

REXIM OF THE TECHNOMANCER

FM202MF



A Cross-Genre Adventure
Pitting Technology Against Sorcery!

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MUTANT FUTURE
COMPATIBLE PRODUCT

HAIVENMOUNT ADMIN FORM PF-18-601_6 REV10.07.525

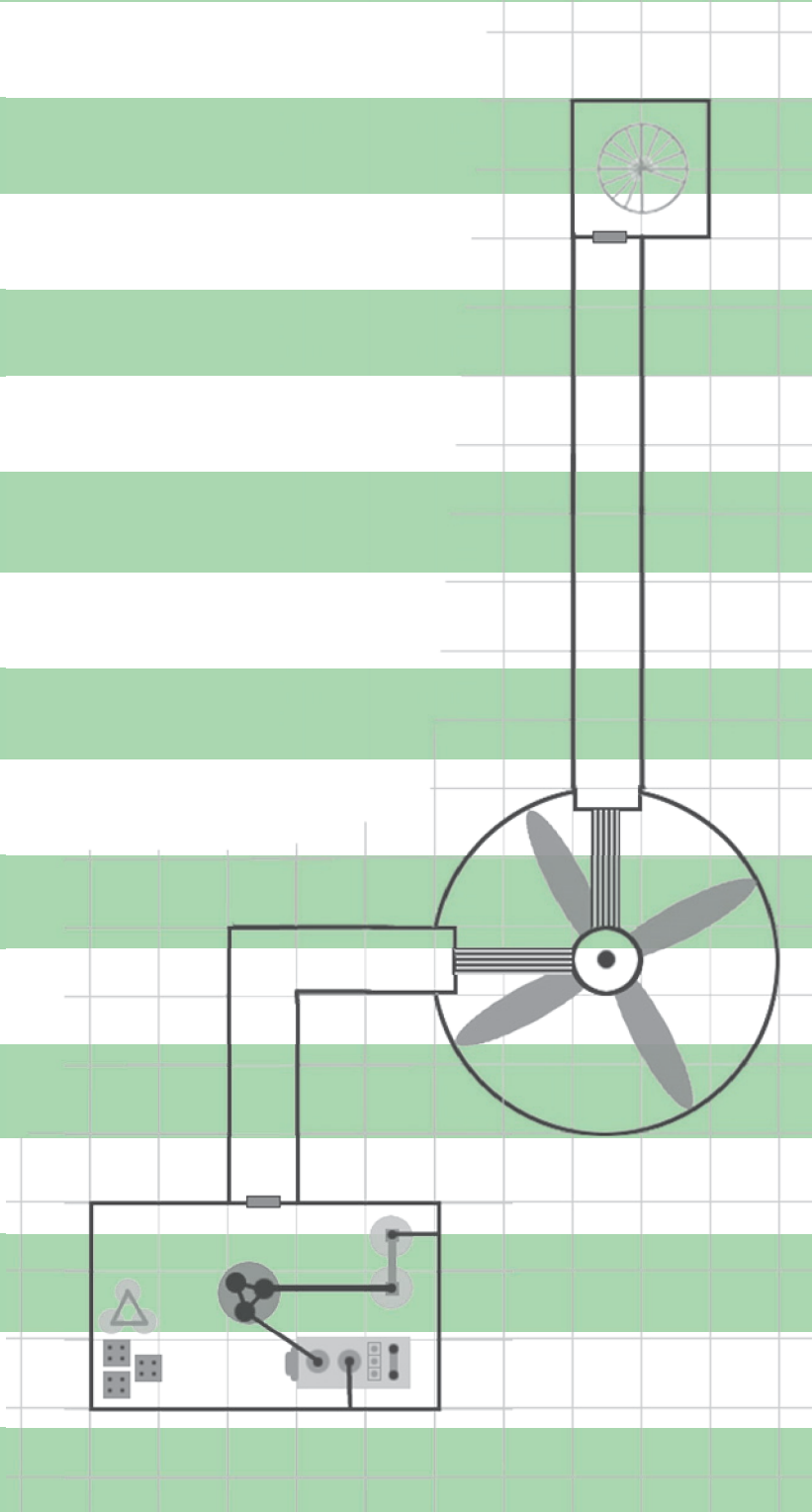
USER: FRANK O. PSHTWO

FILE: SUBLEVEL 7B: AIR HANDLING UNIT AND STRING PARTICLE FLUX CONTAINMENT

FORMAT: GRAYSCALE 2 DIMENSIONAL OVERHEAD VIEW

CLEARANCE: BETA

NOTES: SCALE: ONE SQUARE = 3.048 METERS = 10 STD PURE HUMAN MALE ADULT LARGE FOOT-LENGTHS



REALM OF THE TECHNOMANCER

Introduction

Realm of the Technomancer can be run in a post-apocalyptic game like *Mutant Future* or in a fantasy game like *Labyrinth Lord*. This document is meant for post-apocalyptic play. The Appendices apply to either system. As *Mutant Future* monsters tend to be more powerful than their *Labyrinth Lord* counterparts, this module is recommended for PCs of 3rd to 5th level.

Unadorned page numbers like (p3) refer to pages in this module. MF refers to the *Mutant Future* book, while LL refers to *Labyrinth Lord*, both available as free downloads from GoblinoidGames.com.

Background for the Mutant Lord

The party arrives at Havenmount, a settlement built above an ancient underground complex originally designed to withstand atomic attack and now inhabited by the descendants of the original survivors. Recently, Havenmount's lower passages were overrun with mutant humanoids with strange powers. The tunnels had to be sealed off to prevent further attacks. To make matters worse, the caves below house ancient machines that perform tasks vital to Havenmount's survival. The residents wish to hire the heroes to deal with the threat, and if possible find out where the creatures come from.

The creatures are morlocks, arrived when Zobru, their shaman, foolishly tampered with a ritual he didn't fully understand. He caused an inter-dimensional accident, resulting in an entire section of the morlock caves being shunted from their world of fantasy and magic into the post-apocalyptic world of *Mutant Future*!

The morlock chieftain, Goob, is furious with Zobru and has commanded him to dedicate all his energies toward returning the morlocks to their rightful realm. Zobru has been feverishly working on using the machines as a source of energy for a ritual to transport the morlocks home; but to get his magic and the machines to work together, he has resorted to a dangerous hybrid: the sorcerous pseudo-science known as Technomancy. As much as the shaman would like to perform further tests, Goob grows impatient and has given Zobru an ultimatum: perform the ritual within the day or be executed!

Scaling the Adventure

If the ML feels the adventure is too difficult or easy for the party, he may consider some or all of the following:

- ✱ Remove the ape from Area 9 or add a second morlock guard.
- ✱ Change the damage from tampering with the marker in Area 2.
- ✱ Remove the skull guardian from Goob's hut.
- ✱ Remove the special power from Goob's sword.
- ✱ Give Zobru a *wand of magic missiles* (LL116) with 15 charges. Each missile uses one charge, automatically hits, and deals 1d6+1 damage. Up to three missiles may be fired per round.
- ✱ Give only half the morlocks Mud Monster Jars.
- ✱ Have each morlock carry at least one Healing Potion Mushroom.

Background for Players

Havenmount was built long ago to protect the citizenry from the dangers of atomic, biological, and chemical attacks. When the wars came, Havenmount saved many lives. As a result, the current residents—descendants of the original survivors—are nearly all pure humans with no mutations. Although the populace has returned to the surface to grow and gather food, most of the people still live at least part of the time below ground inside Havenmount.

Despite the age of the complex, Havenmount is still in remarkable shape. The ancients who built the habitat automated most systems like air circulation, power, climate control, water pressure, and water purification. The machines that provided all these comforts have continued to function for all these years with little or no maintenance. Then, over the last few weeks, a series of minor problems occurred: temporary glitches in a number of automated systems. The "engineers" of Havenmount decided to investigate, although they are now little more than custodians with a fraction of the knowledge needed to truly understand the machines.

Exploring the lower levels, the engineers found the entire layout shockingly changed, with many finished corridors replaced by mud-filled tunnels. Vicious humanoids in the tunnels attacked with bizarre weapons and mutant powers. The



engineers retreated, but one of their number, a man named Wado, was killed and left behind. The engineers sealed the entry to the machine level behind them and the elders sent out word that they wished to hire mercenaries.

Havenmount

The town that most people see is on a large, level hill top. Several shelters and small buildings are within a fenced perimeter. Small garden plots are scattered around the open areas, growing foodstuffs for the residents.

The chain-link fence is six feet high, topped with razor wire (1d6–1 damage per round, DEX check to get clear), and has a single gate. The fence is in good shape, although a few places have been damaged over the years. The residents have done their best to repair it.

Characters can find most normal goods and services in Havenmount. Traders come here to buy supplies and sell their wares. The native residents are all pure humans, but there are a few mutant immigrants as well.

There is a squat, concrete, bunker-like building in the center of town. Armed guards are always on duty in front of its single steel door. If strangers ask about the structure, the residents explain it is for storing food and goods securely.

In reality, the bunker is the entrance to the underground complex, referred to among the locals simply as “Below.” Residents try to maintain the facade that the surface town is all there is to Havenmount, to avoid attracting attention toward the subterranean complex.

Reached by elevator from the bunker, the “real” Havenmount is a wonder of pre-apocalyptic technology. The halls are lit by electric lights; the air is filtered and circulated constantly; the climate is maintained at a steady 22°C and 33% humidity; there is hot and cold running water... all the conveniences of the bygone age.

Havenmount itself is not the focus of the adventure. MLs might wish to let the party spend some time talking to locals or trading for supplies, but the adventure proper takes place once the characters enter the lower levels.

Getting the Job

Shortly after the characters arrive in Havenmount, they are approached by a man named Franko and two guards. Franko is one of the engineers. He offers to hire the PCs to help the community deal with “invaders.” He stresses that the job requires discretion, as the residents must reveal some of their secrets in order for the party to be able to do the job. If the PCs accept, Franko tells them about the recent events (see Background for Players).

Franko offers each character 100 gold pieces to explore the tunnels and eliminate any threat to Havenmount and the machines. If the party can discover how or why the sub-level was transformed, there may be a bonus. He also gives the party a floor plan of what the area looked like before (“Franko’s map” handout).

If the players ask for things like guns or other artifacts, they discover that, while Havenmount is a remarkably intact place, the residents are no more skilled at repairing or making artifacts than anyone else. They jealously guard what little advanced technology and weapons they have.

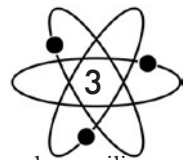
Technomantic Mishaps

Once within the affected part of the tunnels, the PCs may be using technology in the presence of spells or magic items. Together, these make an unstable situation. See Appendix: Technomancy for rules on possible mishaps.

Area 1: The Stairs

As soon as the party is ready to start the job, Franko and the guards lead them down several levels, deep into Havenmount. They descend a spiral staircase into a square room with a single metal door that has been welded shut. Franko cuts the seal with a handheld blowtorch and pulls the door open. A corridor much like the ones above leads straight back, but its lights are dim and flickering. The air here is hot and humid, unlike the rest of the complex.

Franko says that not far past this hall is where things get “weird.” He explains that the door will be re-sealed, but a watch will be kept. When the party is ready to return, they should strike the door with a three-long, three-short pattern and someone will cut the seal to let them back out. With that, the door is shut on them with a clang. The adventure begins.



Wandering Encounters

1 in 6 chance every 2 turns

d6	Encounter
1–2	1d4 Morlocks (one raft)
3	1d6 Mudbugs
4	2d4 Giant Centipedes
5	1 Albino Ape (from Area 5)
6	Mud Geyser*

* Geysers only occur on the Mud Lake surrounding Areas 5, 6, and 7, including on the bridges. If a 6 is rolled elsewhere, use the Mudbugs result.

Mudbugs: No. Enc.: 1d6 (1d12); Move: 60' (20'), Swim 60' (20'), Climb 30' (10'); AC: 2; HD: 2 (11 hp); Attacks: 2 Pincers (1d4/1d4), Save: F1; Morale: 7; XP: 20. See New Monsters for more information.

Mud Geysers: Fountains of scalding hot mud blast up out of the lake 1d6–1 x 5' from the characters in a random direction. Anything caught directly in the blast takes 1d10+5 damage from the heat (no save). Rafts are automatically upended by the blast and fire-based light sources like torches are extinguished. Anyone within 10' of a geyser when it erupts takes 1d10 damage from the hot spray but can make a save vs. energy attacks for half damage. Farther than 10' away causes no damage. The eruption only lasts one round and automatically surprises; the mud in the area remains scalding hot for one turn afterwards, causing 1d6 damage per round to anyone in it.

Area 2: The Fan

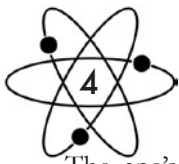
The hallway opens at a ledge on the side of a cylindrical room. Clouds of steam fill the hot air. There is a central column running up out of sight and down to the bottom of the chamber where huge fan blades turn slowly, spanning the entire shaft. A pool of steaming mud bubbles below the fan. A ring of dim red lamps encircle the column, lessening the darkness. Higher up, pipes and ducts extend out from the column. A catwalk extends out from the ledge into the middle of the room, connecting with a balcony-like ledge circumscribing the massive cylinder. Another catwalk can be seen extending away from the column through the misty vapors. The steady drone of machinery fills the room.

The chamber is a total of 60' high from mud to ceiling. The catwalks are three feet wide, twenty feet above the fan, and perfectly stable. They have no handrails, however. A character who falls has a 1 in 6 chance of striking a fan blade instead of the mud. A successful saving throw versus stun attacks allows the character to hang onto the blade. The mud is five feet below the fan, over twenty feet deep, and scalding hot. Characters take 1d6 heat damage for every round they are in the mud. Anyone falling in will sink in two rounds. A character cannot normally free himself without assistance; see “In the Mud,” p5.

Each blade is three feet wide and strong enough to take the weight of one man-sized creature without affecting its motion. The fan makes a complete revolution each round. Any additional weight will bend the blade and cause the turbine to grind to a halt. This has no immediate effect on the PCs (though a falling character now only has a 1 in 10 chance to land on a blade), but it will cause disruptions in power and air circulation in the complex above. If the engineers are given the chance, they can repair the damage in four hours.

The ducts and pipes coming from the central pillar start fifteen feet over the catwalks and protrude in several directions and heights. One of the ALBINO APES (MF60) kept by the morlocks as guard animals has escaped and is currently in this room cavorting among the ductwork. It is tame, but will attack any non-morlock it sees unless commanded not to by its masters. The creature's white coat makes it difficult to spot in the steam, allowing it to surprise 50% of the time.





The ape's great agility allows it to move at full speed through the chamber, jumping and swinging among the pipes, the catwalk, and the fan or climbing the pillar and walls.

Albino Ape: Move: 120' (40'); AC: 6; HD: 4 (45 hp); Attacks: 2 x claw (1d4 dmg); Save: L2; Morale: 7; XP: 135. Apes can climb walls of caves and swing along ropes, branches, and such at full movement rate. They can throw rocks for 1d6 damage (10'/30'/50') or *feces*: no damage, but target must save vs. poison or become incapacitated with nausea for 1d6 rounds.

There is a control panel on the column with several levers and switches. A character can make a technology roll (MF42) vs. Class 2 to learn the basic functions of the turbine. It is a generator and circulation engine, powered by geothermal heat from the boiling mud. The switches allow the operator to slow or speed up the power flow or even shut the turbine down completely. Obviously, doing so would likely upset the characters' employers.

Regardless of whether a character makes a successful technology roll, inspecting the control panel and the pillar reveals that numerous symbols have been drawn onto its surface. The language is unknown, but it looks as though it was written in blood.

The panel has been pried partially loose on one side. Behind it is the rotting, severed head of Wado, the slain

Havenmount engineer. It has been crudely grafted to the wiring. Its filmy eyes roll in their sockets and its mouth repeats nonsense syllables in a harsh whisper. The head is a Technomantic Marker set in place for Zobru's upcoming ritual. Zobru has extended the areas he wishes to be affected by the ritual with these markers, which act like relay points for the magical and technological energy. A marker can take several forms, but all

of them incorporate at least some elements of both technology and magic as well as something from a living, or once-living, creature. See Appendix: Technomancy for more information.

Tampering with the writings, levers, or the head results in a loud bang and flash of light, followed by a Technomantic Mishap. The ML can roll a random mishap, or simply let the explosion cause 2d6 damage to all within a 10' radius (save vs. energy attack halves damage).



Area 3: Mud Tunnels

The squared, finished corridor ends abruptly. Beyond, the hallway changes to a rough-hewn tunnel, sloping down. At the boundary between the two hangs a simian skull. It is covered in bluish mold and dangles from power cables pulled out of an electric light. Sparks crackle along the exposed wires in the humid air.

The skull is another Technomantic Marker. Disturbing it in any way causes the skull to scream (alerting the morlocks patrol below) and triggers a Technomantic Mishap. The tunnel is the beginning of where the passages no longer match Franko's map. The slope is about 45° and covered in a thin coating of slimy mud. A search at the top of the slope reveals short metal spikes driven into one wall at regular intervals (every three feet), going down the hill. The morlocks use these as handholds. They send one morlock up with a rope, which he secures to the top spike. The rest climb up and then they untie the rope. When descending, the last morlock unties the rope and goes down using the handholds.

Anyone stepping onto the slope must roll a DEX check or slip and fall, slithering down the decline. The tunnel descends forty feet before leveling off, where the mud abruptly deepens to three feet. Anyone sliding down lands softly enough to avoid damage, but he and everything he carries gets coated in mud. It will also take the character 1d3 successful STR or DEX checks (player's choice, one check per round) to extricate himself and stand back up. In the meantime, he is prone and unable to move beyond thrashing around in place. He loses any DEX bonus to AC and foes gain a +2 bonus to hit until he stands up. MLs may wish to adjust these modifiers for characters with unusual physiques.

To further complicate matters, there is a MORLOCK (MF84) patrol currently disembarking here from their Mushroom Cap Raft (see New Items). They are looking for the runaway ape (see Area 2). There is one morlock per character. All carry spears and axes. One of them is also armed with a Triple Crossbow (see New Items).

Morlocks: Move: 120' (40'); AC: 8; HD: 9 (38 hp); Attacks: 1 (by weapon); Save: L5; Morale: 9; XP: 1,700. Each carries 1d3 Potion Mushrooms and one Mud Monster Jar (see New Items).

☛ Spear (1d6, 20'/40'/60') and two axes (1d6, 10'/20'/30')

☛ Triple Crossbow (see New Items) (1d8, 80'/160'/240')

If anyone slipped down the tunnel, their arrival has a



normal chance of surprising the morlocks. Make a reaction roll for the patrol. It is possible the morlocks may simply wish to capture the intruders rather than fight—not to say they might not kill the characters later for food.

In a fight, the morlocks gain a +1 to morale due to the difficulty of retreating. Some morlocks will engage any prone characters while at least one of their number goes to look up the tunnel for any other intruders.

The morlocks cannot communicate normally with the PCs since they share no common language. Even if the characters have encountered morlocks before, these are from an alternate reality. Characters with appropriate powers or devices can try to communicate or read thoughts. It is up to the ML how much information the PCs can glean.

What any morlock besides Goob or Zobru knows (d6):

1. The “new tunnels” only recently intruded on their domain.
2. They call their realm the “Mire Loch,” meaning “Mud Lake.” They take the name of their people from this domain.
3. Zobru the shaman is fascinated with the machines.
4. Goob, the chief, is angry with Zobru about something.
5. The intruders are cowardly, but have strange weapons.
6. Goob says soon everything will be put right.

In the Mud

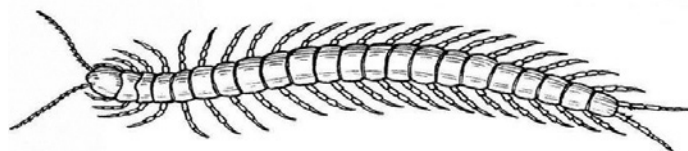
Beyond the landing, the mud averages about four feet deep. A character who falls in can get his feet under him and stand with a successful STR check, but sinks so as to touch the bottom within two rounds. Characters under 4' tall—or who fail to get upright—start to drown in 1d6 rounds. A character tall enough to stand, but in up to higher than his waist, can't walk, makes attacks at -3, and loses any DEX bonus to AC. The mud in the tunnels is warm, but not scalding.

A character with something to grab onto, and someplace to climb, such as a raft or shore within reach, can make one STR check per round. Three successful checks gets him free of the mud. Other characters who are not stuck may assist by making STR checks as well, pulling the trapped character free. Climbing onto an unstable platform like a raft requires anyone currently in the raft to brace himself or make a DEX check to avoid falling out of the raft.

Area 4: Fungal Grove

Patches of fungus glow on the chamber walls, providing dim light. There is a stretch of ground along one side of the cavern that rises above the mud level. Huge mushrooms grow there with other fungi.

The morlocks come here to gather fungi for food or other various needs. The large mushroom caps are used as rafts, and Zobru uses several of the molds in his magics. Currently, there is a raft beached on the strand. Two morlocks are in the chamber. They had come to run an errand for the shaman (see below) but are presently being attacked by seven GIANT CENTIPEDES (MF66) which had been feeding on some lichen before they were disturbed. The chilopods are enraged and will attack anything that moves. They can climb the walls and ceiling, and are light enough to run across the surface of the mud.



Giant Centipede: Move: 60' (20"); AC: 9; HD: 1d4 hp (2 hp); Attacks: 1 (bite); Damage: Poison; Save: L0; Morale: 7; XP: 6

The morlocks are equipped normally (see Area 3), but have no triple crossbow. They also carry curved knives for cutting fungus (treat as daggers). The pair has just finished setting a Technomantic Marker in the chamber for Zobru. It is hidden among the fungi. The marker consists of a clay jar painted with runes (similar to those in Area 2). The jar is uncovered and nearly full of a clear, sticky liquid. Suspended in the fluid is a human heart (Wado's). A small power cell (MF117) has somehow been grafted onto the organ and is making it beat sluggishly, causing the liquid to slosh in the jar slightly. The jar can be moved about, but if the contents are disturbed, or the runes defaced, the jar shatters, spilling goo everywhere, and the heart will shrivel as if had been cast in a fire. This also triggers a Technomantic Mishap.



Area 6: Zobru's Hut

This enormous cavern is filled several yards deep with silt and sediment. Hot springs feed into it from below, turning the entire thing into a huge, bubbling mud puddle. The mud is 1d10+10' deep in the chamber, with a narrow shelf near the shoreline (Area 8). Clouds of steam hang over the surface of the mud lake, stinking of rotten eggs. Mud geysers periodically erupt, blowing scalding mud up into the air. The walls and ceiling are coated in a layer of mud as well. The steamy fog reduces visibility to 50% normal, not including the darkness. The noise from the bubbling and hissing mud reduces listening checks by 1 as well.

The morlocks live mainly on the shore (Area 8), but they also use the small islands in the lake, which are connected to the shore via rope bridges mounted on thick poles sunk into the mud. The bridges are about ten feet over the mud, with support posts every thirty feet or so.

A man-sized, humanoid character may traverse these bridges at normal walking speed as long as at least one hand is used to steady himself. It is up to the ML whether characters of unusual physiology can travel this way. Running or fighting on the bridges requires a DEX check or the action is aborted in an effort to steady oneself. The albino apes normally move at full (running) speed, swinging along the bridge lines, without making any DEX checks. They sometimes clamber along the cavern and tunnels walls, escaping to other areas of the caves (like the one in Area 2).

Generally, the temperature of the mud is not hot enough to do damage, but the hot water vents move erratically through the thick mud, causing geysers in random locations. There is a 25% chance the mud is scalding hot in any given location, dealing 1d6 damage per round to anyone in it. The mud around where a geyser has just erupted is scalding for one turn afterwards (see Wandering Encounters: Mud Geysers, p3). Thermal vision can see these hot spots.

Area 5: Ape Island

Bits of detritus are piled up on this islet. A rope bridge extends from one side of the rock into the mist.

The tribe's pack of albino apes nests here, with four adults total, including the one from Area 2. There are two young apes (2 HD each) with at least one adult here at all times. The rest of the pack are in various parts of the caves. The apes will attack any non-morlock they see, closing to melee if possible, throwing rocks or feces if not. They howl and shriek at the intruders.

This island is no more than a domed lump of rock sticking out of the mud. There is a rope bridge leading off across the lake into the gloom. A ramshackle hut sits on the peak of the rock.

The shaman lives alone on this isle. The other morlocks seldom traverse the bridge to Zobru's. Lately, Zobru is normally not at home, but found working in Area 9.

In a small pen behind the hut, two CARNIVOROUS BEETLES (see below) are fighting over a dead mudbug. Each of the insects is over three feet long and has foot-long hooked mandibles. If attacked, the beetles break out of the pen in one round. A third beetle stays in Zobru's hut as a guard, one of its hind legs tied to the central post with a six-foot lead.

Carnivorous Beetle: Move: 150' (50'); AC: 3; HD: 3+1 (15 hp); Attacks: 1 bite; Damage: 2d6; Save: L1; Morale: 9; XP: 65. Same creatures as on LL65.

Inside, the hut is extremely crowded. The guard beetle takes up most of the space. There is a cot, a small brazier with a few smoldering coals, and a worktable with various



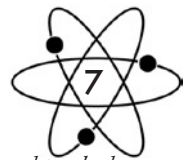
herbs, bits of bone, and other bizarre objects scattered about its surface. Among the clutter is a set of simple tools of crude but serviceable quality (simple pliers, small chisels, a hammer, and so on), as well as several technological odds and ends like insulated wiring, empty power cells, and what look like parts from a small motor.

There are 1d3+1 Potion Mushrooms drying on strings over the table and 1d4 Mud Monster jars on a shelf. There is nothing else of interest or value in the hut.

Area 7: Central Isle

This island seems to be the hub for the rope bridges, with three extending out in different directions. There are a few huts and a couple of rafts pulled up onto the rocks.

There are normally 1d4+1 morlocks moving around on the island or walking along the rope bridges to and from here. There is a 25% chance that 1d2 morlocks are resting in a given hut.



One pair of morlocks stand at the isle's northeast shore, engaged in a strange-looking activity. There are several live mudbugs trapped in a pen nearby. Next to that are several dead, cooked ones on a shield-sized platter made from a dried mushroom cap. The morlocks take a live mudbug and place it in a basket, then secure the lid. The basket is secured to a rope and thrown out into the mud near a pole that is sticking out of the surface. The other end of the rope is staked to the ground near the morlocks' feet. A few moments later, a geyser erupts next to the pole, throwing the basket into the air. The morlocks then pull the basket in to shore, taking the now mud-boiled crustacean out and placing it on the platter.

A six-foot pole with a cross-piece stands more or less at the center of the island. A small cage is lashed to it. Inside is a live mudbug with several wires inserted into it through its shell. The other ends of the wires connect to a string of small flashlight bulbs, which flicker as the mudbug's legs twitch feebly (another Technomantic Marker). Disturbing it in any way causes the mudbug to die instantly and the light bulbs to shatter. It also triggers a Technomantic Mishap.

Area 8: Mud Beach

The mud stops at a rocky strand near the chamber's edge. A rope bridge extends out over the lake. There are several crude huts here, one of them much larger than the rest. There is a large fire pit smoldering among the cluster of huts and a cave-like opening is visible in the cavern wall.

Most of the morlocks live in this area. The rope bridge leads to Area 7. There are normally 1d8 mushroom cap rafts pulled up along the shoreline near the huts. There are typically 2d6 morlocks going about their business in this area, with a few near the fire pit at any given time. Half the number encountered here will be females or young. The females are unarmed and will not fight unless the young are threatened.

Area 8a: Goob's Hut

One hut, larger than the rest, stands apart from the others.

The large hut belongs to Goob, the chieftain. Unless summoned for some reason, he is in Area 9 with Zobru. When he is in residence, two bodyguards and three female servants/concubines attend him. When he is away, one of the guards remains to keep watch. Unless the PCs give warning of their approach, they find the bodyguard being "entertained" by one of the females. As a result, he is unarmed and unarmored, although his weapons lie close to hand.

Inside, the floors are covered in strange pelts with mud tracked all over them. The room is dimly lit by a weird glow from inside a rune-covered skull, which hangs from a cord clamped in its teeth.

The skull is a magical SKULL GUARDIAN. If anyone enters when Goob is absent, they must speak the password (in Morlock) within one round or it attacks by releasing the cord from its teeth and spinning in mid-air, its eyes flashing with multicolored lights as it screams. Anyone seeing the lights must save vs. stun or become *confused* (MF57) for 1d10 rounds. The skull will follow up this attack by flying at targets and biting them. Treat the skull as a Level 2 item for Technomantic Mishaps (see New Rules).



Skull Guardian: Move: Fly 90' (30'); AC: 3; HD: 1+1 (6 hp); Attacks: 2; Confusion (1/day) or 1 Bite (1d3 dmg); Save: L1; Morale: 12; HC: None; XP: 21

Bodyguard: Move: 120' (40'); AC: 9 (7 if wearing his leather armor); HD: 9 (40 hp); Attacks: 1 (weapon); Damage: weapon; Save: L6; Morale: 11; XP: 1,700

☛ Spear (1d6, 20'/40'/60')

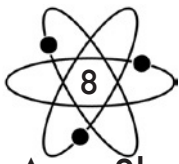
☛ Triple Crossbow (1d8, 80'/160'/240'), 9 extra bolts

☛ One Mud Monster Jar

☛ Two Healing Potion Mushrooms

If the skull activates, the guard will grab his weapons and attack, hurling his axe at the nearest character then closing to melee with his spear. He also knows where Goob keeps his special items (four Mud Monster Jars and a *shield* +1 in a shallow hole under the sleeping furs). It would take him two rounds to recover any of these.

There is a hidden pocket sewn into one of the hanging pelts. Inside are five uncut large gemstones worth 100 gp each. Cut and polished, they'd be worth 500 gp each.



Area 8b: Tunnel

The cave entrance leads to a wide, dry tunnel that goes back into the rock. It ends several yards back where it turns a corner and changes into a polished steel corridor like those in the rest of Havenmount. At the end of the hall, a morlock warrior and a tame albino ape stand guard before a polished metal door.

Area 9: Machine Room

Noise fills the room as things hum, hiss, and spin. Huge machines crowd the chamber and are connected with pipes and cables. The room is lit by electric light, but the machines cast many shadows.

Every square inch you can see of the machines is covered in strange symbols. Even parts of the floor have been marked with intersecting geometric designs. Some of the symbols look to have been drawn with chalk, others with what may be blood. Fetishes, bones, and bits of dried plant are strung here and there and hang from ducts overhead.

This room houses the machines that not only help maintain Havenmount's citizens in comfort, but also keep the upper caves from being flooded out with water or filled with sulfurous fumes.

Zobru has been working in here for days, designing a ritual that will let him channel the power of the machines into his magic and—theoretically—transport the morlocks and their realm back to their world. He is ready to begin and will start the ritual in a few moments, once he is done arguing with the chieftain, Goob, who is also here with one of his bodyguards and some of his warriors: one for every PC.

If attacked, the morlocks' primary goal is to keep the room secure and Zobru's preparations intact. Goob orders his bodyguard to protect Zobru, who will start the ritual immediately if hostilities ensue. He has already performed some preliminaries to begin to trap the energy. The ritual will take Zobru five uninterrupted rounds to complete.

Goob, Morlock Chieftain: Move: 120' (40'); AC: 4; HD: 9 (44 hp); Attacks: 1 (*two-handed sword* +2, *shocking*); Damage: 1d10+2, +1d8 electrical; Save: L9; Morale: 12; XP: 2,400

Goob wears chain armor. He carries two Healing Potion Mushrooms, one Invulnerability Potion Mushroom, and a Mud Monster Jar. His sword is magical and crackles with electrical energy that deals extra damage. In addition to his sword, he carries an axe at his belt (1d6, 10'/20'/30').



Zobru, Morlock Shaman: Move: 120' (40'); AC: 6; HD: 8 (32 hp); Attacks: 1 (club); Damage: 1d4; Save: L6; Morale: 11; XP: 1,560

Zobru carries one Healing Potion Mushroom and five random mushrooms. He also has three Mud Monster Jars and a magic *ring of protection* +2 (LL113, -2 AC and +2 to all saving throws).

Zobru can cast each of these spells once per day:

- ☛ *Cure/Cause light wounds* (LL21): Zobru can heal or cause 1d6+1 hp damage with a touch.
- ☛ *Cause fear* (LL25): If he successfully touches a target, the victim must make a saving throw vs. stun or flee in panic for six rounds.
- ☛ *Hold person* (LL23): Can hold up to 1d4 human-sized opponents immobile for 9 turns. Save vs. stun negates the effects. Range: 180'.
- ☛ *Animate dead* (LL20): Zobru can turn up to three corpses into WALKING DEAD (MF101) that do his bidding. Range: 60'.

Morlocks: Move: 120' (40'); AC: 8; HD: 9 (38 hp); Attacks: 1 (by weapon); Save: L5; Morale: 9; XP: 1,700. Each carries 1d3 Potion Mushrooms and one Mud Monster Jar (see New Items).

- ☛ *Spear* (1d6, 20'/40'/60') and two axes (1d6, 10'/20'/30')



Aftermath

The Ritual

Zobru's ritual has a base 70% chance of working properly. For every Technomantic Marker that has been compromised, the chance of success goes down by 5%. For every Technomantic Mishap that occurs *during* the ritual, the chance of success goes down 10%.

Technomantic Markers list

1. Wado's head, Area 2, p4
2. Ape skull, Area 3, p4
3. Heart jar, Area 4, p5
4. Caged mudbug, Area 7, p7

If Zobru is injured during the ritual, he must make a save vs. stun attacks or lose concentration, resulting in Failure.

Success

If the ritual succeeds, the morlocks and their caverns disappear in a massive dimensional shift. The PCs remain, or appear, standing in the normal tunnels of Havenmount, which again resemble Franko's map. Signs of the morlocks' presence remain, such as mud stains, Zobru's sigils and ritual materials, and various heads. The machines, drained by the ritual, lose power and black out the entire complex. The machines resume operating at 50% capacity after 1d6 hours. Given time and some good Technology Rolls, the engineers can get them back up to 80–90% capacity.

The elders at Havenmount aren't thrilled about the reduced circumstances, but will pay the characters their promised fee.

Failure

If the ritual is interrupted after it's begun, it automatically fails, causing a major technomantic catastrophe. The ML can choose a result from the possibilities below or make up an outcome that best fits the campaign. Sample catastrophes:

- ☛ The machines are destroyed, making Havenmount no more than a series of semi-flooded caves and largely uninhabitable. The residents blame the party and may seek revenge.
- ☛ Magical and electrical energies run haywire, dealing 3d6 damage to everyone in the area.

- ☛ The morlocks are all killed, but rise as WALKING DEAD (MF101) in 1d4 days and attack the upper levels.
- ☛ More strange creatures or races arrive from other worlds (from the *Labyrinth Lord* world of the morlocks, or maybe somewhere else entirely!).
- ☛ The caverns are transported back to the morlocks' fantasy world, but some of their tunnels now open into the world of *Mutant Future*. It's only a matter of time before the populations of the two worlds will discover one another and begin to travel between the parallel dimensions.

New Items

Potion Mushrooms

These brightly colored, shriveled mushrooms are magical potions made by Zobru. A typical morlock warrior carries 1d3 of these at his belt. Each color corresponds to a particular potion type. Roll on the table below to determine which mushrooms a given morlock carries. Unless otherwise noted, effects last 1d6+6 turns.

d100	Color	Potion Mushroom
01–44	White	Healing
45–51	Pink	Mud-skipping
52–66	Red	Diminution
67–72	Orange	Speed
73–80	Yellow	Gaseous Form
81–88	Green	Animal Control (Albino Ape)
89–92	Blue	Growth
93–00	Purple	Invulnerability

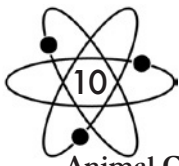
Healing: (LL111) Eater is instantly healed of 1d6+1 damage or cured of paralysis.

Mud-skipping: Allows the eater to stand, walk, or run along the mud's surface as if it were dry land.

Diminution: (LL110) Eater shrinks to 1/10 normal height, with equipment, making him very hard to spot.

Speed: (LL112) Eater doubles speed and number of attacks for 5d4 rounds. Eater ages one year.

Gaseous Form: (LL111) Eater turns vaporous, with equipment, and can float at 30' per round. Immune to physical damage, but energy and fire still can do harm.



Animal Control (Albino Ape): (LL110) Eater gains the ability to relate to, understand, and manipulate the emotions of 1d4 albino apes. Unless the eater of the mushroom has some means of directly communicating with the animals influenced by the potion, only general emotions or inclinations may be manipulated.

Growth: (LL111) Eater doubles in size, with gear. Strength also increases, so that all damage dealt is doubled.

Invulnerability: (LL112) Eater gains +2 to all saving throws and a -2 improvement to AC.

Mud Monster Jars

The clay jars contain what looks like mud, though it is abnormally warm (not quite hot). The morlock will throw the jar at a foe's feet, causing it to shatter. The mud bubbles for a moment and then forms into bizarre monsters made of living mud. The creatures turn back into mud after 1d6 rounds. All the mud monsters can move across the surface of the mud at full speed without sinking. The monsters are mindless and attack whomever is closest when they form, even a morlock. Note: For the purposes of calculating Technomantic Mishaps, the clay jars are miscellaneous magic items (Class 2). Roll on the table below for the shape the mud monster takes.

d8	Mud Monster
1-2	Mud Snake
3-4	Mud Scorpion
5-6	1d6 Mud Bats
7-8	1d20 Mud Scarabs

Mud Snake: As PIT VIPER (MF97), but the poison turns the victim's bones to mud, killing them in 1d4 rounds.

Mud Scorpion: The size of a house cat.

Move: 90' (30'); AC: 6; HD: 1+1 (6 hp); Attacks: 2 Claws or Sting. Damage: 1d3/1d3 or 1d3 + Poison (save vs. poison or paralyzed for 1 turn); Save: L1

Mud Bats: Otherwise normal BATS (MF61). The bats fly up and, on a successful attack, slap into the victims' faces, turning back into mud. The target is blinded until the mud is scraped off (1 full round per bat). Characters with atypical senses or facial structures may be unaffected.

Mud Scarabs: Two-inch beetles with fearsome mandibles. The scarabs climb onto the victim, even squeezing under clothing, ignoring AC from armor. Once on a person, they bite for 1 hp each per round. Powers requiring concentration cannot be activated or maintained while taking any damage from this attack.

Move: 90' (30'); AC: 8; HD: 1 hp; Attacks: 1 (bite); Damage: 1 hp; Save: L1

Triple Crossbow

A triple crossbow is a product of morlock tinkering. It consists of a heavy crossbow stock that has been modified to hold three bows on top of one another. There is just enough space between them to allow loading and cocking of each bow. The trigger mechanism is attached to a complex assembly of gears that cause each bolt to be fired individually or all together, depending on how it is manipulated. Users unfamiliar with the item have a -4 penalty to hit until they make a successful Complexity Class 2 Technology Roll.

If fired individually, it allows the wielder to shoot every round until empty. It takes a full round to reload each bow. If fired together, the wielder makes three simultaneous attack rolls at -2 each against a single target. If one bolt has already been fired, the remaining two can be fired simultaneously at -2 each as well.

Like most morlock gadgets, the triple crossbow is not completely reliable. Even in good working order, the weapon is only considered condition grade 4 (MF42). On an attack roll of a natural 1, the device jams and will cease functioning (condition grade 0). It requires a successful repair roll (taking 1d3 hours) with at least simple tools before it will work again. A failed repair roll hopelessly breaks the device permanently.

Triple Crossbow: 1d8 damage. 80'/160'/240'. Two hands to use. Wt.: 10 lbs.

Mushroom Cap Raft

These vessels are made from the specially dried and treated caps of the enormous mushrooms that grow in the fungal garden (Area 4). They average eight feet in diameter and can hold up to four human-sized passengers. They are propelled across the mud's surface via poling with a narrow oar blade at the end. They can move at a speed of up to 30' (10') by either pushing off the walls and bottom of the caves, or paddling through the deeper parts of the mud. The rafts are AC 9 and have 6 shp.