

NTX4

NG2251

A Dish That Serves No One

By Thom Wilson



A Dish That Serves No One is an exclusive adventure for the 2018 North Texas RPG Con. It is designed for four to eight players with adventurers of little to no experience.

**For First Edition
Gamma World!**



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ThrowiGames LLC

NTX4 – A Dish That Serves No One

1E Gamma World

Version 1.01

By Thom Wilson

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ID Badge Locations			
Room	Color	Room	Color
B-9	Green	L3-48	Orange
SB-11	Orange	L3-48	Orange*
L5-17	Blue	L3-51	White
L5-26	Green	L3-54	Silver
L5-28	Orange	L3-57	Red
L5-36	Blue*	L2-63	Silver
L4-45	Green	L2-64	Orange

* badge also has a gold stripe

Facility Badge Access		
Level	Primary Color	Other Colors
5	Blue	n/a
4	Green	White or Grey
3	Orange	n/a
2	Red	n/a
1	Red	Silver (spec.)

Note that the elevator may ride to the desired floor but only the appropriate badge opens the doors to that level.

A Dish That Serves No One

This exclusive North Texas RPG Con adventure has been designed for four to eight inexperienced characters for the **1E Gamma World** setting. *A Dish That Serves No One* is a standalone adventure that can be run at any time, but can be used as a starting point for a series of ongoing adventures from Nomad Gaming (visit the Throwi-Games website for more science fiction adventures). Additionally, the pre-generated convention characters are available for free download at the website.

Enjoy!

Thom Wilson

Adventure Background

A settlement built upon the ruins of a military installation has recently come under bombardment from space junk falling from the sky. Almost daily, giant chunks of twisted and broken metal and parts of large vessels fall from the sky near or in the settlement! Many people have been injured or have died. The village elders do not want to leave their settlement as they have finally established a productive farm near a drinkable water supply. What is even more strange, however, is that a large object on the roof of a building nearby has begun moving recently, often several times a day.

Are these two things related? Is the impenetrable plateau structure the source of the falling debris?

The desert compound that was once a military installation was uncovered by desert scavengers and turned into a permanent village. For two decades, the villagers have slowly turned the old base into a safe settlement, with a drinkable water supply and well-established crops. The settlement prospers within a world unaccustomed to success.

Meanwhile, a portion of the facility that sits atop an adjacent plateau has been turned on from the inside. The facility has been inaccessible by the settlers below and mostly ignored over the last twenty years. Recently, lights in the sealed facility have flickered on and off - and occasional noises are heard from within the plateau itself. A satellite dish above has begun to change to different positions in the last few weeks, at about the same time the debris began falling on the town.

Inside, a prototype android made in the likeness of its creator, has woken up (a recent lightning strike super-charged the area the android was plugged into and restarted it). The android, programmed to keep the facility running, has resumed its duties from before it was turned off. Unfortunately, the lightning has damaged the unit and its instructions are illogical and faulty. The android is attempting to return space vessels from the outer atmosphere back to Earth by forcing them down to the military base. Of course, most of the ships have been destroyed long ago and remain only as parts and pieces of metal.

In its attempt to return the ships to the base, the android is unknowingly dropping large chunks of debris on homes, fields and people. The villagers are contemplating moving their settlement but only as a last resort. They are hoping that someone can help stop the raining of debris on the facility.

Adventure Start

Characters arrive in the village of El Toro by chance or by lure of rumored reward. Either way, they reach a small settlement, surrounded by 15' high steel fences topped with razor wire. Laser turrets are mounted in several places, operated by trained settlers in fortified towers. Unwanted guests are easily dispatched by armed guards or mounted weapons.

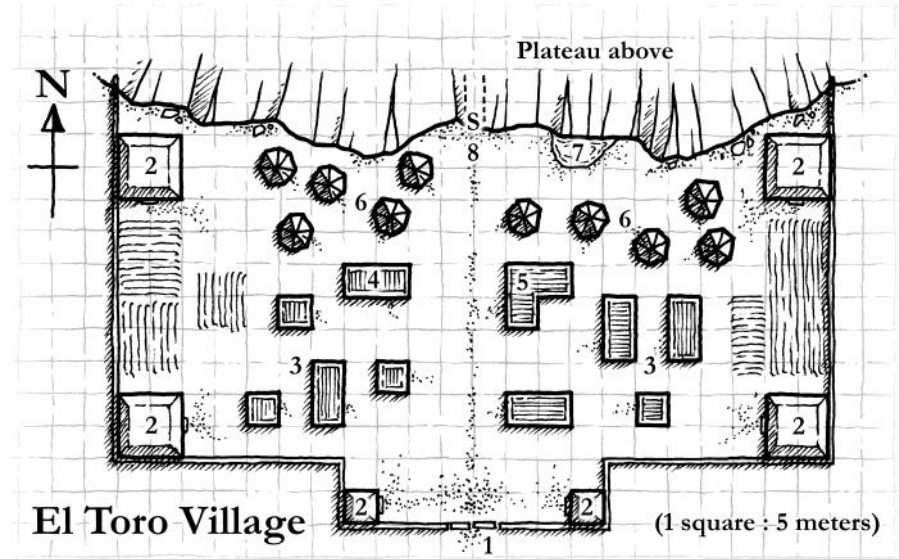
The village elders will welcome travelers after they pass a serum test (serum turns on of three colors: red for those with anger or hatred, yellow for neutral types, or green for passive or good). The characters will likely turn up yellow, as most survival-based travelers do, and will be asked to see the elders. The elders will tell the characters the story of the raining debris and ask for help. In payment, they will give the group one of their two **portable food replicators** and a **box of gold bars** (5,000 gold pieces). Although they cannot prove it, the elders believe that the recent object (satellite) movement at the top of the plateau correlates with the sudden appearance of falling debris. Characters are to somehow infiltrate the plateau facility and stop the debris from falling.

El Toro

Although permanent villages rarely last in the wastelands, El Toro has prospered for two significant reasons—its clean water supply and defensible perimeter. Nearly one hundred multi-generational settlers have worked tirelessly to create viable gardens of fruits and vegetables, and sturdy fences to keep out unwanted guests and animals. Six tall towers with armed villagers keep significant threats from getting too close or entering the small settlement.

More than half the residents are proficient with simple ranged weapons, including pre-war rifles, bows, cross bows and darts. Young children are trained to fetch ammunition from storage lockers when the need arises. Older residents have been trained in rudimentary medicine and botanical sciences to preserve knowledge and to ensure critical survival skills are passed down to younger generations.

Dozens of wooden buildings and cloth tents found throughout the village are used as simple homes for the permanent El Toro residents (areas ET-3 and ET-6). Temporary guests are allowed to make camp just inside the front gate for a period of one to two weeks before being asked to move on or stay, depending on their skills and behavior. Naturally, village elders want to get to know travelers, including the characters, before inviting them to stay in their settlement. Characters are welcome to set up tents with the other travelers found inside the gates.



ET-1: Front Gates

Two ground-level guards stand watch inside the front gates, unlocking them only as necessary (after one of the elders has approved entry).

El Toro Guards

No. Appearing: 2 (or 1d3)
 Armor Class: 5
 Movement: 15
 Hit Dice: 8 (50 hit points each)
 Attack Damage: Using weapons (Slug Throwers or Stun Rifles).

The guard statistics above can be used for any of the common guards found throughout the settlement.

Guards carry .38 caliber **Slug Thrower** pistols, loaded with 15 rounds (WC: 10, 40 meter range, 20 meter effective range, rubber slugs dealing 2d6 stun damage). Each carries a set of four keys, one for each of the large padlocks on the gate. Each gate-door can withstand 150 hit points of damage.

ET-2: Watch Towers

Six watchtowers line the perimeter of the razor-wire fence around El Toro. The two smaller towers nearest the gate are open at the top and have simple stairs within. One guard mans each of the two smaller towers.

The four larger towers have a ground floor for storage and a second floor for sleeping quarters. Two men stand watch in each of the four larger towers.

Guards from each tower have access to pre-war binoculars and can see approaching threats from all directions except the north (due to the plateau).

El Toro Costs

Cost	Item or Service
5 gp	Rent wooden home, per week
1 gp	Rent tent, per week
3 gp	1 meal, grown food, clean water
1 gp	4 liters of water

ET-3: Large Homes

Wooden buildings in this area are reserved for families with eight or more members. One- and two-story homes are often filled with ten or more, using every inch of space for beds and living quarters. Smaller families are found in area ET-6.

ET-4: Community Center

All residents of El Toro may use the community center to prepare meals, eat, gather for worship or entertainment, or assemble for village business. Chairs, tables, and cookware are found throughout the large building.

ET-5: Village Hall

This two-story building is both the home of the three village elders (and their families) and the place where village business is conducted. The upper floor is separated into three sections for residential use, while the ground floor has several offices and rooms for meetings. A lone guard stands outside the front door, restricting unapproved access.

Goral, Herka and Jovennia are the elected officials of El Toro, their positions lasting until death. Each elder is responsible for one or two areas within the village.

Elder Responsibilities		
Elder	Prim. Duty	Sec. Duty
Goral	Defense	Worship
Herka	Food	Medicine
Jovennia	Water	Science

Each elder will be interested in travelers' skills within these areas. Additionally, given their recent issues with falling debris they will accept help from any who offer to solve their current dilemma.

ET-6: Tent Homes

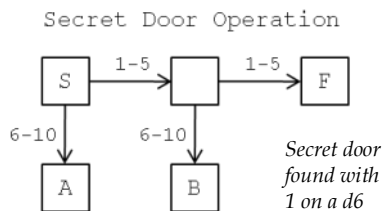
Dozens of tents of various sizes have been set up in the shade of the plateau. More than half of the residents of El Toro call these tents their homes.

ET-7: Mysterious Water Source

A large basin protruding from the rocky plateau constantly fills with fresh, clean water from an unknown source. The basin sits at ground level and remains full at all times, even when large buckets of water are removed. The villagers know the water comes from below the ground underneath the plateaus but have never found its source. The water is used for the plentiful gardens found throughout the village.

ET-8: Secret, Hidden Entrance

No one in El Toro has yet discovered the secret entrance into the plateau base. A secret door in this location opens into the basement of the old military installation within the long-abandoned facility.



A: Confused, No result.

B: May try later.

F: Door operation understood.

Falling Debris

Evidence of falling debris can be found throughout the village—large chunks of twisted metal, crushed homes and shallow craters can be found in several locations. Each day, the frequency and number of falling objects will increase until the entire village is destroyed in twelve to fourteen days. The table below provides a timeline and frequency for falling debris as the characters arrive (they arrive on Day 0).

The day (-1 evening) refers to the night before the characters arrive. By day three, falling debris will occur so frequently that it will be too dangerous for people to stay in the village. Elders will begin evacuating the village in the evening hours of the third day after characters arrive. Within a week, the entire village will likely be destroyed.

Villagers who are killed are buried in a remote graveyard on the opposite side of the plateau. Characters and villagers who prolong their stay at the graveyard are at risk for attacks by bandits



El Toro Random Events

D6 Roll	Results
1	2d4 bandits attack the village!
2	Rain storm floods village
3	Dust storm, lasting 1d4 days
4	Lost child, parent needs help!
5	Lost patrol, elders ask for help
6	Sinkhole outside village...

Each result only occurs once.

or other creatures. At least two El Toro guards will accompany villagers to the graveyard each trip.

Falling Debris Frequency

Day	Frequency	Falling Pieces	Damage Results
-1, evening	Two days	1d4	1 tent home, 1 garden
+0, morning	Two days	1d4+1	1 wooden home, 1d2 deaths
+0, morning	Three times	1d4+1	2 tent homes, 20' fence
+1, morning	Four times	1d4+1	1 wooden home, 1 garden
+1, evening	Four times	1d6+1	2 tent homes, 1 tower, 1d3 deaths
+2, morning	Two times	2d4+2	3 tent homes, 1 wooden home, 30' fence
+2, evening	Five times	1d10+3	1 main building, 2 gardens, 1d4 deaths

GM to add details after two days...

Plateau Installation

During the last years of governmental rule of what was once known as the United States, a secret military facility was built in the desert of the southwestern region of the continent (previously known as New Mexico). As the last days unfolded, the facility was abandoned, left to the well-tested and trusted computer systems to continue the coordination of space craft beyond the Earth's atmosphere.

Many years after the world "ended", the facility shut down when all power reserves were drained. Systems shut off and the facility went dark. However, a super-charged lightning storm struck the plateau facility, slightly recharging its drained power supply. When the facility turned back on under emergency power, the systems went into a recall protocol—quickly returning all spacecraft back to the home base at ground level. Unfortunately, the facility systems were unaware that the wars between factions and governments had long since ended and have been returning the remains of their destroyed fleet to the ground in an extremely forceful way.

The ground facility was once used for troops and land vehicles but the majority of the military installation is within the large, rocky mesa to its north. The plateau contains several levels of operational offices, systems, and control rooms. Very few living creatures have entered the facility since its abandonment – the characters will find a vast array of useful items within the mesa.

Facility Entry

There are three ways to enter the facility: the secret entrance at ground level from within the village of El Toro, another secret entrance on the opposite side (north-side of the plateau), and from the top of the plateau through the command center of the facility. The plateau-top entrance is challenging to get to—the mesa is a nearly vertical, **300' climb** from the ground. Unless characters have the correct climbing equipment or their Dexterity scores are high enough to make several successful climbing checks, they will be unable to scale the exterior of the plateau.

30' Climb Checks: Roll under Dex

Facility Secret Entrances

Entering the facility from area ET-8, the characters will move directly into area B-9. A very difficult secret entrance from the north side of the mesa enters into B-10 (*found on a roll of 1 on a d12*).



Basement Levels

Although the hallways between B-9 and B-10 aren't directly connected, each area can be reached via staircases from the next level above, the Barracks. Assuming the characters are entering from area ET-8, continue with the read aloud section below.

The ancient, hidden door shakes open, revealing a dusty and darkened hallway beyond. Dimmed emergency lights line the hallway as far as you can see. Not a single disturbance in the thick layers of dust can be seen.

B-9: Basement Elevator Hallway

The forty-foot hallway is fairly empty except for a single stairwell door (about halfway down the hall), a pair of elevator doors at the far end, and a single human skeleton lying next to the elevator doors.

The skeletal remains of a human figure lie adjacent to a set of metal doors. Two dim lights above the doors slowly blink – arrows pointing up and down occasionally blink a dull red. The remnants of a white coat are crumpled under the skeleton.

A thorough search of the skeleton should reveal a broken installation card, **green** in color. Characters should realize that the ID card, if unbroken, could be used to activate the elevator.

B-10: Secondary Stairwell

Used as an emergency entrance or exit to the facility, this location has a set of wide stairs that stretch to the subbasement below and barracks above. The door here is open, left ajar by facility personnel as they hurriedly left.

SB-11: Auxiliary Storage

Rusty metal stairs end in a large, open space that is completely dark. The area is well below the surface and is fairly chilly and damp.

Stairs from B-9 descend down into an auxiliary storage area. This area was once used to keep small containers of food, water and general supplies under the facility. Most of the containers left in this area are now empty. A careful and prolonged search should uncover a fifty-foot length of high-strength rope, a head lamp (no batteries), and an **orange ID card**.

SB-12: Abandoned Shelter

Cautiously stepping down the stairs in the dark, your feet splash in cold water before you reach their end. Dampness fills your nostrils and your ears hear the splashing of water against unseen walls.

Water has slowly seeped into the old bomb shelter under the facility, fully submerging the room over time. A crack in the northern wall has allowed water and underground creatures entry into the area. If characters enter the ten-foot deep water, they will likely encounter a school of vicious Herkel.

Herkel

No. Appearing: 1d10

Armor Class: 9

Movement: 8

Hit Dice: 4 (20 hit points each)

Attack Damage: Like piranha, bite for 6d8 damage. Their scales are covered in an intensity 18 contact poison.

Beyond the Herkels, there is nothing found within the area.

Barracks Level (Level 5)

Both the elevator and two sets of stairs lead up to the first level of the military facility above. The elevator opens up into the center of the floor and the stairs end in areas L5-24 and L5-28. If the characters have managed to use the green ID card at the elevator in the basement level, read the following:

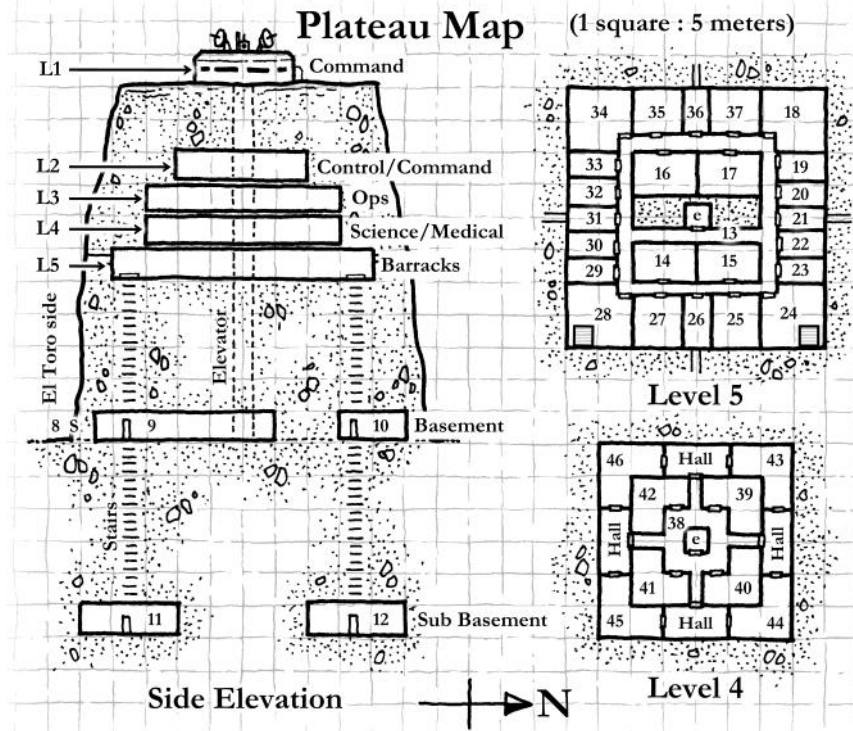
The doors pop open as the transport lift abruptly halts after its short rise within the mountain. Stale air rushes over your faces as your eyes adjust to the dark area beyond.

A single, central hallway once allowed personnel access to both the women's and men's barracks. Most of the rooms on this level were the military personal quarters for commissioned staff.

L5-13: Elevator Doors

Metal doors are opened only with ID cards, providing access to above levels with any color badge, but specific badges are needed to access other levels above. Use the table on the inside cover to determine level access badge colors. To continue upward in the facility, the characters will have to find a color badge as shown in the table.

Most of the rooms on this level are the abandoned quarters for military personnel and should have little of interest to the characters. However, a few of the rooms have artifacts, supplies and ID cards, useful for upper access and surviving the dangerous encounters above.



L5-14: Class Room 1

Boxes of decaying paper are stacked atop a long table at the opposite end of the room. Old terminals, a few flickering with emergency power, are on lined tables facing the front of the large room.

One of four classrooms on the level, this area was filled with old documents that were meant to be burned upon the abandonment of the facility. Characters may find that several of the boxes are slightly burned. Unfortunately, none of the terminals can be accessed.

L5-15 and L5-16: Class Rooms 2, 3

Other than typical classroom equipment, nothing interesting is found in these two areas.

L5-17: Class Room 4

The ceiling has partially collapsed, covering the tables and chairs in the room with tons of rubble. A white, bony foot juts out from under a nearby pile of cement.

During the facility closure, one of the personnel on this level got trapped under a collapsing ceiling. After an hour of digging, the characters may find the rest of the skeletal remains and her gear. A fully charged and undamaged sidearm is still found in the soldier's holster. The weapon is a **Laser Pistol** (WC: 13; DAM: 5d6; 100 meter range; 10 shots [one hydrogen cell]). Additionally, the deceased soldier has a **blue ID badge** clipped to her decaying uniform.

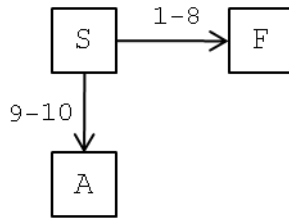
L5-18: Senior Officer Quarters

The corner quarters were used by female officers. The typical trappings for military quarters for two officers are found here however, the room has been cleared out of all personal effects.

L5-19 and L5-20: Quarters A, B

Each room's door is marked with a letter to identify it for new recruits and visitors. Both rooms have space for four officers. One drawer in a desk in room L5-20 has a bag of coins (**25 Dommars**) and a dose of **Accelera** (heals 1d10 hit points of damage).

Accelera Injector Use



A: Failed, wasted dose.

F: Used properly.

Note: This table can be used for all first-time attempts to use Accelera (by each character).

L5-21: Women's Latrine/Showers

A rusty, metal door barely hangs on its hinges here. It looks to have been rammed or kicked from the inside.

The silhouettes of a female figure and a toilet are faintly seen on the exterior of the door. Within, a dozen shower stalls and as many toilet stalls line the side walls. A iridescent ooze slowly seeps through a large crack in the back wall. The smell of decay emanating from the crack is oppressive, likely to overwhelm weak-willed characters.

The ooze is actually an amoeba-like creature, formed from the mixture of dead humans, facility fuels and mutated plant matter.

Amoebacorpse

No. Appearing: 1

Armor Class: 9

Movement: 6

Hit Dice: 12 (50 hit points)

Attack Damage: It spits burning gel that eats through flesh, plastic or steel (2d6 radiation damage).

Characters killed by the amoebacorpse will turn into one in 1d4 days.

A hidden niche behind a broken mirror holds a stash of forgotten meds; five doses of **Accelera** and two doses of **Anti-Radiation Serum** (heals all radiation damage). The injector diagram on the previous page can also be used for the serum.

L5-22 and L5-23: Quarters C, D

These quarters are similar in design and function to those found at L5-19 and L5-20.

L5-24: Mess Hall

Two broken doors lie just inside this room, fallen from their rusty hinges some time ago. Dozens of tables and chairs are scattered about the room. Strange, steel plates cover the far corner walls.

Officers once used this mess hall for meals and off-duty gatherings. A device on one of the walls appears to still have limited power. A switch activates the steel window coverings, raising the plates into the ceiling and allowing sunlight to stream in through the dirty

windows. An escape hatch can be found in the floor that leads to area B-10. Narrow circular stairs descend to the secondary basement exit.

L5-25 and L5-27: Visitors Quarters

Each door is unmarked and leads to simple quarters once used for visiting personnel.

L5-26: Visitors Latrine / Showers

An unmarked door stands fast against your attempts to open it. A keypad near the door appears unlit and is likely broken.

The keypad is beyond repair; the door can only be opened with brute force.

Four shower stalls and four toilets are found within the small latrine. The skeleton of a visiting dignitary lies within one of the open shower stalls. If examined, it is apparent that the neck was broken, probably in a fall in the shower as they hurried to flee the facility. A visitor badge can be found in the decaying clothing hanging from a hook nearby. The **green badge** allows entry to the medical facility (level 4).

L5-28: Senior Officer Mess Hall

A pair of steel doors remain closed and locked. Looking through the windows, you can see an undisturbed mess hall. Several skeletons lie near tables or slumped in chairs. Steel plates cover the corner walls.

Senior officers perished in their own mess hall as lethal gas poured into the closed room during the first moments of the facility lockdown. The room is still toxic, filled with **Intensity 8 Poison**. Characters who spend more than five minutes in this room will be affect-

ed by the remaining gases. However, if the doors are left open, the gases will dissipate after twelve hours.

Similar to area L5-24, the device on the wall can raise the steel plates to reveal thick glass windows to the outside. A trapdoor in the floor leads down to the hallway in the basement (area B-9).

Two skeletons are armed with partially charged **Mark V Blasters** (WC: 14; DAM: 7d6; 75 meter range; 4 and 3 shots [hydrogen cell]) and one officer carried a **Vibro Dagger** (WC: 4; DAM: 10 hp; 30 minute battery life when charged, 7 minutes remaining [hydrogen cell]). Although the poisonous gas has destroyed much of the plastic in the room, one **orange badge** found on a skeleton is still usable.

L5-29 and L5-30: Quarters E and F

Both rooms have doors that were left open. Four beds with adjoining desks are found within.

L5-31: Latrine / Showers

A door covered in blast marks hangs on by one hinge, likely to fall if touched. Inside, a pile of steel shower walls are haphazardly stacked near the back of the room. Blackened tiles and holes in the concrete and steel tell the story of an old firefight.

In the first months of the apocalypse, trapped survivors fought each other for food and supplies. Three soldiers lost their fight with another group here, stripped of their supplies after being killed. Their remains are found behind their makeshift barricade, each with apparent wounds from blasters.

L5-32 and L5-33: Quarters G and H

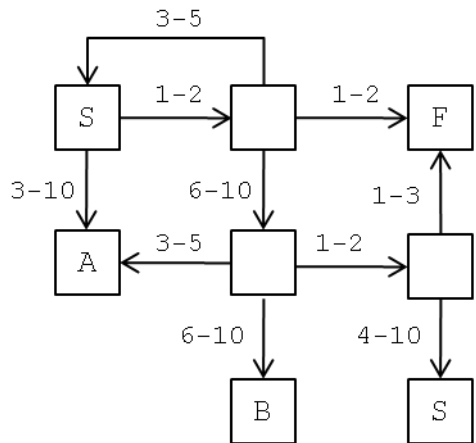
These quarters are similar in design and function to those found at L5-29 and L5-30. A thorough search of area L5-32 will reveal a partially charged **hydrogen cell** (50%) found wedged under a desk wheel.

L5-34: Senior Officer Quarters

Although the door is closed, you can hear a repeating noise from beyond the portal. It sounds like an alarm or bell.

The door to the room is unlocked. High ranking male officers used this area for their quarters. One of the soldiers, in his haste to leave the facility, left his portable computer device behind. When the facility reactivated, it turned on the device. Characters may try to use the device by passing the artifact check below.

Terminal Use Chart



- A: Unsuccessful attempt.
- B: Terminal broken...
- F: Successfully accessed.

Once accessed, the system will reveal that the facility is in “Protocol Alpha-Red” and that upper levels are locked down by security staff. Start time on the system is roughly two weeks prior. Removing the device from the room turns it off permanently.

A search of the room will uncover a box of **.22 Slug Thrower rounds** (30) in a locked cabinet.

L5-35: Senior Officer Quarters

This steel door is locked. A name plate on the door reads, “Colonel Ratcliffe”.

The door may be opened with the Colonel’s ID badge (found in area L5-36) or with 50 points of battering damage. Inside, the characters will see a private room filled with deteriorating clothes, a single bed, a large desk, and a powered-down computer terminal. A thorough search will uncover a voice recording (*below*) and a **Mark VII Blaster Rifle** (WC: 14; DAM: 8d6; 225 meter range; 4 of 5 shots left [2 hydrogen cells]). A box of gold coins sits in a locked drawer of the desk (**100 gp**).

[voice recording] “This is the last recording of Colonel Ratcliffe, stationed at facility Rho. A full evacuation has been ordered. All able-bodied men and women are to exit the plateau and rendezvous with enlisted at ground level, departing via land vehicles toward an undisclosed location. We have set “Protocol Alpha-Red” to begin in three months if we haven’t returned. God help us all if we don’t, I don’t trust those damn robots. We are leaving doctors and scientists behind with the injured and ill, to be airlifted out in two days time. Ratcliffe, signing out.”

L5-36: Private Latrine / Showers

A revolting fungal smell overwhelms your senses as you slide open the clammy door of what was once a private latrine and shower room. The skeletal remains of an officer are found in the single shower stall, its bony hand still clutching a black pistol. A leather bag lies on the floor nearby.

The skeletal remains are those of Colonel Ratcliffe. While rounding up the last of his men, he and many other soldiers were locked into the facility before they could evacuate. In the free-for-all that followed, the colonel became just another survivor, fighting with his own men for food and water.

He died holding a **Black Ray Gun** (WC: 15; DAM: instant death to living targets; 25 meter range; 1 of 4 shots left [chemical energy cell]). His leather bag holds his personal ID card (**blue with gold stripe**), **50 gp**, **100 Domars** and a small voice recorder (see next page).

A crack in the wall behind the private toilet stall is the home for a **Win Seen**, a massive vine-like, carnivorous plant. The creature will burst forth from the wall if it hears any noise in the room.



Win Seen (Land Version)

No. Appearing: 1

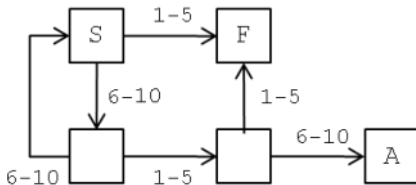
Armor Class: 9

Movement: N/A

Hit Dice: 13 (55 hit points)

Attack Damage: Grapples foes, skin is covered in intensity 14 contact poison, emits a *sonic attack* when touched.

The chart below can be used for both the voice recorder in L5-35 and here.

Voice Recorder Use

A: Breaks Recorder.

F: Activated.

[voice recording] “Colonel Ratcliffe, identification number 34 999 0101 Alpha. I’m trapped in facility Rho and there’s no way out. My men have turned on me and each other, killing for a can of beans or a cup of water. I’m hiding on Barracks level, waiting for rescue. Most of the fighting is on the next level in Medical. I going to get in to my room soon to get my rifle but until then I’ll wait awhile right here. Once I’m properly armed, I’m going to... shit! They’re coming... Tell my wife I... [BOOM]”

L5-37: Senior Officer Quarters

The door to this room is part-way open. Faint letters on the door read, “Lt. Colonel Adamson”.

The keypad is blackened, destroyed by a laser weapon. The interior of the room matches L5-35 except that it has been fully looted. These quarters were

for the second-in-command who was able to exit the facility before it was locked down.

MedSci Level (Level 4)

A green, white, or grey badge allows access to this level. Green badges open Science areas while the white badges open Medical rooms. Additionally, grey badges can access the utility rooms (L4-39 through L4-42).

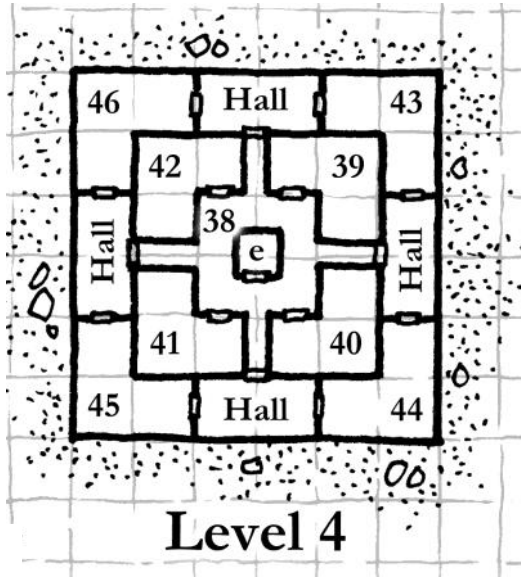
L4-38: Elevator Hallway

The doors open into a lightless area – emergency power has been rerouted to the upper levels, turning this floor dark. A wrap-around hallway surrounds the elevator shaft. Signs point to Science (right, south) and Medical (left, north). Dozens of burn marks, discarded weapon cells and bullet casings, and skeletons of dead soldiers fill the hallway. Bodies have been picked clean of weapons, ammunition and ID badges.

L4-39: Utility Room A

A locked door prevents access into the utility room used to control and manage all plumbing in the facility. Inside, dozens of large pipes have corroded or been destroyed, leaking radiated water onto the floor and into the walls. Any who drink the water here must save against an Intensity 10 poison or become ill for 24 hours.

Science Wing



Halls may be searched three times (see the Search Tables in the back of the book).

Medical Wing

L4-40: Utility Room B

Deteriorated network cables and bundles of copper lines crisscross the room in a dozen places. Many of the lines have been cut by deliberate hands or broken from falling debris, making much of the facility's comm. system inoperable. A toolbox in the far corner holds a box of **.22 slugs (15)** and **2 hydrogen energy cells**.

L4-41: Utility Room C

Sparks burst from damaged electrical panels lining the east wall while thousands of electrical lines disappear into walls before traveling to various levels of the complex. Large black burn marks surround the steel panels, indicating that *most* of the electrical systems shorted out long ago (two work).

L4-42: Utility Room D

Unlike the other three utility rooms, this room hums with activity. Two generators among the two dozen units

still run, their lines providing power to the uppermost level of the facility. The two backup units run on solar power and provide enough energy to keep the uppermost operations level (L1) running at minimum power. Cutting the direct lines on the generators will turn off the power to the systems controlling the airspace commands. However, ceased communications will bring the rest of the ships down to the surface at once.

L4-43: Operating Room

A set of double doors prevents access to the area beyond. Looking through the large windows in the doors, you can see a dozen steel tables covered in soiled linen and dried stains. Is that blood on the tables?

Only white badges open the doors to the operating room. The glass in the windows is as strong as steel and is nearly unbreakable. Twelve operating tables were used in the weeks following the facility closure as rival gangs of

renegade soldiers bandaged their wounded and tried to save their friends. The remains of soldiers killed from the intense battles that followed the facility evacuation have been disposed of in the hazardous material chutes found in the area between L4-43 and L4-44. Hundreds of rusty operating instruments, empty IV bags, discard syringes and crusty towels are found throughout the room. An unlocked cabinet (once used to store medicine) is empty.

L4-44: Recuperation Ward

Ten beds stripped of their linens line the north and east walls of the large room. Dented steel cabinets hang from the south wall and a strange looking device sits in the northeast corner. A whirring sound gets your attention as you enter the room... a bipedal robotic unit is jerkily moving toward you!

The old robot moves slowly and with a noticeable hitch in its step as it approaches the characters. This is RHA-1, the medical unit of the Recuperation Ward. It is heavily damaged but still operates well enough to continue its programmed duties—cleaning beds, dispensing medication, ensuring the cabinets stay locked and checking on the status of the **Rejuv-Chamber** unit in the corner. RHA-1 will ask characters if they need assistance. If they are aggressive, the unit will discharge lightning shocks from its hands to neutralize foes. If asked for help, RHA-1 can inject one dose of **Accelera** per day (ten doses left in the unit), or use the inoperable intercom to summon a doctor to the ward. It will not unlock the

Unit RHA-1, Medical class

No. Appearing: 1

Armor Class: 3

Movement: 6

Vocal Unit: female voice, “Do you need medical attention?”

Hit Dice: 8 (40 hit points)

Attack Damage: Shocks from hands (WC10, dam: 1d8, range 10 meters, uses 4 hydrogen energy cells). Can inject a single dose of **Accelera** (heals 1d10 hp) per day.

Powered By: (4) Atomic Energy Cells

medical supply cabinets unless a gold-striped ID badge is displayed. RHA-1 attacks anyone who tries to steal supplies or uses the **Rejuv-Chamber**.

The **Rejuv-Chamber** in the corner of the room has enough power for one final use. See page 36 for details on the unit and page 31 for the artifact use chart (*GW 1E rules*).

Opened by a white badge with a gold stripe (one found in level above), the locked cabinet holds a treasure-trove of medical supplies.

Medical Supply Cabinet – Contents

Count	Item	Details
3	Accelera	Heals 1d10 hp
2	Pain Reducer	Feel no pain – 4hrs
1	Mind Booster	+1 MS, 3 hrs
9	Sustenance	One days meal
1	Stim Dose	+3 PS, +1 DEX, 1 hr
2	Cur-in Dose	Negates poison
2	Anti-Radiation Serum	Restores lost hp to radiation if used immediately

See pg 36 (GW 1E) for more details.

L4-45: Laboratory

Tables covered in glass beakers, dishes, and unlit burners fill the center of the large room. A skeleton wearing the remnants of a long, white coat lies on the floor in the corner. Just as you prepare to enter, you hear a noise from behind the tables... it sounds like bubbling or trickling water.

Scientists mixed concoctions and serums here to use on soldiers in the testing room to the north (L4-46). Much of their testing was focused on the effects of radiation poisoning and reversing damage caused from radiation. A glass-covered cooling unit in the south wall still functions - keeping old serums chilled until use. The small vials of liquids in the unit are mostly ineffectual and useless. However, two small vials, labeled T1024 and T1025 will affect the consumer of its contents.

Test Serums

Serum	Color	Results
T1024	Blue	Intense pain, 1d12 damage, and 50% chance of a physical mutation.
T1025	Gold	Calming, heals all damage, removes one mutation defect.

All other serums do nothing except each has a 10% chance of causing a new mutation (01-05 mental, 06-10 physical)

A vile, mutated creature who has been living on the scraps of vermin, dead soldiers (their bones) and plant life is currently found within the room as it gnaws upon the bones of a skeletal scientist. The creature, called a **Gloob**, can slowly thin itself so that it can slide through the tiniest of holes or thinnest of cracks. It can travel through the base

easily, sliding under doors and through wall cracks. It can transform to any shape, often mimicking the dead soldiers or plants it feasts upon.

Gloob, amorphous creature

No. Appearing: 1-2

Armor Class: 9

Movement: 3

Hit Dice: 15 (70 hit points)

Attack Damage: Secretes burning oils (WC4, 2d8 damage, range 10 meters) three times per round. If it completely covers a foe, it deals automatic damage for each attack.

Two dead scientists are found in the room—each has a **green ID badge** and remnants of laboratory clothing. A drawer in the central table holds a **Needler** with a full clip of *Paralysis darts* (10). Sadly, its chemical energy cell has only three shots of energy left.

L4-46: Testing Room

This corner room has two beds with restraints at its center and three standing chambers in the far corner. Several utility carts with empty beakers and syringes are found scattered about the room.

This area was once used to test soldiers with various serums to remove or minimize the effects of radiation, poison, and other adverse effects. The standing chambers were used to shower test subjects with prototype antidotes and anti-radiation sprays. If the centermost standing chamber is opened, an old **robotic unit** springs out, ready to assist any nearby.

A small robot bounds out of the standing chamber, chirping, "I am here to assist. What task shall I perform?"

The unit is roughly 3 feet tall and has four arms that can perform two to four tasks simultaneously. It will do its best to perform any non-combat tasks asked of it within the science wing (or any area where a green ID badge is needed). It will not enter any other area besides those that it can access.

If attacked, the unit retreats to the standing chamber to avoid taking damage. If it is reduced to 5 or less hit points, it self destructs.

Unit RHA-9, Science class

No. Appearing: 1

Armor Class: 5

Movement: 12

Vocal Unit: male voice, “I am here to assist. What task shall I perform?”

Hit Dice: 5 (25 hit points)

Attack Damage: non-combatant however, it will self destruct when it reaches 5 or less hit points, dealing 12d6 damage in a 10 meter radius.

Powered By: (1) Atomic Energy Cell

A locked cabinet in one of the utility carts has a pack of three of **Interra Shot** (truth serum) syringes.

Unmarked Hallways on Level 4

Note that the hallways connecting the rooms and wings of the level are barred by doors that need the proper ID badges for access. Besides the eastern hallway between area L4-43 and L4-44, the hallways are empty (but searchable).

Operations Level (Level 3)

Civilian and non-combatant military personnel were granted access to this floor of the facility. Orange-colored badges open the elevator doors to an open room where hundreds of desks for employees were once manned. Orange badges for this level are found throughout the five levels of the facility. Additionally, an orange badge may be discovered when found on the Search Table (back of this book).

The doors echo as they snap open, revealing a wide, dimly lit space beyond. Faint reflections of glass are seen dozens of meters away and almost inaudible whirring sound is heard outside your vision.

L3-47: Operations Room

Hundreds of desks litter the main area of this floor. Before the facility was abandoned, there was over a hundred personnel manning computers and telecommunications devices, helping to coordinate troops on the ground and vessels in the air and in space. Most of the desks have been moved, flipped over or crushed – trapped soldiers fought many battles in this area in the last days. Blast marks and bullet holes are found everywhere the characters look. Not a single computer is operational as each has been stripped of useful parts long ago.

Due to the size of the area, characters may search the room four times (using the search table for this level).

A security robot, activated when power returned to the facility, is moving slowly through the room looking

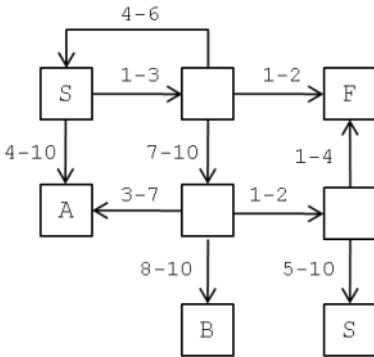
for intruders and threats. Any discernable noise within the level attracts the robotic unit whose orders are already set to “lethal force”.

Unit RHA-11, Security class

No. Appearing: 1
 Armor Class: 3
 Movement: 9
 Vocal Unit: male voice, repeats loudly “Protocol, Lethal Force!”
 Hit Dice: 15 (55 hit points)
 Attack Damage: Left Arm: Laser weapon, WC13, dam: 5d6 - Hydrogen Energy cell, 6 shots left. Right arm: Fragmentation Grenade Launcher, WC8, dam: 5d6 - 10m radius, 2 grenades left.
 Powered By: (4) Atomic Energy Cells

The unit will fire first and ask questions, never. It can be salvaged for its hydrogen energy cell or grenades if characters can pass the dismantling chart below.

Robot Dismantling Chart



A: Unsuccessful attempt.
 B: Robot explodes..
 F: Successfully dismantled.

When the unit runs out of ammunition, it tries to smash characters with its arms (WC and damage as a club). It will not follow characters off level 3.

L3-48: Intelligence Office

The metal door to this office is bent inward but remains closed and likely locked.

Soldiers attempted to access this room after the facility shut down but were never able to enter the spacious office. The door remains locked, opened by a red badge or 75 hit points of damage.

Two desks and matching chairs are pushed to the north and south walls. The rotting boot of a human foot sticks out from under the southern (right-side of the door) desk. A computer screen on the northern desk flickers every few seconds.

The remains of the Intelligence Officer’s assistant are found under his desk. He was locked into his office after the facility shutdown (protocol). Unable to exit without a red badge, he took his own life after two weeks. His skull shows a black mark at the temple area. A **laser pistol** (WC: 13; DAM: 5d6; 100 meter range; 10 shots [one hydrogen cell]) with 4 shots left lies nearby. An **orange badge** is found within the assistant’s shirt pocket.

The officer’s desk (northern side) is locked but contains a plastic box of gold coins (100 gp) and a **gold-striped orange badge**.

Accessing the computer is challenging (use the artifact use chart on page 11) and reveals nothing—the data is either encrypted or corrupted.

L3-49: Chief Tactical Office

A hole has been burned through the door large enough to allow a normal-sized person to crawl through it with ease. A skittering noise in the darkness beyond is disconcerting.

Hopeful that there were weapons stockpiled in the Tactical Officer's office, soldiers burned a hole through the door to get inside. Unfortunately, they found nothing but useless papers and an inactive computer station. Characters will now find a nest of furniture, boxes and other debris in the corner of the room. The nest has been made by **Ratagats**, two foot-long, mutated rodents with voracious appetites. They attack at the first sign of any noise.

Ratagat (large, mutated rodent)

No. Appearing: 4-16

Armor Class: 9

Movement: 12

Hit Dice: 4 (10 hit points each)

Attack Damage: Bites for 1d4 damage, emits an Intensity 6 poison. Swarm tactics (attack one character at a time).

The room is otherwise empty of useful items.

L3-50: Chief Science Office

An open archway stands where a door once was. What is left of the mangled door has been thrown inside the room.

The science office was known to have a cabinet full of hydrogen, solar, and atomic fuel cells but is now found to be empty. Several computer stations have been dismantled, their parts scavenged. There is a 1 in 6 chance that a hydrogen fuel cell (50% power) may be found amidst the clutter.



L3-51: Chief Medical Office

The door of this room is open less than half a meter inward. A pile of human skeletons lie at the threshold of the portal.

Many have tried to gain access to the Medical Officer's office, knowing that a reserve of useful medicine is likely stashed somewhere within. However, an experimental brown fungus escaped its containment (when the facility shut down) and fixed itself to the ceiling. During the first days of the facility lockdown, it killed over a dozen soldiers who tried to gain access to the office.

Xanagaricus (deadly fungus)

No. Appearing: 1

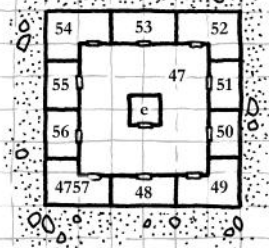
Armor Class: 9

Movement: n/a

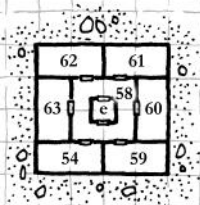
Hit Dice: 10 (50 hit points)

Attack Damage: Sprays spores that deal 2d6 damage up to 3 meters. The spores feast for two rounds (the second round after a successful strike is automatic) before returning to the main host healing it for the same damage it dealt. Unlimited number of spores. *Striking the fungus may release spores.*

Plateau Upper Levels

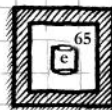


Level 3

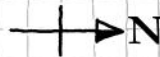


Level 2

(1 square : 5 meters)



Level 1



If characters can get past the deadly fungus, a locked cabinet contains an emergency supply of medicine:

Medical Office Cabinet—Contents

Count	Item	Details
5	Accelera	Heals 1d10 hp
3	Pain Reducer	Feel no pain—4hrs
1	Cur-in Dose	Negates poison

See pg 36 (GW 1E) for more details.

Additionally, a rotting lab coat hanging from a wall hook has a **white badge** clipped to its collar.

L3-52: Flight Control Office

A pulsing red light can be seen through the small window in the door of this area. At one point, something brushes up against the window briefly...

The Chief Flight Control Officer coordinated flight charts, maps and travel plans for the facility. The interior of their office was fairly mundane, with a computer system to watch worker activity and files for logged flight plans and other travel requests. When the facility shut down, the Chief Flight

Officer's office was immediately locked (as per protocol). The Chief Flight Officer and his assistant were both trapped within their shared office and died weeks after they ran out of food and water.

The door to the office is locked, requiring a red badge—or any gold-striped badge—to gain access. Within the corner office characters will find two human skeletons and a rare plant-creature that has been trapped for years. A **Titanarum** emits a rotting stench that attracts insects and small vermin. It has stayed alive by luring these creatures to the room through several cracks in the back wall.

Titanarum (flowering plant)

No. Appearing: 1

Armor Class: 9

Movement: n/a

Hit Dice: 15 (70 hit points)

Attack Damage: Rotting stench acts as an Intensity 9 poison (10 meters). Its vines can reach out to grab foes to bring them closer to its biting beak (1d8 damage on a successful strike).

Characters affected by the stench are at a -2 to hit and take double damage from the plant's bite while defenseless. Note that the plant's poison won't kill affected characters, but instead incapacitates them as described above.

The two skeletons are found behind the Officer's desk—one lies with its head in the other's lap. Two empty syringes lie nearby.

L3-53: Engineering Office

Lights flicker through an empty doorway as sounds of buttons being depressed are heard. A peek into the room provides a view of a robotic unit frantically working a panel of buttons, switches, and levers.

Much of the engineering functions were left to robots and systems, especially after the human staff fled the facility. When the installation turned back on, the immobile robotic unit at the control board returned to work, checking for damaged or malfunctioning systems and devices. Most of the systems are non-functional, forcing the robotic unit to work frenetically to assign tasks to non-existent staff and to attempt to reroute power around broken sources and collapsed infrastructure. The unit ignores characters when they enter while it works, even if it's attacked. It assumes that humans arriving are there to help and works around their commands and computer instructions, even if they make things worse.

One of the computer screens nearby shows a side map of the facility, indicating five total floors. If the characters

make an Intelligence check (roll under their Intelligence), they can determine that the upper two floors are using the majority of the remaining power.

Unit RHA-13, Engineering class

No. Appearing: 1

Armor Class: 9

Movement: n/a

Vocal Unit: male voice, "Rerouting power from sector A1 to sector B2", etc.

Hit Dice: 4 (20 hit points)

Attack Damage: It does not attack or defend itself.

Powered By: (1) Atomic Energy Cell

L3-54: Security Office

A double reinforced metal door prevents access to the area beyond. A metallic dome above the door emits a slight hum. The letters "SE" and "Y" painted on the entrance are still legible.

Reinforced to withstand 200 hit points of damage, the doors to the Security Office have withstood battering, explosions and firearm attacks. The laser turret above the door eliminates threats quickly, attacking any who tamper with the door or badge reader in any way. The badge reader accepts red or gold-stripped red badges only.

Laser Turret, Mounted

No. Appearing: 1

Armor Class: 2

Movement: n/a

Hit Dice: 5 (20 hit points)

Attack Damage: Attacks twice per combat round, Laser fire, dealing 1d8 damage. Hardened dome prevents most damage from piercing the weapon within. Power from within the Security Office.

Once threats are eliminated or leave the area for five or more minutes, the laser turret returns to its dormant state. Once inside the doors, read the following description:

This corner room is filled with several desks, cabinets, and computer terminals. The opposite wall has four wheeled, robotic units plugged into their stations.

Characters that roll under their Intelligence score also know this:

Several nearly invisible red beams criss-cross the entrance of the room.

Characters that break any one of the ten beams will activate all four security robots. After a round of exiting their charging stations, the units will chase down intruders until they've left the level. Once freed, they will continue to patrol the level until recalled or destroyed.

Unit RHA-99, Security class

No. Appearing: 4

Armor Class: 4

Movement: 6

Vocal Unit: male voice, repeats loudly "Intruder. Intruder. Intruder."

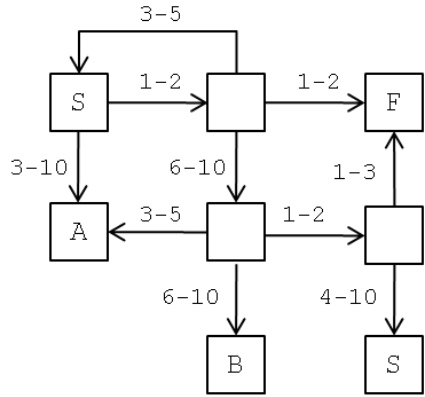
Hit Dice: 10 (50 hit points)

Attack Damage: Laser weapon, WC13, dam: 5d6 - Hydrogen Energy cell, 9 shots left. Last resort attack: self-destruction, 10d6 damage in 5 meter radius (half in 10 meter radius), Radiation intensity level 3 for 30 minutes.

Powered By: (2) Atomic Energy Cells

A programmable override is possible if the characters can get to one of the operable computer terminals inside the room. Use the terminal chart in the next column for access.

Terminal Use Chart



- A: Unsuccessful attempt.
- B: Terminal broken...
- F: Successfully accessed.

There are only three usable terminals in this room. Additionally, four locked cabinets contains weapons and ammunition for the human security forces once stationed here. The cabinets can only be opened by a gold-striped red badge.

Security Office Cabinet—Contents	
Cab.	Items
1	(2) Laser Rifles, (1) Mark VII Rifle
2	(1) Laser Pistol, (1) Mark V Blaster
3	(5) Hydrogen Cells, (1) Chemical Cell, (3) Solar Cells
4	(1) Chemical Explosive Grenade, (3) Fragmentation Grenades, (1) Energy Grenade, (5) Tear Gas Grenades
<i>See pgs 32-33 (GW 1E) for more details.</i>	

A locked desk drawer contains **100 gp**, **250 Domars**, and a **Silver ID badge**. The Silver badge will allow access to the control panel in area L1-65 to override current protocols or to switch control centers between level 1 and level 2.

L3-55: Unisex Bathroom

The plain door to this area has been opened inward. A foul smell emanates from the darkness beyond...

The operations staff either used the bathroom here on this level or—if non-civilian—used the bathrooms on Level 5. A dozen toilet-stalls line the back and side walls, and six sinks are on the interior wall (near the door). Most of the plumbing here is broken, leaking filthy water onto the floor—there is four inches of water covering the back half of the room. Little water and sewage are left in the facility—leaving just remnants of waste materials to trickle out on the floor.

L3-56: Counseling Office

Obscenities are scribbled across the closed door of this area. There appears to be no badge reader required for access.

Apparently, the soldiers and facility staff trapped within the building disliked the Chief Counselor enough to leave their thoughts of her on the door. There is nothing of interest here.

L3-57: Command Office

Black scorch marks cover the entire door-frame to this room. The door that once secured the room is long gone.

Command level staff once used this room to coordinate operations and plans. Several desks have been overturned and thoroughly searched. Broken computer terminals are scattered about the room. Any player that rolls a 20 while searching the room will find a **red badge** that has fallen behind a loose piece of cement wall.

Control Level (Level 2)

The secondary control center was used in case the primary (Level 1) was compromised. Red badges are required to access this level from the elevator. Doors on the elevator will open on the east and west sides. Only command level personnel and high-ranking visitors were allowed on both this level and level above. The secondary command center was usually unused when the primary was operational.

The east and west doors of the elevator simultaneously open onto the floor. The scene from each doorway is the same—dozens of skeletons are visible throughout the area beyond. It is as if a large battle took place here with many casualties.

L2-58: Command Center

As the remaining soldiers of the various factions tried to survive, they naturally worked up through the facility trying to find a way out. Several battles between rival groups occurred on this level as each tried to gain control of systems, remaining food and water, and weapons. Over three dozen skeletons are found scattered throughout the small room. The characters may search the room thoroughly (an hour or more, four rolls on the Search table) or quickly (30 minutes or less, two rolls on the Search table).

In addition to what is found on the Search table, the characters may find a diary near one of the skeletons that tells the story of the trapped soldiers, the formation of factions (or gangs), and their slow dance with starvation over several weeks.

L2-59: Conference Room D

The glass windows of this area are shattered. Their tiny fragments are covering the floor of the room beyond. If there was a door to the room, it's long gone.

A long wooden table, broken in half and collapsed at its center is surrounded by ten chairs. Dried blood covers the table in several places and the wall has smears of unknown fluids. Bullet holes are found in the east wall. Two skeletons are discovered under the table. If characters search the skeletons, they have a 50% chance to find **two Hydrogen cells** (full charges) taped to the bottom of the table.

L2-60: Backup Control Room 1

Only the top half of the door to this area is still attached to the wall. Pieces of what likely is the rest of door are scattered across the floor in front of the doorway.

The northern control room was responsible for coordinating all vehicle movement and deployment, including space craft. The systems within the room are powered down and cannot be powered up from this level—the topmost level is currently active and is in operation. Any attempt to power up the terminals in the room will fail unless the override is cancelled in the upper level.

The skeletal remains of three soldiers are found in the room, each killed by small weapons fire (their bones display black-scorch marks and bullet holes). One soldier is laying upon a stash of gold coins in a metal bin (**125 gp** and **25 gilded Domars**).

L2-61: Conference Room C

Warning: *this room is very dangerous; the GM should alter the strength of the radiation in this area if the characters are too inexperienced or weak to face the danger.*

Several cracks in the windows and glass door of this corner room look dangerously close to breaking open. Beyond the windows, a green cloud or mist floats in the air. The room looks otherwise empty.

The door requires any gold-striped badge to open however, a mere 10 hit points of damage to any of the cracked glass will shatter a window. Once a window or door has been opened, Intensity 15 radiation will begin to leak out into the general area. While in the conference room, the radiation maintains its strength as it seeps from a crack in the wall. Once out into the general area, it lessens to Intensity 11.

At least a dozen skeletons of sickened and killed soldiers are found just inside the door (they can also be seen through the glass). Unable to survive the radiation, they died within a few seconds of entering the room. There are 1d4 ancient **Smith & Wesson revolvers** with a total of 4d6 rounds of **.38 Special ammunition** found near the bodies.

S&W .38 Special

Weapon Class: 10

Maximum Range: 20, 40, 60 meters

Effective Range: 10, 20, 30 meters

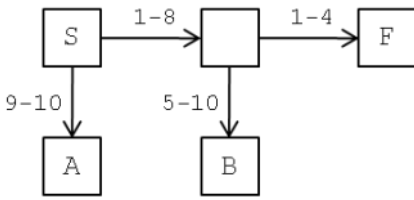
Projectile: Steel Bullet, single use

Maximum Load: holds 5 bullets

Damage Inflicted: 3d8, 2d8, 1d8 damage (corresponding to range)

Learn Use: Chart on page 25

S&W .38 Use Chart



- A: Confused, No result.
- B: Accidental firing...
- F: Pistol use understood.

L2-62: Conference Room B

Peering through the open doorway provides a good few of a completely gutted, burned-out room. The area smells of charcoal and fire.

At one time, this room was completely gutted by an intense fire. Anything that was in here was turned to ash long ago.

L2-63: Backup Control Room 2

A row of computer panels along the opposite wall can be seen through the locked door's window. A single unit appears functional as its screen is flickering.

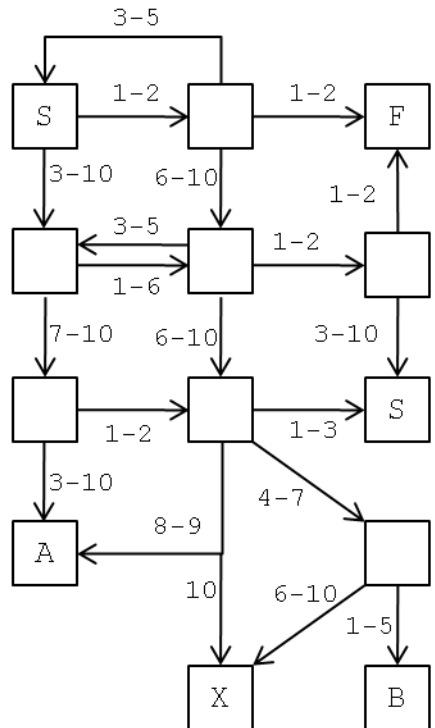
A gold-striped badge opens the door to the southern control room. Staff coordinated ground troops and small unit missions from this room when the upper level control center was offline.

All but one computer terminal is turned off—a single system was either left on or turned on by the marauding soldiers. The system was intended to be used by highly trained personnel. Accessing the unit is extremely challenging but rewarding if successful. Once accessed, the user can review the

the maps, inventory and staffing of the facility. Additionally, recordings of the last few days before the facility was shut down can be found. If the terminal explodes on use (the "X" on the chart below), it deals 5d6 damage in a 10 meter radius.

A **silver badge** hangs from a coat rack in the corner of the room. A box of **Hydrogen cells** (10) are found under a desk near the door. Each cell has enough energy to power an energy pistol once.

Terminal Use Chart



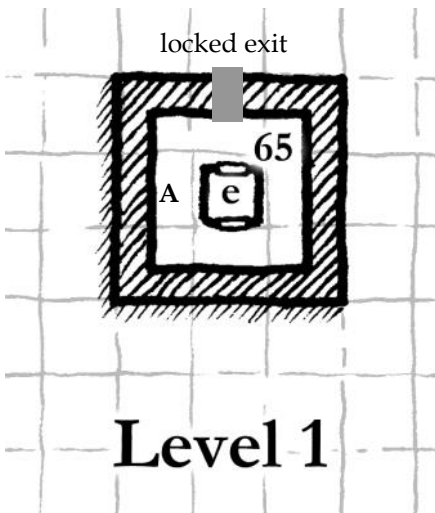
- A: Unsuccessful attempt.
- B: Terminal broken...
- X: Terminal explodes...
- F: Successfully accessed.

L2-64: Conference Room A

The room in the corner of this facility lacks a door and glass for its wide windows. A steel table with computer monitors built into it is flipped on its side.

Using the steel table as cover, several soldiers defended their space from rival gangs before eventually perishing here. Their bodies were picked clean of useful items however, one skeleton still holds on to a **live fragmentation grenade**, its bony hand squeezing the activation lever. A dexterous character may remove the grenade from the soldier (rolling under Dexterity) without it detonating. Failure results in the grenade exploding (5d6 damage, 10 meter radius). There is no way to deactivate the live grenade.

A nearby chair has a small pouch secured to its underside. Within, **50 Domars**, **20 gp** and an **orange ID badge** can be found.



Control Level (Level 1)

The primary control center of the facility sits atop the desert plateau, with exterior windows that—when cleaned—provide 360-degree views of the plains beyond. A single, emergency door (*red badge access*) leads to the exterior of the plateau facility. This door once provided maintenance workers access to the equipment outside the concrete and steel building (including satellite dishes and additional generators).

A red badge opens the dual elevator doors in the level. As soon as the doors open, the robotic units protecting the command center spring into defensive action.

Before both elevator doors fully open, the spinning of mechanical wheels and chirping of robotic units is heard, approaching the elevator...

Three security bots will attack the characters from both sides, pinning them in the elevator or in a corner of the level. Each robotic unit is programmed to protect the command center equipment—they will chase down thrown grenades or jump in front of gun fire to protect control panels and the lone “brain” unit.

Unit RHA-99, Security class

No. Appearing: 3

Armor Class: 4

Movement: 6

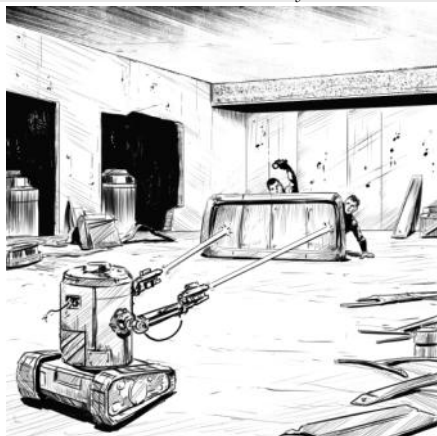
Vocal Unit: male voice, repeats loudly “*Intruder. Intruder. Intruder.*”

Hit Dice: 10 (50 hit points)

Attack Damage: Rail Guns, WC11, dam: 1d4x1d10 – small caliber bullets
500 shots left.

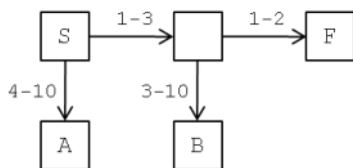
Powered By: (2) Atomic Energy Cells

A single robotic unit (BrainBot) works the command center, ensuring programs and protocols are followed. Unfortunately, the robotic unit was damaged by the recent lightning storm and—when reactivated—invoked the incorrect protocol: to return all space vehicles to Earth. This unit is a non-combatant, protected by the security robots on the level. It will move about the level to avoid combat but will not return fire or attack characters.



The only way to override the unit's controls (change the current protocol) is to use a silver badge at the special control panel (marked "A" on the map). Characters may use the terminal to access the running programs and turn them off.

Terminal Shutdown Chart



A: Unsuccessful Attempt.

B: Program restarts (30 minutes).

F: Successful shutdown.

If the protocol program restarts, characters will have to wait for 30 minutes before trying again. Note that the systems can be rerouted to level 2 if desired.

A locked cabinet holds reserve ammunition and money in case of emergencies. A box of **10 Hydrogen Cells** (fully charged) and a bag of **1,000 gp** and **5,000 Domars** are found within.

Conclusion

Once the current protocol programs are shut down, the spacecraft will no longer return to Earth and will cease crashing into the surrounding area. Having stopped the threat of destruction from falling debris, the group will have their bargain honored by the village elders of El Toro, who give the group a food replicator and a box of gold bars (5,000 gp value). The elders will likely invite the group to stay in El Toro, providing them with a permanent wooden shack near the back of the village.

Additional Adventures: Characters may need to investigate a fouling of the water source (basement of the facility) or deal with some marauding bandits that threaten the village.

Food Replicator

Powered By: (1) Hydrogen Cell, provides 20 uses per cell

Produces: one carbohydrate source, one protein source, one fruit source and one vegetable source per use.

Learn Use: taught by Elders or use Chart B on pg 31 (GW 1E).

Search Tables: Use once per searchable area unless otherwise specified.

Common Search Table - Basement, Levels 4-5 (roll 1d20, "add" INT bonus)			
Roll	Basement	Level 5	Level 4
>=20	1d4 Ratagats	Skeletal remains, human	Teargas Trap!
19	Rusty screwdriver	A broken clipboard	Depleted vehicle battery
18	Plastic toolbox, broken	Rusty stapler, no staples	A folder of old papers
17	Moon Pie wrapper	Skeletal hand, human, stuck in a wall crack	Computer keyboard, several keys missing
16	Pile of excrement, unknown origin	Hand written task list, on old paper	3 spare office chair wheels
15	Can of soda, contaminated	Rotting white lab coat	Box of paperclips, 50 count
14	Plastic case, square, empty	36" black leather shoelace	Box of adhesive bandages, 2d6 left
13	Men's sock. Size 9-12, green	Pillowcase, stained	Picture frame, faded picture of family
12	5 meters of frayed rope	Bottle of Rum, unopened	Left boot, women's size 6
11	Ball-point pen, dried ink	Bent table knife, dull	Folder, medical records, partially completed forms, patient terminal
10	Plastic bag with stuffed toy bear	Paper novel, "Ready Player One", no cover	Small bag of hard candy, 1d4 pieces still edible
9	Skeleton of a small (.5 meter) four-legged creature, broken spine	Tall white sock, men's size 9-12, hole in heel	Microphone headset, head strap broken
8	Plastic bag with ancient coins, 2d12 count	Women's bra, size 32B	Gold wedding band, misshapen, worn
7	Black boot, size 10, no laces	Can of dog food, 50% chance contaminated	Orange ID badge
6	Grey ID badge	Nail clippers, rusty	1 dose <i>Accelera</i>
5	Small canvas bag, 1 strap broken	Grey ID badge	1d6 .38 special caliber bullets
4	Hammer, broken handle	1d4 .38 special caliber bullets	Steel travel coffee mug, clean
3	Canteen, dented but useable	Leather holster, fits most pistol types	1d4 gold pieces
2	A steel boot knife, clean	A green ID badge	Note "find red badge for level 1" *
<=1	Blue ID badge	1d6 Domars	1 Hydrogen Energy Cell, 50% capacity

Common Search Table - Level 3, Level 2, Level 1 (roll 1d20, "add" INT bonus)			
Roll	Level 3	Level 2	Level 1
>=20	Poisonous Fungus!	Radiation!	Nothing found...
19	Smudged papers	Filthy undergarments	A stack of folders, filled with illegible papers
18	Microphone, broken	An empty wallet, leather	A metal clipboard
17	5 meter length of cable	A bloodied towel	An officer's black hat
16	Leather glove, left hand	A red and blue pen, dried up and useless	A set of ear plugs, used for communication, broken
15	Broken socket wrench, rusted and bent	A bag of female hair ties (for "ponytails")	An empty handbag
14	Illustrated book of common spacecraft	Pile of burned bones	A broken lever or dial
13	Old dirty towel	A false set of teeth, upper bridge only	A paper roster of names, with dollar amounts
12	2 steel clamps	An empty cigar box, "True" brand	A mechanical pencil, contains 3 pieces of lead
11	Three steel forks	A box of drawing pencils	A broken communication device, handheld
10	Grey ID badge	Papers indicating vacation approval	Fragments of a red and white digital card, cut up
9	Steel ruler, half-meter length	A jumpsuit, male sized Large, dark blue	A steel knife, snapped in half
8	1 meter of robot tread	An empty plastic bottle, "shampoo"	Computer tablet, cracked screen, broken
7	Robotic gear, rusted	2d6 .38 caliber slugs in a uniform pocket	Gold-striped, white badge
6	1 Chemical Energy Cell (25% left)	A handwritten letter, mostly faded, from a parent or sibling	A box of .38 special caliber bullets, 5d6 left in the box
5	Ancient engineering book (reading adds +1 INT) *	A shaving razor, sealed in package, clean	Several small steel gears from a robotic unit
4	Memory chip for common robotic units	A spent Hydrogen Cell, 1 use left	Emergency protocol instructions *
3	Blue ID badge	1d100 Domars in a leather bag marked "George"	2 Fragmentation grenades (see GW rulebook, pg 33)
2	2d6 gold pieces	White ID badge	1d4 gold pieces and 2d6 Domars
<=1	Red ID badge	2d20 gold pieces	Small box of 2d4 gold bars

* should only be found once per adventure.

A Dish That Serves No One

A settlement built upon the ruins of a military installation has recently come under bombardment from space junk falling from the sky. Almost daily, giant chunks of twisted and broken metal and parts of large vessels fall from the sky near or onto the settlement! Many people have been injured or have died. The village elders do not want to leave as they have finally established a productive farm near a drinkable water supply. What is even more strange, however, is that a large object on the roof of a plateau building nearby has begun moving recently, often several times a day. Are these two things related? Is the impenetrable plateau structure the source of the falling debris?



**For 1E Gamma World
Beginner Levels**



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