy blast*), DM 1d6/2d6, SV L3, ML 10, *mutations: energy blast (electrical), ultraviolet vision, night vision, optic emissions (bright eyes/gamma eyes)*)

The Eye Dogs were placed outside the I.C.U. to act as sentries for who (or what) resides within. If the PCs enter the I.C.U., they'll see a room littered with ruined remnants of tables, wheelchairs, gurneys, medical devices, etc. In the center of the room stands a large squat cylinder on a raised platform, about 9 feet high and 9 feet in diameter. The walls and door of the cylinder (the regeneration tank they've been seeking) are dull chrome, and there is a small glass window in the door. Within, they see a thick pink liquid that fills the chamber. A digital readout next to the door appears to be counting down from 3 hours. With a successful Technology roll, the PCs will be able to override the digital lock and open the chamber immediately.

Inside the regeneration tank is an Insectoid Eye (MF rulebook, pg. 70). The Insectoid Eye has resided in the medical facility for decades, terrorizing nearby villages and camps. He discovered the regeneration tank years ago and

has been using its power to rejuvenate himself as needed. He trapped the two Eye Dogs as pups and trained them to stand watch as he undergoes his regular rejuvenation cycle. Because of his age and size (he nearly fills the interior of the tank), the Insectoid Eye has 9 hit dice instead of the usual 7.

Insectoid Eye (1) (AL C, MV Special-via *psionic flight*, AC 4, HD 9, #AT 1, DM as mutation, SV L7, ML 9, *mutations: psionic flight, mind thrust, optic emissions (gamma eyes), neural telepathy, thermal vision, ultraviolet vision, night vision, teleport*)

The Insectoid Eye will be enraged upon seeing the PCs. They are a threat to his “immortality,” and he will fight violently to protect his secret. Keep in mind that the Insectoid Eye is crafty and intelligent, and not a mindless beast to vanquish. If injured drastically enough, it will flee to save itself, and the PCs will have made a very dangerous enemy who will resurface one day.

If the PCs are successful, the regeneration tank is theirs. It is much too huge to remove from the facility, so anyone in need of its services must be brought to it. Bringing the injured and ill to the I.C.U. for treatment could be a future adventure in itself—especially if the Insectoid Eye escaped and is lurking nearby for revenge!

35. THE DEAD OF NIGHT

This encounter takes place in a post-apocalyptic village that appears to be preparing for a siege. When the PCs reach the outskirts of the small town, they see the townspeople finishing up a rather shoddy fence around the edge of the village.

The fence is about 7 feet high at its tallest and is cobbled together from boards, scrap sheet metal, chain link fencing, and any other materials that can be scavenged. When the PCs approach, they are stopped at a distance by a guard at gunpoint. “Are you infected with the dead virus?” he shouts. When they are able to prove they are not “infected,” they will be allowed entry.

The guards explain that the town and its people have seen an increase of attacks from wildlife from the surrounding forests within the last month. Oddly, these animals—coyotes, wildcats, elk, and others—all seem to be infected with the same virus that animates the Walking Dead (MF rulebook, pg. 101). They are obviously dead and reanimated, attacking and trying to consume anyone they encounter. Anyone bitten also becomes infected with the virus, and if the limb is not amputated, they become one of the Walking Dead as well and must be put down. The “dead animal” attacks are increasing in frequency and it’s only a matter of time before the town is overwhelmed.

As the PCs question some of the villagers, a shout alerts them to a breach in the fencing. When they arrive, they see two villagers trying to repair a hole in the fence, while four outmatched villagers are trying to hold back five Infected Wolves who have managed to get through. The wolves have large patches of skin missing and their eyes are white and pupilless. Their muzzles and faces also seem to be coated in a glistening green slime as well. The pitchforks and rusty swords the villagers wield will not hold back the five snarling zombie animals for long.

Infected Wolves (5) (AL C, MV 180' (60'), AC 7, HD 2+2, #AT 1 (bite), DM 1d6, SV L2, ML 8, *mutations: none*)

Any villager or PC who is killed by one of the Infected Wolves will rise as one of the Walking Dead 24 hours later. If anyone is bitten, they must amputate the bitten appendage first, and then make a save versus poison or death. Failure means the victim has contracted the virus and they will lose 5 points of CON per day until they die. They will rise as one of the Walking Dead within 1d4 turns after death. (Failure to amputate the limb means the virus will take hold regardless.)

Walking Dead (AL C, MV 180' (60'), AC 8, HD 5, #AT 2 (rend/bite), DM 1d6/2d6, SV L4, ML 12, *mutations: none*)

Once the crisis has been dealt with, the villagers will beg the PCs to find out how these attacks began and put a stop to it. The one common element to all of the attacking creatures is that they all seem to have that green ichor smeared on them, as if they came into contact with some kind of poison or chemical. All of the attacks seem to come from the northwest as well. If the PCs head in that direction, it will be fairly easy for them to follow a trail created by the mindless rampaging animals (broken plants and branches, footprints in the mud, green goo smeared on trees, etc.).

About a mile from the village, the PCs will reach the ruins of a Bygone church. There seem to be a lot of animal tracks around the church, and if they search hard enough, they'll find puddles of that foul green substance all around the area. What has

happened is that a Corpse Owl (new creature, see following description) has nested in the church's bell tower, and the decrepit creature is dripping its fetid disease-laden fluids all over the surrounding area. Coming into contact with this poison is deadly as it carries a concentrated form of the *necro-animation virus*. If contact is made with this fluid in its pure undiluted form, a save versus poison must be made. Failure means the character immediately dies and will rise as a Walking Dead in 2d6 rounds. A successful save will still cause 4d6 hit points of damage as well as muscle convulsions and a raging fever that lasts 24 hours.

Corpse Owl (1) (AL N, MV Fly 120' (40'), AC 7, HD 3, #AT 2 (peck/claw), DM 1d6/1d6, SV L2, ML 8, *mutations: dermal skin poison (special: necro-animation virus)*)

Area wildlife are coming into contact with the Corpse Owl's poison and are converting into the undead creatures attacking the area. Putting an end to the Corpse Owl should be the first order of business. However, the Corpse Owl is active only at night and will leave the tower only at that time. The tower is difficult to climb (the interior stairs have rotted and crumbled away decades ago), and even if the PCs get to the top, confronting the Corpse Owl in its slime-filled lair is suicide. Waiting until nightfall when the Corpse Owl leaves the nest and then killing it with a ranged weapon is the safest way to deal with the menace.

However, if the PCs hang around the base of the tower long enough, the Mutant Lord should roll for a random encounter. If one occurs, some of the

infected wildlife may wander through the area. Stats for a pair of Infected Wolves and an Infected Black Bear are provided in the event this random encounter occurs:

Infected Wolves (2) (AL C, MV 180' (60'), AC 7, HD 2+2, #AT 1 (bite), DM 1d6, SV L2, ML 8, *mutations: none*)

Infected Black Bear (1) (AL C, MV 120' (40'), AC 6, HD 4, #AT 3 (2 claws, bite), DM 1d3/1d3/1d6, SV L2, ML 7, *mutations: none*)

Even if the Corpse Owl is destroyed, the PCs may be tasked by the village to help kill off any infected animals still lurking in the area. A Walking Dead incursion may happen if any infected animals are allowed to run free (which could be another adventure hook down the road). The villagers will burn the disease-laden church to the ground to put a stop to any future infected animals.

New Creature - Corpse Owl

No. Enc.: 1 (1d3)

Alignment: Neutral

Movement: Fly 120' (40')

Armor Class: 7

Hit Dice: 3

Attacks: 2 (peck, claw)

Damage: 1d6, 1d6

Save: L2

Morale: 8

Hoard Class: None

In the post-apocalygeddon wastes, there is no creature more feared and loathed as the Corpse Owl. The Corpse Owl is a virulent disease

carrier—one that has been connected to the virus responsible for the rise of the Walking Dead (MF rulebook, pg. 101).

The Corpse Owl is a large bird (about 1 or 2 feet tall) that, by most outward appearances, should be dead. It's often covered with wounds and injuries that would be fatal to most creatures. Its body is twisted and torn. Patches of skin and feathers slough off. A sickly fetid odor can be detected long before a Corpse Owl is seen. Corpse Owls are usually found nesting in the highest tree or tallest ruins in the area. Corpse Owls are usually found singularly; groups of two or three are extremely rare. The Owl's nest and surrounding area is coated in a yellow-green fluid that reeks of rotting flesh and foulness. This liquid is extremely dangerous as described later.

A Corpse Owl attacks with its beak and claws, hitting for 1d6 hit points for either attack. But the real danger of a Corpse Owl is from the disease it carries. The fluids leaking from a Corpse Owl host an aggressive *necro-animation virus*, killing and reanimating a victim within minutes. Even a small droplet of this ichor can infect a healthy victim. If a character is successfully attacked by a Corpse Owl, or if he makes contact with this foul substance, he should save versus poison or death. A successful save will cause the victim to crash to the ground, writhing in agony as the virus courses through his system. Every muscle will lock up for 24 hours and a raging fever will cause delirium and delusions. He'll also suffer 4d6 hit points of damage as a result. If a save is failed, however, the victim will succumb to the disease within moments, dying within 2d6 rounds. The victim

will rise as a Walking Dead within 1d4 turns. The safest way to deal with a Corpse Owl is with long-range weaponry. Hand-to-hand or close-up combat is suicide. If a sudden outbreak of the Walking Dead erupts in an area, it could be the work of a Corpse Owl that has nested nearby. It is theorized that a Bygone “bird flu” virus mutated during The Final Wars and that the Corpse Owl was the eventual evolutionary carrier.

Mutations: dermal skin poison (special: necro-animation virus)



36. THE STALKING TERROR

This encounter will prove to the PCs that not everything is as it initially appears in the *Mutant Future*. Most of what happens here is smoke and mirrors, but a clever Mutant Lord could run this

encounter over many sessions until the PCs become wise to what’s really going on.

The disturbance should begin one night while the PCs are enjoying some down time—preferably making camp or otherwise on the trail or in the wilderness. It should be relatively quiet and uneventful. The Mutant Lord should “roll” a random encounter behind the screen, and then announce that a Giant Tarantula (MF rulebook, pg. 97) has lumbered out of the darkness. The hairy monstrosity is easily 9 feet across; its eyes glittering and fangs dripping with venom. It hisses angrily, staying just at the edge of where the campfire’s light falls. If the PCs attack, the Giant Spider will rear up to defend itself. Whenever the Giant Tarantula attacks, the Mutant Lord should roll behind the screen and announce that it misses. The moment a PC makes contact or lands a blow, the Giant Tarantula will suddenly “blink” away, suddenly appearing on the other side of the campsite as if it had teleported. The PCs will probably race to the other side to engage the creature, which will seem to think better of the encounter, turning to flee into the darkness. If the players chase it, they are unable to catch up to it. The Giant Tarantula doesn’t return that evening.

Unknown to the PCs, the Giant Tarantula isn’t real. The entire encounter was orchestrated by a trio of Stalker Plants (MF rulebook, pg. 99) who have taken an interest in the players.

Stalker Plants (3) (AL N, MV 60’ (20’), AC 8, HD 4, #AT 1, DM Special, SV L3, ML 5, *mutations: mental phantasm*)

The Stalker Plants have been following the players for the better part of the day, looking for an opportunity to pick through their belongings to make off with some shiny trinkets or coins. While the PCs are occupied by the *mental phantasm* of the Giant Tarantula, the Stalker Plants have each taken one small insignificant item from the player's belongings. (The Mutant Lord can roll randomly or just pick three minor items.) The Stalker Plants will then scurry into the darkness and bury these purloined items. The items will probably be valueless, although a careless player may find his coin purse slightly lighter or his favorite dagger missing.

If the Stalker Plants are undetected, they will continue to follow the PCs for as long as they can. They will keep their true nature hidden by "hiding in plain sight," as they just need to close their many eyes and they'll just appear to be scrub brush. When a few days have passed and another opportunity presents itself, the Stalker Plants will bring the imagery of the Giant Tarantula back to threaten the PCs and lead them away from their valuables. Since the Giant Tarantula is only a *mental phantasm*, it "blinks" out whenever someone makes contact with it. (The illusion can be seen, heard, and even smelled, but not touched.) The Stalker Plants will try to avoid this, as the PCs will eventually become suspicious as to the nature of the Tarantula. If the PCs leave their items unattended again, the Stalker Plants move in and make off with some more trinkets.

The Stalker Plants will keep up the charade as long as they can. However, by the third encounter with the Giant Tarantula (it's the only *mental*

phantasm the Stalker Plants have), the PCs will probably figure out that something is manipulating them. But until the Stalker Plants are either caught in the act or otherwise discovered, the Giant Tarantula will "attack" the PCs every few days.

If the Stalker Plants are discovered, they will send out a blinding mental "flash" to everyone within 50'. Anyone who fails a save versus stun attacks will be struck blind and deaf by the mental overload for 2d6 rounds. During this time, the Stalker Plants will scamper off and escape, looking for a new traveling group to stalk and torment.

37. THE BATTLE FOR WACKY VALLEY

NOTE: This encounter will require a bit of preplanning on the part of the Mutant Lord. We have only provided a basic outline of the adventure's concepts and layout. It is up to you to fill in the blanks.

This encounter should begin when the players are far from any populated areas. Not necessarily in the middle of a desert or on a mountaintop, but far enough away from any towns and cities to be virtually isolated. In the distance, the PCs will hear a SNAP, followed by a roar of thunder—even if there's not a cloud in the sky. If they become curious and investigate, they'll eventually stand at the crest of a valley. Down below in the valley, they can plainly see what looks like a village of some kind surrounded by a high wall. There is a main gate structure at end they're approaching, and in the center of the village is a moderately-

sized artificial mountain topped with a stone structure. As they watch, the structure on top of the mountain glows and an arc of electricity flashes out with a SNAP, followed by the roar of thunder. One of the small huts in the village catches fire from the bolt.

"THAT WILL BE ENOUGH INCURSION! ANY MORE DISOBEDIENCE WILL BE MET WITH MORE OF THE SAME!" a voice booms over the area (through hidden intercom speakers).

If the players approach from the front, they'll see a colorful sign above the gate with the name of the village—"WACKY VALLEY: The Wackiest Place on Earth!" Wacky Valley is a Bygone amusement park. It is laid out in four "Zones"—three Zones surround a central hub Zone:

- **Pirate Zone**—A land of scurvy buccaneers and salty pirates. This section of the "village" is laid out like a weathered seaport. The primary attraction in this Zone is a small man-made lake with a full-sized pirate ship named The Jolly Roger floating in it. The Zone leader is "Salty Dog" Bludhart.
- **Ninja Zone**—A land of eastern martial arts mastery. This section is laid out like a Bygone Japanese village. The primary attraction here is a martial arts dojo where live demonstrations were once given. The Zone leader is Grand Master Shinado.
- **Fuzzy Bunny Zone**—A land of anthropomorphic cartoon animals. This section is laid out like a colorful forest village made of giant mushrooms and tree stumps. The Zone leader is Scrappy Squirrel.

- **Olympia Zone**—A land of Greek gods and goddesses. This section is filled with marble structures, columns, and statues. This Zone is the hub in the center of the village with the other three Zones laid out around it. The primary attraction is Mount Olympus in the center (the artificial mountain). The Zone leader is Zeus.

All of the creatures the PCs meet in Wacky Valley—pirates, ninjas, 'toons, and gods—are advanced entertainment bots. To keep it simple, all of the Wacky Valley bots have the same basic construction. Use this basic template for all NPCs in Wacky Valley, adding appropriate weapons (cutlass, sword, nun-chucks, clubs, spears, etc.) as needed:

Entertainment Bot (AL N, MV 120' (40'), AC 5, HD 50 hp, #AT 1, DM by weapon, SV L5, ML 10, *mutations: none*)

The four sections of the "village" lived in harmony for millennia. A few years ago though, "Zeus Bot" decided he was tired of pretending to be a god, and he decided to BE a god. He and the rest of the Greek bot pantheon have decided to rule Wacky Valley, demanding tribute from the various Zones and punishing those who step out of line. Needless to say, the leaders of the three Zones have had enough and are starting to develop plans to overthrow Zeus and his lackeys. Sadly, the leaders are horribly outmatched, so they pretend to toe the line in public. Behind the scenes, they've managed a few guerrilla strikes against Zeus' Greek centurions (his armored footsoldiers), but that's about it. With the arrival of the PCs, the

leaders realize they may have a chance to overthrow Zeus' tyranny and bring peace back to Wacky Valley.

The Mutant Lord is encouraged to play this encounter like an underground strike force against a despotic tyrant. (Imagine a WWII espionage scenario. Now place it in a theme park.) The Wacky Valley leaders and residents will keep the PCs hidden (or disguised if out in the park) as they show them around and explain their plight. Zeus has two other "gods" that live on Mount Olympus with him—Hermes and Hercules. The three of them rarely leave the mountain, so the Wacky Valley clans have been trying to deplete their robotic soldiers in hopes of driving them into the open. Zeus is no fool though, preferring to send his guards out to quash any uprisings, as well as firing his bolts of lightning from afar. He may also send down either Hermes or Hercules to crush any resistance as needed. Getting a face-to-face confrontation with Zeus will not be easy.

Unbeknownst to the villagers and PCs, Zeus and his gang can see and hear everything that goes on in Wacky Valley as the entire park is watched through a series of security monitors. (The park security office is located in the base of Mount Olympus.) Zeus is now watching the PCs with interest as he gauges what kind of threat they are to his reign. The stats for the Greek god-bots are as follows:

Zeus (AL N, MV 120' (40'), AC 5, HD 50 hp, #AT 1 (weapon or energy ray), DM by weapon or 4d6, SV L5, ML 10, *mutations: energy ray (lightning)*)

Hermes (AL N, MV 340' (80'), AC 5, HD 50 hp, #AT 2, DM by weapon, SV L5, ML 10, *mutations: quickness*)

Hercules (AL N, MV 120' (40'), AC 5, HD 50 hp, #AT 1, DM by weapon + 3d6 bonus, SV L6, ML 10, *mutations: increased strength*)

The gods were content to toy with the Wacky Valley denizens, but now that the PCs have entered the picture, they've become worried. They have no intention of relinquishing the power they've wielded for so long and will only give up if they are destroyed.

What kinds of missions will the PCs need to accomplish to bring down Zeus? Well, perhaps a device hidden aboard The Jolly Roger can deaden Zeus' *energy ray* ability, so the PCs are tasked with retrieving it. Maybe Lil' Bunny Foo-foo is being held and tortured by Greek centurions and must be rescued before she reveals the location of the rebellion. Or perhaps the ninja-bots have all been deprogrammed, and the PCs must find the flash drive containing their ninja-moves subroutines so they can launch a counterattack. The Mutant Lord is encouraged to make the Battle for Wacky Valley a series of interconnected adventures within a surreal landscape of pirates, ninjas, and cartoons characters against the forces of Greek gods. Have fun with it!

38. UP FROM THE DEPTHS

This encounter takes place very close to a coastal region, preferably an ocean or sea. The party will

hear the sound of an emergency klaxon horn sounding in the distance. Every 60 seconds, there will be a series of 3 short air horn blasts (*ERHNT-ERHNT-ERHNT*) as if something is sending out a warning, signaling imminent danger.

If they investigate the siren, they'll find themselves on a high bluff, looking down at a Bygone sailing craft that seems to have run aground in the shallow water. By the looks of the gaping holes on the side of the ship and the rust and decay on every surface, it has been shipwrecked here since long before the days of the Apocalygeddon. But the siren—mounted on the uppermost mast—is still sounding off every minute, alerting all within range. (The Mutant Lord should roll for random wandering monsters every other turn (1 in 6) as long as the siren is blaring. Use the Monster Encounter Table—Sea on page 105 if an encounter is merited.)

From their current vantage point, the party will see that the siren has already attracted 12 Lobstrosities (MF rulebook, pg. 81) that are currently circling the shipwrecked hulk. The giant crustaceans are constantly slamming into the side of the ship, as if eager to get to the sound of the noise. If the party decides to attack the Lobstrosities head-on, the Mutant Lord should keep in mind the bite of the creature inflicts a Class 6 poison that causes high fever, weakness, and hallucinations for 8 hours.

Lobstrosities (12) (AL N, MV 30' (10'), AC 8, HD 5, #AT 3 (1 bite, 2 pincers), DM 1d6/1d8/1d8/poison, SV L3, ML 12, *mutations: toxic weapon*)

The most obvious entrance is through the massive hole in the hull of the ship (which is too high for the Lobstrosities to reach). Flying mutants can glide down and alight on the deck of the ship if they desire. However, those mutants landing on the deck of the ship will expose themselves directly to the ear-piercing peals of the siren. Anyone approaching from this direction will suffer 1d4 hit points of sonic damage and be deafened for 1d6 + 4 rounds as if exposed to a sonic-based attack.

Once the party members are on board, they'll discover the reason for the siren and the circling Lobstrosities. Six Barracudamen (treat as Fishmen, MF rulebook, pg. 72) have been exploring the shipwreck that they happened upon earlier in the day. While rummaging around in the wheelhouse, they accidentally reactivated the warning klaxon that sounded the day the ship first ran aground. Because the Barracudamen are earless thus deaf, they were unaware of the noise they were creating as well as being immune to the horn's sound attack.

Barracudamen (6) (AL C, MV 100' (30'), AC 7, HD 7, #AT 1 (bite or weapon), DM 3d6 or as weapon, SV L3, ML 11, *mutations: none*)

Each Barracudaman can bite for 3d6 hit points of damage, and each is armed with a serrated dagger that does 1d6 hit points of damage. Three of them are also armed with Gauss pistols that do 2d6 hit points of damage.

The Barracudamen are currently investigating the crates in the cargo hold, and they have already amassed a sizable collection of Bygone treasure. The items they've uncovered sits in a big pile in the center of the cargo hold: a suit of plastic plate armor (AC 4), 3 rolls of ion bonding tape, a radiation rifle (6 shots left), an advanced breathing apparatus (2 hours of air remaining), and a K-O shot. They also scavenged the skeletal bodies of the crew and recovered 820 silver pieces (as well as the three Gauss pistols mentioned earlier).

The Barracudamen are incredibly excited about the valuables and artifacts they've happened upon. Bringing all of this back to their underwater city will set them up as kings in the eyes of their people. Because of this, they will fight any interlopers who try to steal their treasure to the death.

39. DOWN TO EARTH

The PCs arrive at a small outpost on the edge of The Badlands to refresh and re-equip themselves only to find the facility razed and utterly devastated. Bodies of the outpost's inhabitants are strewn about, and there's not a single structure left standing, as if every building were somehow crushed or pushed over. Much of the outpost's supplies and weaponry are missing, as if bandits or marauders attacked and looted the fort, but no outlaws have this kind of destructive power—or do they?

With enough searching, the PCs will find one badly injured mutant trapped under some rubble, a

mutant rat named Bracall. "It was a giant snake that crashed through the walls and destroyed the buildings!" he says between gasps of air. "Huge, like 20 feet tall and four times as long! The giant snake and its army overran the outpost, killing everyone, and taking everything. I stayed hidden 'cause snakes eat rats!"

Bracall says that the attack occurred 4 hours ago. With prompting, he describes the "giant snake" as covered in green metal armor and "floating" a few feet from the ground. It battered the buildings down with its bulk while its army—snake-men with arms, legs, and barbed tails—gathered up the outpost's supplies and killed any survivors they encountered. Bracall remembers that the giant snake then "swallowed" the snake-men and supplies, then turned west and floated away over the craggy badland terrain. He says that the snake-men live out west in the badlands, and this must have been done to gather supplies and weapons for an even larger attack.

"If they get those weapons back to their tribe, they'll destroy every other outpost out here. They could even go further east and destroy villages and towns if they have that...thing at their command!"

Bracall begs the party to stop the giant snake and its army by any means necessary before they can deliver their stolen goods. To help catch up to them, Bracall reveals a badly damaged—but functional—hovertruck that can carry the party and their gear. Due to the damage sustained, the hovertruck's top speed is only 120 MPH and it has 20 hit points before it's destroyed. (If the Mutant

Lord feels generous, you can also supply the PCs with some spare energy grenades that were left behind by the snake-men.)

It takes only 2 hours for the party to catch up to the “giant snake” as it’s moving at half its movement rate due to the rough terrain. It’s just as Bracall described it—a giant, green-armored, 80-foot-long snake. However, the PCs can see that the snake is clearly some kind of Bygone mechanical vehicle. Stenciled on the side (if anyone can read Bygone languages) are the letters “ERTH.” Once they get closer, they can see that the abbreviation stands for “Exploratory Rough Terrain Hovercraft” which is written underneath. The vehicle looks like a long locomotive-like conveyance with several segmented “cars” joined together. (Stats for the ERTH appear at the end of this adventure.) Thick, transparent, plexisteel windows line the sides, and the PCs can see the snake-men inside the vehicle.

The snake-men are Serpentoids (MF rulebook, pg. 94) who were actually worshipping the inactive ERTH as a graven image of their snake-god for generations. The current high priest managed to find his way inside the vehicle and activate it. He and the tribe saw this as a sign from their snake-god to go forth and attack all non-Serpentoids who are encroaching on their lands. The attack on the outpost was the first step. Once they arm the camp, they’ll climb inside the ERTH and lay waste to any outposts, camps, villages, and small towns they encounter. The ERTH now holds 12 Serpentoids who are scattered throughout the various cars and compartments. The high priest is at the controls at the front of the ERTH.

Serpentoids (12) (AL C, MV 120’ (40’), AC 4, HD 10, #AT 3 or 1 (2 claws, bite or tail), DM 1d8/1d8/1d10 or 2d6, SV L8, ML 10, *mutations: toxic weapon, thermal vision, metamorph*)

How the PCs board the ERTH or stop it is left to the Mutant Lord to play out. The ERTH is heavily armored and can take a lot of damage before it’s disabled. The primary doorway in and out is at the back end of the vehicle, which opens up into a massive storage area at the rear. The PCs can try to attack the rear hatch in hopes of blowing it open for access (the door will take 50 HP before falling off) or the Serpentoids—alerted to the presence of the PCs—may open the rear hatch and begin firing at the party. There is another hatchway on top of the ERTH if anyone can get on top of it, and it will only take 15 hp of damage before popping open.

If the PCs storm the ERTH, there should be a running firefight from car to car as the Serpentoids fight to stop the breach as well as protect the driver up front. They will use whatever weapons they scavenged from the outpost (Mutant Lord’s choice) as well as their *toxic weapon* bite which deals a Class 6 radiation toxin. And as the fight goes on, the ERTH gets closer and closer to 100’s of Serpentoids waiting for the arrival of their snake-god’s bounty.

If the party appears that they are going to win the fight, the high priest driver will steer the ERTH away from the Serpentoid tribal area before activating the self-destruct mechanism built into the military vehicle. (He’d rather see the ERTH destroyed than fall into the hands of The Unclean.)

Once the self-destruct is activated, the EARTH will explode in 2 minutes, doing 10d10 hit points of damage to anyone still inside, 5d10 to anyone within 50 feet, and 2d10 to anyone between 51 to 100 feet away.

If the party manages to kill or drive off all of the Serpentoids and keep the EARTH from exploding, they will have both a monstrous stockpile of weapons and a powerful vehicle on-hand. (The Mutant Lord may want to carefully consider this campaign-changing shift before "handing them the keys," so to speak.) The supplies taken from the outpost will be found in one of the EARTH's cargo cars. Rather than listing an entire outpost's armory and stockpile, the Mutant Lord should feel free to place as many or as few items as would fit the current campaign. If the party could use some new weapons or items, have those devices available. If the party is well-armed, have the cargo consist of foodstuffs, medical supplies, and random devices. It is left to the Mutant Lord as to how much power he wishes to put into the hands of the PCs.

ERTH (Exploratory Rough Terrain Hovercraft)

Hit Dice: 400 hp

Frame: Armature

Locomotion: Forced Air (45 MPH on irregular terrain; 90 MPH on flat level terrain)

Manipulators: None

Armor: Alumasteel Armor (AC 4)

Sensors: Class II Sensor System

Mental Programming: Programming

Accessories: Internal Storage Unit, Self-destruct System

Weaponry: Being run over by the EARTH can be

considered a "trample" attack by a 50 HD creature. A successful attack would do 4d20 hit points of damage.

40. GET FLUFFY!

This encounter initially plays upon the PC's sympathies (a child in need), but it can quickly escalate into something much more! The PCs should be in a semi-public area: shopping at a local merchant's booth, enjoying a drink in the village hooch parlor, or just generally looking for something to do during their downtime. Nearby, they should hear the protests of a child shouting, "Stop that! You'll hurt Fluffy! Give him back!"

If the PCs investigate, they'll see a small human child trying to get something back from a group of ruffians involved in a spirited game of "Keep Away." The human child looks to be about 12 years old and is outmatched by the bullies who are holding something out of reach and tossing it back and forth as the kid tries to stop them. The bullies are a small band of 6 Suidoids (MF rulebook, pg. 99), four-armed pig-men humanoids who are in town and bored. They spied the kid and decided to be jerks to pass time during the blisteringly hot afternoon. (Everyone must have a hobby, even if that hobby is "being an ass.")

Suidoids (6) (AL N, MV 120' (40'), AC 6, HD 5, #AT 3 (2 clubs, tail), DM 1d6/1d6/1d6, SV L6, ML 6, *mutations: aberrant form, increased sense (taste)*)

As the Suidoids toss the item around, the party will hear the kid nearly frantic with panic as they

can see it's a small rabbit-like creature, an Ayteeum—obviously the kid's pet (new creature, see following description). (The Suidoids haven't harmed the animal, but the creature is obviously shaken by the way it's being handled.)

Ayteeum ("Fluffy") (AL N, MV 120' (40'), AC 9, HD 1, #AT 1 (bite), DM 1d4, SV L0, ML 6, *mutations: digestive conversion*)

The kid ("Jaffy") is a child of the streets, and Fluffy is his beloved companion. (Also, Fluffy is Jaffy's primary source of income as Ayteeums consume carbon and excrete diamonds!) If the PCs step in to put an end to this foolishness, the Suidoids will stand their ground, although it's obvious that they're thinking they may have pushed their game too far with the appearance of the party. Jaffy will hold out his hand defiantly and demand the return of Fluffy. The Suidoid with the animal will hold it out, when the Ayteeum—worked up due to all of the excitement—excretes a small pile of clear stones. There is a moment as the Suidoids and the PCs realize what Fluffy is and what it just did.

Their greed having kicked in, the Suidoids will then turn tail and flee, Fluffy tucked securely under the arm of the leader.

Jaffy should be panicked, begging the PCs to get his beloved Fluffy back. If the PCs decide to chase the Suidoids, the Mutant Lord should play up the village-wide game of "keep away." The Suidoids know they have a money-making "poop machine" in their possession and will try to escape the village with the animal. But the Mutant Lord should also play the Suidoids as petty thieves

rather than bloodthirsty criminals, so this chase should be played for excitement rather than high stakes. A rooftop chase gives way to crashing through the marketplace. The pig-men will hand off the animal back and forth as they dash through the streets and between buildings. The Suidoids will swing away with their clubs to hinder and slow down the PCs (rather than to injure or maim). Their morale is quite low, so they'll give up after a while if it appears they can't shake the PCs.

If the PCs return Fluffy to Jaffy, he'll be forever grateful to the party. He'll give them Fluffy's "droppings" from the last three days—diamonds worth 67 gold pieces. He'll also take them to a hidden cage in a nearby back alley where he has two newly born Ayteeums. (Fluffy had babies two weeks ago.) He'll offer the two kits to the party as he must be moving on and doesn't have the ability to care for the creatures. The PCs are welcome to raise the animals as their own if they wish.

New Creature - Ayteeum

No. Enc.: 1 (1d2)

Alignment: Neutral

Movement: 120' (40')

Armor Class: 9

Hit Dice: 1

Attacks: 1 (bite)

Damage: 1d4

Save: L0

Morale: 6

Hoard Class: V

The Ayteeum (pronounced ay-TEE-um) is a small furry animal descended from the Bygone species of rabbit. The animal has a fierce look about it due

to a set of small horns and some reptilian characteristics (scattered scales, a lizard-like claw replacing one or two feet, a set of slitted eyes, etc.). However, the Ayteeum is an incredibly gentle and docile creature, attacking only when it is threatened or cornered. The creature can bite for 1d4 hit points of damage, but its claws are useless in combat.



The Ayteeum is a very rare creature, seldom found in the wild as it was hunted to near extinction due to its unusual—and lucrative—mutation. The Ayteeum lives on a diet of carbon (coal, charcoal, charred wood, etc.). The creature's digestive tract is incredibly efficient, placing consumed materials through intense pressures and heat as it digests. Within 24 hours of eating, the Ayteeum will excrete its droppings, which are in fact pure

diamonds. Each "deposit" will consist of 5 to 30 gp (1d6x5) worth of gemstones. Each day, as long as it's well-fed and kept safe, the Ayteeum will produce this bounty. If the creature is stressed out or pressured, it will stop eating and, in turn, stop producing. If caged or confined, the Ayteeum may stop eating (50% chance), so keeping one confined and hidden does not necessarily guarantee a regular "pay day." Best results have been found by treating the creature as a pet with plenty of attention and regular care. However, others may stop at nothing to steal the creature once they find out about its diet and droppings.

Mutations: digestive conversion

41. WELL, WELL, WELL

The PCs are summoned by the town's mayor (or village chieftain, depending on where they are at the time) to meet with the local medicine man. This post-cataclysmic physician asks the party to retrieve a few wineskins of "sweetwater" for his medicine chest. He explains that sweetwater is a naturally occurring liquid—a heavily mineral-laden water—that acts as a poison antidote for all poisons of Class 7 or lower. For higher level poisons, sweetwater will halve their damaging effects. The curative powers of this substance cannot be stressed enough, as the area is teeming with poisonous insects and creatures.

The medicine man knows of a well where some sweetwater can be retrieved, and he only needs 5 wineskins to refill his supply. After presenting the PCs with the 5 skins they need for transport, he tells them that any additional sweetwater they

retrieve is theirs to keep, sell, or whatever they'd like to do with it. The medicine man draws a crude map on a scrap piece of paper, pointing out the paths they need to take to reach the well. He says the well is a simple hole in the ground about 8 feet across covered with a simple wooden lid to keep animals from tumbling in. The well is located in the middle of an open field ringed by some sparse trees, so the party should be able to see trouble approaching while they complete their task.

The well is simple to find as the map takes the party right to the field about 4 miles away from their starting point. The field is off the path, and a line of trees ring the edges of the field about 200 yards away. The wooden lid can be seen near the center of the field just as described. However, scattered around the well are 6 Giant Carnivorous Flies (MF rulebook, pg. 72). They seem to be feeding on the corpse of something (or someone) that got close to the well.

Giant Carnivorous Flies (6) (AL N, MV 90' (30'), Flying 180' (60'), AC 6, HD 2, #AT 1 (bite), DM 1d8, SV L1, ML 8, *mutations: gigantism*)

When the party starts to approach, or if anyone fires at them with a ranged weapon, the Carnivorous Flies will fly up and around in random directions, homing in on the party. They'll swoop in for the attack, landing and biting a PC before flying off again to circle around for another attack. Once the flies are dealt with, the PCs can approach the victim and the well.

The well's lid can be lifted by two party members (it's quite heavy). Once lifted, the PCs will find

nothing underneath. No hole, no well, just ground...as if the lid was lying on the bare ground rather than covering an opening.

The victim is about 30 feet from the well's lid and, unknown to the party, he is laying within a few feet of the actual well. A Giant Trapdoor Spider (MF rulebook, pg. 97) happened upon the well's lid and, once it tossed it aside (to where it now rests), the Spider climbed into the well to use as a new lair. As a Trapdoor Spider, the monster wove a new "lid" out of grass, weeds, sticks, and webbing, creating a very well-camouflaged trap for unsuspecting victims.

Giant Trapdoor Spider (1) (AL N, MV 60' (20'), AC 6, HD 3, #AT 1 (bite), DM 2d6/poison, SV L2, ML 8, *mutations: gigantism*)

Anyone who gets within a few feet of the trapdoor has a 1 in 6 chance of spotting the trap. If they fail the check, the victim will be caught by surprise as the Giant Spider leaps from its hidden lair, grabs the victim, and yanks them down into the well. The Giant Spider will get one free attack and, if it bites the victim, it will do 2d6 hit points of damage and inject a Class 12 poison. Failing a save versus poison means death for the victim in 3 turns, and a successful save results in 1d6 hit points of damage. Hopefully the rest of the party saw what happened, else the victim will be all alone and trapped in the confined well with the Giant Spider!

Once the Giant Spider is killed, the party can retrieve the sweetwater from the well. There is enough to fill 8 skins with the substance. If the party investigates the victim, they can see he had

been bitten by the Giant Trapdoor Spider, but managed to not be pulled into the well. However, he died from the poisonous bite. The body is carrying 67 silver pieces and 66 gold pieces. He is also armed with a Bygone revolver pistol with 3 shots left. Each will do 1d10 hit points of damage.

42. THE ORACLE

While travelling a well-used Bygone road, the PCs will encounter a small caravan of three wagons pulled by teams of Rabboxen (MF rulebook, pg. 91). "Calvoin" is the wagonmaster of the caravan, and he explains to the PCs that they're on their way to visit The Oracle—a mystic seer who has the wisdom of the Bygones at hand. They are on a pilgrimage to meet The Oracle and have brought tribute for her (fruit, dried meats, and some Bygone canned foods) in hopes that she may impart some wisdom to them.

Calvoin offers to hire the PCs to act as guards for the caravan as they've had no end of trouble from bandits and mutants along the way. He offers the PCs 15 gold pieces each to accompany the caravan for the next 24 hours—the time it will take to reach The Oracle's temple. He also hints that The Oracle may be able to answer any questions the PCs have about anything or anyone. (If the PCs are currently on an unrelated quest, the Mutant Lord is encouraged to hint that The Oracle may be able to provide vital information pertinent to their search.) If the PCs agree to act as guards for the caravan, it will take 24 hours to reach The Oracle. The Mutant Lord should roll for a Random Wilderness Encounter for every 4 hours of travel (1 on 1d6). If anything is encountered, roll on the

Monster Encounter Table—Grassland (MF rulebook, pg. 105) to determine what creature was met, and then play out the encounter.

The PCs and Calvoin's caravan will eventually come to a Bygone structure with a small encampment of pilgrims surrounding it. The building is ringed by a shabby make-shift fence, with a single gate that leads to the front steps and entrance to the building. If the PCs can read Bygone languages, they see a damaged sign above the entrance that reads "LIBRARY." Around the inside perimeter of the fence are several large brutish-looking humans with formidable-looking rifles. These are The Oracle's guards, who patrol the area to keep the riff-raff out and away from the building. They are blindly loyal to The Oracle, as will become clear in a moment.

Guards (6) (AL N, MV 120' (40'), AC 7, HD as CON, #AT 1 (rifle), DG 1d12, SV L1, ML 12, *mutations: none*)

The pilgrims stand quietly at the gate, awaiting The Oracle, who steps out precisely at noon. She silently stands on the steps holding a large Bygone book under one arm, while the guards open the gates and place a large wooden crate in front of the pilgrims who eagerly proceed to fill it with food, gold, trinkets, and any valuables they have. The Oracle watches silently as they offer their tribute, then she walks down the stairs toward the people while two guards carry the offering away.

The other guards step forward to watch over and protect The Oracle. She holds the book aloft.



"Today, the Bygones have decreed that I shall answer only one question. Who shall ask it?"

One pilgrim steps forward, an older man who seems agitated. "Yeah, I have a question!" he shouts angrily. "When will you end this deception, you fraud?"

The PCs see the pilgrims gasp and back away from the man, who points an accusing finger. Allow them to position themselves as the confrontation unfolds. (They could be the only ones standing between the pilgrims and a slaughter at the hands of The Oracle's guards!)

"I am a scribe who came here to seek Bygone wisdom, but you keep it locked away behind your fences and guards. You ration out Bygone wisdom from those books, and only if visitors bring you tribute!"

The Oracle sneers at the scribe. "I am the only one worthy of the knowledge from this, *The Book of Bygone Wisdom!*" She holds the book aloft.

The scribe laughs. "That book's title says *Chilton Automotive Repair Manual!* This proves my point! The Oracle cannot read!" The pilgrims begin to grumble amongst themselves that they may have been duped by the charlatan for many months. The guards look at The Oracle who frowns angrily. She looks at each guard in turn, and observant PCs may see the color of her eyes shifting and warping as she makes eye contact with each one. Each guard then brings his weapon down to bear on the old scribe while The Oracle turns and flees up the stairs and into the library.

The Oracle is a mutant human who has the mutation of *empathy*. She discovered the library many months ago and set herself up as the *de facto* "Voice of the Bygones." She first used her *empathy* mutation on six of the largest men in the area (her "guards") to ensure their loyalty and blind obedience. It's true that The Oracle cannot read Bygone languages, but then again, neither can her many visitors. She has been extorting tribute from the pilgrims, and then making up answers to their questions while pretending to read "the words of the Bygones." Her *empathy* mutation helped instill confidence in the pilgrims in her. But she never expected someone who could actually read the texts would come to visit. Now that her game is up, she plans to get away.

The Oracle (Mutant Human) (AL C, MV 120' (40'), AC 6, HD 13, #AT 1 (knife), DG 1d6, SV L5, ML 7, *mutations: empathy*)

The guards are former villagers from the area, and they will try not to shoot any of the pilgrims. (The *empathy* mutation won't force them to kill against their will.) But they will hold back the crowd, using their rifles as bludgeons as The Oracle escapes. The PCs are welcome to follow her to try to bring her to justice; to try to bring order back to the angry mob before they hurt each other; or to try to break the empathic hold on the guards. The Oracle is gathering as many valuables as she can while her guards hold back the mob. She will then race through the back of the building, where a horse awaits for her to ride off on. Unless the PCs act quickly, she will get away. (Eventually, the PCs may hear of another oracle offering Bygone knowledge for tribute, but that's an adventure for another day.)

Once The Oracle has left, her hold over the guards will end and they'll come around. The old scribe will find himself placed in the position as the new Oracle (or "Librarian," as he calls himself). This NPC can become a valuable source of research and information for the PCs as well as a good adventure hook for future quests.

43. ASSAULT ON HANGAR 18

To start off on this encounter, the PCs should hear rumors of a huge Bygone stockpile of technological artifacts. The Mutant Lord can have them discover a map on a dead mutant, hear tales spun by an insane wasteland wanderer, or perhaps they're given the information as a reward for another mission they've completed. Regardless of how the information is introduced, the location

of the stockpile is in a remote section of the badlands where the fallout from The Final Wars was particularly destructive. No one dares to go there as the background radiation is a constant hazard (Class 3 radiation exposure), and the creatures that lurk in the area are quite dangerous. (The Mutant Lord should use the Radioactive listing on the Monster Encounter Table, MF rulebook, pg. 104, for any Wandering Monsters encountered.)

When the PCs arrive at the location of the stockpile, they should find a large Bygone complex surrounded by the remnants of a rusted, twisted security fence. There are long, wide strips of broken pavement crisscrossing the area, and several destroyed Bygone air vehicles are scattered over the complex. At one time, this was a military airfield that was one of the first places blasted into ruin during the Apocalygeddon. In the center of the complex stands a large Bygone aircraft hangar that's in surprisingly good condition after all this time. On the side of the hangar is stenciled a large number "18." What the PCs don't know (and the players might not be aware of) is that Hangar 18 is rumored to be the final storehouse for an alien ship that crashed in 1947 near Roswell, New Mexico. Here, those rumors are true. And after all these years, the original owners have returned to reclaim the craft.

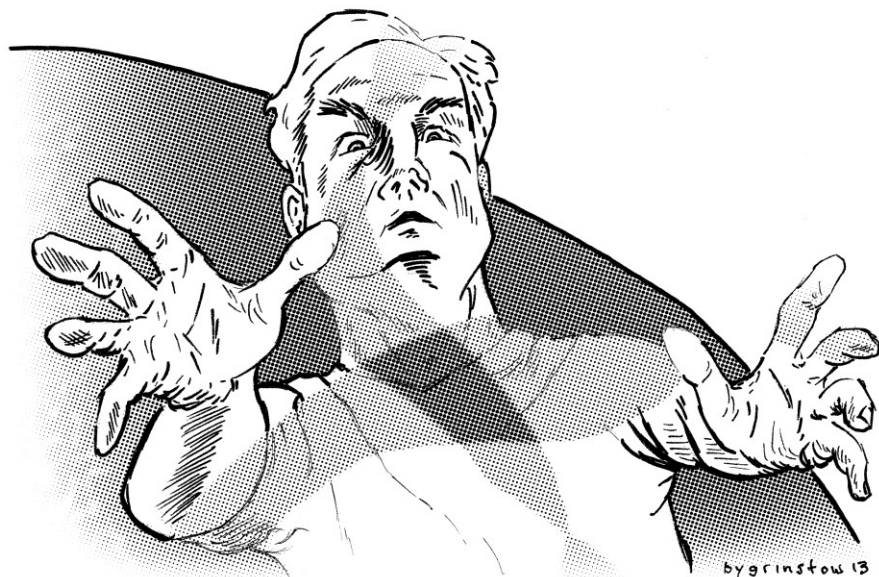
As the PCs approach, they should see a humanoid shadow standing in one of the doorways of the facility, acting as a lookout. This is one of several Ligreemen (new creature, see following description) who recently left their long-buried status chambers and are now working to repair

the damaged craft. Unless the PCs were approaching at night or were cautious, the lookout takes a cube from its belt, tosses it at the PCs, then rushes into the hanger and slams the door shut. The cube flashes brightly when it strikes the ground, and three light-based humanoid figures blaze into existence. These creatures are Luminions—guardian creatures formed out of pure light-energy (new creature, see following description). They each *teleport* next to a PC and begin their attack.

Luminions (3) (AL N, MV 120' (40'), AC 4, HD 6, #AT 1, DG 5d6, SV L3, ML 12, *mutations: teleport (special), energy ray*)

When a Luminion is defeated, it “winks” out of existence, returning to the Luminion Cube on the ground. If the PCs are able to defeat the glowing guardians, they can reclaim the Luminion Cube as an artifact of their own. (Whether they can get it to work or make the Luminions obey their commands is left to the Mutant Lord.)

Inside the hanger, the scout has informed five other Ligreemen that there are intruders outside the structure who seem intent on gaining entrance. The damaged craft will be repaired in another 60 minutes at which time the aliens plan to escape this primitive rock. (Though they may first blast a few nearby villages and Brain Lasher



lair to tiny vaporized bits.) Two of the Ligreemen will continue the repairs while the other four take up positions just inside the door, brandishing their Mk 1 Laser Pistols.

Ligreemen (6) (AL C, MV 120' (40'), AC 6, HD 7, #AT 1 (laser pistol), DG 5d6, SV L4, ML 10, *mutations: telepathic communication*)

If the PCs wait outside the hanger for the full hour, the Ligreemen “mechanics” will telepathically call their brethren to the craft, they’ll silently enter, and with a CRASH, the saucer-shaped vehicle will explode through the roof of the hanger and into the distance. The PCs will see the destruction caused by the UFO and will hear horrific tales of destruction for years to come.

If they manage to storm the hanger and defeat the Ligreemen before the hour is up, they’ll see a large saucer-shaped craft sitting in the center of the hanger and piles of various alien tech on the floor nearby. However, the Ligreemen have booby-

trapped the UFO, which will explode 2 minutes after the last Ligreeman has fallen. (Each alien possessed a type of "dead man's switch" that was to activate when no Ligreemen lifesigns were detected.) The Mutant Lord should start a 2 minute countdown the moment the last Ligreeman falls.

Before the explosion, the PCs have access to all manner of technological wonders (for a short time anyway). Each Ligreeman is armed with a Mk1 Laser Pistol, and the following devices are nearby: two Geiger counters, a motion detector, a pair of X-ray goggles, a plasma rifle (no charges left), and three suits of ballistic nylon (AC 5). Allow the PCs to take stock of what's there, gathering up and inspecting what was left behind. At T-minus-30 seconds, there should be a flashing red light filling the interior of the saucer craft, getting brighter with each passing second. At T-minus-10 seconds, each red flash should be joined by a piercing BEEP as the UFO's fusion reactor begins to reach critical levels. At 0, the ship explodes, destroying itself, leveling the hanger, destroying all artifacts remaining behind, and doing 1d100 to each PC within 100 yards of ground zero. Anything the PCs managed to salvage is theirs to keep.

And if the Mutant Lord allows them to stop the countdown and explosion, go ahead and reward them with their very own UFO. However, if anyone pushes a button or flips a switch, have the craft launch straight up out of the building, out of the atmosphere, past the moon, and out of the solar system. (This could be the start of a new *Starships & Spacemen* campaign for your players!)

New Creature - Luminion

No. Enc.: 1 (1d4)

Alignment: Neutral

Movement: 120' (40')

Armor Class: 4

Hit Dice: 6

Attacks: 1

Damage: 5d6

Save: L3

Morale: 12

Hoard Class: None

A Luminion (loo-MIN-yun) is a vaguely humanoid-shaped swirling vortex of light and colors. They are usually found silently patrolling the ruins of high-tech research laboratories, military complexes, and other Bygone structures that were designed with a high degree of security. It is believed that Luminions began "life" as holographic, light-based guardians that have somehow taken on a self-contained—though mindless—existence.

Because a Luminion is a light-based creature, it doesn't have a true "physical" form. It is unable to pick up and manipulate objects or interact in any meaningful way with the physical world. However, its structure can be "disrupted" by physical attacks, although a Luminion takes only half-damage from hand-held and ranged weapons. Energy-based weapons will do full damage, and any light-based attack (ie, lasers, photon grenades) will do double damage. Luminions are immune to heat and cold, and as they have no mind to speak of, they cannot be affected by mental attacks.

Luminions attack by means of an *energy ray* that emanates from its "hands." This burning laser-like ray will burn the victim for 5d6 hit points of damage. However, because the Luminion is using a portion of its own bodily energy to fire an energy ray, each shot will also cause 1d10 hit points to the Luminion as it drains itself for the attack. Making physical contact with a Luminion will also cause 5d6 hit points of heat damage, though this will not cause any "draining" damage to the Luminion.

A Luminion also has the ability to *teleport* from one point to another. This ability is not true teleportation, as the Luminion is simply moving at the speed of light to arrive at its new destination. This ability is only line-of-sight (the Luminion must travel in a straight line to an area it can "see"). A Luminion cannot pass through walls or any solid object, but if a mutant sees a Luminion in the distance, it's a safe bet the Luminion will be on them in a microsecond.

Mutations: teleport (special), energy ray



New Creature - Ligreemen

No. Enc.: 1d4 (2d4)

Alignment: Chaotic

Movement: 120' (40')

Armor Class: 6

Hit Dice: 7

Attacks: 1

Damage: as per weapon

Save: L4

Morale: 10

Hoard Class: VI, VIII, XXI

Ligreemen (lih-GREE-men) are tall, grey-skinned humanoids. They have large hairless heads with bulbous black eyes and no discernible facial features. They are usually tall (6' minimum height) with thin spindly limbs. They are, in fact, the classically described "alien visitor."

Long before The Apocalygeddon, Ligreemen were secretly visiting the planet with impunity. They abducted thousands of Bygones over the centuries for their own purposes. They assisted with the building of Bygone pyramids, the carving of massive stone heads, and the circular arrangement of massive granite blocks. Over the centuries, they were in leagues with the most powerful Bygone leaders, helping them guide world events. Some of the Bygones' most powerful

technological advances were in fact provided by the Ligreemen.

Ligreemen, in fact, view the human race as nothing more than livestock. Just as humanity performs experiments on animals and raises cattle and swine for slaughter, the Ligreemen experiment on humans to further their own scientific knowledge as well as finding Pure Strain Humans a delicacy. When The Apocalygeddon came, a handful of Ligreemen found themselves trapped on the planet, unable to escape. They sealed themselves up in status chambers and hidden bunkers deep in the bowels of the earth, waiting for the stupid humans to finish blowing themselves up. Once they emerged in the *Mutant Future*, they found the planet very different—but their mission of domination of humanity remains the same.

Ligreemen are incredibly secretive as they prefer to lurk in the shadows, working in silence as they attempt to reclaim their illuminati-like background dominance over humanity. A Ligreeman may make a deal to arm a local baron in exchange for some “experimental volunteers.” He will take pains to hide his true identity and existence though.

Ligreemen do not verbally speak. Rather, they use a form of *telepathy* to communicate with each other. They rarely communicate with any other intelligent creature, viewing mutant and humans as beneath the effort. (Only incredibly intelligent creatures may merit some degree of respect.) Ligreemen are technological wizards, able to discern any Bygone tech they encounter as well as

able to build nearly anything they can imagine. Ligreemen are usually armed with the best technological weapons found in the wastelands, as they developed many of these in the first place. The Mutant Lord is encouraged to arm Ligreemen with the most powerfully dangerous weapons they wish. However, Ligreemen are very fond of booby-trapping their own devices and weaponry, lest their precious technology falls into the grubby hands of the filthy chattel. (A PC may think twice about possessing a Ligreemen pistol after the first one he finds explodes for 7d6 hit points.)

Ligreemen and Brain Lashers (MF rulebook, pg. 63) are fierce enemies, and they will attack each other on sight. It is thought that these two alien races may have an ongoing rivalry going back centuries. Another theory is that, because of their similarities, both species may have descended from a similar ancestor, and now the races are locked into a battle for dominance.

Mutations: telepathic communication

44. THE HOT ZONE

This encounter takes place in a town named “Threemilez” that has set up just at the edge of a Bygone Class 5 radiation zone. Threemilez is unique in the *Mutant Future* as a town that has learned to adapt to and harness the dangerous radioactive flotsam littering the landscape. The radiation levels in the village are low enough to not be hazardous (due to the distance from the zone), but the proximity allows the villagers to scavenge radioactive materials for use in a small fusion reaction they’ve assembled. (They have

radiation protection suits and other safeguards to protect themselves from exposure.) The village of Threemilez has power running to every building, giving the town heat, light, and electricity. This power also runs the 50,000-volt fencing around the town that keeps out mutants and barbarian hordes that would like to get their hands on the technological wonders within. The PCs may end up in Threemilez at the end of a long journey or they may stumble across the technologically advanced town in their journey.

During their stay, the PCs should discover that unexplained deaths have begun occurring within the city limits. Each morning, a body is found covered in scabby blisters, as if they had “cooked” from the inside-out. The common thread among the dead is that they have all been scavengers who went into “The Hot Zone” and retrieved materials for the reactor. But each scavenger is checked for exposure upon his return, and no one has shown any signs of radiation poisoning. For now, the citizens are assuming that the victims have been dying from an identified disease contracted in the radiation zone—a disease they’re calling “The Red Death.” The town’s mayor isn’t so certain.

The mayor requests an audience with the PCs to help investigate these deaths. (He’s trying to avoid a panic, so he wants the investigation done by “outsiders.”) Mayor Thomsoch feels that the deaths are actually murders rather than some mysterious virus, but he’s at a loss as to how these are occurring. There is only one remaining scavenger who hasn’t died, and no one else has been to The Hot Zone since the deaths began. Fusionable materials are dwindling and if the

town doesn’t begin procuring radioactive materials again, the power will die and Threemilez will be susceptible to invasion and attack. The PCs are tasked with keeping an eye on Sneezyip, the last survivor.

Sneezyip is a mutant cat who is very nervous about dying from the Red Death. (The mayor hasn’t informed anyone else of his suspicions that these are targeted killings.) The PCs need to stay close to Sneezyip without letting on why they’ve been assigned to follow him. They could explain they’re “medicine men” from a nearby village who were invited to observe Sneezyip and to offer medical assistance if he becomes “ill.” They could claim the mayor demanded Sneezyip be quarantined in case he shows symptoms of the Red Death. Sneezyip is too frightened to offer any resistance or to argue about any explanation the PCs toss-up.

The mayor is correct that the scavengers are not dying of a “disease.” They’ve been targeted by a small band of Crimson Cinders who live in the radiation zone. The Crimson Cinders (new creature, see following description) have taken affront that their “home” has been constantly invaded and its resources ravaged and have decided to terminate any who have entered their domain.

Crimson Cinders (3) (AL N, MV Fly: 60’ (20’), AC 6, HD 6, #AT 1 (*energy ray*), DG 4d6, SV L4, ML 10, *mutations: reflective epidermis (radiation), epidermal emissions (radiation), energy ray (radiation)*)

Because their physical forms are not much more than glowing, swirling vapors, the scavengers never saw the Crimson Cinders lurking nearby in the light of day. The Crimson Cinders somehow “imprinted” on each scavenger, then followed them back to Threemilez. Each night, the band of three Crimson Cinders tracked a scavenger back to his home, passing harmlessly through the fence and remaining unseen by any citizens out at night. There, they’d attack the “intruder” using their *energy ray* mutation to effectively “microwave” the victim until they had died from internal heat damage.

The Crimson Cinders will attack and kill Sneezyp tonight unless the PCs are able to stop them. If the PCs are standing watch, they’ll see three shimmering forms approaching Sneezyp’s cottage—barely visible against the moonlight. These three forms look like red glowing spirits or ghosts, vaguely humanoid in shape. If anyone comes within 10 feet of the Crimson Cinders, they’ll take 2d6 hit points of radiation exposure damage. (Half-damage taken with a successful save versus radiation.) If anyone tries to stop them or communicate with them, they’ll enrage the Crimson Cinders who will then attack, firing a crimson *energy ray* bolt for 4d6 hit points of damage. During the attack, Sneezyp may try to run. If he does, one of the Crimson Cinders will continue to follow him until the interloper is dead. The other two Crimson Cinders will deal with anyone who is trying to stop their mission of revenge.

If the Crimson Cinders are destroyed, the deaths will end and the radiation zone will be “safe” once

again for scavenging. The mayor will reward the PCs with 800 gold pieces from the town treasury as well giving them a box of Rad Tabs (8 in a box), 4 Rad-Purge shots, and an experimental suit of environmental armor (AC 4) that protects against radiation Class 5 and lower. If Sneezyp is killed, however, the Crimson Cinders will return to the radiation zone, targeting and killing any future intruders. Scavengers from Threemilez will refuse to enter, and the power to the city will stop within a week. The town will be razed by marauders shortly thereafter.

New Creature - Crimson Cinder

No. Enc.: 0 (1d3)

Alignment: Neutral

Movement: Fly: 60’ (20’)

Armor Class: 6

Hit Dice: 6

Attacks: 1 (*energy ray*)

Damage: 4d6

Save: L4

Morale: 10

Hoard Class: None

Found floating aimlessly around radioactive “dead zones,” Crimson Cinders are thought to be the remnants of incinerated Bygones who perished during The Final Wars. Crimson Cinders appear to be a scarlet mass of drifting ashes and embers that seem to glow as if constantly burning. Occasionally, a human face can be seen in the red smoldering dust. It is unknown if a Crimson Cinder has any degree of human-like intelligence as no one has been able to communicate with the swirling masses they’ve encountered.

Crimson Cinders are only found in or near radioactive hot zones. (The Mutant Lord should roll 1d6+3 to determine the radiation class of the area.) Crimson Cinders have built up an immunity to all forms of radiation, taking no damage from the blistering energies. They, in fact, thrive in such an environment. A Crimson Cinder constantly emits Class 2 radiation. Any PC who comes within 10 feet of a Crimson Cinder should roll a save versus radiation. Failure means the character takes 2d6 hit points of radiation exposure damage. They will take only half-damage on a successful save. A Crimson Cinder can blast a radioactive *energy ray* for 4d6 hit points of damage if it hits. A Crimson Cinder only attacks if attacked or if it is threatened. Whether it attacks out of fear or instinct—or even randomness—is unknown.

Mutations: reflective epidermis (radiation), epidermal emissions (radiation), energy ray (radiation)

45. MASS EFFECT

During a journey one afternoon between adventures, the PCs come across a small encampment that has been torn asunder. Tents and lean-tos have been torn apart, carts overturned, and personal items and clothing scattered everywhere. There is a lot of blood in two areas of the camp, pointing to potentially fatal wounds inflicted on at least two of the victims. There is no sign of any of the victims, however, the snapped branches and gouges in the earth reveal they were overpowered then dragged off to the south, away from the main roads and into the woods.

Amongst the debris lays the body of a Morlock (MF rulebook, pg. 84). It appears the camp was attacked by a band of these albino underground cannibals. The victims were apparently able to kill one of the beasts before being dragged off to their underground lair, presumably to feed. But Morlocks prefer their prey to still be alive when they begin to feed, so why would they drag off two presumably dead victims? Also, the attack occurred recently while the sun was still up, and Morlocks are well-known nocturnal creatures. Attacking during the day is unheard of.

If the PCs follow the trail, it leads to an isolated cave entrance about a mile away. There are 7 Morlocks milling around the cave entrance, and there are 4 humans tied to a tree near the cave—apparently the still-living victims. There are two bloody trails leading into the cave where the Morlocks must have taken the two killed victims. Some things might not add up for the PCs: The sunlight is obviously causing the Morlocks discomfort, but they seem to be avoiding entering the cave. If the PCs attack the Morlocks in the daytime, the Morlocks have a -2 penalty to hit and damage due to their *albinism* mutation in the sunlight.

Morlocks (7) (AL C, MV 120' (40'), AC 8, HD 9, #AT 1 (primitive rifle), DG 1d6, SV L5, ML 9, *mutations: albinism, intellectual affinity (tinkerer), thermal vision*)

A few days ago, while digging and expanding their underground lair, the band of Morlocks unearthed a Humanoid Mass that had been hibernating in a deep cavernous complex (MF rulebook, pg. 77).

The Humanoid Mass immediately engulfed and consumed three Morlocks, then used its many mutations to mentally overpower and dominate the other Morlocks. Having not eaten in several decades, the Humanoid Mass demanded that the remaining Morlocks bring it food as tribute, else the Morlocks would BECOME food. The Morlocks complied, bringing the Humanoid Mass any forest animals and live creatures they could find. They fear what the Humanoid Mass will do if not fed, so they have been venturing out during the day to hunt and forage.

The Humanoid Mass is just inside the cave, unseen in the darkness, absorbing the two bodies the Morlocks just delivered while watching the ensuing fight with the PCs. It has the Morlocks

dominated with its *fragrance development* mutation, and the tied-up victims aren't going anywhere. So now it's formulating a plan to deal with the PCs.

Humanoid Mass (1) (AL C, MV 15' (5'), AC 8, HD 10, #AT 1 (mutation), DG by mutation, SV L8, ML 9, *mutations: fragrance development, regenerative capability, toxic weapon, disintegration, force screen, mental barrier, mind thrust, neural telepathy*)

The Humanoid Mass will keep itself hidden until the time is right to strike. One of the Morlocks may run back into the cave if the fight is going badly. If any PCs follow, the Humanoid Mass will first throw up its *force screen* mutation, then blasting



its mind-controlling *fragrance* at the interloper. It will then ask the controlled PC to call his friends deeper into the cave. It cannot move very quickly, so the Humanoid Mass will try to overpower the PCs with its mind-controlling *fragrance* and blasts of its *mind thrust*.

If it begins to lose the fight, the Humanoid Mass will sear the PCs with its devastating *disintegration* mutation before slithering off into the darkness of the cave. Its *regenerative capability* will repair its injuries while it hibernates for another few decades when it will resurface to feed again. The PCs can then claim the various treasures and trinkets the Morlocks and the Humanoid Mass have hidden deeper in the cave nearer their lair: 4 smoke grenades, an energy grenade, a warp-field mace, a case (24) of various canned foods, and 1,076 gold pieces.

46. BEWARE OF SKYNET

This encounter takes place on an isolated trail that meanders through a forest of very tall trees. As the party makes their way cautiously through the thicket, they'll hear a very faint, very weak whisper for help. Have the party investigate to the best of their ability, but it should take some time before they realize the pleas for assistance are coming from the very top of one of the trees lining the path.

About 120 feet straight up in the tallest boughs of a tree they can make out the figure of a humanoid weakly waving at them and beckoning them for assistance. From the ground, he appears to be a human (or mutant human) barely moving and

tangled amongst the upper-most branches. He can barely talk or move, though he seems to be waving at the PCs to get their attention. The two questions the PCs are now faced with are "How'd he get up there?" and "How do we get him down?" The answer to the second question is left as an exercise in player creativity. As to the first question...

This area of the forest is the hunting grounds of a colony of Jellyfish Plants (MF rulebook, pg. 78). These flying bulbous plants can intertwine their tendrils, creating a sort of "net" that they use to scoop up and trap their prey. They then take their victim to the highest point in the area, all the while stinging the victim into submission with their paralyzing tendrils. Once deposited, the Jellyfish Plants begin to feed until the victim is a dried-out husk. Their current victim is weakened due to this feeding and the poison still in his system, as well as from general exposure. (He is down to 4 hit points at this stage.) He's now trying to warn the PCs of the presence of the Jellyfish Plants, but he is too weak to do much more than frantically wave at them.

There are now 8 Jellyfish Plants hidden underneath the layer of fallen leaves around the tree. They have formed two nets by breaking into two groups of 4 Plants. If the PCs are carefully checking the ground for traps, allow them a 2 in 6 chance of spotting the Jellyfish Plants lurking under the leaves. Otherwise, two of the PCs (chosen at random) will each step onto one of the nets and, with a WHOOSH, they're airborne!

Jellyfish Plants (8) (AL N, MV 20', Fly 50', AC 9, HD 3, #AT 1 (stinging), DG 1d6, SV L2, ML 8, *mutations: free movement, flight, toxic weapon*)

The Jellyfish Plants will sting their victims for 1d6 hit points each round as they take them to their feeding ground high in the tree. If the victim fails a saving throw versus stun attacks, they are poisoned by a Class 11 toxin which will paralyze them for 2d6 rounds. (If they make their save, they can move, but at half-speed for 1d6 rounds.) The PCs are also in danger of falling from a dizzying height if they thrash and fight too much. (The Mutant Lord may wish to roll for falling damage if a victim is able to break free of their captors while in flight.) If the Jellyfish Plants are able to get a paralyzed victim deposited in the tree's branches, they will settle onto their prey and feed for 1d6 hit points of damage per round per Jellyfish Plant.

If the PCs are able to kill or drive off the Jellyfish Plants and rescue the original victim, he will be incredibly grateful to them for their assistance. He's a simple nomad without many possessions, but he happily presents the PCs with a roll of ion bonding tape, 5 light sticks, and 40 gold pieces. (The Mutant Lord may also wish to have the nomad possess some information of use to the PCs as needed by the current campaign of the party.)

47. POWER STRUGGLE

This adventure should begin shortly after the PCs pass through a fairly populated area. As they exit the region and away from the population center, one of the PCs should find a note hidden in one of

their pockets. The note is fairly cryptic: "PLEASE, NEED HELP. WILL REWARD YOU WITH UNLIMITED POWER." At the bottom of the note is a crude map that leads off the main roads and into the hilly grasslands. There is no signature nor any clues as to who may have slipped it into their pocket.

If the PCs decide to investigate, the hike will be pretty uneventful as the land they traverse is slightly hilly, but otherwise flat and clear. The area was once used by Bygone farmers so the lands have been tilled and cultivated to the point that no forests have yet encroached over the centuries. No trees bigger than a sapling have grown here. As they cross over one of the rolling hills, the PCs should see a tall, thin structure on the next hill about a mile away. It is hard to identify at this distance, but it looks like a monstrously tall pole hundreds of feet high. Nearer to the PCs, however, is a large beast standing in the center of the footpath. The creature is an Electrophant (MF rulebook, pg. 69), and it appears to be standing over the body of a dead Electrophant lying nearby. The living Electrophant is very obviously agitated as the dead Electrophant was its mate. In a blind rage, the Electrophant will charge the first PC it sees or hears, attempting to trample for 4d8 hit points of damage.

Electrophant (1) (AL L, MV 120' (40'), AC 4, HD 9, #AT 2 or 1 (2 tusks or trample or electricity, DG 2d4/2d4 or 4d8 or 4d6, SV L5, ML 6, *mutations: energy attack (electricity)*)

The Electrophant seems to be protecting the dead body of its mate, but its morale is pretty low at

this stage. If the fight seems to be going against it, it will give up and lumber off over the hill. If the PCs investigate the body of the dead Electrophant, it doesn't seem to have died of any massive injuries or wounds. In fact, it seems to have died from shock! (And not the electric kind.) If they prepare to touch the dead creature, the Mutant Lord should hint that, according to wasteland wisdom, the gold tusks of the Electrophant still carries a powerful electric charge and they should proceed with caution. However, once they make contact, they'll find out the tusks have absolutely no charge left in them, as if the creature had been drained of power. (The tusks are worth 200 gold pieces each if anyone thinks to remove them.)

As the PCs approach the tall tower, they'll see it's a Bygone wind-powered turbine. The turbine seems to have been recently repaired and refurbished, and its blades seem to be turning at a quick pace. Leading from the base of the turbine are a set of cables which run down the length of the tower to a brick building at its base. Sitting on top of the building and nestled around the point the cables enter the building are four large jet-black spheres. Blue veins of electric fire flash over the surfaces of the spheres. The spheres are Pftz - energy absorbers from the Bygone days (new creature, see following description).

Pftz (4) (AL N, MV 60' (20'), AC 7, HD 4, #AT 1, DG Special, SV L2, ML None, *mutations: energy absorption (electric), energy-retaining cell structure*)

About 100 yards to the right of the tower is a small lean-to. An older man with a leather apron

and welder's goggles scrambles out from the shelter and races to the PCs.

"Thank the Bygones you got my note! I need you to help me dispose of those...BALLS!" he says, as he points at the spheres.



The man's name is Tedison, and he's a tinkerer/inventor by trade. He explains that he discovered the Bygone turbine several months and has spent that time refurbishing it back into operating condition. He uses it to power his workshop and home (the brick building). Several days ago, the Pftz settled onto his home, absorbing every volt of power his generator produces. Tedison attempted to poke one of the spheres with a wrench and got a heart-stopping jolt of electricity. When he came to, he went to find someone who could help him get rid of the "creatures."

"I'll bet those damnable balls also sucked the life right outta that poor 'Lectric Beastie back yonder," he says, motioning in the general direction of the dead Electrophant.

Tedison begs the PCs to get rid of the Pfrtz. As the PCs approach, the Pfrtz will ignore them unless someone has a strong energy signature, i.e., someone is carrying a lot of stored energy in the form of power cells and batteries, or if one of the PCs is an android or robot. One of the Pfrtz will bounce lazily toward the PC, attracted by the energy signature. If the Pfrtz contacts any charged device or power supply, it will instantly drain it of all remaining charges, rendering it useless. If an android PC makes contact with a Pfrtz, they will take 3d6 hit points of energy-draining damage unless a save versus energy attacks is made. (They will take half-damage if successful.)

A Pfrtz is immune to all energy-based attacks as it simply absorbs the discharged energy. And striking a Pfrtz with any weapon that isn't non-conductive will shock the attacker for 3d6 hit points of damage. Pfrtz have no morale, so they cannot be driven away. They will only stop when they are destroyed.

Once the Pfrtz have been dealt with, the power is once again restored to Tedison's home and workshop. As thanks, Tedison offers his technology identification and repair services anytime the PCs are in the area. Tedison can also use his turbine to fully recharge any power cell, pack, clip, beltpack, and backpack the PCs bring to him. (He cannot recharge minifusion cells, plutonium clips, and radioactive batteries, though.) Tedison asks the PCs to keep his presence a secret as he'd like to continue inventing in peace.

New Creature - Pfrtz

No. Enc.: 1d4

Alignment: Neutral

Movement: 60' (20')

Armor Class: 7

Hit Dice: 4

Attacks: 1

Damage: Special

Save: L2

Morale: None

Hoard Class: None

The bane of androids and robots is the energy-draining entity known as a Pfrtz (pronounced "fritz"). A Pfrtz looks like a basketball-sized floating orb, bluish-black in color, crackling with energy over its surface. It could be mistaken for ball lightning at a distance. The Pfrtz was developed in Bygone Days as a way to safely absorb and discharge massive amounts of dangerous energy, for example, from a malfunctioning reactor or rogue combat AI. In the *Mutant Future*, these energy absorbers float aimlessly across the wastelands, homing in on the strongest energy signatures it can detect.

When it encounters something with a strong energy signature (vehicles, generators, and 'bots are a favored target), the Pfrtz will approach the target, attempting to make contact with it. If a Pfrtz successfully makes contact, it will instantly drain a device of all of its power. A vehicle's power cell will be emptied, or a power generator will cease to function. If an android or similar artificial life form makes contact with a Pfrtz, it should make a save versus energy attacks. If unsuccessful, the android will take 3d6 hit points of damage (as

its power is drained away). A successful save results in half-damage. A Pftz will ignore most organic lifeforms, as the energy produced by a biological lifeform is usually too small to be recognized.

Attacking a Pftz is also difficult, as it takes no damage from energy-based weapon attacks, simply absorbing the energy. The only way a Pftz can be injured is by unpowered and/or hand-held melee weapons. However, because of the nature of a Pftz, it discharges 3d6 hit points of electrical damage from its *energy-retaining cell structure* when struck. Non-conductive weapons made of wood or plastic, or ranged “slug-throwing” weapons such as pistols and rifles are the only ways to avoid this discharge.

A Pftz will consider its mission as “complete” once it has absorbed 50 points of energy. Because it is single-minded of purpose once it has homed onto a target, the best way to deal with it is to somehow “feed” it via energy weapon discharges or by tossing charged power cells and batteries at it until it has taken in its fill of power.

Mutations: energy absorption (electric), energy-retaining cell structure

48. THE FUNGUS AMONG US

NOTE: This encounter is best run with either one PC or perhaps a few party members while the others are on another quest or unavailable. This encounter could perhaps be played as a side trek or if the party gets split or separated. **WARNING:** If you run your *entire* group through this encounter

all at the same time, it could result in the deaths of all party members (which will become apparent as you read).

While travelling down a little-used path, the PCs will notice that various molds, slimes, and fungi grow rampant. Mushrooms and toadstools line the path, and every tree is spotted with fungus. There is a musty smell in the air. While taking this in, have the PCs roll versus surprise. If they make it, they’ll see that two of the fungus-covered figures by the side of the road are reaching out to grab them! (If they miss the roll, the two figures get a surprise attack on them.) These two creatures are fungus-covered Shroombies—dead creatures animated through a nefarious fungus that takes root and replaces their vital organs (new creature, see following description).

Shroombies (2) (AL C, MV 90’ (30’), AC 8, HD 5, #AT 2 (claw/bite or *poisonous spores*), DG 1d6/2d6, SV L4, ML 6, *mutations: metaconcert, poisonous spores (hallucinogenic)*)

Eerily silent, the Shroombies press their attack, clawing and biting in an attempt to bring down their victims. At several points during the attack, the Shroombies will use their *poisonous spore* attack, breathing out a cloud of greenish-grey spores into the faces of the PCs. Have the PCs roll a save versus poison, but regardless of the outcome, tell them there was no effect. (More on this in a moment.) Have the combat last until the Shroombies are (hopefully) defeated.

Once the combat has ended, the PCs will hear a voice behind them. Turning, they’ll see a small girl

standing in the path. "You...you've defeated them! Oh thank you! Thank you! You must come with me and tell the village of your victory!" She'll run off down the path and, in the distance, the PCs can now hear music and laughter. If they follow her, the PCs will come to a small glade in the center of the fungus-filled forest. Here, they find a small village filled with what appear to be pure humans. They are warmly greeted as heroes and made to feel utterly welcome. The Mutant Lord should play up on the PCs egos. Anything they may want is provided by the village ("As thanks for destroying the fungus menace!"). No matter how suspicious they may be or how wary they are, everything appears on the level. Have the PCs actually discovered a haven?

Of course not. It's all a lie. A fungus-fueled lie.

The Shroombies were lurking on the edge of a Fungal Grove, a dangerous gigantic fungal organism (MF rulebook, pg. 72). As the PCs approached the area, they were already becoming affected by the *poisonous spores* that float heavily in the air and cling to most surfaces. These poisonous spores have two effects: first, it triggers hallucinations in those affected, and second, it connects the minds of those affected in *metaconcert*. In other words, the PCs are now under a shared hallucination. While under the spell of the spores, they have in reality wandered into the heart of the Fungal Grove, where they have dropped off peacefully asleep, sharing their dreams of adventure with each other. They will eventually die here of dehydration and starvation while the Fungal Grove feeds on the corpses.

Fungal Grove (1) (AL None, MV None, AC N/A, HD N/A, #AT N/A, DG By mutation, ML None, *mutations: prey scent, toxic weapon*)

As far as the trapped PCs are aware, everything they see, hear, taste, touch, and feel is "real." The Mutant Lord is encouraged to flesh out the village and its citizens, keeping in mind that it is all a dream shared by the unconscious PCs. Until they are rescued by their teammates, the PCs should continue to think this is all "real." Perhaps the village chieftain will ask the PCs to take on a quest on his behalf. Perhaps they'll be tasked with turning away a Shroombie invasion. As long as they are here, give them something to do, someplace to go. None of it is real anyway, so it can be as straightforward or outlandish as desired.

At some point, the rest of the party will go off in search for their overdue friends. Have them meet a wandering merchant on the path who warns them of the danger of the hallucinogenic spores. (And he just happens to have some nose filters for sale that will keep the party safe.) When they take the same path as the original PCs, they'll encounter two new Shroombies, who will put up a bit of a fight while spraying their spores. With the filters in place, the party will be unaffected.

Shroombies (2) (AL C, MV 90' (30'), AC 8, HD 5, #AT 2 (claw/bite or *poisonous spores*), DG 1d6/2d6, SV L4, ML 6, *mutations: metaconcert, poisonous spores (hallucinogenic)*)

When the PCs reach the center of the fungal grove, they'll see skeletons and withered cadavers laying

everywhere. And, nearby, lay the two missing PCs who appear to be unconscious. They will remain unconscious until removed from the area of the Fungal Grove and the spores pass through their systems. So the now-awake players do not feel "cheated" by their hallucinogenic adventures, the Mutant Lord should let them keep all XP gained during any successful "mental combats" while they slept. However, any treasures and artifacts they retrieved while asleep will not be waiting for them in the "real world."

At the heart of the Fungal Grove are the following items dropped by its numerous victims over the years: a suit of advanced metal armor (AC 2), a suit of environmental armor (dead minifusion cell, so it's not working, AC 4), 5 doses of Truth serum, 3 doses of Stimshot B, a bottle with 4 Antitox pills, and 1,100 gold pieces in assorted coinage. If the PCs decide to destroy the Fungal Grove, they should be informed that it's nearly a mile in diameter, and it would take the better part of their lives burning, cutting, and destroying the foul region. (Perhaps they could just put up a sign or two...)

New Creature - Shroombie

No. Enc.: 1d4 (2d8)

Alignment: Chaotic

Movement: 90' (30')

Armor Class: 8

Hit Dice: 5

Attacks: 2 (claw/bite or *poisonous spores*)

Damage: 1d6, 2d6

Save: L4

Morale: 6

Hoard Class: None

In the damp, dark corners of the *Mutant Future* grows an insidious fungus that can reanimate the dead. These reanimated corpses ("Shroombies") are pale, bloated, damp, and covered with mushrooms, toadstools, and other molds. Disturbingly, the various fungi seem to be sprouting from the creature's eye sockets, ear canals, mouths, and other orifices. Shroombies are eerily silent, not even moaning and groaning like the typical Walking Dead (MF rulebook, pg. 101). Instead they communicate with each other through a spore-derived *metaconcert* ability.

Shroombies are fairly slow and weak. They also require cool damp places to thrive, so they will take double damage from heat and fire attacks. Shroombies ignore damage from cold attacks though. They attack with a clawed hand for 1d6



hit points of damage and bite for 2d6. However, the Shroombie could use its *poisonous spore* attack instead. On a successful hit, the Shroombie opens its mouth and a greenish-grey cloud of spores sprays into the face of the victim. If a save versus poison is failed, the victim will suffer from wild hallucinations as the spores take root in the sinuses and mucus membranes. The spores' effect is twofold. First, the victim will ignore any Shroombies in the area as the spores force the victim to ignore other spore hosts. Second, the victim will see any non-Shroombies (i.e., the rest of the party) as horrific monsters and mutants from their wildest nightmares. The victim will then fight these "monsters" to the best of their ability for 2d4 rounds before the spores' effect wears off.

If the spores take root in a dead body, a new Shroombie will rise in 3 days as the animating fungus takes hold, growing throughout the body and replacing the brain and nervous system with a mold-based substitute.

Mutations: metaconcert, poisonous spores (hallucinogenic)

49. SKINNING THE CAT

This simple little encounter can turn very deadly very quickly for one (or more) of the PCs if they aren't cautious. While travelling, the PCs should see a large tree about 30 yards off the side of the road they're on. Sitting propped up at the foot of the tree is a humanoid skeleton. It's fairly easy to see the unmoving corpse, even at this distance. The PCs can throw things at the skeleton, shoot at

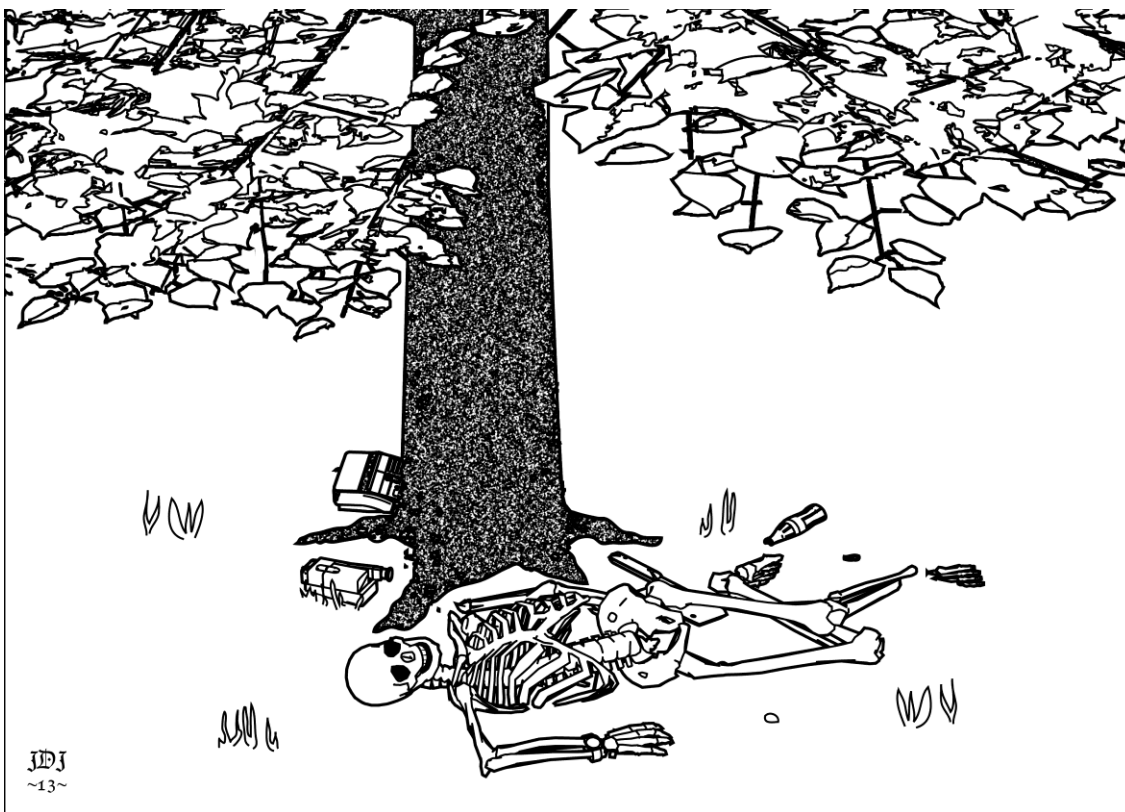
it, yell, but the skeleton doesn't stir and nothing comes running out to ambush them.

When they get about 10 yards away from the skeleton, tell them that the body has flies and small insects swarming all over it, as it still has bloody strips of muscle and tissue still clinging to the bones, as if the corpse was slaughtered, stripped, and deposited here recently. There is a satchel lying next to the corpse as well, so whoever killed the victim didn't seem particularly interested in his belongings. At this point, the players are probably watching for the creature or animal that did this. What they may not figure out until it's too late is that the tree the skeleton rests against is also his killer.

The tree is a Skinner Tree (MF rulebook, pg. 95). Skinner Trees use their roots and vines to grab and hold a victim while numerous bladed and thorned vines flay and strip the flesh from them, depositing them into a hungry mouth in its trunk. When the victim is dead and all of the flesh is consumed, the Skinner Tree leaves the corpse nearby in hopes of attracting any hungry animals or scavengers. The unfortunate traveler decided to take a nap at the foot of the Skinner Tree and was flayed while he slept.

Skinner Tree (1) (AL C, MV 60' (20'), AC 4, HD 15, #AT 1 (skinning vines), DG 2d8, SV L5, ML 10, *mutations: prehensile tendrils, tripping tendrils, natural vegetal weapons, free movement*)

If the party gets within 20 feet, the Skinner Tree's *prehensile tendrils* will whip out from the highest branches of the tree to try to grab and hold the PC.



If successfully hit, the PC will take 2d6 of constriction damage while being held tightly. Meanwhile, the Tree's *tripping tendrils* will wriggle up out of the earth and will grapple their feet and legs to keep escape minimal. Any PC who is successfully grabbed will be dragged nearer the Skinner Tree where its sharp thorned vines wait to slice and dice the victim.

The Skinner Tree's bladed vines do 2d8 hit points of damage, and each hit strips a piece of the living victim's body flesh. If a victim is successfully played 5 times, he must make a save versus death on any further successful attacks. Failure means the victim dies of shock and blood loss. Any victim who is successfully played 10 times dies of shock and blood loss regardless of any remaining hit points he may have.

If the PCs manage to escape and/or kill the Skinner Tree and retrieve the satchel, they may keep the 6 bottles of high-quality synthehol within (a trader would pay up to 50 gold pieces each for them) as well as the 665 gold pieces hidden in a secret pouch on the side.

50. THE GREAT PUMPKING

In this encounter, the players have stumbled into a fight already in progress. In the distance, they'll hear sounds and shouts of a battle being joined. Whether through curiosity or the thrill of apparent combat, the PCs should be "prodded" into investigating. When they arrive, they'll see a small village being overrun by Pumpkin Men (MF rulebook, pg. 90). These evil plant-men seem to be slaughtering everyone they can reach violently and viciously. All are armed with daggers, clubs,

and pitchforks (Mutant Lord's choice), plus they're setting fire to the village huts with their *optic emissions* mutation. The villagers are putting up a fight, but they are woefully underpowered for such a vicious foe. It is hoped that the PCs will leap in to assist!

Pumpkin Men (6) (AL C, MV 120' (40'), AC 6, HD 7, #AT 3 or 1 (2 claws, bite or weapon), 1d6/1d6/1d8 or weapon, SV L4, ML 9, *mutations: natural vegetal weapons, optic emissions (gamma eyes)*)

After the Pumpkin Men are driven off, the villagers gather in the communal central area to both thank the PCs for saving them from the evil marauders, as well as to determine their next course of action. According to the villagers, the Pumpkin Men have been attacking and raiding the town around

Harvest Time every year. Each year, the village is able to drive them off. A group of villagers is then selected to go over the hills and into the neighboring "Valley of the Gourds" where a huge pumpkin patch grows wild, filling the valley floor. It is from this patch that the Pumpkin Men are spawned. They have tried destroying all gourds they encounter; tearing up the soil and salting the earth; drenching the soil with poisons—nothing seems to put a permanent end to the recurring terror.

However, this year the village has secured two 55-gallon drums of petroleum from a Bygone refueling station. They plan to raid the patch, douse the vines with gasoline, and set the whole valley on fire to stop this nightmare once and for all. They ask the PCs if they would help put an end to this menace. They offer to reward the PCs for their assistance. It is left to the PCs to plan the raid on the Pumpkin Men patch, as well as how to safely transport and apply 110 gallons of gasoline!

It takes about a half-hour to reach the crest of the hill that overlooks the Valley of the Gourds. From the crest, the PCs (and any villagers who tag along) can see a dozen Pumpkin Men standing in a circle. A weird otherworldly chant fills the air as they sway slowly back and forth. In the center of the circle, the PCs can see the vines, leaves, thorns, and twigs of the pumpkin patch twisting together and joining into a roughly humanoid shape. The Pumpkin Men are



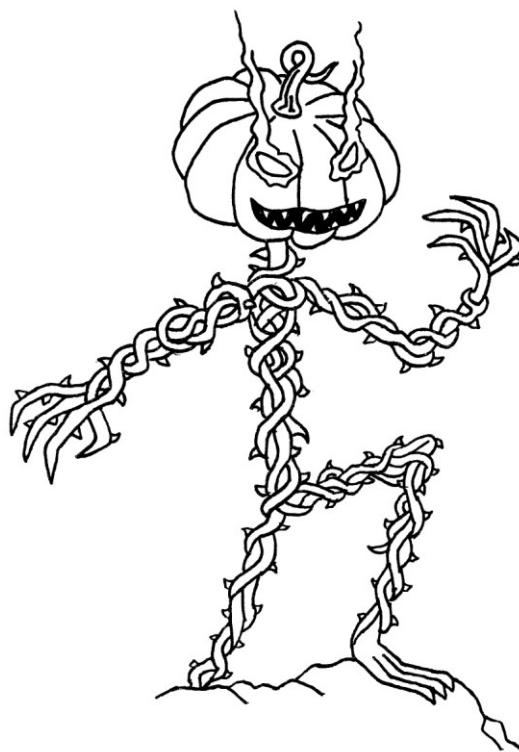
summoning a Pumpking (new creature, see following description) which they hope will assist them in destroying the village once and for all! The summoning ritual is complete and the Pumpking will fully form in 5 more rounds. Once it has risen from the pumpkin patch, its sole purpose is to destroy the village and it will tromp off to complete the mission it was summoned for. Of course, the Pumpkin Men who called it into existence will follow to watch the carnage—unless it can be stopped in time!

Pumpkin Men (12) (AL C, MV 120' (40'), AC 6, HD 7, #AT 3 or 1 (2 claws, bite or weapon), 1d6/1d6/1d8 or weapon, SV L4, ML 9, *mutations: natural vegetal weapons, optic emissions (gamma eyes)*)

Pumpking (1) (AL C, MV 180' (60'), AC 3, HD 13, #AT 3 (2 claws, bite), 2d6/2d6/2d8, SV L7, ML 10, *mutations: gigantism, natural vegetal weapons, optic emissions (gamma eyes)*)

The PCs (and any villager NPCs who came along) will have their hands full with both the enraged Pumpkin Men and their giant construct. If attacked, the Pumpkin Men will stand and fight, but the Pumpking will stomp away from the battle in its single-minded mission to destroy the village. If the Pumpking reaches the little town, everything and everyone there will be utterly destroyed. However, if the Pumpkin Men and Pumpking are defeated, the villagers use the gasoline to create a "cleansing fire" that ends of threat of the Valley of the Gourds permanently. As thanks to the PCs for their help, they will be shown the location of the Bygone refueling station where there's not only an

abundance of surplus petrol, there's also a fully functioning Bygone vehicle that they can claim as their own. (Mutant Lord's discretion as to what kind of vehicle they may find there.)



New Creature - Pumpking

No. Enc.: 1

Alignment: Chaotic

Movement: 180' (60')

Armor Class: 3

Hit Dice: 13

Attacks: 3 (two claws, bite)

Damage: 2d6/2d6/2d8

Save: L7

Morale: 10

Hoard Class: XXII

A Pumpking is a giant plant mutant worshipped by Pumpkin Men (MF rulebook, pg. 90). It is unknown if a Pumpking is a deity, a supernatural

entity, or just a unique gargantuan creature. Regardless of its background, a Pumpking is a monstrous entity that is as evil as it is large.

A Pumpking is well over 20 feet tall, made up of ropy, thorny tendrils and vines, topped by a large pumpkin head. It attacks with two claw-like hands for 2d6 hit points each. It can also bite with a thorn-laden mouth for 2d8 hit points of damage. A Pumpking can also fire a devastating blast of radiation from its *gamma eyes* for 9d6 hit points of radiation damage.

A Pumpking is found only in pumpkin patches, usually near the lair of Pumpkin Men. It is said that the rituals and chants known by Pumpkin Men will call forth a Pumpking. Pumpkin Men offer up sacrifices to the Pumpking to curry favor and protection. If a party encounters a Pumpking, they will also have to deal with the 5d6 Pumpkin Men followers who have called it forth.

Mutations: gigantism, natural vegetal weapons, optic emissions (gamma eyes)

51. GETTING AHEAD

Once their reputations have been established in the campaign world, the PCs will often be sought out for their wasteland savvy and scavenging ability. For this encounter, the PCs are approached by a large mutant bear named "Barter John" who runs a large trading post established in a Bygone military base on one of the major trade routes. (The PCs will know of Barter John and his trading post as it's one of the best stocked and best protected in the lands.)

Barter John unfolds a small crumpled sheet of cardboard that has a picture of four stone men on it. (It's a postcard with Mount Rushmore.) He explains that, back in the Afore-Times, the Bygones carved the likenesses of four of their kings into the mountains.

"It's said that, before the sculptors carved this giant tribute, they created a smaller version to act as a sort of 'model.' Well, I got a buyer for that model, and I need you to get it."

Barter John explains that he sent out a scout of his about 2 days ago to the area of "Black Hill" where the sculpture model is supposedly kept, a mutant by the name of Joey Gills. Joey hasn't returned yet from the scouting mission.

"I need you to head in the direction of Black Hill that Joey went, find him if you can, and secure and bring back that model. That's it, just a simple track and grab job," he explains. Barter John will pay the PCs handsomely for the work, and he also offers to open up the "Secret Stockroom" to them if they succeed. (Barter John's Secret Stockroom is filled with rare and dangerous Bygone artifacts and weapons.)

John's not sure how big the model, is but he guesses it's probably several hundred pounds. He offers to let the team take one of his heavier trucks for transport (it has a winch), and it should be able to carry the model with ease.

"Oh, and don't make me regret my offer," he says, cracking the knuckles on one burley paw.

Barter John points the PCs due west and tells them to drive until they see “giant heads carved in the mountain.” Black Hill will be found there. And if they find Joey Gills, he may be able to give them some recon information.

About two hours into the drive west on an open road, the PCs will see someone running toward the truck, waving his hands to flag you down. It’s obvious that this must be Joey Gills, as he’s a short (4 foot tall) mutant human with the face of a fish. His eyes are quite bugged out and his mouth opens and closes like he’s gasping for air. (He’s just winded. He doesn’t need water to breathe.)

“Thank the Bygones Barter John sent ya!” he shouts as he scrabbles into the truck. He looks around nervously. “But we gotta go! They’re after me and they’re gonna pop up any sec now!”

At that moment, the three Boulderoids that Joey escaped from surface under the truck (new creature, see following description). The truck will overturn onto its side, but will suffer no damage. The Boulderoids intend to kill Joey before he can reveal the location of their village near Black Hill.

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

Joey stays away from the fight as he’s pretty well winded. The Boulderoids do not talk and will fight in silence as they try to reach Joey. They will use their *hyperburrowing* mutation to disappear into the earth, only to “pop” up elsewhere during

combat. When each Boulderoid is dealt with, it crumbles into a pile of stone, sand, and rubble. It seems that willpower alone is what keeps the creatures “alive.”

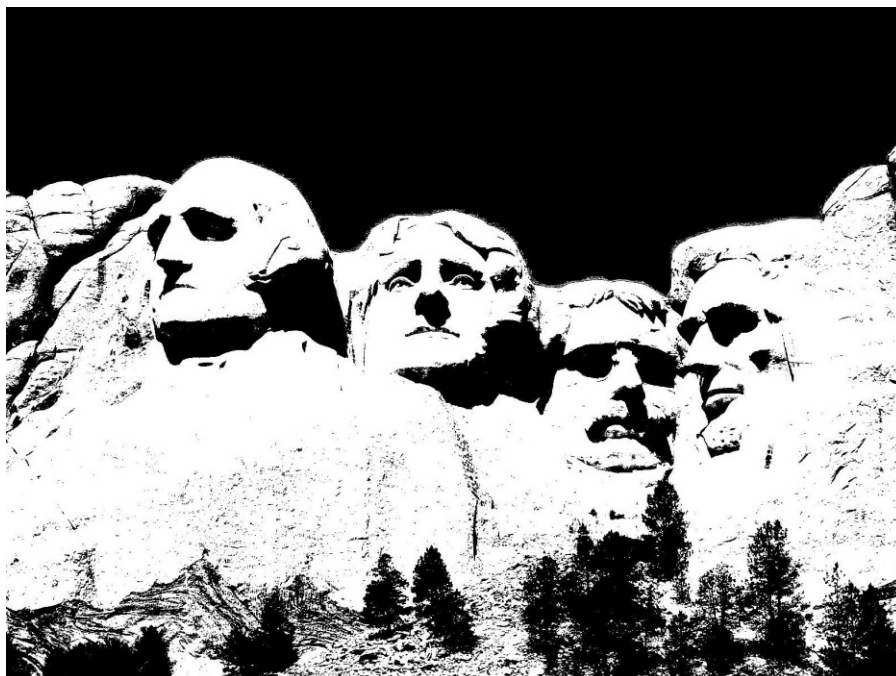
Joey is very grateful for the rescue. He explains that the Boulderoids found him snooping around their encampment in the ruins at the foot of the monument. Joey tells the team that they’re about 10 miles from Black Hill straight ahead on the road. Black Hill is a bombed out shell of a Bygone town, but that’s not where the model is anyway.

“That small four-headed statue the Big Bear wants is smack-dab in the center of Rock-Guy village,” Joey says. “It’s in a little building marked ‘GIT SHO’ right under the chins of big statue.”

The truck will soon arrive at the crumbling ruins of Black Hill. From the outskirts of town, it’s fairly easy to see the monument in the near distance looming over the landscape. Joey points to a road that leads up to the monument. He also explains that there are several Boulderoids lurking at the foot of the monument, and the truck might be heard if they drive it up. The party can try to sneak up on the Boulderoid encampment, or they can charge up with the truck. It’s their call on the best way to approach.

The access road leads right into the center to a parking lot at the foot of the Mount Rushmore National Monument. The small building named GIT SHO (Gift Shop with two letters missing) is right next to it. Inside the GIT SHO, the artist’s model for the monument is on display in a glass case, untouched after all of these years. The model

is about 36 cubic feet in size (4 feet by 3 feet by 3 feet) and weighs nearly 1,000 pounds. The model will be easily lifted by the winch and can fit in the back of the truck without issue. However, the area is infested with Boulderoids who have come to view Mount Rushmore as an object of adoration and worship.



There is a viewing platform at the far north of the parking lot that faces the monument. Standing on the viewing platform are four Boulderoids, who are staring silently up at their god. There are three other Boulderoids on either side of the GIT SHO. All 10 of the Boulderoids seem to be swaying ever so slightly back and forth as they emit a low-pitched hum.

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

If the party doesn't make a move to attack or disturb the Boulderoids, they will continue to be unmoving for 5 rounds while they finish their meditation. The PCs may be able to get into position or scout the area before they finish. Once they see the PCs, however, the Boulderoids will attack, planning to fight to the death.

If the fight seems to be going against the Boulderoids (more than half of them are destroyed), the remaining creatures will suddenly *hyperburr* into the ground, disappearing from the fight. The PCs may believe they have run them off. They are very wrong.

NOTE: The Mutant Lord will now want to add up all of the remaining hit points for the retreating Boulderoids. This final hit point total will be imperative for the next encounter.

The remaining Boulderoids have not run off, rather they have "merged" their lifeforces together, imbuing the carved image of Mount Rushmore with life! About three rounds after the Boulderoids disappear into the earth, the PCs will feel a tremor fill the area. If they look at Mount Rushmore, they will see all four heads staring back at them.

"WE HAVE BECOME ONE WITH OUR GOD," all four statue heads say as one. "YOU MUST PAY FOR DEFILING THIS HOLY PLACE."

Two giant arms made of granite, soil, and sand very slowly pull themselves out from the hillside and are lifted to the sky, as if to swat the party. (Imagine Mount Rushmore as being the head and shoulders of a massive creature. These would be his arms pulled out of the earthy on either side.)

The PCs are invited to try to clear out as fast as possible as each hand will do 6d6 hit points of damage when it comes down on anything under it. Moving the truck or getting out of the way is advised as the entire parking lot is Ground Zero for this massive attack. One of the arms will come down across the only access road leading away from the parking lot, blocking any path of escape. The party will have to face off against the four heads and upper torso of Mount Rushmore.

Fortunately, the massive creature's hit point total is comprised of the combined hit points of the Boulderoids that merged together earlier. Using any offensive abilities/weapons at their disposal (and with a +3 to hit bonus, as it's a pretty big target), the PCs should be able to handle the situation. When the living monument takes that last point of damage, its arms fall back to earth and melt back into the soil, and the four heads of the Bygone presidents are no longer animate.

When the players return the artist's model and Joey Gills to Barter John, he will be duly impressed by their tale. He allows each PC to pick any one item from his Secret Stockroom, as well as

presenting them with 1,000 gp each. Barter John can be a primary source for information, supplies, weapons, and work if the PCs play their cards right. However, Barter John's influence is widespread, so if they screw up too badly, they'll never be able to buy anything of value in the area again.

New Creature – Boulderoid

No. Enc.: 1d6 (3d6)

Alignment: Neutral

Movement: 60' (20')

Armor Class: 4

Hit Dice: 9

Attacks: 1 (fist)

Damage: 2d6 + 3d6 (strength)

Save: L4

Morale: 7

Horde Class: XIII

Boulderoids are 7-foot-tall humanoids with a stone-like outer shell. This rocky coating acts as a *natural armor*, bestowing an armor class of 4 to the creatures. However, this granite skin inhibits a Boulderoid's movements (treat as per the *slow mutation*), causing them to move only 60' per turn. They are voiceless, soundless, and seemingly without any means of communication. It is thought these creatures are driven only by instinct, though there may be a rudimentary telepathy amongst the members of a Boulderoid "family," but this is unconfirmed.

Due to their decreased speed, Boulderoids only attack once every other round. But although slow, Boulderoids deal a lot of damage due to their *increased strength*. Their hardened fists deal 2d6

hit points of damage, plus an additional 3d6 hit points due to their strength. In other words, a Boulderoid may not hit very often, but it will deal a lot of damage when it does.

Boulderoids can pass through solid rock and earth using their *hyperburrowing* mutation. They use this ability to gain surprise on their victims by surfacing behind them or by stepping out from a stone surface in combat.

Mutations: slow mutant, natural armor, increased strength, hyperburrowing

52. WEED WORLD

The players should start this encounter in a small village, whether their own home village or one that they're passing through on their way to The Next Great Adventure. Over the course of a few days, have the PCs become aware of the anxiety felt by some of the villagers. They have become nervous as the foliage and underbrush marking the edge of the village's border seems to have become thicker and taller in recent days. The plant life grows fairly wild in the thickets, but there's been an almost perceptible encroachment of the flora regardless of the amount of threshing and cutting back done by the villagers. Equally mysterious is a weakening illness that seems to have overtaken the young and elderly in recent days. Several smaller herd animals seem to have perished from this illness as well.

The PCs are awakened one morning by startled cries and gasps of surprise. There is a thunderous CRACK nearby and the ground shudders. Screams

pierce the air. When they go outside to investigate, they'll see that – overnight – the grass bordering the village has grown to 4 feet in height. The trees are now so tall the tops are nearly impossible to see. The players should feel like insects in the overgrowth.

The two monstrosously large Mummy Vine plants (MF rulebook, pg. 85) have sprung up on the northern edge of the village. Their vines are as thick as a man's thigh, and they slap and swat at the villagers. (The noise the PCs heard earlier was a vine crashing through the roof of a nearby hut.)

Giant Mummy Vines (2) (AL C, MV 45' (15'), AC 5, HD 6, #AT 2 (clubbing swat), DG 2d4, SV L4, ML 12, *mutations: none*)

The vines are covered with thorns, but they are still young and have not yet developed the mind-control toxin normally associated with Mummy Vines. However, they will still attempt to grab and subdue any victims. There are currently four vines swinging around (each plant has two). The Mummy Vines will continue their attack until killed. The villagers will huddle and hide during the attack.

Once the rampant plants are dealt with, Zorrak, the village leader, approaches those who fought. He explains his fears that this is the start of something ominous.

"Obviously we've all been aware of the accelerated plant growth," he says. "This new explosion overnight confirms that this isn't a natural occurrence. I fear that, unless we act, our village

and all within will be overrun and decimated within hours. Somehow, we must find out what is causing this and how to stop it."

Zorrak tells the party that they need to consult with the wisest man in the area, a mutant by the name of "Zhonie Kharsin." He resides in a Bygone complex known as "Cow Spittal" about an hour south of the village.

"If anyone can solve this mystery, it would be him," Zorrak says. He also suggests that the party take machetes and other large bladed implements as the surrounding plant life have become jungle-like in its thickness.

As the PCs walk along the Bygone roadway, they realize how bad the overgrowth has gotten. This black strip of flat rock used as a road used to be wide enough to take four carts riding next to each other. Now it's all they can do to hack a path through the growth to allow them to walk single file. All of the trees, vines, flowers, and flora have intertwined and grown to gargantuan sizes.

About 20 minutes down the road, as they hack through some foliage, they'll come across two statues in the middle of the road. These statues are shaped like dogs and are wrapped in vines which seem to be draped over every square inch of this area. The statues don't seem to be weathered, rather they seem very new in construction. These are two (dead) Rot Dogs that got caught up in some Medusaweed (new creature, see following description) that litters the path.

Medusaweed (1) (AL None, MV None, AC 7, HD 4, #AT Special, DG Stun, Special, SV L2, ML None, *mutations: dermal poison sap, fossilization*)

If touched, the Medusaweed will poison the victim who will be paralyzed. The weed will then begin calcifying its victim for 2d4 hit points of damage per round until they are dead. If the players try to avoid the Medusaweed entirely, it's easy enough to avoid (unless someone is unlucky enough to fail a DEX roll or if they start pulling and tugging at the vines on the statues).

After another 30 minutes of walking and hacking through the undergrowth, the pathway surprisingly opens up. It seems that the plants here have not grown so wildly and are actually of normal size and "temperament." The road leads past a large Bygone brick structure nearby. The rusty Bygone sign seems to have lost some letters. It reads: COU SPITAL (The letters N, T, Y, H, and O lay nearby. This used to be the county hospital for the area.) A telepathic mutant with a big, swollen head steps out from the building when he sees the party approaching.

"Welcome travelers! I am Zhonie, and—by your thoughts—I can tell that you've been looking for me. Please, enter, for I have news of use to you...and these lands."

Zhonia takes the PCs down a series of long, dark, cobweb-strewn hallways and into something from a mad scientist movie. Bubbling test tubes and beakers line the tables of his laboratory.

"I am aware that the regional plant life is undergoing accelerated and radical growth. Foliage is growing to sizes usually seen in years in just hours. And those plants that are of a more... 'offensive nature' are even more deadly due to their increased size and aggressiveness," he explains. "Even more troubling is that every single plant I have tested is also now highly poisonous to animal life, even those usually raised for consumption! Although not harmful to insects necessary for pollination, all animals that feed upon plant life are dying. First the smaller and weaker ones, then eventually the larger and stronger ones will grow sicker and die. And, since the poisons linger, even carnivores that feed on other animals will be poisoned."

Zhonie begins mixing a few chemicals together as he tells the party that he's isolated the cause of the trouble.

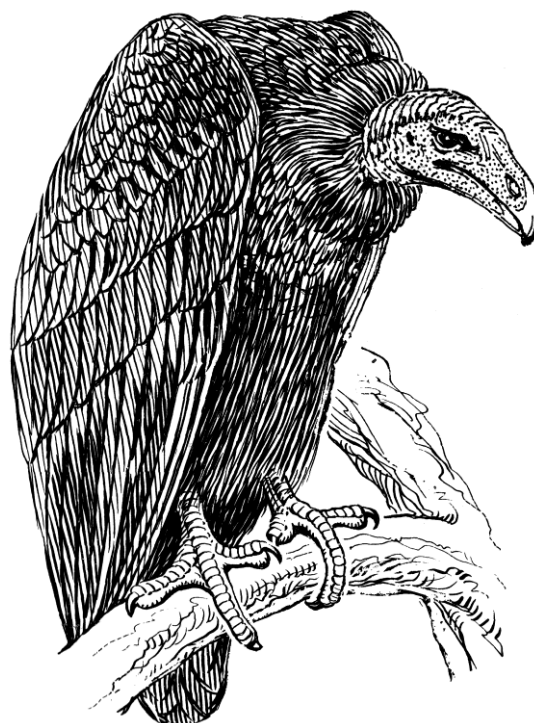
"My experiments on the plant life around this facility reveal my success. You see, a single naturally occurring enzyme is responsible for both the growth and the toxicity. By the way the growth is expanding, I surmise it's spreading through the water table. To counteract it, we just need to add this to the nearest point of contamination which, by my calculations, is a large natural spring just south of here. However, it's in the middle of an area the natives call 'The Devil's Greenhouse' due to its already rampant growth. I don't expect that the journey will be an easy one."

Zhonie hands the players two test tubes with a thick yellow liquid. He tells them that the fluid is a counteragent that will neutralize the poisonous

plant accelerant, and that it should spread just as quickly through the water table, reverting everything back to normal. He explains that the contents of only one tube are needed. (The second one is a spare "just in case.") He also gives the party a sealed tin can with a pin and fuse mechanism on the top. It is marked "DEFOL" and is a strong defoliant he created that explodes in a 10-foot radius, doing 20 points of damage to any plant life within the area of effect.

As the adventurers leave the hospital, have them roll versus surprise. Any who fail are attacked by the flock of Death Birds that had been circling overhead (MF rulebook, pg. 69). Sensing prey within (and half-starved), they've decided to attack the first fresh prey they've seen in days.

Death Birds (7) (AL N, MV 120' (40'), AC 7, HD 2, #AT 1 (bite), DG 1d6, SV L2, ML 6, *mutations: killing sphere*)



The Death Birds' morale is fairly low due to the recent lack of food, so they're likely to retreat if the fight seems too difficult. Once they've been dealt with, the PCs can continue toward The Devil's Greenhouse.

The players will walk for another half-hour, fighting through even more dense brush which seems to become laden with briars and thorns. The ground starts to slope as they descend into a small valley: The Devil's Greenhouse. It's hard to see as the overhanging growth cuts the sunlight considerably. It's like twilight under the dense canopy.

Nearby, the players will hear the sound of water rushing and falling. The thicket opens up into a

small clearing surrounded by large trees. On the far end of the clearing is a Bygone reservoir built into a freshly-running spring. The walls and channels keep the water from rushing out. This is apparently the spring Zhonie told them about. Next to the spring stands a large, scarred, gnarled, leaveless tree covered in briars and vines.

As the PCs approach, the twisted, gnarled tree next to the spring slowly turns. The mutant tree hisses in a voice that's raspy and slow:

"WHAT ANIMALS DARE DISTURB THE SANCTUARY OF SPLINTERTHORN?"

Splinterthorn the mutant tree appears to have one of its trunk-like legs in the spring. There's an oily



sheen on the water's surface around where his roots are in the water. Splinterthorn is producing the enzyme sap with which he plans to exterminate all non-plant life in the area, driving the animal kingdom to extinction.

"ANIMALS EAT USSSS. BURN USSSS. LIVE IN OUR CORPSESSSS," he rasps. ***"NOW, ANIMALSSSS WILL DIE. PLANTKIND NOW DOMINATESSS."***

Splinterthorn is done talking. He will refuse to move from his spot in the spring, as he needs to continue poisoning the water table. Hidden in the trees near Splinterthorn are three Giant Kernel Plants (15' high; MF rulebook, pg. 79) that are under his complete control. Unless the PCs leave immediately, Splinterthorn will first fire a volley of projectile thorns. If the PCs try to flank him, he'll remotely fire the Kernel Plants, causing shrapnel that will hit multiple PCs. Only when he's at half-points will Splinterthorn uproot from the spring and give chase. Splinterthorn will uproot a nearby tree and swing it like a club at the PCs. Due to his *abnormal size*, he gets a +3 to hit and +2d6 damage from his club attack. It is important that the PCs get Splinterthorn out of the water to stop the enzyme poisoning.

"Splinterthorn" (Mutant Plant) (AL C, MV 150' (50'), AC 6, HD 16, #AT 1 (club or *projectile thorns*), DG 1d8 + 2d6 or 1d8, SV L9, ML 11, *mutations: projectile thorns, abnormal size (20 feet tall), plant control, regenerative capability*)

Giant Kernel Plants (3) (AL N, MV 15' (5'), AC 9, HD 3, #AT 1, DG 3d6 (half-blast) 3d6 + 12 (full blast), SV L2, ML 8, *mutations: natural vegetable weapons*)

Once Splinterthorn is defeated and the counteragent delivered to the water, the PCs will see a clearness overtake the murky reservoir. It spreads out across the surface and to the depths of the basin. They can visibly see the plant life starting to wither and shrink at the water's edge as the antidote starts to leech its way through the water table. The walk out of The Devil's Greenhouse is no more difficult than a walk through tall grass as the thorns and brambles are now brittle, falling away at their touch.

By the time the party gets back to the village, all plant life has pretty much returned to normal. When they tell Zorrak of their fight with Splinterthorn, the old village leader's eyes widen in surprise and horror.

"I always thought that the tales of the evil Splinterthorn were just legend! To think that it exists..." he trails off. Then he asks nervously, "Are you sure you have defeated him? They say that Splinterthorn can regenerate from any wound!"

Meanwhile, back at The Devil's Greenhouse, Splinterthorn's body lays motionless at the bottom of the valley where the players left it. Slowly one eye opens...then narrows in fury...

THE END (?)

New Creature – Medusaweed

No. Enc.: 1d4

Alignment: None

Movement: None

Armor Class: 7

Hit Dice: 4

Attacks: Special

Damage: Stun, Special

Save: L2

Morale: None

Hoard Class: None

Medusaweed is an insidious naturally occurring plant found in deep overgrown forests in the *Mutant Future*. They appear to be the same as any other overgrown vines, snaking up tree trunks, hanging from branches, or laying across the forest floor. A strange sign that a Medusaweed patch is present is the appearance of 1d4 lifelike vine-covered “statues” scattered throughout the area. These are actually the fossilized victims of the ‘Weed.

If a character comes into contact with Medusaweed for more than 2 rounds, he should roll a save versus poison attacks. If the save fails, he will be paralyzed by the vine’s slowly absorbed *dermal poison sap*. The slow-acting poison ensures that a victim is unaware of the danger until they are well within the Medusaweed patch. Once paralyzed, the vine will slowly start wrapping itself around the character, which then triggers the Medusaweed’s *fossilization* mutation. The ‘Weed will begin “feeding” on the character for



2d4 hit points of damage each round. As it absorbs the character’s life force, the character’s flesh will begin to fossilize, turning into a calcified stone-like substance. When the character’s hit points are completely absorbed, all that remains is a rock-like “husk” of the dead character. If a character makes the initial save versus poison, he is able to pull himself away from the Medusaweed, but he takes 2d4 hit points of damage from the plant’s initial attempt to calcify the character.

Medusaweed moves incredibly slowly, so there is no danger to the cautious character. But one who stumbles into a Medusaweed patch alone may find himself transformed into yet another “statue” in the wilderness.

Mutations: dermal poison sap, fossilization

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