

GammaWorld™

Master's of the Earth Campaign

Scenario Pack 2

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The world has seen better days. Life is harsh and unmerciful. Roving bands of mutated animals, Men and other stranger things compete with the ancestors of the ancients for survival in a world gone mad. It's now two hundred years after the end of The Black Days and its time that civilization crawled forth from the devastated remains of great nations to claim the Earth once again. Your mission, should you choose to accept it, is to be the vanguard of a new breed of adventuring restorationists. You have been chosen by a rigorous system of trials to form a team that will win back the world and tame it no matter the cost.

This scenario pack contains three beginning to intermediate level scenarios intended for use with the Gamma World™ role-playing game (3rd Ed.) and the Master's of the Earth Campaign Background, though they could potentially be used in any campaign with minor modifications.

Scenario MA-4: *To the Rescue*

The trail of spies and intrigue has lead you to a den of bandits. Do you have what it takes to free the trails and roads from this blight on trade between the villes. Perhaps you will find the source of all these subterfuges.

Scenario MA-5: *The Savage Beast*

Something has been stalking the farms surrounding Boze. Farmers are afraid and have requested the aid of the ville to slay whatever beast or beasts have been taking them in the nights. Farmers and their families have disappeared and occasionally someone is left behind, eaten down to the bone. Gruesome and terrible, it is up to the Team to end this rampage.

Scenario MA-6: *Burnz, City of the Ancients*

The Boze council has asked the team to seek out a special milling machine and power source which is required for the new plans to expand the arms factory's manufacturing capability. This is the teams first adventure to Burnz the legendary city of the ancients. Many legends exist of it's treasures and dangers. The Spartans rule there and trade occurs on their terms, which means infrequently but they are known to be reasonable beings .

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Master's of the Earth Campaign: *To the Rescue*

Introduction

This module is a continuation from MA-3: *Shadow Wars*. Following the clues that Jhasper and Gastino have so graciously left the team, you continue hot on the trail. Only now it is even more imperative that you locate the bandits lair. Rindol, youngest son of Father Therlen has run away and may be in danger. The sooner you track down Rindol and return him the faster everyone in town will breath easier. The job of extermination can then be carried on to make the roads safe for travelers once again.

*[note: Please refer to the Master's of the Earth Campaign Notes for references]

Background

The beginning of this episode could take several roads dependent on who was captured, killed or escaped in the previous scenario.

If both Jhasper and Gastino manage to escape or are killed then the pc's will be required to track down the bandits the hard way. Some possible clues might be had if Gastino's apartment is searched. In a hidden space underneath a nightstand are documents implicating Gastino and naming Jhasper as well in the spy ring. Reports showing departure and arrival dates and times of caravans and noted travelers are also among the papers. One or more of the documents even indicates that Gastino may be raised to the status of Knight of the Barony if his successes continue. Another letter indicates that a messenger will be dispatched from the bandits to pick up the latest target sheet and it is signed 'Bart, Lilly White'. It is not dated so it could have already happened or is yet to happen. [Search skill to find or IN-6 DF:Blue]

- A mule for the bandits will show up the next day if both Jhasper and Gastino are dead. The guard at the gate is alerted to report all strangers entering the city, and he fingered the bandit mule as someone to watch.

[Bandit Mule: Teri, ps9dx16cn8in13ms13ch7 hd6 hp30

[ac1(-5):leather raincoat / weapons: shortsword(6), knife(4)

Teri will attempt to run and will not put up a fight if he thinks he will be harmed. He is a coward, that is why he is used as a mule. It is the one thing he can be trusted to do.

Teri can lead the party right to the bandit gang or he can draw a simple map. He doesn't know too much about the link of the bandits have with the Barony of Ravox, he like all the rest of the bandits were hired by Bad Bart, no questions asked and at great pay. He does know that Bad Bart answers to and sends the lions share of the take to a mysterious boss somewhere south. A party of real tough hombres show up monthly to make a pickup. He will take any opportunity to escape and warn the rest of the bandits, meanwhile he will suck up to the pc's and try to earn their trust.

- *If Gastino is captured* he will not willingly give up any information and will attempt to mislead them at every turn.

- *If Jhasper is captured* he will give up whatever info he has but attempt to make it as profitable as possible for himself. He will tell the pc's what he has learned from the documents hidden in Gastino's apt.

If Gastino or Jhasper escapes they will make their way to the bandits hideout, which provides the pc's with an opportunity to test their tracking skills.

- Another source of information on the bandits whereabouts is Councilman Ben Heslar. During his adventuring days his party was passing through Kran and he remembers seeing a faded

sign on a building there with the name 'Lilly White'. He doesn't remember the exact location though or what the Lilly White's purpose was in the days before. Ben Should only be used if the pc's are having trouble figuring out where to go next.

Before the PC's leave they will be asked to stop by the council chambers by Kenwood. The council has not been convened, but Father Therlen is alone in the chambers and looking VERY worried.

This is where the party learns that Rindol, Father Therlen's youngest son is missing. Rindol left a letter stating his anger at not being allowed to compete in the trails for Team Alpha. He has taken a few artifacts and gone out on his own, seeking adventure. It is Father Therlen's fears that he might run into the bandits and come to harm. He asks that the team track down his son and bring him back to the ville safely. Rindol left no indication which direction he might take, but some things Rindol has said in the past to the town leader leads him to believe that he might head toward Don Don. That town being a den of misadventure and so in all probability a big draw to the foolish. Father Therlen explains that Rindol has a pair of the ancients rubber soled footwear that he was given for his latest birthday and they have a unique pattern to their tread. This gives the pc's a +4CS to their tracking skills when tracking Rindol so long as he wears these shoes, or anyone else who where's them.

So it seems the teams mission has changed a bit, they must now find Rindol somehow and bring him back in one piece.

The pc's are offered the use of Boze's weapons cache of cap&ball rifles and pistols as well as ammunition and powder. In addition, Father Therlen authorizes Kenwood to issue the team a 'night scopeX4' to assist in the search for Rindol.

In actuality Rindol has already been found by Gastino and/or Jhasper, and they knowing who he is have taken him hostage and are dragging him with them to the bandits hideout at the Lilly White in Kran.

If for some reason both Gastino and Jhasper have been eliminated or captured then Rindol will be captured by the bandits on the way to Don Don and he has yelled out his status to the bandits in hopes they will let him go, which may have saved his life, as the bandits aren't too finicky about killing, though they do tend to let most of those they waylay continue on mostly unmolested. They have him tied up in the basement of the Lilly White and plan to ransom him back to the ville.

-Rindol has stayed off the main track, trying to keep a low profile. He is paralleling Trader's Road and trying to avoid other travelers. This has put him smack dab into Jhasper and/or Gastino's hands who are doing the same.

- If the pc's have used their tracking skills they soon run across an open area where it looks as though there was a short struggle. Two or one, (see above) two legged humanoids have taken the one they were tracking. Presumably Rindol.

The pc's will not catch Gastino and/or Rindol or Jhasper. It simply takes longer to track than it does to flee. So the team will not meet up with them until the encounter at the Lilly White.

The Bandits:

The bandits are held up in the Lilly White in the ancient ruins of Kran. The bandit rank and file are unaware of the role they play in the areas politics, they were just recruited and hired by Bartholemu Othbrook aka 'Bad Bart' largely from the seedier taverns of Don Don to do a job. Bad Bart is the only one of the bandits who knows the true purpose of the bandits. The bandits purpose is two-fold. First, to destabilize the other surrounding villes and to simultaneously enrich the Barony with hard currency and captured artifacts. The Barony uses the funds to purchase vital equipment and basic provisions that most settlements will not openly trade for.

The Barony is forced to use more illicit means and traders to acquire these goods as there is an unofficial ban on trading with the Barony. This costs lots of domars.

- Once a month the Baron sends a trusted Lieutenant with an armed escort to pick up the months haul. The bandits are resigned to the way things are. If they had any designs on taking the goods for themselves, one look at the pickup team has dissuaded them thoroughly. Trist leads a group of (6) knights to do the pick-ups. They are one tough looking crowd and hard as nails as well as armed to the teeth. Besides, they are well paid and the risk so far has been minimal, though the travelers have been traveling with armed escorts more and more recently.
- The bandits are used to working together as a team for some time now and won't be a push over. They will enthusiastically and decisively defend their positions until at least (3)three of their members have been incapacitated, then they will start needing to make moral checks. (4) or more members and they beat a hasty retreat for parts unknown until things cool off.
- Bad Bart will attempt to hold on to Rindol as long as possible to use as a bargaining chip and because he likes the kids feistiness. The idea at first was to ransom the kid back to Boze, but now he is thinking he could turn the kid into a real asset for the Barony given enough time and has taken a shine to him. Though that will not prevent him from cutting Rindol's throat if he believes it advantageous. Bad Bart will attempt to escape if (2) or more of his men have been incapacitated.
- If captured, Bad Bart will be loath to tell the pc's anything useful about the Barony or the Baron, but if he feels his life is in jeopardy he will give information grudgingly and will attempt to deceive where possible. He may even attempt to say that he was running the gang alone and that they were just a feral group trying to make good on the trade between villes.
- The GM should discourage the pc's from running off to the Barony at this point, as they will most likely be outgunned and outnumbered. You may have Bad Bart or Gastino openly laugh out loud at the mention of the team storming Ravox, and if they ask why, the NPC will tell them that they think it's a marvelous idea, they should run right down there and take the Barony and all it's knights. Of course, it is the wish of the GM that the exact opposite happens so, the impression should get that this advice is actually a VERY bad idea.

The Bandits (also refer to accompanying maps)

Bartholemu Othbrook (**Bad Bart**): Rank 2 HP89

Ps13dx14cn11ms11in13ch13

Ac2(-10): Ballistic cloth, Armelon

Weapons: Laser Pistol(8)+1RF 8S/1R

Crossbow, hvy(8) 20S/0R

Knife, Combat(5)

(2) Smoke Grenades 20'R

Skills: Escape Artist(5) -3 f/ DF

Brawl(5)

Misc. Artifacts: Flashlight (chem. 10hrs, rechargeable)

(1) Key

Bandit 1: Rank 1 HP70

Ps12dx12cn11ms9in10ch9

Ac3(-15): St.Leather

Weapons: Machete(7)

Knife, Throw(4) R12 4S/0R

Skills: Martial Arts(3)

Dodge(5)

Bandit 2: Rank 1 HP60

Ps12dx12cn11ms9in10ch9

Ac2(-10)-3CS: Leather/Med.Metal Shield+Hockey helm

Weapons: Mace(9)*Stun

Mutations: [8]Hands of Power(4) 3/turn

Skills: Weapon&Shield

Bandit 3: Rank 1 HP50

Ps12dx12cn11ms9in10ch9

Ac2(-10)-1RF: Leather+Leather Cap+ForceField Wrist Belt

Weapons: S.Bow(6) R25 20S/0R

S.Sword(6)

Bandit 4: Rank 0 HP50

Ps12dx12cn11ms9in10ch9

Ac0(-0): None

Weapons: Spear, throw(5) R12

Rope(0)Entangle

Skills: Wrestling/Grappling(4)

Tracking(10)

Survival, Temperate(8)

Bandit 5: Rank 0 HP50

Ps12dx12cn11ms9in10ch9

Ac1(-5): Furs

Weapons: Sling(4) R15 20S/0R

Mutations: Horns(3)

Animal Features(Bison)

Misc. Artifacts: (1) pack unopened fruit-of-the-loom briefs

(1) pair of Rebock running shoes[DF:Yellow to see if they fit]

Bandit locations:

A- Front entrance guard: Bandit 4

B- Rear entrance guard: Bandit 3

C- Main Dining area: Bandit 1,2,5

D- Basement area: Bad Bart, Rindol, Gastino and Jhasper

Treasures:

A- In the basement on the shelves and locked in a wooden strongbox: (the key is around Barts neck on a leather string.)

1. Money

d20-DA

d100X3-GP

d100X5-SP

d100X8-CP

d100-DO

d10-pieces of jewelry valued at d100-GP each

2. (2) Books

1- The Dig'nist Dog 2GP

2- The Encyclopedia of Moths, circa1904 d100X5GP

3. (1) Mad Magazine, May 1985 Issue

4. (1) signal flare and flare gun in a wooden box

5. (2) First Aid kits(10)+(1)Pain Reducer, Med Int

(1) Stim Dose

(1) Pollycellulac-3

6. 1d6 boxes of 1d4 types of ammo, each with 1d100 rounds of ammo

7. (2) pairs of tube socks with green stripes
8. (18) pairs of medium length shoe strings, not suitable for boots
9. (1) stick of TNT
10. (1) Concussion Grenade

Nothing else of value will be found, except what is taken off the bodies of the bandits.

With the demise of the bandits(hopefully), all that remains is to bring Rindol safely back to Boze. Rindol is no longer defiant, most of the brass has been taken out of his balls by his recent experiences and he is more than happy to accompany the team back to Boze and his family.

Once back to Boze, the team is debriefed by the council and once they tell what they know of the recent events and machinations of the Barony the council will tell the team that these matters must be deliberated upon and to go for a well earned rest. Any PC's needing medical attention will be referred to the healer's shack.

This ends MA-4: *To the Rescue*, please continue the series in MA-5: *The Savage Beast*

MA-5

Master's of the Earth Campaign: *The Savage Beast*

Introduction

Something has been stalking the farms surrounding Boze. Farmers are afraid and have requested the aid of the ville to slay whatever beast or beasts have been taking them in the nights. Farmers and their families have disappeared and occasionally someone is left behind, eaten down to the bone. Gruesome and terrible, it is up to the Team to end this rampage. There aren't many clues left at the scenes of these brutal attacks, a few torn rags and the shattered bones of some of their victims. There are usually teeth marks on the bones, but every bit of flesh has been stripped off and often the bones are broken open and the marrow gone as well. If the beast responsible for these attacks is not caught and slain soon the farmers have threatened to leave the farms for the safety of the town walls, which would be disastrous for the town so close to harvest time.

Background

A group of Grimlocks have moved into a mall and the sewers in the ancient ruins of Lorns and have been 'hunting' in the area. They have not been in the area long and have decided that the area around Boze is a rich hunting ground with lots of fat prey. Most of the time, the Grimlocks take the victims of their raids back to their lair for consumption but occasionally they cannot contain themselves and fall to feasting on the spot if they feel safe. The Grimlocks live in a mall which they use as their sally point and nest in an area below in the old sewer system. If the pc's show up during the daylight hours, there will be no Grimlocks above ground and only one guard at the mall sewer entrance and one near the nesting area. The rest of the small tribe will be asleep, resting for the nights hunt. The Grimlocks are lead by a powerful Grimlock mutant they call The Master. They nearly worship The Master and will follow his every command with enthusiasm without regard for themselves, which isn't a stretch for Grimlocks anyway who seem to have no sense of self preservation. The Master is a megalomaniac and desires that every sentient being worship him. He has always been the strongest sentient he has known and is quite convinced of his right to rule all others, or hunt them.

Before the pc's leave they are offered the use of Bozes supply of cap&ball rifles and pistols as well as ammunition and powder.

The Hunt for the Beast

The Grimlocks are not very careful and they will not be extremely difficult to track(+2CS). An IN-6 or the tracking skill check DF: Green will note that there are multiple tracks indicating there are several creatures and not just one. Plus there will be the occasional clue that the pc's are on the right trail, the occasional bone from a victim that a Grimlock has been gnawing on or more pieces of torn cloth that has been left by a victim. The Grimlocks are not humane kidnappers, and their victims are literally being dragged along and tortured along the way for the Grimlocks amusement.

All the pc's need to do is go to a recent location where the beast/s have attacked and follow the trail back to Lorns. Once they get into the ruined city of the ancients the trail will be much harder to follow(-2CS). If the pc's loose the trail they may have to wait for dusk, when the Grimlocks come out from the sewers to the mall above to do their pre-hunt rituals which include noisy, moon howling displays of Grimlock-hood.

If the pc's decide to wonder the city in search of the lair they have a flat 30% chance of finding the mall in d6 hours and then must roll an IN check w/ a DF:Green. The smartest pc can make the attempt. The mall definitely shows signs of post-ruin occupation and/or pillaging. Nothing normal would want to live anywhere near the heaps of wrecking trash that lies liberally piled around.

The following is the preferred encounter lead:

If the pc's come upon the mall prior to the beginning of the Grimlock's 'hunt' they will find the Grimlocks have noticed the pc's approach and have prepared an ambush of sorts. (refer to GM's map for starting Grimlock locations). The Grimlocks will initially attack with their slings, but will soon loose interest in this and attack en-mass, preferring to use their sharp swords and knives on the flesh of the pc's. The Grimlocks surge forward howling and screaming. Pc's must make a save vs surprise to prevent a -1CS for the first A.Turn to all attacks or defenses.

The Mall:

(refer to the GM's map for store information)

Within the mall is a sports products retail store. In the store can be found the following items:

- 1- (1)Crossbow, composite + d20 aluminum bolts with hunting tips
- 2- (1)Bow, composite + d30 aluminum arrow shafts with hunting tips or target tips
- 3- d4 types of loose ammo of d20 quantity
- 4- d6 random items of camp gear
- 5- (1) small First Aid Kit(5)

Nothing of interest can be found in any of the other stores accept the following items:

- 1- d10 random items of women's makeup
- 2- d4 bars of soap
- 3- (1) 1lb can of coffee grounds
- 4- d4 costumes

only a thorough search of the mall will find any of those items.

The Grimlocks

The Master is determined to extend his kingdom throughout the area and have even driven off most of the wildlife that normally inhabits it. The Grimlocks in Lorns are an offshoot of the tribe from the ancient ruined city of Desy. The Master was a rival to the leadership of that tribe and

was tricked into leaving with a small band to form another hunting area, as far away as possible.

The Master: hd20 HP200

Ps21(+3)dx16(+2)cn11ms12in13(+1)ch10

Ac6(-30): Total Carapace(12)

Skills: ambidexterity(4)

Language, Trade(0)

Climbing, rock walls(5)

Mutations: Dual brain(12)

Body Weaponry(14)

-Mace(9)*stun

-Saber(7)

Hands of Power(8) d(4) 12/turn (used in conjunction with Body weaponry)

Levitate(7)

The Master is wearing a batman costume from the costume shop above. He thinks it is a protective suit of one of the ancient's gods. He will not be found outside of the nest area in the sewers.

The Master will attempt to subdue the team so that he can speak with them. He is curious about the human/humanoid cultures of the area. During this time he will also attempt to make the pc's recognize The Masters divinity and right to rule, after which he will feed them to his people.

Grimlock Horde: hd4 HP 15 (Gm Note: add more as needed to make challenging. Keep in mind the battle against The Master, later)

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ps13(+1)dx8(-1)cn11ms10in11ch4(-2)mrZ

ac2(-10) mv12

Weapons: S.Sword(6)

Handaxe(6)

Sling(4) R10 S10/Rinfinite

Claws(5)

Mutations: Mental Shield(8)

As the pc's enter the mall compound they will notice a Grimlock shuttle down a man hole at the other side of the mall. If the pc's immediately follow they will be able to follow the sounds of this grimlock as he beats a hasty retreat to warn The Master of the teams arrival.

The Sewers:

If the pc's have killed all the grimlocks or they do not immediately follow the escaping grimlock down the manhole they will have to find the grimlock nest by random selection of corridors.

The pc's can wonder these sewers for hours without finding any trace of the grimlock nests. The grimlocks have explored all the tunnels and have selected the only open area within the system as their lair. There are many manhole exits throughout the sewer system so the pc's may leave at any time to go to the surface. Each manhole requires a PS check DF:yellow to open from below and a DF:Orange to open from above.

1- The Tool Room

Close to the Mall sewer entrance is a heavy steel door that leads to an old tool room. The door is locked with a standard key/lock system, but is still effective against the grimlocks. It is rusted however and could be broken with a prybar and a PS check w/ a DF:yellow result.

Inside the pc's will find:

- 1- (1) metallic Tool box, rusting but usable with general use handtools
- 2- an old Mattock
- 3- Shovel
- 4- Spade
- 5- Sledge Hammer
- 6- Stone Masons Tools
- 7- (1) Rubber Boots
- 8- (1) Rubber Coat
- 9- (1) Rubber Gloves

2- The Nest

The nest is a major intersection where several sewer corridors meet. It is also where a pumping station was, but that equipment has been moved at some point and is no longer present, creating more living space for the Grimlocks. Bolt patterns can still be discerned where the equipment was mounted.

- 1- A few items of torn cloth
- 2- A few Coins d20-CP / d20-SP / d10-GP / d6-DO
- 3- (1) Broken kitchen knife
- 4- Many scattered and piled humanoid bones
- 5- (1)broken serenge
- 6- (1)pollycellulac-3

After

Once the Grimlock menace has been taken care of the farmers of Boze are free to return to their homes and continue their farming, saving this years harvest and potentially averting a famine in the area.

This ends MA-5: *The Savage Beast*, please continue the series in MA-6: *City of the Ancients*

MA-6

Master's of the Earth Campaign: *City of the Ancients*

Introduction

The Boze council has decided that it is time to upgrade their arms factory. They need several items that are going to be very difficult to locate. They need a special milling machine and a renewable power source to start off with. The team is tasked with locating and if possible bringing back these items so that the council's plans can be brought to fruition.

The council has determined that the likeliest location of such a machine would be the ancient city of Burnz several Km northwest of Boze. It is known that most of the city of Burnz is controlled by a race known to the council as The Spartans. They call themselves the Githyanki. Though this is not widely known. The Spartans are not overly friendly but are not xenophobic either. They are part of the trade routes that merchants travel and they deal mostly in artifacts which they trade for basic items which are not easily produced in the ruins. It is rumored that some of the city has the taint of radiation about it, so caution is advised when exploring. It is also advised that the Spartans be approached before randomly searching the city, as they may know where the machines may be located, besides, they don't take kindly to strangers wondering around their city and are aggressive in seeing that this doesn't happen. The Spartans are known to be powerful mutants and militaristic in their bent, they also keep slaves that they take in battle. As long as you take on the persona of dignitaries or traders the team should be ok.

*GM Note: It is important to build a relationship between Team Alpha and the Spartans for future campaign purposes. Try to make or guide the pc's into a positive interaction with them. It will not be easy, as the Spartan(Githyanki)'s are not exactly cuddly. Remember, you will need the Spartans in the future, be good emissaries.

The Trip

The team leaves when they are ready. They are under no real time limit, though they shouldn't pussy foot around either. People are expecting them back in a reasonable time frame.

As usual the team is offered the use of Bozes firearms; cap&ball rifles and pistols and as much ammunition and powder as they can carry.

-Besides the normal random encounters that the pc's run into the following should be worked in at the GM's discretion.

1- Tinker Cart

A Tinker and his brightly colored wagon is traveling from the Orlens(two-heads) encampment and is on his way to Enir Ville and then on to Boze, so he is keen to find out any news or events and potential jobs that might be had in the area. He will regale the team with his own adventures and stories into the wee hours of the morning if the pc's let him. If so, the pc's will not be rested and may suffer effects from fatigue. Make checks.

The tinker can tell the pc's generally where the several races of the area are located and what to watch out for.

2- A group of Two-Heads attempting to locate a Tinker who has stolen an artifact from the tribes chief. They will be riding Brutorz, and look to have been riding hard from the look of the poor beasts. Sweat streams down their sides. They will ask the pc's if they have seen the tinker and in which direction he was headed. If the pc's ask what the tinker stole they will say that it was the chiefs pride and joy a music machine of the ancients. It played a selection of several hundred tunes of the pre-ruin days and the chief is very upset at its loss and believes the tinker has it.

Note: The tinker did not steal the device, but it did disappear about the same time the tinker left the tribe.

The two-heads will answer any quick questions the pc's have, but will not hang around for anything elaborate or time consuming. If the pc's help the Orlens at this point it will create

some good karma toward any future meetings between the group and the chief of the Two-heads.

- Within site of the huge towers of the ancient city of Burnz the pc's spot what appears to be a check point ahead about 500m up the road. There is a cement bunker with several figures standing stiffly looking toward the team. Though they have not reached for their weapons as yet they look as though they are ready to do so at a moments notice. They appear as if they are patiently waiting for the pc's to come forward.

* GM Note: Make sure the pc's are made aware of just how well armed and armored this group looks. You don't really want a firefight here.

The guards must be the Spartans that the council spoke of. If the pc's act suspiciously a group of (6) Spartans will form up and head toward the teams location. Otherwise they will await the pc's arrival.

The Guard Spartans:

(10) hd16 HP80

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ps15dx13cn15ms18in18ch7mr12

ac5(-25): Chainmail

Weapons: Paralysis Rod(1)-paralysis

G11 H&K Assault Rifles(6) R40 S50/R1

Polearm, Halberd(12)

Mutations: Mental Blast(10)(5)

Energy Metamorph(8)(16)

Regeneration(6)

Skills: Martial Arts(4)

Language, Trade Tongue(12)

Misc. Artifacts. Leader has a wrist communications device.

The Spartans will seem haughty to the pc's, some call it self confident. They will be matter of fact and business like. They will not be overly verbal and will spend a great deal of time between dialogue staring unblinking at the pc's, whether in appraisal or open hostility, it is unclear. It costs 10gp, and they must register at the guard house to pass. In addition, they will have an escort of (2) Spartans accompany while in their territory.

[Those pc's with telepathy or empathy will get the impression that the Spartans feel superior and that they question the pc's intent and whether or not they could get away with taking the team as personal slaves, but feel they probably better wait to see what happens with their leadership. Some will be hoping that the pc's act aggressively so that the Spartans can have a little fun, or what they consider fun, as they all seem rather cold and emotionless even to an empathic probe.]

If at any time the Spartans are referred to as Spartans they will show as much emotion as ever, and turn to the offending party member and tell them coldly that they are NOT Spartans, we are Githyanki and that they would be better served to remember that.

The guard Spartans will seem disinterested in whatever the pc's have to say and feign ignorance in any matter that gives information about their territory, including the whereabouts

of any manufacturing facilities that contain a milling machine. If the team has identified themselves as official emissaries from Boze, or that they desire to trade for something they will be escorted to the Spartans administrative center, minus their weapons, of course. The pc's will be thoroughly and professionally searched for holdouts. If the pc's give the guards trouble about the weapons, the Spartans will offer some olive branch and inform the pc's that they may have their weapons, when or IF they return. If the pc's still refuse to give up their weapons they will tersely be informed that they will not be allowed to enter the city and the fee they paid is non-returnable.

Any other explanation of their presence here and they will be asked to leave. They are then warned that there are many patrols and word of their arrival will be passed on to these patrols, and that if they are found again lurking about, that they will be considered bandits and exterminated or enslaved.

If the pc's have not managed to flub the introductions, they will be escorted through the city streets and to a particularly large, elaborate 3 story building. On the way they see much activity of the day to day life of the Spartans. They seem to be in constant military training, from the very young to the very old. Sometimes singly, sometimes in small groups. A few other races have been noted going to and fro on some mundane task or another, presumably some of the slaves you've been told about, but no where do they see inactivity. Often, the Spartans would stop what they were doing to watch the team pass with their unblinking stares. It is still hard to guess whether they are unfriendly or not.

In a few locations while traveling the team sees what appears to be unnatural lights on in some of the buildings. And more than a few ancient artifacts can be seen in regular use throughout their travels. It is obvious that the Spartans have put their position within the city to good use in order to increase their own wealth as a people.

*GM Note: Encourage Some of the team to think that the Spartans would make terrific allies.

Tell the team that no one from Boze has ever approached the Spartans with this idea before. It is something to keep in mind when dealing with them.

The pc's are guided up a set of marble steps through Roman pillars and carved stone facades through a large two-door entrance into a huge chamber. You noticed better armed and armored guards standing outside and just inside the doors. These guards carry strange weapons that may be those rumored magical weapons of the ancients that you have heard of. And the armor is made from a strange material, neither metal nor wood, perhaps it is made from the same materials as some of the artifacts you've seen before, plastic, you think it was called.

The (2) Spartans that have escorted you this far finally leave you in the presence of a well dressed, lightly armed Spartan that they called 'lord' and bowed with fists to chests as they departed, likely back to their assigned post. It seems that no Spartan is well dressed without at least a small knife on his or her belt and the 'lord' was no exception.

The well dressed Spartan bows his head to the team and introduces himself.

'Welcome outlanders, I am the Minister of Warfare and Trade, Jovok, you may refer to me as Lord Jovok. The guard post called ahead and told me to expect your coming. I understand you have something you wish to ask of us?' He then pauses and gives you the same unblinking stare for which you are becoming accustomed to seeing.

At this point the pc's need to explain their situation and what they desire from the Spartans. If a pc begins speaking it will presumed thereafter that that pc is the leader and spokesman for the group. If another pc speaks that pc will be ignored unless they persist, then the pc that originally spoke for the group will be asked why he does not discipline his subordinates, and why they speak out of turn. Is this pc, not the leader?, etc.... The pc's are not asked if they need refreshment or food, neither do they notice any chairs anywhere in the large chamber. They do see many rows of book cases, some have been moved to form partitioned rooms.

There seems to be a great deal of activity here, and most present appear to be better dressed and armed than the typical Spartan seen on the way here.

This must be some sort of administrative center, perhaps even the location of the Spartans chief, whatever he is called.

If they pc's state their purpose they will notice Lord Jovok appear to pause in deep thought. Shortly he says, 'Come with me. I believe there is something you may do for us', and he then turns and begins to walk away from the group. When the pc's turn to follow, they notice one of the nearby guards follow shortly after them.

The team is shown to a small room near the left end of the huge chamber, Lord Jovok, steps aside and motions the pc's through. When they all step in, they see a small room with a circular table dominating the center. There are no chairs, just the table. They hear the door shut behind them and no sign of Lord Jovok. If the pc's open the door, which is unlocked, they will see the guard that followed them standing before them, staring unblinkingly and not allowing them to leave. He will first simply hold up his hand to indicate that they may not leave, failing that, he will hold up his Stun Ray Pistol.

A relatively short time passes (1/2 hour) when the door is opened and Lord Jovok and another important looking Spartan dressed in military fatigues enters. If the pc's are seen lounging or sitting on the floor or table, they will be met with a very slight indication of displeasure or disgust, it is hard to tell, as not much shown on their faces and only for a split second at that. But the emotions will play clearly across their minds if someone is listening. Lord Jovok introduces the newcomer as Colonel Hurrn, of Internal Security.

The Colonel will bow his head to each pc introduced. Again, the Colonel will look toward the 'leader' of the team and expect all conversation to proceed from him/her.

The only real way to stand in the room without undue crowding is to spread out around the table, and Lord Jovok and Colonel Hurrn gesture for the team to do so.

-If the pc's ask about chairs or seating arrangements, the Spartans will simply say that the Githyanki have no use for such things, it makes a people weak.

Colonel Hurrn begins the conversation by asking confirmation of the pc's needs. He then proceeds with the following information:

-The Spartans do indeed know of a location where a milling machine may be found, but that first the pc's must do something for them.

It seems that a large band of raiding Badders have set up camp in an area just outside of the Spartan area of control in a location that the Spartans are mildly interested in. The Spartans were just about to launch an operation to clear this compound when the pc's showed up. As the Spartan Internal Security could be productively used elsewhere and with less risk, it has been decided to trade the pc's time and risk for the information on where the manufacturing facility can be found. In other words, if Team Alpha clears the compound for the Spartans, the Spartans will divulge the location of the milling machine. They claim to not know where a power source can be found. It is likely that if they did, they would have put it to use, seeing what the team saw on their way to this location.

If the team agrees the colonel draws a quick map of the compound and explains the general outlay. He says the team can keep what they find and can carry out on their persons, but nothing more.

If the team does not agree to the terms they are briskly shown the exit and asked not to return under penalty of slavery.

* GM Note: If the Team looks a little weak for the task, then assign a couple of the Spartans (lightly armed) to accompany them or decrease the amount of creatures at the compound. Also, if they ask about their weapons, simply inform them that they will be returned before they need them.

The team is escorted by the Colonel and (2) Spartan guards to the border of their territory which takes a couple of hours to traverse on foot, where they are wished 'good hunting' and left. They also have all their weapons returned to them at this point.

The Compound

* refer to the Compound maps for info.

- The pc's should note that they can only leave with what they can carry on their person. So if they manage to get the grav-sled out of the garage, they still will not be able to go anywhere with it. If they need it, prompt them into thinking that it will still be there later if they need it. The Spartans seem in no hurry to occupy the compound as yet.

The Return

After returning from the compound the team is intercepted by an escort of Colonel Hurrn and (2) Spartan Guards. They are greeted with as much sincere appreciation as the Spartans are capable of and if there are any wounded among the party they will receive an offer of medical attention once they return to the center of Spartan territory. A small medical facility is near the administrative building you were in earlier. You passed right by this building without note on your way to clear the compound. There is no discerning markings on the building or any of them for that matter, as you now realize.

After any healing is completed, the Colonel escorts the team back into the administrative building and again toward the back, this time taking a stairway up to the next level, and again to the 3rd. After walking down a long hallway he leads you to a set of oak wooden doors with (2) well armed guards in what looks like a livery or special uniform of black with red fringes and a red beret with a gold star. These guards look even more stiff and formal than usual, if it is possible. The guards come to full attention as the colonel walks up to them. He asks the pc's to please disarm themselves and place their weapons in a large nook in one wall. They are then searched thoroughly, and the nook is closed by one of the guards waving a flat plastic square across a metallic plate above the opening. A clear door slides shut, locking their weapons away safely. Hurrn then knocks on the door. Shortly you hear a faint voice answer and the colonel opens the door and motions for the team to follow him inside.

Inside the large room they will see a couple of long tables with several maps and documents. Standing before one of the tables is a stately looking Spartan in a long red robe with gold fringes and opulets and on the back is a large gold star.

The Colonel does a deep bow and lifts his hand to his chest in the same solute the team has seen before.

- If the team repeats this they will be recognized and earn a brownie point, but little will be said. If not, no harm done. They are outlanders and aren't expected to know and use the customs of the Githyanki.

Colonel Hurrn will then turn to the pc's and introduce the leader, and the rest as his 'assault team', which he says with a little respect in his voice. It appears that doing a favor for the Spartans goes a long ways toward earning some favor in return.

The stately Spartan then introduces himself as High General Krisham, Master of Hands, Lord of Ancient Things, and Ruler of Burnz, but you can call me Bob, while we are in this room.

'It is good to see you all whole and hale. I understand the Badders gave you quite an interesting fight and I see you've picked up a few interesting toys along the way" He says this with an air that says ALL fights are probably interesting.

'Please tell me the story of your triumph. I think perhaps it would be worth listening to.'

*Gm Note: The Team leader can pretend to tell the story or make them roleplay it. If they do an interesting job reward the teller with 10-15 or so experience points.

Shortly after the telling, Lord Jovok enters the room. The two Spartans quietly confer in a corner of the room and return.

Bob speaks again, and says that the pc's have lived up to their bargain and so they will be told where they might be able to find part of what they are looking for. They are shown a city map with the streets all labeled but little else of note. Lord Jovok seems to know where the place is located so he gives instructions. It looks as if about (4) hours of hard walking is needed to get there. The party is offered a place to stay overnight and food and drink if they so desire so that they can get a fresh start in the morning.

The pc's can bring up the potential for some sort of alliance at this point, the reaction of Bob, Jovok and Hurrn is one of humor, that is they crack a smile. What they say is this. Though they are not opposed to the idea of joining the defensive pact now in existence in the area, they feel that membership benefits would only be one sided. Everyone else would benefit but the Githyanki. Perhaps if the defense group were modernized under a more cohesive leadership. Then it might be different, until then they will simply wait and see.

It seems the Githyanki feel that they would have to provide all muscle in the pact and no one else would be able to pull their weight. They are a careful people and not prone to wild flights of fancy. Why risk so much for so little return. That is why they allowed the pc's to clear the government compound for them.

The pc's can ask about the slaves to if they like. The answer is a simple one. Having slaves available frees up much time for the individual Githyanki citizen, so that they may practice other pursuits more in keeping with their society. The Githyanki, are too noble to toil in the soil, when lesser races are available for these menial tasks. The slaves are not mistreated and are fed well, and besides, we have not had to put down a slave rebellion in at least two years. That must mean they are happy to be here, living in our safe city.

The team's weapons are returned to them. They again, are wished 'good hunting' and escorted to the border of the Spartans territory where they are left to find their way.

A manufacturing facility on the other side of the city was suggested as being a likely location to find part of what they are looking for. There are major roads leading there nearly the whole way. The facility they indicated was near the NE outskirts of the city. If the team would like to go back to the old government compound to get the grav-sled it is a matter of another (1) hour walk. They will find things there just as they have left it.

The Machine Shop

* Refer to the Machine Shop map set

*GM Note: The theme for the machine shop compound is problem solving not monster bashing. But if you have a group of kill happy players, go ahead and throw in some of your favorite monsters. The pc's must figure out how to get access, then get the right machines operating in the right order in able to complete their mission.

- All the main breakers in each of the machine shops are off. Because there are so many switches and breakers at each of these locations a successful search result is needed to find the main at +2CS.

- Machine oil is available at both machine shop locations (2&3) and can be used to oil the door on the power shed (7b). With a little elbow grease and muscle the doors will open and close normally.

- The grav-sled at location 3 is operable, but will take about 8 hours to charge and there will be a green light flashing on the sled control console and a display will say in flashing letters; (tech III: 'Charging')

- The power source in location 7b is self contained and can be removed but is bolted to the floor. *Note: If the team removes the power coupling prior to charging the grav-sled, or loading the mill, those machines will not be powered and they wont be able to complete the mission. There are several hand grinders in both machine shop locations, that are powered with hydrogen cells, 2-3 actually work. These can be used to grind the bolt heads off so that the power source can be removed. The grav-sled gravity beams and cargo tentacles can then be used to load the power source.

Once the pc's arrive they will be presented with a chain link fence with cantina wire across the top. The chain link fence surrounds a large compound with two large quansit huts occupying the bulk of it. The rest of the compound is covered with various metallic objects and metal stock and a few old rusted fossil fuel vehicles that look like they haven't run for a century *before* the Black Days. There is a single double wide gate and a key card slot just outside. It is difficult to determine if it is powered or not, there are no visible lights. The pc's can try to cut the wire, hot wire the motor for the gate, or go over the top and brave the razor wire, or tunnel underneath.

If the team stands around gabbing long enough they will notice some motion in the machine shop compound. A sharp eye will note what looks like live metal leaving the farthest hut and making it's way toward the gate. It looks as if it is having some trouble, and the closer it gets the easier it is to note the robots erratic maneuvers. The pc's have plenty of time to grab some cover in the ditch that surrounds the compound or stand around and wait. What finally pulls up to the gate is a robot on some sort of treads. It seems to have only one functional arm, and only one 'eye' is lit up. It begins to speak, at first the voice sounds like a slowed recording but soon normalizes into an authoritative male voice. 'Halt, who goes there...? Please Identify yourselves. This facility is currently closed for business. Please come back during normal business hours.....' the voice trails off, and smoke can be seen with a IN-3 check DF:Yellow. The robot will then be quiet and unmoving. During the robots speech any pc watching the secbot will notice the gate opening and closing in sync with a green and red light on the secbots head. It ends up with the gate closed. The pc's may not have noticed the robots demise so play it up a bit and get them to maybe talk to it or shoot it or something. The robot still looks menacing enough. A muzzle is pointed in the teams general direction.

*GM Note: The robots head can be used as a lvl II civilian ID on the external office door as well as the external side door on the location 3 machine shop.

*Please refer to the Machine Shop maps for further info.

The Road Home

The pc's must now make their way back to Boze with their finds. It would probably be best to avoid the area controlled by the Spartans, as they may change their minds about allowing equipment in such great shape slip through their fingers. Of course, the Githyanki are creatures of their word and would allow the pc's to take the Mill, but anything else would be kept for themselves. Including any operational transportation.

During the way back their grav-sled, if they managed to get it working, breaks down with a loud bang, and will no longer move, though it is still able to hover, the pc's can push the grav-sled at MV1 and can only do so for one period before resting for one period.

As the pc's make camp, they will be approached by the returning group of two-heads posse that was after the tinker. They seem far less in a hurry and are amicable. They ask if they can join the party for the night. It turns out that the tinker was found to be innocent of stealing from the two-heads and was allowed to travel on. The pc's notice how large and strong the Brutorz

look. If the pc's are thinking they might offer to hire the posse to pull the Grav-Sled back to Boze or perhaps purchase one of the great beasts, which will be expensive (2X base cost). The Orlens will not sell more than one Brutorz to the party, but one will be sufficient to pull the grav-sled at half the normal movement rates. If all are hired, then movement is normal. If the party goes wild and attempts to kill the Orlens for the mounts, the mounts will not work willingly for the pc's and will attempt to flee, and in addition, if none of the posse make it back to their village, the village leaders will assume the Tinker had a hand in their demise and will start an area wide manhunt for him, with potential political repercussions should it be found out the pc's were the cause of their untimely demises.

Once back at Boze, they will be greeted by nearly every member of the town. For most, it is the first time they have seen any sort of self propelled vehicle other than mounts. It is a wondrous site to be able to touch and see one. The team will have their own parade to escort them to the town meeting hall where father Therlen and the rest of the council will gather to greet the returning heroes.

* GM Note: If you want to have the pc's meet the tinker again and build a relationship it may be beneficial later in the campaign. You can have the tinker provide some vital piece of information. He is well traveled after all.

This ends MA-6: *Burnz, City of the Ancients*