

GW7

For intermediate players.

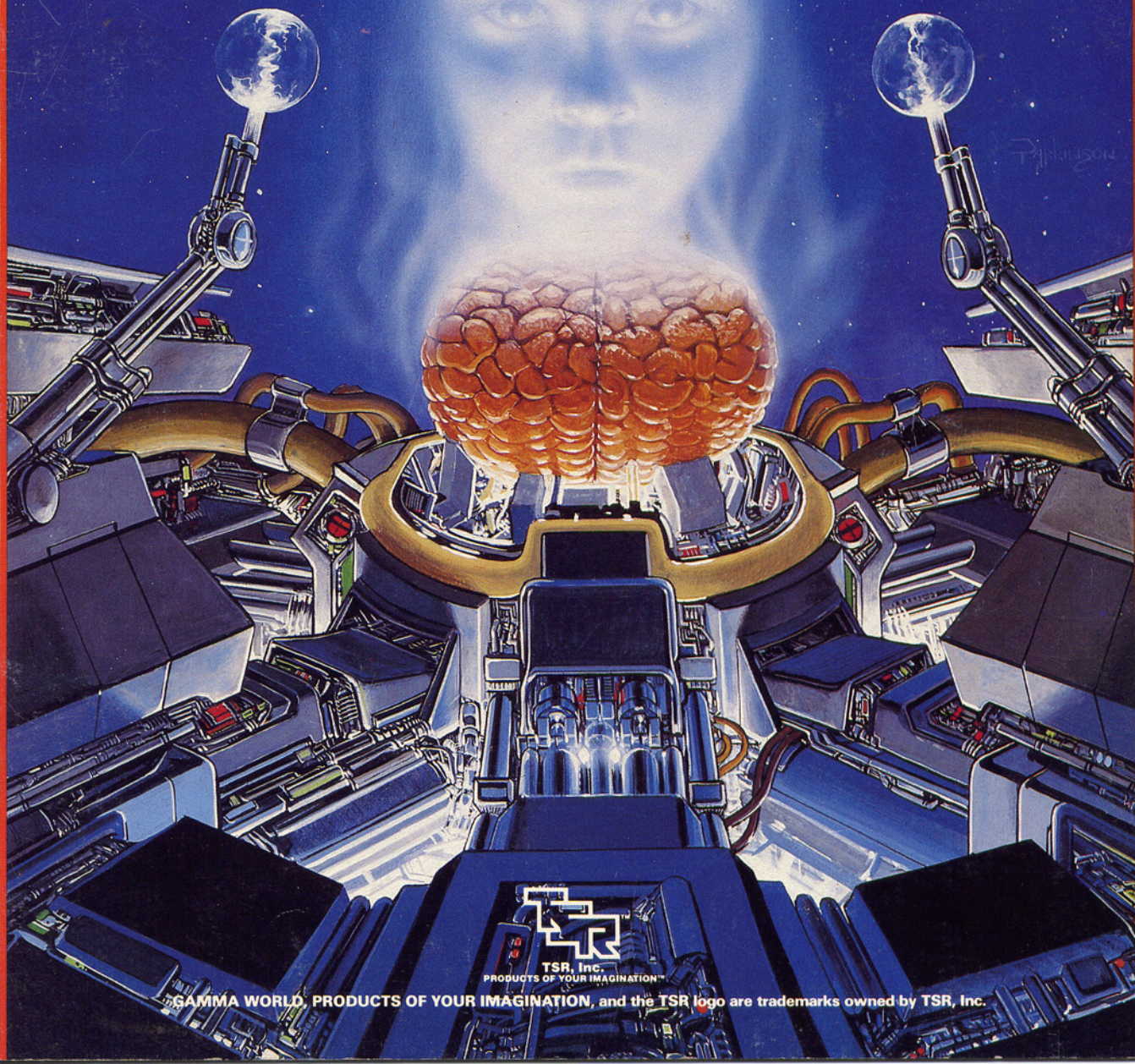
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GAMMA WORLD

SCIENCE FANTASY ROLE-PLAYING ADVENTURE

Beta Principle

by Bruce Nesmith



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GAMMA WORLD®

SCIENCE FANTASY ROLE-PLAYING GAME

Beta Principle

By Bruce Nesmith

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CHAPTER 1: BEGINNINGS

BEGINNING THE ADVENTURE

This module is designed for a party of four to six middle rank characters. The existence of powerful artifacts in the party may upset play balance. Intermediate power artifacts are fine, and even encouraged.

Gamma World is a deadly adventure setting, causing characters to die or become unplayable on occasion. If a character dies or is out of the game for some reason, have the player roll up a new character immediately. At the first reasonable opportunity, have this new character join the party.

Adventure Summary

Before playing this module it is recommended that the Game Master read the entire work. Each chapter only needs to be read in detail prior to playing it. In order to maintain continuity, a summary of the adventure is provided here.

NOTE: If you wish to play this adventure, read no farther. If you intend to be the Game Master, please continue.

Somewhere in the heated lands of the south, trouble is brewing. Humans and humanoids are being killed and kidnaped by night stalkers. Chilling rumors about a newly built city flutter through the base.

A scouting party (the player characters) is sent for more information. They are told to seek out Waldis the sage. Circling the slag of the Old Place (a bombed-out city), they enter his domain.

Melkath is a confusing place, filled with Tech III and IV equipment. Once an amusement park known for its safety, it is now a deadly maze for the amusement of the mad Waldis.

The sage provides assistance, either in the form of information or arms. Information tells the party about the Nameless City, called No'tyene'yama by the natives, and its location. Journeying south again, they encounter roving bands of nos'ferats, and find abandoned human and humanoid towns.

Before reaching No'tyene'yama, the party is attacked by Hungry Mountain, a mutated carnivorous elephant. In addition, they may or may not be tracked by enemies from the Old Place.

Now in the unknown lands of the south, only villages of animals can be found. The humans and humanoids have vanished. Night belongs to the flocks of nos'ferat, searching for human prey.

Finding friends in the animal villages (unless the characters bungle it), they hear the story of Nwayvo Beestya, the New Beast, ruler of the nameless city. They tell them about the Nwayvo creed of android and nos'ferat supremacy.

Entry into No'tyene'yama is sought and gained. The prisoners are found, all hooked up to a strange computer center. Their brains are being used by the androids to supplement the machine's intelligence. This is the Nwayvo Beestya, not a new beast but a conglomeration of humans and humanoids.

If freed, the prisoners are mostly insane from the shock. They destroy everything in sight, burning the city to the ground. If played right, a handful escape with the party. Those hooked to the Nwayvo Beestya remember some of the experience. Each has some old knowledge which is of great value to the Restorationists (a cryptic alliance sworn to rebuild the ancient civilization). Stealing an ancient ship, they return to the base.

This adventure is the second in a series, the new GAMMA WORLD® campaign. In GW6, the party found a shopping list for a "sky chariot," a great space shuttle, to be used to travel to the Cities of Man. That was only the beginning.

Now the search is on for the components. The adventurers must be made aware of the previous party's discovery—surely news of that great import would have traveled fairly quickly across the information network of Gamma World. The mission may take several years, perhaps even decades, but it must be completed. This group must find the hull for the vessel.

However, the party's mission to find the parts of the chariot is hampered by complications. More pressing and immediate is the problem of Nwayvo Beestya, and the disappearance of the young and the strong. Their secondary mission now is: find this "new beast," defeat it by whatever means necessary, and rescue the captives. Along the way it will most likely be necessary to pick up allies from the animals to the south, to fight this strange Nwayvo Beestya. A small army of companions (adventurers and allies) is the best method of attack.

THE ADVENTURE BEGINS

Read the following text to the players.

You have heard of the last mission, wherein the members acquired a list of necessary items to be used in building a huge sky chariot. This vehicle will take the chosen ones to the Cities of Man, someday. As adventurers yourselves, you hope to be among those chosen to find more parts for the chariot, and perhaps even travel in the finished ship to the distant Cities of Man.

As you lie in your rooms, dreaming of taking part in the Great Plan, your reverie is broken by the harsh blare of the Glory Horn. For minutes on end it ululates, calling those who wish to quest to come to the coliseum. A mad dash ensues, with some racing to the suiting-up area, others scrambling for the best seats in the stands.

Judges weed out the brash young and the desperate unfit. The remaining competent ones are outfitted and the trials begin. After several grueling hours of physical and mental competition, a small group of victors remains. They are not the base's best overall, but the best suited for this particular mission. They are you.

To the cheers and whistles of the crowd, you are led out of the arena into the maze of tunnels and corridors leading to the Unroom. The Unroom—where the chosen for glory are taken and their missions are explained. The Unroom—the whereabouts of which are unknown, save to those few chosen ones. You are forbidden to reveal its location, to talk about your mission to anyone save your cohorts or superiors. The Unrep, warden of the Unroom, appears from a concealed doorway, seats himself at the desk in the front of the room, opens the folder of files, and begins the briefing.

"As you may have heard, we are in the process of accumulating the needed parts for the great Sky Chariot, the list of which was found by the heroes who raided Mindkeep. First on the list is the hull for the grand vessel, without which all other parts are useless. However, there is another problem which begins to overshadow this great and marvelous task.

"Our settlements in the south have been attacked. Travelers found bloody corpses and burnt buildings. Only the older citizens' bodies were found; there was no trace of the youths and children.

"One previous scouting group was never

heard from again. Rumors of a new empire to the south are floating everywhere. Animals from the south tell of death that comes silently in the night, but only to humans and humanoids. They are anxious for help, as they do not know when the nos'ferat may tire of humans and turn on them.

"You who stand before me, the glory scouts, are given this mission. Find the sage of the Old Place. Befriend him and he will tell you many things. Find the fate of our missing people. If it is within your power, free them and remove the source of the danger.

"Now you are nearly ready. In the next room is the equipment we can spare for your glorious mission. Take only what you think you might need; these artifacts are irreplaceable."

In the adjacent room are the following pieces of equipment. The Unrep will not let anyone take items marked on this list with an asterisk, if he already has that item or a superior one. Those pieces are for glory scouts who are needy. The Unrep also ensures that each scout is capable of using the Tech level of his chosen equipment. A security bot under the Unrep's

control helps enforce these regulations.

Quantity Item (complexity/Tech level)

1	plastic armor (D III)
1	chain mail (B II)
1	fiber armor (B I)
1	shield—med. (B I)
2*	slug pistol—type C (C IV) includes energy cell and two clips
6	long swords (B II)
2	anti-radiation serums (B IV)
3	cur-in doses (B IV)
1*	medi-kit—21 doses (D IV) includes energy cell
1*	chemex grenade (D III)
2	lanterns—with oil (B II)
1	binoculars (B II)
1*	solar energy cell (A IV)
1*	hydrogen energy cell (A IV)
1	neutralizing pigment—red
1	neutralizing pigment—orange
2	code II I.D.s
1*	code III I.D.

Lanterns are cases which protect a light from wind and rain. They have glass sides through which light can shine. Usually lanterns burn kerosene or some form of lamp oil, which is soaked up by a fibrous wick.

The characters are encouraged to find out any additional information about the adventure. They should be given bits and pieces that are basically unsubstantiated rumors. Most of the useful information has already been given to them.

As the Game Master, you must decide if they need any additional tidbits. Parties that are not puzzle solvers by nature may need some extra help. Be sure to scan or read through each section before supplying clues.



CHAPTER II: OFF TO SEE OLD WALDIS

RESTORAPOLIS TO THE OLD PLACE

There is only one programmed encounter for the journey to the outskirts of the Old Place. Use the random encounters found on page 27 of the Adventure Book of the game set, and the standard rules for encounters found in the Rule Book, until the party reaches the outskirts.

Until then, any NPC reaction checks are shifted by -3 in the PCs' favor if the party states it is on a glory quest for the Restoration. Most creatures in the area are friendly to those of Restorapolis, but some are not.

In the foothills of the mountains, the party meets Waja. The only known route through the mountains as been closed by avalanches and mudslides from recent storms. Waja knows the mountains like the back of his hand and can guide the party through unknown passes.

In a muddy hollow next to the trail rots a damp spread of garbage. Moldy vegetables share puddles with rusted metal and decaying wood. Skittering between small piles is a strange, mutated humanoid, randomly rearranging his foul home.

Glancing up, he takes you in with big, moist eyes off-centered over a lump of flesh that could not really be called a nose. "You need directions. Some people go that way," he says, pointing toward the right with his left arm, "and others go that way," pointing toward the left with his right arm. "And some even do both, but I not understand." His arms pinwheel before him, coming to rest in the same position. "I know best way. You want Waja help?" he says with a nasal twang.

Waja (Mutated Human)
Rank/Hit dice: 4

PS	12	MS	18(+2)
DX	13(+1)	IN	9(-1)
CN	8(-1)	CH	4(-2)

Hit points: 26
Armor Class: 10 (-50)

Mutations (Disability/Score): Physical

No nose (D 11), Narcolepsy (D 9), Phobia (D 4), Regeneration (11), ultravision (8), Triple elbowed right arm (D 1), Hooved left foot (D 10), Triality (12—see below), Suction cups (D 12)
Mental Intuition (17), Telekinesis (16), Sei-

zures (D 5), Molecular Disruption (12), Life leech (15), Periodic amnesia (D 8), Mental multiplier (18), Force field generation (11), Directional sense (17)

Equipment: Rags, dagger, walking staff, assorted junk

Description: Waja was once a Radioactivist. Members of that cryptic alliance worship the glory and power of the atom, and regularly subject themselves to radiation in order to gain more mutations. Waja was exiled from their ranks for his preponderance of defects, which were taken as a sign of his weak faith. Waja has survived by always pretending to be dumber than he really is, and by staying out of trouble. His intuition has helped tremendously.

He slouches to 1.5 meters tall. His large ears stick out from a bald head. The deformity of his arm and leg would earn him a spot on any beggars' street. His nose is completely sealed over, eliminating any sense of smell. Waja usually reeks of garbage and rot. His entire body is covered with small suction cups, even his head and face.

As the Game Master, when role-playing Waja, don't breathe through your nose while speaking. This simulates his nasal delivery. Be advised that Waja only uses his mutations in times of dire need. He has survived in the wilderness by playing the harmless mutant.

In combat, Waja turns on his force field, and keeps up a dialogue on the current condition of his fear while racing about aimlessly. In a heated battle, he uses his mental blast. If his life is directly threatened, he might use his molecular disruption. Afterwards he always denies any accusations, for good or bad, regarding his role in battle.

Due to prolonged exposure, some of his mutations are different from the standards. These differences are noted below.

Phobia: against machines, but not robots or computers.

Suction cups: When he is climbing, his Dexterity is treated as a shift 21. For extremely smooth surfaces, it is shift Z due to the extra hold of the suction cups. This benefit does not extend to combat modifiers.

Triality: This is similar to Duality, but works on three things at once.

Triple Elbow: No game effect.

Hooved Left Foot: Without his walking stick, Waja's movement rate is $\frac{2}{3}$ normal.

Seizures: In situations of high stress, Waja must check once against this defect. The color result determines how long he lies on the ground, twitching.

Red	1 day
Orange	1d6 + 6 hours
Yellow	1d6 hours
Green	1d6 minutes
Blue	1d6 turns
White	no seizure
Black	no seizure

Periodic Amnesia: Each day Waja loses about an hour's worth of memory of that day. The Game Master determines what is lost. If he loses his memory during a stress situation, one day is lost.

Mental Blast: Waja has an advanced form of this mutation, allowing him to use it once per turn.

Waja stays with the party for as long as the PCs want. If they are reasonably friendly to him, he decides that they can protect him from more vicious predators. Other than the described actions above, Waja stays out of all conflicts, running or hiding where possible unless his own life is at stake.

Waja is a tool for the Game Master. He is powerful and harmless at the same time. He can remain a background figure for the whole adventure, providing flavor. If necessary, he can rescue the party or give vital assistance in a time of crisis. If the party decides to abandon him, it is up to the Game Master whether or not he follows or is out of the adventure for good.

The Old Place

Coming out of the mountains, you see a forest of skeletal buildings. Even to the unfamiliar this is a place of great desolation and destruction. It is the Old Place. It sprawls for miles before you, hugging the shoreline like a great cancer.

The Old Place is a once-great metropolis destroyed by bombs and decay during the war. It is far too large to ever be completely familiar to a single person, measuring 100 kilometers along the coast and 40 kilometers wide. At night, parts of it glow an eerie blue.

The Old Place, from which Waja was exiled, is home to virtually all the deviants and cryptic alliances known. Waja knows the city as well as any creature living on Gamma World.

If the party stays well within the mountains and forests, use the standard encounter tables and determination methods. If the party is following Waja's path, with him as a guide, there is a 50% chance of being in a position to avoid any encounter with any cryptic alliance.

Waja knows the way to Melkath, home of the great sage Waldis. He offers to lead them to it. As was mentioned before, he does not enter Melkath, even under threats of death. The path Waja follows is marked on the map.

A. Judgment Top

The hill top is called Judgment Top. Waja knows this and can tell the party. On the gentle summit of Judgment Top lives one of the strangest creatures of Gamma World, Tehwhisz. By law and custom, none of the cryptic alliances ever sheds blood on Judgment Top. If the party climbs the hill, read the following description.

A twisted, ugly head lies atop the hill. It is with shock that you realize the head is actually 10 meters tall! Long, greasy strands of brown hair flow down a hundred meters from the head in all directions. The face is barely human, colored a mottled green and brown. The cavernous nose is covered with a strange, fuzzy growth; the eyes are closed. The creature's body, if any exists, is buried deep in the hill.

Tehwhisz is a mutated plant of sorts. The head is connected to a root system that extends for two and a half kilometers. She is the final arbiter of disputes among the inhabitants of the Old Place. All discussions of any importance between hostile nations take place on Judgment Top.

Tehwhisz
Mutated Plant/Animal (Unique)
Rank/Hit Dice 12

PS	20(+3)	MS	Z(+6)
DX	8(-1)	IN	Y(+5)
CN	Z(+6)	CH	X(+4)

Hit points: 160
Armor class: 0

Known mutations:

Modified Vines (Squeeze and manipulation): Her hair is treated as either of these mutations, but she has about 50 strands. Only six can attack a single opponent at once. In addition, she can throw large stones up to a kilometer away accurately, using all 50 strands at once, doing base damage (12).

Totally Infertile (D 20)

Blind (D 20)

New Sense (16): She can detect a creature's life force. This sense works like hearing. Plants' life forces are more difficult to detect,

and therefore get a 5 column penalty.

Precognition (Z): Tehwhisz has a special form of this mutation, which can warn her of cataclysmic events anywhere on the continent up to a year away. She can only use it once a week. Telepathy (X)

Nobody knows if Tehwhisz has any other mutations or abilities. Her purposes and goals are hidden from human knowledge. If asked, she is willing to act as arbiter between groups. Agreements signed in her presence are always done so honestly. Tehwhisz can usually identify any contrary intention or lie.

The Game Master is free to use Tehwhisz for his own purposes after this module is completed. He may create new powers, or add more which already exist to her arsenal.

B. Ranks Upon Ranks of the Fit

Another cryptic alliance is the Ranks of the Fit, also known as the Bonapartists. Anyone may be a member, but only mutated animals and animal humanoids can attain positions of rank within the militaristic structure. The Bonapartists seek only to gain power and land, and delight in honing their military skills.

To this end, in the area between the mountains and the Old Place, the legions of the Ranks of the Fit are conducting war games. If the party ventures into this area, read the following description when they first are in a position to observe the exercises.

The sounds of war are unmistakable. Above the dull boom of cannon, the shrill hoarse scream of a battle cry can be heard. As you search the land before you, you see a massive army. It is pressed up against the mountains by the opposing forces. Corps of flying creatures circle the hosts. Tents and supply wagons litter the ground on the periphery of the battle. The fighting fills the space between the Old Place and the mountains.

A sharp observer will notice that this is only a mock battle. There are no dead on the ground. The cannon are loaded only with powder, no ammunition. Reveal this to the players only if they begin to question the nature of the battle.

Upon seeing the battle, Waja pipes up that he knows a way to Melkath around the fighting. It requires the party to travel briefly through the ruins of the Old Place. He swears up and down that it is safe. Of course, he is wrong. There is no such thing as a safe passage

through those ruins. However, it is safer than traveling without a guide. See the map for Waja's detour.

The Ranks of the Fit are a mixture of all types of sentient creatures, although mutated animals predominate. Upon spotting the party, they send out a squad to determine their business. Regardless of the answer, the party is required to follow them down to the command tents for questioning.

SQUAD: All are armed with muskets, and have rank/hit dice of 4 and mutation scores of 10.

1. Mutated 1.7-meter toad (leader)
Energy absorption, temporal fugue
2. Mutated ape (21 PS)
4 arms (2 muskets), Telekinetic arm
3. Mutated human
Photosynthetic skin, teleportation
4. Ark
5. Hoop
6. Mutated human
Anti-charisma (D), fear generation
7. Mutated 1.5 meter owl (2d6 claws)
Carapace, beguiling

Realistically, there are only three options at this point: fight, flee, or go along peacefully. Fleeing is only an option if it happens early, before the squad reaches the party. A fight is easy enough to deal with. The Bonapartists are more than willing to battle.

If the PCs go along peacefully, they are separated from their weapons and questioned for most of the day. Finally they are released and sent back the way they came, with instructions to stay clear of the exercises. Each member's equipment minus one item chosen randomly is returned to him.

If they do not make any serious blunders during the questioning, the mutated bear that questions them is finally convinced that they are lying. He believes them to be scouts from one of the other factions in the Old Place. By releasing them, the Bonapartists can send back news of their military might.

C. The Hunters' Quarry

If the party crosses into the territory of the Iron Society, this encounter takes place. This cryptic alliance is dedicated to wiping out pure strain humans. Their territory is marked by their symbol, the iron hammer. It is usually placed on building walls, above eye level where it has a chance of going unobserved.

Chapter II: Off to See Old Waldis

A few hundred yards away, you see a man darting from one place to another. He has the uncanny agility of the truly desperate, making his way from one broken building to another. His only possessions appear to be the rags he is wearing.

The man is a pure strain human by the name of Rojak, recently a soldier in the Knights of Genetic Purity (a cryptic alliance dedicated to the extermination of all humanoids). His general direction of travel is toward the party, although if they stay put and hidden he passes within 20 meters of them.

Ten turns after spotting the refugee, the Iron Society hunting party rounds a corner and becomes visible. During this time, Waja pleads with the party to hide and leave the fleeing man to his own fate. The party can get to the man and find a place to hide before the hunters show up, but only if they act immediately.

If the party hides, the hunters catch the man 150 meters past their hiding place. With great roars of triumph, they fall upon him. Hideous screams can be heard, although fortunately nothing but the press of bodies can be seen. The body, minus several vital organs, is left where they caught him.

Each of the 11 hunters is a mutated human, armed with only bladed weapons. The hunt is a tradition after a victorious battle. A captive is given an hour's head start. Then the 11 hunters give chase. It is extremely rare for the quarry to escape.

If there is a confrontation between the hunters and the quarry, only the leader, Drona, speaks. His concern is to hunt down the quarry. By their law, no other hunt or battle can take place except in self defense until the quarry is found.

Drona
Mutated human
Rank/hit dice

PS	13(+1)	MS	14(+1)
DX	7(-1)	IN	12(+1)
CN	14(+1)	CH	16(+2)

Hit Points: 68
Armor Class: 10 (-50)
Equipment: Battle axe

Mutations:
Physical Chameleon powers (13), Regeneration (9), Heightened precision (10)
Mental Levitation (8), Force field generation (14), Life leech (11), Mental blast (12)

Description: Drona is a small time leader in

the hierarchy of the Iron Society. His great skill in battle and the hunt has earned him fame and recognition. He is an arrogant bully, quite susceptible to insults and flattery.

Physically, he is taller than average and is considered handsome by most. The colors of his skin are in a constant state of change, frequently betraying his feelings. He usually clothes himself in colorful patterns rather than animal furs.

Hunters:

Only the mutations are listed. If an attribute is needed, roll it up on the spot. Mutation scores are assumed to be 11, although if the Game Master wants to, each can be rolled on the spot as well.

1. Phys: 4 meters tall, Electrical generation, Attraction odor
Mental: Mass mind, Mental shield
2. Phys: Metamorphosis
Mental: Seizures (D)
3. Phys: Light dependency (D), Diminished touch (D), No left arm (D)
Mental: Gamma eye, Mechanical genius, Beguiling, Intuition
4. Phys: Gas generation (smells bad), Kinetic absorption, Hands of Power (withering), 2x pain (D)
Mental: Time distortion, Mass mind
5. Phys: Heightened precision, Radiation eyes, DX +4, Phobia (D)-pyro
Mental: Mental block (D)-reptiles, Life leech
6. Phys: Fat cell accumulation (D)
Mental: Repulsion field, Fear generation, Empathy, Directional sense
7. Phys: 2-meter long arms
Mental: Time suspension
8. Phys: Heat reaction (D), All joints double jointed, 4 arms
Mental: Molecular sense, Attack reversal (D), Displacement
9. Phys: Physical reflection, Agoraphobia (D), Anti-life leech, Infravision
Mental: Heightened brain talent
10. Phys: Anti-charisma (D), Spines
Mental: Seizures (D)

If Rojak is visible to hunters and with the party, Drona gives them 10 turns to turn him over. If they do not, he is allowed to attack them by custom to capture the prisoner. As the Game Master, do your best to keep Drona alive, as he appears again in Chapter 4. If it happens that he does die, roll up a replacement character named Krone who is his brother.

Drona can be bribed. For a "gift" of at least 250 gold pieces in value, the hunters will pause for one hour to eat. If there are any obvious pure strain humans in the group, the

gift must be worth 400 gold pieces or more. During that time, Rojak and/or the party can attempt to make good their escape.

In the case that the party hides from Drona and the hunters, the can try to get out of the area of influence of the Iron Society. Rojak, speaking only to the most human looking member of the party, begs them to escort him to the border, which is marked by the sign of the iron hammer.

At a hundred meters from the border the hunting party emerges from the buildings behind the party and gives chase. Any ranged mutation in the hunters' group is used against the party during this chase. If the party makes all efforts to reach the border, they make it across. The hunting party stops at the border.

Drona, in a booming voice, declares "Know that only my honor for our tradition keeps me from hunting you down outside our lands. When the sun rises again, the hunt is over. Then your lives shall be worth less than the lowliest insect!" Turning, he and his hunters make their way back into the ruins.

Rojak

Once away from the Iron Society lands, Rojak resumes his normal personality. Until this time, survival took precedence over political views. Now Rojak begins to act like his old self, a bigoted, haughty Knight of Genetic Purity.

If there are no pure strain humans in the group, Rojak is guaranteed to sneak away before the party reaches Melkath. This is also true if he is treated poorly or insulted to any great degree. His idea of an insult includes any activity that puts him in contact with mutants.

If there are pure strain humans in the group, he does his best to convince them of his point of view. He even goes so far as to try to frame a mutant of some crime. If possible, he steals an item from a human and plants it on a mutant. If that is not possible, he exaggerates threatening actions on the part of any mutants.

Because the characters are controlled by players, there is a great chance that none of these schemes work. They know for sure whether or not an item has been stolen and what actions have been committed with malicious intent. This is no cause for alarm.

If Rojak's schemes do work, it may cause some interesting and fun gaming. If they do not he eventually leaves only to return in Chapter IV. At a particularly choice moment of your choosing, Rojak abandons the party. If possible, keep him alive for that and to return later. If he dies, disregard the portion of Chapter IV that includes his activities.

CHAPTER III: MELKATH WALDIS

Are We Having Fun Yet?

Melkath was once an amusement park until the holocaust. Through the centuries, Waldis has altered it to fit his twisted idea of amusement. Before reading this chapter, read the complete description of Waldis on the gatefold of the adventure booklet. His background is important for a real understanding of Melkath.

The park is surrounded by a duralloy laminated wall rising 10 meters above the ground. At intervals on the wall (see map) there are stun ray rifles on swivel mounts. Each has a camera attached to it and is controlled by a computer. The computer fires at any moving target within range, unless it is on the road. Since they receive broadcast energy, they never run out of power.

Behind the stun ray rifles atop the wall is a 2-meter-tall electrified fence (I12(10)). The fence can take 25 points of damage in any given spot before collapsing. Feed lines are located with the rifles, so that only part of the fence can be unpowered due to damage.

Inside the park the security bots have standing orders to subdue, alive if possible, any creature they see flying. Only an override from Waldis can change this directive.

Signs are posted around the park listing the rules. If the characters ask about any such posted lists, read the following.

1. Keep off the grass.
2. Don't climb the picket fences.
3. Keep to the roads, except to enter a building.
4. Vandalism and theft are prohibited.
5. Melkath claims no responsibility for lost or stolen items.
6. Property left at the Lost and Found station for longer than 10 days becomes property of the park.
7. All rides must be paid for in advance.
8. Confine pets to the "Pet Walk" areas.
9. No food or drink allowed on rides or inside buildings (excepting restaurants).
10. Infractions of these rules alert the security forces. Do so at your own risk.

Unless otherwise mentioned above, security bots always arrive in the usual numbers (1 to 3). If the first set of security bots is unable to deal with the problem, every 10 turns or so a new set arrives, with heavier armament.

Security Robots

Group	Armament
1	4 paralysis rods, 1 slug thrower A, 5 tear gas grenades, 7 stun grenades
2	2 needlers (poison I10 (5) paralysis), 1 slug thrower B, 6 tear gas grenades, 8 stun grenades
3	2 stun pistols, 1 slug thrower C, 7 tear gas grenades, 9 stun grenades; these bots fly on pods

Any problem that needs more than three groups of security bots is brought immediately to Waldis's attention. He has one defense borg that can be brought to bear on the intruders, with the intent to subdue them. If that doesn't work, a group of dead characters won't cost him so much as a night's sleep. If the defense borg is eliminated Waldis flees Melkath, an extremely unlikely event, after triggering a fusion bomb that destroys the entire park.

Unless otherwise specified, all bots on the streets of Melkath are autobots with 45 hit points. Each has been modified for control systems of code IV I.D. rather than the standard.

1. FRONT GATE

The road leads directly up to a wide break in the gleaming wall. The break is only two meters high and is broken by five wide, circular pillars. The top half of each pillar is transparent, revealing a shiny looking robot. Between each pillar is a solid metal bar, preventing easy entrance. Suspended on stone pillars is a three-meter-high roof.

If the characters search the area more carefully before trying the gates, they find a curious machine hidden in the shrubbery near the front of the building. It is lying on its side, and obviously hasn't been used for quite some time.

The casing is about a man-height tall, and half as wide. Near the top are three small windows, through which the characters can see pictures—cherries, lemons, and other fruit, and another symbol reading "BAR." On the right side of this case is a lever, pointing toward the top of the case. If someone tries to pull it down, it barely moves, being quite rusted and stiff. It might, at the GM's discretion, break off entirely. One character with a PS of 16 or better (or two with combined PSs of 16 or better) can try to set it up on end, or at least turn it onto its back.

If they succeed in moving it, they hear

metal rattling around inside. It is possible to smash the machine open (300 structural hit points, made of reinforced metal) and remove the booty—300 gold pieces.

The gate is 16 meters wide, broken into alternating 1-meter-wide entrances and 2-meter-wide pillars. Each pillar is actually a toll booth manned by a general household robot.

As a creature steps up to the toll booth, a metal bar like the one before him slides into place behind him. Both bars can easily be vaulted or ducked under. The bot requests 10 gold pieces for the right to enter Melkath, or the equivalent in other currency. If the character does not have it, the restraint bar is removed and he is requested to back out of the entrance. If payment is made, the forward bar is removed and he is permitted to enter.

If anybody attempts to enter without paying, d4+1 security bots arrive in two turns. They attempt to subdue and eject the character from Melkath. They respond to code IV or code V I.D.s normally, allowing the character to go about his business, money or no money.

2. WELCOME MAT

A wide open plaza, partially roofed, is spread out before you. Centered across from the gate is a huge flower bed, rimmed with a knee high white picket fence. Behind it on the crest of a long hill is a road or trail of some sort.

To either side are roads leading away from the plaza. The road to the right enters a tunnel under the hill, to the left it doubles back out of sight. Knee-high white picket fences line the plaza and roads everywhere you can see. On the other side of the fences is grass, clipped down to a few centimeters tall.

The fence is occasionally broken by a small hut with a large central window, unglazed. Inside each hut is a bot calling out for your attention. Each has a bewildering array of small, brightly colored objects.

The entire park is littered with vending stalls. These are small huts filled with worthless doodads and such things. The bot attendants sell them for 2d6 gold each. The GM should use his own judgment to determine what kind of things are sold at a particular hut, keeping in mind the usual trinkets and junk food found at amusement parks.

Standing in the middle of the plaza is a furry creature with huge ears and a smile that is a full meter wide on its enormous head. It does not say anything to the characters, but

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dances around them making funny gestures as long as they are in the plaza.

The creature is a household bot which has gone a little haywire. It left its assigned station in Waldis' home, and found this costume lying on the ground near this area. As its programming is skewed, it no longer knows its purpose, and stays here, dancing and cavorting to the best of its ability. The PCs can control the bot with code I ID, and take it with them should they so desire.

3. SKY TRAM

The building lies like a huge stubby worm half embedded in the ground. The two ends curve toward you, each a black hollow cave. From each cave, there is a thick black rope angling sharply to the sky. The road leads to the wide doorway in the center of the building.

The sky tram building is completely open. The rope, actually a heavy metal cable, runs through it from one side to the other. Five pods dangle on thick metal poles from the cable.

The ride costs 1 gold piece, collected by the attendant bot. Each pod can only hold four characters. At some point before reaching the other terminal, a security check is made. A holographic image of a weird creature appears in the middle of the pod and demands to see I.D.s.

Roll a d6 and consult the map to see where this happens. Any character that does not produce a code III or higher I.D. by the next turn fails the check. His seat immediately drops off the pod and plummets to the ground.

If the character tries to cling to his seat (easy/blue difficulty) he finds that it has an anti-gravity element in it. With the seat, the character reaches the ground safely. Without it, he takes damage as a fall from 20 meters. Depending upon where they fall, there is a chance of landing in water.

4. TRAIN STATION

A small red building with a bot at the door sits at the end of the road. Behind it is a smoking, noisy, black-as-night machine. The machine is on a narrow road of small rocks with wooden planks and two metal bars running down it.

The bot attendant tells anybody approaching it that the train is not running today. This is Waldis's favorite mode of travel around

Melkath. It has a single passenger car that seats 12 comfortably.

5. MOUNT VESUVIUS

A 30-meter-tall miniature mountain towers over you. Snow covers most of it, except for the black rim of the flat top. As you watch, a low rumbling builds, inky black smoke and a gout of hungry flame explode from the top. As quickly as it appeared, it's gone.

This is a roller coaster ride over, under and through an artificial volcano. The snow is actually white paint. The flame, however, is quite real. Base damage is 3 points. Vesuvius erupts once every five minutes.

The attendant bot charges five gold pieces for this ride. Behind the building are four egg-shaped half-pods. Each pod has seating for one burdened or two unburdened passengers. There are no safety belts, only a plastic grip for the passengers to hold onto for dear life.

The pods ride magnetic rails buried in the rock of the mountain, floating a constant meter over its surface. Because of this, the characters have no clue as to where the pod is going. Once the pod arrives at the other station it stops to let its passengers off.

There are five hazards on the ride. Each hazard requires a physical strength check for each passenger to stay in the car. The difficulty factor for each hazard is listed below.

In addition, each hazard has a percentage change of flinging a personal possession overboard. Such lost possessions become the property of Waldis when the nightly cleanup crews find them. There is a 10% chance of finding a lost item for each 10 minutes of searching.

Hazard	Chance overboard (base damage)	Object
A Sudden drop	blue (4)	5%
B Sudden steep drop	green (5)	10%
C Tight turn	blue (2)	5%
D Really tight turn	green (3)	10%
E Sudden drop/tight turn	green (4)	12%

6. 5TH DIMENSION THEATER

The flat gray curved wall of the 5 meter tall building rises oppressively over your heads. A small black doorway punctures its middle. Inside, vague colored lights can be seen moving around.

This is a complete sensory theater, producing holograms with accurate sights, sounds, smells and even touch. Just inside the doorway the attendant bot requests 4 gold pieces for entrance. Failure to pay summons the security bots.

The attendant is a medical bot. With the touch during the exchange of money, it places a chemical on the characters skin. When absorbed, the theater mechanism can induce realistic touch sensation in the character. Anybody passing through using an I.D., or otherwise not touching the bot, does not receive the chemical. After an hour, the chemical is sweated out through the pores.

The theater is currently showing a science fiction thriller about the invasion of Earth by aliens. The theater is designed to respond to the viewers' actions and reactions. For example, if a character fires a fusion rifle at an alien, the theater shows the alien dying in a burst of nuclear fire.

Everything inside is an illusion, indistinguishable from reality to the player characters. Once they leave, all wounds are mysteriously healed, all acquired items disappear. Unfortunately, lost items or energy charges remain lost.

The setting is a small midwestern town in the 1980's (use any town or city map at hand). The aliens are everywhere, fighting little skirmishes with human soldiers. Any given turn there is a 25% chance of aliens showing up or soldiers (roll for each).

Soldiers always do what the characters tell them to do. Each carries a weapon that does 25 points of damage. While in the theater soldiers and player characters weapon class is 13 regardless of what they carry.

The aliens all carry weapons of class 1 that do 25 points of damage to soldiers and 5 imaginary points of damage to characters. Aliens and soldiers take 25 points of damage before dying.

As the Game Master, you can make up the plot as you go along, because it really doesn't matter. The soldiers and other illusionary characters follow the lead of the player characters, regardless of how silly it seems.

Each time the characters walk through a doorway there is a 25% chance that they end up outside the theater. There is an equal chance of coming out on the front or the back entrance.

This amusement lasts 10 minutes (game time). At the end of this time, the lights come up, and a prerecorded voice says "Thank you for visiting the Five Dimensions Theatre. Please exit through the nearest door." The theatre's mechanisms are automatically reset within the next 10 minutes, and the show

starts again. A security bot passes through the area while the reset is taking place, shooting out any remaining PCs.

7. SAFARI BOAT RIDE

The path leads to a long, low, log hut with a thatched roof. Wind blows gently through the green fronds of the strange, apparently tropical plants. The sounds of animal life and a multitude of birds pours in from all sides.

Inside the hut is an attendant bot dressed in a khaki safari outfit, complete with pith helmet. It charges three gold pieces for this ride. Once money has exchanged hands, those riding are led out the other side of the hut to the dock. The animal noises are produced by speakers hidden in the trees.

Moored to the dock is a small tech III boat, complete with smokestack. The boat is captained by a security bot with a laser pistol at its side. The pistol is only for show; it has no energy cell in it. The bot has stun pistols in place of paralysis rods.

A short way up the river is a small dock on the other side. The captain moors the boat here and tells the passengers to get off his boat. It says that it will be waiting at the dock on the other side of the island.

Anybody resisting is stunned and/or forced onto the dock by the tractor/pressor beams. This bot responds to code IV I.D.s normally, but does not allow characters without them to stay on the boat.

The river is infested with herkels, making it difficult to cross. On both sides there are gators lying on the shores. Occasional clumps of giant lily pads and ber leps dot the water. Any land creature attempting to ford the 3-meter-deep river has a 75% chance of being attacked either by gators or herkels.

The gators do not venture further than five meters from the river, even for a choice meal. The docks extend about that far inland. The island itself is home to Thisshish, an ancient sleeth (mutation — stunning force). The party meets him in the jungle picking berries.

Thisshish is Waldis's only friend. The sage visits him a couple of times a week. Out of friendship from younger days, Waldis has allowed the sleeth to retire on the island. The sleeth immediately befriends the travelers, offering them the full hospitality of his home.

The seer lizard lives in a large but cozy underground home, accessible only through a dark, damp cave. Inside, however, it is warm and dry. Thisshish has a full supply of medical equipment, including a medikit, and does

what he can for any injured characters.

Thisshish has never left the island and knows nothing of the rest of Melkath. He has no startling insights about the sage, and speaks about him in glowing terms. He does know that for some unknown reason, he is unable to read Waldis's mind.

Once the party is picked up on the other side of the island, the boat drops them off again at the opposite shore dock where they can leave the safari jungle ride.

8. THE HAUNTED HOUSE

A large wooden building looms before you. It has obviously been abandoned for decades. Pieces of it are falling off, cobwebs fill several windows. Occasionally a moving light can be seen within.

A bot stands in the path several meters in front of the house. It demands five gold pieces for entrance. Once the party passes it, a hideous cackling erupts from the front door of the house.

The house is a maze of hallways and rooms, many of which shift around when nobody is in them. The party starts in a hallway with three doors other than the entrance. As soon as the party is completely inside, read the following text.

The door behind you slams shut with a solid thud. The hall is pitch black. Before you a small glowing ball of blue eldritch light grows until it is a full meter across. Its shape oozes until you see a face, the eyes glowing red.

"Welcome to my home," it booms. "Since my death, I welcome others to theirs!" It laughs hideously, while the glowing translucent flesh melts away leaving only a gibbering skull. With a clap the skull disappears, leaving you in the dark.

Since the rooms and halls are constantly shifting, a map does no good. Use the tables below for each area the party enters. Do not worry about repeats or inconsistencies. Roll 2d10, reading them separately for the room and its description. Ignore descriptions for hallways. For each area, roll 1d4-1 for the number of additional exits.

Die	Room or hall
1	Straight hall
2	Hall bends (50% left or right)
3	Intersection hall (T or 4 way)
4	Closet
5	Small room
6	Medium sized room

7	Medium sized room
8	Large room
9	Stairway (50% up or down)
0	Exit from the haunted house

Die	Description
1	Bedroom
2	Bottomless pit
3	Dining room
4	Living room
5	Study or library
6	Dungeon
7	Torture chamber
8	Crypt
9	Kitchen
0	Barren

Die	Even
1	* Angry Ghost
2	* 1d4 Zombies or skeletons
3	Unspeakable monster
4	* Gruesome dead body
5	Animated objects
6	Trap
7	* Passive ghost
8-0	Uninhabited, but strange architecture or objects

* Special effects, holograms or bots, incapable of harming any living creature

The haunted house is a chance for the Game Master to exercise his talents. The descriptions and events above are somewhat generic. Make each one unique by adding your own color.

The unspeakable monsters are robotic equivalents of anything you want them to be. Most seek to scare the party, but all are capable of doing damage. A robotic nos'ferat or two are sure to be in the house somewhere.

The traps might be rotten floorboards, a teleportation spot, a falling chandelier, a wall of spikes, etc. None of these should do more than 2d6 damage. All attacks are made as if weapon class 1. Remember that the intent in this house is to scare not to kill.

9. TURN OF THE MILLENIUM TOWN

A building of smooth stone, the kind the ancients used to make, rises three stories at the end of the street. It fits flush with a smooth 10-meter-high wall, painted with murals of people laughing and playing in a preholocaust town.

The concrete building has a wide doorway

Chapter III: Melkath Waldis

which is guarded by two security bots on pods. They charge 10 gold pieces to enter the town. An emergency at the town brings twice the normal amount of security bots. For those able to understand the writing, the mural is titled "Turn of the Millenium Town." This is replica of a town from the year 2000.

The security bots are there to prevent any of the occupants from leaving. Waldis has collected about a hundred pure strain humans and put them into this make believe town as prisoners.

They know that they are prisoners, but are treated well enough that they do not rebel completely. Occasionally somebody does try to escape. Waldis has provided all the comforts of 21st century living. He even has a complete library of holovision broadcasts which span a hundred years. These are piped into the holosets in each home.

The humans in this town are second and third generation. For the most part, they do not know about mutants. The sight of an obvious mutant is likely to spark panic. In a crowd, this means a riot where the townsfolk attack the party with anything they can find.

The mutant characters must try to convince them of their harmlessness to avoid being lynched. Let the player do his talking and persuading. Based on how well he states his case, assign a difficulty factor and check against his charisma to determine the town's reaction.

Once they are persuaded that the party does not intend to harm them, they treat the characters with cautious respect. Any mutated animals, plants or severely mutated humans are not trusted as long as they carry weapons.

The buildings in town each have a shop below and apartments above. Each family runs one business.

Many small-town functions are performed differently here than in a normal town. For example, Waldis allows no weapons. Therefore the police can call a security bot to settle disputes if necessary. All supplies are provided by Waldis for sale in the shops. There is no transport other than bicycles.

Robots are a common sight in the town. Each family has at least one general household bot. The public works has a light engineering bot. The doctor has a medical bot.

The townsfolk sell anything that can be considered normal 21st century goods that is not weaponry or weapons-related. Where available, only tech III or higher devices are sold. For example, candles cannot be bought because there is a tech III equivalent, namely the glow cube. Atomic energy cells are not available. All sales must be conducted with domars.

10. GO-CART DEMOLITION DERBY

Behind the gate there is a maze of roads. Ramps, bridges, and intersections are everywhere. In a pen to the side are several small vehicles. Each is just a shell with wheels. A few bots stand nearby, motionless.

The attendant bot charges three gold pieces for entrance. The drivers are led to their cars. For each character that chooses to drive a go-cart, a driver bot enters the low building adjacent to the entrance. The character drivers are lined up on the starting line. The bot shows each driver where the power, brakes and steering are.

From out of the building, the bot drivers pull up each behind a character driver. The go-carts are solar powered and cannot be started until the attendant bot pushes a control button. The go-carts are simple enough to drive, and the attendant bot gives would-be drivers a crash course.

Unfortunately for the characters, the bot carts are armed and armored, but theirs are not. Each bot go-cart has spikes mounted on the hub caps, a slug thrower B mounted on the front, and is considered to have armor class 3, and rank 3. Their go-carts can take 35 points of damage. Each bot has a glass ball of kinetic nullifier and a glass ball of adhesive paste.

Kinetic nullifier creates a spot on the track of zero friction, like an oil slick. Adhesive paste creates a spot on the track that sticks to almost anything. Both of these areas require a control check by the drivers if their go-carts pass over them.

The characters go-carts have no weapons, are armor class 1 and only take 25 points of damage. Of course each character has his own weapons and mutations.

The bots only aim for the vehicles during the race. Red result on combat means that the bot hit the driver accidentally for base damage. The bots use their tentacles if they get close enough.

Each round, roll for the attack that each robot attempts. Any successful attack requires that the driver, bot or character, must roll to keep control of the vehicle (easy/blue on dexterity). Failure means a crash, attack rank 10, for base damage of 3 points to the driver and the same to the vehicle. Any other nearby driver must also check to keep control of his go-cart.

Die roll	Attack
1	Ram (no damage)
2	Shred tires with spikes
3	Fire slug thrower
4	Flail with tentacles
5	Throw kinetic nullifier (no damage)
6	Throw adhesive paste (no damage)

Any demolished go-cart is out of the race. The driver must get to the exit on foot. He is considered fair game by the bot drivers. Crashed go-carts can be put back into the race after two turns to put the go-cart back on the track.

The race lasts two minutes, or 12 turns, after which the drivers can pull into either exit and leave the race. Winners receive a blue ribbon.

11. LASER SURVIVAL

This black structure lies low and long in front of you. Its entrance is haloed by a multicolored bullseye. Strange writing in silver paint is centered above the door.

The attendant bot charges 5 gold pieces admission for this game. The writing on the wall reads "Laser Survival" in stylized silver letters. Each character is given a laser pistol. However, the laser has been modified to fire only a harmless beam of light.

Inside the building it is all painted flat black. There is no light other than what the characters can produce. On the other side are four modified general household bots.

Each bot is now armor class 1, and is armed with a real laser pistol (not like what the characters have). Since they have infrared sensors, the darkness does not affect them.

The bots are programmed to fall down and play dead after two hits from the play lasers given to the characters. Unfortunately, the characters don't know this. The bots only attack moving targets.

12. THE GARDEN OF STEEL

A silvered dome covers the garden. The bot before it requests a donation of at least one gold piece to enter. Once the characters are inside, read the following boxed text.

Before you lies a modern miracle. It is a garden, all in gleaming steel. It is as if a wizard transformed a living garden into animated metal. A soft breeze ripples

through the metal grass, setting up a light tinkling. A metal mouse scurries under your feet. Above, a bird with dazzling steel plumage screeches with a metallic voice.

This is Waldis's favorite creation, an entire living ecology in steel. He has toiled over it for 150 years. The replication is exact, from the steel elms down to the metal worms. Each steel plant is capable of drawing minerals from the dirt and using them to "grow" or to produce seeds which grow new plants.

The animals eat the metal plants or each other, storing the steel and using it for their own growth or reproduction. The only difference here is that growth and reproduction take place at 1/10 the normal pace. There is no disease or aging, only natural steel predators.

This is where the party meets Waldis, the sage of Melkath. He is oiling (instead of watering) some of his favorite plants. He is attended by a mutated human with a robot head, otherwise known as a cyborg. The creature has a row of spines growing down its back and the legs of a bird.

Hovering above him, hidden in the foliage, is a security bot. Waldis greets the party without any trace of fear, despite any actions they may take. Of course the security bot is at his beck and call.

If they are willing, the sage leads the party to the center of the garden where he has a wooden table set for exactly the number of members in the party, plus himself. The chairs and all utensils are made from natural materials, mostly wood. It makes for a strange sight in the midst of the garden of steel.

The table is laden with food, most of it prepared using unidentifiable methods from before the holocaust. Until the party finishes eating, the sage refuses to discuss business.

It is up to the players to persuade the sage to help them. This means good old fashioned roleplaying. How much the sage decides to help them depends upon how persuasive they are.

Any mention of Thisshish improves Waldis's opinion of the party and his likelihood of helping them. There are several stages of aid he can provide. Determine the level of help by how persuasive the party is.

Help level	Description
A	No help, party is ejected from Melkath
B	Waldis tells them where the city is located
C	Waldis tells them about the city and the nos'ferat
D	Waldis tells them about the city and the nos'ferat, and provides supplies
E	Waldis provides information, supplies and a civilian ground car

Once the amount of aid is determined, it takes two to three days to put together the pieces and send the party on its way. Supplies are three items per member, totaling no more than 500 gold pieces. Priceless items are not given out. During that time, the party can roam the park, or stay in a small bungalow alongside the castle. They depart from Melkath using the now functional railway around the park.

13. CASTLE MELKATH

The sparkling white marble castle has a faerie quality to it, seeming to be not quite real. It has many windows, all at the third story or above. Gaily colored pennants flutter on the towers high above. The eerie sound of strange music floats toward you from somewhere inside the castle.

A security bot stands before the door. Under no condition is anybody other than Waldis allowed through. Two of the paralysis rods have been replaced by a black ray pistol and a Mark V blaster. In place of the slug thrower it has a laser pistol. In a true emergency, the defense bot is called immediately.

This castle is Waldis's home; it is also a miniature fortress. The walls are all reinforced with duralloy. The towers conceal batteries of laser weapons and mini-missiles. Inside the palace Waldis lives more than comfortably.

In the castle there is a small factory which, with time, can produce any amount of items on the general equipment table, including energy cells. In the storerooms, he has 2d10 of

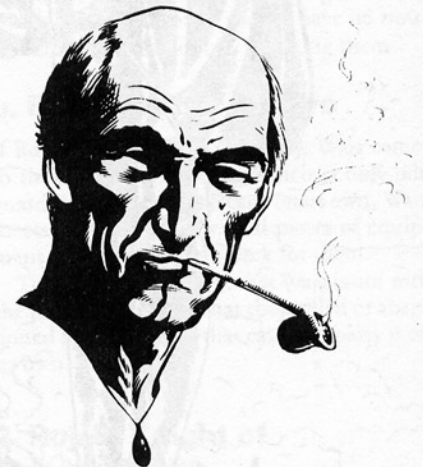
any weapon or armor through complexity D. In addition, there are 1d4-1 items of complexity E or higher.

Far underground there is a cybernetic installation loyal to Waldis. In his labs, Waldis has a rejuv chamber, six stasis chambers, two life chambers, and facilities to make any robot he chooses. In times of dire emergency, he can erect a force field around the castle. It can take 100 points of damage each turn for 24 hours. On Gamma World, the sage Waldis is one of the most powerful creatures on the continent.

14. SPACE COASTER AND UNMARKED BUILDING

Two buildings, obviously under construction, lay low to the ground. Huge pits can be seen between the girders, opening into blackness. Several bots are working on the two buildings, raising and lowering strange things into their depths.

One of the buildings is labeled SPACE COASTER. Both are future amusements that Waldis has planned. A security bot on a pod can be seen hovering over the sight. It immediately picks up on the characters and moves slightly to float between them and the construction site. Any attempt to enter these areas brings security bots in twice the usual numbers.





CHAPTER IV: JOURNEY TO NO'TYENE'YAMA

The first part of the journey is getting out of the Old Place. Use the map and information from chapter II for this purpose. Once the party is out of the Old Place region, they begin their journey to the lands of the Nwayvo Beesty.

Moving off of the southern border of the large map showing the Old Place, puts the party on the small map in chapter V. Inbetween those two maps is a 100 kilometer stretch of essentially boring plains and light woods. The significant encounters are described below.

A. HUGOTH RAMPAGE

The party enters a desolate area. Trees are half stripped of their leaves. Some are uprooted and burnt black. There is very little game to hunt. Unknown to the players or Waja, this is the hunting grounds of a Hugoth.

The game has been sparse lately and the Hugoth is hungry and easily angered. His methods are far from subtle. He charges the party, trying to kill as many as he can quickly. If possible, he attacks with surprise. Due to his extra-ordinary size, this may not be possible.

B. HUNTED

Two major groups from the Old Place may have gripes against the party, namely Drona of the Iron Society and Rojak of the Knights of Genetic Purity. At some point on this journey, they catch up with the party. When and where is up to the game master.

1. Drona of the Iron Society

Drona wants revenge on the party because it helps Rojak to escape during a ceremonial hunt. If Drona was killed, then the Iron Society group is lead by Krone, his brother. Krone seeks revenge for the death of his brother.

The Iron Society hunters number 17, another mystical quantity for them. All of the survivors from the original hunt are present. Each is mounted on a coote (see below) and armed with a short bow, a battle axe and chain mail. Their coote mounts are unarmored. All hunters are assumed to have 35 hit points.

Additional Hunters (if needed)

Phys. Mutations	Mental Mutations
1) Height. prec.	Force field gen.
2) Photosyn. skin	Ment. ctrl of body
3) Insanity(D)	Fear generation

4) Height. prec.	Planar travel
5) Sonic blast	Confusion
6) Poison sus.(D)	Periodic amnesia(D)
7) Regeneration	Stunning force
8) Energy metamor.	Mental blast
9) Kinetic absorb.	Mental block(D)
10) Quills	Light manipulation

By tradition, venge-bound mutants can choose one item from the tribal stock of artifacts. This includes Drona and any surviving members of the original hunting party. Below is a tally of what items the venge-bound mutants hold. The artifact replaces either the bow or the axe, so that each hunter has one melee weapon and one ranged weapon.

Drona or Krone — Vibro Blade

- 1) Musket, net
- 2) Stun whip
- 3) Slug throwing pistol A
- 4) Stun pistol
- 5) Tear gas grenade
- 6) Musket, net
- 7) Stun grenade
- 8) Slug throwing pistol A
- 9) Stun whip
- 10) Musket, net

Coote (Baying runners)

NUMBER:	2 to 5
MORALE:	8
HIT DICE:	6
ARMOR:	2

LAND SPEED: 18

PS	20(+3)	MS	2(-3)
DX	10	IN	3(-3)
CN	14(+1)	CH	5(-2)

ATTACKS: 1 bite (4 points base damage + poison)

MUTATIONS: Teleportation

DESCRIPTION: The coote is a mutated coyote standing 1.5 meters tall at the shoulder, 2 to the top of his ears. Its fur is pure white, which make the blood red eyes all the more fearsome looking.

A coote has a special form of teleportation. It can teleport itself and a rider (or any single creature in contact). However the range is only 1 kilometer. The time limitation of once per hour still applies.

These creatures are called baying runners because of the effects of their bite. Any bite in the green zone or worse requires a poison check. The saliva is a weak poison of a special type. If any damage is indicated, the victim

begins foaming at the mouth and runs around madly. If the moon is out, he bays at the moon. Roll on the combat table for duration, using the characters constitution. Because the poison is so weak, a bonus of 4 column shifts is given.

Drona and his group get ahead of the party and attempt to surprise them. No attack is made immediately. Drona booms out "Surrender, you human loving scum!" If any attempt is made to fight back, the Iron Society hunters attack. They try to capture the party alive using their nets.

Drona intends to try the members of the party for giving aid to humans. The humans are tried for genetic purity. The trial is to take place in a few hour. Any mutations among party members known to Drona are dealt with appropriately. For instance, iron manacles are used for heat generators, gags are used for those with sonic blast.

The prisoners are bound and put a full hundred meters away from the camp. This is to prevent any surprises from unknown mutations. Their equipment is piled twenty meters outside of the camp, between them and the camp.

a. Rojak survived . . .

If Rojak is trailing the party, he attacks during the wait. See below for his forces and options. In this case the prisoners are heavily guarded by 4 mutants, with little chance for escape. When the fighting begins, all the guards race to the battle. The party should have no trouble escaping with nobody watching them.

b. Rojak did not survive . . .

If Rojak is not trailing the party, Waja comes to their rescue. In this case their is only one guard. If the party can escape on its own, Waja meets them with a few vital pieces of equipment that he has stolen back for them.

There is a small chance that Waja is not with the party. It might be that they killed or abandoned him earlier. In that case, the party is on its own.

2. Rojak, Knight of Genetic Purity

Although he was rescued by the party, Rojak is very bitter towards them. To have to be rescued by anybody other than pure strain humans is unthinkable. If the party insulted him or rejected his political statements, that also fuels the fire.

He has gathered a small band of eight

Chapter IV: Journey to No'tyene'yama

knights to hunt down and kill the mutants and cleanse the mutant lovers of their influence. Each rides a Brutorz and is armed with a lance, long sword, slug thrower C and steel plate armor. The Brutorz wear chain mail barding. All the knights are pure strain humans, have 45 hit points and an attack rank of 3.

Rojak is armed with a lance, long sword, laser pistol, inertia armor. His brutorz wears steel plate barding. These are his personal possessions, not borrowed equipment from the cryptic alliance.

a. The mutants are camped . . .

The knights charge immediately into the mutants camp. Rojak leads from behind, his usual style of generalship. They are very well organized and charge as a unit. One round before impact, they fire their guns into the mutants. Their goal is to destroy or route the mutants so that they can gain control of the party.

The battle lasts for many minutes, during which the knights are slaughtered to a man, with the exception of Rojak who is badly wounded and makes off on his brutorz. The mutants have been reduced to 7 hunters and their leader, who is severely wounded. Choose the survivors either randomly or by selecting those that would be useful.

If the party makes good its escape during this time, they can either join the battle or leave. If they do not escape, they are tried and executed in an hour. Regaining their captured equipment should be fairly easy, the mutants are too busy with Rojak and company.

There is no chase because Drona is too badly wounded. His hunting party returns to the Old Place. At some point the group may meet with him again. Let the party believe for a while that they might be pursued. An occasional coyote howl in the distance should do the trick.

b. No mutants . . .

In the case that Drona is not there and the party is not imprisoned, Rojak surrounds or surprises them if possible. He calls out "Surrender the mutants and renounce your degenerative ideas!" If they do surrender, the mutants are executed immediately.

Any remaining pure strain humans are taken back to the Old Place to be converted. Mutated animals or plants are relieved of any tech III or better items. Rojak says that those are the makings of humans and belong to him, not to inferior species. They are then set free.

The likelihood of the party surrendering should be small. The knights are not well armed, except for Rojak, and could be handily beaten. Once again, it could be handy to have Rojak escape if it is easily done. Don't make extra-ordinary efforts to keep him alive.

C. ASHES TO ASHES, DUST TO DUST

This encounter takes place sometime after the escape from Drona and Rojak. It is scenery and should be described with a little awe and wonder.

The path you have been following leads you through an almost parklike woodland setting. Just inside its green perimeter, a shimmering dome 12 meters tall becomes visible. Clearly seen inside the dome is a strange scene, frozen as if it were a living painting.

A spout of water beginning a full meter above the ground quickly opens up to an umbrella of water. Standing on tiptoes is an 8 meter tall child, his laughing face half submerged in the crystal blue water. At the child's feet is a 1 meter tall kitten looking up at him with typical catlike calm.

The whole thing is a hologram of unusually high quality. Protected by a special stasis-force field, it was designed to last forever. A total of 100 points damage in a single turn breaks the stasis-force field.

On the opposite side of the sculpture is a rusted lump standing 2.5 meters high. At one time, this was the maintenance robot. A century ago is ceased to function and is now an unrecognizable lump of rust.

The hologram is made by suspending reflective particles in air and projecting a sophisticated array of lasers on them. Once the stasis-force field is broken, the whole picture crumbles like a dried out sand castle.

None of the projection equipment is removable from its cleverly buried mountings. If it were, it would have little use. The lasers are designed only for projections and cannot do damage. The stasis-force field reduces the flow of time to 1/1000 of normal inside it. After one week of exposure to the elements, the fragile equipment is hopelessly damaged.

NAME: Cool Jules

Mutated Human, Rank 7

Physical Strength 13 (+1)
 Dexterity 12
 Constitution 14 (+1)
 Mental Strength 12
 Intelligence 14 (+1)
 Charisma 10

Hit Points: 84

Physical Mutations:

1. Electrical generation(10)
2. Physical reflection, heat(12)
3. Fat cell accumulation (D9)
4. Heightened precision(8)

**NAME: Markus Dema**

Pure Strain Human, Rank 6

Physical Strength 12
 Dexterity 16 (+2)
 Constitution 18 (+2)
 Mental Strength 12
 Intelligence 17 (+2)
 Charisma 12

Hit Points: 115

Equipment: 50 gold, inertia armor, stun grenade, 2 chemex grenades, energy mace, slug thrower type C, glow cube, accelera dose, plastic cord

**NAME: Bounder**

Mutated Kangaroo, Rank 6

Physical Strength 14 (+1)
 Dexterity 10
 Constitution 18 (+2)
 Mental Strength 15 (+1)
 Intelligence 9 (-1)
 Charisma 14 (+1)

Hit Points: 62

Physical Mutations:

1. Pick two good mutations
 Energy metamorphosis (11)
 Absorption (13)
2. Pick two good mutations
 Dual brain (9), extra mutations
 Duality (8)
3. New body parts (10)
 Elephant trunk, .5 meter long

**NAME: Silus**

Mutated cactus, Rank 8

Physical Strength 9 (-1)
 Dexterity 12
 Constitution 13 (+1)
 Mental Strength 8 (-1)
 Intelligence 13 (+1)
 Charisma 9 (-1)

Hit Points: 93

Physical Mutations: Displacement (6),
 Sound Imitation (9)

Mental Mutations: Total Healing (8)

Equipment: none

**NAME: Sly (given name Diana)**

Mutated Human, Rank 6

Physical Strength 10
 Dexterity 12
 Constitution 16 (+2)
 Mental Strength 14 (+1)
 Intelligence 14 (+1)
 Charisma 9 (-1)

Hit Points: 112

Physical Mutations:

1. Regeneration(9)
2. Chameleon powers(10)
3. Heightened precision(9)

Mental Mutations:

1. Magnetic control(12)
2. Confusion(14)

**NAME: Brutus**

Mutated Bull, Rank 6

Physical Strength 19 (+3)
 Dexterity 16 (+2)
 Constitution 14 (+1)
 Mental Strength 14 (+1)
 Intelligence 15 (+1)
 Charisma 8 (-1)

Hit Points: 55

Physical mutations:

1. Heightened sense(17)
 GM choice: Vision & Smell
2. Shapechange(12)
3. Kinetic absorption(12)

Mental mutations:

1. Pick two good mutations
 Life leech(10)
 Telepathy(11)



Description: Markus is a full two meters tall, with blond hair, blue eyes, a deep golden tan and a long ugly scar running down his left cheek.

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Mental Mutations:

1. Heightened brain talent(8)
2. Repulsion field(11)

Equipment: 40 gold pieces
Cross bow (w/ 30 bolts)
Battle axe
Ring mail
2 Chemical energy cells
Hemp rope

Description: Although he is only 1.7 meters tall, Jules is a large man, weighing 140 kilograms of mostly fat. His curly brown hair give him a childlike appearance until you see the cold gray eyes.

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Description: Silus is a 1.9 meters tall desert cactus. At this stage in his life he has 5 appendages (arms) each a meter long. Silus has no hands or other direct means of manipulation. He has .5 meter long roots which lie flat on the ground that he uses to pull himself along at a suprisingly fast pace (full normal speed).

The entire surface of Silus, except for his roots, is covered with thorns (treat as the mutation). The large fleshy body has two oddly colored spots, one is an eye equivalent, the other a nose equivalent.

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4. Skin structure change (D8)

Mental Mutations: Brain 1

1. Summoning (6)
2. Pick two good mutations
 - Teleportation (15)
 - Teleport object (11)
3. Mental defenselessness (D13)
 - Brain 2
 - 1. The gamma eye (10)

Equipment:

A 4-meter-square, waterproof plastic tarp
A spear

Description: Standing 1.6 meters tall Bounder looks like a normal kangaroo, except for the prehensile elephant's trunk. His arms are normal human length with fully developed hands. He can leap 4 times the normal distance specified for jumping and leaping. His awesome array of mutations allows Bounder to travel light.

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2. Repelling force(6)
3. Mental control of body(8)

Equipment:

Saddle & saddle bags
Anti-radiation serum
Insect repellent
Short sword

Description: Although only 2 meters tall, Brutus looks just like a bull. Other than when he shapechanges, he has no way to manipulate equipment and can only communicate through telepathy. Brutus has a normal set of bull horns (treat as the mutation) which do an additional 2d6 damage when he charges a minimum of 15 meters.

If he chooses to, Brutus can carry one lightly encumbered character without affecting his speed. With a heavily encumbered character or two characters on his back, Brutus is reduced to 2/3 speed. His back is not big enough to carry more than two characters.

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Equipment:

Code II I.D.
Cur-In dose
Kinetic nullifier
Short bow (w/ 20 arrows)
Slug thrower type A
Vibro dagger

Description: When she controls her skin tone, Diana looks like a pure strain human. She stands 1.7 meters tall with medium length hair of whatever color she desires. Diana has gained a reputation as a hunter of great skill.

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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		

RANDOM ENCOUNTERS TABLE

Die Roll	Animal Lands	Loss Dyoblos	Underwater
1	Arns	Arn	Barl neps
2	Herps	Obb	Ber leps
3	Horl choos	Hoops*	Ber leps
4	Kai lins (sleeth pets)	Androids#	Cren tosh
5	Mantas	Androids#	Cren tosh
6	Narl eps	Serf	Erts
7	Rakoxen (ark herds)	Blaash	Gators
8	Soul besh	Yexil	Gators
9	Win seen	Manta	Gators
10	1d4 + 1 villagers (1)	Badders*	Crep plants (water)
11	Lone villager (1)	Carrin*	Herkels
12	1d8 + 2 villagers (2)	Dabbers*	Herkels
13	1d4 + 1 villagers (2)	Squeecker	Win seen
14	Lone villager (2)	Squeecker	No Encounter
15 +	No Encounter	Squeecker	
16 +		No Encounter	

(1) from a distant (random) village

(2) from the nearest village

(1 and 2) for night encounters, substitute nos'ferat for villagers

* groups coming in from a nearby village, dabbers come to the city to trade

patrols from No'tyene'yama

CHAPTER V: ANIMAL LANDS

At first it appeared to be a small mountain or large hill. As you drew nearer, it didn't. Looking for all the world like the skeletal remains of a mountainous whale, its four large ribs curve down to the ground. Suspended inside is a disk from which gray lines fall to the ground and rise to the arches, like strands of tattered flesh, veins and arteries.

The whole has a blurry, dreamlike appearance. None of it comes into clear focus no matter how long the eye strains. Black specks hover and zip about it, like flies and gnats about a beached carcass. The only sure statement is that it is huge.

Soaring 500 meters, the crossing arches of No'tyene'yama are visible from 50 kilometers away. It dominates the view the way a mountain range can. For further description, read the beginning of chapter VI. The blurry aspect of No'tyene'yama remains despite binocular or telescopes unless the viewer is within a few hundred meters.

The whole region for 50 kilometers around the Nameless City is devoid of human life. Beyond that, the human population is thin and getting thinner every month. The raids of the nos'ferat are increasing in their range and boldness.

There are many animal villages which the city rules and taxes within the 50 kilometer radius. Some of these villages are loyal to No'tyene'yama and the Nwayvo Beestya. Others are just waiting for the right time and the right leaders.

At this point, the characters have no direction, no obvious sense of what to do next, other than what the Sage of Melkath may have told them about the area. This means that there is a good chance of the party doing something stupid.

As in any role-playing adventure, there is not absolute right or wrong way to accomplish a goal. This is true for getting to No'tyene'yama safely. Some methods are going to be inherently more difficult than others.

One of the easier methods is to secure the assistance of one or more villages in the area. With the aid of a group that knows the land, entry to the city can be much easier. Some of the villagers even have useful information for the party.

All the villages friendly to the party tell the same story of the rise of No'tyene'yama (see the boxed text below). The city has never had a name given to it by its occupants. A famous human leader was once asked what its name was to the ancients. With a smile he answered simply "No'tyene'yama." To this day the ani-

mals refer to it as such.

Androids have always lived and worked in the city, for as long as the animals can remember. They have had little exchange with animal or human kind except for occasional trading. Their purposes were always shrouded in the mystery of the ancients technology.

Two years ago, rumors began to fly. A new beast had appeared in No'tyene'yama! Nobody knew where it had come from. Some said that it was the evil fruit of android labor. The mutant villagers named it Nwayvo Beestya, a name which even the dreaded nos'ferat now use.

Nwayvo Beestya quickly came to rule No'tyene'yama. Android politics are beyond animal understanding. Nobody knows how she came to rule the city. One thing that is known, she hated humans then and hates them now. Trade with the human and mutant villages ceased.

Flights of nos'ferat, normally rare this far north, began to roost in the sky city. They could be seen at night by the full moon flying over the lands.

Last year it began. In the night, an entire village of humans was raided by them. Elders and young were brutally murdered. Healthy people were taken away to the city for secret reasons known only to Nwayvo Beestya.

It soon became common place. Large raiding parties of nos'ferat, occasionally with animal allies, would storm the best defended human and mutant towns. Most were kidnapped, some murdered. In a few months, no human or mutant lived within sight of the twin arches. The lucky ones fled to northern lands.

Make sure that the option of animal aid is presented to the party. The Sage Waldis might have recommended it earlier. Waja may "suggest" it on his own. A not-so-random encounter with a lone villager might be necessary.

If the party decides to ignore these proposals, then their fate is in their own hands. As the gamemaster, you should not have to force them to play the module a certain way.

The lands surrounding the city are relatively peaceful. In Gamma World terms this means only a mild amount of paranoia is necessary for survival. Below is the random encounter table for this region. At night, any VILLAGER encounters are replaced by nos'ferat encounters. None of the villagers leave their villages at night.

Below is a listing of the villages in the area and the relevant information about each. All of the villages are tech level II, using pre-gunpowder technology. Some of them may have artifacts hidden away from the tax collectors. The notation (D) next to an artifact indicates that it is disfunctional and does not work.

Village Name: Rarkrak
Inhabitants: 90 arks
Reaction: Caution
Leader: Quick Fang
Government: Dictator, pack law
Artifacts: Slugthrower type B
Vibro dagger

Description: The village consists of a dozen or so small huts, each with a round entrance. In the center of the village is a low platform used for speeches and other formal functions.

The arks are terrified of the nos'ferat, a racial trait because they are winged creatures. The Nwayvo Beestya has driven all human game from the region. As a result, they could be persuaded to put aside their normal hostility toward all other species to aid the party. This requires some fast talking on the part of the characters, especially the humans.

The leader, Quick Fang, is an old but wily hound. He has a tremendous ego which can be used to secure his aid. In particular he likes to be thought of as younger and quicker than he really is. Despite this fault, he is not stupid. With persuasive arguments, he realizes that a snack of human fingers is not as important as the menace of the nos'ferat.

If the arks are persuaded to help, they contribute five stout ark warriors. The leader carries the tribal artifacts, the others are armed with clubs and spears.

The truce between the arks and the party stays an uneasy one for the duration of the adventure. As long as the party keeps making visible progress toward the city and eliminating the problems, everything remains peaceful. If the arks get restless, there is a 30% chance of them attacking the party.

Village Name: Underwarren
Inhabitants: 160 badders
Reaction: Hostile
Leader: King Deaper
Government: Monarchy
Artifacts: Sheath armor, Inertial armor, 5 prong Breen/Gola (D), Hydrogen energy cell, Vendomac Unit (D), Anti-grav pods (D), Stun grenade

Chapter V: Animal Lands

Description: A ten-meter-wide depression, two meters deep with almost 20 earthen tunnel entrances is the surface view of the village. The entrances ring the central flat area, each marked with a strand of mummified hands, human and animal. The longer the strand, the more prestigious the family. Underground, the badders have tunnels and warrens where they live. The center of the depression was purposely positioned over a large underground hollow, so that stomping and pounding there causes a hollow booming to sound. The badders conduct ritual dances here.

The badders are allied to the Nwayvo Beestya. Early raids were conducted by the badders for the Nameless City. As a result, they have acquired a small horde of artifacts. They raid nearby villages for the sheer joy of it. The party is immediately attacked if spotted by five or more badders. There is also a 20% chance of the badders notifying the city of a militant party containing humans.

Village Name: Spirot
Inhabitants: 24 carrins, 40 blood birds
Reaction: Hostile
Leader: Emperor Crooper
Government: Monarchy
Artifacts: Light sculpture*, Needler, Audio-suppressor*, Microwave oven, Security Locker*, Stun whip, Micromesh net*, Photon grenade, Hydrogen energy cell

Description: The carrin roost is in the gutted remains of an old cathedral. The roof is mostly missing, but the carrins make their nests in the beams and rafters. A few low ruins surround the still standing church.

The carrin roost is in league with the nos'ferat. Some of their young are wing leaders of the nos'ferat, and consequently servants of the Nwayvo Beestya. The Carrin attempt to capture the party if they spot it. Word is immediately sent to the city regardless of the outcome.

All carrin artifacts are functional, due in part to their ability to fix them and also because the androids of No'tyene'yama repair them in exchange for services and information. Some of the artifacts listed need descriptions, which are provided below.

Light sculpture — A 1-meter-tall, solar powered art object. It is a complex weave of intangible, harmless, colored laser lights.

Audio-suppressor — A 10-centimeter-wide disk which nullifies all sound within a 10 meter radius. It operates on a solar cell for 4 hours before needing recharging.

Security locker — A 2-meter-tall, 1/2-meter wide and deep duralloy locker with a built in lock. The emperor holds the key.

Micromesh net — A 3-meter-square net made of microscopically thin metal wire, having a material strength of 40. It is nearly invisible except in bright light where it is seen as a fuzzy dim area. Bright orange grips on the four corners are used to handle it.

Village Name: Sneekit
Inhabitants: 50 dabbers
Reaction: Friendly
Leader: Filch
Government: Monomartyrical
Artifacts: Control baton, Utility laser drill*, Medi-kit, Digital watch (D), Slug thrower type B, Duralloy ammo case, Energy cell charger

Description: The town is a small group of a dozen domed clay buildings. The layout of the huts appears to be totally random to anybody but the dabbers. In the center of town is an artificial structure made of metal beams and poles. It stands 10 meters tall and looks vaguely like a metal tree.

Each hut has several rooms, some of them underground, one obvious entrance and at least two secret exits. The dabbers are extraordinary scavengers and hide their finds in cleverly disguised rooms and cubby holes. They thrive on deception and theft.

The central steel tree is the formal gathering place. During town meetings the Lowly Martyr, tribal leader, climbs to the lowest branch. The other townsfolk are arrayed above him by height according to their importance.

Dabber government is worth a few words here. Monomartyrdom is a system where the leader, called the Lowly Martyr, is automatically responsible for any bad events. For instance, if somebody's purse is stolen, he is held responsible until he can find the culprit. If none is found within the allotted time, the Lowly Martyr is punished. Punishment is rarely harmful and always embarrassing or degrading.

The Lowly Martyr is a very busy dabber, making sure that everything goes smoothly or trying to lay the blame elsewhere. As you might guess, the position is handed from one dabber to another with great frequency. Dabber political intrigue puts anything designed by human culture to shame.

A dabber proven to have committed a major crime or breach of moral conduct is usually forced into the post, one of the most severe punishments in dabber culture. The current Lowly Martyr is likely to try to give the post up

to a player character as a gift, or try to trick them into taking it.

The dabbers are indifferent to the problems between the humans and No'tyene'yama. Although they are quite friendly to the party, it takes a bribe of artifacts and the promise of plunder in the city to get them to agree to help. The artifacts used in the bribe must be worth 500 gold pieces or more.

Help from the dabbers consists of the Lowly Martyr, glad to vacate the post, and two other dabbers. The Lowly Martyr carries the utility laser drill. The others are armed with muskets. Although this is a small force, their natural abilities for sneakiness and deception make a difference.

The dabbers do occasionally make trips to the city to trade for various items. They bring in just about anything from food to artifacts, and leave with an equally broad mix of loot. If the party cannot think of any way in, the Lowly Martyr suggests they hide in wagons loaded with cargo. Alternately, the dabbers could pretend to be selling the humans and humanoids of the party. Neither option is likely to appeal to the characters.

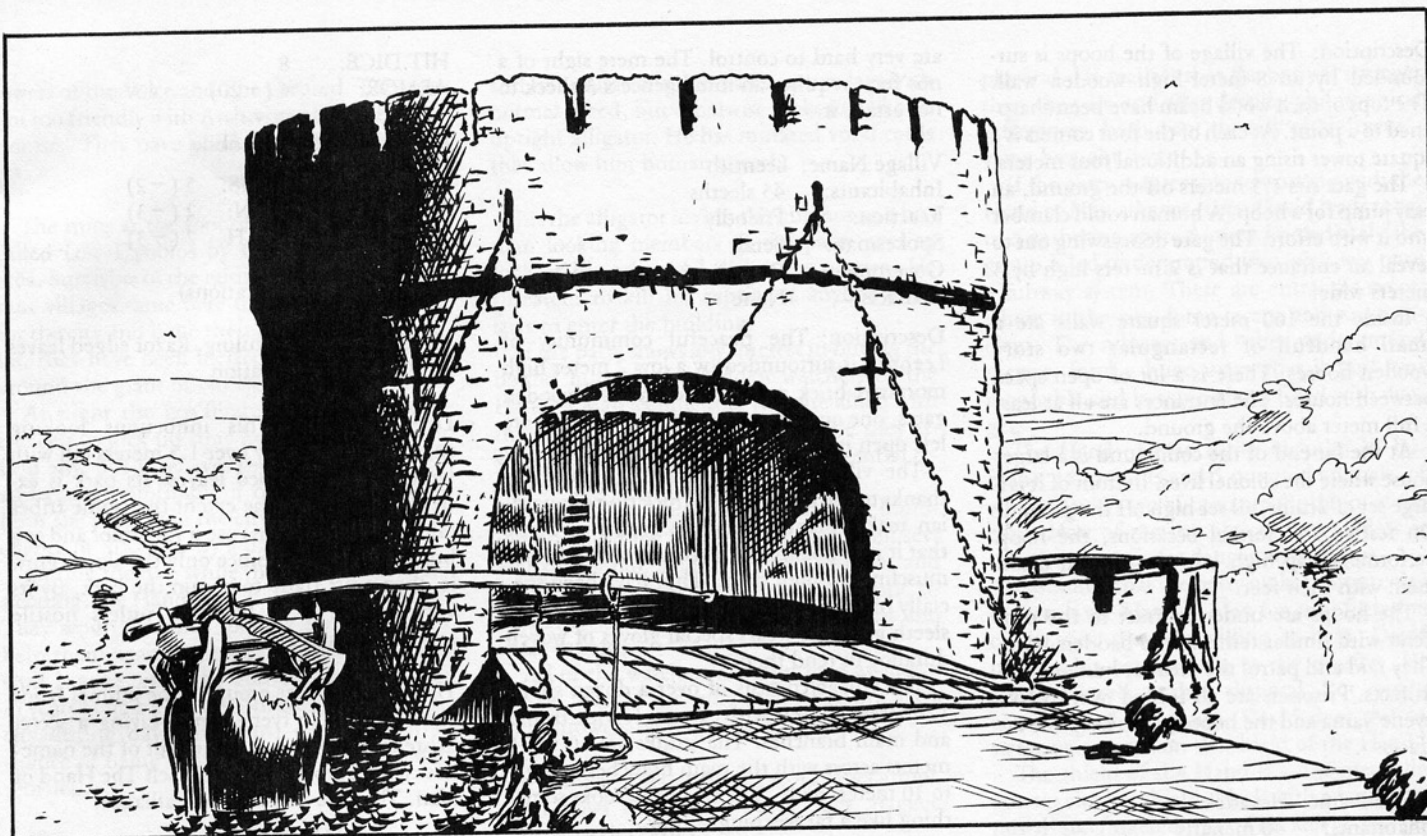
Utility laser drill — About the size of a normal hand drill, it is capable of cutting through a centimeter thick piece of duralloy at a rate of 10 centimeters a turn. It has a range of 10 centimeters and requires several action turns before any effect is noticeable, which makes it useless for combat. It can operate off of its hydrogen energy cell for 2 continuous hours.

Village Name: Oobble Bool
Inhabitants: 75 fens
Reaction: Friendly
Leader: Baron Redwing
Government: Barony
Artifacts: None

Description: A small lake, 80 meters across, is the home to the fens. A 20 meter long dock extends from one shore out into the water. Ten meters from the end of the dock is the edge of a circular tower rising 10 meters out of the water. The draw bridge connecting the tower to the dock is down.

The stone tower is 12 meters across. The first floor is a small amphitheatre with two tiers of seats ringing a small pool of water. A worn circular stair descends from the floor down into the pool. A large iron bell is fixed to hang partially submerged in the pool.

The upper floor is guest lodging for those air breathing visitors that call. The top of the tower has medieval style battlements that stand a meter high. A circular stair connects all three floors, running around the inside of



the outer wall.

Anybody ringing the bell summons a fen watchman who asks what they want. The fens are very friendly and more than willing to help against No'tyene'yama. River trade, which the fens taxed, has vanished with the arrival of the nos'ferat.

Baron Redwing himself comes to see the party. He is a young fen, new to the post because of his fathers untimely death. It takes little persuasion to get help from him. However, he refuses to give any land based aid. Anything in water is theirs for the asking, but not out of it.

The fens know the river and how to get into the city through it. Baron Redwing suggests that his people can provide secret transportation, the fens can carry one humanoid each and equip the party with primitive snorkels. They have waterproof gatorskin bags for the equipment. This is not the most comfortable mode of travel, but it will work.

The fens tell the party about the hanging sewers and the island arch entrance. It is up to the party to decide what to do about it.

Any other animal cohorts, such as Arks, dabbers or the like, are 40% likely to need a bribe before willingly undertaking such a journey.

Village Name: Ssisith
Inhabitants: 55 Hissers
Reaction: Hostile
Leader: Queen Theris
Government: Monarchy with Parliament
Artifacts: 1 per hisser and the following list owned by the government. Solar clock (D), Hydrogen energy cell, Energized armor, Communic. sender (D), Glow cube, Binoculars, Solar energy cell, Anti-grav pods (D)

Description: The hisser nest is a crumbling building of large proportions. It is about 80 meters long and 50 meters wide. Formerly several stories tall, it now has only a single standing story, with heaps of moss covered rubble covering it. The building is such a ruin that it goes unobserved until the viewer is within 15 meters.

There are innumerable holes and canted doorways in the moss and ivy coated walls. Only a handful of these are safe and used by the hissers. The rest lead to rooms and hallways that are 50% likely to collapse under more than 50 kilograms of pressure.

The Hissers have their tunnel warrens in the few structurally safe portions of the building.

Without a guide, it is impossible to move through it safely. The hissers have left scent markers to warn their own people of the safe areas.

If they encounter the party, the hissers leave them alone. They do not care about the conflict between the party and No'tyene'yama. If the party reveals any artifacts of reasonable worth, the hissers may attack to gain possession of them.

The queen is answerable to a parliament of all female advisors. They have some direct ruling responsibilities and can overturn any decision by the queen with a 3/4 majority consensus.

Village Name: Hutchnhut
Inhabitants: 35 Hoops
Reaction: Hostile
Leader: Colonel Thumper
Government: Military Dictatorship
Artifacts: 3 Inertial armor (1D), 1 vibro blade, 2 Ultraviolet goggles, 1 pocket calculator (D), 4 laser pistols (1D), 1 chemical energy cell, 2 bicycles (2D), 1 black ray rifle, 3 stun grenades (1D), 1 chemex grenade

Chapter V: Animal Lands

Description: The village of the hoops is surrounded by an 8-meter-high wooden wall. The tops of each wood beam have been sharpened to a point. At each of the four corners is a square tower rising an additional four meters.

The gate sits 1.5 meters off the ground, an easy jump for a hoop. A human could clamber into it with effort. The gate doors swing out to reveal an entrance that is 2 meters high by 3 meters wide.

Inside the 100 meter square walls are a small handful of rectangular two story wooden houses. There is a lot of open space between houses. The entrances are all at least a full meter above the ground.

At the far end of the compound is a larger house where the colonel lives. In front of it is a large set of drums, all set high off the ground. On festive and formal occasions, the hoop performers leap high into the air and drum them with their feet.

The hoops are under contract to the nos'ferat with similar terms as the badders have. They raid and patrol the area for humans and artifacts. Prisoners are all turned over to No'tyene'yama and the hoops get to keep the artifacts.

Village Name: Hexadek
Inhabitants: 40 menarls
Reaction: Friendly
Leader: Hexadeka
Government: Priestess ruler
Artifacts: None

Description: The village of Hexadek is in the river. It is made up of 8 long, low thatch huts on stilts about a half a meter above the water. The entrances are in the floor of each hut. Menarls are equally at home in the water as on dry land. The drop down door takes a combined strength of at least 30 to open.

Each hut is two meters high and anywhere from 30 to 75 meters long. From the air it can be seen that the huts curve and twine about each other. The width of the thatch huts varies from 10 to 20 meters. Inside the huts are laid out like miniature mazes of tunnels only a couple of meters wide.

The menarls are eager to help the party. They see the nos'ferat as a kind of bird, one strong enough to be a challenge to any hunter. The priestess Hexadeka only allows four menarls accompany the group into the city. They are unarmed unless the members of the party provide weapons for them.

The inhabitants of Hexadek have no artifacts nor any brilliant plan to help the group get into No'tyene'yama. The party will have to come up with its own ideas on how to use the menarls. Once in the city the slime devils

are very hard to control. The mere sight of a nos'ferat requires an intelligence x 3 check to not attack it.

Village Name: Leenthith
Inhabitants: 45 sleeths
Reaction: Friendly
Spokesman: Seraft
Government: Democratic consensus
Artifacts: None

Description: The peaceful community of Leenthith is surrounded by a low 2 meter high mortared brick wall. There are two wooden gates, one on either side of the village that are left open in the day and closed at night.

The village has no need for high walls, thanks to the presence of a thick ring of guardian teakel plants. They are grown so dense that it is impossible to reach the walls without muscling through them. They have been specially bred by the sleeths for this purpose. The sleeth gardener wears special gloves of woven durallay to tend them.

The village consists of over a dozen short, 12-meter-tall trees with extremely wide trunks and main branches. The trunks are 10 to 15 meters across with the main branches being 5 to 10 meters wide. The tree itself looks something like a fat weeping willow.

The inhabitant sleeths cause them to grow with mostly hollow interiors, which make up the rooms of their homes. The art of growing House plants is quite complicated. The end result is two or three story dwelling inside a living tree with large knot holes for windows and doors.

The sleeth are avid gardeners, using their natural mutation to full advantage. Most households have a meticulously kept garden and a kai lin or two as pets. The kai lin pets are about as friendly as a neighbors dog. Under normal circumstances they are not hostile, but can be provoked. At night they roam the village inside the walls to protect it from night prowlers.

The sleeth are very friendly and quite willing to be helpful. They refuse to take part in any direct action of violence, but will support others that may need to take such action. Anything requiring a group sleeth action must be decided by popular vote.

Seraft, the village spokesman, can tell the party which villages are friendly and which are not. Although he has no map of the area, he can give verbal directions to any of the villages on the map.

NAME: Teakel (Tear bush)
NUMBER: 1 to 4
MORALE: 5

HIT DICE: 8
ARMOR: 4 (-20)

LAND SPEED: immobile

PS: 5 (-2) MS: 5 (-2)
DX: 10 IN: 2 (-3)
CN: 15 (+1) CH: 2 (-3)

ATTACKS: (see mutations)

MUTATIONS: Beguiling, Razor edged leaves (10)(5), Energy negation

DESCRIPTION: This innocuous looking shrub stands slightly over 1.5 meters tall with large teardrop shaped leaves. Its bark is extremely tough, to the extent that some tribes (although not sleeths) use it for armor and as a building material. Since only the sleeth grow it, they must trade to obtain the bark. By its very nature, it is harmless unless hostile actions are taken.

There is one other group in the animal lands surrounding No'tyene'yama. Living a secret existence in the ruins at the foot of the nameless city is a group that calls itself The Hand of Man. They are a new cryptic alliance.

NAME: The Hand of Man (true lifers)

TECH: II

TYPES: PSH(100%) H(80%) MA(20%)

NUMBER: 6d10 BASE: B(6d10) D(2d100) E(4d100)

SECRET SIGN: An upraised fist with six fingers. The extra finger represents its open membership to mutants.

DESCRIPTION: This militant organization is composed mostly of pure strain humans and mutated humans, although there are a few mutated animals. They stand for an earth populated only by natural intelligences. They hate all androids, robots, cyborgs or other artificial intelligences. This has no effect on other aspects of technology. They are quite willing to use high tech items.

Leaders are always pure strain humans or mutants with no visible mutations. They are usually heros of combat and not the best administrators. They always have at least one plot going to eliminate some of their enemies.

Their bases are usually small, frequently secret and hidden. The True Lifers do not live at the base, but only meet there to formulate plans and centralize their organization. There are usually a few high tech items, usually owned by the leaders.

True Lifers are violent enemies of the Fol-

lowers of the Voice and The Created. They are not too friendly with Archivists or the Restorationists. They have good relations with Seekers.

The ruins at the foot of the twin arches are called Loss Dyoblos by the creatures of the area. Survivors of the raids on human and mutant villages came here to sharpen their hate for the city and hone their plans for its fall. So far, they have been ineffective, a fly buzzing around the giant of No'tyene'yama.

At night the nos'ferat conduct sweeps of the city to pick up stray humans. They rarely find any, but it relieves the boredom of duty and can be profitable if one is found. Each hour the party is in the city at night is a 40% chance of discovery by a patrol of nos'ferat.

During the day, while the night stalkers are sleeping, the Hand of Man is active in the city. They scour the ruins looking for artifacts to help them against the city. Most of the good stuff is gone, taken by android search parties in years gone by. Every hour the party is in the city during daylight hours, there is a 50% chance of being spotted by the Hand of Man sentries.

If the party is spotted by the Hand of Man, the group makes an attempt to contact them. It is not too uncommon for wandering humans or mutants to enter the city seeking the shelter of the cryptic alliance. Because the party is larger than most refugee groups and much better armed, they are approached with caution.

A lone figure, a mutated alligator, appears in the doorway of a gutted building. He hails the party telling them that he has a captured human to sell. Inside the building is a pure strain human tied and lying on the floor. He is armed with a slugthrower type B and unarmed.

NAME: Jut Mutated alligator Rank/Hit Dice 7

PS: 14(+1) MS: 14(+1)
DX: 9(-1) IN: 10
CN: 15(+1) CH: 12

Hit Points: 32

ATTACKS: tail slap (5)
bite (6)

MUTATIONS: Physical — Kinetic absorption (10), Light generation (12), Poor respiration (D 6)

Mental — Telekinetic arm (13)

DESCRIPTION: As an alligator, Jut has a total carapace, teeth, and a tail that are natural

and not mutations. He walks on two legs with normal speed, but otherwise looks just like an upright alligator. He has mutated vocal cords that allow him human speech.

Jut the alligator invites the humans and human looking members of the party over to look at his prize and dicker for a price. He threatens to kill his captive if anybody else tries to enter the building.

If the party shows any interest in buying the bound human, the hidden watchers of the Hand of Man assume that they are allied with the city and attack to kill. Otherwise they assume that the party members are potential recruits for their organization.

Most of the ceilings in this particular building are caved in, leaving it an open shell several stories tall. Hidden in the shadows and the rafters are eight members of the cryptic alliance, five of them pure strain humans and three mutants.

All of the watchers are equipped as shown below. Two of the pure strain humans have slug throwers type B instead of bows*.

Hit points: PSH = 65, H = 45 Fiber armor, short bows & arrows*, battle axes, dagger, rope & tinder boxes

Mutations for the three humanoids:

1) Physical: Rubber bones (D 6), Wings (12), Energy sensitivity (D 7)

Mental: Mental blast (10), Levitation (9)

2) Physical: Phys. reflection — EM (6), Heightened balance (11), Infravision (8)

Mental: Will force (10), Reflection (8)

3) Physical: Anti-charisma (D 10), Skeletal enhancement (14)

Mental: Molecular disruption (6)

The watchers attack immediately if the party appears to be allied with the city. The bound human (hit points = 65) can free himself in one turn. In a hidden pocket he has a stun whip which he uses to help his comrades. If the party appears to be against the city then Jut the alligator reveals himself as a member of the Hand of Man and calls for the watchers to come out.

The leader of this particular expedition is David, one of the pure strain humans with a slug thrower type B. He invites the party, not including any animal allies they may have with them, to join their cryptic alliance. Of course anybody joining must renounce his ties to any other cryptic alliance.

Since the Hand of Man is not on good terms with the Restorationists, some smooth talking on the part of the players is required. Tempers may flare, but David never lets his people get

physical. He realizes that the party is stronger than they are and that despite philosophical differences, both want the city of No'tyene'yama brought down.

If the party is agreeable to working with the Hand of Man alliance, then David leads them to a gathering spot. Almost immediately the group is led underground into what was once a subway system. There are entrances everywhere in the city, some recent and some ancient. The subways and other underground accesses form a huge maze that is both unmappable and in some places filled with danger.

The Hand of Man camp includes 31 humans, 18 mutants and 5 mutated animals, of which David's ten hunters are the cream of the crop. Most of the rest are children, elders or otherwise not fit for dangerous missions.

Assuming that the party makes any attempt to recruit the Hand of Man for an infiltration of the city, they are willing to help. David pledges his band of ten to the mission. He places himself at their disposal, but retains command of his group. David does this by swearing an oath on the shield of the Hand.

The shield of the Hand is a one-meter diameter circular shield, black with a white upraised six fingered fist. The shield was an object of political power in David's home town. When the nos'ferat came, both he and the shield were hidden and therefore survived.

The Hand of Man has two things to contribute to the adventure. First of all, they know of a secret way into the arches. One of the subway tunnels comes out under an arch leg. By climbing up into the arch, the group can enter the elevator shaft itself. For further details, see the next chapter.

Secondly, although he is unaware of it, the shield of power is actually a delta matter bomb. On the inside near the straps is a small hatch that covers the activating buttons. According to the legends of David's town, the bearer of the shield can destroy his enemies by displaying it to them and pressing the buttons. The same legend says that in order to safeguard such power, the gods made it such that the bearer is also destroyed.

David intends to take the shield with him into the city. For the purposes of combat treat it as a normal shield. He does not reveal the legends surrounding it to the party, although others of his band might if questioned. He intends to confront the Nwayvo Beestya and sacrifice himself to rid the world of her presence.

CHAPTER VI: INSIDE THE SKYWALK CITY

A. THE SKYWALK CITY FROM OUTSIDE

Standing a towering half kilometer high, the city is one of the largest remaining man-made structures still standing. Its crossed arches straddle the river, the belly of the city hanging directly over water. Each thick arch is 50 meters wide and 30 meters thick.

Three hundred meters off the ground horizontal beams shoot inward from each arch. The beams are also 50 meters wide and 30 meters thick. Where they would meet in the center is a disk 500 meters in diameter. Multiple story buildings are packed all the way to its rim. At one time there was a safety force wall along the rim, but no longer.

Hanging from the underbelly of the city are ragged ends of unknown machineries, pipes, tubes and other mysterious pieces. Many of them actually hang down into the water 300 meters below. This vertical jungle is home to several flights of Obbs and some other nasty creatures described in the text below.

Covering the arches from the top down to the level of the city crossbeams is a tent of steel mesh. It completely covers the upper portion of the city, and between the crossbeams to the disk. The mesh is made of thin wires with one meter spacing. From a distance, the enveloping net makes the city look blurry.

No flying creature with a wing span over a meter can enter the city without at least touching the mesh. To touch the mesh is deadly. The entire net is electrified causing $4d10 + 50$ points of damage per turn. If the party watches for an hour or more, they see an obb graze the netting and get turned to cinders in a flash of light.

The nos'ferat use trap doors under the former force field generators near the edge of the city disk to enter and exit No'tyene'yama. These trap doors are usually (95% chance per door) locked from the inside. The trap doors are so heavily armored, there is no chance of forcing a trap door open.

B. ENTRANCES TO NO'TYENE'YAMA

By this time the party has an excellent chance of being in charge of a small army. Guiding them into the city could be quite a trick, a challenge for even the best players. Three different possible entrances to the city are described below, by elevator, up the elevator shaft, and up the sewer lines. The first two are covered in section 1 below. The sewers are cov-

ered in section 2. The party may choose to use one of these or come up with other ideas.

For all androids use the stats in the reference book, unless otherwise indicated.

1. The Arch Elevators and Crossbeams

The common entrance to the city is through one of the four arch bases. The interior of each holds an elevator which provides transportation to the crossbeams. Each elevator is five meters square, with a two and a half meter ceiling.

The elevators are mounted on special swivels that keep the car upright even though the arch curves. Despite this seemingly high technology, it is powered by hand. Captured mutants that are not otherwise usable are made into slaves. Some of them raise the elevators by turning two giant winches mounted into each arch support.

Guard stations

Just outside the base of the arch is a small building, only a few meters square. It has a doorway, but no door and a window with glass on each of the other three walls. Inside are three chairs, a table and a communicator.

The guard house is manned by two warrior androids dressed in green and brown camouflage suits during daylight hours, and by three nos'ferat at night. The androids are each equipped with inertia armor, a laser pistol and a stun grenade. The nos'ferat are armed with paralysis rods and stun whips.

Although it is not an everyday occurrence, the neutral animal tribes do come to trade and conduct business in the city, usually at the Gate of Eyes (north gate). If there are no humans or mutants visible, the androids let a party of animals through with only a quick visual search. The nos'ferat refuse entrance to anyone except androids or known VIPs, such as animal tribal chiefs. Allow the party to be creative if members want to pass themselves off as VIPs of any sort.

When anybody requesting passage to the city is cleared by the guards, they signal the overseer of the mutant slaves to begin hauling up the elevator. There is no prearranged signal or password, which may make it easier to fool the overseer if necessary.

Elevator shafts

As was mentioned before in the last chapter, the elevator shaft of the Night Dawn (west) Gate extends underground into the subway system. Inside the shaft are a pair of ladders that scale the curved inner surface.

Unfortunately these ladders are no longer safe. In several places the supports are weak and any significant weight could cause them to collapse.

Every 10 minutes, roll for a weak strut in the ladders. There is a 40% chance that the ladder gives way beneath a randomly determined party member. An ally not belonging to the original party falls to his death with no chance to be saved. Anybody in the party, including David or Waja, can use a mutation or roll against Dexterity (an EASY feat) to grab onto another section of ladder.

Each of the elevators has a trap door in the ceiling which exits into the elevator shaft. They have been sealed by ancient rusted bolts. A total of 50 points damage opens the trap door and leaves it a metal ruin.

Wheel rooms

On either side of the arch elevator doors is a closed door. No sounds can be heard from the other side due to the roaring winds on the crossbeam. Inside each is a large room with a huge wheel to which mutants are bound. Each has had any offensive mutation surgically removed.

A single worker android with a whip (4) (tangles) stands near a wall-mounted communicator. He only responds if the party tries to release the slaves or if he is attacked. If attacked he defends himself, if the slaves are being released, he informs the city guard via communicator.

Crossbeams

Once at the crossbeam, anybody approaching the city must walk along the 50 meter wide beam to its front gate. This 200 meter journey is far from comfortable. There is nothing to protect a traveler from the howling wind. Conversation is next to impossible, and balance is difficult to keep.

Anybody walking the beam must check vs. dexterity each turn they are within five meters of the edge. Failure means that the wind has knocked them down. Thereafter a dexterity check must be made to stand up. At any time, a black result indicates that a character has been blown over the rim. The fall is relatively short, only five to ten meters before hitting the electrified mesh and almost certain death.

A VIP visitor may be offered a ride in a mutant pulled carriage. The carriage follows grooved tracks, much the way modern trolley cars follow tracks. Typically four mutants pull these carriages at an agonizingly slow pace, needing 20 minutes to get to the gates.

Three of the gates to the city are always open. The Death Glow Gate (south gate) is closed because visitors from that direction are

extremely rare. The androids do not feel any need to post heavy guard patrols or lock their gates. Any foreigners should be immediately recognizable inside the city.

The Gate of Eyes is aptly named. A pair of cameras is mounted on the walls, watching the crossbeam. They alert the city to any visitors and an appropriate reception is awaiting them in the plaza just inside the gate. Usually this is a pair of thinkers that do the trading for the city. It could be a squad of four militia (see below) if an obviously hostile party or any humanoids are approaching.

2. UP THE SEWERS

The sewers of No'tyene'yama empty into the river. Some fall straight through open air for 300 meters to their watery destination, others follow the treacherous twisting pipes and vents of the hanging junkyard. In both cases, the sewers are an unprotected entrance to the city.

This is the most dangerous route into the city, although it is more devious. The party must first get out to the hanging sewers before the hazardous climb can even begin. They must either travel over, on or under the water. Over the water would be by flying, on the water is by boat or raft, and under the water is swimming. Each has its own peculiar danger.

Under the Water

Due to the dumping of nuclear wastes by the androids, the entire river from the city downstream has intensity 3 radiation. Anyone drinking or swimming in the water suffers the consequences.

The river is infested with harmless carp in the area under the arches. Anybody swimming underwater is bumped and nibbled on occasionally. The nibbles are like pinches, uncomfortable but not harmful. Of course there is a chance that any player character may assume that these harmless scavengers are serious opponents and attack them. NPCs are 20% likely to make the same mistake. Each carp has 15 hit points and armor class 0.

There are some predators that feed in this area. Roll once for each turn using the table below for random encounters with serious opponents. Roll again on the encounter table using a d20 if any significant amount of blood gets into the water. This determines if any blood seeking predators are attracted. For this second roll, ignore the marked encounters.

On the Water

Traveling over the water has the risk of being

spotted from above by the inhabitants of the city. At night there is a 30% chance per turn of being spotted by nos'ferat. They attack immediately if they spot anybody on the river. Anybody knocked into the water by a nos'ferat could become a late night snack for a passing predator. Check the table above for any random encounters.

During the day there is a 20% chance per turn that androids spot the party on the water. Once the party is spotted the androids watch until they know where the group is going to enter the city.

A squad of four warriors in a flit car is sent out to dispose of the party. They are armed with inertia armor, laser rifles, and energy maces. The flit car has a Mark VII blaster on a swivel mount, and a communications sender. One of the androids operates the blaster, one drives and the other two shoot with their lasers.

Over the Water

An aerial trip to the sewer pipes has the same chance of being spotted as described in the section above. If the group is only visible for less than a third of a turn, cut the chance of being spotted in half.

In addition to the chance of being spotted, there is the danger of obb attack. Anything within two meters of the water is too risky for the obbs to try an attack. They do not want to hit the water and become a between meal snack for the herkels. Above the two meter mark makes the group fair game.

Each turn they are visible above the water there is a 25% chance that a double normal number, 2d4 instead of 1d4, of obbs attacks. The obbs pattern of attack is to fire a blast of radiation, then swoop in with claws until they can fire again.

The Hanging Sewers

The greatest length of the sewers is a jungle of hanging pipes and gutted machinery. At the top there is a floor of what was once a basement level for the city. It has since been closed off, except for the sewer exits, by the androids.

Once in the hanging sewers the party is safe from the prying eyes of androids or nos'ferat. However, the obbs are still a threat and each turn there is still a 25% chance that obbs attack, in normal numbers here.

The trip to the lower basement level takes a full hour at normal traveling speeds. Until the basement level is reached, there is no place to stand upright should a character need to fight. Characters with a strength of 8 or less

can not hold on with just one hand and therefore cannot engage in combat.

All weapons combat is reduced by three columns while clinging to the hanging sewers. This includes claws, bites, tail slaps etc. Defenses are lowered by two because the characters are less mobile, easy targets. This does not apply to force fields or similar defenses that stop the opponent before physical contact.

Each turn there is a 10% chance of a hanging pipe breaking away and falling into the river, carrying a clinging character with it. If the party is tightly packed, their combined weight increases it to a 20% chance. In addition there is a 10% chance each turn that something falls from above onto a character, usually a piece of machinery, garbage or a deluge of some unknown fluid. If it does, roll randomly to determine who is the victim.

The falling object is an attack of intensity 5, with base damage of 3 and a slam result. Any of the NPC allies fall to their death immediately with no chance to save themselves. Player characters, David or Waja can attempt to snag a lower pipe or piece of machinery. A dexterity check is made to see if it was successful.

Basement Level

On the basement level map there are eight numbered locations for entry from below. Since the hanging pipes and machinery are such a jungle, the party has little control over where they arrive in the basement. Roll 1d8 to determine where in the basement the party appears. If the party is widely spread out roll separately for groups.

The basement itself has been partially rebuilt by the androids to accommodate their sewage needs. Pipes are everywhere, mostly running over the ceilings. There are a few major pipes that actually block passage across the basement. These are shown on the map. Every few turns something rolls, shoots, oozes or gushes out of the sewer pipes.

Long ago the androids looted the basement for anything remotely of value. The machines shown on the map are completely non-functional with obvious problems, such as gaping holes, fused parts etc. They are now only obstacles too cumbersome to move.

As you can see from the map, the basements are treacherous. Weak floors have a 15% chance of giving way underneath a single character. If more than one character moves onto a weak floor, the floor has a 25% chance of collapsing. Any NPCs falling through either die impaled on machinery or slide off and fall into the river. David, Waja or any player

Chapter VI: Inside the Skywalk City

character automatically lands on safe pipes but suffers from a falling attack of 18 (4).

The weak walls have large holes in them and can easily be broken through with a few well placed kicks. All the exterior edges of the basement are open to the outside air and could pose a hazard to character if they stumble or get knocked over the edge.

The androids have let a weird and dangerous creature live and roam around in the basement levels. It is known only as the abomination. It survives partially on the weak sun light near the edge of the basement, and on city garbage or anything else it can find. The creature can smell the party as soon as they enter the basement. Each turn there is a 5% chance of the abomination attacking. Roll randomly to see which direction it attacks from.

ABOMINATION

Mutated Animal/Plant

NUMBER: Unique
MORALE: 9
HIT DICE: 12

Hit points: 80

ARMOR: 7
LAND SPEED: 9

PS	Y (+4)	MS	18 (+2)
DX	12	IN	5 (-2)
CN	21 (+3)	CH	1 (-3)

ATTACKS: 9 claws (5 base damage each)

PHYSICAL MUTATIONS: Photosynthetic skin (28), Skeletal enhancement(18), Speed increase(14), Duality(15), Enhanced smell(12)

PLANT MUTATION: Divisional body segments(15)

MENTAL MUTATIONS: Phobia - androids (D16), Fear generation(10), Temporal fugue(12), Life leech(14), Cryokinesis(8)

DESCRIPTION: The abomination is part plant and part lizard. Its origin is lost in the mists of time, but it is known that no other creature like it exists on the continent. The scaled/bark body has no defined shape to it, one meter long claw tipped limbs stick out at seemingly random places. Its head is a flat bony protrusion with a mass of short thick tentacle/ branches surrounding it like a collar. Its mouth is toothless, merely an entrance to the acid filled belly.

When in combat, the abomination needs at least four limbs to remain mobile, but the

others can leave and attack on their own as 10 hit die creatures with 20 hit points each. The legs are muscled to be able to leap two meters in any direction each turn. Independent limbs attacking do not effect the number of attacks the body can make. It can still attack twice per turn, using any remaining claws and one of its mutations.

While using life leech, any of its temporal fugue copies are not affected. They are affected by anybody elses life leech as individual creatures. This is not the same as the anti-life leech mutation.

Out of the Sewers and into the City

To enter the city from the sewers, the party must find a break in the thick metal plate that forms the city floor. Some of the obvious entrances are marked and numbered on the map. They are trap doors or large tunnels in the ceiling. Some of these are outside of the basement, hanging 300 meters over the open water.

Also numbered are the large sewer pipes where they rise to enter the city above. The metal of the pipes can be breached with the proper equipment, AC 4 (-20). The pipe takes 100 hit points before being breached large enough for a man to enter.

While crawling up the sewer pipes, there is a 1/6 chance each turn of a flood of liquid or some other piece of junk hitting the party. Each character must make a check vs. strength to hold on inside the sewer pipe. Failure means rolling back by 1d20 minutes down the pipe, 112 (6).

All of the entrances to the city above are numbered for easy reference to the city map. In addition, many of the tunnels twist about before finding their exit, which puts them in odd places relative to the basement. If necessary, roll 2d6x10 for the number of turns it takes for the party to find the exit from the tunnel.

C. THE CITY

The city can be entered in two obvious fashions, through the gates or through the sewers. A clever party may find other means of gaining entrance. Regardless of how the party gets there, once in the city, they have to deal with its inhabitants.

Each encounter area is described by an approach from the street and, if relevant, from the sewers. Since each sewer entrance is unique, more space is given to describing that approach. If the party does enter the building

through the sewer, ignore that part of the description.

No'tyene'yama is built of 2 to 5 story tall buildings. Most of them are in good condition, being recently renovated by the androids. Although like any city it has its bad neighborhoods, in this case they are still ruins (see the map). The streets are clean, some would say to the point of being drab. The wind is always whistling about, plucking at clothes and hairstyles.

Three different life forms live in the city: androids, nos'ferat and humanoid slaves. They are as different as night and day, which also describes the hours of their waking. During the day the nos'ferat sleep, none are to be found. The sunlit hours are ruled by the androids. At nights most, but not all, of the androids rest while the nos'ferat fly.

Slaves are awake at different hours depending upon whom they serve. Unless otherwise mentioned, a slave is only 25% likely to join forces with the party. Those that don't are too frightened of the consequences should the android catch the party. All slaves have had their mutation nullified, usually through surgery, brain surgery in the case of mental mutations.

The nos'ferat occupy the top floors of the 4 and 5 story tall buildings. The androids stay in the bottom 2 or 3 levels for the most part. There is far more living space than there are inhabitants, so this arrangement does not cause any problems.

Android Life

Android society is very strictly caste ridden. To the outside world there are three castes, workers, warriors and thinkers. Actually each caste has its own subtle system of ranks where each android has its niche with some above and some below in status. Between the castes, thinkers are ranked above warriors, and warriors are ranked above workers.

For each caste there is a single leader, who ranks above all others of his caste. The three meet as a group to debate on matters of great importance to No'tyene'yama, although the warrior and worker headmen are only token figures that advise the thinker leader. The thinkers word is final, an absolute dictatorship.

Clothing is used to identify castes and ranks, workers wearing gray, warriors a camouflage brown and green, and thinkers white. The style of the clothes determines the ranks for workers and thinkers. All warriors wear full pants, long sleeved shirts with many pockets and heavy boots. They use sleeve designs to signify their rank.

City Guard

Number: 2 warriors

Equipment: Stun whip, Slug thrower B, Plastic armor, communicator

Description: The city guard patrols to eliminate pests, like obbs, more than serious invaders, and to keep an eye on the activities of the nos'ferat.

Androids are extremely intelligent and should not be role-played like fools, except for the workers. If the party leaves behind any reasonable clue that there is a hostile force in the city, the thinkers order a manhunt immediately.

In such a case, each turn there is a 5% chance that the party meets with the hunters. Each hour they are loose, it increases by 5%, finally peaking at 50%. Some of these meetings are sightings that the party makes and avoids the hunters or where the hunters give chase and lose the party immediately.

If small incidences are found, at first only city guard are alerted, so the androids march in twos. If more violence occurs or there is some indication of the danger and size of the party, then the militia is activated. Each act of violence or display of power increases the forces that the androids put out.

Android forces

Assumed Party size	Android force Composed of . . .
1-4	2 City guards
5-8	4 city guards
9-12	5 militia
13-16	10 militia
17-20	5 SWAT militia
21 +	25 militia & 10 SWAT militia

Regular militia warriors are armed with inertia armor, laser pistols, stun grenade and a tear gas grenade. One member of a militia squad has a communicator. SWAT militia are the elite forces of the warrior androids. They are armed with powered scout armor, laser rifles, mark V blasters, and a stun grenade. SWAT militia are all experts with their weapons, gaining a +2 with each. Special weaponry of any type can be brought to bear if it becomes obvious that lasers and blasters are ineffective.

Unless otherwise mentioned, all items in the city powered by atomic fuel cells or hydrogen fuel cells have been modified. They now use broadcast power received from the atomic reactor. This includes powered armor, lasers, blasters etc., but not grenades or stun weapons.

It is possible for pure strain humans or hu-

man looking humanoids to disguise themselves as androids. Obviously the most vital piece is the clothing. Without that they are immediately identified as foreigners.

Assuming that a pure strain human is wearing appropriate clothing, the NPC reaction tables can be used with the androids. An orange or red result indicates that the android(s) have been through the disguise. As the Game Master, you should apply column shifts for good role-playing (-4) or favorable conditions, such as dim lighting (-3), crowds (-2), etc. Of course the opposite is true as well, workers grabbing guns is out of character and would require a shift (+10). Remember that in this rigid society, each android has a narrow range of allowable actions.

The City Map

The fine details of this complex metropolis are not shown on the map, only the major buildings and avenues. However, this does not mean that the party is limited to travel on the main streets.

Each neighborhood between main avenues is a labyrinth of small streets, alleys and dead ends. The buildings are nothing special, usually common workplaces and dwellings. The table below can be used if a specific function for a building is needed.

Building Use

d100	Function
01-30	Empty
31-50	Dwelling, workers and nos'ferat
51-55	Dwelling, workers only
56-60	Dwelling, nos'ferat only
61-65	Storehouse, small goods
66-80	Procurement shop *
81-85	Dwelling, warriors
86-90	Dwelling, thinkers
91-97	Factory or assembly plant
98-00	Utility junction #

* On the table above there is an entry labelled procurement shop. Android culture does not use money for its dealings, except with the outside world. Workers and warriors requisition items they need from the thinker that they currently serve. If he agrees, they go to the procurement shop and pick up the item. Each shop specializes in a particular type of goods. The thinkers are aware, or can quickly get information, of the supply and demand of various items and ration them out accordingly.

A utility junction holds machinery that controls and disperses one of the utilities for the city. The major utilities are water,

electricity, communications, and solar rechargers. Destroying one could affect a portion of the city within 100 meters of the junction box.

Once inside the neighborhood, it is easy to get lost. While the party is actively searching, either for an exit or anything special, roll a d10 every 10 minutes. On the map you will find numbers, usually along the edge of the neighborhood, ranging from one to eight. This is where the party ends up at the end of that turn. If a number greater than 8 was rolled they are still lost inside the neighborhood and must spend another turn there.

If a chase is on, most likely androids or nos'ferat hunting the party, roll a d12 instead of a d10. As before, any result above 8 means that the party is still roaming the streets and alleys. At the Game Master's discretion, a d20 may be used if there is an unusually large hunting party after the PCs. In a chase, a roll of 12 or above indicates that the hunters have cornered the party, either in a building or a dead end alley.

Numbered Buildings

There are several numbered buildings on the map, all of which have some unusual significance. Some numbers are not located inside the buildings. These are used only if the party enters the city from the sewers.

The numbers on these buildings correspond directly to the numbers on the basement level map. By crawling up through a hole in the basement ceiling, a character emerges in the same numbered position on the city map. Some of the tunnels are exceptionally twisty and long.

In several cases the androids may call in reinforcements. Unless otherwise specified, refer to the Android forces table above. It is organized by the size of the party that the caller sees. The larger the party, the stronger the responding force.

1. Water Treatment Plant

a. Up from the sewers

The trap door leads to another in the floor of the water treatment plant. In fact it is a former service shaft, now forgotten and unused. The entire party can gather safely in the small room it exits into. This room is 5 meters square with a single door for an exit. Its walls are filled with gauges and valves.

If they choose to, the party can make its way out of the building with relative ease. If they do not, there are 14 workers and 2 thinkers

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here. The thinkers immediately call for the city guard at the first sign of trouble. If necessary, the thinkers can command the workers to grab pipes and other objects to attack the party. Treat these weapons as clubs.

Another option is to begin turning valves or otherwise attempt to disrupt the plant. After 10 turns of trouble in the water system, a slave loyal to the androids comes to investigate the room the party came up from. If he does not report back, three workers are sent to find him. If they don't come back, the thinkers call the city guard. This is considered a minor incident only requiring 2 warriors.

b. From the streets

This three-story building is a dingy gray with no first-story windows, although there are others on the two floors above. At one end is a half dome which covers the water tanks. The smell of stale water is very strong in the air.

Disrupting the water plant does not have any effect on the city in the short time the party is likely to be there, other than shutting off everyone's water. In the long term it can cause severe problems for the androids.

2. Ruins

a. Up from the sewers

This is a large ruined building that the androids have yet to renovate. The tunnel leads to a trap door blocked by a large chunk of concrete. A strength check is necessary to open the door, but only one character can get at the trap door at a time.

Once inside, the party finds the building a complete wreck, a perfect base of operations if they so choose. A large group of people could hide here unobserved.

b. From the street

This building has no special significance. It is no different from the hundreds of other ruined buildings in the city.

3. Storm Sewer

The tunnel leads to a circular metal grate in the middle of the street. When the party first arrives there, they hear voices and can see a troop of androids walking on the street over the manhole. Every now and then this is repeated.

There is no chance of entering the city here and not being seen by a pair of the city guard. There is always a patrol on the arched avenue to keep an eye on the museum (see building

13). More warriors can be on the scene in 5 rounds.

4. Warriors' Training Hall

a. Up from the sewers

There are 12 warriors in this building at the time the party tries to enter through the trash chute. The sounds of practice combat can be clearly heard from inside the chute. If the party tries to exit here anyway, they are spotted immediately by a pair of androids engaged in a boxing match, unarmed.

Within four turns of an alarm being raised, the rest of the androids swarm into the room, armed as city guards. If the battle continues for five or more turns after that, one of the androids uses a communicator to call in reinforcements.

b. From the street

Only the first two floors of this five-story building are used by the androids. A large sign outside proclaims it to be the warriors' training hall. From the street, the grunts and groans of practice combat can be heard. Should the party choose to enter without a plausible excuse, the androids react exactly as if they were seen coming up from the chute.

5. Palace of Nwayvo Beestya

This building is described in greater detail in the next section.

6. Factory

a. Up from the sewers

The party emerges in a large trash bin inside an electrical parts factory. A hundred or so workers and slaves are here performing a wide variety of tasks. There are 27 thinkers and 4 warriors, armed as city guard, that work here. There is no way to get out of the bin without being spotted by a worker or the thinker foreman.

It takes the warriors 7 turns to get to where they can see the party once they are spotted. The party can make it out of the factory if they do not delay. The huge open garage door at the other end of the long room is obvious to anybody. Within a half an hour the entire city is aware of infiltrators and search parties are scouring the streets.

The only obstacle is the greed of the characters. Just within reach are hundreds of valuable electronic parts. Of course the party hasn't the foggiest idea what any of them do, but they are still worth money. The average piece is worth 2d6x100 gold pieces to the

knowing buyer.

The workers do not attempt to stop the party unless the thinkers command it. The thinkers do that only as a last resort should the factory itself be threatened. The slaves are all chained and do not willingly let the party rescue them. The party can get information about where certain buildings are from the slaves. However, it requires a black NPC reaction result and there is a 50% chance of the slaves knowing where the requested building can be found.

b. From the street

The low two-story building has a pair of five-meter-wide garage doors exiting onto the main street. Inside, a large group (described above) of android workers and slaves can be easily seen. If the party enters without a reasonable excuse, the androids react as described above.

7. Laboratory

a. Up from the sewers

If anything hits the party coming down this pipe, it does 3d6 extra damage. This is a toxic waste chute for a bioelectrical laboratory. It exits into a man sized sealed plastic tank. The tank can be shattered by 40 points of damage, or 25 points of damage to the locked trap door on its side.

The tank is clearly visible to 3 thinkers, all rank B android scientists. After two turns of confusion, one thinker activates a communicator and calls for help, another grabs toxic chemicals and heads toward the tank to dump them on whoever is in there. The third begins to gather note books and other valuable to protect them from being confiscated.

In seven turns, android reinforcements arrive. There are 28 other thinkers, 9 workers and 6 slaves scattered throughout the four story building.

b. From the streets

Bars cover the windows of this four-story building. A warrior android, armed as a city guard, stands duty outside the only obvious entrance. Only slaves with written vouchers may enter the lab. Once inside, if the party acts hostile, the android thinkers react as described above.

8. Android Plant

a. Up from the sewers

In this building the rare art of android creation has been rediscovered. The party arrives

in a flush bin used to discard spoiled mutagenic chemicals. Once in the bin, each character suffers an I15 (7) attack from the chemicals. For humanoids and mutated animals, they also check for mutations using the biological special injuries table.

There are four large growth tanks with a seemingly endless supply of tubes, cable and pipes leading into them. Inside each tank is a partially grown android, each at a different stage of development.

Slaves are not allowed into this building, since everything is manned by worker androids. There are 13 of them and 9 thinkers in this plant, all unarmed. One of them is guaranteed to spot any character exiting the flush bin.

b. From the street

A six-story faceless building squats on the corner. The foul smell of strange chemicals fills the air. There are 6 regular militia on duty outside the plant. It takes them 5 turns to arrive at the flush bin. Reinforcements are only called in if the militia are definitely losing the battle. No slaves are allowed in under any circumstances.

If the party can damage this installation, the androids plan would be severely set back. It takes many long months to make an android, and their current success ratio has been low. With the plant damaged it could put them back a couple of years.

9. Computer Relay Station

a. Up from the sewers

The sewer pipe leads up to a set of giant chopping blades, AC 0 (20), two meters wide by one meter across. They are continually in motion. Anyone foolish enough to investigate them the stupid way takes an I24 (12) attack. These blades are used to shred paper and plastic which the computer center generates by the kilo. A total of 35 points of damage disables the fan.

Once beyond the fan, the party can easily make its way onto the streets without being spotted. If they choose to stay, there are 43 thinkers, 18 workers, 12 slaves, and 3 city guards in the building. Computer terminals are everywhere, and ID clearance is required at most doors.

b. From the streets

This structure houses the main building computer system for the city. One of only two computer systems in No'tyene'yama, it has no robots to command. Long before the androids

took possession of the city, a fluke accident sent all of the cities robots over the rim, driven like lemmings. They are now rusted hulks on the river bottom.

This computer performs many of the automatic functions of the city and it has a back-up power generator. Many of its functions are slowly being taken over by the Nwayvo Beestya. Destroying this computer can have severe immediate repercussions.

The computer serves as a central boosting station for the communicators. If it is destroyed, a communicator has a 50% chance of not working for any given search turn. Without the computer, a communicator must reach its target on its own power which it may not be able to do through the thick walls of the buildings.

10. Manhole

This manhole grating is similar to that of area 3. The street it is on does not receive as much traffic as the avenue of arches though. Once it is quiet, the party has a 50% chance of getting from the manhole to the buildings without being spotted. Otherwise a random encounter of androids (consult the table above) is somewhere in viewing range of it.

11. Slave Pen

a. Up from the sewers

The party comes up in the garbage chute of the kitchen. There is a single worker there whose cries are only heard if they continue for more than two turns. From here the party could easily duck out the back door into the city streets.

The influx of humanoids is slim these days; most of them come from far away lands. Many of them are used by the Nwayvo Beestya. Currently there is a group of four Orlens in custody. They are scheduled for surgery tomorrow.

The Orlens are in a room with a glass front and glass windows. The air is laced with a colorless, perfumed sleep gas that keeps them unconscious. The glass can be easily broken (50 hp), releasing the gas into the building. Any character inhaling the sleep gas takes an I16 (10) attack. The damage is not in hit points, but the number of rounds the character sleeps. Once the gas has dissipated, the orlens wake in 1d20 minutes.

Orlen extra mutations:

1. Mental blast, Summoning
2. Temporal fugue, Force field generation
3. Plant control, The gamma eye

4. Teleportation, Density control - others

Seated in front of the glass wall is a warrior android armed with inertia armor, a fusion rifle, needler with paralysis darts, and a communicator. His armor is always turned on. Elsewhere in the building are 7 other warriors, armed as city guards. There are 2 thinkers, the surgeons, and 9 workers. For obvious reasons, slaves are not allowed into this building.

b. From the streets

This forbidding five-story building has many narrow windows, all grated with thick iron bars, AC 0 (20) hp 25. A city guard android sits just inside the open door which is the only obvious entrance. Just past him is a heavy iron gate. The guard has the key since it is meant to keep its inhabitants in, not invaders out. No slaves are allowed past him without a written voucher.

Formerly a prison, this building has been rebuilt to house slaves. A slave is a humanoid that was not quite human enough for the Nwayvo Beestya's purposes. Here they have their dangerous physical mutations surgically removed. Any deadly mental mutations are treated with brain surgery, often with chilling effects. Several patients have become drooling idiots or zombie-like servants. Any humanoid that cannot be altered to serve is killed.

12. Garbage Collection Center

a. Up from the sewers

In the center of the room is a large pit, the very same one that the party emerges from. Every few hours, the slaves push useless trash down into the pit where it falls into the water. There is no way to exit the pit without being seen by an android.

If the city guard and the worker androids are eliminated, then four of the slaves beg to join the party. The best armament they can scrounge up are metal clubs from the scrap piles. Treat them as 8 hit die humanoids without mutations, each with 30 hit points. The remaining slaves are too cowed by long service to the androids to welcome freedom.

b. From the streets

This large building is where the cities refuse is collected. It is sorted by a group of 15 slaves into large piles depending upon its type for recycling. Metal in one pile, paper in another etc. None of the trash has any resale value. There are 4 workers and one city guard overseeing the whole operation.

13. The Museum

a. Up from the sewers

The party enters in the bottom of an abandoned elevator shaft. By climbing up one story they can reach the closed doors of the first floor. There is only room for one person to cling there. A strength of 18 or greater can open the closed doors, otherwise they must be blasted open.

Once inside, the only exit is the front door, which is just across the large front lobby where the closed elevator shaft is located. If they do not delay, the party can make it out the front door where they only have to deal with the street guards.

In the museum are many artifacts, most of them only have historical significance. Each of the rooms in the museum has 2d8 display cases, each containing a single item. Use the installations loot table to determine what is behind the plastiglass case. Items numbers 34 or lower have 1/10 their usual probability of being functional.

The plastiglass cases can be easily broken into, but the pedestal on which the museum piece rests is pressure sensitive. Any dramatic change in weight sets off a silent alarm. Within 6 turns all ten of the guards arrive at that room.

b. From the streets

Once a museum for the ancients, this building now serves as a storehouse for valuable relics that the androids do not have a use for. Outside, two city guards patrol the avenue of arches, on which the museum's only entrance is found. Inside there are ten other city guards patrolling the three story interior. They are armed with stun ray pistols rather than stun whips. The wait between rounds is usually about ten turns. All points are passed by at least two guards.

14. Manhole

This manhole is in the second busiest spot in all of No'tyene'yama, the Gate of Eyes. If the party waits until night time, then there are a few quiet times they might be able to slip out. If they choose such a time, roll for a random encounter immediately as they begin to exit the manhole. Otherwise it is an automatic encounter and they are guaranteed to be spotted.

15. Atomic Reactor Building

a. Up from the sewers

Without a doubt, this is the most dangerous

sewer entrance to the city. At the top of the shaft is a large room with a half dozen large lead barrels. It has two doors, one leading to the main reactor core, the other to a side passage. One long wall of the room is unbreakable lead lined glass.

Every week a group of slaves dons lead lined suits and enters this room. The other door opens and motorized bins filled with radioactive pellets roll in. The slave scoops the pellets into the barrels, seal them and dump them into the open hole which leads to the river.

In the 1980's this would be criminal lack of safety precautions, but the androids don't care. As you might guess, the slaves usually last only a few months before or mutating beyond hope. Once again, the androids don't care.

There is a constant intensity 6 background radiation in this room. When the pellets are brought in it soars to intensity 15. The lead lined suits reduce radiation intensity by 10, but because they are never cleaned, wearing one is constant exposure to intensity 3 radiation.

Neither of the doors out of the disposal room is locked, but there are no obvious clues as to which door is safe. The door to the left of the glass wall leads to the side passage and safety. The door to the right leads to the intensity 30 inferno of the atomic reactor core. Even the briefest glimpse is the equivalent of exposure to intensity 18 radiation.

Once out of the disposal room, the party passes through the side passage where the six lead lined suits are hung. From there it leads to a pen with six lethargic, miserable slaves. The door to this pen can be broken open with a single blow of 25 points damage or more.

Out of the slave pen, they can make it into the city easily via marked exits. If they choose to stay, the only room of interest is the control room, holding 14 thinkers and four regular militia. This 10 meter square room is covered with dials and instruments.

If 500 points of damage are done to this instrumentation, the reactor controls are beyond repair. In two days the reactor explodes leaving a second crater twice the size of the one to the south of the city. This would destroy all of the animal villages in the area.

Damage over 250 points eliminates all power to the city for 1d4 days. Since the reactor is the source of all broadcast power in the city, only those places with emergency generators are capable of running.

b. From the streets

This solid four-story building has no windows. A large garage-style door four meters across

leads to the slave pens. A regular door nearby opens up to a corridor that empties into the control room. A militia android guards the doors, only admitting those slaves with vouchers or androids that work there.

D. The Palace of Nwayvo Beestya

The time has come to discuss what is really happening here. The humans and humanoids that are being kidnapped are used for two major purposes. Those that have a close tie to humanity and a high mental strength are used for the Nwayvo Beestya. The others are made into slaves or killed outright.

The Nwayvo Beestya is the brain child of the cyborg Nik'toth. Only the high thinker, ruler of the androids knows his origin, and he isn't talking. Nik'toth's goal is to destroy humanity completely, something which the androids and nos'ferat are more than willing to help with.

Nik'toth Cyborg
Rank 6

PS	18 (+2)	MS	16 (+2)
DX	17 (+2)	IN	18 (+2)
CN	18 (+2)	CH	13 (+1)

Armor class: 0 (before equipment)

Hit Points: 40

Equipment:

1. Force field belt
2. Meta gemstone, emits a ray that reduces a character to one action every other turn. Requires a failed constitution check to have an effect.
3. Matter transmitter boots, a touch of a toe inside the boots teleports him to an unknown location out of the city
4. Maser gemstone, emits a ray that does damage just like a laser (8). However, it is not stopped by force fields.

Description: The body of a nearly perfect pure strain human was given the head and central nervous system of a robot. The robot brain is Nik'toth. If his body dies, the brain still lives until it is physically destroyed. None of his alien equipment is decipherable by anybody except Waldis, who would keep it if anyone gave it to him to examine.

The Nwayvo Beestya is a gigantic biocomputer. It is a large think tank with hundreds of wires running into the brains of sleeping humanoids and pure strain humans. It has a back-up generator good for 72 hours and a short range broadcast power station. In the

event of a power blackout, anything running on broadcast power inside the building can function.

Currently there are 398 brains augmenting the power of the Nwayvo Beestya. It is alive and intelligent beyond the ability of mankind to understand. Its goals match those of its maker Nik'toth, although it plans to rule the earth itself without him.

The palace itself is a simple structure, having once street level floor and two basement floors. The street level floor is ten meters high, higher than three normal stories. One of the few buildings in the city completely built by androids, it has the high featureless walls typical of their architecture.

On the diagonal wall that faces northwest, there is scaffolding erected and a large flat object is being pieced together there. Although the party does not know it, this is a new view screen, the same size as the interior screen.

During the day, the scaffolding is swarming with workers and slaves. A pair of city guards and three thinkers supervise the construction. At night it is empty except for the occasional roosting nos'ferat. It would be an easy task to climb from the top of the scaffolding to the roof of the palace. The roof has three cooling vents that could be used to gain entrance to the building.

Regardless of when the party breaks into the palace, the high thinker and Nik'toth are there working on the programming. There are no other thinkers or workers in the building, and slaves are not allowed there ever. The warrior guards are ever present.

1. Biocomputer Circuitry

This maze of circuitry is the heart of Nwayvo Beestya. It is the machine part of it. The door to this room is always locked, the only key is kept by the high thinker. The door is fortified to prevent unauthorized entrance and can not be forced open short of powerful explosives.

Once inside, hallways full of complex electronics and laser optics bedazzle the viewer. Every 25 points of damage to the circuitry is a day of repairs for the androids. Over 200 points damage make the computer irreparably damaged.

2. Sleeper Pits

These large pits open all the way down to the two basement floors. Ringing each pit are 48 one meter high pallets, most of them occupied by sleeping humans, heads toward the pit. Thick black cables run from the tops of their shaven heads down into the pit. Only about 90% of the pallets are occupied.

On the bottom floor the cables all gather together into a three meter wide bundle that disappears into the floor in the center of the pit. Any single cable can be severed by a solid blow from an edged weapon or an energy weapon. Disconnection is immediately registered on the control panel above (see 3). See the section on NPC actions below for further detail of the consequences of disconnection.

3. Control Desk

Seated before the broad control desk is the high thinker. The desk itself is on a raised, stepped pedestal half a meter high. From this desk the high thinker can monitor all of the internal function of Nwayvo Beestya. There is a microphone in the desk which the high thinker uses to communicate with the Nwayvo Beestya. It is sensitive enough to pick up any sound within 20 meters.

At the foot of the control desk is the personal body guard of the high thinker. Both his and the high thinkers descriptions are below.

High thinker Android, thinker
Rank 10

PS	9 (-1)	MS	21 (+3)
DX	15 (+2)	IN	21 (+3)
CN	12	CH	18 (+2)

Armor Class: 1

Hit points: 40

Equipment: Communicator, Control baton, stim dose, mind booster

Body guard Android, warrior
Rank 16

PS	19 (+3)	MS	16 (+2)
DX	18 (+2)	IN	12
CN	19 (+3)	CH	12

Armor Class: 3, 9 w/armor

Hit points: 75

Equipment: Powered battle armor, laser pistol, vibro blade, stun whip, 2 stun grenades, accelera dose, interra shot

Powered Battle Armor is a full body suit of high tension steel. It has strength augmenting circuits that give the wearer a strength of 35 and allow jumps of up to 15 meters long, 7 meter straight up. Its speed circuits increase movement to twice normal.

4. Nik'toth's Couch

Unlike the androids, Nik'toth is fond of physical pleasures, like his overstuffed couch. From here he can watch the view screen and carry on conversations with the high thinker.

Next to the couch is a table heaped with rare fruits for his pleasure.

5. Entry Foyer

Outside of the building are two city guards that prevent the curious and uninvited from entering the palace. Inside, this is the first room the visitor sees. It is ornately decorated with rare ancient art and furniture, painstakingly restored. Of the dozen objects here, each is worth 2d6x100 gold pieces.

The two guards in here are members of the elit SWAT teams mentioned earlier. To repeat their equipment list: Powered scout armor, laser rifle, mark V blaster, a stun grenade. Remember that they are +2 with all these weapons due to their special training.

6. Elevator

This is the way the androids reach the lower levels to install new sleepers or make repairs. The guards in powered armor may choose to jump down the pits in dire circumstances rather than wait for the elevator.

7. View Screen

Standing 9 meters high and 27 meters wide, this is the primary communication between Nwayvo Beestya and anybody in the room. Normally it is visually divided into three screens each 9 meters square. The center picture is the think tanks face, the other two are information screens. However, the entire screen can be used anyway the Nwayvo Beestya feels appropriate. The think tank has large hidden speakers that can produce any sounds it desires.

The face of the Nwayvo Beestya changes to fit the situation. For the androids, it is a highly sophisticated and complex robot face. When speaking to Nik'toth for extended periods of time, it takes on the appearance of a sparkling blue and green scaled face with no nose and an overly wide mouth filled with double tipped fanged teeth. For the party, it tries to frighten and cow them with god like images wreathed in flames.

On either side of the view screen is a guard, an elite force that is used only to guard the palace. They are warriors of normal skills, but they have exceptional equipment. Each is armed with irreplaceable items found in the ruins, currently powered by broadcast power.

8. The Air Shaft

Crawling up through the trap door from under the city, the winding tunnel dead ends in a

metal wall. Using energy weapons or equivalent mutation, a search turn worth of work can cut through it into the air shaft. The laser drill can do it in half the time.

Once in the air shaft, it is a 20 meter crawl to the bottom basement level of the palace. The grill is easily removed placing the party in the room. As long as they do not make any noises or disturb the equipment or sleepers, nobody knows they are there.

Nwayvo Beestya guards equipment:

Powered assault armor, modified to have a mark V blaster on the left hand and a laser pistol on the right hand. The grenades are 4 poison gas, 4 stun, 4 chemex, 1 energy, 1 torc, 1 fragment. They can be fired in any order.

The Action

If it is not already obvious, the key to eliminating the threat to humanity lies with the Nwayvo Beestya, Nik'toth and the high thinker. If any one of these is eliminated the overall plan is set back by a few years. If two of them are gone, it is destroyed, but can be resurrected. All three of them out of the picture spell permanent safety from this threat.

Once the enemy is aware that there is a hostile force in palace, they swarm to destroy it with no hesitation. Unfortunately, this may do as much damage to Nwayvo Beestya as the party intends to do. With all of the android fire power, there is likely to be several gaping holes in the walls.

Any sleepers disconnected from the Nwayvo Beestya have a 99% chance of being insane. They race around destroying anything they can get their hands upon. For unknown reasons they leave living things alone, at least at first. If over half of the sleepers are awakened, the city is eventually doomed. The awakened sleepers run amok vandalizing everything in sight.

The androids generally ignore awakened sleepers. They are considered a threat that can be dealt with easily once the party is subdued. This turns out to be a tactical error on their part.

A few hours after the sleepers release, strange things begin to happen. That many free humans running around sparks a mass uprising in the slaves. While unorganized and not well armed, they do cause substantial damage to the vital functions of the city.

The timing here is critical. As the game master it is your responsibility to arrange it so that this happens just as the battle is winding up. If things just don't work out, it is completely up to the party to get out of the city alive.

The party is approached by four former sleepers, the few that managed to come out of it still sane, although not normal. Speaking in perfect unison, they tell the party that they are abandoning the city. If the party wishes, they may come along with them.

If David is with the party, somehow he has survived. At this point he is standing before the looming image of Nwayvo Beestya; he howls out a battle cry. The now crazed computer responds in kind, shaking the building with its voice, deafening David. It booms out, "My holy avenger shall be here soon, oh defilers of my body!"

David yells to the party that he will hold off the attackers and that they should escape now before he takes his revenge on the murderers of his people. At this point anybody can see on the view screen or through the gaps in the walls a force of a hundred android militia mere action turns away.

Leaving the City

If the sleepers are not awakened, then the elevator mentioned above can be activated in a number of ways. Any character playing with the controls accidentally brings it, or the high thinker calls it up to escape, or an android missile destroys the floor thereby exposing it.

In any event, the elevator or shaft leads to a small room containing a metal ship of some sort that is 20 meters long with short wings mounted on the sides. If the party enters it, either the sleepers seal the hatch from the inside. Manipulating the controls as if they were born to it, the four sleepers somehow activate a trap door.

Alternatively, the high thinker can be threatened to operate the hatch and the trap door. If the party is all alone, it all happens by automated systems.

The ship plummets from the city into the river just as a huge explosion rips through the city above. As they float down river, they can see on several view screens the city tip and slowly crumple. Huge pieces fall into the water creating waves that rock the ship.

If David was left alone in the control room, he activates the matter control bomb, destroying himself, Nwayvo Beestya, the high thinker, maybe Nik'toth, and a major portion of the android army, plus a goodly number of nos'ferat. In the years to come, the party may hear many ballads of his actions. Otherwise, the insane computer blew the reactor itself.

EPILOGUE

A. THE SLEEPER SHIP

Once out of the city, the sleepers are willing to answer questions. Still speaking in unison, they explain the nature of the Nwayvo Beestya and its goals. They explain that the computer brought them together, along with the other humans, into one mass mind. Even now they still are connected telepathically and are one personality inhabiting four bodies.

A great deal of the information in Nwayvo Beestya is stored in their heads. However, as time goes by they can tell that they are forgetting things. Much of what was stored in the Nwayvo Beestya was ancient knowledge which the restorationists would give their eye teeth to possess.

The sleepers do not know the nature of the ship that the party is currently riding in. They only knew of its existence and some of its functions. It has no independent power source, the engines having been removed centuries ago. Only the cameras and a few remote sensors still function.

The currents are taking the ship in the general direction of Restoropolis. In a week they are about 20 miles off shore. Let the party try to find a way to signal someone on the shore of their existence. If they can not come up with anything, one day later a friendly ship passes by and tows them to a harbor.

Once back home, the party is recognized as heroes. The government confiscates the ship and the sleepers. For the next few weeks the sleepers do nothing but talk themselves hoarse trying to teach the restorationists as much as possible. At the end of that time, they have forgotten everything they knew. Their individual personalities have begun to return to them.

B. THE LONG TREK HOME

Somehow the party escaped from the city without the aid of the sleepers or their ship. Getting home the way they got here is probably their only choice. This could be a whole set of game sessions in itself.

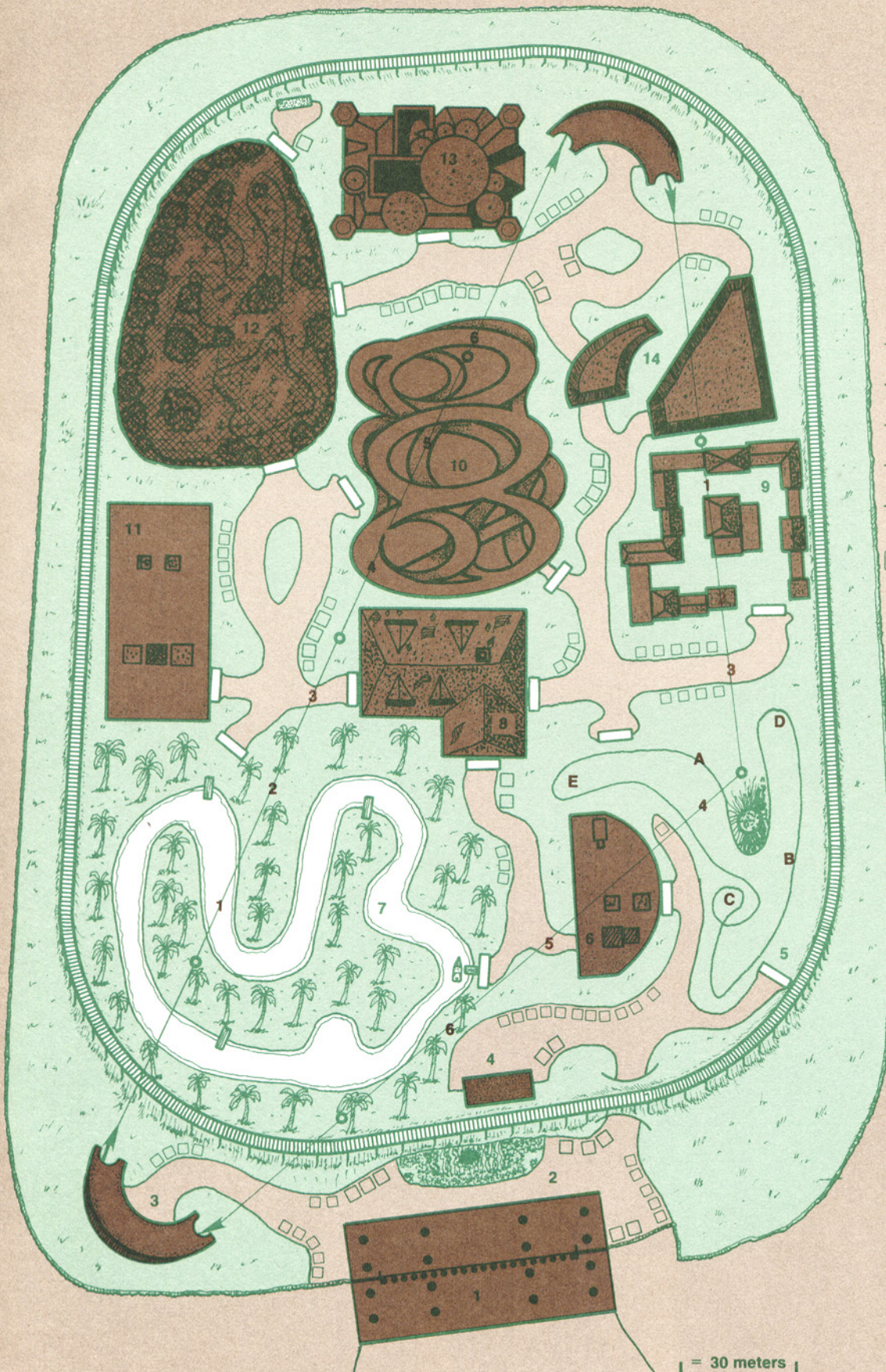
Once home, the city recognizes the party as having performed their task well, although not necessarily heroically. A week later, a band of adventurers finds a huge ship (the same one the party would otherwise have escaped in) beached in a friendly area. Bringing it home, that band receives much praise for their find.

Animal Lands



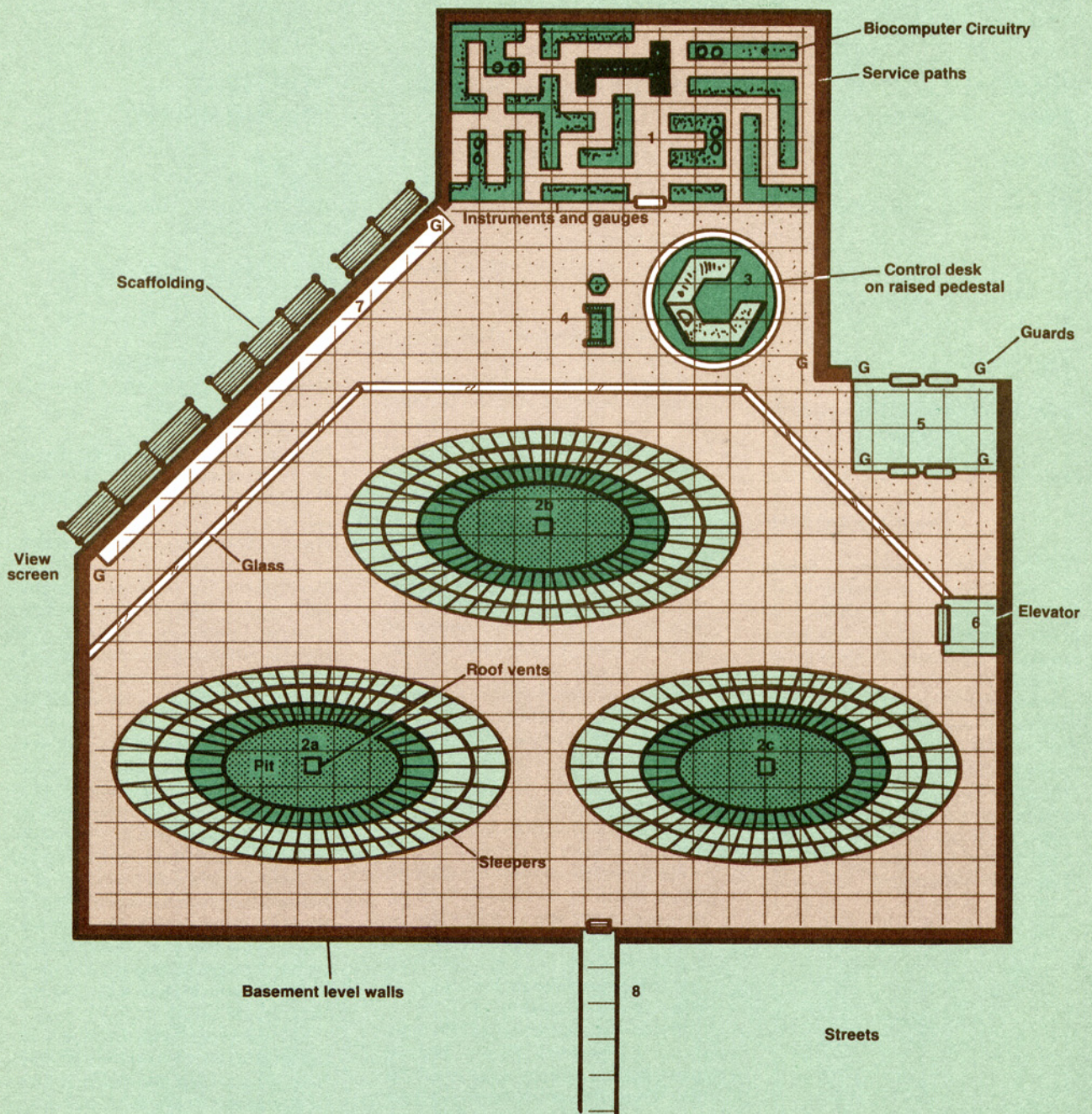
Melkath

- 1 Amusement Entrance
- 2 Welcome Mat
- 3 Sky Tram
- 4 Train Station
- 5 Mt. Vesuvius
- 6 Five Senses Theater
- 7 Jungle Safari
- 8 Haunted House
- 9 Turn of the Millenium Town
- 10 Demolition Derby
- 11 Laser Survival
- 12 Garden of Steel
- 13 Castle
- 14 Uncompleted rides
-  Amusement and service booths



Palace of Nwayvo Beestya

Scale: 1 square = 50 meters



HUGOTH (Hungry Mountain)

NUMBER: 1
MORALE: 15
HIT DICE: 15 Hit points: 85
ARMOR: 5

PS	X (+4)	MS	14 (+1)
DX	10	IN	4 (-2)
CN	X (+4)	CH	3 (-2)

LAND SPEED: 20

ATTACKS: 1 Gore (8, 12 on charge)
1 Trample (5)

MUTATIONS: Two trunks, Heat Generation — trunks(20),
Thought Imitation(8)

DESCRIPTION: Standing 5 meters tall, the Hugoth is a mutated, armored elephant. It eats anything, from plants to meat, even some metals and plastics. Its appetite is enormous to fuel its huge body.

It has four tusks and two trunks. Each turn it will either gore (50%) or grab with its 3 meter long trunks. A successful grab means that it uses its heat generation. On the following turn, it does not attack, but stuffs its captive prey into its gaping mouth (5d10 damage each turn for chewing). It can attack while eating.

WALDIS (Sage of Melkath) Rank 12

PS	9 (-1)	MS	11
DX	10	IN	21 (+3)
CN	14 (+1)	CH	17 (+2)

HIT POINTS: 82

ARMOR: 0 (-5), 8 (-40) w/armor

Description:

Before the holocaust, Waldis was a scientist. At the outbreak of the war he and several others placed themselves in stasis chambers to be awoken a hundred years later. A century later, Waldis awoke to find himself as the only survivor.

Through the use of rejuv chambers, drugs and medical bots, Waldis has remained alive for hundreds of years. With his current stock of equipment, there is no reason he should die for several hundred more. He currently appears to be a pure strain human of about 50 years. He has dark red hair, starting to gray. Waldis wears bifocal spectacles on his hawkish nose. He stands 5'11", and is rather thin.

Waldis has amassed a tremendous amount of ancient technology. The list is subject to change. His current stores are listed in Chapter 3. Prior to the holocaust he was a robotics specialist and will always have a lot of bots.

His unnatural life span has taken its toll on Waldis' mental health. Some say he is completely insane, others that he is beyond the understanding of mere mortals. In truth, he is not quite sane and he is beyond the understanding of most humans or animals.

Waldis loves machines and bots more than living creatures. He is as likely to have a human dissected as he is to help him. There is no predicting his current mood or inclinations. His goals, both long and short term, remain a mystery.

NOS'FERAT (Mutated monkey)

NUMBER: 2 to 20
MORALE: 12
HIT DICE: 11 Hit points: 55
ARMOR: 1 (-5)

PS	16 (+2)	MS	15 (+1)
DX	15 (+1)	IN	7 (-1)
CN	11	CH	4 (-2)

SPEED: 16 (120 in flight)

NUMBER OF ATTACKS: 1 Bite (3)

MUTATIONS:

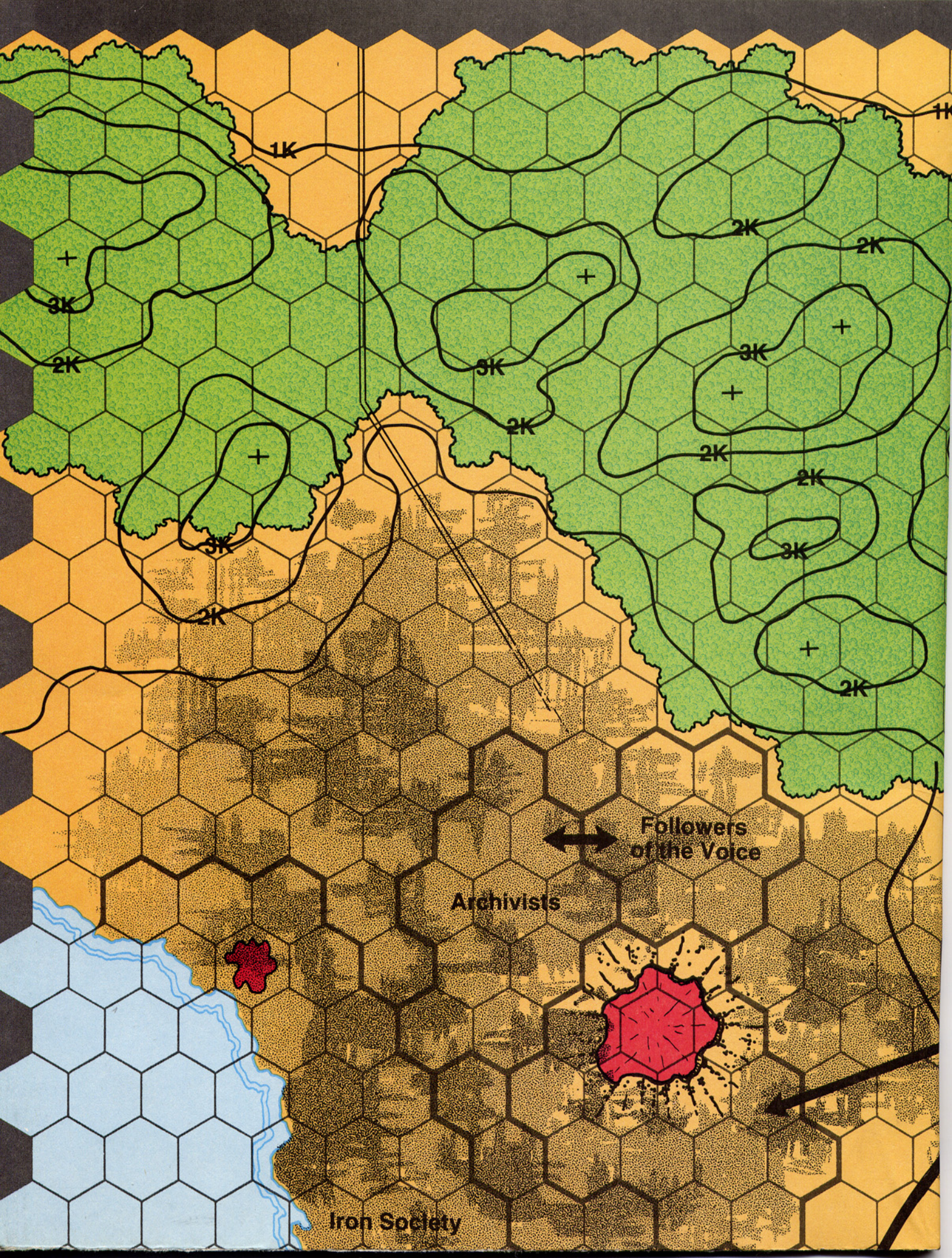
Physical: Wings, Radar/Sonar, Energy Metamorphosis/Radiation, Knockout Poison (tail sting), Immunity to Electrical

Defects: Nocturnal, Inhibiting Field

Description: The nos'ferat are nocturnal, vampiric monkeys. They are light-sensitive, primarily nocturnal, and travel in numbers more often than not. They give off an earthy odor at all times, which can be a tip-off for the wary adventurer.

These nos'ferat work for Nik'toth, gathering the young and strong humans and near-human humanoids to be hooked to the Nwayvo Beestya. They are armed by the City with paralysis rods and stun whips, and one in five of them carries a slug pistol type B in addition to the other weapon. Their tail stings deliver a powerful knockout poison, which subdues the victims without undue damage (so they are still useful to the Nwayvo Beestya when the nos'ferat deliver them).

The inhibiting field, listed as a defect, in actuality works in the nos'ferat's favor. They are less susceptible to mental attacks due to this field, and that is partly the reason they are used by the Nwayvo Beestya as trappers.



1K

1K

2K

2K

+

3K

2K

5K

+

+

+

2K

2K

+

3K

2K

3K

+

2K

Followers
of the Voice

Archivists

Iron Society





A,B Encounters

+

Hill or mountain peak

Elevation lines

Ancients highway

Waja's path



Raiding parties

Alliance territory boundary

Ruins

Radiation

Forest

Water

1 hex = 5 Kilometers

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Healers

Brotherhood of Thought

1K

2K

1K

Ranks of the Fit

the Fit

1K

3K

2K

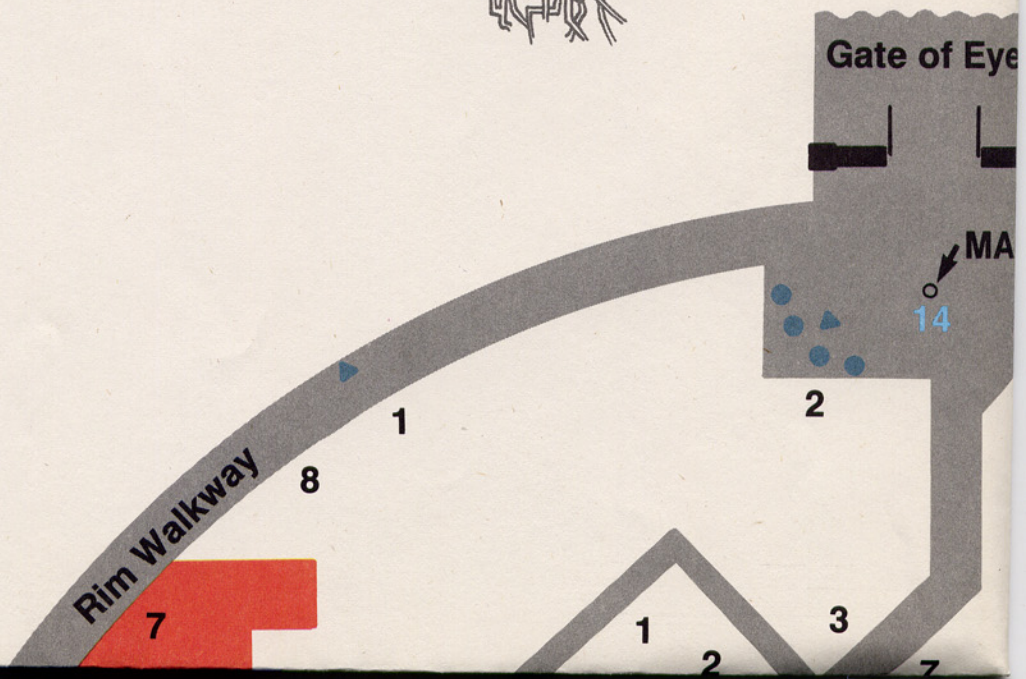
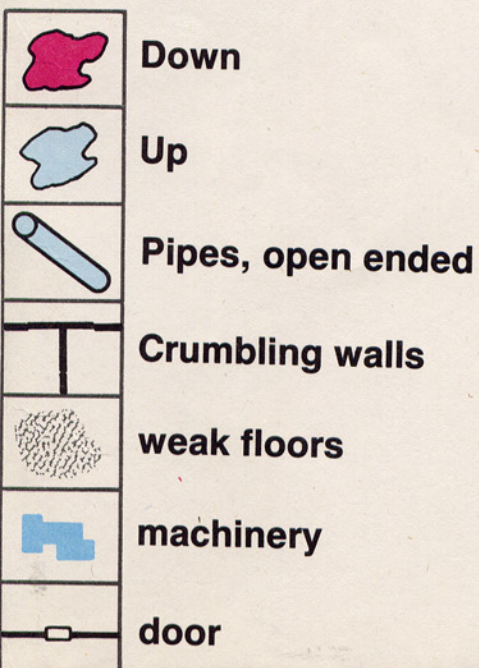
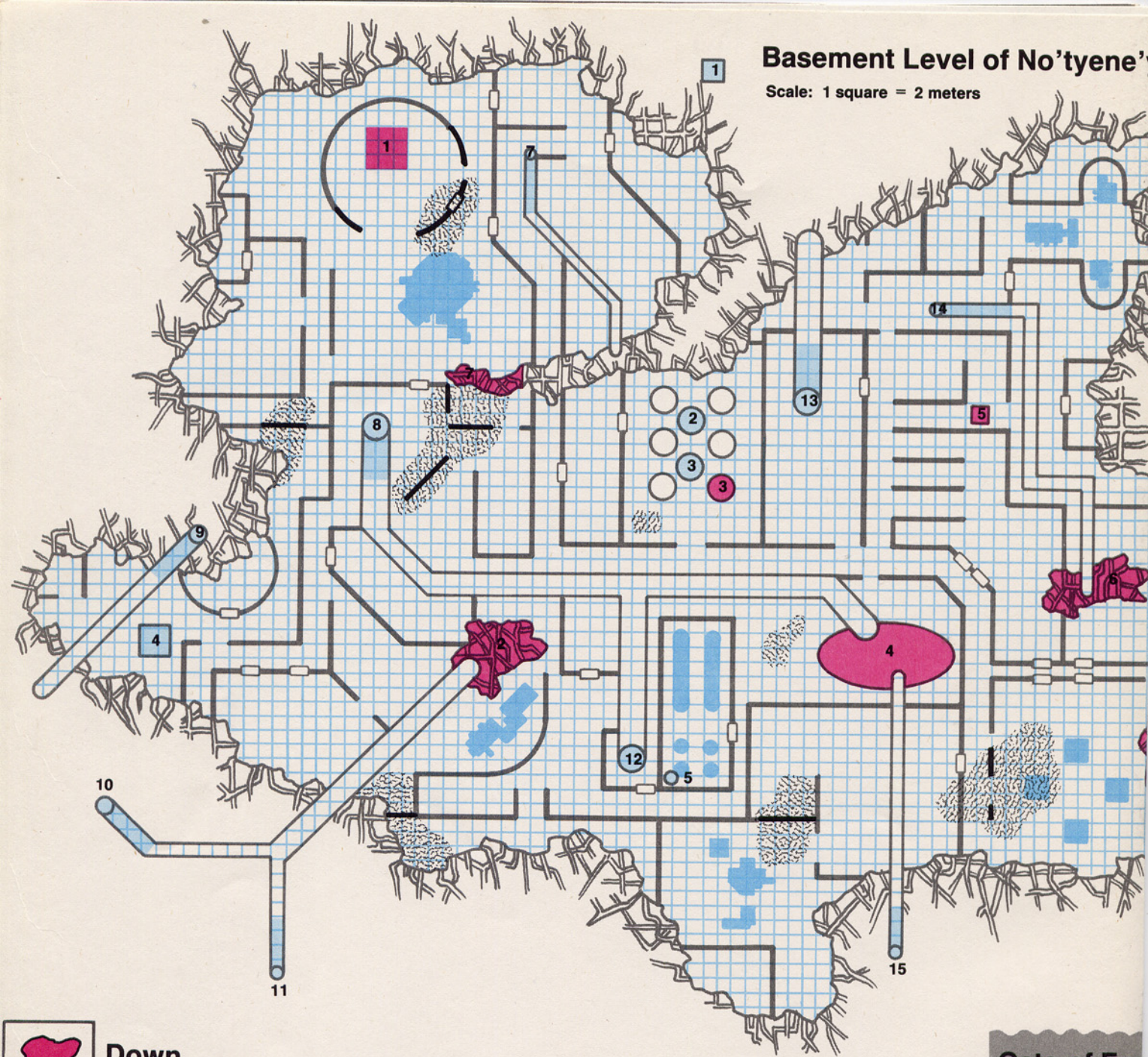
2K

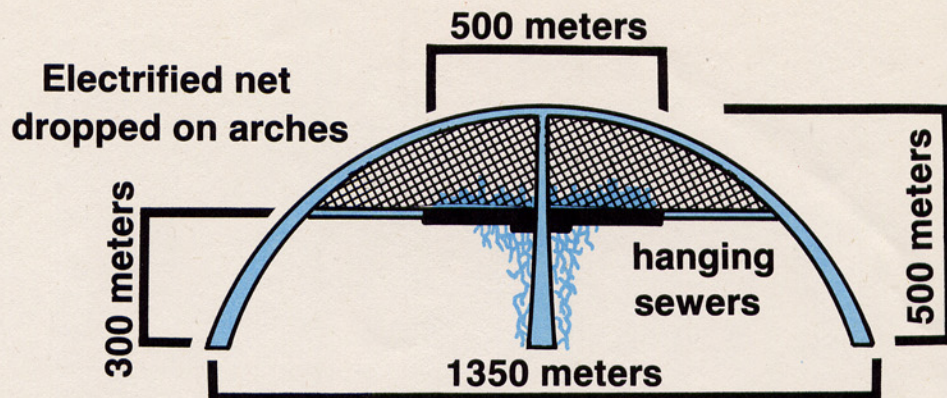
Nwayvo Beestya
Melkath



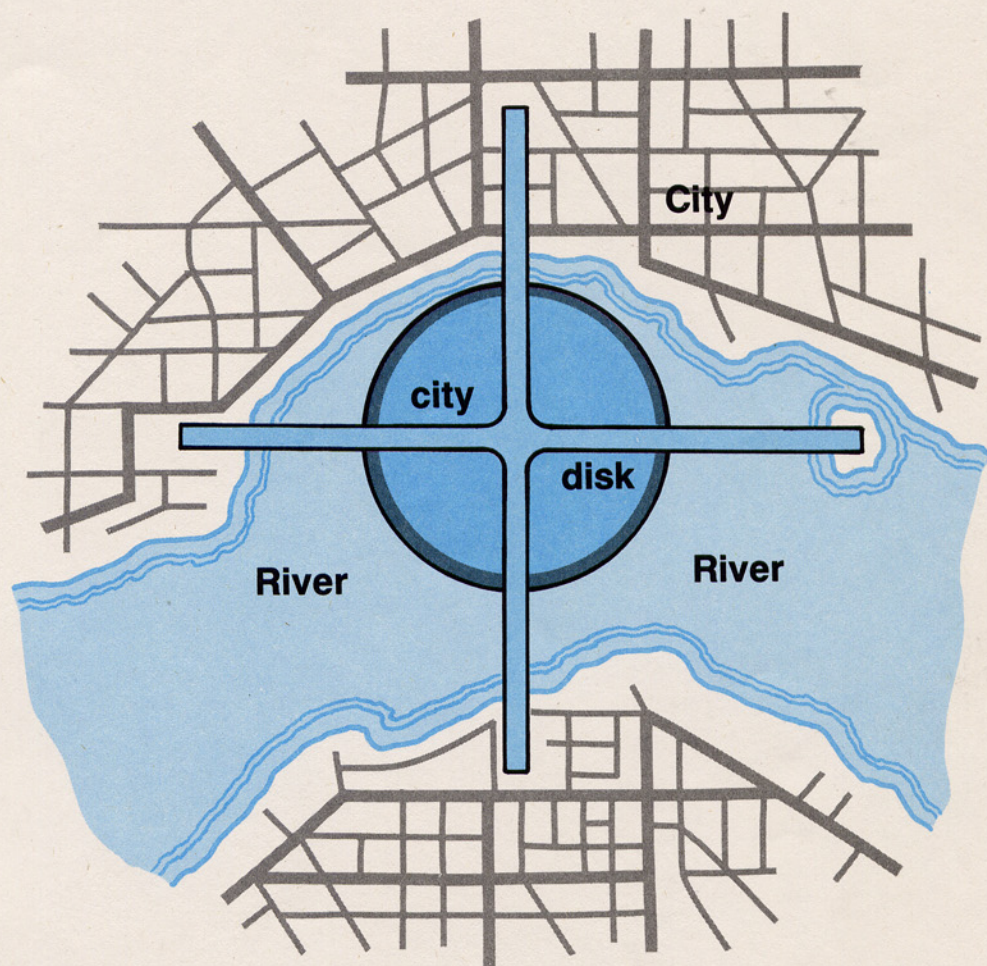
Basement Level of No'tyene'

Scale: 1 square = 2 meters

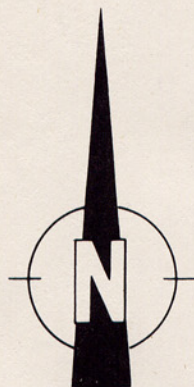




SIDE VIEW of No'tyene'yama



TOP VIEW of No'tyene'yama
 $1/4'' = 100 \text{ meters}$



HOLE

1

COMPUTER
RELAY
STATION

2

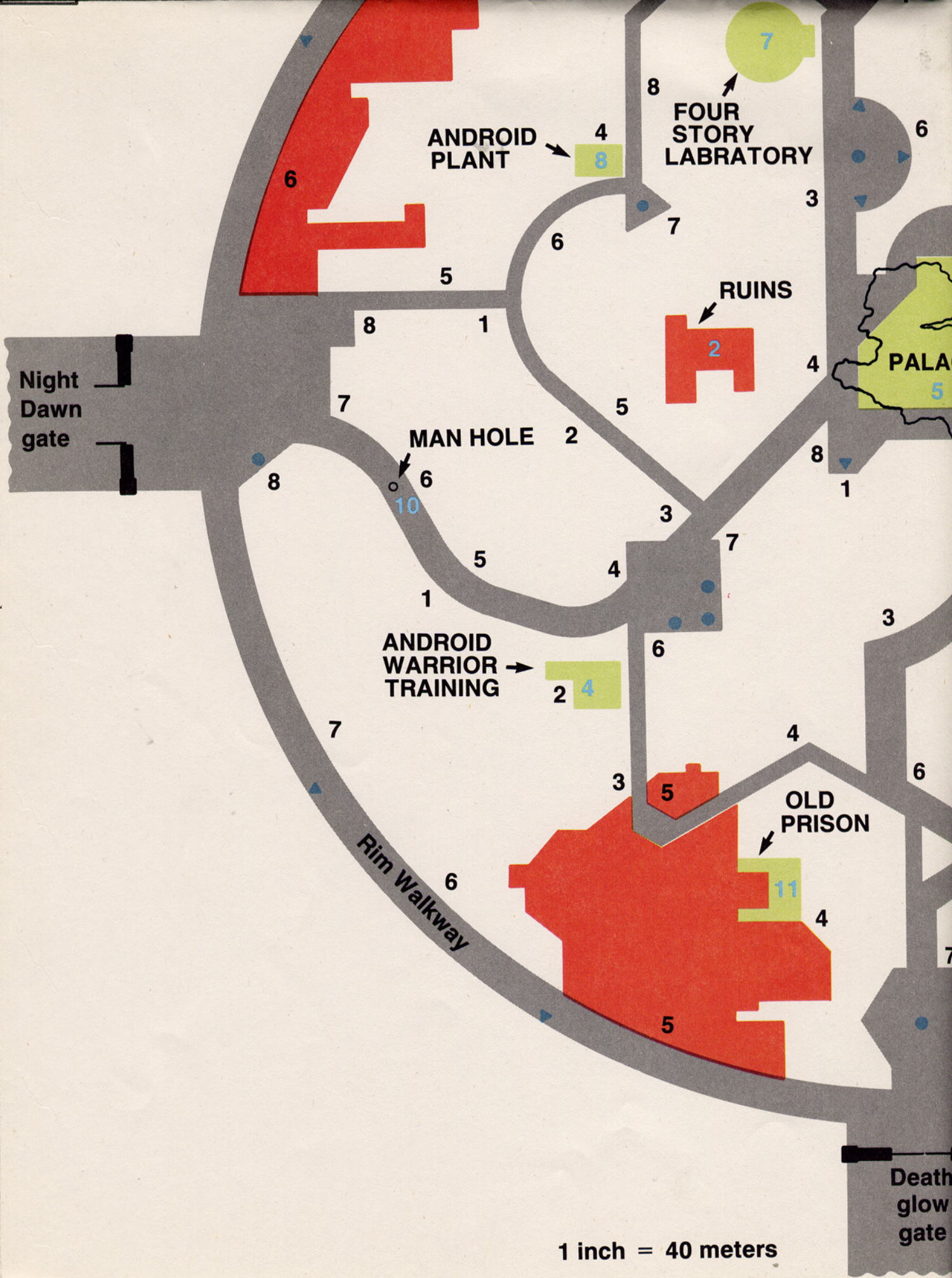
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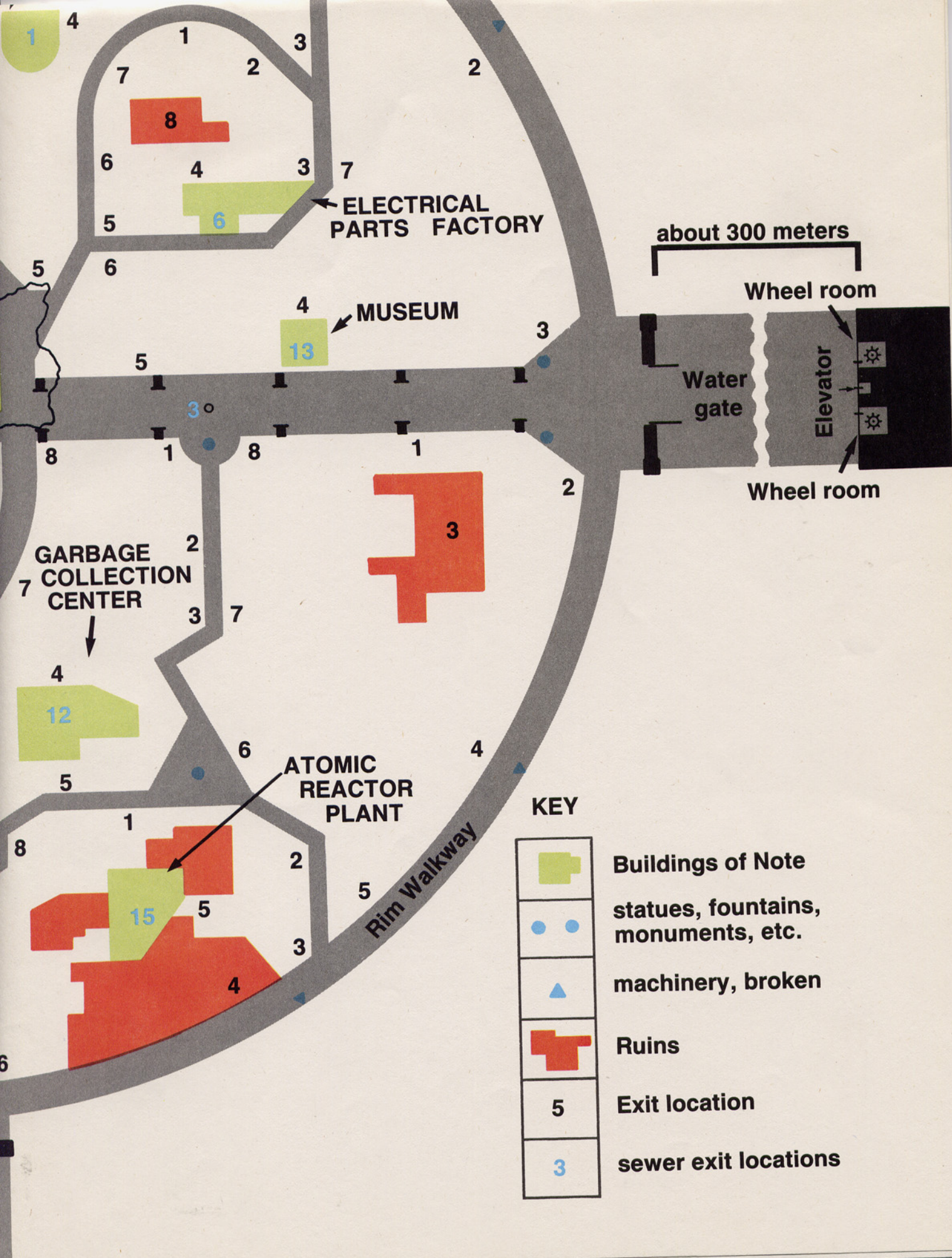
WATER
TREATMENT
PLANT

Rim Walkway

1

8





GAMMA WORLD®

SCIENCE FANTASY ROLE-PLAYING GAME

Beta Principle

by Bruce Nesmith

In the lands to the south, young people are disappearing daily. No one knows where they are being taken, or why. Rumors abound of a New Beast, a Nwayvo Beestya, and of hordes of nos'ferat which are terrorizing the humans and animals alike.

Also to the south is the Nameless City to which your group must travel, in search of relics of the Ancients. You are on a glory quest, one of the highest honors in the land. The fate of your people is in your hands. Is it worth the risk to combat this New Beast, knowing your original mission might remain unfulfilled? Or is your band tough enough to do it all?

Take your aid where you may find it, friends.

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