

GW6

For beginning and intermediate players.

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GAMMA WORLD[®]

SCIENCE FANTASY ROLE-PLAYING ADVENTURE

Alpha Factor

by Kim Eastland



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Alpha Factor

By Kim Eastland

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INTRODUCTION

Welcome to the first module designed for the newly revised GAMMA WORLD® Science Fantasy Game. Within these pages is a complete adventure, starting points for many other adventures which the GM can develop, extensive maps for use in both this and other adventures, new items, races, non-player characters, and creatures. This adventure can be run alone, worked into a present campaign the GM is running, or used as the starting point for an exciting new series of GAMMA WORLD modules coming from TSR. Locations on the large area map, the Flower Lands, will be briefly covered when they pertain to upcoming adventures. If the GM wishes to ignore them, he can pick up the adventure series later on from other maps that will be provided with those modules.

The adventure in this module is an "open" adventure; that is, it is not designed for specific player characters. No predetermined player characters are provided for your use. The GAMMA WORLD character a player nor-

mally uses is perfect for the adventure. While there are some preprogrammed encounters and a basic theme to the adventure, much of the Flower Lands map is unexplored and ready for the GM to develop, using his talents for his own unique scenarios. Some of the future GAMMA WORLD module maps will connect with the Flower Lands map, providing the GM with a large, defined area in which he can base his campaign.

So buckle on your blaster and keep an eye out for the dreaded bu'daan. You are about to cross the decidedly unpastoral Flower Lands to discover the truth behind the Alpha Factor, the reason mutants came to exist in Gamma World. Only the staunchest, fastest, and luckiest will survive.

BACKGROUND

The adventures in this module take place in a section of Gamma World called the Flower Lands. This vast area can be placed

anywhere the GM desires in his campaign. The land is a bizarre mixture of a variety of flora and fauna which extends well off the southern end of the map. The main focus of the adventure takes place on the small plateau near the junction of the old highways, called Mindkeep Plateau. All other encounters take place on the map. Some of the information and clues provided by preprogrammed encounters help in this adventure; other pieces of information exist to further clarify the cause of Gamma World and the real dangers that still exist within it. Still more information is provided as introductory clues to future GAMMA WORLD modules planned for release by TSR; these will always be listed as such. And, of course, there are always some undefined details, rumors, and names provided that the GM can develop into his own adventure.

In preparing this adventure, the GM should first study the maps.

MAPS

Map of Flower Lands: The large map included with this book represents an aerial photograph that is supplied to the player characters (see *The Adventure Begins*). This map can be shared between the players and the GM. Note that there is no scale on the map, no way for the players to figure out how far they can go in one day. This is done on purpose, because different types of terrain require different amounts of time to cross. All traveling times mentioned in the following text are for a human-sized, bipedal character in reasonably good health in good weather. The GM should take into account the weather, the character's size and mode of transportation, etc., when adjusting the movement rate. The rate is always listed as how many minutes or hours it takes to move an inch on the map.

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

Flowerland Terrain Types

River or Lake: This term includes the shoreline surrounding the river or lake. The travel rate for the shoreline is 30 minutes per inch. The rivers run from east to west in this part of the country. Anyone traveling against the current travels at 45 minutes per inch. Anyone traveling with the current travels at 10 minutes an inch. Characters on the lake move at a rate of 20 minutes per inch.

All rivers and streams are considered rapid and strong for purposes of calculating the time needed to cross them and figuring the

chances of drowning (see the advanced GAMMA WORLD rules). The rivers and lakes are inhabited.

Ancient Freeways: These long stretches of road are remnants of the civilization that existed here before the holocaust. They are the equivalent of modern four-lane-wide highways, but are made out of some strange ceramic/metal alloy that resists weathering. At one time there was a coating over the road, but that has long been chipped away or eaten off by the local denizens. The road now appears to be metal. It has rusted and appears from great heights to be a dull, red ribbon that runs through the valley. If the weather is clear, the road heats up within an hour after sunrise and becomes hot enough to cook or bake on within a few hours. Anyone walking on the road during the middle of the day (noon to four p.m.) receives 2d6 of damage for every minute they are on it if they are walking in bare feet. If they are wearing some type of normal footwear, damage is reduced to 1d6, but the footwear will be destroyed after an hour of this type of treatment. Only special heat resistant footwear is capable of traversing this road with no ill effects.

Travel time along the road is 10 minutes per inch. North of Mindkeep Plateau are the remains of the intersection of all of the old roads. The intersection has been flooded many times and is in shambles, many pieces being dislodged and carried away by roaring floods. The rivers have now cut their way through the intersection, making continued travel along the road difficult. The western

end of the Old Road goes into an old tunnel, but the tunnel collapsed some time ago. The Old Road passes through a radioactive blast area. That stretch of road has a permanent radiation intensity level of 16. The northern end of the North Road is lost to the shifting fields of the plains, but actually is picked up again farther north, off the map. The eastern end of the Wet Road once went down a hill, into what is now a lake, and cannot be found. The southern end of the South Road has mysteriously disappeared altogether. Not a trace of it can be found in the Ice Forest, the Hot River, or East Neverdark (it was scavenged by peoples to the south of the Flower Lands long ago).

Cliffs & Plateaus: There are three plateaus in the Flower Lands; The Last Friendly Lands, to the west, Mindkeep Plateau, and Blue Food Flats. Mindkeep is an artificial plateau, man-made to add to Mindkeep's security. The Last Friendly Lands is a natural plateau and eventually leads to a mountain range to the west, off the map. Both plateaus take three hours to climb. An extension of the South Road leads up to Mindkeep. This road takes only 15 minutes to ascend. A twisting footpath, safe from rockfalls or slides, descends from the Last Friendly Lands plateau. Characters can descend this in one hour. Blue Food Flats is the tallest natural structure in the Flower Lands. It takes four hours to climb (there is no other way up), and is covered by blue mushrooms. There is a cave in the very center of the flat, inhabited by Ermon the hermit (see New NPCs section).

Any character climbing the cliff face can be seen for miles and has very little cover under which to scramble.

Mindkeep will be covered later in its own section. The Last Friendly Lands is a lush plain with a few small forests and a good-sized village just off the map to the west.

Radioactive Blast Areas: There are numerous small radiation areas on the map. Some are covered by vegetation, others are wide and open, like the Great Glow and Little Glow craters. The small patches always have random radiation intensity levels (3d6), rolled by the GM when encountered. The Great Glow crater is intensity level 21 at the center, lessening to intensity level 15 on its fringes. The Little Glow crater is intensity level 15 in the center, lessening to intensity level 7 on its fringes. Nothing natural grows in these areas. If any characters want to cross these craters, the GM may stock them with radiation-loving mutants and plantlife. The craters both glow in the dark like the umbrella of light above most twentieth-century cities.

Travel time across the Glow craters includes descending and ascending the cliff-like sides of the crater. The sides take 45 minutes to scale either up or down, and crossing the crater floor requires 10 minutes per inch.

Prairies and Normal Grasslands: These lands are wonderfully normal stretches of 30 centimeters to 1.5 meter tall green grass that can support livestock and, unfortunately, hide an army of predators. Travel time across these stretches is 15 minutes per inch. Sometimes vision is greatly limited by an excessively tall grass field. The GM should always tell the players how tall the grass is through which their characters are wading (he can alter the height every scale inch).

Great Trees: The great trees are primarily found in the White Woods surrounding the Great Glow. They are from 10 to 100 meters tall (1d10 x 10 meters). Their bark is light gray and their leaves are mainly white. Even the ground in this area is light tan. Most of the wildlife found in these woods have adapted a natural white or light earthtone pigmentation, including any intelligent creatures found within. The woods are very beautiful and dense. Travel time through them is one and one-half hours per inch. If the GM wishes, he can develop an entirely new race of tree-dwelling creatures within the White Woods, as the great trees are capable of supporting a village.

Strangely enough, the White Woods seems

to be capable of defending itself against overly destructive creatures. Creatures that could be considered monsters or extremely dangerous seldom last long in the White Woods. Most often, a tree or a massive branch falls on them. Unbeknownst to everyone, this massive forest has a collective consciousness and destroys anyone who wishes to ruin it or turn it into another Gamma World monster lair. Some predatory plants and animals exist, but those preserve the balance of nature.

Glowing Fungus Fields: West and East Neverdark are large expanses of land covered by glowing fungus. The glow is not ascertainable by day, but lights up the land at night with an eerie, pale yellow glow that is the equivalent of dusk. Travel time across the land is slower than one might expect (30 minutes per inch) because the fungus grows unevenly and one must be careful where one steps. The fungus itself is harmless and extremely comfortable to walk or sleep upon. It grows very quickly, covering a man-sized object in eight hours, and can be lifted up from the ground like a blanket. Unfortunately, many predators use this as an excellent means of disguising themselves. Once the fungus is detached from the ground it glows for three days. A torch-sized piece casts a glow with a radius of three meters.

Badlands: The Golden Barrens is a huge stretch of badlands. Travel time across the badlands is two hours per inch. The name "Golden Barrens" comes from the covering of goldenrod that lasts most of the year. This herb is related to daisies. It is fairly tall (up to one meter) with little bright yellow flowers. The GM should roll percentile dice to see if a character has an allergy to goldenrod (40% chance for pure strain humans, 33% chance for everyone else except plant characters, which are immune). Characters with this allergy must turn back after one hour in the Golden Badlands — the sneezing and watering eyes are so bad that they cannot continue. The badlands are riddled with numerous caves.

Black Orchid Field, the Purple Plain, Strawberry Fields, and Mushroom Fields: These areas are huge spreads of normal-sized plantlife. Traveling across any of them requires 20 minutes per inch. The plants grow low, making visibility high here.

The Black Orchid Field is full of deep purple-black orchids that release a narcotic. Anyone trying to cross it must make one Constitution saving throw every inch or suffer one of the following defects (roll 1d6) during the time spent in the field and for a day after:

1 — Diminished Sense, 2 — Fear Impulse, 3 — Insanity, 4 — Phobia, 5-6 — Vision Defect.

The Purple Plain is a huge plain of leafless vines laden with purple grapes. These grapes will grow in any weather but prolonged cold. Seventy percent of all grapes eaten are fermented and intoxicate the consumer. Drop all the ability scores and column ranks for actions by -1 CS for every 10 minutes of eating the grapes. The immediate effects last two hours for every 10 minutes of eating, but even after this has passed, a hangover (-1 CS for any action) remains for another 12 hours.

The Strawberry Fields are hundreds of small strawberry patches stretched out in one vast expanse. The strawberries draw many insects and birds. It is impossible to sleep or camp out here because of the constant noise and bug bites.

The Mushroom Fields, also called the Blue Food Flats, are located on the top of the plateau east of the Golden Barrens and northwest of the Great Glow. These mushrooms are all different hues of blue. They are neither poisonous nor very nutritional, but can be used as a food source for a short time (weeks). They cover the entire flat, except for the cave in the middle.

Normal Forest: The normal forest areas are just that, stands of trees that resemble normal 20th century forests. The GM can decide if they are deciduous or evergreen forests and the like. Most of the forests in the Flower Lands are dense. Travel time is one hour per scale inch.

Giant Flower Fields: These include the Rainbow Forests, the Ice Forest, the Fire Forests, and the Rose Fields. All of these stretches of land are covered with dense fields of flowers from 1 to 20 meters high (GM should roll 1d20 for height in meters every inch). These flowers provide a bizarre and wondrous atmosphere to the world below their blossoms, as the sunlight streams through in different colors and the flowers release their fragrances. The effects of these fragrances, along with the existence of any giant variety of normal insects found in a normal flower garden, is left to the GM.

The Rainbow Forest is the largest giant flower field. It is primarily composed of giant petunias and literally forms a rainbow of ground cover as it changes hues every 1/2 inch of travel. Travel through these giant petunia fields is very slow (two hours per inch) because of gnarly, twisting trunks and roots that must be climbed over or around.

The Ice Forest is the name given to a large area of giant blue daisies. The daisies have been known to last all through the winter.

MAPS

Their hardness, along with their color, earned them the name of the Ice Forest. Travel through this area takes 45 minutes per inch, as the stalks allow easy passage, but absolutely no visibility.

The Fire Forests are actually one forest of many different shades of orange and red giant snapdragons. If anyone tries to climb these tall, treelike plants, he has a 15% chance of accidentally "snapping" a dragon-headed blossom closed on his hand, foot, etc. for 1d10 damage. Otherwise, these forests are harmless and travel time is only 30 minutes per inch.

The Rose Fields on the eastern edge of the

map are filled with variations on the red rose. They are huge expanses of bramble and are completely impenetrable to anyone taller than 40 centimeters tall. Myriads of Lil live there.

Please note that there is an unnamed patch of flowers to the north of the Mud Slide. This area has not been explored and is left for the GM to fill with his own strain of giant flower.

Mud Slide: The Mud Slide is a large section of land that cannot support plant life. Because of this, the land is always either a huge mud hole (in the wet season) or a dry area that resembles

a lake bed. During the winter months the area fills with water, then ices over. Movement through this area when it is muddy, as it is during the season of this adventure, is extremely slow (three hours per inch) as the ground is slippery and deep with muck.

The Village of Oskar Map: This map will be covered in the encounter with the Village of Oskar.

The Mindkeep Maps: These maps will be covered in the Mindkeep sections.

GETTING LOST

Though the player character adventurers may be experienced veterans, they would easily become lost in the Flower Lands if not for their compass and Bokshee, their guide. If they lose both the compass and guide, or if they have further adventures in this area in the future without a guide or compass, they can easily become lost. To handle characters wandering about on their own, the GM should first look at where the characters are. If on a plain, barren, or low field, they may be able to see a plateau, river, or parallel forest landmark that will help orient them. But if they are in woods, giant flower forests, etc. they must be within an inch (map scale) of these landmarks to see them.

Wandering characters should inform the GM of their chosen direction. If they enter an area where their vision is obscured, the GM should first roll 1d10. A result of 7 through 10 indicates that they have wandered off their course. This roll should then be made for every inch traveled with obscured sight. This roll is altered at night, when a result of 3-10 indicates that they are wandering.

For every inch they wander, the GM should roll 1d8. The results of the roll, listed below, indicate their actual direction. This direction can never be the exact direction from which they came, but instead indicates that they are moving aimlessly (perhaps in a circle).

Die Roll	Direction
1	North
2	Northeast
3	East
4	Southeast
5	South
6	Southwest
7	West
8	Northwest

Characters who wander for four consecutive

inches are considered lost, and the GM should mention to them that they no longer believe they know where they are going.

WEATHER

The weather of Gamma World is, to say the least, a bit unusual. Though the four seasons still exist, they are frequently interrupted by unnatural weather phenomena, sometimes of a bizarre nature. The season for this adventure is either late spring, summer, or early fall. The temperatures are usually in the high 70s or low 80s, but at night can drop down to the 50s and sometimes upper 40s. The GM should roll percentage dice on the following table at about noon (game time) to see what the weather will be like for the next day. This way, if the party is using the alien weather predictor that is provided for them, the GM can provide the information for that artifact.

Die Roll	Weather Pattern
(* indicates that the GM should see description below)	
01-35	Sunny and clear all day
36-40	Partly cloudy skies
41-50	Partly cloudy skies with a random percentage chance of rain
51-55	Overcast skies
56-60	Overcast skies with a random percentage chance of rain
61-65	Thunderstorms
66-69	Thunderstorms with dangerous lightning*
70-71	Thunderstorms with flash floods*
73-76	Monsoon conditions*
77-79	Hailstorm*
80-84	Tornado conditions*
85-89	Unusual cold front*
90-93	Ice storm*
94-97	Acid rain*
98-00	Black snow*

Weather Conditions Descriptions

Thunderstorms with dangerous lightning: As normal thunderstorms, but with an excessive amount of high voltage lightning. If a PC is standing out in the middle of a field, on high ground, or is up in a tree, he has a 10% chance of being struck by lightning for every 10 minutes he is there. Damage done is 6d6 resulting in unconsciousness for 1d10 + 2 action turns. The only safe place is inside. The GM may wish to use this to further destroy ruins, etc., frightening the party. Storms on Gamma World are powerful forces and should be feared.

Thunderstorms with flash floods: As Thunderstorms with dangerous lightning, but the amount of water is so excessive and comes down so fast that the rivers swell and quickly turn into raging torrents. The rivers and lakes in the Flower Lands all swell one scale half-inch wide on either shore. Anyone camping near the river (including in the Village of Oskar) is in danger of being swept away and drowned. Usually the PCs have to swim for it, losing all of their gear. If a watch is posted, he cannot help but notice the dangerously quick rise of water. The party then has no more than 20 turns to reach higher ground. This torrent is so great that it can rip up trees and giant flowers in its path (70% chance of this if a character has climbed a tall plant or tower in hopes of escaping).

Monsoon Conditions: As Thunderstorms with flash floods but with extremely high winds and lasting 1d6 + 1 days. The rivers swell out one scale inch on each side during this period and for four days following the monsoon. In addition, the Little Glow, East Neverdark, and the Meadows are flooded and become as marshlands. It is impossible to see where one starts and the other stops.

Hailstorms: Overcast, rainy conditions, but instead of rain, it hails. There is a 30% chance of this hail being large and damaging. If it is determined to be so, the GM should roll 1d6. The resulting number is the amount of damage a character takes per turn of exposure to the hailstorm. Hailstorms come without warning and only last 1d6 + 2 turns. It is possible for them to recur up to 1d6 times in one day.

Tornado Conditions: Extremely overcast, green-grey skies precede tornadoes, as does a drop in wind and change in temperature. There is a 20% chance a tornado strikes the characters' area during tornado conditions. This does not mean the tornado hits them, but it does mean that it is within their sight and most likely scares the heck out of them. Whether the tornado's path cuts through the characters' location is up to the GM. A tornado is Intensity 100 (base damage is 25 to everyone and everything in its path — roll for each character).

Unusual Cold Front: Occasionally during this season, an unusually cold arctic front moves through the area, causing temperatures to drop considerably. The GM should roll 1d10 to see how severe the cold front is. A result of 1-5 indicates the temperature drop is uncomfortable and

leaves frost, but is no worse than that. A result of 6-8 indicates that a heavy frost has hit for at least one full day. Characters without suitable clothing suffer a -1 CS to all actions due to discomfort. Their movement rates may be lowered by the GM, depending on the combination of footwear and terrain (like bare feet on frozen grass). This is treated as Intensity 10 cold, causing base damage of 1 point for every four hours they are wandering out in this cold. The rivers freeze over in this condition. A result of 9 indicates a severe front, with a couple of inches of snow — treat as the 6-8 result, but as Intensity 15 cold, causing a base damage of 2 points every four hours a character is out wandering in this weather. A light snow covers everything and the lakes and rivers freeze over. This condition lasts for one or two days. A result of 10 indicates a full-fledged winter storm has arrived for 1d6 + 1 days. The Intensity of the storm is 50 followed by a cold attack of Intensity 15 causing a base damage of 2, but the snow is 1d6 + 3 inches deep, visibility is nil (automatic wandering if anyone goes out in this weather), and movement is dropped to one-quarter the normal rate.

Ice Storm: Treat this as the full-fledged winter storm just previously noted with these exceptions. Instead of snow blanketing the area, ice does (encasing any and all non-moving land-

scape features), movement drops to one-tenth the normal rate, and a lot of plantlife is destroyed because it cannot support the weight of the ice.

Acid Rain: An unusual storm system develops, with red tinged clouds. This is a permanent orbiting storm system partially caused by the holocaust. Treat as a normal thunderstorm, but the rain causes 3 points of damage an hour to any synthetic material and bare flesh exposed to it. An acid rain storm will last only 1d6 hours, but pollutes all the water for two days following.

Black Snow: An extremely bizarre weather pattern that developed as a result of the holocaust. Though called "snow," it actually occurs during warm days. On a heavily overcast day, large black flakes begin to fall. These are unknown chemical combinations that are absolutely harmless, except for blanketing everything for an hour, polluting the water for a day, and limiting visibility during the fall to only a meter or so. Travel is impossible during black snow fall. The sooty flakes remain on the ground until the first measurable rainfall, and are often used by predators as camouflage. There can be 1d6 black snowfalls in a single day, when this weather condition is indicated.



THE ADVENTURE BEGINS

The premise for this adventure can be altered by the GM to fit into an existing campaign. The player character adventurers are considered to be working independently at this time. Their background connections with various Cryptic Alliances may only serve to spice up the adventure, and is left entirely to the GM's discretion. The adventure begins with the characters in the northwest corner of the Last Friendly Lands plateau, as it appears on the large map.

The characters (hereafter referred to as "the party," "party members," or "PCs") have heard of a small village which is seeking to hire an exploring party. The party has heard of the Flower Lands (called the Burning Lands in decades past, before rampant foliage growth in the valley), a beautiful valley full of giant flowers where there is little animosity among the peoples living there. Upon their arrival, the PCs are warmly welcomed and discover that all that has been said about this wonderful land is true. The village, called Haven, is a medium-sized community that seems very well off and well-defended. The occupants of the village include the full range of peoples in Gamma World: pure strain humans, mutants, mutated animals, and even a few intelligent plant people. A Restoration Council, one of the oldest on Gamma World, directs the main efforts of this village. Other leanings in the town include the Healers and the Brotherhood of Thought, but most of the people are friendly towards everyone. The leader of the village is a pure strain human named Gene (all characteristics are 16, except Charisma, which is 22) who is the liaison between the Council and the adventurers.

Gene has "advertised" for a party because he needs neutrals to travel the lands. He explains to the party that various rumors have reached Haven concerning many potential problems: an upcoming military conquest of the valley (see the Village of Oskar), a strange installation to the south that the Restorationists have claimed (a future module; this should only be used for rumor-mongering at this point), a newly discovered temple or similar ancient place (an upcoming module, also offered for the rumor mill), the computer of the ancients, and, of course, Mindkeep.

Mindkeep, he tells the party, is on a plateau in the east central area of the Flower Lands. It is supposedly an ancient installation of some sort, where wondrous events occur. However, it might also contain some great power that can be used for good, or evil, in the Flower Lands. This is the ultimate destination Gene plans for the explorers. He desires a complete report on the location and its potential for colonization. Since the party

will have to travel through the zones of control exerted by other villages, it is best, he believes, that the party be neutral. Also, any other information concerning any rumors would be greatly appreciated.

The payment for success is membership in Haven's community for whatever length of time the PCs so desire. They would, of course, be used as explorers on other missions for the good of the village. Lest the PCs underrate this offer, it should be explained to them that this is a marvelous chance for them to have a home base they can trust, and that is one of the most beautiful and comfortable villages they have ever seen. Various pieces of equipment on display show someone with a skill in repair and maintenance of artifacts must live here. The people seem to be peaceful, but ready to defend themselves. Tolerance of other beliefs and peoples is unusually high in Haven. Overall, it should be an offer they cannot possibly refuse.

Once the PCs have agreed to explore for Haven, they are introduced to Bokshee, who is to be their guide to any destination they choose. He is one of the few explorers Haven has now, and has traveled extensively through the Flower Lands (the GM should now familiarize himself with Bokshee's description in the New NPC section). It is not Bokshee's job to make decisions on where to go, but merely to help the party get there and back again. The PCs are also given complete lodging and meals while in Haven so they may rest (they can also be healed of past wounds). They are each supplied with two weeks of rations, plastic canteens full of spring water, and any other normal supplies they desire that the GM feels are reasonable (including some weapons of the GM's choosing).

In addition, the party is given three items of immeasurable worth. The first is a handmade map of the Flower Lands, complete with labels and a key (show the players the large color map). This map was designed from an aerial photograph that was lent to Haven by a hermit named Ermon. Bokshee and other explorers filled in the details as best as they could. The PCs may take this map with them on their journey. It is kept in a waterproof screw-top duralloy canister. The second item is the weather detector that is described in the New Items section. The third item is a compass to be used by the PCs in case Bokshee cannot accompany them. Every party member is shown how to use the compass. As long as a character can see the compass, the PCs cannot become completely lost. Gene expects all of these items to be returned to Haven.

The Ultimate Goal: Gene catches up with the PCs after they are about an hour out of Haven. He believes there are spies in Haven from other villages and could not speak with complete freedom there. He tells the PCs the ultimate goal of the party is to find and recover the memory core and a functioning terminal from a non-functioning computer. The Restorationist Council believes that these items can be found in Mindkeep. If, for some reason, the PCs cannot recover the entire memory core intact, they are to attempt access to it and ask these two questions:

"Where are the Cities of Man?"

"How can people reach the Cities of Man?"

The party is to write down any information provided to these questions. A select individual in the party is given an indelible ink pen and a plastic sheet notebook for this purpose. Gene ends his final briefing with this farewell: "Fare you well and remember that on your mission rests the future of man- and mutantkind."

WHERE TO GO

The decision on where to go first is left to the PCs. Gene can give them the following information:

- The Great Glow is a radioactive waste that will kill them before they cross it.
- A friendly hermit who lives on the Blue Food Flats, named Ermon, often trades with the people of Haven. He seems to be a pure strain human, but claims to have been mutated by the machines in Mindkeep. He also says he knows the secret to the Alpha Factor, whatever that is.
- The village of Oskar is a peaceful settlement, but is now run by a mutated wolverine named Timon. He is a member of the Ranks of the Fit, but seems to tolerate members of other Cryptic Alliances. His is the closest friendly settlement to the Mindkeep plateau and some of his people may have been up there already, so maybe the party would want to talk to him first.
- The White Woods is completely unknown territory.
- The Black Orchid Fields are the home of the bu'daan, who are said to love to roll in the fields (this is a false rumor). Gene will fill the characters in on the bu'daan (the GM should give them enough facts to make the PCs terrified of the bu'daan).

- Walking the ancient roads is courting disaster, as many creatures use it as a hunting ground.

- The Golden Barrens conceal many places in which to hide and camp at night.

- The Badders are reported to be massing in great numbers in the Rainbow Forest (this is a false rumor).

- Gene warns them that the weather in the valley fluctuates greatly this time of year (he does not go into great detail as he does not wish to frighten the characters away from the mission).

- Their legends describe Mindkeep as a sacred temple of the ancients, filled with horrible machines and creatures, yet brimming with treasure and a chance for glory. Ermon once told Gene that "the secret location to the southern installation lies within Mindkeep." Ermon also mentioned that bad mutations (defects) could be erased in Mindkeep.

- One final quote from Ermon has always stuck in Gene's memory: "Mindkeep was one of the ancients' last bastions against invasion before the Shadow Years. We who worked there felt Earth had a chance as long as it stood and was open to mankind."

- The party should now decide where it wishes to go first, and begin the journey as soon as it is ready. No time limit is set for the adventure; the party can travel over the entire countryside, seeking out clues to the true nature of Mindkeep. If they desire, the adventurers can make many excursions to the plateau in case something amiss happens, but the sooner the information is gathered and relayed back to Haven, the better for all concerned.

ENCOUNTERS

The Flower Lands hold many encounters for the party members. Some are "pre-programmed" adventures, those encounters that are laid out in detail either in the book or by the GM prior to the game. However, the majority of encounters the party will experience are random encounters, which are not necessarily pregenerated (though the GM can certainly roll them up in advance if he has the desire and time). The main encounter, of course, is Mindkeep. That will be handled in great detail later in this section.

Random Encounters

Random encounters are generated by the GM three times per day (game time): in the morning/early afternoon, in the late afternoon/early evening, and in the twilight hours. These encounters are rolled in addition to any pre-programmed encounters, unless the party is in a village or on Mindkeep plateau. The GM must remember to also roll for the weather in advance of each day, because a pouring rain might force the PCs into a cave where they will miss a flying encounter. Similarly, the encounter and weather rolled might combine to make an interesting situation, such as a single dabber who is stealing from the camp on a drizzling evening when no one wants to stand watch.

When the GM rolls the random encounters, he must first look at the terrain in which the PCs currently are or will be shortly. If multiple types of terrain exist, then he should just make a guess at what terrain he believes will be most likely to hold an encounter. He then consults that terrain on the Flower Lands Random Encounter Table on the inside back cover, and rolls percentile dice for the result. A "no encounter" roll means that absolutely no creatures encountered the party during that time period. A "harmless encounter" roll means that they may have been surprised by an encounter or suspected a creature was lying in wait, but it turned out to be a harmless scenario (beavers gnawing down trees, elk battling over a female, etc.). An "empty caverns, ruins" roll means that the party has tumbled onto a natural cavern that may be inhabited (there is an empty cavern map provided in the map section for this use). The GM should roll again on the same table to see if the cavern is currently inhabited; if not, he can fill it with creatures of his own choosing (he can even plan the cavern encounter in advance, if he so desires). Other rolls indicate the types of creatures or plants the party encounters. Roll for surprise as normal to see if the encounter is lying in wait, is surprised by the party, and so on. Of course, the GM can decide whether it is possible for the PCs to sneak around an encounter they have surprised.

As is coded on the table, certain rolls indicate that the creature encounter is actually a small village or tribe of creatures, thus becoming a major encounter. Certain encounters will always take place inside a cave or ruins, in which case the GM simply mentions that the PCs see an overgrown building and, if they check it out, they encounter the creature within. For this reason it is always good to toss in harmless encounters along the way, so the

party does not get suspicious when the GM starts describing a building or cave in detail. Many encounters on the river or lake actually take place on the shore, usually when the party is crossing, resting, bathing, etc. As a rule of thumb, non-aquatic encounters are considered to always attack on land or, if they are flyers, on land or water by swooping down on the party.

After a hostile encounter is completed, the GM should decide if the party deserves loot or experience. This is a purely objective decision on his part. He should consider matters such as whether the PCs attacked a lair or a village, whether the creatures were intelligent and would have loot, whether the characters earned loot because of valor, desperation, etc. If the GM feels that the PCs deserve loot, then he should roll on the Random Loot Table (on the inside front cover). All the items there are in perfect working condition, so he should also add broken and worthless items and mementos. The GM decides on the amount of loot based on the difficulty of the encounter. The GM should remember, however, that is easier to give more loot to a deserving party later on than it is to take it away from a party that he has oversupplied.

Random encounters may be a source of information for the PCs. This information, spread throughout the adventure encounters and background, can be used like loot by the GM.

Pre-Programmed Encounters

There are only a few pre-programmed encounters provided in this module aside from Mindkeep, but all have something to do with it. Any other pre-programmed encounters must be provided by the GM in advance of the adventure. This is a perfect chance for the GM to introduce his own creatures, races, Cryptic Alliances, and so on. He should assign them to a specific locale (or type of locale) and wait for the party to come across them. If he wishes, he can include clues to their existence in other encounters in this module. The GM's custom-made encounters will work better if they fit into the basic storyline of this module, but could easily be used for a "launching point" for a GM's future adventures and campaign plans.

A good example of this would be a GM creating a race of intelligent beaveroids (bucks) who inhabit the Living Lake (hence its name). The bucks are industrious builders who are known for their incredible structures, dams, and bridges. They have little or no information about Mindkeep, but could tell a friendly

party that Timon tried to hire them to train his own people in how to build bridges across rivers. When asked how large the bridge should be, Timon replied, "Large enough for an army to cross." The buckers have been prudently stalling him with their answer. They may also tell of a "structural wonderland" to the east, where huge, ancient wheels and umbrellas of steel still exist (referring to an upcoming module, in this case).

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

The following pre-programmed encounters are essential in order for the entire Mindkeep adventure to work as a whole. As stated before, other concepts can be added by the GM, but the essence of the scenarios should not be altered.

Ermon the Hermit

This encounter is centered around a character living in a cave on the Blue Food Flats. The GM should now look over the character description for Ermon the Hermit in the New NPC section, if he has not done so already. Ermon has a long, rich life history, scraps of which slip out if he trusts the party members. However, he does not say much, being used to his seclusion, and never tells his whole tale unless he feels a character is a close friend.

Ermon looks to be about 70 years of age, pure strain human, and, judging by his speech and comments, quite intelligent. His attention slips now and again, but he is far from senile. He carries a staff with him always and lives in a simple cave that is shallow, but protects him from the elements. The cave also contains a natural spring and sinkhole that provide him with all of his water and sanitary needs. Ermon lives on the highly nutritious blue mushrooms that grow on the Blue Food Flats, and has even introduced a new grow-in-the-dark strain to the inside of his cave. The cavern opening is a crawlspace and is easily concealed by the tall, thick mushrooms (about 30 centimeters tall). If necessary, Ermon can remain motionless for hours in his cave and never be detected. He was once hunted by hisssers years ago and camped inside, silently, for a week without being detected.

If the PCs climb the Blue Food Flats plateau, they are noticed by four n'thlai who are already up there, picking mushrooms for use in one of their religious ceremonies (see New Races for description of the n'thlai). The n'thlai are afraid

of any party member who is heavily armed and terrified of the party if there is a pure strain human in it. Ermon is aware of their presence, but they are far from him and he is staying in his cave until they go. He knows that they are peaceful and afraid of humans.

The n'thlai do not attack the PCs as they are climbing, but lie in wait until they are securely on top with their backs to the cliffs. Treat the encounter as a mutual surprise, but the n'thlai allow the party members the first reaction to see if they attack. At the first attack from the party, the n'thlai unleash their mental powers. If the party does not attack, the fourth member of the n'thlai party communicates with a random PC and tries to establish peaceful contact. Peaceful talks lead to the n'thlai telling the party about themselves. If the PCs explain they are looking for an old man, the n'thlai tell them about the old man who hides up here and does not believe they know about him. (They know of him through empathy and can pinpoint his location for the party). If the party is extremely friendly with the n'thlai, they tell the PCs of their belief that their origins lie in Mindkeep. They consider the ground sacred to themselves and do not climb the plateau, but do not mind if anyone else does. They do know that there is a large, cylindrical temple on top of the plateau. The n'thlai, finished with their mushroom picking, then leave the party and climb down from the plateau. See the end of this section for the n'thlai statistics.

If the PCs engage the n'thlai in combat and destroy them, Ermon will be wary of the party. He always comes out of hiding if Bokshee is with the group. If Bokshee is not with the group, there is a 75% chance Ermon comes out if his name is called, or a 40% chance if the name Mindkeep is called out. Otherwise, he remains hidden. His cave can only be located by a search and a successful yellow or better Intelligence check by the searcher. Searching the entire plateau takes two days. Once he is found and reassured, he talks haltingly with the party members.

Ermon's Story: (The GM should only reveal bits and pieces of Ermon's history to the party, especially those that hint at Mindkeep's true nature. These facts are not included in Ermon's character description lest a player stumble on to them.) Ermon Coot is one of the last two members of a human society that grew up in Mindkeep. The other member is his brother, Jeremiah, whom he believes still lives there. That society was made up of the descendants of the original staff that worked at Mindkeep (see the Mindkeep encounter background for the exact nature of

Mindkeep). All of the other pure strain humans died from inbreeding, but Ermon and his brother had experimented on themselves with the Mindkeep machinery and the hidden mutations that resulted made them immortal (see their descriptions in the New NPC section). They age very slowly, and are both over 500 years old.

Ermon knows how and why Mindkeep exists, but knows very little of the machinery there. He has not been there for over 100 years, so he does not know what kind of shape the place is in currently. He left because his brother went mad waiting for "the aliens" to return. Ermon has never seen proof of any aliens, which for all he knows may have been a term for America's enemies at that time. Afraid that he would go insane like his brother, Ermon decided to find an isolated locale and live the life of a hermit until he died, however long that took. He met Gene and Bokshee years ago, and lent them his aerial photograph of the area. Ermon has other treasures from Mindkeep that he lends to the party members if they are nice to him, offer him some fair trade for the use of his items, and if he knows their mission and intent. He wants to keep the Flower Lands at peace and knows Gene will assure that anything found in Mindkeep will be used to that end.

Ermon's treasures are buried in a spot only he knows, and are impossible to find without his help. They include a distant ancestor's identification badge (reading "Coot, Hiram-1306754B"), a Code III gray ID bracelet, and an early version of the black ray pistol. This version was sealed and cannot receive a new battery. Ermon says it has one shot left (it actually has two shots left, but there is no way of anyone knowing that). It cannot be recharged and is worthless after the two shots have been fired. The effects of this black ray pistol are as normal. Ermon expects all of his items to be returned to him. He will not leave his plateau.

N'thlai Characters

All of these n'thlai have a Morale of 8, a natural Armor Class of -30, and a Land Speed of 12/900/36. They all have three tentacle slaps per turn, for three points of damage.

MU(leader)		LAR	
PS: 12	MS: 19 (+3)	PS: 22 (+4)	MS: 15 (+1)
DX: 12	CH: 9 (-1)	DX: 10	CH: 5 (-2)
CN: 18(+2)	IN: 9 (-1)	CN: 12	IN: 16 (+2)
Empathy, Intuition		Confusion	
Equipment: Rations, water skins, 30 meters rope, stun grenade, needler with full clip, sack of mushrooms		Equipment: Rations, water skins, spikes and hammer, energy mace, extra chemical energy cell, sack of mushrooms	

KUR	SHUP
PS: 16 (+2) MS: 21 (+3)	PS: 10 MS: 13 (+1)
DX: 18 (+2) CH: 11	DX: 9 (-1) CH: 17 (+2)
CN: 9 (-1) IN: 7 (-1)	CN: 15 (+1) IN: 18 (+2)
Mental Blast	Pyrokinesis
Equipment: Rations, water skins, grappling hook, frag grenade, slug thrower with full clip, sack of mushrooms	Equipment: Rations, water skins, 30 meters rope, Mk V blaster, two extra hydrogen energy cells, sack of mushrooms

Village of Oskar

The setting of this encounter is a prosperous village located in the Oasis grasslands on the South river. If the PCs take time to reconnoiter the place first, the GM can show them the Village of Oskar Map: otherwise they must wait until they spend some time in the village to see the full layout. The GM should study this map at this time. Note that it is a village surrounded by barriers; a river, ditches, earth works, and a small marsh that is not visible on the aerial photograph map. The citizens of Oskar, called Oskarians, have also constructed a drawbridge-like structure on the northwest side of town so they can cross the river at will, yet continue to use it as a defense barrier. The structure consists of two towers, on opposite sides of the river, with steel cables running between them. Fixed along the cables are slats that can slide. These slats are drawn from the Oskar side to the other side when the Oskarians desire, somewhat like a horizontal drawdrap. When they wish to cross, they crank the pulleys to extend the bridge over the river. A counterweight system draws it back quickly when a release is thrown.

In addition, the town is surrounded by a series of towers, eight meters high, with ancient cannon mounted on them (two turns to load, a range of 400 meters, damage of 30 points over a wide area, fired at the rank of the crew commander who is familiar with their use). The cannon are mounted on swivels. Old battery operated floodlights can also be seen on the towers. Outside the village is the town's main crop field. Inside the earth works is the town's livestock, an orchard, and emergency crops. Most of the structures in the town are made of baked clay brick, except for the wooden corral, the steel towers, the two huge concrete cylinders in the middle of town, and a weird structure at their base.

The Village of Oskar was a railroad town during the time of the ancients, featuring two grain storage elevators and a railroad spur between them. All that is left of the spur is a

short section of track with a modified flatcar on it. The rest of the rails were either taken long ago or went into the construction of the towers. On top of the flatcar a small shrine has been built out of an old refrigerator. Inside the refrigerator is a small food processor in perfect condition. It is this item from which the village takes its name, as the name Oskar is printed clearly on the side. The little machine is used to make a special bread during religious festivals here (to operate it must be connected to a portable hand generator the village has).

Upon studying the village, the party members will note that there are two basic groups living here, apparently in harmony. One group is mutated animals (many in various uniforms) who man the towers and are constantly drilling. Among these mutated animals bofs, mutated buffalo, seem most prevalent (see Timon's description in the New NPC section for bofs). These creatures are obviously members of the Ranks of the Fit. All of them carry at least one sort of edged weapon and at least 30% are armed with distance weapons. Around 100 of them live in the circular structures. The other group consists primarily of humanoids. They are tending the crops and the livestock, but also carry small edged weapons, like short swords. They are definitely not slaves. It is they who show the most reverence towards the railway car, bowing as they pass it. There are around 75 of them, all of whom live in the square structures. Menial and necessary jobs (sanitation, fixing structures, etc.) are done by both factions.

The party members are closely watched from the towers as they approach the village, the cannon always swiveling to keep them in the sights. Before they can get too close to the fields or earth works, a large bof trots out and gruffly asks them what their business is here. If they stammer or are intimidated at all, he tells them to "move along, no drifters are allowed in these parts," then plods off. If they mention anything about Gene or Mindkeep, they are invited in to meet Timon.

As mentioned in his character description, Timon has successfully combined members of two different Alliances into one society. The village is one of the most successful the party has ever seen. Those granaries are full and this food is used for barter and trade with outside societies. The Oskarian traders are quite successful as they have the bofs as guards and the dried grain is an excellent trading commodity. Timon has controlled this village firmly, but fairly, since he first arrived with the bofs from the north ten years ago.

Timon acts very pleased to meet and help the party. He lends them a mortar, a grappling round, a flare round, and an explosive round for their ascent up Mindkeep plateau (see these item descriptions in the New Items section). All he asks is that they bring the mortar back to him as soon as they are finished in Mindkeep. He tells them that he has lost two of his people to the mined road up the eastern side of that plateau and he believes that climbing up is the best way (this is a lie, but he wants them to feel indebted to him and trust him). He also provides board and room for them for a couple of days while they rest. He does not send any of his people with them, saying that two are enough to lose. However, he sends two dabbers in his employ to follow them and report on their progress, as he is interested in what they find.

Timon is a wily ol' wolverine who wants to know what is in Mindkeep without appearing overly curious. He is planning a military takeover of the Flower Lands within the next two years (including Haven) using recruited dabbers, badders, bofs, and other Ranks of the Fit and Archivists. He needs all the firepower he can muster for this campaign and almost drools at the thought of finding ancient artifact weapons or a machine which makes super-soldiers in Mindkeep. If he is ever asked any questions concerning his village's military might he simply says a well-defended village is a safe village. Any accusation of expansionism is hotly denied.

Timon has great interest in Gene's plans and desires more information about the valley in general. This is where the GM must be at his best in role playing. Timon must not appear too eager for information. He provides some facts himself to start conversation and appears as though he is taking the PCs into his confidence. He then tries to gently pump the party members for facts. The GM should follow this course of action and mentally keep note of what party members tell him, as it may help his future campaign. He tells the party the following.

- The lands to the north of Flower Lands are dangerous and not too developed technologically (true).
- The Oskarian traders make a decent living trading with societies to the south, who provide them with cloth and other basics (partially true, the southern peoples have also been providing him with weapons and the Oskarians have also been trading heavily with local mutated animals).

ENCOUNTERS

- A balloonist who came by here many years ago told him there are many buildings on the Mindkeep plateau (true).
- He wishes to make an alliance with Haven and possibly start a joint colony effort on Mindkeep (false; he wants Mindkeep for himself).
- If mentioned, he has never heard of Ermon (true), but wishes to hear more.
- He was involved in too many battles in the north, where wars still rage between Cryptic Alliances, and decided he could never go to war again (totally false).

If party members keep their ears open, and make successful green or better Intelligence checks, they will pick up the following snatches of conversation while in the village.

A. Bof to a dabber whom he is drilling, "Suck that chest in, boy. Don't want to get soft and miss the action."

B. Disgruntled humanoid to another, while digging out a ditch, "Those cursed bofs think they have it so great... wait 'til they have to dig in for a siege and see how they like it."

C. A young ark mother to her pup, "Yes dear, we'll be going back to our people soon, when your father signs the treaty with General Timon."

D. A badder soldier coming off duty to a dabber, "...even mind the arks. But how can you trust a hoop not to run away in battle? Especially if they're fighting next to arks."

E. A young bof to another young bof who are sharpening bayonets, "Timon is the greatest leader of our times. He will complete the natural process that Emperor Napoleon I foresaw."

F. An old humanoid to another loading up a cart, "You be careful down south... they can afford to be mean down there 'cuz they know Timon needs their goods for his plans. Where else can he get that kind of steel?"

G. A young humanoid to his girlfriend, "Aw heck, he ain't so tough. If he didn't know the secret to the sacred machine we wouldn't follow him." (This refers to the blade Timon keeps carefully locked away in his possessions, which is invaluable to the operation of the food processor.)

Timon wines and dines the party for a few days, especially Bokshee (if he is with the party) who seems a bit more withdrawn than normal. When the PCs are ready to go, Timon again asks that they bring the mortar back on their return trip.

If the PCs return after their adventures on Mindkeep, Timon boards them again and gives any needed medical aid. He is all sweetness and light, trying to gain information from them. If the PCs act as if they are greatly disappointed by what they found, he suspects they are lying, but he does nothing. If they tell him what they found in Mindkeep, he allows them to leave, then sends his own expedition to Mindkeep to loot it. The valuables and information that he gains from Mindkeep will move his war plans ahead a year. If the party members act as though there is something up there that is valuable, but do not tell him what it is, he finally loses his patience and imprisons them until they talk. He offers those who talk a chance to join his forces. The others he eventually kills if no one stops him. However, Gene has an agent secretly planted in the village who brings him word concerning any party members who are imprisoned. Gene attacks Oskar with his own people (300 strong with Tech II, III, and IV weapons) by coming down the river in inflatable rafts by night and landing at Oskar. If Gene's forces win, those who held out for him are greatly rewarded with title, position, and loot. Those who went over to Timon's side are banished from the Flower Lands.

MINDKEEP

Background

Project Mindkeep was the name of a secret American government project in the last years of the battles that led to the holocaust which created Gamma World. The government gathered its most brilliant genetic scientists into one location, built them an ultra-modern installation for their research, and instructed them to find the Alpha Factor, the key to creating genetic mutations which might eventually produce psionic soldiers, super-powerful beings, and an entire race of new humans which might turn the tide of battle. Project Mindkeep had almost reached its objective when the holocaust threw the world into a nuclear nightmare.

The Project Mindkeep installation was designed to survive a nuclear war, so most of the staff who were there on that fateful day lived and stayed there to try and complete their work. When they realized it was hopeless under the reigning anarchy, they carefully preserved their machines and work, hoping that some later generation might benefit from their discoveries. The survivors eventually formed their own society and tried to remain racially separated from their mutant neigh-

bors. But this inbreeding eventually spelled doom for the Mindkeep peoples. Disease and insanity wiped them out in almost one generation, and only a scant bit of their knowledge was passed to the two surviving brothers. Even the Think Tank eventually ceased to function and immortality began working against the brothers. The eldest, Jeremiah, finally went insane, waiting for the "aliens" to invade. Ermon, fearing for his life and realizing that their own experiments on each other had mutated them into a physically harder, but mentally weaker stock, fled Mindkeep and sought solitude.

Over the next century many myths grew about Mindkeep, not the least of which included abundant treasure troves within the main building, now referred to as a temple. Many tried to pry Mindkeep's secrets from her, but a combination of bad luck, Jeremiah's traps, and native creatures kept the curious from ever reporting their finds. In the end, curiosity was not enough to counter the rumor of certain death, and explorers stopped traveling there. Mindkeep is now an ancient site, partly ruled by a living artifact, steeped in mystery and legends. But it is still one of the last great bastions of knowledge for mankind, holding more potential for good in Gamma World than any other single source.

Mindkeep Plateau

There are two routes of ascent up Mindkeep plateau: either climbing the plateau's cliff sides or taking the road up the east side of the plateau. If the PCs are using the latter approach, show them the picture of the Eastern View of Mindkeep Plateau on the page with the Elevator Shaft Blow-Up Illustration. (Make sure that the blow-up is covered when the eastern view is shown.)

Timon, the leader of the Village of Oskar, insists that the eastern ascending road is mined. He knows that the road is actually safe, but wants the party to feel as though he has warned them of a grave danger. He also wants them to weaken themselves somewhat against the plateau cliffs. This rumor of the mined road has been widely spread and the PCs may hear it from a number of sources in their travels to Mindkeep. Climbing the cliffs takes the party three hours; taking the road cuts that time down to 15 minutes. If the PCs use the cliffs, the GM should roll the encounter for that time period on the Prairies/Grasslands Random Encounter Table. If the party is using the road, the GM should roll the encounter for that time period on the Ancient Roads Random Encounter

Table. No random rolls are made and no random encounters occur while the PCs are on top of the plateau, but once they descend the GM should immediately begin rolling encounters again.

GM Note: The GM should look at the map of the overall view of the top of Mindkeep Plateau at this time. He should not show it to the players, but should describe what they see from their viewpoint. Locations like the Southeastern Footpath and Northeastern Plastics Pile are hidden from some points of view.

The specific encounters on the plateau are listed below. The encounters are listed clockwise, starting with the Eastern Approach. The actual Mindkeep Island is covered in detail in the next section.

The Eastern Approach: Most of the Mindkeep Plateau cliffs are covered with shrubs and rocks, but offer very little cover. The eastern rim of the top of the cliffs are covered with cactus that cause 1d6 damage per turn to anyone traveling through them in less than an full AC 4 suit. Persons traveling up the eastern road are completely surrounded by the cactus once they approach the top (the last two minutes of the ascent). Look at the overall view map of Mindkeep Plateau's top on page 29. The first preprogrammed encounter on Mindkeep Plateau is set in this area.

Lying in wait in the cactus are two *vene'a'mub* (add one more for every three party members over a party size of seven). They were sleeping under cover of the cactus and heard the party coming. They are quite hungry and want the bone marrow the party is sporting. They gain complete surprise on the party, as they are in cover and lying perfectly still. Each runs out and tries to grasp a victim, striking with its tail if possible. If they firmly grasp their victims for two turns, they then run back into the cactus (in opposite directions) to devour them at leisure in their shallow caves under the cactus fields. Each lair holds one random Tech Level III item and two random Tech Level II items.

Footpath: An overgrown footpath leads from the southeast corner of the plateau top down amidst the cactus for 75 meters and into a small cave opening in the southern cliffside. The path is so well hidden that within five meters of it a successful yellow Intelligence check is needed to locate it. The GM should now look at the Cliff Caverns/Mindkeep Underground Map. This map should not be

shown to the players. This area is fully detailed in the Mindkeep Installation section below.

Maintenance Building: The southern ridge of the plateau top is dominated by a 75 x 30 meter building, 15 meters tall. The building is made of reinforced concrete and is completely without windows or doors, except for the north face, which has a huge 30 x 12 meter sliding metal door. This was the maintenance hangar for all the land and air vehicles used by Mindkeep. No vehicles can be easily seen outside, but a mint condition military ground car large enough to carry 10 passengers and 1000 kilograms of equipment is visible to anyone opening the door. It is located in the southeast corner of the building. There is no fuel in the tank, the battery is dead, and the keys are gone. There are four *ba'sleds* who make their lair in this building (five if there are over 10 party members). Since there is no way to open the door without making a racket, the *ba'sleds* know when their lair is being entered. They immediately attack any who are visible within the door. Since there are miscellaneous boxes, tables, and crates around, the *ba'sleds* have plenty of cover to hide behind. The lights in this building do not work and there are no windows, so the *ba'sleds* are at a distinct advantage in here.

In addition to the car, there are numerous mechanic's tools strewn about an empty toolbox. These are invaluable in keeping the vehicle running.

The large patch of concrete to the east of this building was once the parking lot for the Mindkeep vehicles.

Hangar Building: The eastern side of the plateau is the landing strip and hangar for Mindkeep's operational flight vehicles. The hangar building is an L-shaped, 30-meter-tall concrete structure. There are the remains of a crashed vehicle that looks like it tried to land. The remains stretch along the entire length of the strip, through the broken hangar door, and through the southeast side of the building. This wreck looks decades old and, strangely, has not been touched. Upon close examination, there is a thin layer of blue fungus under most of the wreck. It smells like rotten meat. In reality there is nothing wrong with the fungus. It is harmless, but no creature has wished to bother it. Absolutely nothing of value can be found in the wreck or in the hangar. If the PCs search the hangar they disturb a *sre'froth* that is asleep on the ceiling. It swoops down on the closest character.

Around the western face of the building is a

huge bramble patch. This bramble is at least 3.5 meters tall and very dense, but the glint of something large and metallic can be seen in it. The something, upon investigation, proves to be an ancient, abandoned aircraft. It is rusty and useless, except for its fuel tank which is quite full (if anyone bothers to check it). The fuel can be used to power the car in the maintenance building. If anyone checks underneath the plane, the large chotslith hiding there attacks. Except for the intact glass windshield and thin cables running through the plane, nothing else of value can be found.

Heather Field: A large heather field covers the north central part of the plateau. Within this field are the remains of a death machine. Once someone gets within five meters of it, he can tell that it has been completely stripped down. Hardly a bolt remains, and there are certainly no weapons, batteries, or anything else useful. Nothing else is in the heather at this time, though a flock of 52 *shez'ur* nests in the ground underneath. They come out only if a large explosion or sonics are used in the heather. If they do fly out, they attack anyone in the heather and/or anyone who is attacking the heather from a position on top of the plateau.

Stone Huts: There is a small cluster of stone huts on the north by northwest ridge of the plateau. These structures, measuring around 20 meters in diameter and five meters in height, were housing for the scientists who lived on the plateau itself during Mindkeep's heyday. The structures have been looted again and again, and none of them has a window (four windows in each hut) or door (one door each) intact. They were quickly-built dwellings with only one huge room for all the scientists' needs, except a bathroom which is located within a windowless closet. All of the huts have been exposed to the elements and are filled with rubble, dust, and dead leaves. If the huts are carefully searched, the following is found:

Hut A. Nothing but trash.

Hut B. A name badge reading "Carson, Jack-676901" and a pen knife.

Hut C. A *sheezu* brood (mother, father, and two young ones). No loot.

Hut D. The structure is ready to collapse. Any movement inside can bring it down. Allow a Dexterity check to jump out through a window or door and escape damage. The collapse causes 10d6 points of damage to anyone left inside.

Hut E. Nothing but trash.

Hut F. Three blackuns have set up their webs

here in hopes of catching inquisitive creatures. They attack after more than one character has entered (unless only one character enters and searches). A dead dabber is also in here. By the looks of him he has been dead more than a few months and less than a year. He was one of Timon's people and still has his stun ray pistol in its holster (only five shots left) and a note signed by Timon and bearing his seal. It reads:

"To Ranse, leader of the lowlands,

This envoy is empowered by myself to request from you the weapon about which you have recently contacted me. He is on an important mission and the weapon is invaluable to him. Payment is forthcoming in the next food shipment to you. I am expecting at least 100 short swords from you and verification of the beginning manufacture of those siege machines I ordered. In exchange for these items, plus another 50 sets of armor, 20 sets of barding, and 300 assorted forged weapons, I grant you the West Neverdark and Purple Fields for colonization and mining purposes. My time schedule can brook no delay so I urge you to improve production. If this agent succeeds in his mission, I may have far more for you to manufacture than simple hand weapons and crude machines.

"General Timon of Oskar"

If Timon is ever confronted with this information or note, he simply shrugs it off as a masterpiece of forgery obviously made to embarrass him and weaken his power. If he has a chance to take it in his hands, he either casually rips it up or drops it in a nearby fire.

Hut G. Nothing but trash.

Hut H. The ancient remains of two humans, their bones scattered. Amidst their rotted possessions are the keys to the car in the maintenance building.

Hut I. A jaget who wandered up to the top of the plateau is hiding amidst the trash in here. She tries to mentally attack the first party member to enter. She is extremely frightened and telepathically calls her mate to help her. He is prowling around in the heather, but is not considered an encounter on his own. He reaches her hut in the second turn following her call. If more than three party members are attacking or surveying the building, he tries to telepathically negotiate with them for the release of his mate. His bargaining tool is a fuel powered generator he discovered, almost completely buried in the heather. The generator can recharge the battery in the military car in the maintenance building. If either of the jagets are attacked after he starts negotiations, both of them fight until they are destroyed. If

this happens, the generator can only be found by a search of the entire heather and a successful orange or better Intelligence check by one of the searchers.

Plastic Pile: On the northeast edge of the plateau rim is a large pile (five meters high) of plates that appear to be thick, white plastic sheets. In reality, these are ceramic/metal pieces that have been neatly cut out of the ancient road both below and on top of the plateau. This was done centuries ago by the survivors of Mindkeep in expectation of expanding their housing. They coated the slabs with an industrial non-oxidizing agent. This explains why the slabs are not red like the roads. The huge construction robot they used to rip out the sheets and haul them up here accidentally sank in the Living Lake while working on the road there and the survivors were unable to move the plates by themselves. The pile now houses two rakees who are more than happy to attack the party in their quest for neverending sleep.

Moat & Bramble: In the center of the plateau is a 45-meter-wide moat. It was obviously dug far in the past by a large machine, but has been untended for a while. Around most of the moat is a two-meter-high bramble. This bramble hides the moat from most sightlines until the characters are right on top of it. A Dexterity check must be made by characters moving through the bramble toward the Mindkeep Installation to avoid slipping into the moat once they reach the edge. The moat itself has mutated over the centuries into a concentrated form of acid. Characters slipping into the moat take 2d10 damage every turn they are in it. Furthermore, it dissolves any material almost immediately except for the ceramic/metal alloy and rubber. The problem with the ceramic/metal alloy is that it is very heavy and sinks into the deep moat, eventually to be dissolved. Rubber is almost impossible to find. Touching any ceramic/metal or rubber item that has been dipped in the moat causes 1d10 of damage (the acid stays on the item for 1d6 hours).

In the bramble surrounding the moat are various different plants that live off the creatures who seek safety in the bramble. Characters cannot see them until they are right on top of them. In the northeast section is a frid esk, in the southeast section is a boomerth, and in the southwest section is a mut choo that rises up and attacks anyone entering that area. Under the mut choo is a small plastic canister containing two chemex grenades.

Apparently the road leading to the installa-

tion from the west once crossed a bridge over the moat, but the bridge is completely gone now and only the concrete supports remain (see #1 and 2 in the next section).

Mindkeep Island

The GM should now look at the closeup map of the Mindkeep Island in the middle of the moat. He may show this map to the players after they have completely reconnoitered the island; otherwise he should just describe what is in their line of sight.

1. This is the outer moat support structure for the moat bridge which fell away long ago. Behind a locked metal door in its base is a small storage shed. A rubber inflatable raft that can hold four can be found there along with two plastic paddles. All are in excellent condition and can be used to cross the moat, though the paddles dissolve by the time the raft is across. It takes 30 minutes to inflate the raft by lungpower.

2. This is the inner moat support structure for the moat bridge which fell away long ago. Behind a locked metal door in its base is a small storage shed that the Mindkeep survivors used as a brig. Someone was forgotten there long ago — all that now remains is a crumbling human skeleton and manacles.

3-10. These are all four meter tall metal poles with one meter cones mounted on top, facing outwards, across the moat. A successful Intelligence check indicates that a party member recognizes these items from past experience. They are sonic detectors, used to alert the installation of any movement across the moat of an object larger than one meter. The detectors are all in excellent shape, except for #8, which looks like a large weight fell on it (the yexil once landed on it and it crumpled). What the party does not know is that the detectors' data was all fed into the computer in the main installation, and the computer no longer works.

11-18. These 1.5 meter dishes are mounted around the cylinder about four meters above the ground. They were all infrared detectors, data from which were fed into the main computer. All but #11 have burned out. Jeremiah has linked that with the broadcast unit in robot # 22. If anyone comes around bramble #26, in a direct line with door #25, robot #22 activates. All the workings of these metal dishes are inside and they cannot be disconnected from the outside.

19. This security robot appears to be intact, but is very old and weathered. If left alone it is completely harmless, but for every item that is disconnected from it, there is a 15% chance it short circuits and explodes its battery, which still contains some power (Intensity 20, Dm = 8 to everyone within seven meters).

20. This robot looks brand new, but is completely gutted inside. Long ago Jeremiah scavenged its innards, but left it there to frighten away intruders. That has worked up until now.

21. This wilderness eco-bot is holding a laser rifle and seems to be pacing back and forth, then standing in place, as though it is looking for intruders. In fact, it is holding a toy gun, and a small servo-motor inside causes it to move occasionally. This bot acts as a scarecrow, as Jeremiah has a small garden planted about the robot. PCs must walk right up to the bot in order to see the garden.

22. This is a fully operational security robot. It is programmed to activate if a being touches it or if the infrared detector # 11 signals it someone is approaching door #25.

23. This is a ground-based radar structure. It is a three-meter square concrete building with a radar dish on top. The door to the building is not locked. Inside are two krea that have taken refuge after teleporting across to the island. The ancient remains of a human are also inside, along with a badge reading, "Lynn, Caitlin- 403999." a medi-kit, and a Code III white ID bracelet.

24. A round metal door that used to open into an underground freight lift is barely noticeable in the tall grass (see Level Type A map and description). There is no external method of opening this duralloy hatch.

25. This is the entrance to Mindkeep. It is a sliding ID lock door that was broken long ago. Now all it takes is a character with a Physical Strength of at least 7 to slide the door open or closed. When the party finds it, it is open and appears to have been so for at least a couple of weeks.

26. This large bramble is full of harmless rats, rabbits, and squirrels that are descendants of the ancient creatures who inhabited this isle. They live off of the vegetation on the isle or the leftovers of the yexil that do not quite make the moat. A party member easily can hear the creatures scurrying around inside the

bramble.

27. This bramble contains a zarn that teleported across the moat.

28. This mutated bramble can move when it desires and has a symbiotic relationship with the single nep eps from which it hangs. Until a character touches the bramble, it appears to be growing up the side of Mindkeep. When touched, however, the bramble pulls aside like a curtain and the nep eps immediately attacks. The bramble can help the nep eps by acting as a net which pulls victims into the death tree (the bramble does this as a Column 15 ability). Behind the nep eps, next to the installation, is the grave of one of the Mindkeep survivors. The tree has pushed the coffin out of the ground over the years. Inside the coffin is a badge reading, "Plowman, Jennae- 532871." There is also a peculiar ring on her right forefinger. This ring is used on Level 12, Room A of Mindkeep (the actual description of the ring is left to the GM).

29. A massive skeleton lies on the beach here. This is the mate to the yexil that lives on the roof of Mindkeep. It accidentally landed in the moat three months ago and managed to make it to shore, but it was covered with acid and soon dissolved while its mate looked on. This is why the yexil above is maddened and always attacks (see Mindkeep Roof).

30. A large patch of vibrating cactus has grown here. It does absolutely nothing and cannot harm anyone, but no party member knows that.

Mindkeep Installation

Mindkeep itself is a 57-meter-tall, 45-meter-diameter, cylindrical structure. It is made of concrete and duralloy. The outer walls and roof are two meters thick and have the equivalent of 1000 hit points per square meter. This is also true for all walls marked Heavy Duty on the level maps. Normal walls can withstand only 200 points of damage. There are no windows in it and only one door, which opens in to the third level. All of the electrical wiring, fixtures, plumbing, and air shafts are built into the wall and cannot be ripped out.

The design of the installation is a hollow cylinder with rooms around the entire circumference, a circular balcony outside the rooms, connected to a central core elevator by ramps. This design not only allows for increased security (as it is easier to seal levels), but allows for a large open space inside the structure to pre-

vent a feeling of being enclosed. The open air also was used as a sort of huge vent for air conditioning, heating, and so forth. The thick walls and lack of windows provided excellent insulation and to this day, the inside temperature is rarely uncomfortable.

All of the service functions were powered by nuclear generators. The lighting, plumbing, and many support functions still work, but that is partly because there is not an unusual strain placed on the system. Elevator compartments, ramps, and the balcony are always lighted. Room lights turn on when the door is opened by any means. If a room does not light up it is noted; otherwise treat all rooms as lit by indirect lighting.

All of the doors in Mindkeep are sliding metal doors opened by ID bracelets. Type A and B Level doors require at least a Code II ID bracelet to open. If no ID bracelet is available, they can be jimmied open by a character making his Physical Strength roll and using at least a 60-centimeter-long piece of hard metal or plastic alloy. Type C and roof level doors require at least a Code III ID bracelet to open or a jimmy plus a successful yellow Physical Strength roll. The huge bay door to the freight elevator rusted shut long ago and cannot be opened. The doors can sustain 150 points of damage before being breached and are treated against lasers (completely invulnerable).

If, for some reason, the nuclear generator in the lower levels is turned off or otherwise rendered useless, all of the lights turn off and the doors automatically shut and lock.

The balcony that runs around the tube which the rooms open onto is always 2.5 meters wide. It has a one meter high railing that is made of high strength steel. Ramps lead to the elevator core. The ramps in Type A and B levels are two meters wide, Type C level ramps are only 1.25 meters wide. The ramps also are made of high strength steel and have one meter high steel railings. The height between ramps and balconies is around four meters.

Each level has a restroom. Each restroom has a toilet, sink, full length mirror, shower, and couch in it. For some strange reason, Jeremiah has kept all the restrooms spotless, possibly as some tie with the past. The gleaming chrome and shining white porcelain should shock most party members, who have never seen anything like this.

Marked on the level maps are communications bases. Each communications base can tie into any other on any level, if the system of numbered buttons can be figured out. This requires a red Intelligence check. Party mem-



bers can attempt to figure these out whenever they want. Once the PCs understand the buttons, they can contact any comm-base unless the description states otherwise.

The GM should take the time now to inspect the maps for all the levels of Mindkeep and the blow-up of the elevator shaft.

Elevator Shaft: When the party members first wish to inspect an elevator, they find that the doors do not work. For that matter, neither does the elevator. All of the elevator compartments are stuck on the top floor, with their lights on. This is because the nuclear generator that ran the elevators broke long ago and they can neither ascend or descend. The doors to the elevators can be pried open like normal doors for that level. If this is done, the GM should show the party members the blow-up diagram of the elevator shaft. The two utility tubes hold all the electrical lines for the elevators, all of which are dead. The tube in the middle holds the duralloy cables that hauled the compartments up and down. There are four elevator tubes within the shaft; three normal ones for two passengers (two meters wide) and a larger one for freight or mass evacuation (four meters wide). If the party members somehow cut into those tubes, they just find long, hollow shafts. Note that there is a ladder access within the main elevator shaft. This was placed inside in case of emergencies. Handholds on each level run from the doors that open onto it to the ladder. This is the only unaided way to ascend Mindkeep. The other ways are to grapple and climb up with ropes, climb or fly up without ropes, or land on the roof and drop through the top. The GM should not allow the last option to exist for the sake of this module unless the characters use the mortar supplied by Timon to reach the roof.

The rooms are always curved, always six meters wide, and always three meters high. The length of the rooms differs among the three level types. When party members wish to move a proscribed distance in a turn, the GM must use the scale printed on the level map to determine how far that distance is in relation to everything else.

All Type C levels are webbed with old ropes and vines. To the adventurers it looks like a chaotic mess, a feeble attempt to keep out intruders. In fact it is an ingenious method of Jeremiah's for moving between levels quickly. He knows the location of every good and bad rope or vine up here. He has designed nets of them, swings, counter-balanced ropes for pulling him quickly out of danger, and so forth. This all equates to Jeremiah being able to move with unbelievable agility through the levels. He can move up to two levels up or

down per turn. Anyone trying to strike at him or shoot him while he is on the ropes suffers a -2 CS because of his unpredictable moves. Furthermore, any character trying to fight, shoot, or perform any other actions while on the ropes or vines himself suffers a -2 CS (if a character is on the ropes and shoots at Jeremiah, who is also on the ropes, the shooter suffers a -4 CS). Movement on the ropes by the uninitiated is very slow indeed (six turns to climb one level). In addition, Jeremiah has trapped many of them. Every turn a player character is on the ropes and vines, he must make a percentile dice roll.

0-25 indicates he has grabbed a false vine or rope and is suddenly falling (he receives two Dexterity saving throws per Type C level he is falling through to grab another rope; otherwise he keeps falling into open space. See falling damage in the GAMMA WORLD rules book).

26-35 indicates he has tripped a snare (he is hanging upside down and completely surprised in the same turn; he can do nothing until he, or someone else, frees him).

36-40 indicates he has triggered a damaging trap (weight swings over and hits him, rope/whip strikes him, etc.), Dm = 2 to the individual character.

41-00 indicates the ropes or vines are normal.

MINDKEEP ENCOUNTERS

As can be seen by the maps, the structure for each level of Mindkeep falls into three categories. This makes it very easy for the GM to describe the rooms, balcony, etc. Once the party has been through more than one level of a certain type (A, B, or C), the GM can allow them to use the level map provided to indicate where they are going on a level, how they are approaching a door, etc. Only rooms or balcony/ramp sections with unusual features or encounters are listed below. Other rooms are left to the GM to describe. The GM must keep in mind that this installation has not been fully inhabited for centuries and many members of the contemporary society died at once and were never removed. Nothing of importance can be found on their persons, as Jeremiah stripped them down after their deaths.

Type A Levels

The Type A Levels of Mindkeep are actually levels 1 and 2, the below ground levels. Below

them are only the huge nuclear generators (one is dead, the other active), the massive ventilation ducts that circulate the air, and debris. Since the outside door was left open, and many of these doors were left open by an unbalanced Jeremiah, some of these rooms are now occupied. These are on the maintenance and utility levels. Note that only the freight elevator went down to these levels and only one ramp exited.

Level 1

Room A: This large room was the receiving bay for freight arriving via the outside elevator. The outside elevator door is closed, rusted shut, and the shaft has actually caved in on the other side. Massive machine parts are still crated in here, but no one understands their function anymore.

Room B: The door to this room is open. This is the control room for all of the power systems in Mindkeep. Anyone who is familiar with Tech Level III or higher can tell at a glance that one of the nuclear generators is cold, the other operational. They can also tell that anyone trying to override or tinker with this control panel runs a risk of shorting the whole thing out (35% chance if anyone starts pushing buttons, pulling levers, etc.). There are three obbs here that flew in a few days ago and are now quite hungry.

Room C: This room was converted into a meeting hall a long time ago. Folding chairs and tables are laid out helter skelter, along with paper plates and cups. Whatever was on the plates and in the cups is no longer recognizable. A very unusual feature of this room is another door leading toward the outside. This door leads into the underground complex described after all the normal level rooms. The door requires a Code V ID to open and cannot be jimmied. It can withstand up to 850 points of damage before being breached.

Level 2

Room A: The door to this room is open. This room does not have the elevator door shown on the map to the outside elevator shaft; that only exists on level 1. This room is covered with glowing green fungus. The fungus is harmless, but sticks like glue to anything that touches it. It glows in the dark for at least three days after it detaches from the colony. Anyone walking through this (or worse, brushing against it) can be seen in the dark two levels away. The bathroom contains a

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supervisory 'borg, sitting on the toilet. It is completely deactivated, having burned out its circuits long ago. It looks like it was pondering some dark mystery when it stopped operating, its head resting on its hand. The non-circuited parts are all salvageable.

Room B: The think tank that ran Mindkeep's functions can be found in this room. The biochemical brains were all smashed some time ago and a fireaxe can be found in the debris (left from one of Jeremiah's first tantrums). This explains why Mindkeep's outside ground level defenses were not operational. Anyone with computer skills who tries to gain information from the back-up readouts in the room can determine that a smaller mainframe computer, most likely on the top floors, must have assisted in the operations and could have taken over the life support and information storage functions.

Room C: A burned-out hulk stands within the blackened walls of this room. It appears to have been a broadcast power station that overloaded and blew up. Anyone with any Tech Level IV knowledge realizes that this entire plateau must have at one time been patrolled by all sorts of death machines, warbots, and other security robots and devices.

Type B Levels

The Type B Levels are the most common ones. The rooms were usually used for offices, labs, and so on. The first few of these levels have been easily accessed to wandering creatures since Jeremiah has been sick (see Jeremiah in the Type C Levels). Even when he was well he did not come down to these levels much and then only to lay a trap for "aliens." Note that there are three ramps from the main elevator core: two passenger ramps and a freight ramp.

Level 3 (Ground floor)

Room A: This was the administrator's office. It is now inhabited by an omnitar that scooted across the moat and into the building. Omnitars apparently are not affected by the moat's unusual acid. When it entered this room, a trip wire that Jeremiah had rigged released the door stop, trapping the omnitar. The office contains many mint condition office supplies such as pens, paper, staplers, and so forth. It also contains a large butane lantern a past explorer left there. Items from all the other offices have been melted down, reused, or burned a long time ago.

Room B: The door to this room is open. The

room is completely wrecked and piles of rubbish have been dumped here. This office was left open when Ermon left and has been used by anyone who has entered as a dumping place. Absolutely nothing of worth is in here, but it takes almost an entire day to sort through everything.

Room C: This is a meeting room, with a long table in it. Underneath the table is a sre'froth that slipped under the door. It waits to attack until someone sits down or looks under the table. Underneath the sre'froth, taped to the table, are a chemex grenade and a Code III bracelet secured there by a survivor in case of an emergency.

Room D: Jet black mushrooms cover every square centimeter of this office. Over the centuries they have been living off all the furniture and carpeting which they have been breaking down. Once fresh air is introduced into the room they start growing and spreading at a rate of three meters per turn in all directions. The room cannot be sealed once it is opened. These mushrooms continue to spread like mad until they cover the first six levels.

Chemical defoliants (spray or grenade) used in the first three turns of growth destroy all the mushrooms. After that they only destroy half a level of mushrooms (which remain clear of further growth). Fire can also kill the mushrooms, but it is a slow process (five turns for every quarter of a level). The butane lantern found in Room A of this level can be set to explode, which also destroys an entire level of mushrooms by fire. They cannot grow on any surface that is oiled.

Movement rates in overgrown areas are one-tenth of normal, due to the resistance of the mushrooms and the slipperiness they create when stepped on and squashed. A character with a Physical Strength of less than 10 cannot struggle free of the overgrowth without assistance.

While the mushrooms do not inhibit normal breathing, it is possible that a character eventually starves if trapped here too long (these mushrooms have no nutritional value). After being trapped in an overgrowth for two hours a character notices that little mushrooms are beginning to grow all over his equipment and himself. After a full day in the overgrowth any non-metal equipment will be worthless, as the fungus even grows inside any little openings and cracks. If a trapped character has not starved to death after 11 days, he dies from mushroom poisoning as they cover his body.

Room E: The door to this room is open. This room is full of file cabinets, containing hard copies of some computer files that were generated before the Think Tank was put in. If the party members want to spend the two days necessary to go through all the files, they glean the following information.

- A large, secret, military installation lies south of what now is the Flower Lands. The installation was responsible for the new weapons research and guarding something referred to as "the beaming point to the Warden." No exact location is given but the report gives the impression of a vast underground complex.
- Definite references to "the unknown enemy," "aliens," and "mankind's enemies" are found throughout the files. The report implies that the holocaust that started Gamma World was a result of two factions fighting for control of the planet. Apparently mankind felt that its nuclear arsenal might rid Earth of the non-human element.
- There is also a reference to something called a shuttle that was supposed to be built soon.
- Enough information concerning Mindkeep is stored here to explain to the party members why and how it came to be (see the Mindkeep background information in the various sections of this book).
- The Alpha Factor, the ability to genetically alter living creatures, thus giving or taking away mutations and defects, was discovered and stabilized here. Apparently some type of machine existed that could affect a character by exposure to radiation bombardment, but no information exists on how to operate it or what it looks like.
- One report contains a description of a specific mutated creation that sounds like the ancestor of the n'thlai.

Room F: The Head of Security had his office here. No weapons are left, but a sturdy rifle rack, complete with locking bar and keys to secure the rifles, is bolted to the wall. The lower right desk drawer contains 100 domar and two power cells. Opening the lower left drawer causes yellow spores to instantly spray into the air and on anyone near the desk. The spores act as poison gas of Intensity Level 13.

Room G: This is the entrance to Mindkeep. There is a door on the inner curved wall and a door on the outer curved wall. Both are opened. The room was a reception area, but is weather-beaten and looted.

Room H: The door to this room is open. This is a waiting room, but the furniture is ripped

up and moldy. A terl flew in here this morning.

Level 4

Note: Whenever anyone ascends to this level the GM should run the encounter from Room A.

Room A: The door to this room is open. This was a lunch room but is now serving as a nesting site for a family of arns. The two parents immediately fly out and attack any pure strain humans or humanoids who appear on Level 4. The only things of worth in this room are the 15 ancient coins in one of the strange metal boxes with windows (an old vending machine).

Room B: This room was the lounge area for the staff. It has what used to be a large projection television in it. Many optical and audio parts can be salvaged from it.

Room E: The door to this room is open. Little pink flowers grow on the ceiling in here, apparently some weird mold that flowered when the door was left open and the light turned on. The flowers can be killed immediately by water or any other liquid, but cannot be harmed by fire or chemical defoliants. If touched, they emit little screams that add up to an Intensity 13 sonic shriek (Dm = 5 to anyone in the room and Dm = 2 to anyone within 10 meters of the doorway to the room if the door is open). Careful examination shows that someone stuck a screwdriver in the door and jammed it open. A careful search of the room, which is another office, reveal two hydrogen energy cells.

Room G: This room, another stripped office, now holds a herp. The herp attacked the yexil on the other side of the moat and held on as the yexil flew. It was eventually dislodged and landed on the island. It crawled in here and tripped another one of Jeremiah's door wires. Having been in this room for two days, it is very angry and very hungry.

Level 5

Room B: This room, an examination room, has been trapped by Jeremiah. Anyone entering the room activates a sonic detector switch which is rigged to a large homemade crossbow mounted in the upper left of the room (Dm = 10), out of sight of the doorway. The bolt is tipped with Intensity Level 6 poison/critical.

Room C: This is a doctor's office, but most

everything has been taken out of here except for a huge oaken desk too heavy to move. Opening the top center drawer detonates a fragmentation grenade set directly inside. Only party members standing next to the drawer are affected. The large bottom left drawer is actually metal lined; the top center drawer must be opened first in order to open this one. This deep drawer contains a safe with a combination lock on it. The lock and safe can withstand 250 points of damage before losing their structural integrity. If the characters pull out every one of the seven drawers and search them carefully, inside and out, they find the faint pencil tracings of the safe's combination. The safe contains three scraps of paper: one reading "22-31-45," one reading "NW, S, N, S, S, SE," and one reading "Open the Pod Bay Doors, Hal." These are all to be used on other devices above. Jeremiah keeps them here in case the roof is breached and enemies reach the devices before the codes can be found below (he will then have time to destroy the codes).

Room D: This room, a dispensary, is a shambles. Jeremiah has arranged a trip wire under the mess. Anyone walking around in the room detonates a stun grenade. Normally Jeremiah would hear this and investigate, but he is too sick to check out traps tripped on this level.

Level 6

Every one of these rooms appears to be a holding cell for a dangerous patient or experiment. Some of the cells have huge claw marks on the walls, others contain the remains of some bizarre, unknown animal or humanoid. Nothing is currently living in them. All the doors are closed. A small explosive charge (Intensity 18, Dm = 6) is set in each one. When the door opens, anyone within five meters of the door takes damage.

Nothing valuable is found in any of these rooms.

Level 7

Room D: This small operating room appears to be completely normal and amazingly clean. Not until someone touches the white walls will the PCs realize they are covered with pure white fungus. If all the fungus is taken out of this room, chopped up, boiled down, and inhaled (as a vapor), it restores hit points to anyone inhaling it (Constitution check, base healing = 12). A character with herbal knowledge, medical knowledge, or botanical knowledge knows this on a successful Intelligence check. The GM may wish for Bokshee or

another accompanying NPC to know this if the party desperately needs healing. Maximum healing per week in this fashion is 50 points.

Room E: The door to this room is open and the lights are all burned out. There are two suslith perched above the door. The room is full of hundreds of injectsules, all of them now empty.

Room F: A completely operational med-bot is in here. It asks if it can help and does its utmost to heal characters, if the characters answer its question. Upon entering the room, the med-bot activates and asks "Service code please?" Giving the name and number of any of the badges found in a variety of places in this module allows the med-bot to help the character. He also records the image of any party member with the name and number provided (all of the old ones were accidentally erased). Thereafter, that party member takes on that identity for the robot, regardless of actual appearance. If the robot is not given the proper response he simply continues to ask his question. Once a name and number have been recorded, they cannot be used by a second PC. The number of badges the party saves and records is the number of party members that can be healed.

Room H: The door is open to this room. This is a chemical storage area. There are all kinds of glass and plastic containers filled with all kinds of chemicals. The felt tip marker writing has worn off of all of them and what they are is anyone's guess. There is a 100 liter drum of alcohol that was meant to be used for antiseptic purposes, but can be used as fuel for the car in the maintenance building if the party can get it down to ground floor.

If the characters take the time to sift through all the containers, two things happen. First, they suffer 1d6 damage from mild chemical acids. Second, they find a strange ring similar to that on the corpse found outside behind Mindkeep Island (encounter # 28). The fastest and easiest way to search this room is to dump all the chemicals on the floor, but then no character with chemical knowledge ever pay a plugged domar for any of it.

Type C Levels

There are five Type C Levels, levels 8 through 12. Each level has only four rooms and a bathroom, but those four rooms are large. Note that there are two ramps from the elevator to the balcony and that they are only 1.25 meters wide.

MINDKEEP ENCOUNTERS

Note the information section on vines and ropes for Type C levels in the introduction to Mindkeep.

Jeremiah lives on level 10, but attacks anyone he hears ascending to level 8 or descending through the roof hatch. Jeremiah stays on level 10, shooting at the intruders and trying to pick them off, one by one. Until very recently Jeremiah had an Immortality mutation: nothing aged him or made him sick. Lately, though, he has been extremely sick and is very weak. The sickness is caused by a parasite which has attached itself to Jeremiah's back and is slowly burrowing into his spine. Jeremiah is unaware of its presence; he just believes the mutation is finally wearing off. The sickness does not affect his ability to shoot or move on his ropes and vines, but his mind is even more feverish than normal. After he fires his first shot, he keeps calling out obscenities at the "alien invaders," telling them that they will never take the last real man alive. No matter how the party members talk to him, plead with him, explain that they come from his brother, etc., he won't listen.

The parasite infesting Jeremiah kills him when it reaches his spine, just moments away. Jeremiah is just about to die and does so before the party members can reach him or interrogate him. There is a 60% chance that the parasite attaches itself to any character who rolls Jeremiah over and checks him for lethal wounds, frisks him, etc. The parasite's stats are included here, as he is so rare and should not be used often in the game.

NUMBER: 1 MORALE: Not Applicable
HIT DICE: 1 ARMOR: 0
HIT POINTS: 4
LAND SPEED: 0 (only crawls fast on or inside a body)

PS: 1 (-3) MS: 4 (-2)
DX: 6 (-2) CH: 1 (-3)
CN: 6 (-2) IN: 1 (-3)

ATTACKS: Negates all mental or health oriented mutations upon entering the host body (no damage noticeable upon entering). After two days anyone infested with the parasite begins feeling sick, with a -1 CS to all abilities and actions. This continues every day, shifting to -2 CS, then -3 CS, and so on, until either the parasite is destroyed or the host's Constitution ability shifts down to A. When the host is at A the parasite has reached the spine, the host dies, and the parasite immediately exits the body through the route by which it entered and waits for a new host to inspect or eat the body.

MUTATIONS: Completely resistant to all forms of mental probes, attacks, sensors, etc. The parasite is very vulnerable to cold or acid. It can be struck and killed during the single turn in which it is switching host bodies or by completely destroying the host body it inhabits.

DESCRIPTION: The parasite is a pink spiral worm about the size of a dime. It is easily overlooked.

Level 8

Rooms A through D: All of these rooms are operating rooms of some advanced nature. No one left alive today knows how to use the devices, so they are only worth their weight as metal. Every room is clean and intact. All the doors are closed. Every door on this level is rigged with a motion detector so Jeremiah knows when the level has been breached.

NOTE: Perched on the elevator core shaft in the darkness between Levels 8 and 9 are 12 ny'an. They attack anyone who comes up to Level 9 or who notices them and attacks from a lower or higher level.

Level 9

Room A: This room contains a life chamber, but due to its age it has only a 35% chance of bringing a character back to life. However, the model is an early one and a character who has been dead up to 48 hours can be brought back. There is also a rejuv chamber in here, but it is now defective and causes Dm = (2d10 points) instead of curing damage.

Room B: This room is identical to Room A, except the life chamber is completely worthless and the rejuv chamber works properly.

Room C: This room is identical to Room A, except the life chamber works properly and the rejuv chamber is worthless. There is also a stasis chamber in here that works properly for up to four weeks before its power supply runs down.

Room D: This was the office of the head of research. It is still a plush office, with rich leather chairs, thick carpeting, and a huge picture of a grey-haired gentleman on the wall. Under the picture is a table on which sit burning candles and incense, rather like a shrine. The plaque on the picture reads "Osmond Coot- Founder of Mindkeep." This is the ancient forefather of Jeremiah and Ermon, the man who began Project Mindkeep. Jeremiah reveres him like a god, though Osmond was dead centuries before Jeremiah was born, and

he keeps up this office in the hope that Osmond will return some day.

The office desk is locked, but easily jimmied. Inside are all sorts of interesting items: a wristwatch on which only the stopwatch function still operates, a pocket calculator that operates on sunlight or incandescent light, a heart rate/blood pressure/body temperature monitor, and a picture of Mindkeep when it was first built (the GM can make this up as he goes).

If the desk is thoroughly searched a small button is found. When someone presses the button, the picture of Osmond clicks open and swings away. Behind it is a combination safe. The combination is the one found downstairs in Room C of Level 5, "22-31-45." This is the only way to open this safe without destroying the contents. Inside is a Code V ID bracelet, Osmond's identity badge reading, "Coot, Osmond-000110," and a sealed envelope. The envelope contains the location of the military base in the southern lands (the setting of an upcoming module) with a warning to Osmond to go there "should the invaders return."

Level 10

All of the rooms on this level, including the bathroom, have had holes cut through the walls so they all interconnect. If Jeremiah is still alive by the time the party reaches this level, he moves back and forth between rooms, popping out of doors to fire at the characters. The entire circle of rooms are filled with broken tools, rusted out artifacts, various skeletons, crates and crates of sealed rations (still good), and a lot of garbage. Hidden amidst all of this junk are Jeremiah's pets: two holcuts. The holcuts have maximum abilities and will attack to defend their master and kill the intruders. A holcut that loses more than 75% of its hit points will even leap at a target who is near the railing, knocking itself and the target into the open space. If the PCs search through this mess for one whole day, they find five accelera doses, one anti-radiation serum, two cur-in doses, four stim doses, two pain reducers, and 12 sustenance doses. They also find the chameleon rifle that belonged to Timon's dabber, who is lying dead out in a concrete hut.

Level 11

Rooms A-D (no bathroom exists on this level): This entire space is one huge room. Most of it is taken up by an awesomely complex machine. There are several lights on the whirling mechanism. There is a doorway into the apparatus, but it can only be opened by the

machine. There is a large window opening into the contrivance. Inside is a sterile white room with an unusual reclining chair. On the outside of the machine the characters recognize a microphone and speaker.

This machine is the Alpha Factor Generator. It is covered with controls, but there is no possible way anyone could have an inkling of how to set them. It is an intelligent machine and cannot be audibly ordered to do anything for which it is not programmed. If a party member asks the machine what it is, it replies "I am AF1, the Alpha Factor Generator. Do you wish access?" If the character wishes more information, the machine just ignores him. If the character requests access, AF-1 replies "Security Access Code, please."

The access door only opens if the character repeats the phrase "Open the Pod Bay Doors, Hal" (found on one of the slips of paper in Level 5, Room C's safe). AF-1 then says "Please prepare the subject." If asked how, AF-1 responds "Remove all articles of clothing and items from his person and seat him in the recliner." AF-1 answers no more questions at this time.

Once a character sits down, the door closes, whether someone else is in the room or not (the Generator only affects the character in the chair). AF-1 then says "Scanning subject."

- If the subject is an intelligent plant, AF-1 says, "Botanical specimen. Random bombardment beginning." It then bombards the character with radiation and immediately creates one random mutation or defect (the GM can choose a plant mutation or defect).
- If the subject is a mutated animal, AF-1 says, "Zoological specimen. Random bombardment beginning." The GM should roll 1d10. A 1 result means a random defect is generated, a 2-7 result means a single new mutation is added, an 8-9 result means two mutations are added, and a 10 means that three new mutations are added.
- If the subject is a humanoid, AF-1 says "Already mutated specimen. Do you wish a random generation, a single mutation, or a defect wipe?" If the character has a defect, a request for a defect wipe immediately erases it for good. If the random generation is requested, treat as the zoological specimen above. If the single mutation is requested, roll one mutation randomly with no chance for a defect.
- If the subject is a human, AF-1 says, "Subject is human. Request operator identity for security clearance." Only Osmond Coot's security badge is of sufficiently high authority to allow a human to be mutated. If his name and number are given, AF-1 says, "Clearance

accepted. Do you wish random generation or a single mutation?" Then treat this as the zoological specimen above.

After ray bombardment the mutation is immediately known. The access door opens and AF-1 says, "Will there be further experiments?" It also can answer some limited questions. No specimen can undergo bombardment more than once; it will die from the effects. The effects of the mutations are irreversible. A character who is a humanoid through birth can be changed into a human by completely stripping out the mutations. This requires a security access, such as the one for mutating humans.

AF-1 thinks all of its systems are fine, but it actually can only perform 10 more bombardments after the party is done with it. Then it burns out its self-contained nuclear generator, short circuits itself, and goes dead, never to be revived.

Level 12

There is no restroom on Level 12, only a door requiring a Code V ID bracelet. Behind the door is a stairway that leads to the roof hatch. This hatch also requires a Code V ID bracelet to open.

Room A: There is a small plate beside the door in this room, with a depression in the middle. A character must press one of the two strange rings included on Mindkeep Isle into the depression. It then scans the ring for an intricate inner crystal pattern. Only then the door slides open. The door requires 1000 points of damage to open otherwise, and is invulnerable to fire, heat, and lasers. This room is the weapons locker and is chock full of stuff. The actual contents are left for the GM to decide, based on not only the level of technology in his campaign, but also how much the party members used or lost in this adventure.

Room B: Jeremiah left a security robot in this room with orders to attack the first person who opens the door. The robot pursues the offenders out onto the balcony and into other rooms. The room is another office, but was emptied quite a while ago of everything but its main computer unit. This is the final resting place of Mindkeep's memory core, the golden fleece of the player characters' quest. There is no possible way to move the entire unit, but it can be accessed by jury-rigging one of the communications base/computer terminals to it. The cb/ct can then store some of the info, or the player character with the notepad can write it down.

If the GM wishes to introduce any other

information here, he can. If the hardcopy information to be found in the filing room levels below has not been checked, add those notes to the information displayed to the characters. The actual replies to the questions of the Restorationist Council are dealt with in a special section in this booklet entitled "The Quest Fulfilled."

Room C: This room is where the security robot places any characters it captures, after it strips them of weapons. The room was once an executive dining room/kitchen, but is now full of old skeletons. Nothing of value is in here.

Room D: There is a peculiar lock set into the door of this room. It is a circle of eight buttons (each at a compass point, though the GM should not mention it that way; he should draw it out for the party members). To unlock the door, a character must touch the buttons in the order listed on the slip of paper found in the desk safe on Level 5, Room C, "NW, S, N, S, S, SE." The door will not open any other way and can sustain 1000 points of damage before it is broken through.

Inside this room is a prototype of the original powered attack armor, lent to Mindkeep by its designers for disabling dangerous mutants. It is in perfect condition and has four atomic energy cells stacked next to it.

Guarding the room are two special high security robots. They have the same statistics as normal security robots, except they have a complete range of sensing devices (optical, enhanced optical, infrared, radar, sonar, etc.) and different weapons. Instead of four paralysis rods they are equipped with two paralysis rods, a built-in energy mace and a built-in vibro blade. Instead of a slug thrower they are equipped with a Mark V blaster. They carry the following grenades: two tear gas, two stun, 1d6 fragmentation, 1d6 chemex, 1d6 poison gas, and 1d6 energy. These units try to subdue on the first turn only; after that they are programmed to destroy. They are currently programmed to defend the armor room from entrance by any creature but Jeremiah, and to respond to Jeremiah's voice commands to defend the top level against attack from the roof.

The rest of the room is equipped with tools designed for armor repair and maintenance, and has a suit-up area for the operator.

Roof Level (see map of roof)

The roof of Mindkeep is made of the same materials as the rest of the building. Once the player characters ascend to this level the GM can show them the roof map. In the middle of

the roof are two more smaller cylinders that house the elevator works. Note that all of the features are numbered; these are described below.

In the nest is a yexil with minimum statistics. It drops down and attacks whoever lands on the roof, climbs up the side to the roof, or exits onto the roof from the hatchway. It is a vicious creature and does not negotiate at all. Unbeknownst to the party this is a very young yexil awaiting its mother's return. Five turns after anyone steps onto the roof, the mother comes back. She is the mate of the yexil who died in the moat and whose skeleton now lies on the island's shore. She is enraged all the time and is the scourge of the plateau. She can attack as she swoops. Anyone trying to hit her with anything has a -4 CS penalty due to her speed and maneuverability.

1. This three-meter-tall unit was an auto-beacon which was used to guide aircars into Mindkeep. It is completely non-operational now, but there are lots of salvagable parts inside.

2. This six meter globe was the broadcast power station's antenna. It is covered with slightly curved, silvered, 10-centimeter squares. It is this faceted, mirrored ball which often catches the sun's rays and reflects them, drawing attention to Mindkeep. A character with a Physical Strength of 10 or better and an instrument at least as strong as steel can pry these squares off. It takes five minutes to remove one square.

3. This two-meter-tall concrete structure houses the heating and air-conditioning vent. Anyone trying to crawl down it first encounters a 6d6 electrical field designed to discourage intruders. This field is about three meters down the shaft. After that is a series of baffles through which even a lil would have problems squeezing.

4. This small forest of antennae are from one to two meters in height. They are extremely light weight, yet durable. They are the Think Tank's receivers and are now totally worthless.

5. This is the hatchway to Level 12. It cannot be opened without a Code V ID bracelet and requires 1000 points of damage to break. It also has an internal alpha matter bomb set to explode if the hatch is breached in any other manner except with a bracelet, but the bomb is directed so its blast is outwards. Anyone on the steps inside the installation at the time of the blast only takes 1d6 points of damage.

6. This device is similar to the cone detectors on the island below. It served to detect any movement above the installation up to a kilometer away. It is now worthless.

7. The painted markings can barely be seen now, but this was the landing pad for executive aircars arriving at Mindkeep.

8. Any character searching this edge finds an old grapple rusted onto the roof. A rotten piece of rope is still tied to it. It was left here decades ago by a would-be explorer who fell to his death.

9. This two-meter doorway opens into structure #10. It requires a Code III ID bracelet to enter. The door can sustain 400 points of damage before caving in.

10. This three-meter-high, 18-meter-diameter structure is the repair bay for the elevator cars. All of them are now in this bay. They all ascended here when the nuclear generator failed and the back-up system came on. That was long ago and the back-up system is now drained. Each car has an up and down button that must be held in for the car to move. In car number 3 is the remains of a survivor of Mindkeep. A badge reading, "Pushkin, Flip-975368" is pinned to its rotted uniform. There is also a laser pistol, but it is worthless as he destroyed it trying to batter his way out after trying to cut free with the laser.

11. This number represents the ring of bones surrounding the upper structure. This is where the yexil female throws the remains of her meals. Every once in a while she flaps her wings and blows the debris away, down to the ground or moat. There are all kinds of bones here, but none of them have any kind of synthetic material on them. If the PCs search the entire mass of debris (which takes four hours), they find two Kevlar helmets that are a little gnawed but otherwise fine, three chemical energy cells, and an operational flashlight with a sealed battery that never needs recharging.

12. This large metal cylinder houses the weather detecting package used by the installation in its heyday. There is no way to remove it other than cutting it out, and that requires a laser torch. The package is still usable by anyone with a Tech Level IV knowledge of machines. It can detect weather patterns up to 12 hours away.

13. This is the upper structure of the elevator works, holding all the pulleys and such for the cables. It is a four-meter-high, nine-meter-diameter cylinder with no apparent opening (a hatch is on top of the structure). Once inside the cylinder, party members find a long dead Mindkeep member and a hole that was cut from the elevator shafts into the elevator works (the hole is not visible from the elevator cars). This character was also stuck here when the power failed and tried to get the cars moving again. By the condition of his skeleton, it appears as though his laser torch slipped and cut into his leg. He lay here and bled to death. Most of his tools and his badge slipped from the ledge on which he lies, into the 12-level shaft. Only the laser torch remains, but it needs a new hydrogen cell.

14. This is the yexil's nest. Taking it apart requires at least three hours. It is a foul task, as the yexil is not a clean beast. If searching the entire nest, the party finds a flask of herbicide and a tube of gray neutralizing pigment that once belonged to victims who became yexil lunch.

15. It is hard to tell what this shaft may have been for the yexil mother bit it off long ago.

16. This is the access hatch into the top elevator works structure. The hatch requires a Code III ID bracelet to enter. It can withstand 500 points of damage before caving in. A crawl-down ladder leads to a small circular ramp inside (see #13).

Mindkeep Subterranean Levels

The GM should now study the Cliff Caverns/ Mindkeep Underground Map. The cliff caverns can be found by means of the footpath on the southeast ridge of the plateau rim. The Mindkeep underground complex is reached through Room C of Level 1. The two mazes are connected through a thin channel (two meters wide) at Mindkeep Underground #14.

The caverns have existed since before Mindkeep was built, though no one knew about them then. They are natural formations. A little lake in one of the chambers suggests that a surging spring may have cut out the caverns and been a waterfall at one time, though from what source is hard to tell. The Mindkeep underground maze was carved out of solid rock after the holocaust. The survivors felt that they needed a secure place to live inside the complex, so they used the last vestiges of energy in their laser borers and rock

cutters to fashion this complex. They laid in Code II ID bracelet lock doors throughout the complex, except for the door that led to the complex, which was Code V ID lock.

When the last generation of Mindkeep staff was dying, many of them came here to spend their last hours. They destroyed their badges and secured their gear up in the main complex first, to deter looting. Thus the stench of decay still permeates the place. Decades later the thin wall separating the natural cavern from the complex crumbled under the effects of an earthquake and the two became one. Wandering creatures now inhabit some of the rooms while others have not been opened since their occupants lay down to die.

Rooms or caverns that are not marked are considered to be either empty or inconsequential. The GM may add things, of course, if he desires. No lights work in the complex, but the doors were wired to a different generator and still operate. *Note: Do not show players the map of the complex or caverns; describe it to them.*

Complex

1. A high security robot like those in Level 12, Room D is here. Whenever anyone opens or tampers with the Code V ID bracelet lock door leading to Mindkeep, he comes out and investigates. He is still fully powered.

2. Another one of these high security robots (see room 1) is standing here. He is not operational and has been stripped of all his weapons, but his locomotion and tractor/pressor units are still salvageable.

3-11. Dead occupants lie in these sparse living quarters. There is nothing valuable here.

12. This room was the emergency communications room and still houses the remains of a communications sender. There is a 75% chance it can be repaired by a character with knowledge of Tech Level III items and a wide variety of available parts.

13. All the doors to this room are broken and can be slid back and forth easily. The room is occupied by five squeekers and is a mess.

14. This is the access point between the two mazes. A sre'froth waits on the ceiling.

15. The door to this large room is open. Inside the room are two blights who have taken up residence. The room was an emergency storage room and was piled with outdoor survival equipment in case the community needed to

make a fast escape into the wilds. The blights have chewed through most of it, ruining it, but there are still some good items. The usable loot includes an all-weather tent that sleeps six human-sized characters, a dozen plastic canteens, a portable stove that works on fuel (the fuel that was here evaporated), a box of 100 waterproof matches, two tubes of insect repellent, binoculars, and a month's iron rations.

16. There is a deep red carpet in this room, which was used as a meeting room. The furniture is all gone and the carpet is not really a carpet. Once someone steps into the room the huge patch of red fungus snaps shut and excretes Intensity Level 10 poison and Intensity Level 10 acid. The fungus is immune to physical and mental attacks, takes only half damage from normal fire, and is vulnerable to cold. It has 45 hit points and can be killed by energy attacks, but one quarter of all energy damage goes right through it and into the character(s) trapped inside. It waits a full turn before attacking so more creatures may enter. If no one comes in, it can flip itself out into the hallway in an instant, covering anyone within two meters of the doorway.

Cliff Caverns

These natural caverns are of a uniform height of five meters, unless otherwise noted. They are completely dark, moist, and contain no valuable natural mineral deposits.

A. The location A is actually set in dozens of meters from the cave entrance, but nothing but normal bats live there. A quanakus is currently sleeping here and does not take kindly to anyone bothering him.

B-F. A village of hispers live in these caverns and forage the plateau for food. They moved up here almost a year ago after having been hunter down and decimated by Timon's people. After any unpleasanties, if the party has a chance to question them as to what they are doing up here, the hispers describe in detail Timon's battle maneuvers and military campaign that ousted the hispers from their riverside retreat (downriver of Haven).

Cavern B is the common dwelling area for the lowest ranked of them. Seven male hispers can be found in here at any time, usually playing some strange type of grunting game.

Cavern C holds another three hispers who are skinning some unknown creatures for supper. This cavern also is used for cooking and there is almost always a fire going in here (the

smoke is carried away through a natural chimney system).

Cavern D is the living quarters for another four hispers. There is also a cache of 500 domar here, and a huge pile of broken artifacts. The artifacts, while being useless themselves, contain almost any kind of small part imaginable.

Cavern E is the home of the queen and her four attendant male guards. While all the other hisper males are armed randomly by the GM, these guards all are armed with maces, slug throwers (type C), and laser rifles. The throwers have full clips, but the rifles only have three shots left each. The queen is armed with an energy mace. Her treasure of five of each type of energy cell is stashed below her huge, carved stone throne that dominates this room.

Cavern F holds two hispers who are pickling some horrible-looking vegetables and meat in large plastic containers. They cannot hear the commotion in the other caverns unless explosives are used.

G. This 20-meter-high cavern holds a small, freshwater lake. It provides all the water needs for the hisper community. There is a keeshin living in this lake which has another hidden passage into another dry cave not shown. This keeshin does not have Devolution, but does have Radar/Sonar. The keeshin puts up with the hispers because it knows they guard the caverns. They are not aware of its presence. The keeshin attacks any other creature it thinks it can take who comes to the water's edge, including a human or humanoid character. It lies in wait at the bottom of the deep lake; then when it sees ripples in the water, it comes up to investigate. As mentioned, its lair is a private cave reached only by diving to the bottom of the lake. In it are all kinds of shiny baubles. The GM should randomly generate any loot in the cave, based on how hard the party worked to defeat the keeshin.

H. A parn has slipped past the hispers and has been staying in this cavern for the past few days. Now it is getting hungry.

I. This small cavern contains glowing fungus and two blaasut, who flew into these caves to escape a pursuing tsorsut. If the party does not bother them, they will not bother the party.

WRAPPING UP MINDKEEP

The Mindkeep encounters are the heart of this module, but certainly not a heart that beats for only one or two nights of adventure. If the PCs wish to completely explore the plateau and Mindkeep, they will most likely be at it for quite some time. As the plateau encounters are eliminated, the GM may wish to add more wandering creatures to keep it lively. If the adventurers make regular trips to the plateau, they cannot help but attract the attention of different races or tribes who will become curious or greedy. As parties of fantasy adventurers constantly delve the depths of the **ADVANCED DUNGEONS & DRAGONS®** game underground dungeons week after week, so can **GAMMA WORLD®** game adventurers continue to explore this installation. The GM can add as many underground levels as he wishes, even expanding their diameter to match the plateau's size. Future modules are planned which loosely fit into a campaign series, so the party can go off for a while on another adventure, yet still maintain an overall theme and always return to an installation if the GM desires.

Whether or not the player characters return to Timon is up to them and the GM. It is definitely in their long range interests to support Gene and Haven, immediately contacting him and bringing him artifacts like the power armor to help counter Timon's forces. And the party members should make no mistake about it, Timon is gearing up for war and will most likely win if the other societies in the Flower Lands and surrounding areas (other modules) are not warned and do not recognize him for the megalomaniac he is. Once Timon controls the Flower Lands he will keep expanding. Any analogy to Hitler and World War II is purely intentional and the GM should keep this in mind. This party's actions will either delay (and possibly win) the upcoming Flower Lands war by frustrating Timon's plans, or will help him win it by either trying to stay neutral, naively helping him, or throwing in with him altogether. Compared to the everyday scratching-out-a-living conflicts in a Gamma Worlder's life, this is a conflict of monumental scope.

There should be no shoulder-shrugging decisions by the characters; that is, if they decide to work against (or at least not for) Timon, they will be marked by him as traitors to his cause and remembered in the future. They will also be revered as freedom fighters by many others. On the other hand, if they throw their lot in with Timon, they will be given special ranks and power in his "new order," but will always be in fear of other competitive underlings. They will also be hated as traitors by

those who trusted them and their names will be tarnished forever. The GM should incorporate this into his campaign. There should be no player who later shrugs his shoulders and says "That adventure was no big deal. It didn't make a difference who we supported."

There are little puzzles all through this module, especially Mindkeep, which the GM may wish clarified. Many components for the proper operation of the military car in the maintenance building are spread all over the plateau and installation. This is so the party can load up as much loot as possible and move quickly. Various animals and their young are included so some party members can start training them as pets and mounts for future adventuring. Mindkeep itself can be used by the party or Haven community members as an outpost or new colony.

What is being offered to the adventurers here is more than loot; it is a chance to establish themselves and form a safe base and a community they can count on. Freelance adventuring lasts only as long as it takes the organized characters to catch up and conquer. It is inevitable! Cryptic Alliances can provide some support, but they usually do not appeal to the masses and are often quite fanatical, adhering to credos that often help to defeat them (like not using modern technology, or being blindly friendly with everyone). To be successful and do more than barely survive in Gamma World, the adventurers need to plan for the future. Nothing is more commonplace and doomed in Gamma World than a grub, and no one is more valuable and has a better future than someone who has friends they can fall back on. Well equipped and powerful friends!

There is also the matter of the frequently-mentioned aliens. This is a riddle that will be continued in future modules, in order to reveal important facts about Gamma World's history to players and GMs simultaneously. All that can be said at this time is Gamma World did not come about the way that most of its inhabitants believe it did. More on this to come from TSR.

If the GM believes the adventures already chronicled are not enough and he wishes to provide more encounters for the PCs as they travel to Mindkeep, back to Gene, Timon, or wherever they are heading, or as they explore Flower Lands, the following few pages contain unrelated encounters which can be set before, during, or after the Mindkeep encounters. These should never take place on the

Mindkeep Plateau. Though they are assigned suggested locations on the map, the GM, with a minimum of changes, can alter the location as he desires.

MISCELLANEOUS ENCOUNTERS

The Miscellaneous Encounters section is included for those GMs who wish to expand this adventure into a long campaign, who want more scenarios for the player characters either before they reach Mindkeep or after Mindkeep, before they reach Haven again. The encounters "stand on their own" and can be placed anywhere the GM desires. They are also examples for new GMs who have recently picked up the revised **GAMMA WORLD** rules on how the bizarre and deadly can combine to be fun in Gamma World. A good GM's encounters are limited only by his own imagination.

Mutant Rogue Orlen Bikers in Chains and Leather

Recently arrived from the lands north of the Flower Lands is a vicious gang of 20 orlens, 15 males and five females (five singles and five couples). These orlens are not a peaceful clan and love to terrorize communities. They discovered a relatively intact motorcycle store in the lands to the north, defeated the local inhabitants, and learned to ride the bikes. They now drive all over Gamma World, looking for more fuel and looting peaceful villages. The bikes are off-road types and can travel quite well over most terrain. The bikes' statistics are: Class = 6/90, Code = GIII, Cost = 2000, Speed = 100 kph, Value = Rank.

The bikers are followed by a small tanker truck, driven by their support crew of three orlens. The tanker is low and the orlens are desperate for fuel. They found the PCs' trail about an hour ago, and followed them. They attack at the first clearing the party comes to, or in a clear camp area at night. The encounter would be best run on one of the ancient roads that the orlens love to travel.

The single orlen bikers circle the party, causing confusion and running down anyone who tries to escape them. The orlen couples, on larger bikes, speed through the party. The back rider attacks with his or her weapons. The bikers are willing to negotiate if the party looks strong. All they really want is fuel or any information about fuel. But as soon as they gas up, they come back to get the party members.

This might seem like a good group to sic on Timon, but they could not successfully attack the Village of Oskar and there is always the dangerous chance that Timon would talk them into joining him, giving him a lightning-fast strike unit that could be devastating in the upcoming war. If a party member challenges the huge orlen biker leader to single, hand-to-hand combat (no mutations used), he accepts. If he is defeated by the party member, the bikers give their word not to bother the party again. They keep this vow unless crossed by the party.

These orlens each have one Tech I, one Tech II, and one Tech III weapon rolled randomly by the GM. In addition, the gang as a whole has mechanic's tools (kept in the truck), a geiger counter (strapped on the single front-riding biker's handlebars), extra parts and tires (kept with the truck), and a mini-missile (strapped on the leader's back).

A Gamma Garden Party

The GM can place this encounter anywhere, but it fits best in either a natural or giant flower forest. The chosen spot is an unusually organized growth of mutated plants. These were carefully planted a decade ago by an old man who loved plants, especially the ed eps, and wanted to see them protected. He therefore located the healthiest ed eps he could find and cleared the surrounding area.

The entire assemblage is a maze, but one must know where to move to pass through the rings. In a tight circle around the ed eps he planted a circle of six horl choos. These provide a ring of defense for the ed eps, including defense against air assault. It also blocks the ed eps from sight.

Around the horl choo ring he planted a hedge ring of frid esk. This provides a strong defensive wall that can deflect many attacks. The hedge, neatly clipped, is now 2.5 meters tall.

Circling the hedge ring he planted a ring of 12 boomerths. These provide some attack advantages and work well with the outer ring of smokerths. Outside the boomerth ring is a circle of unique plants that are immune to fire, but do not grow too fast. These act as a fire break.

The outside ring of smokerths is 10 meters wide. If a large force of land creatures attack they must come through this ring. If they figure some way not to disturb the smokerths, the boomerths throw their little bombs in to ignite the smokerths, thus frying the attackers.

The man then bred a special win seen that

only grows underground. Any attack from that direction is impossible, not only due to the win seen's strangling vines and roots, but also because of the extent of the root system that even a sep could not cut through.

To scurry through the maze and rid it of pests and rodents, he transplanted four Kai lin. They are the caretakers now and seem to have mental communications with all the plants. One of them has telepathy and can communicate with passers-by. In exchange for loot that is beneficial to the plants, or the destruction of loot that is damaging to plants, the intelligent kai lin will allow one party member at a time into the maze to take a nut from the paradise tree within. There is no way the character can remember the way through. Only one member is allowed in at any time; he must be completely unarmed, and he is hand-led by the kai lin. If someone takes more than one nut the kai lin knows it, and the character is held hostage by the plants until more loot is brought to buy his way out. If he tries to escape, he is attacked and most likely killed. If he teleports out, the party outside is attacked if possible. If a bad nut is picked, the kai lin are sorry, but cannot allow another to be picked for free.

The kai lin make sure that not all of the nuts are picked so the ed eps continues to produce. The paradise tree holds the maximum amount of nuts for the purpose of this encounter. Those who successfully deal with this Gamma Garden will always be welcomed in the future.

Camping Out With the Sleeth

This encounter takes place in the evening, around the time the characters should be looking to establish a camp for the night. It takes place in an area relatively open to the sky. The party sees smoke off in the distance and, if investigating, come across a band of six sleeths establishing camp. If the party lets itself be known in a friendly manner, the sleeths welcome the PCs into camp for the night. They have a blazing campfire going and plenty of food. They mention that they are not afraid of the fire attracting blaashes or blaasut since they picked up their new device from a wandering wardent. This item is 1.5 meters tall and looks like a glowing, collapsible umbrella, but they swear it emits an inaudible, invisible wave that keeps the giant moths away. They tell the party that they were attacked for three straight nights before they picked up this device and have not been bothered since.

What the sleeths do not know is that this is

pure coincidence. In the four days they have had the device, the moths have been mating and have not been out, but no party members know of this. The sleeths do not want the campfire to die down. They have been hunted by wild holcut, who fear the fire. The sleeths suggest that the PCs buy one too (only 300 domar, and the wardent had another one) and say they will unpack their maps in the morning and show the party where they last saw the wardent. Sitting around the old campfire and chatting, everyone has to admit the device works well because absolutely no bugs are bothering them. This is a perfect chance for the GM to spread more rumors through the sleeth's conversation.

The umbrella device is a lawn umbrella sprayed with glowing paint and long lasting insect repellent. It does not affect the blaasut or blaashes one whit. As soon as everyone is bedded down for the night, the giant moths finish their mating frenzy and come out. A number of blaasut matching the total number of party members and sleeth begin fluttering over the campfire. There is also a blaash with them, but the party cannot tell one from another. If any of the giant moths are still flying three turns later, the tsorsut show up. One of the giant bats appears for every four giant moths fluttering about. With all the buffeting wings, sonic blasts, and radiation, it ought to be a lively campout. Only when the campfire is extinguished do the flyers all go away. The sleeths do not think of putting out the campfire.

If any of the sleeths are left after this flying mess, they no doubt mention that they think they have been conned by the wardent. No other encounter should be run that night.

The Shadow of Death

The only purpose of this encounter is to condition the party members to jump when a shadow passes over them, to sweat when they hear the name bu'daan, and to feel faint at the thought of confronting one. This encounter takes place anywhere the GM wishes. As the party is marching along the GM should mention "A large, very fast-moving shadow just passed over you, like a low flying aircraft." The player characters should all look up (those who say they are doing otherwise must make a green or better Intelligence check to override the instinct to look up). The GM should then read a version of this narrative to the players. The battle should take place in the sky within their sight, but out of their weapons' range.

As you look up in reaction, another, larger shape flashes overhead. All you see is an impression of huge claws, brown fur, and bat wings. Suddenly the object that must have flashed in front of you a second ago, a bubble car, curves up into the sky, as if trying to evade pursuit. Now you can see what is after it — a massive creature that looks like a giant weasel, with unimaginably big bat wings. It seems to have no problem keeping up with the bubble car's speed and maneuvers. After twisting and turning for a few turns the vehicle stops and unleashes what looks like an energy bolt. It is so powerful that you can hear it on the ground. It strikes the creature...who does not even slow down. As the monster swoops by the vehicle it seems to spit something at it. The vehicle then begins wobbling in the air. A number of electrical bolts leave the creature, which is hovering over the prey as if waiting for a meal. They hit the vehicle which immediately drops like dead weight through the air. The monster apparently anticipated that, however, and dives after it, snatching it out of its descent. It then pries the machine open like an overripe fruit while maintaining its altitude. You can hear the force field surrounding the object snap and whine as the great claws crack it open.

The monster roars in triumph, a sound you hope to never hear again, the sound of a predator that knows it will always conquer. The beast just hovers in place, holding the car with its rear claws and picking out the juicy contents with its foreclaws. After a minute or so of gnawing on the car, the bu'daan drops it like a discarded peel

and lazily flies off to the west at an unbelievable altitude.

All of you have heard tales of this monster as children, but you never really believed it existed until now. The name which your parents uttered to frighten you into obeying now slips onto your dried lips... bu'daan!

The party should not see the bu'daan after this for quite a while ("absence makes the heart grow fearful"). Even if it is rolled as a random encounter, use the listing above it instead. If the party members mention it to any NPCs, the young ones laugh nervously, the old ones nod knowingly as if having seen one in their lifetime, and the others just smile politely, as if indulging a child's fantasy. If the party members seek out the wreck of the bubble car, they should find it after a day. It is in the condition one would expect after its battle. If any player asks if there are any survivors, the GM should reply with something like "Do you leave any peanuts in the shell after you've opened it?"

The Amazing Disappearing Forest

This encounter is unusual in that nothing should really happen to the party or to their "opponents" — the party members are merely taught a lesson. Every so often while the party is marching along the GM should mention, "There are ferns about you now," "You are approaching a small bramble patch," "A stand of lilies is in your path," and so forth so the PCs get used to either spending time walking around everything or get used to ignoring the various types of vegetation

around them. Sooner or later they will walk through a small bramble patch. As luck would have it (GM-contrived luck), this bramble patch was the new home for a honeymooning lil couple. They are not too happy about this unintended, but thoughtless, destruction and wish to teach the party a lesson. They immediately contact the main community, hidden nearby, and seek aid.

The lil will teach the party that "things are not always what they seem, so watch your step." Using their illusion powers and mass mind, the entire community of lil will create an illusion so real that the party members have no choice but to believe it. The GM should tell the party members as they are walking through the area to make Intelligence checks. After this (regardless of the results) he should say something like "You know, everything around you is sort of fuzzy, like in a dream." He should then go on, picking up on suggestions from the players, as if they have been affected by an illusion. He should tell them that now that they know it is an illusion, they can see they are no longer in (fill in the area), but actually in a large sandy stretch, hundreds of meters wide. Something is moving in the sand around them. It could be a sep or it could be a kep plant, or it could be both.

The GM should carry on this charade for as long as he likes; these are deadly encounters and the party should be thoroughly worried before the GM suddenly drops the illusion and returns the area to normal. A tiny telepathic voice sounds in the party members' heads, saying, "Remember, all is not what it appears to be. Watch your step, especially around bramble. The lil are not here for you to casually tread upon." Then the voice, and the lil, will be gone.

Whether attained by the player characters at Mindkeep or, by some unforeseen possibility, by the PCs or Restoration Council at Haven, the mission is not fulfilled until the answers to the two questions are answered by Mindkeep's memory core. To this end, the GM should not allow any tremendously stupid acts to prevent this ending (like some mutant yo-yo lasering the computer because he thinks it is controlling the security robot). The GM may feel free to use a force field around the computer or whatever, until calmer heads in the party prevail.

This memory core computer was sentient when mankind's final efforts were being made to escape the obviously inevitable great war and Shadow Years. Unfortunately, most of the information is in scientific terminology or advanced military jargon and is no longer understandable, even by those Gamma Worlders who speak the ancient languages. Thus, the adventurers will only be able to piece together the following information.

In reply to the question, "Where are the Cities of Man?" —

- Various colonies of some kind were started at the end of the ancient times, supposedly safe from the invaders.
- The location is shown by a series of numerals; these the characters can copy but no one can figure out their meaning. The location is actually termed The Cities of Man, but that could be a codename, just as Mindkeep was a codename.
- The location of the Cities of Man is also termed, in one file, "The Great Void."
- The location of the Cities of Man may have moved since its original inception.
- Colonists actually went to the Cities of

Man before the Shadow Years came. No record is present of their having returned.

In reply to any question on how to reach the Cities of Man —

- The Cities of Man can always be reached, regardless of the location.
- A great sky chariot must be created to journey to the Cities of Man. It must be able to withstand freezing temperatures, deadly heat, and complete vacuum.
- The vehicle should be named the Armstrong after some ancient explorer. A sentence specifically states, "Designation of the next Earth-to-C.o.M. vehicle: S.S. Armstrong." The S.S. may stand for many things, including "special ship."
- The vehicle is not yet assembled, but a list of what is needed to create it can be accessed. That list includes the following:

HULL or BODY: Ceramic/plasteel alloy
ENVIRONMENTAL EQUIPMENT: Food, water, basic needs, including special garments, apparatus, and life support systems.
ENGINE: Something called the XL-1 engine with TCN fuel.
NAVIGATIONAL AND PILOTING EXPERTS: Listed as humans currently in cryogenic stasis.
DRY DOCK AND LAUNCH AREA: The name and location of the area is so highly classified that no one can access it anymore, even with all the passwords, codenames, and ID numbers given in this adventure.
SPECIALIZED ROBOTS: Custom

-designed to work on board the ship, apparently they already exist.

HIGHLY ADVANCED COMPUTER: The vehicle is so complex that a highly advanced computer is required for its passage. The computers in Mindkeep are either no longer functional, not advanced enough, or merely storage devices.

A location coordinate is given for each of the above items, but it will take the Restorationist Council a long time to decipher the locations, even using all their arcane knowledge and ancient items and books.

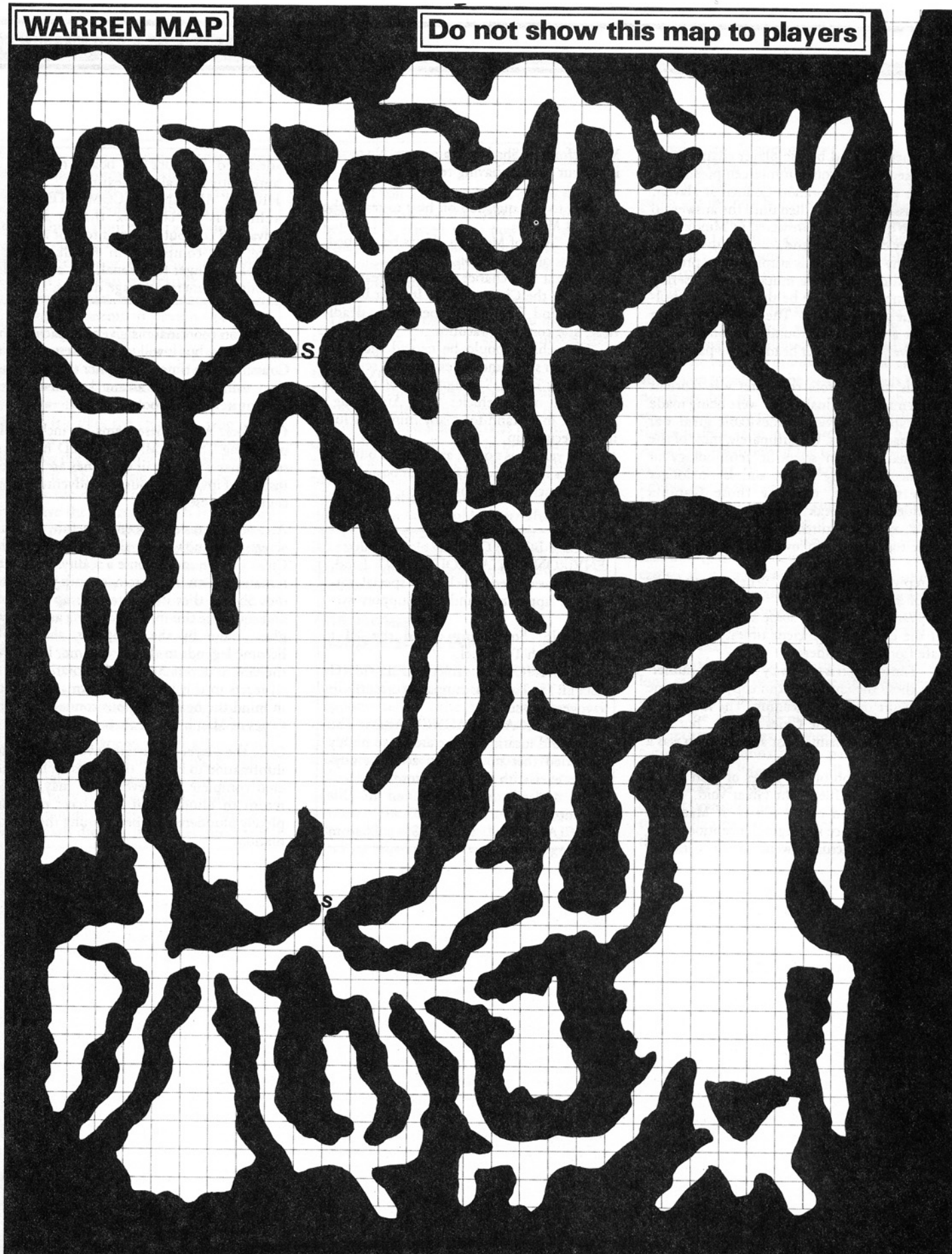
GM Note: All of these items are included in upcoming TSR GAMMA WORLD modules, so you may wish to wait until they are released instead of inventing your own adventures that center on these items.

An awesome task has been set before the characters. They now know that contact with the Cities of Man can become a reality, instead of remaining a myth to fascinate both young and old. Should they decide to take up the torch and complete this mind-boggling assignment given them by the computer, they could become legends in their own time. It is up to the GM to decide how the Restoration Council reacts to this long-lost information. Keep in mind the nearly religious connotations the Cities of Man hold for these people.

Once the player characters have delivered this information to Haven, their mission is considered complete. However, they may wish to return to Mindkeep if they have not completely plundered it when gaining their information.

WARREN MAP

Do not show this map to players



VILLAGE OF OSKAR

This map may be shown to players



Ditch

Livestock path

Orchard



Marsh

Old railroad siding and boxcar

Corral



Gate

Stone buildings

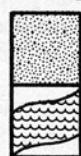
Guard tower



Granaries

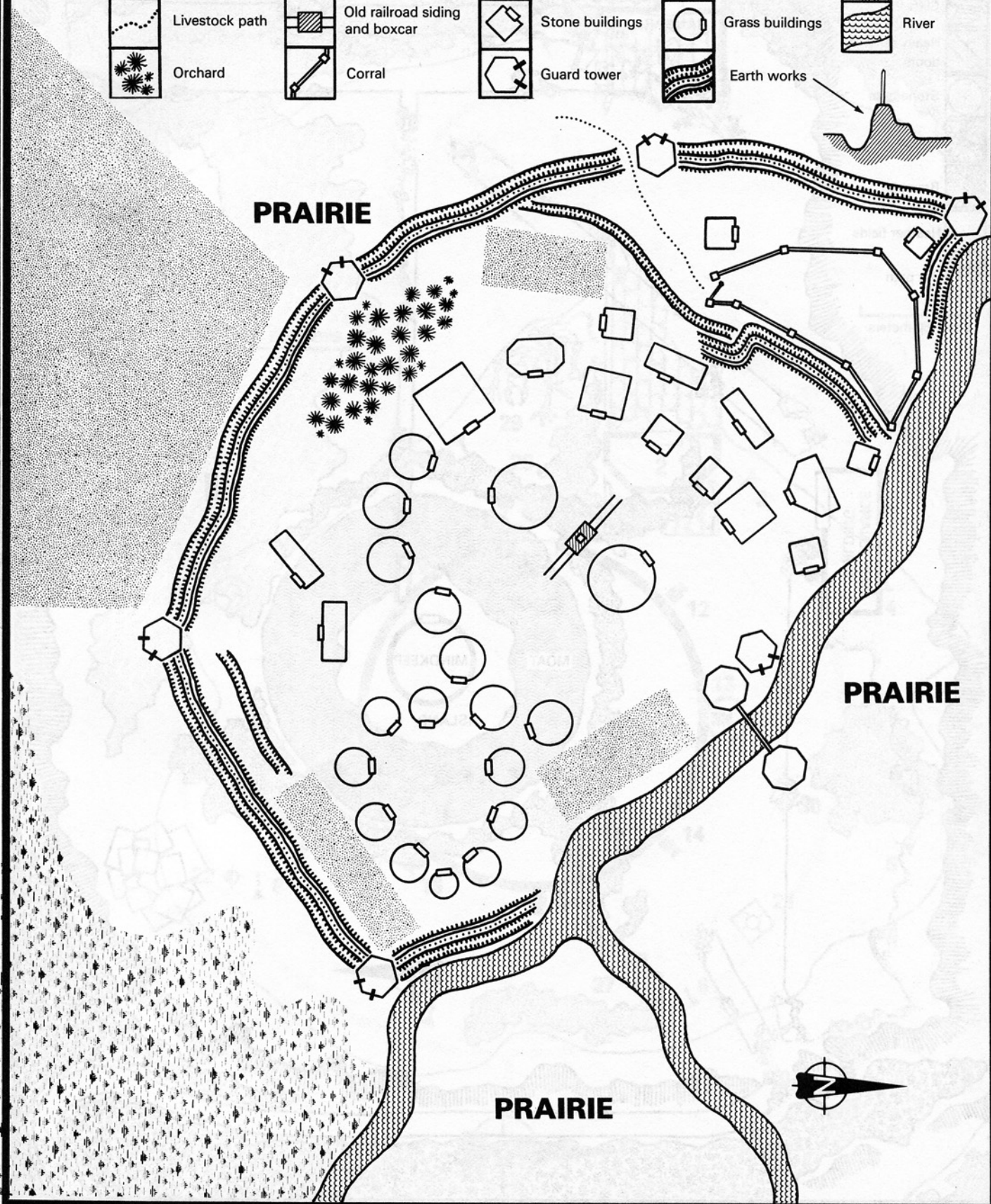
Grass buildings

Earth works



Crop fields

River

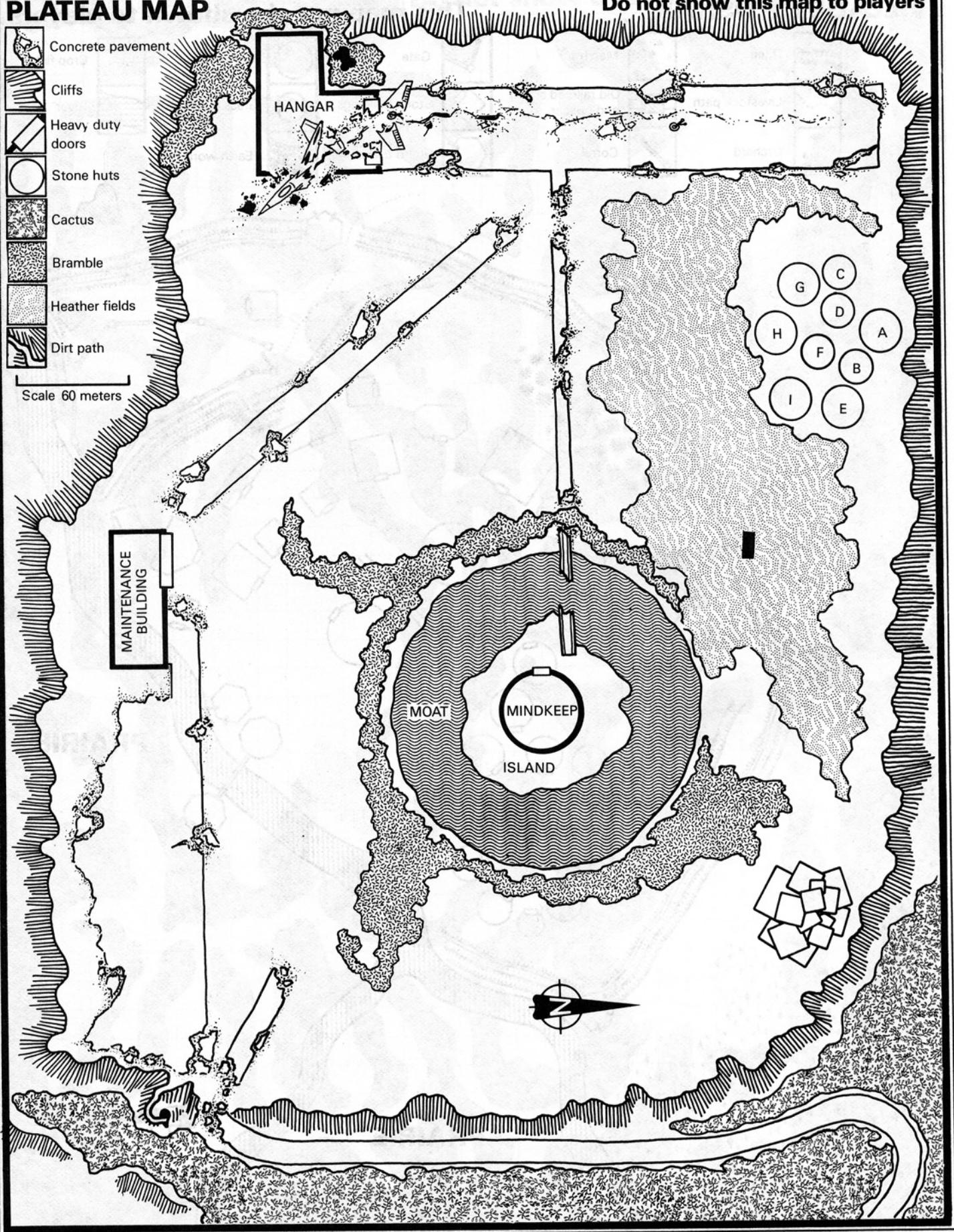


PLATEAU MAP

Do not show this map to players

-  Concrete pavement
-  Cliffs
-  Heavy duty doors
-  Stone huts
-  Cactus
-  Bramble
-  Heather fields
-  Dirt path

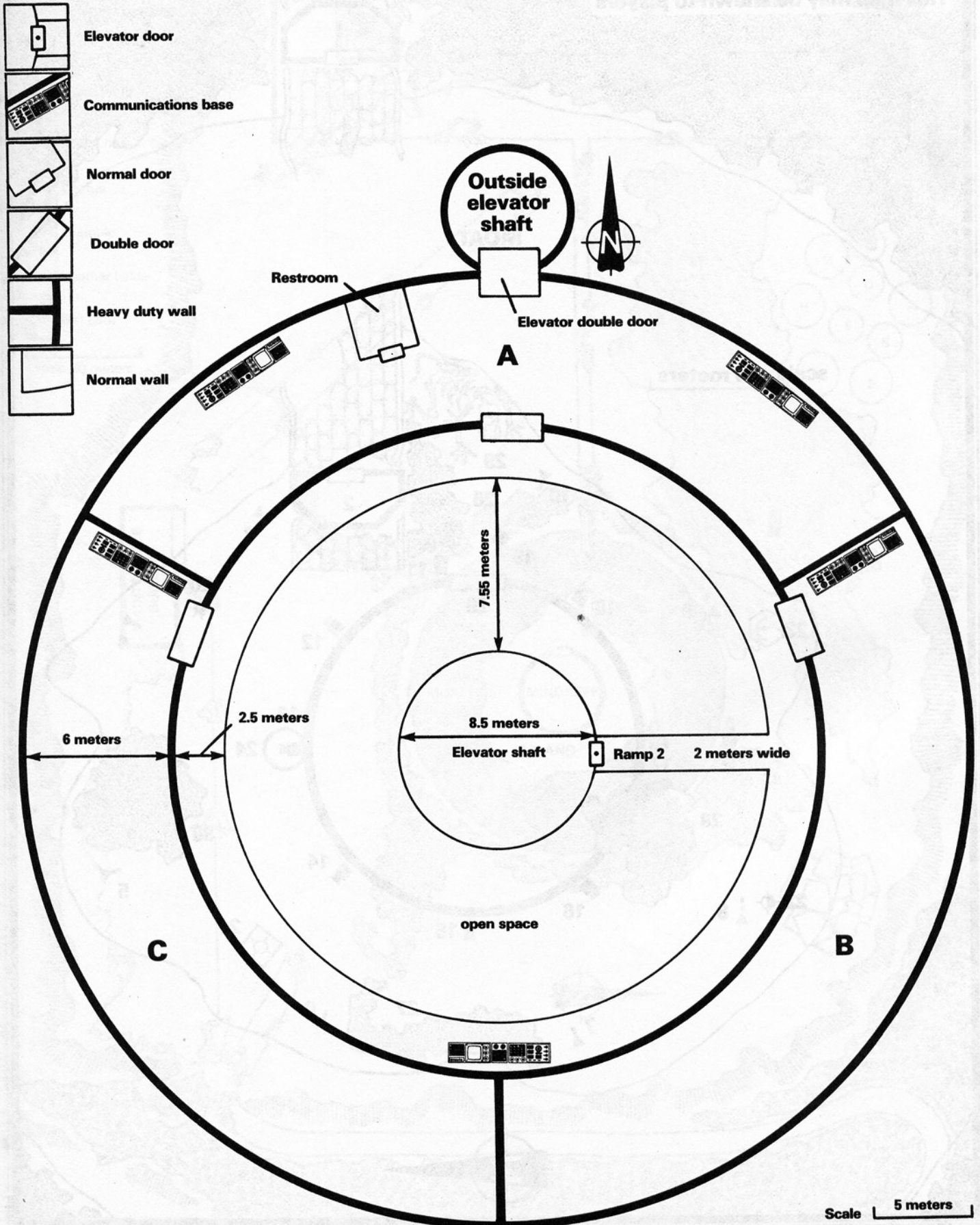
Scale 60 meters



This map may be shown to players

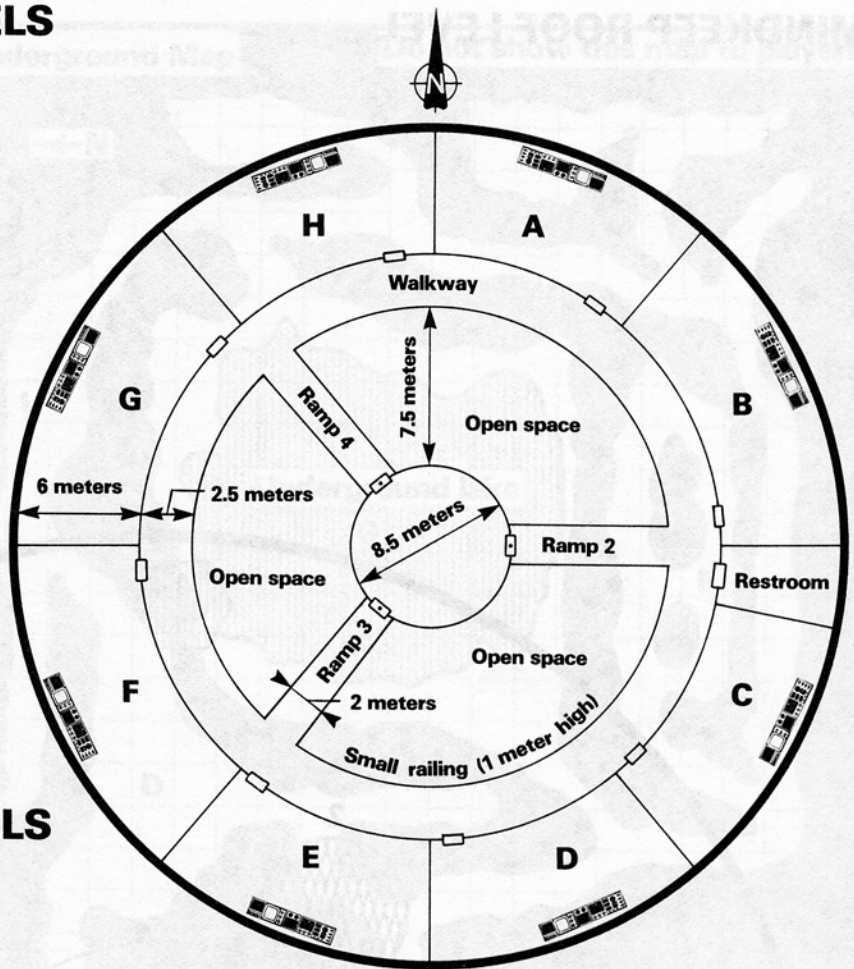
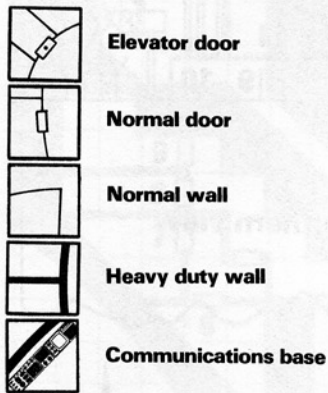
MINDKEEP — TYPE A LEVELS

This map may be shown to players

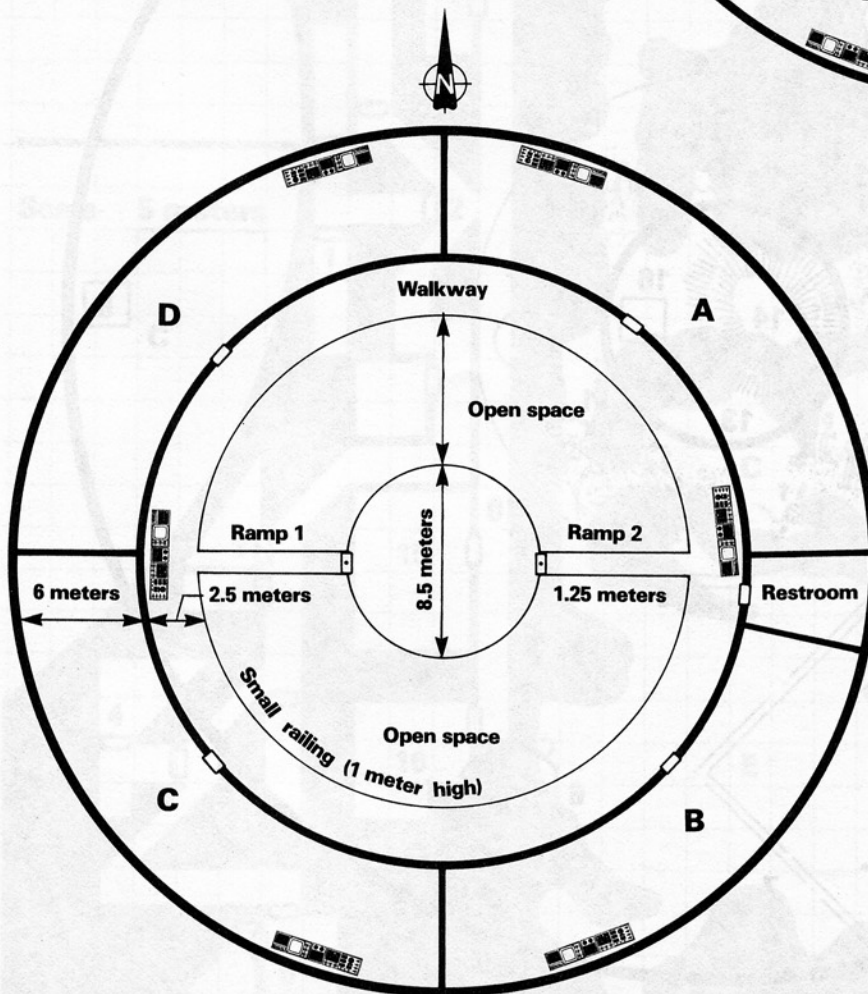


MINDKEEP — TYPE B LEVELS

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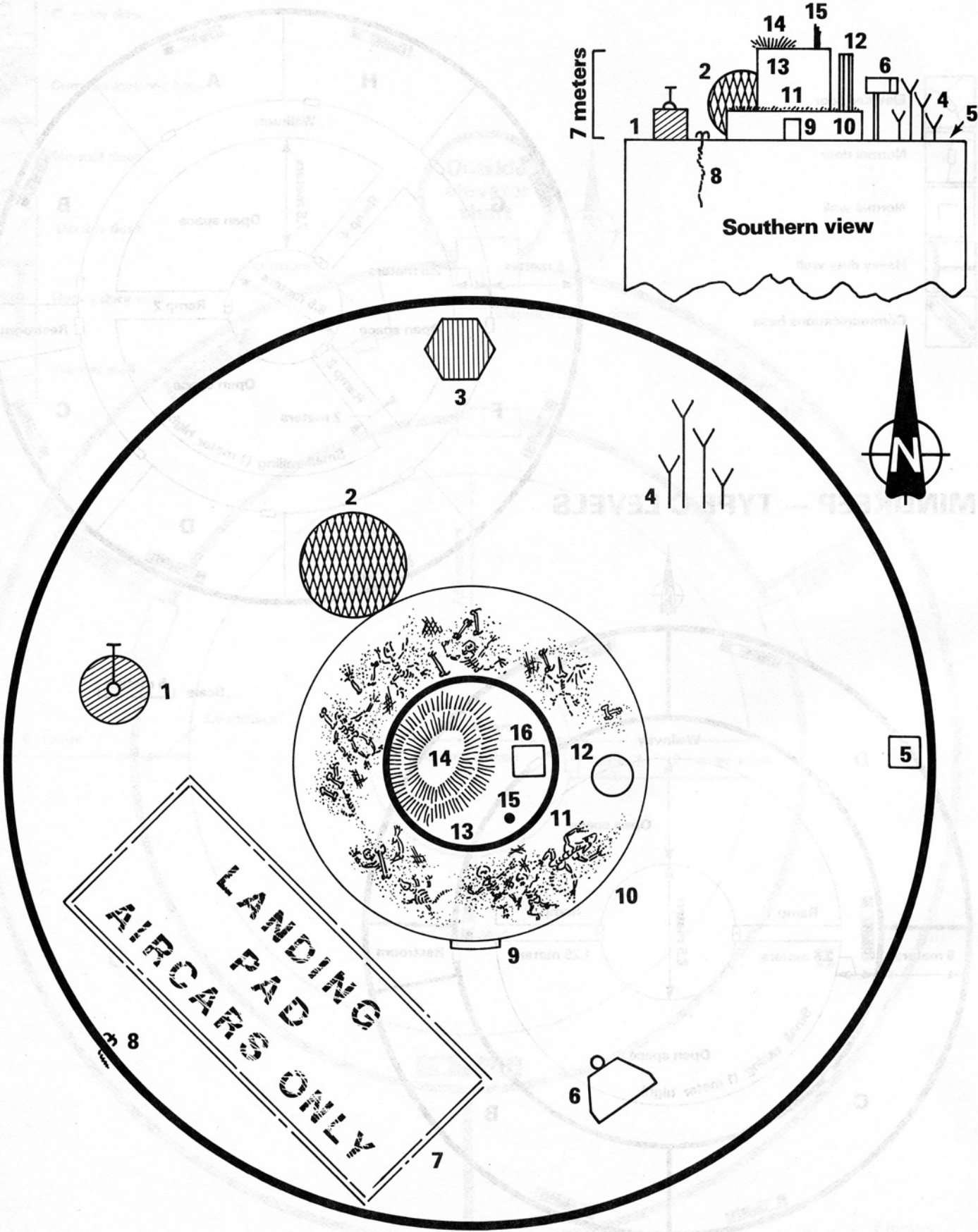


MINDKEEP — TYPE C LEVELS



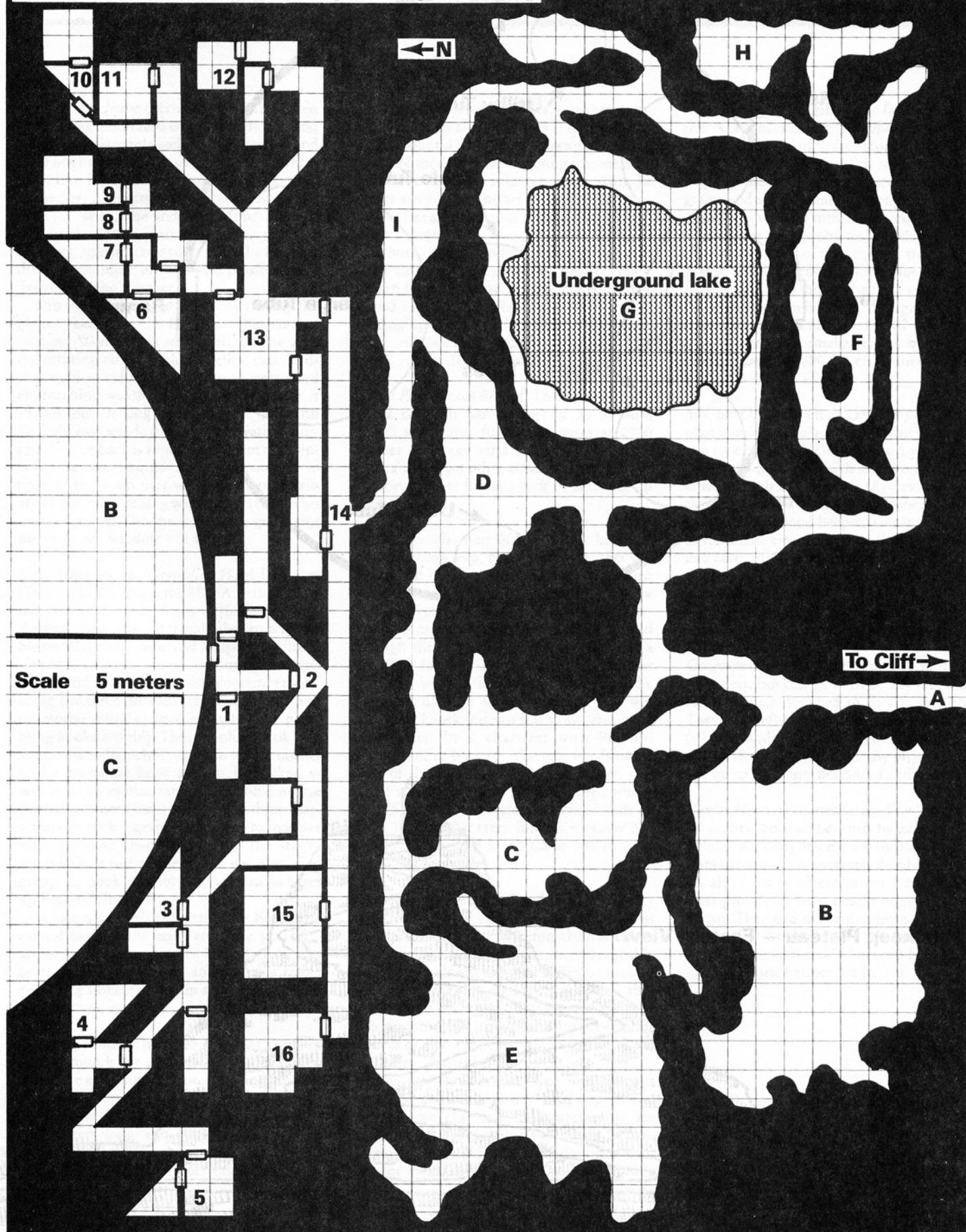
MINDKEEP ROOF LEVEL

This map may be shown to players

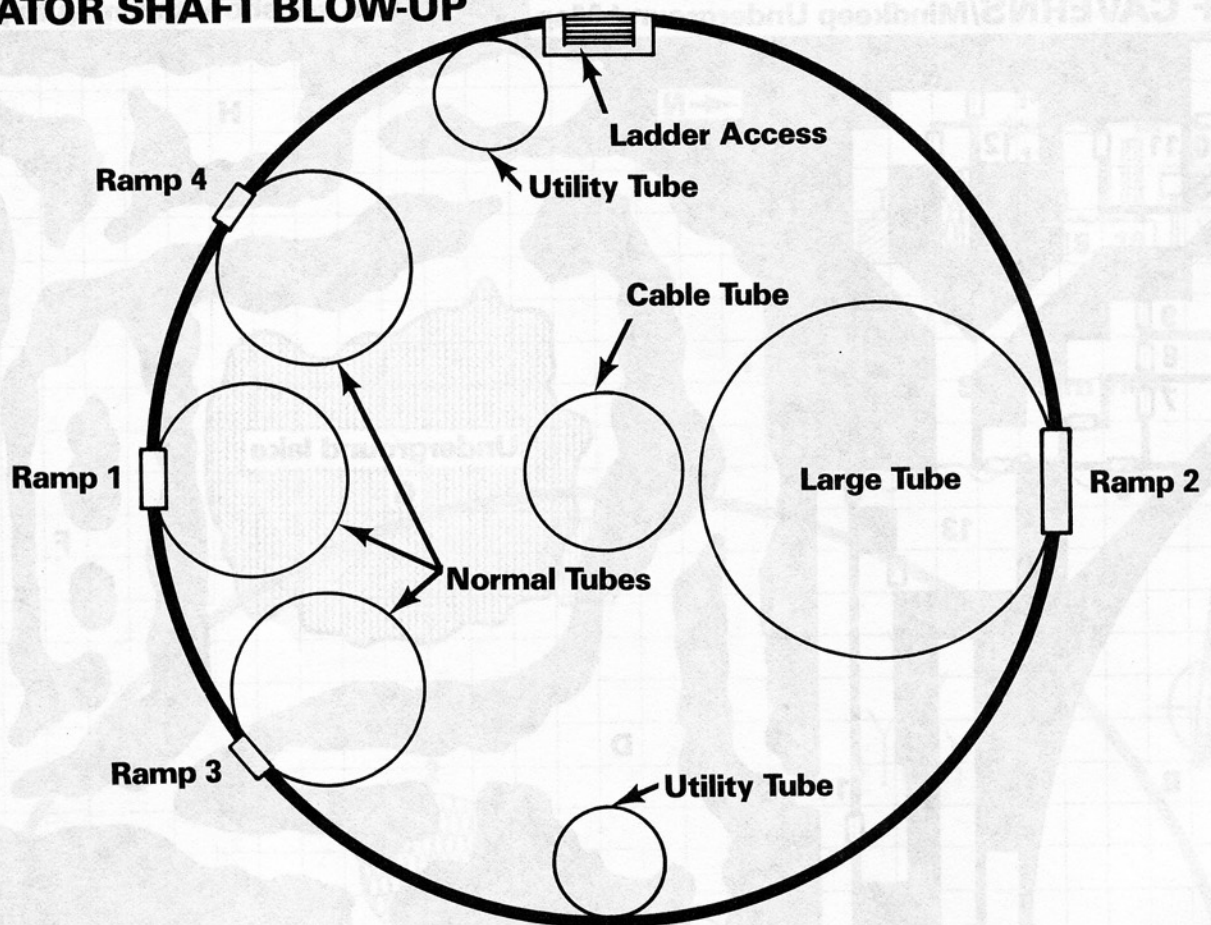


CLIFF CAVERNS/Mindkeep Underground Map

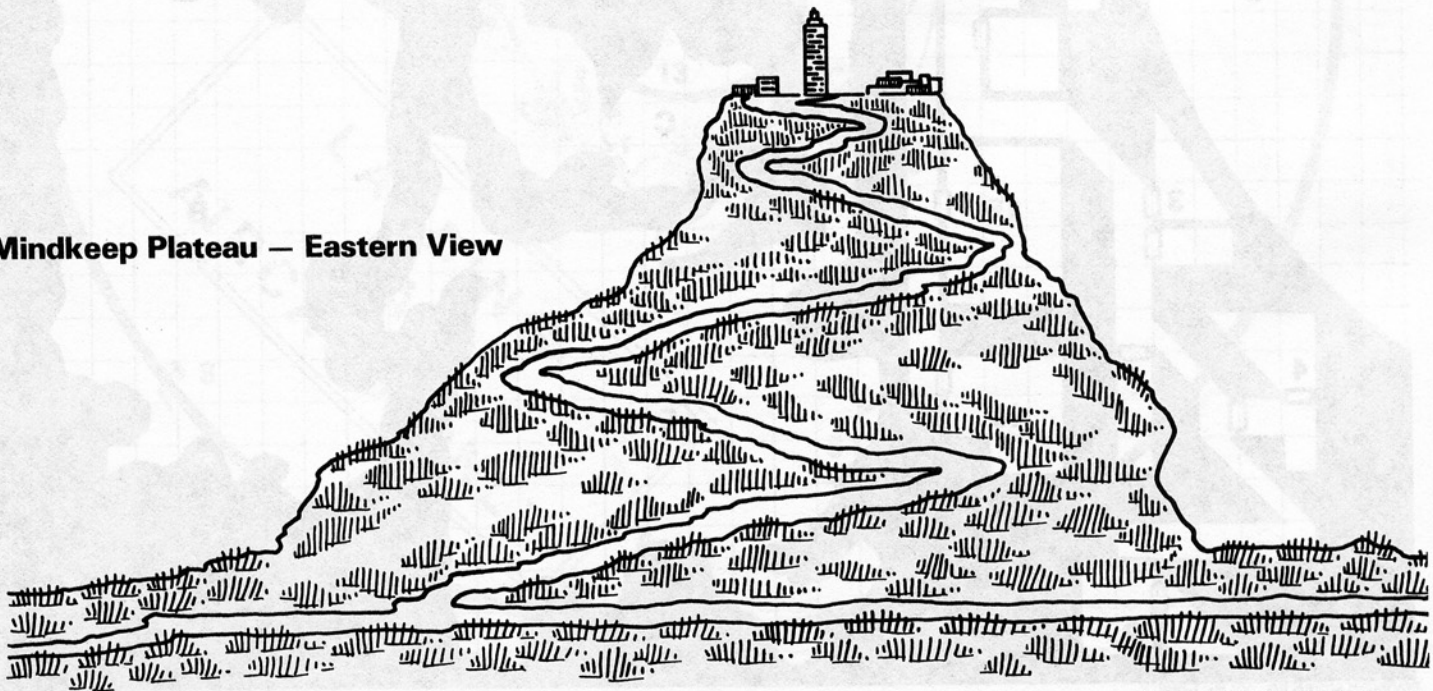
Do not show this map to players



ELEVATOR SHAFT BLOW-UP



Mindkeep Plateau — Eastern View



Weather Predictor (Tech Level V) This alien artifact was discovered over a decade ago and still works accurately today. The Brotherhood of Thought will lend it to the party and show them how it works. If normal rain is expected in the next 24 hours, the indicator turns gray; if sunny skies, the indicator turns blue. If abnormal weather is coming within the next 24 hours, the indicator turns red. The brighter the red, the more intense (and possibly more dangerous) the weather.

This is a device used by aliens visiting the planet years after the holocaust that created Gamma World. It is still in alignment with the orbiting alien weather satellite that feeds the device information about perceived approaching weather patterns. The device is 15 centimeters long, shaped like a disk with an indicator window and an activation button. On the back is a miniplug where the miniature speaker would normally connect to provide the alien user with complete details about the approaching weather patterns in his own language. The speaker is now gone, but the indicator window still works.

U.S. Army Mortar/Grappling Hook Launcher (Tech Level III) This is the M29 American Mortar used by the U.S. Army in the last days of the war. It consists of a metal tube, an attachable circular metal base and a bipod stabilizer. The M29's overall length is about 130 centimeters and it weighs over 40 kilograms empty. It can fire three different types of 81 millimeter mortar rounds (listed below) or the grappling hook assembly. The grappling hook, the shell used to launch it, and the rope attached to the grappling hook are usually packed as one kit. The mortar can be assembled in five turns if the user knows how. While three characters can work together to fire two rounds per turn, a single character can use the set-up mortar alone to fire one round per turn. The grappling hook assembly takes five turns to set up before firing.

When used with the grappling hook, the mortar can fire the hook and rope up cliffs, across rivers, and so on. The hook then catches on the ridge or branches and is drawn tight, providing instant access up a plateau, across a roaring river, etc.

Mortar Rounds: There are different types of mortar rounds for different sizes of mortars. These are 81 millimeter mortar rounds for use in the M29 mortar listed above. All rounds are packed three to a case. Each round is over 52 centimeters long and weighs four to four (FRA) 1 1/2 kilograms.

High Explosive Round: This round covers a 34

meter radius when it explodes, causing explosive damage to all in the area (Dm = 8). Its range is around 4500 meters. Its attack rank is 12 + IN modifiers for targeting purposes. It cannot be fired at a target fewer than 50 meters away. It can be set to explode on contact or after a few seconds' delay so it can penetrate a target.

Parachute Flare Round: This round explodes in the air, releasing a parachute tied to a magnesium flare. The fuse can be delayed from 1 to 100 seconds. The flare then floats down, lighting up the sky and landscape for 75 seconds with almost daylight intensity. This round can be fired from 90 to 2100 meters away.

White Phosphorus Round: This round creates smoke cover. It has a range of 50 to 4400 meters and burns for two minutes at 2700 degrees C. It can send out smoke to either mark a target for other attacks, as a signal, or to provide cover for an attack by smoking up the target area.

.50 caliber Hawkins Musket (Tech Level II) This percussion cap, black powder musket was popular in the mid-1800s and is now almost gone from Gamma World entirely. A few models do exist, however, and are very powerful. The musket is old and must be loaded through the barrel with black powder and a ball. The loading time for someone familiar with this weapon is two turns at least. The weapon's damage to the target is 12, will definitely knock it down if it is hit, and must be wielded by a character with Physical Strength of at least 16. The rifle needs metal balls of the right caliber, black powder, and paper wadding to fire. It can be fired with a +1 CS at 70 to 100 meters. It is fired with no CS at 101 to 200 meters. It has a -1 CS at 201 to 500 meters, and a -2 CS at 501 to 1200 meters.

Chameleon Rifle (Tech Level III) The chameleon rifle was the last rifle manufactured in the U.S. in any quantity before the holocaust. It is so called because it has interchangeable barrels that allow it to fire as a rifle (one round per turn, damage = 6), a semi-automatic rifle (two rounds every turn, damage = 6), or as a sub-machine rifle (multiple rounds per turn, treat as one shot for everyone in a three meter wide area, damage = 8).

The slug-thrower rifle-type weapon was designed on the popular "bull pup" style; that is, the clip and feed mechanism are located in the stock behind the firing mechanism, there is a grip in front of the firing handle for easier control, and the barrel, while

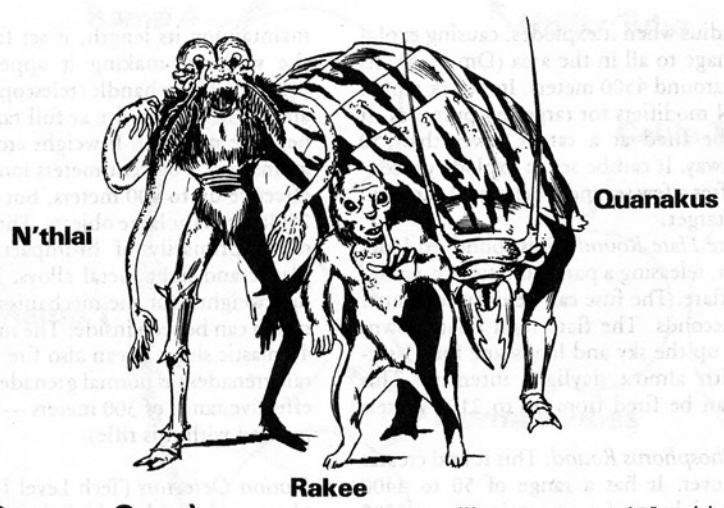
maintaining its length, is set farther back in the weapon, making it appear short and squat. It has a handle/telescope on top that allows the user to fire at full range without a negative modifier. It weighs around 2.5 kilograms and is 80 centimeters long. Its range is effective up to 400 meters, but can fire up to 2500 meters at large objects. The chameleon is made primarily of hi-impact, transparent plastic and light metal alloys. Not only is it lightweight, but the mechanism and ammunition can be seen inside. The magazine holds 40 plastic slugs. It can also fire 22 millimeter tail grenades (as normal grenades, but with an effective range of 300 meters — they can only be used with this rifle).

Motion Detectors (Tech Level III) This small plastic unit can be adapted to run on almost any type of power cell for up to a year. It is a 20-cm-diameter disc with a grid on one side. Once the unit is turned on, any creature larger than a cat approaching within 35 meters of the unit sets off its loud beeper. This is perfect for adventurers, especially when they are camped in a cave, ruins, or other area where an opponent has to approach them through a single passage. These items are usually found in ruins or installations and are easy for anyone with Tech III repair knowledge to understand.

Gargoyle Glasses (manufactured by Tech Level III society, but can be worn by anyone) These sunglasses are designed to fit a human face. They are reflective and prevent laser flash (when standing too close to a laser). The glasses themselves can take any physical damage up to 60 points per round and not break.

Kevlar Helmets (manufactured by Tech Level III society, but can be worn by anyone) This helmet was designed for use by pre-holocaust human forces. It is extremely durable and covers all of the head except the face. Helmets offer protection from attacks on all sides and above. They add to the defensive strength of armor. The Kevlar helmet adds a -12, most heavy plastic or metal helmets add a -8, and normal plastic helmets add a -4.

NEW RACES



N'thlai (Strange Ones)

NUMBER: 1 to 10 (except in villages)
MORALE: 8
HIT DICE: 20
ARMOR: 6 (-30)
LAND SPEED: 48
PS: 12 MS: 16 (+2)
DX: 9 (-1) CH: 9 (-1)
CN: 9 (-1) IN: 12
ATTACKS: 3 Tentacle slaps (Dm = 3)
MUTATIONS: See Below

Description: These bizarre life forms are extreme mutations of humanoid life that finally stabilized into a new race. They are as intelligent as mankind, but completely alien looking. The n'thlai are over three meters tall, have two long, barbed, triple-jointed legs, and have four two-meter tentacles extending from a barrel chest. At the end of the tentacles are eight-digit hands that they use with complete dexterity. The n'thlai's head is basically heart-shaped, cleaved down the middle. On the right and left sides of the head are 60-cm-long comb feelers, similar to those found on many moths. In addition, around their heads are clusters of multiple optical organs. The feelers and "eyes" combine to give the n'thlai radar/sonar and 360 degree sight (they cannot be surprised). At the bottom of the face is a huge circular orifice that serves as a mouth. Inside are thousands of writhing, wormlike tongues and flat, grinding ridges used for chewing. The n'thlai suck up munched protein through a hollow tongue.

All n'thlai have a mental mutation. There is a 10% chance that every n'thlai has two mutations. The GM should roll 1d10 on the following table to determine the mutations they possess.

- Rakee
- | | |
|----------------------|-------------------|
| 01 Beguiling | 06 Intuition |
| 02 Confusion | 07 Levitation |
| 03 Empathy | 08 Mental Blast |
| 04 Fear Generation | 09 Mental Control |
| 05 Genius Capability | 10 Pyrokinesis |

Despite their horrible appearance, the n'thlai are rather peaceful, if not attacked. They have previously worked with members of such Cryptic Alliances as The Brotherhood of Thought, the Healers, the Restorationists, and more passive, splinter groups of The Iron Society. The n'thlai themselves are wary of humans. They are vegetarians, nature worshippers, and skilled healers, but they are also fantastic commando fighters. They fight as a team better than any other races in Gamma World. They carry Tech Level II and III weapons and equipment, but sometimes have a Tech Level IV artifact in their village.

Rakees (Nuts)

NUMBER: 1 to 6
MORALE: Not Applicable
HIT DICE: 1 + 1
ARMOR: None
LAND SPEED: 12
AIR SPEED: 24
PS: 6 (-2) MS: 7 (-1)
DX: 9 (-1) CH: 11
CN: 9 (-1) IN: 7 (-1)
ATTACKS: 1 Bite (Dm = 1)
MUTATIONS: See Below

Description: Rakees are mutated flying squirrels who maintained their glider membranes but lost their sanity. They appear as one-meter-tall flying squirrels who now walk on two legs, have manipulative paws, and can speak. They can spread the membranes that stretch from their hands to their

feet, leap off a high area, and glide (maximum gliding distance is one-half the height from which they leap).

More impressive are the genetic mutations that have effected the very molecular structure of the rakees. Simply put, a rakee cannot be killed...at least not for very long. He regenerates completely in one turn, no matter how he was destroyed. He can be hit with any weapon or force and die, but he will be back the following round. There are ways to permanently kill a rakee (such as weighing him down with duralloy and dumping him into a vat of concentrated acid), but the amount of damage done to him each round must be greater than his Constitution rank. This is not easy, as rakees are immune to diseases, acid, fire, and most drugs (except those that heal). Poison is ineffective because rakees absorb the ambient energy in the surrounding environment instead of eating. However, they are extremely vulnerable to the chemical composition of chemical defoliants. No one knows why, but a spray of chemical defoliant liquid has the effect of Dm = 4 to them, and chemical grenades are Dm = 12 to them. If a rakee can be kept from completely regenerating for an entire hour, he will finally pass away.

This inability to die has caused severe psychic trauma in most rakee. They have lived so long that they are constantly trying to end it all. A rakee is usually spotted trying to jump from a cliff (without gliding) or attacking a party of adventurers in hopes that they will finish him off. Once a rakee is killed (more or less), he stays with his killer for life — or until someone who tries harder comes along. This is extremely disconcerting for most characters. A rakee glides down on the character, or otherwise surprises him, and the character defends himself, accidentally killing the rakee in the process. It returns in the next turn, alive and attacking. Even if the character runs away and the rakee rests (which it must do after regenerating often), it has incredible tracking abilities and hunts its last executioner down to give him another chance. This usually occurs when the adventurer least needs to be bothered, such as when he is sneaking up on an opponent.

A rakee attack is usually accompanied by a loud "Wahaa!" to get the character's attention. The best way to handle this is to ignore it. Usually a rakee gives up after five or six turns of being ignored, and walks off in disgust, trying to find someone else to attack him.

Rakee seldom congregate, usually do not use any items (although they are intelligent enough to use Tech Level III items), and despise members of the Healers Cryptic Alliance, for whom the rakee cause no end of trouble.

NEW NON-PLAYER CHARACTERS

Bokshee

MORALE: 8
LAND SPEED: 24
TYPE: Humanoid
HIT POINTS: 45

PS: 16 (+2) MS: 8 (-1)
DX: 18 (+2) CH: 10
CN: 17 (+2) IN: 10

MUTATIONS: (P) Heightened Smell, Heightened Vision, Speed Increase
(M) Telepathy, Acrophobia
(D)

EQUIPMENT: Bokshee has all the rations he needs for a month of traveling, a nylon tent which can fold into a small packet (he greatly prizes this item), a fire-starting kit, a short sword and blowgun with which he is adept, a plastic canteen loaned to him by the village, and a fully loaded type B slug thrower that he has hidden away.

Description: Bokshee is a shy, retiring fellow who loves to explore the vast terrain of Gamma World alone. He specializes in leading adventurers to locations, and he is adept at surviving off the land. He can easily trap game and knows most of the edible types of plants. By listening to and watching Bokshee closely, a character can pick up some of his survival talents...providing he lives through the adventure.

Timon

MORALE: 4
LAND SPEED: 24
TYPE: Mutated Animal
HIT POINTS: 67

PS: 11 MS: 10
DX: 11(CH: 22 (+4)
CN: 11 IN: 16 (+2)

MUTATIONS: (P) Gamma Eye
(M) Political Genius, Military Genius

EQUIPMENT: Timon wears the tailored uniform of a general from the Colonial Prussian Empire (he has a book on this time period), complete with monocle. The uniform is covered with medals and ribbons, all bright and clean. A Mark V blaster is tucked under his belt, and he carries a vibro dagger (when it is switched off) like a swagger stick.

DESCRIPTION: Timon is the general who is the leader of the Village of Oskar. He is a 120-centimeter-tall mutated wolverine, that walks erect on his hind legs. His village is a unique



combination of members of the Archivists and Ranks of the Fit. Timon believes that Emperor Napoleon I made a big mistake by not trying to incorporate other, more technically advanced groups into his alliance. His plans of conquering the Flower Lands are years away, but he has patience.

Timon is always accompanied by two bodyguards whose statistics are as follows:

Bofs (Bigguns)

MORALE: 10
LAND SPEED: 48
TYPE: Mutated Buffaloes
HIT POINTS: 98

PS: 20 (+3) MS: 6 (-2)
DX: 12 CH: 7 (-1)
CN: 18 (+2) IN: 9 (-1)

MUTATIONS: (P) Larger Horns (Dm = 9), Heightened Strength, Manipulative Forehooves

EQUIPMENT: These bofs wear tunics and carry huge two-handed swords and metal shields. They have holstered needlers at their sides.

DESCRIPTION: Bofs average around 2.5 meters tall, have heads like buffaloes, walk erect on two legs that end in hooves, and have evolved four-digit hands. Their heads and shoulders are very hairy, their appendages somewhat less hairy, and their trunks are smooth skinned, though still brown. They are extremely stubborn, mercenary in all dealings, and not to be trusted unless the financial aspects of the deal are worked out in advance. Bofs develop family units they call herds, of four to five males and a few dozen females and young. Young adult males are usually the ones who sell their services, as they have not yet started herds. A bof may show loyalty to an individual who has saved his life; this will override all thoughts of selling that character out. Such is the case with Timon's bofs.

Ermon

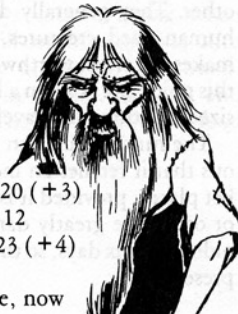
MORALE: 3
LAND SPEED: 24
TYPE: Human
HIT POINTS: 60

PS: 14 (+1) MS: 20 (+3)
DX: 13 (+1) CH: 12
CN: 16 (+2) IN: 23 (+4)

MUTATIONS: None, now

EQUIPMENT: Only the barest essentials

DESCRIPTION: Ermon is a hermit who now



lives on the Blue Food Flats. He is a human, but once had mutant powers provided to him by the machines in what he calls Mindkeep. It was his aerial photograph of the Flower Lands that was provided to the adventurers. Ermon is very wise and knows many legends of this country.

Jeremiah Coot

MORALE: 2
LAND SPEED: 24
TYPE: Human appearing
HIT POINTS: 80

PS: 15 (+1) MS: 12
DX: 16 (+2) CH: 8 (-1)
CN: 20 (+3) IN: 8 (-1)

MUTATIONS: Jeremiah had Immortality. Through one of the machines in Mindkeep, he became a mutant, though he looks like a normal human. His mutation slowed down his aging considerably and made him immune to poisons, diseases, and so on. It also speeded up his healing rate to the point where he could heal back 1 point an hour. A parasite has recently robbed him of this mutation.

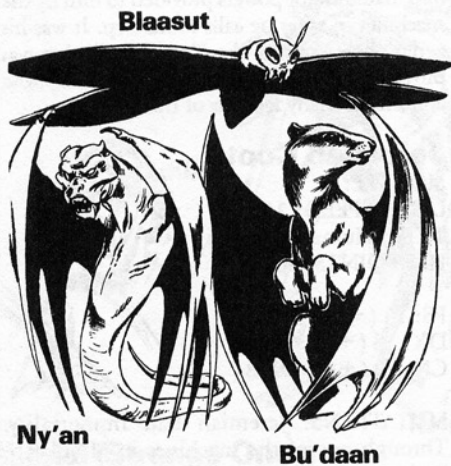
EQUIPMENT: Jeremiah carries a Hawkins .50 musket, powder horn, and leather pouch with his loading materials (Tech III, Dm = 15). He wears a Kevlar helmet and plastic armor (total AC is 2), nylon backpack with his supplies, and gargoyle glasses. For the rest of his possessions, see his room in Mindkeep.

DESCRIPTION: Jeremiah is as nutty as a fruitcake. He lives in Mindkeep's upper levels and sometimes goes outside through the roof hatch when the yexil is not there. Mostly, though, he stays inside the building, preparing for the "alien invasion." He is completely looney-tunes, has lost all track of time, and does not remember who he is. He has inter-twined all of the top levels with ropes and vines and can move about them at his normal movement rate. He has not seen or talked to another human being for decades and may not remember how right away. If the party enters the upper floors en masse, he will believe the alien invasion has begun and will attack them from afar. He is a rank 21 with his Hawkins.

At one time Jeremiah was a scientist here at Mindkeep and was trapped here when the holocaust came about. With extensive psychological therapy, he may remember how to operate and repair some of the devices here.



NEW CREATURE SECTION



Flyers

Bu'daan

(That Which Flies The Moon)

NUMBER: 1 to 2
MORALE: 8
HIT DICE: 80
ARMOR: 9 (-45)
LAND SPEED: 48
AIR SPEED: 96

PS: 150 (+5) MS: 9 (-1)
DX: 13 (+1) CH: 3 (-3)
CN: 12 IN: 10

ATTACKS: 1 Bite (30)
2 Claws (15 each)

MUTATIONS: (P) Physical Reflection-Electro-Magnetic, Electrical Generation (30), Specials (see below)

DESCRIPTION: A bu'daan is the master of all it surveys. It resembles a huge weasel with great bat wings and is extremely rare. It usually lives in high areas and its fur brings an enormous price. When a bu'daan is on the ground it is slower and can only use two attacks at most per turn. When flying, though, it can use all of its attacks (if airborne it can use two claws instead of a claw and bite if it desires). The electrical discharge is only available to the bu'daan twice a day. When it discharges it sends out 10 electrical bolts to targets within 30 meters in one turn. There is a 75% chance that each electrical bolt will hit a target (obviously one the bu'daan wishes.)

The last attack form, the phlegm ball, is a



bizarre one that is unique to this creature. A great green/grey ball is spit at a large target or a party. The bu'daan attacks with his phlegm ball on Column 20 of the Resolution Table. If a successful roll is made, the attack consequences depends on the result color:

Orange Victim is trapped and suffocates in five turns.

Yellow Stuns victim completely for 1d10+6 turns.

Green Entraps victim completely for 1d8 turns.

Blue Just knocks victim down for two turns.

The range of effect is a 15-meter radius from the target point. Bu'daan can muster up two phlegm balls per day.

The bu'daan can aim all of its electrical bolts at a single target like a vehicle and short circuit most of its electronic wiring. A single phlegm ball can also trap a small truck-sized vehicle for an hour.

Bu'daan are extremely territorial and feed mostly on tsorsut and yexil. However, they have been known to be cannibalistic and sometimes use their phlegm balls on each other. They generally do not eat humans or human-sized creatures, as their size hardly makes the effort worthwhile. The exception to this guideline is when a large troop of human-sized creatures are traveling out in the open.

The fur of a bu'daan is so thick and luxurious that it fetches an incredible price in market places, provided it is not shot up, burned, or otherwise greatly damaged and if it is no older than six days, so the tanners can properly preserve it.

Ny'an (Deadly Tail)

NUMBER: 3 to 12
MORALE: 8
HIT DICE: 9
ARMOR: 1 (-5)
LAND SPEED: 4
AIR SPEED: 24

PS: 9 (-1) MS: 12
DX: 13 (+1) CH: 6 (-2)
CN: 9 IN: 9

ATTACKS: Bite (2)
Spiked Tail (4)

MUTATIONS: (P) Poison Sting (see below), Radar/Sonar

DESCRIPTION: Ny'an are leathery, mammalian creatures with two wings, no legs, and a long, prehensile tail with a stinger in the end. At a quick glance they can be mistaken for obbs. When they successfully strike with their tail there is an 85% chance of poison being injected into the victim. The poison is always of a variable level for each ny'an (2d6+2 Intensity Level). Ny'an prefer caverns, ruins, and other dimly lit areas where they can lurk about.

Blaasut (Giant Moth)

NUMBER: 1 to 10
MORALE: 6
HIT DICE: 7
ARMOR: 2 (-10)
LAND SPEED: 11
AIR SPEED: 24

PS: 5 (-2) MS: 3 (-3)
DX: 8 (-1) CH: 2 (-3)
CN: 8 (-1) IN: 2 (-3)

ATTACKS: Wing Smash (3)

MUTATIONS: (P) Chameleon Powers, Infravision

DESCRIPTION: This creature looks somewhat like the blaashes and is a distant cousin of the Gamma moth. It can have a variety of patterns and colors, all designed to blend in with the surrounding area as the Chameleon Power. Fire or heat will draw blaasut at night. They never go out during the day, using their infravision at night. Blaasut present an immediate danger because of their strong wings. Anyone within six meters of the source of heat or flame can be attacked by their buffeting wings. This chance of being attacked is con-

sidered each turn a heat source of at least Intensity 16 (campfire) is exposed in an area the blaasut are scanning with their infravision. The gravest threat they actually present is that they attract their natural predator, the tsorsut.

Once the blaasut have fluttered over an area for more than two turns, there is a 35% chance that a tsorsut will arrive, and that spells danger for both the blaasut and any characters in the area.

Shez'ur (Spiked Flyer)

NUMBER: 10 to 100
MORALE: 3
HIT DICE: 1
ARMOR: 1 (-5)
LAND SPEED: 4
AIR SPEED: 12

PS: 4 (-2) MS: 4 (-2)
DX: 5 (-2) CH: 2 (-3)
CN: 9 (-1) IN: 4 (-2)

ATTACKS: Flock (see below)

MUTATIONS: (M) Race Mind (see below)

DESCRIPTION: These 16-centimeter-long, maroon birds have black spikes all over them. They make a strange, almost electronic sound and live in holes in the ground or rock. These birds always travel in flocks and attack one target together. This is because they have a racial mind, that is, they all think as one huge organism instead of as tens of small, individual units. Due to their size, anyone trying to shoot or strike them must suffer a -2 CS modifier. When attacking a target (ignoring all else around them) they attack as a Column 13 ranked attack causing 1d10 damage for every 10 birds in the flock (round up). Their spikes will puncture all armor up to AC 3 (if the character is wearing heavier armor but is not completely covered, they will attack the exposed areas causing half their normal damage). An attacked character cannot see through their swarm. His movement is reduced to one-quarter normal if more than 30 birds attack. They will usually attack if their nests are being threatened or loud noises frighten them.

Tsorsut (Giant Bat)

NUMBER: 1 to 4
MORALE: 4
HIT DICE: 15
ARMOR: 4 (-20)
LAND SPEED: 16
AIR SPEED: 32

PS: 20 (+3) MS: 8 (-1)
DX: 9 (-1) CH: 3 (-3)
CN: 11 IN: 5 (-2)

ATTACKS: 1 Bite (6)
2 Claws (3 each)

MUTATIONS: (P) Sonar/Radar, Sonic Blast (15), Physical Reflection-Sonics

DESCRIPTION: The tsorsut is a huge creature that obviously is a descendant of the foxbat. It hunts both night and day. It is smart enough to normally stay away from people, but sometimes runs into them at night, when it looks for its favorite food, the blaasut. It is at this time that most attacks on people take place for if the tsorsut cannot catch a blaasut easily, it will snatch anything else edible that is handy, including people. The actual attack role is to see if the tsorsut successfully grabs its target. Once grabbed the bite is automatic, and that is what causes damage.

For purposes of trying to break its grip, the Physical Strength of a tsorsut's claws is +2 CS better than its normal PS. Once it snatches a target, it flies away to a high roosting place to feast. The sonic blast is usually used on blaasut and it completely blows out their sensory system for five turns. This sonic blast can be used against people and causes 5d6 of sonics damage. Its range is 30 meters, double that of normal sonic blasts, and its area effect is a seven-meter radius from the target. Once used, the tsorsut must wait five turns before again using its sonic blast.

Tsorsut will always counter-attack when attacked, and they will continue to do so until they are certain any attacker(s) are cowed. Tsorsut usually nest in ravines, canyons, and large caves or trees. They are the favorite food of bu'daan.

Sho'day (Bird of the Moonlight)

NUMBER: 2 to 20
MORALE: 8
HIT DICE: 10
ARMOR: 1 (-5)
LAND SPEED: 4
AIR SPEED: 24

PS: 12 MS: 13 (+1)
DX: 11 CH: 5 (-2)
CN: 15 (+1) IN: 3 (-3)

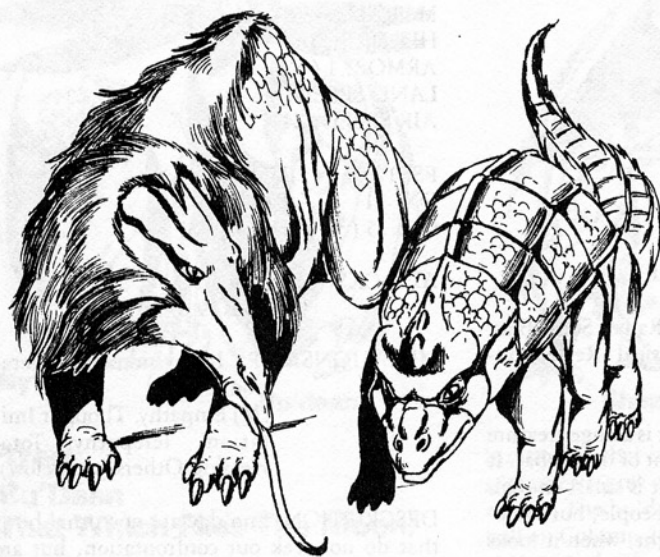
ATTACKS: Beak (9)
2 Talons (9 total)

MUTATIONS: (P) Infravision, Regeneration
(M) Empathy, Thought Imitation, Telepathy, Total Healing-Others (see below)

DESCRIPTION: Sho'day are nocturnal birds that do not seek out confrontation, but are extremely curious. They will circle low over encampments and sometimes "buzz" them to get a better look at any characters there. If anyone attacks them, they will attack back (unless, in their opinion, they are outclassed, and then will fly away). They love hot food of any kind and can be persuaded to land and help characters by using this as a lure. If they are treated extremely well and are certain, through empathy and/or telepathy, that no harm is intended for them, they may help the characters by using their unique mutation, Total Healing of Others. This mutation can only be used on other organisms, not on the user itself. As is the case with Total Healing, this mutational power is available up to four times per week.

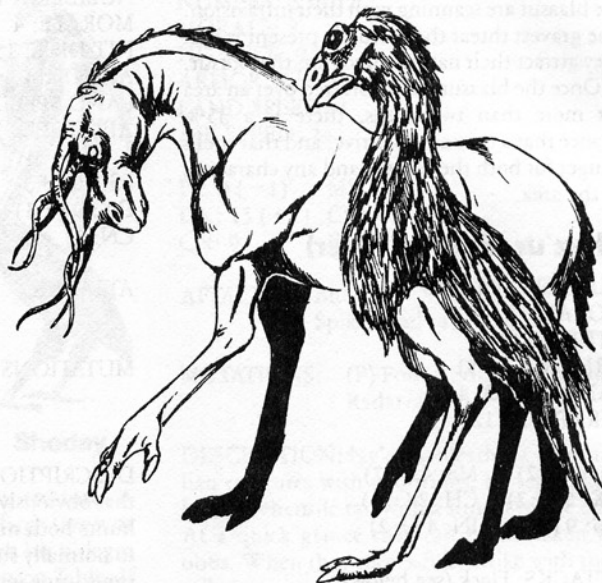
Sho'day nest in trees and tall rocks and soar to incredible heights when hunting, they usually hunt small mammals or fish. They have incredible sight, are completely black, have a wingspan of two meters, and can be trained by a character if a) the character has an animal training talent, b) the bird is captured when a chick and worked with constantly, and c) suitable experience is spent in the effort (this last condition is determined by the GM).

Potential Domestic Animals



S're'daan

Smovbai



Ba'crolbai

Daycut

S're'daan (That Which is Dependable)

NUMBER: 1 to 10
MORALE: 5
HIT DICE: 13
ARMOR: 3 (-15)
LAND SPEED: 16

PS: 18 (+3) MS: 7 (-1)
DX: 9 (-1) CH: 5 (-2)
CN: 11 IN: 8 (-1)

ATTACKS: 1 Bite (12)
1 Horn (9)

MUTATIONS: (P) Bodily Control-Smell,
Mane
(M)Empathy (with rider)

DESCRIPTION: The s're'daan is a mammalian quadruped, barrel-chested, with bright red mane covering much of its entire body. It is within this mane that the rider travels. It has a thick, one-meter-long tail, a long cone-like skull ending in a rather sharp horn, and extremely sad-looking brown eyes. It is an insectivore and uses its long, purple tongue to snatch up insects as it travels and, thus, does not need to rest often.

These extremely hardy mounts are quite peaceful, but can be taught to bite and attack with their horn upon command. If they successfully charge a target, the horn's damage is doubled. They have an extremely good sense of smell and can follow scents. Characters who own a s're'daan for a long period of time and treat it well find that it becomes extremely devoted to them. There have even been many recorded cases where a s're'daan has burrowed under its fallen master, worked him on to its back, and returned back to a campsite or settlement with him. S're'daan prefer plains and veldtlands.

Smovbai (Iron Beast)

NUMBER: 1 to 4
MORALE: 4
HIT DICE: 13
ARMOR: 5 (-25)
LAND SPEED: 16

PS: 11 MS: 7 (-1)
DX: 6 (-2) CH: 7 (-1)
CN: 14 (+1) IN: 9 (-1)

ATTACKS: See Below

MUTATIONS: (P) Diminished Smell
(M)Directional Sense,
Absorption-Radiation

DESCRIPTION: The smovbai is a short, six-legged reptile with a brown plated body and a mottled grey head. It resembles a small triceratops without horns. It has a plate/crest around its head that can flare out, when the smovbai wishes it, and allow the rider to sit on the neck. Once in this position, the rider is considered to be better protected from all attacks that come from any direction but straight behind (all attackers suffer a -2 CS if attacking rider while he is mounted). Because of the smovbai's short size, no character over 2.3 meters tall (human sized) can ride a smovbai.

The smovbai defends itself by butting against a target within reach, causing 1d10 damage, or charging any target outside of its immediate reach but within charge range in that turn. If the charge is successful, the smovbai tramples the target, causing 4d10 of damage. An animal trainer can teach it to attack on command in this form. When being trampled, the target must roll its Dexterity or find itself caught underneath the moving smovbai, which then has a +2 CS for continuing its trample the next turn. These "iron beasts" are usually found in swamps and marshy areas, around rivers and lakes, and other watery areas. They are excellent swimmers.

Ba'crolbai (Endlessly Running Beast)

NUMBER: 5 to 50
MORALE: 2
HIT DICE: 6
ARMOR: 0
LAND SPEED: 96

PS: 25 (+4) MS: 7 (-1)
DX: 10 CH: 7 (-1)
CN: 12 IN: 3 (-3)

ATTACKS: Antlers (3; 9 if charging)

MUTATIONS: (P) Atmovere (see below),
Speed Increase

DESCRIPTION: This quadruped looks like a hybrid cross between a horse and a lizard (it is actually a member of the reptile family.) It has an equestrian shape with scaley black hide. The three intertwisting antlers curve forward and are sometimes up to 150 centimeters long. It uses these with great precision when attacking and if the ba'crolbai can charge at its opponent for more than five meters, it will do double its normal damage.

The reputation of the ba'crolbai, however, lies not in its attack ability as much as in its ability to run relentlessly. A ba'crolbai can run, full tilt, for more than 12 hours without overexerting itself. This is due to its amazing metabolism, need for little sleep (three hours at most), and its atmoveric nature. The ba'crolbai has no teeth. Rather its mouth is equipped with sieves that allow it to capture tiny airborne organisms and constantly feed on them. Because of this unique metabolism, the average lifespan of a ba'crolbai is only two years. It is one of the fastest land animals that can be tamed and used as a mount.

Daycut (Bird Friend)

NUMBER: 1 to 8
MORALE: 6 (see below)
HIT DICE: 6
ARMOR: 0
LAND SPEED: 64

PS: 16 (+1) MS: 6 (-2)
DX: 16 (+1) CH: 4 (-2)
CN: 11 IN: 10

ATTACKS: 1 Beak (10)
1 Claw (6)

MUTATIONS: (P) Color Blind, Light Generation
(M) Absorption-Sonics

DESCRIPTION: Daycuts are four-meter tall bipedal birds who have no flight wings, but are covered with large feathers. Once properly trained, a daycut will tolerate a saddle, but prefers a rider who rides bareback. Daycut seem to relish close quarter combat. They are unbelievable in their ability to zig-zag as they run, a rider must strap himself on to stay mounted or jump off to save his neck (or make a successful Dexterity roll every turn just to stay on). An opponent who wishes to attack a weaving daycut suffers a -3 CS modifier to hit an unencumbered daycut, or a -2 CS modifier to hit a daycut and/or rider. Once in battle, daycuts are quite fierce and loyal. Many are the accounts of a daycut who died while standing over its fallen rider, protecting him, instead of fleeing to safety. Unlike some other mounts, though, they have no ability to pick a rider back up and return him to safety. Daycut can be found in most geographic locations, including the mountains, and come in a wide variety of plumage and colors that match their native surroundings.

Quanakus (Moving Barricade)

NUMBER: 1 to 4
MORALE: 4
HIT DICE: 20
ARMOR: 4 (-20) open, 6 (-30) closed
LAND SPEED: 24

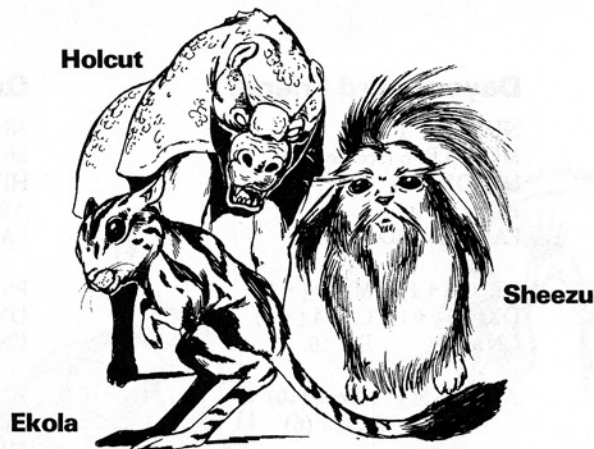
PS: 40 (+4) MS: 8 (-1)
DX: 8 (-1) CH: 3 (-3)
CN: 15 (+1) IN: 4 (-2)

ATTACKS: Mandibles (10)

MUTATIONS: (P) Sensing Antenna (see below), Physical Reflection-Nuclear
(M) Absorption-Light

DESCRIPTION: This brilliantly multi-striped insect is five meters long, two meters wide, and 1.75 meters thick. Its bright yellow, two-meter-long antennae are the only sensing organs it has. It cannot be affected by gas, poison, sonics, etc. The quanakus can withdraw its legs and antennae into its shell and lower sections of its carapace into place, covering its extremities. When this is done the quanakus raises its Armor up to Level 6. The quanakus can be trained to go into its "barricade" mode on command. The rider can then use him for hard cover, affecting his armor class by (H.J.) This long beast can carry up to four passengers and quite a lot of cargo at one time. It can travel over most terrain, including up formidable cliffs, and is too dumb to bolt. It can be found in most terrain types and is quite dangerous in the wild.

Potential Domestic Animals



Ekola (Fur Ball)

NUMBER: 1 to 20
MORALE: 2
HIT DICE: 3
ARMOR: 0
LAND SPEED: 4

PS: 5 (-2) MS: 6 (-2)
DX: 7 (-1) CH: 4 (-2)
CN: 6 (-2) IN: 9 (-1)

ATTACKS: None

MUTATIONS: (M) Temporal Fugue

DESCRIPTION: Ekola are 15 centimeter-long mammals that closely resemble kangaroo rats. They have four limbs and a prehensile tail, but most of their movement is primarily done by hopping on their hind legs. When hopping, the tail is wound around the body trunk to protect it. Naturalists believe that an ekola's tail is as sensitive as a human fingertip and can easily sort and pick up even minute items. Their body is covered with soft, long fur that is either all white, all black, or black and white striped. Unfortunately for wild ekola, their hides are prized for their warmth and splendor and they are trapped extensively in the wildernesses. They make wonderful, loving pets and are quite harmless.

A good trainer who spends time with his ekola can teach it numerous tricks and commands, up to eight different ones including fetching small objects, pushing buttons, delivering and dropping objects over a short distance, and so on. Ekola can be found everywhere.

Holcut (Ugly Friend)

NUMBER: 1 to 12
MORALE: 3
HIT DICE: 10
ARMOR: 0
LAND SPEED: 16

PS: 9 (-1) MS: 7 (-1)
DX: 9 (-1) CH: 2 (-3)
CN: 9 (-1) IN: 8 (-1)

ATTACKS: Bite (6)

MUTATIONS: (P) Heightened Vision, Heightened Olfactory Sense (see below)

DESCRIPTION: Holcut stand 130 centimeters tall at the shoulder, are quadrupedal mammals, have rough, reddish-brown, rhino-like hide, and have two rows of teeth that are designed to rip and shred. Otherwise they are built like a normal dog and occupy that position in many people's lives. Easily trained and very intelligent, a holcut can learn up to six tricks or commands from a proper trainer. They have become very popular hunting and guard animals over the past two decades. Their funny-looking muzzle houses an elaborate olfactory system full of baffles and filters, anything that attacks by inhalation (gas, spores, drugs, etc.) has no effect on them.

Holcut can be quite lovable (despite their ugliness) and fun to have around (despite their favorite way of cooling off, mudwallowing). Encountering a pack of holcut in the wild can be dangerous. Their excellent eyesight makes them marvelous hunting companions and, combined with their intelligence and teeth, fearsome predators.

Sheezu (Climber)

NUMBER: 1 to 6
MORALE: 2
HIT DICE: 1+6
ARMOR: 1 (-5)
LAND SPEED: 24

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

ATTACKS: 1 Bite (3)
4 claws (1 each)
Acid Secretion (see below)

MUTATIONS: (M) Absorption-Acid

DESCRIPTION: Sheezu are small (40 centimeters long), eight-legged mammals with long, silky hair and adorable, almost human faces. Wild and domestic sheezu come in various hues. Their multiple legs and razor-sharp claws allow them amazing climbing abilities (can climb as their Land Speed), even on almost sheer surfaces. Furthermore, they are some of Gamma World's fastest diggers and can completely bury themselves in three turns.

If a sheezu feels threatened and bites, it immediately salivates its acidic digestive juices into the wound, causing an additional +4 to base damage. This always happens on the first bite, but thereafter only occurs on alternating turns. The sheezu can keep biting every turn, but can only secrete acid every other turn. They can use four of their eight claws during any turn unless a character or creature makes the mistake of picking them up or turning them over on their back, whereupon they can use all eight claws and their bite. Sheezu make wonderful pets and will never use their claws or bite and acid unless they feel extremely threatened. A qualified animal trainer can teach a sheezu a maximum of three commands or tricks.

Sre'froth (Invisible Glider)

NUMBER: 1 to 4
MORALE: 4
HIT DICE: 5
ARMOR: 2 (-10)
LAND SPEED: 3
GLIDE SPEED: 21

PS: 4 (-2) MS: 8 (-1)
DX: 5 (-2) CH: 2 (-3)
CN: 11 IN: 4 (-2)

ATTACKS: See Below

MUTATIONS: See Below

DESCRIPTION: Sre'froth are life forms that resemble two- by three-meter transparent gelatinous planes. Their origins are unknown, but they are thought to be amphibians who learned how to glide. They are definitely not flyers. Sre'froth can blend in anywhere, crawl up any surface, and attach themselves on anything, even ceilings, by secreting a warm, sticky fluid as they move. Thousands of transparent cilia on their bodies can "feel" body heat within a 15 meter radius, high heat can be felt at even a greater distance. Sre'froth feed on animals they detect and come in contact with by wrapping around them, somewhat like plastic food wrap, and secreting strong acid around the prey. This usually dissolves their victims in a very short time and the ooze that is left over is absorbed into the sre-

'froth as straight protein. Their damage is considered to be a 2d6 + 4 Intensity Level Corrosive. Damage from this special type of attack is per turn of envelopment. The outer protection (clothing hide, armor, etc) must be eaten away before the character takes damage, unless the character has a large portion of his body exposed. Use the following chart to determine the time required by the sre'froth to consume different types of materials. Remember, any equipment the sre'froth comes in contact with will also be affected.

Action Turns Exposed	Type of Material Exposed
1	Cloth, vegetation, wood, common plastic, rubber, most synthetics (A.C. 0 through -10)
2	Light metals and heavy plastics (A.C. -15 through -25)
3	Hard metals and metal/plastic alloys (A.C. -30)

Ceramics, glass, duralloy, and certain other materials are not affected.

Sre'froth can only be harmed by poison, sonics, super-strong acids (Intensity Levels 17 or higher), fire, or drowning. Once they have climbed to a height of at least three meters they can launch themselves into a silent glide. The distance of the glide cannot exceed the height of their climb (for instance, a sre'froth that launches itself from a four-meter-high perch cannot glide farther than four meters.)

On the ground sre'froth are 95% undetectable by sight, when gliding this drops to 75% undetectable by sight. They cannot sense body heat through ba'mutan hides and those characters protected by such can pass by sre'froth undetected. Ruins, caves, deep woods, buildings, and canyons are their favorite environments, but they can be found anywhere.

Ba'mutan (Rock That Gases)

NUMBER: 2 to 6
MORALE: 16
HIT DICE: 20
ARMOR: 6 (-30)
LAND SPEED: 16

PS: 150 (+5) MS: 16 (+2)
DX: 6 (-2) CH: 3 (-3)
CN: 16 (+2) MS: 16 (+2)

ATTACKS: 1 Bite (12)

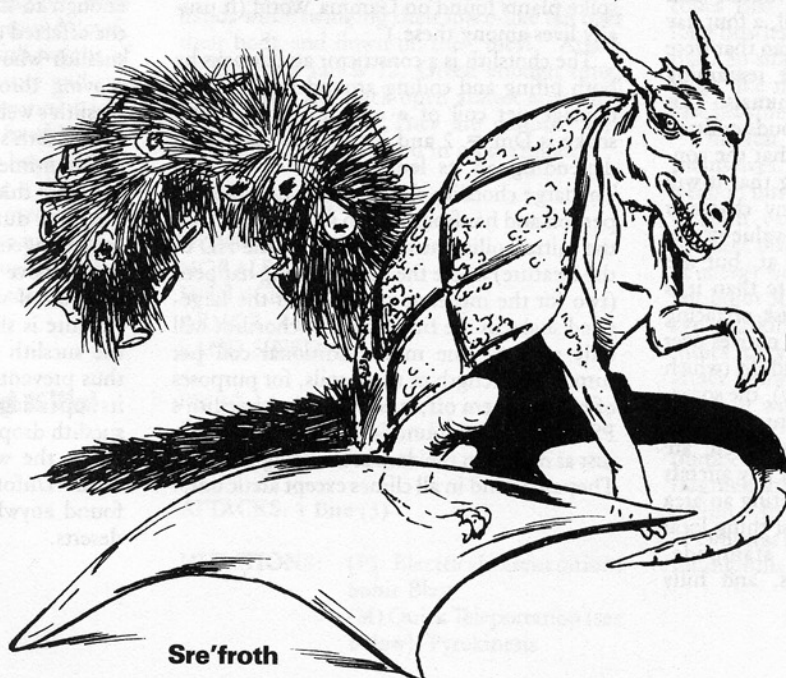
MUTATIONS: (P) Shell acts as Absorption power against all physical attacks, Shell acts as Physical Reflection against all non-physical or non-mental attacks, Gas Generation (see below)

DESCRIPTION: Ba'mutan are gentle herbivores that have evolved into extremely large, well-defended creatures. They resemble a ten-meter-long by four-meter-high, copper-colored armadillo with a dragon's head.

Chotslith

Ba'mutan

Sre'froth



PREDATORS

Omnitar



Ba'sled



Krea

Vene'a'mub

Primarily nocturnal, they are almost blind by day, but have such acute hearing that they suffer no penalties for this condition. Ba'mutan are nearly invulnerable to most attacks and can emit a gas cloud when they feel threatened. This gas attack fills up an eight-meter radius area for 2 + 1d10 turns (to be modified by wind conditions as determined by the referee.) Any character not completely protected from the environment (nose, mouth, and eyes) is affected; the gas does 3d10 damage per turn of exposure and obscures the vision. Ungoggled or unvisor'd characters must move out of the gas-filled space to see clearly.

Ba'mutan have a unique by-product of their existence which entices many fortune hunters into risking their wrath. There is a 40% chance that a ba'mutan has produced a "land pearl" under its shell, created in much the same manner as normal oyster pearls but much larger.

There is no way to determine if this pearl exists without slaying the ba'mutan and extracting the body from the shell, a four day job. Because of this, most ba'mutan that were loners have been slain and the remaining ba'mutan have become herd animals. This means that the area of the gas clouds emitted by a herd can be immense and that the concentration is sometimes so strong that it will suffocate, or at least choke, any character caught in the middle of it. The value of the land pearl is nothing to sneeze at, but the trouble to obtain it may be more than it is worth when one considers the risk of facing the ba'mutan, the anger of local natives over mercenary slaughter of their wildlife (which helps keep larger predators at bay), the sometimes dangerous reactions of conservationist Cryptic Alliances, and so forth. There are strict laws in certain lands against any aircraft or fast moving vehicles from entering an area where ba'mutan inhabit. The last thing local peoples want is a ba'mutan stampede. Ba'mutan prefer forests, plains, and hilly areas.

Chotslith (Bristle Snake)

	Medium Size	Large Size
NUMBER:	1 to 6	1 to 3
MORALE:	5	9
HIT DICE:	7	14
ARMOR:	1 (-5)	4 (-20)
LAND SPEED:	4	8

PS: 25 (+4)/40 (+4)	MS: 10
DX: 9 (-1)	CH: 2 (-3)
CN: 9 (-1)/13 (+1)	IN: 6 (-2)

ATTACKS: 1 Bite (3)
Bristle Coil (see below)

MUTATIONS: (M) Mental Shield

DESCRIPTION: The entire body of the chotslith is covered with 10- to 30-centimeter-long, needle-like spikes. It can coil and look like any one of a hundred different types of spike plants found on Gamma World (it usually lives among these.)

The chotslith is a constrictor and attacks by both biting and coiling around its prey. The damage per coil of a medium-sized bristle snake is Dm = 2 and it uses from 2-5 coils, depending on its length (GMs discretion). The large chotslith does Dm = 3 of damage per coil and has from four to seven coils. After the initial coiling attack (based on the HD of the creature) where the fastest coiling happens (two for the medium and four for the large-sized snake in the first turn) the chotslith will only attempt one more additional coil per turn. The strength of these coils, for purposes of pulling them off, is equal to the chotslith's PS + 1. Chotslith hunt by smell and, thus, are just as deadly in the dark as in the light of day. They are found in all climes except arctic ones.

Sucslith (Sucker Snake)

NUMBER: 2 to 5
MORALE: 4
HIT DICE: 6
ARMOR: 3 (-15)
LAND SPEED: 12

PS: 25 (+4) MS: 6 (-2)
DX: 10 CH: 2 (-3)
CN: 8 (-1) IN: 5 (-2)

ATTACKS: 1 Bite (2)

MUTATIONS: (P) Chameleonic Coloring,
See Below

DESCRIPTION: The entire body of a sucslith, usually two meters long, is covered with sucker-like disks and barbed tendrils. The snake's ability to crawl anywhere is amazing (equal to its Land Speed on any surface but liquid, on which its speed is reduced by half). It prefers to climb up to a vantage point, often about three meters above the surface, and stay there for indefinite periods of time until prey comes along. It is chameleonic and can match its surrounding colors in five turns.

The sucslith is able to fast for weeks and can recycle its body fluids, negating the necessity of moving to find moisture. When attacking, the sucslith normally uses its web first. This web can work in one of two ways. Either it can be "cast" to catch a small target (a six-meter range), or it can clog up a three-meter area. This second type of web is sufficiently thick enough to slow the movement of anyone in the affected area to half speed, except for the sucslith who seems to have no difficulty in moving through either its own or another sucslith's web. The strength of the web equals the sucslith's Physical Strength - 2.

Oftentimes this intelligent snake will lay down its thick web underneath rotted floorboards or during a leaf fall, knowing it will be camouflaged. It will then perch at a vantage point above the webbed area and wait for a good-sized victim to come along. Once the creature is slowed down by the ground web, the sucslith will cover it with another web, thus preventing its prey from seeing or using its appendages for combat purposes. Then the sucslith drops down on the hapless victim and enters the web, biting until the creature is dead. Unfortunately, sucsliths can now be found anywhere, though they tend to avoid deserts.

Ba'sled (Rock That Burrows)

NUMBER: 2 to 5
MORALE: 4
HIT DICE: 13
ARMOR: 5 (-25)
LAND/DIGGING SPEED: 24

PS: 30 (+4) MS: 7 (-1)
DX: 6 (-2) CH: 2 (-3)
CN: 13 (+1) IN: 6 (-2)

ATTACKS: 2 Claws (2 each)

MUTATIONS: (P) Ultravision, Infravision,
Sonic Roar (see below)

DESCRIPTION: Ba'sleds have evolved to a completely different grouping than most other animals, being neither mammal, reptile, bird, or fish. They are bas, a new evolutionary branch characterised by an extremely hardy constitution and impressively strong epidermis. Ba'sleds appear as gray, hunched-over bipedal humanoids with long, apeish arms ending in large claws. When standing motionless, they can easily pass for rocks.

A goat-shaped head houses two wide set eyes. Ba'sleds are extremely belligerent towards intelligent life forms. They can seldom be bargained with or telepathically communicated with because of their attitude. They can dig through anything but metal at their normal movement rate, clawing right through stone walls as if they were so much clay. They often make traps by digging underground tunnel mazes, then making pits from the tunnel up to just below ground level. These pits will not support the full weight of more than one human-size creature and can drop members of a party of adventurers into the waiting claws of the ba'sleds. In addition to their murderous claws, they also have a Sonic Roar that can only be used once a day. This attack does Dm = 5 in a four-meter radius from the roaring ba'sled. They are immune to their own sonic roars. These ugly, brutish monsters can be found in most terrains, but never in marshes or swamps.

Vene'a'Mub (Villain That Hides and Kills)

NUMBER: 2 to 5
MORALE: 2
HIT DICE: 13
ARMOR: 5 (-25)
LAND SPEED: 16

PS: 30 (+4) MS: 5 (-2)
DX: 5 (-2) CH: 2 (-3)
CN: 12 IN: 5 (-2)

ATTACKS: 2 "hands" (4 each)
1 Tail (3)

MUTATIONS: (P) Collapsible Exoskeleton
(see below)

DESCRIPTION: The appearance of a vene'a'mub is similar to a six-legged scorpion with large, four-digit hands instead of pinners, a bludgeon tail instead of a stinger, and a lizard-like head that weaves back and forth on a thick, muscular neck. They are usually colored an oily blue when they are not camouflaged; they have the intelligence and ability to cover themselves with their surroundings (rocks, leaves, etc.) for their own safety, or to trap prey, but this takes them a half hour to complete.

The vene'a'mub only attacks when hungry or if walked on, a common occurrence considering its camouflage abilities. It is also able to alter its exoskeleton to be wider and thinner, thereby flattening itself.

The vene'a'mub's favorite food is bone marrow, which it feeds on after splintering the bones of its prey with its bare hands. Because of this, vene'a'mub prefer mammals, and love slightly mutated ones (as everyone knows they have the best tasting bone marrow). Vene'a'mub will always attack mutants first.

Their normal attack mode, upon grasping their prey, is to do crushing damage with their hands while swinging their mace-like tail over their body and down on the "meal." Attack rank for the tail is 12. Given enough time, vene'a'mub can crack open almost anything, except a ba'mutan. They are curious, very tenacious, and are found in most climates.

Krea (Hateful)

NUMBER: 1 to 2
MORALE: 2
HIT DICE: 17
ARMOR: 4 (-20)
LAND SPEED: 8

PS: 10 MS: 11
DX: 8 (-1) CH: 2 (-3)
CN: 12 IN: 7 (-1)

ATTACKS: 1 Bite (3)

MUTATIONS: (P) Electrical Generation,
Sonic Blast
(M) Quick Teleportation (see below), Pyrokinesis

DESCRIPTION: The krea look like a night-mare. Inside its 1.75-meter-high, deep red snail-like shell is a squat, ugly, lime-green, frog-like head. Four four-meter-long tentacles splay out from beneath it. Its great, gaping mouth is lined with bony ridges as sharp as cleavers. It can perform no more than two attacks (or one attack and one teleport) per turn.

Krea are incredibly destructive just for the sheer cruelty of it. In addition to their fearsome attacks, they can teleport every third round up to 30 meters away, as long as the destination is in the line-of-sight.

Omnitar (Mirrored Ones)

NUMBER: 1 (sometimes a herd of a hundred can be located)

MORALE: 3
HIT DICE: 9
ARMOR: 4 (-20)
LAND SPEED: 40

PS: 8 (-1) MS: 10
DX: 5 (-2) CH: 3 (-3)
CN: 14 (+1) IN: 12

ATTACKS: See Below

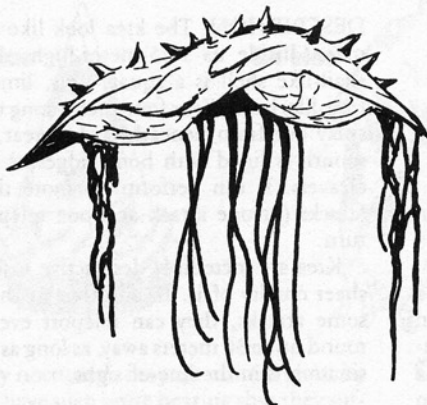
MUTATIONS: See Below

DESCRIPTION: The omnitar are atmovoires, that is, they exist without consuming any plants or animals, just microbes found in the air. They resemble 1.5-meter-tall crystalline cones that have millions of 10-centimeter-long bristles underneath that provide locomotion. So smooth is the bristling action that it looks like the omnitar is floating on air and just brushing the ground.

Omnitar have no attack forms in and of themselves. They are immune to nearly every weapon but fusion rifles and trek bombs. Any weapon causing physical damage merely bounces off of them. If hit by any other type of energy weapon, they add one point to their Hit Point Score for every two points of "damage" striking them. If struck with a laser or sonics they will automatically return that attack round, treat as the same damage potential, but with a -1 CS attack rank. If more than 750 points of energy damage are pumped into them, they will shatter causing fragmentation damage (15) to everything within a 10 meter radius.

Omnitar are usually found on plains, gentle rolling hills, and forests.

Mut Choo



Frid Esk

Mut Choo (Gas Plant)

NUMBER: 1 to 4
MORALE: 2
HIT DICE: 9
ARMOR: 1 (-5)
AIR SPEED: 8

PS: 8 (-1) MS: 7 (-1)
DX: 6 (-2) CH: 4 (-2)
CN: 10 IN: 8 (-1)

ATTACKS: Throwing Thorns, Modified Vines-Boring Tendrils, Modified Vines-Manipulative Vines with Modified Leaves, Barbed. See Below

MUTATIONS: (P) Increased Sense-Sight, Smell, and Hearing, Gas Bags (see below)

DESCRIPTION: Mut choo are three- to four-meter diameter plants that produce their own gas, inflate, and float through the air. They float about seven meters above the ground, but have many mutations that allow them to fulfill their carnivorous appetites. Eat mut choo is covered with throwing thorns, has manipulative vines hanging from it that are

Boomerth



Smokerth



Nep Eps



tipped with barbed leaves, and have hundreds of tiny tendrils hanging from the bottom which act as boring tendrils when the plant floats down on an unconscious victim.

The mut choo often will deflate itself after eating excessively, and look like a large patch of vine-like vegetation on the ground. When it wishes to hunt, it increases its metabolic rate and inflates itself, then floats away. This gas is especially susceptible to fire and flaming weapons, heat or laser ray, pyrokinesis, etc. If more than 10 points of this type of damage are sustained in a single turn, the mut choo explodes at Intensity 15, causing 10 points of damage to everyone and everything within seven meters of it.

Mut choo prefer to live in areas like jungles, forests, swamp lands, and other locales with overhanging vegetation. They are sometimes found in caves and ancient ruins.

Frid Esk (Phoenix Hedge)

NUMBER: 1 to 4
MORALE: N/A
HIT DICE: 9
ARMOR: 3 (-15)
LAND SPEED: 0

PS: 5 (-2) MS: 2 (-3)
DX: 11 CH: 3 (-3)
CN: 9 (-1) IN: 3 (-3)

ATTACKS: Modified Vines — Carnivorous Jaws, Spikes (Thorns/Spikes), Radiation Blast (see below)

MUTATIONS: (P) Increased Sense-Smell, Radar/Sonar

DESCRIPTION: Phoenix hedges are long, low hedges that perfectly match other, normal hedges in the same geographic locale. They are called phoenix hedges because they can be hacked, burned, radiated, chemically defoliated, etc. and they will still grow back within a week. The only way to destroy them is to dig underground and rip out their short, thick roots. The problem with this is that when their roots are exposed to the light of day (even overcast days) they will emit a Radiation Blast of Radiation Intensity Level 1d+6 to anyone within 10 meters. They can only emit this blast once a week. Frid esk cannot move; they rely on their sense of smell and radar to locate passing creatures, then try to grab them with their jaws. Their spikes actually snap out, so normally they cannot be seen. Their great-

est source of food is the small birds and animals that come to hide or nest in the frid esk. They enter, the hedge snaps out its spikes, usually impaling and entrapping the animal, and dinner is served.

Frid esk can be found in every clime.

Boomerth (Bang Bush)

NUMBER: 1 to 4
MORALE: 8
HIT DICE: 6
ARMOR: 2 (-10)
LAND SPEED: 4

PS: 2 (-3) MS: 3 (-3)
DX: 12 CH: 2 (-3)
CN: 6 (-2) IN: 2 (-3)

ATTACKS: Manipulative Vines, Explosive Fruit (see below)

MUTATIONS: (P) Mobility, Increased Senses-Vibrations (see below), Physical Reflection-Fire, Berries

DESCRIPTION: The boomerth looks like one of many fruit bearing plants in Gamma World, with the exception that it can pick and throw its own explosive cherries. It can throw up to four cherries per turn. Each cherry causes explosive damage (Dm = 2). The boomerth can even manage some limited mobility by shuffling its roots. It mainly uses this attack and movement as forms of defense. It cannot be harmed by fire, but many creatures bother it because they wish to consume its other fruit, purple berries. These berries grow on the boomerth all year round (very unusual), and provide 1d10 of healing to the creature who consumes one. There are usually 40 berries on each plant per each season (three months), but if they are all picked the plant cannot grow more for two years. The berries must be eaten immediately or they lose their potency in one hour. The cherries may be pickled in nitroglycerine to maintain their explosive potential.

Boomerths are not structurally sound plants; they shake and blow a lot in the wind. This never sets off a cherry bomb, but rolling a black result on any physical or energy attack sets off a chain reaction that blows the plant up (and causes 15 points of damage to anyone within five meters).

Boomerths can sense movement around them through the vibrations in the ground, but not in the air. Therefore, they never grow under any kind of outcropping or tree where someone can hang down and pick the fruit. Boomerths can be found in most vegetated climes.

Smokerth (Flaming Bush)

NUMBER: 1 to 4
MORALE: 6
HIT DICE: 2
ARMOR: 0
LAND SPEED: 0

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

ATTACKS: None

MUTATIONS: Combustibility (see below)

DESCRIPTION: Smokerths are harmless little bushes that are easily ignited. If a character were to strike the bush, fall into it, etc. it bursts into flame. This will causes 3 points of damage to anyone touching the bush. Otherwise, the smokerth burns for five minutes, providing a signal flare, an easy method of starting a campfire, etc. Smokerths can be found in every climate but the arctic cold. They never grow close enough to each other to start a chain reaction and a forest fire.

Nep Eps (Death Trees)

NUMBER: 1 to 2
MORALE: 6
HIT DICE: 21
ARMOR: 3 (-15)
LAND SPEED: 0

PS: 13 (+1) MS: 3 (-3)
DX: 11 CH: 2 (-3)
CN: 9 IN: 2 (-3)

ATTACKS: See Below

MUTATIONS: (P) Adaption, Modified Roots-Squeeze, Modified Branches- Electrical Discharge (see below), Contact Poison Sap, Aromatic Powers

DESCRIPTION: The nep eps resembles any one of a myriad of conifers; pine trees, spruce, evergreens, etc. It cannot move and cannot attack at any distance, but has various mutations that allow it to kill prey close by which then decomposes and provides protein for the tree. The usual form of attack for anything close to the nep eps is to grab or trip it with the roots, hoping it will, in its struggle to break free, either brush against the contact poison sap or come within range of the tree's electrical discharge. The roots extend out in a seven-meter radius from the trunk, so the aromatic power can easily lure a victim within range of the roots. The tree can absorb and store electricity over a period of time (electrical storms, etc.), then release it when desired. This electrical discharge has a three-meter range from the trees branches (five meters from the trunk) and causes 2 to 7 points of base damage, depending on the size of the tree (up to GM).

The nep eps also have unique boring tendrils that only activate from the roots when an item with a lot of energy is dropped or left under the tree. The tree then senses this power and bores up under and through the item, draining it of its energy. Therefore there are always items of some electrical sort under the tree, usually buried below fallen needles. The GM rolls items randomly; the number of items found is determined by rolling 1d6. There is a 25% chance that each item is in usable shape; it just has a small hole bored in it and has been drained of electricity. Even those items that are bored beyond repair may still be scavenged for parts.

Ed Eps (Paradise Tree)

NUMBER: 1
MORALE: 2
HIT DICE: d100 (roll 2d10; one represents tens, the other ones; double zeroes is read as 100. This plant is an exception to the d6 rule for Hit Dice.)
ARMOR: 2 (-10)
LAND SPEED: 0

PS: 6 (-2) MS: 2 (-3)
DX: 2 (-3) CH: 2 (-3)
CN: 20 (+3) IN: 2 (-3)

ATTACKS: None

MUTATIONS: Invulnerable to fire, heat, or chemical defoliants

DESCRIPTION: The paradise tree is very rare and quite small. It looks like a miniature, heavily nut-laden oak tree. The tree never grows anywhere close to another one, cannot be harmed by fire, heat, or chemical defoliants, can be very frail or extremely hardy (reflected by the percentile dice roll for hits), and produces a variety of nuts that resemble the nuts from other trees. The types of nuts it produces, the amount of nuts on a tree, and their effects, are listed below.

Brazil Nut (one nut per every 50 hit points the tree has): This dark brown nut contains an extremely dangerous spore within it. Any character or creature eating it or breaking it open within 30 centimeters of its face immediately drops dead, no saving throws are checked. Before biting into it or cracking it open, however, the GM may allow a character an Intelligence saving throw to see if he remembers hearing of this nut in his travels; it is quite infamous.

Walnut (one nut per every 15 hit points the tree has): This nut has a spore similar in outward appearance but completely different than the brazil nut. Anyone cracking open the nut within 30 centimeters of his face or eating it immediately seems to drop dead. Twenty turns later the character completely revives and is none the worse for wear. This nut is used by some tribes for religious rites, medicinal purposes, "playing possum," and so on.

Acorn (one nut per every 25 hit points the tree has): This has miraculous curing powers. If eaten, it immediately returns a living character or creature to full health, no matter how the hit points were lost.

Pecan (one nut per every 10 hit points the tree has): The meat of the nut has healing properties. Any character or creature eating it has 1d10 hit points healed unless the damage was caused by radiation, which it cannot heal.

Cashew (one nut per every 20 hit points the tree has): This nut has a random intensity contact poison hull. Just touching it poisons the character. The meat inside is a one rank higher poison than the hull. The GM should roll the intensity for each nut as it is touched and consumed.

Hazel (one nut per every 30 hit points the tree has): The meat of this nut is a mind-altering drug. Any character or creature eating this must be treated as if he has the Phobia defect for 1d10 weeks (GM rolls type of phobia randomly).

Butternut (one nut per every 35 hit points a tree has): This nut provides the character or creature eating it with the immunity to any level radiation for 1d6 hours.

Macadamia (one nut for every 5 hit points a tree has): This nut acts as the Light Generation power when it is cracked open. Its hull is very thin and it can be thrown as a sort of light grenade by characters or intelligent creatures.

Pine Nut (one per tree): The GM decides the effect of this nut. It may be the same as another nut or it may be unique.

NOTE: The GM should feel free to switch the nut types with the effects or develop new effects as he desires.

Prot Eps (Defense Tree)

NUMBER: 1 to 6

MORALE: 2

HIT DICE: 41

ARMOR: 8 (-40)

LAND SPEED: 0

PS: 16 (+1) MS: 2 (-3)

DX: 2 (-3) CH: 9

CN: 16 (+1) IN: 2 (-3)

ATTACKS: None

MUTATIONS: See below

DESCRIPTION: Prot eps are the most ancient of trees, surviving the original holocaust that led to Gamma World by constantly adapting until they could not be killed. Prot eps cannot take damage from any form of attack, natural or artificial. No disease, insect, or form of plant can affect them. Their roots are like steel cables travelling miles below the ground. They cannot be knocked over, torn up, or driven into the ground. They have bark like a birch, leaves shaped like a maple, but pure white in color, and grow to the shape and size of an old oak. Chemical defoliants, radiation, or anti-matter will wither all the vegetation around them but cannot even change their color. They only die of old age, and that is after thousands of years. Some civilizations revere them as gods, others build their villages around their trunks or in their branches. There is no safer place for a party of adventurers to camp overnight than the branches of the prot eps, as attacks cannot usually penetrate the foliage surrounding them and very few dangerous creatures seem to be able to live or hunt in them (usually snakes can survive). Anyone attempting to make armor from the prot eps will discover that any bark or leaves completely crumble one to six hours after they are removed.



Ed Eps



Prot Eps

Random Loot Table

The GM uses this table when he believes that a random encounter should provide loot because of difficulty, size of the encounter or lair, etc. While some of this loot has simple uses (like crayons for map making or marking hallways), other loot is included as a springboard to future use, such as the lexicon of n'thlai. Exact specifics of these "springboard items," such as how long the book must be studied before the language is learned, is left to the GM. The GM should also add non-working items of his own to fill out the treasure. All of the items work and are in good condition. If they are not of interest to a party member, they are an excellent barter item with specific alliances or races. Any items marked with an * can be found in this module's New Items section. Roll percentile dice for results.

Die Roll	Treasure Type	Die Roll	Treasure Type
01	Crate full of boots (all sizes, 14 pairs)	56	Folding, super-sharp tree saw
02	Box of 48 crayons	57	Insulated industrial asbestos gloves
03	Two folding chairs	58	Folding trench shovel
04	Survival knife	59	One case of toilet paper
05	Full harness for one random type of mount	60	25 meters of electrical tape
06	Black neutralizing paint (one tube)	61	Pocket fisherman's kit
07	Box full of plastic plants	62	Duralloy helmet
08	Swiss army knife	63	Wrist-rocket slingshot
09	One gross heavy-duty plastic garbage bags	64	30 meters of electrical cable
10	12 strings of 36 blinking Xmas lights	65	Plastic football helmet
11	Five huge fur skins (blanket size)	66	Attachable pistol stock (+ 1 CS to fire pistol)
12	10 lbs. of common 12-penny nails	67	Box of miscellaneous jewelry
13	Six thick rubber straps (60 cm long)	68	Trunk full of musical instruments
14	Compound bow & 10 steel shaft arrows (range 30 meters, cause 2d6 + 2 each)	69	Complete human-sized wardrobe
15	Mountain climbing gear (200 meters rope, spikes, clips, hammer, etc.)	70	Intricate music box
16	Bullhorn with rechargeable battery	71	A complete set of duralloy files
17	Portable, hand-cranked generator	72	Three sheets of 4" foam rubber (4' x 8' each)
18	Large brass bird cage	73	A large, illustrated book of military history and tactics
19	Two dozen plastic sealing containers	74	Three-gallon pump sprayer (for insecticide, chemical defoliant, etc.)
20	Three pairs of gargoyle glasses*	75	Two human-sized all-weather sleeping bags
21	Case of handcuffs (25 pairs and keys)	76	Four circular saw blades (cause 2d6 damage when thrown as a shuriken)
22	Plastic bag with three old comics inside	77	Starlight goggles (individual can see in the dark as well as daylight)
23	Workman's vest with multiple pockets, straps, and holsters for tools	78	Metal briefcase with keys for locks
24	Four rubberized ponchos with hoods	79	Range-finder (takes five turns, can sight up to 5000 meters accurately)
25	300 meters nylon line	80	A sealed gallon can of chocolate syrup
26	Small steel hanging weight scale	81	Box of 30 meters of aluminum foil
27	Six 81 mm high explosive mortar shells*	82	Staple gun with 400 staples
28	World War II hand-cranked air raid siren	83	Set of five craft books (basket-weaving, knitting, etc.; reading entire book gives basic level of that craft's skill)
29	Lexicon for n'thlai	84	One med-kit
30	Crank can opener/bottle opener	85	Set of photos (10 black and whites of New York City before holocaust)
31	Barding for one random type of mount	86	Box of 12 No. 2 pencils
32	24 meters of thick, stainless steel chain	87	Hearing aid with permanent battery
33	One case of wine (all 12 bottles random level intensity poison)	88	Cookbook for campers (enough illos to allow illiterates to understand and use it)
34	Nine 81 mm white phosphorus mortar rounds*	89	World War II aviator's uniform
35	Two cans insect repellent	90	One chameleon rifle, fully loaded*
36	Three one-gallon plastic collapsible water jugs	91	One quart can of metal polish
37	One month's worth of dried rations	92	Box of 24 candles, complete with matches
38	12 81 mm parachute flare mortar rounds*	93	Three flasks of fungicide
39	Three saddles (random types)	94	10 random energy cells
40	13 shiny steel six-inch discs	95	Two communicators
41	One tube of kinetic nullifier fluid	96	One complete diving outfit (scuba gear and an anti-shark suit that acts as fine mesh chainmail, plus a speargun that acts as a crossbow underwater)
42	Toolbox with a complete tool set	97	Sealed battery stopwatch/timer/clock
43	Two plastic shields	98	Miner's helmet (light metal) with lamp
44	Rifle telescopic scope (+ 1 CS for firing rifle)	99	Manual on electrical wiring (adds a +2 CS to any electrical skill)
45	Seven glow-in-the-dark Frisbees	100	Complete motorcycle in mint condition (750 cc off-road bike)
46	Foot-operated sewing machine (large and heavy)		
47	A one-meter-long crowbar		
48	Motion detector*		
49	Tent-sized mosquito netting		
50	Spray-on water repellent (100 sq. feet)		
51	Three-meter diameter collapsible umbrella		
52	One crate of 200 oiled steel ball bearings		
53	Silent dog whistle		
54	One carefully packed set of six crystal goblets		
55	Kevlar helmet		

Flower Lands Random Encounter Table

	Prairie/ Flatlands	Rivers/ Lakes	Flower Forest	Normal/White Woods	Ancient Roads	Neverdark Areas	Strawberry/ Mushroom Fields
No Encounter	01-20	01-20	01-20	01-20	01-20	01-20	01-20
Harmless Encounter	21-40	21-40	21-40	21-40	21-40	21-40	21-40
Empty Caverns, Ruins, etc.	41-50	41-50	41-45	41-48	41-50	51-65	41-45
Arns	52	51-52#	46-47	-	51-52	66-67	46-48
Ba'Crolbai	53-55	-	-	-	53-55	68-69	49-52
Badders	56/57*	-	48-49*	49*	-	-	53-54
Ba'Mutan	58-59	-	50	50	-	-	-
Ba'Sleds	60	-	51	51	-	70-71	55-56
Blaashes	61	-	52-53	52-53	56-57	72	57-58
Blaasuts	62	-	54-55	54-55	58-59	73	59-60
Blights	63	-	56-57	56-57	-	74-75	-
Blood Birds	64	53-54#	-	58-59	-	-	61-62
Boomerths	65	-	58-59	60	-	76-77	-
Bu'Daans	66	55-56	-	-	60-61	78	63
Chotslith	67-68	57-59	60	62	62	79-80	64-65
Crep Plants	-	60-62	61	62	-	-	-
Daycuts	69	63-64	62-63	63-64	63-64	81	66-67
Ekolas	70-71	65-66#	64	65	65-66	-	68-69
Frid Esk	72	67#	65	66	-	82	-
Hawkoids	73	-	66-67*	-	67-71	83	-
Herps	74	-	68	67	-	84	70-72
Holcut	75-76	-	69-70	68	-	-	73-75
Kai Lins	77-78	68	71	69	-	-	-
Krea	-	-	72-73	70	72-74	85-86	-
Mut Choo	-	69-70	74	71-72	-	-	-
Nep Eps	-	71-72	75	73-74	75-76	-	-
N'Thlai	-	73-74	76	-	-	87*	-
Ny'Ans	79•	75•	77•	75•	-	-	-
Omnitar	80	-	-	76	-	-	-
Orlens	81-82	-	-	77	76-77	-	76-78
Parns	83	-	78-79	78	78-79	88-89	-
Perths	84	76	80	-	-	90-91	79-80
Prot Eps	-	77-79	81	79-81	-	-	-
Quanakus	85	-	82	82	80-81	92-93	-
Rakees	86-87	80-81	83	83-84	82-83	94	81-82
Sheezu	88-89	-	84	85	-	-	-
Sho'Days	90	82-83	85	86	84-85	-	83-84
Sleeths	-	84	86	87-88	-	-	-
Smokerth	91-92	85#	87	89	-	95-96	-
Smovbais	-	86-87#	-	-	-	-	-
Soul Besh	93	88-89#	88	90	86-87	-	-
Squeekers	-	90-91#	89	91	88-89	-	-
S'Re'Daan	94-95	-	90	-	-	-	-
Sre'Froth	-	-	91•	92•	-	-	-
Sucslith	96-97	92-93	92-93	93	90-92	97	85-87
Terls	-	94-97#	94-95	94	-	-	-
Tsorsut	98	98-99	96-97	95-96	93-95	-	88-89
Vene'A'Mub	99	00#	98	97	-	-	-
Yexils	-	-	99	98-99	96-00	98-99	90-92
Zarns	00	-	00	00	-	00	93-95
Hidden Radiation Patches (random intensity)	-	-	-	-	-	95-00	96-00

The party encounters the type of creature listed across from the die roll listed in the column corresponding to the type of terrain.

A "*" means there is a 10% chance that the party encounters a village or tribe of the creature listed.

A "#" means the encounter takes place on the shore of a river or lake.

A "•" means the encounter takes place in a cave, ruins, and the like.

No Encounter means there is no encounter.

Harmless Encounter means the party actually meets something, but it is innocuous — hidden in grass, a dark copse, or something like that. Perhaps it is a group of beavers gnawing on trees.

Empty Caverns, Ruins, etc. — Bring to the party's attention the fact that they are passing a cave, ruins, or whatever. Perhaps the party will want to use this for shelter.

Flower Lands



Radioactive
blast area



River or lake



Cliffs and
plateaus



Giant trees



Glowing fungus
fields



Normal forest



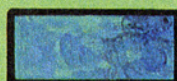
Giant flower
fields



Prairie and
normal grasslands



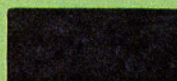
Ancient freeway



Mushroom fields



Badlands



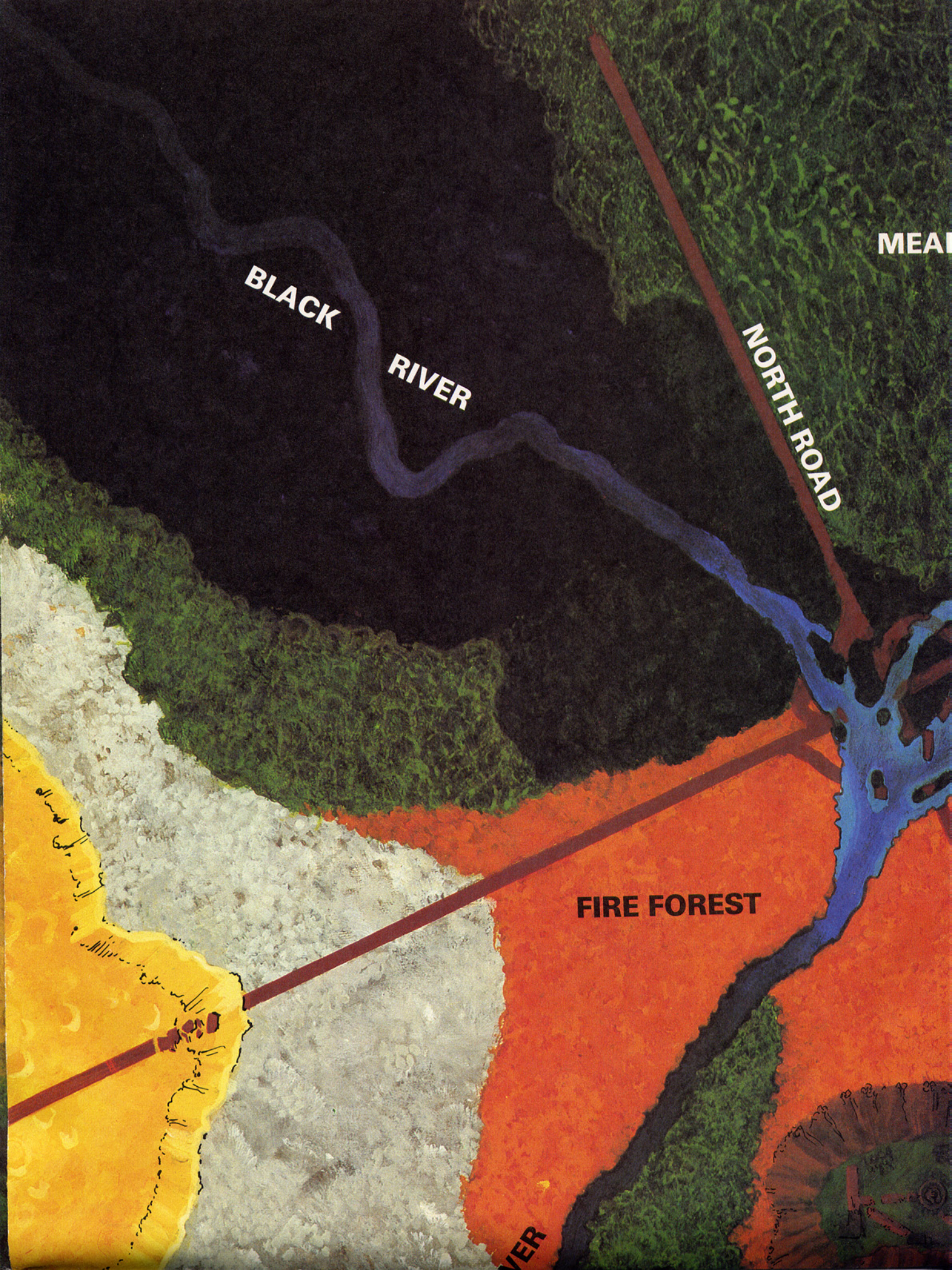
Black orchid fields

GOLDEN BARRENS

A stylized, textured map of the African continent. The landmass is rendered in shades of yellow and orange with a mottled, painterly texture. A large, irregularly shaped blue lake is located in the central-northern part of the continent. The lake's surface has a slightly grainy texture. The surrounding areas, particularly to the north and west, are dark green, suggesting dense forest. The overall style is artistic and hand-painted.

**FLAT
BLUE FOOD**

THE GREAT GLOW



MEAN

BLACK
RIVER

NORTH ROAD

FIRE FOREST

VER

DOWS

BAD RIVER

WET ROAD

LIVING

LAKE

STRAWBERRY FIELDS

ROSE

FIELDS

FIRE FOREST

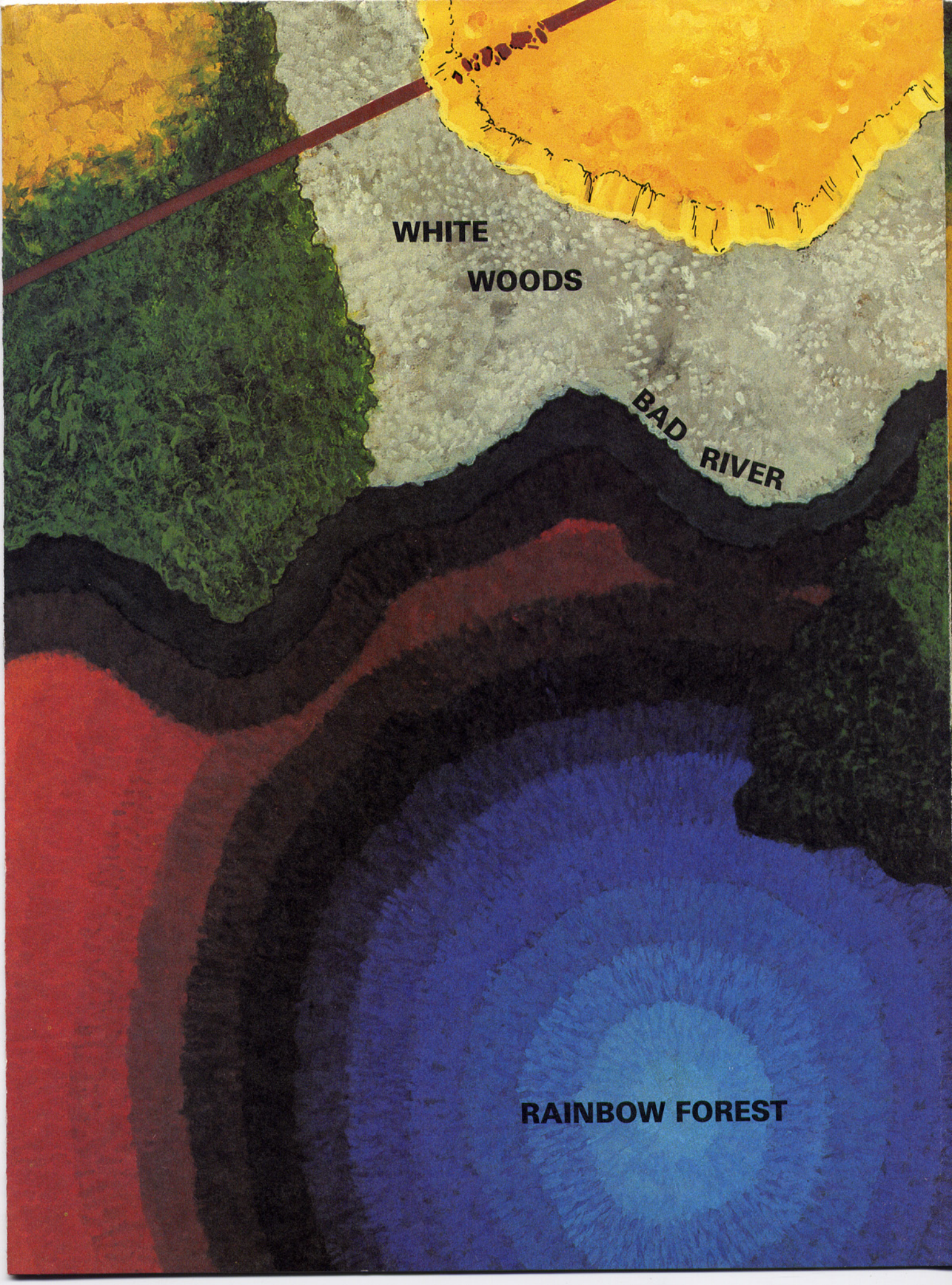
PURPLE PLAIN



OLD ROAD

THE LAST
FRIENDLY
LANDS

WEST NEVERDARK

An abstract map-like illustration with various colored regions and labels. A yellow region at the top right is bordered by a red line. Below it is a light grey region. To the left is a green region. A dark, wavy line separates the grey region from a red region below. At the bottom is a large blue region with a radial pattern. Labels are placed within these regions: 'WHITE WOODS' in the grey region, 'BAD RIVER' along the wavy line, and 'RAINBOW FOREST' in the blue region.

**WHITE
WOODS**

**BAD
RIVER**

RAINBOW FOREST



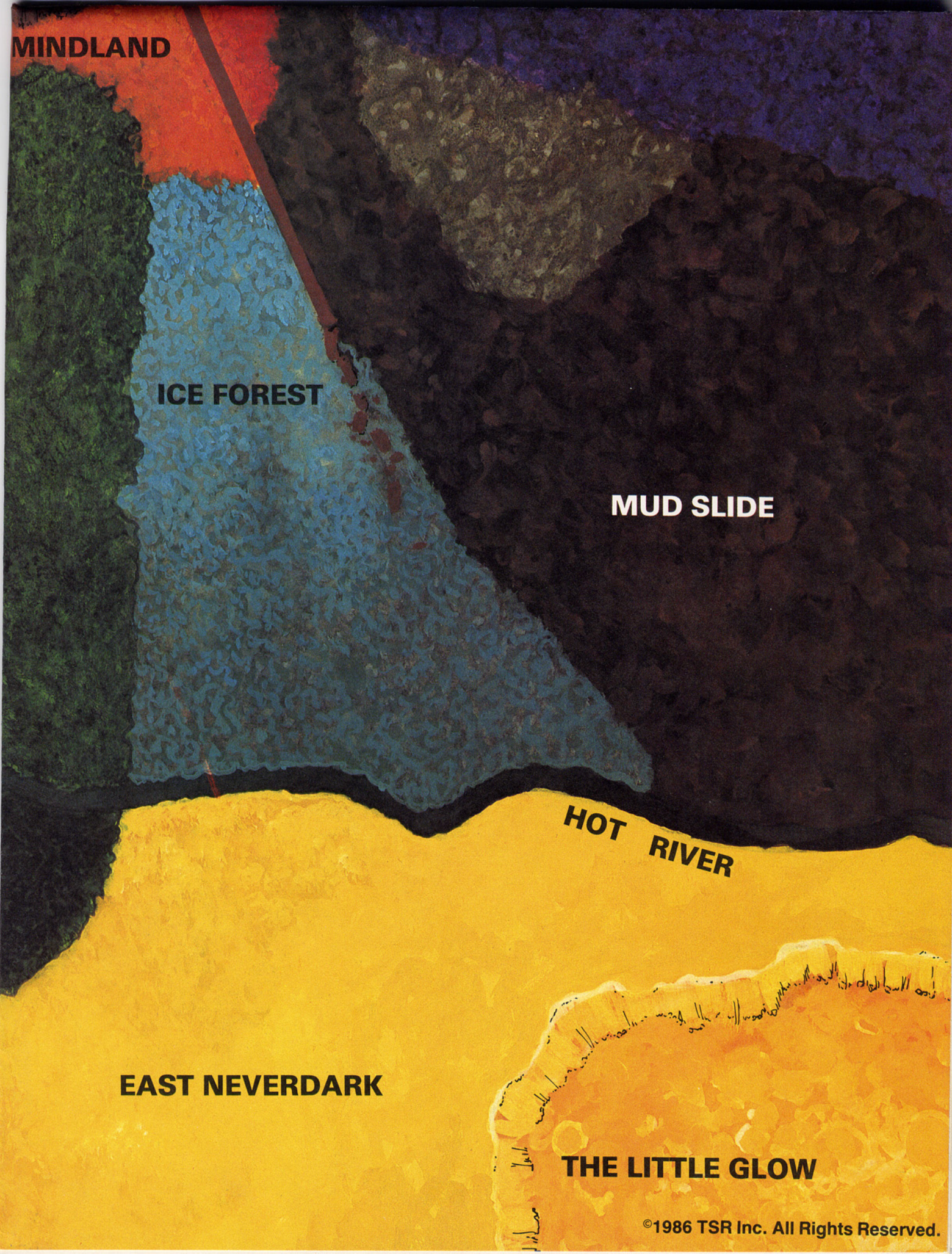
BAD RI

**OSKAR
VILLAGE**

OASIS

SOUTH

RIVER



MINDLAND

ICE FOREST

MUD SLIDE

HOT RIVER

EAST NEVERDARK

THE LITTLE GLOW

Gamma World®

SCIENCE FANTASY ROLE-PLAYING GAME

Alpha Factor

by Kim Eastland

Mindkeep. The very name is mysterious. Why was it built? Who built it? What is its secret?

Your elite group of adventurers must find Mindkeep and learn its secret. Others have tried — and failed. The surrounding area is filled with mutations that are strange even for Gamma World. Could that be a clue as to Mindkeep's purpose? Or is it mere coincidence?

The trek is long and difficult, across areas that are not well-known. Keep your wits about you, or you may lose everything!

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