

G A M M A WORLD[®]

MIDNIGHT IN THE MYSTERY GARDEN

(A FREE GAMMA WORLD ADVENTURE FOR
4-6 CHARACTERS OF 3RD LEVEL)

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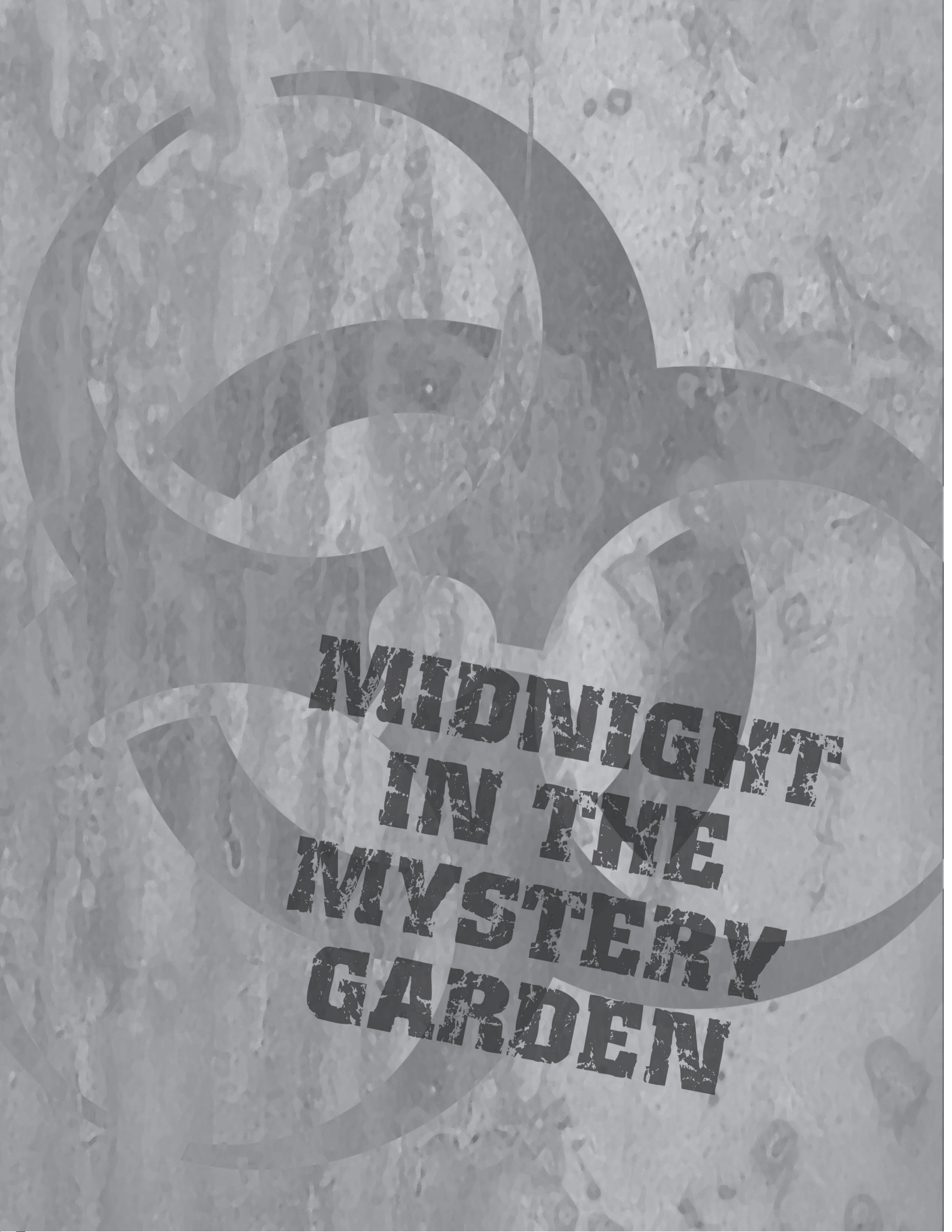
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**MIDNIGHT
IN THE
MYSTERY
GARDEN**

This is a free introductory adventure for **Gamma World**. It is designed for six 3rd-level characters. Pre-generated characters are included after the adventure, but it can be easily modified to fit other parties, including higher-level groups. There should be at least one character with technical skills, though that position could be filled by an NPC.

Game length can vary from group to group, but this session should last about four hours. For a shorter game session, skip over Scene Two and give the information discovered in Scene Three to the players at the start of the adventure instead.

WHAT YOU NEED

Ideally, you should have a copy of *d20 Modern* and the **Gamma World Player's Handbook**. Any references to rules, from making a "Survival check" to explanations of how to handle the foes that the player characters face in the game, are covered in detail in these books. Please refer to them as necessary.

Instead of *d20 Modern*, you can make do with *Dungeons & Dragons Players Handbook* or the *d20 Modern System Reference Document* (available online).

Included are the following:

- "Midnight in the Mystery Garden," a single complete adventure which is described in full on the following pages.
- "Background Information," which contains a description of the village of Baybrook (where the characters begin their adventure) and a description of cryptic alliances (secret groups that the characters belong to); this is found on page XX.
- 6 pre-generated player characters (PCs) for use in the adventure; each is detailed starting on page XX. (You can also use them in existing **Gamma World** campaigns, as NPC allies or enemies or as PCs if players are stuck for a character idea.) Each writeup reflects the three-stage history suggested in the **Gamma World Player's Handbook**: "what I was originally, what I became, what I am now."

Note: Permission is granted to photocopy each character for personal use only.

WHAT IS GAMMA WORLD?

Gamma World is a post-apocalyptic game, set in the ruins of society following a series of wars that knocked humanity down from the pinnacle of technological wonder. It began with the discovery of the "gamma subunit" of genetic code in the first half of the 21st century, RNA sequences that allowed scientists to easily rewrite genetic information. Within 20 years, over half of the world population could purchase customized genes. That breakthrough led to a million others, and by the end of the century the biotech revolution led to the discovery of practical nanotechnology and genuine artificial intelligence. Humanity reached heights never even dreamed of in the fevered minds of 20th century authors.

And then humanity fell. Records are sketchy as to who started what and when, but the magnificent posthuman civilization was shattered. Most of humanity (and its created children) died in the conflagration. The carefully controlled environment collapsed and indescribable ecological catastrophes followed the man-made ones.

But life endured. The strong, quick and clever survived. Three generations have grown up in the wreckage of humanity's hubris. While life is hard and danger lurks everywhere, the sentient species of the **Gamma World** now have an opportunity for more than simple survival. Small attempts at civilizations are sprouting up. Some want nothing more than to prosper; others want to control. It is a world of adventure and mystery, full of opportunities for brave heroes willing to go over the next hill and see what's out there.

DISCLAIMER

If you plan to play through this adventure, stop reading now! Only the person who runs the game should read the details that follow. (You don't want to spoil the surprises and excitement of the game, do you?)

STARTING THE ADVENTURE

The player characters (PCs) are all young members of or visitors to a small village in the **Gamma World** wilderness. The residents have been struck with a disease that is killing them slowly. However, they know of a place where a cure can be found: the so-called "mystery garden," which has a tree whose fruit can cure almost any disease. The villagers haven't managed to cultivate the plant themselves (it was bioengineered to grow only in certain nutrients that don't exist outside the garden). So someone must collect fruit from the garden.

There is a problem with this (of course). The mystery garden was once an arboretum and biogenetics research facility, now overrun by a group of hive-snakes, dangerous monsters considered too deadly to face. These creatures hibernate during the winter. So, naturally, members of the tribe go to the garden in the winter months. It is fall as this adventure begins, and the plague has exhausted the tribe's supplies of healing fruit. Someone must go to the garden right away, or there will be no one left in the village by the time winter sets in.

As they are still unaffected by the plague, the PCs are chosen (or bribed) to collect the fruit.

SCENE ONE: SETUP

Read the following to the players.

The town of Baybrook is dying. A mutant bacterium contaminated the crops, and now all the people (and mutants and moreaus) are succumbing to its effects. Even the combined efforts of a visiting healer with advanced medical technology and a priest of the Order of the Blessed Nano have been unable to cure the disease.

However, there is hope. A week to the south, there is the “mystery garden,” an abandoned complex from before the Final Wars. The fruits grown there have curative properties. One tree, dubbed “the Tree of Life,” is known as an ultimate tonic, and consuming the fruits has cured those who have eaten it. However, the village’s stored supply of fruits has run out. Only fruits grown in the mystery garden have healing properties. As yet, no one has been able to grow them anywhere else.

The problem is compounded by the fact that the garden is infested with hive-snakes. The snakes hibernate during the winter, when explorers can get in to harvest the fruits. It’s early autumn now, and the residents of Baybrook may all be dead by winter unless someone gets more fruit now.

A group of bold heroes has agreed to go to the mystery garden to harvest some of the fruit of life, despite the danger of hive-snakes. They are:

Healer Drake Tribian, from the enclave of pure-strain humans. He has been treating the symptoms of the disease, but believes that nothing but the fruit of life will cure the citizens of Baybrook. (Healer Drake is a 3rd level pure-strain human Smart Hero.)

Defender Robot M-NG0 “Mongo.” Mongo is Healer Drake’s protector. (Mongo is a 3rd level synthetic Strong Hero.)

Tracker. The cyborg calling herself Tracker is a wandering gun for hire, who has often passed through Baybrook. To the surprise of many residents, she has offered her aid at no cost. (Tracker is a 3rd level stock human Fast Hero.)

Pret, priest of the Order of the Blessed Nano. Pret is a wandering preacher of his order, sermonizing about the God of Microscopic Forms and showing the miracles that the sacred nanomachines are capable of. (Pret is a 3rd level stock human Charismatic Hero.)

Tani, a winged mutant and a native of Baybrook. Tani was off hunting when the crops came in, and missed the infection that is ravaging her home. (Tani is a 3rd level mutant Tough Hero.)

Zutperk the Great, a mutant land-octopus. Zutperk is an artist who works in inkblots. He has volunteered to help the mission, which everyone thinks is a wonderful idea. (Zutperk is a 3rd level mutant/moreau Dedicated Hero.)

RACES IN GAMMA WORLD

In **Gamma World**, there are essentially four character races.

Pure-strain humans are descended from survivors of the Wars. They have managed to maintain some semblance of the old civilizations remaining in small enclaves. They have more experience with technology than most other characters, but lack practical experience out in the wilds.

Stock humans, on the other hand, are familiar with the wilds, but may lack the technological experience.

Synthetic characters are mechanical life forms, ranging from sentient toys for pre-War children to warrior robots.

Mutant characters cover the range of things that talk and think, but aren’t human. Some are uplifted animals (often referred to as “moreaus”), gifted (or cursed, depending on who you ask) with intelligence. Others are engineered humans, created to have nonhuman traits. Still others the result of living in the biotech “soup” that litters the Gamma World landscape. These mutants can possess powers beyond those of normal humans (or animals), as well as debilitating defects.

PREPARATIONS

Let the players pick which character they want to play. If there are fewer than six players, you can discard Zutperk or Tani. If there are more than six, an additional defender robot makes sense, and changing the mutations on Tani is a quick way to add a similar character without too much work. However, be sure to increase the number of foes in the combat scenes. The fights have been designed with a Challenge Rating of 4. This offers a fair match for six characters of 3rd level, but will make things too easy for more PCs.

Once the players have picked their characters, they may want to equip themselves in the village. The



village has a limited resources, so they cannot buy anything that requires a Wealth check of DC greater than 17. Due to the time pressure, they can take 10 on their shopping checks, but do not have time to take 20. The villagers' desperation gives the characters have a temporary +2 on their Wealth Rolls to purchase more equipment. Once they are done, and don't let them take too long shopping, they can hit the road. The town provides them with horses, food, camping equipment and a cart to carry enough fruit back.

EXPLANATIONS: WEALTH

d20 Modern (and *Gamma World*) use a different Wealth system than most games. Rather than keeping track of "gold pieces" or "credits," this game uses an abstracted Wealth system. Your PC has a Wealth rating, and you make a check to see if your PC can purchase something. If you do not have *d20 Modern*, you may wish to just let the PCs have whatever equipment seems appropriate.

SCENE TWO: LEARN HOW TO SHOOT THINGS

If you want some non-combat roleplaying opportunities, use the survival rules in Chapter Four of the *Gamma World Player's Handbook*. The terrain is considered temperate forest.

Once that's resolved, read the following to the players:

You have been traveling for two days, and are setting up camp for the night. Suddenly, you hear a buzzing noise. Three enormous predatory dragonflies swoop in!

This is a pretty straightforward combat, designed to be not very threatening but to give the players a chance to flex their muscles and see what their PCs

are capable of. The dragonfly creatures called "arn" usually don't attack humans, but these ones were especially hungry. A DC 15 Survival check shows that these arn are far away from their normal swampy habitat and are probably starving.

Arn: CR 1; Medium mutant vermin; HD 3d8 (14 hp); Mas 14; Init +0; Spd 10 ft (2 squares), fly 60 ft.; Defense 18 (+8 armor), touch 10, flat-footed 18; BAB +3; Grap +3; Atk bite +3 melee (1d8); Full Atk bite +3 melee (1d8); FS/Reach 5 ft./5 ft.; SQ Darkvision, immunity to mind-affecting attacks, resistance to massive damage; AL none or rider; SV Fort +3, Ref +1, Will +3; AP 0; Rep +0; Str 11, Dex 11, Con 11, Int —, Wis 14, Cha 11.

Skills: Listen +7, Spot +7.

Feats: Improved Damage Threshold.

SCENE THREE: HORNS AND FANGS

Read the following to the players:

It has been two days since you fought the dragonfly creatures called *arn*, and you draw close to the mystery garden. It's early afternoon on a warm autumn day when you hear gunshots from up ahead.

Longhorn, a minotaur, is under attack from a group of **mutant spiders**. In **Gamma World**, minotaurs are genetically engineered creations of the pre-War science, not products of magic. **Tani**, **Tracker**, **Pret** and **Zutperk** recognize the minotaur as being from a nearby tribe. They also know that minotaurs are xenophobic and hate humans. When the PCs arrive, there are six spiders left, all attacking the minotaur.

Longhorn is too busy defending himself to acknowledge the PCs. If they help him defeat the spiders, he faces them with mistrust. (If they don't help Longhorn, he dies cursing them for cowards.)

Longhorn, Minotaur Strong Hero 3: CR 7; Large mutant humanoid; HD 6d8+12 plus 3d8+6 (hp 58 at full health, currently 30); Mas 15; Init +0; Spd 30 ft. (6 squares); Defense 16 (-1 size, +2 class, +5 natural), touch 11, flat-footed 16; BAB +10; Grap +18; Atk great axe +13 melee (1d12+9); Full Atk great axe +13/+8 melee (1d12+7), gore +8 melee (1d8+4), or slam +13/+8 melee (1d4+7), gore +8 melee (1d8+4), or shotgun +8 ranged (2d8); FS/Reach 10 ft./10 ft.; SQ charge 4d6+7, darkvision (60 ft.), natural cunning, scent; SV Fort +8, Ref +6, Will +6; AP 1; Rep +0; Str 20, Dex 10, Con 15, Int 7, Wis 10, Cha 8.

Skills: Intimidate +5, Jump +8, Knowledge (streetwise) +3, Listen +8, Search +6, Speak English (or other local language), Speak Taurian, Spot +8.

Feats: Archaic Weapons Proficiency, Combat Reflexes, Great Fortitude, Personal Firearms Proficiency, Power Attack, Simple Weapons Proficiency.

Talents (Strong Hero): Melee smash, improved melee smash.

Possessions: Great axe, shotgun

Small Mutant Spider: CR 1/2; Small vermin; HD 1d8 (4 hp); Mas 10; Init +3; Spd 20 ft. (4 squares), climb 10 ft.; Defense 13 (+1 size, +3 Dex), touch 13, flat-footed 11; BAB +0; Grap -6; Atk bite +4 melee (1d4-2 plus poison); Full Atk bite +4 melee (1d4-2 plus poison); FS/Reach 5 ft./5 ft.; SQ poison (DC 11, 1d3 Str./1d3 Str.), webs (escape DC 18, break DC 20, 4 hp), darkvision (60 ft.), immune to mind-affecting attacks, resistance to massive damage; AL none; SV Fort +2, Ref +3, Will +0; AP 0; Rep +0; Str 7, Dex 17, Con 10, Int -, Wis 10, Cha 2.

Skills: Climb +10, Hide +13, Jump -2 (+4 for hunting spiders), Move Silently +9, Spot +12.

Feats: Weapon Finesse (bite).

Longhorn's attitude starts out Hostile to humans (stock, pure strain, or mostly human mutants) and Unfriendly to moreau characters. After being saved from the spiders, his attitude improves one rank. (See *d20 Modern* for Diplomacy DCs and results.) The PCs learn that he is the lone survivor of a failed expedition to the mystery garden which sought a cure for their own kind who suffer from the same blight affecting the Baybrook tribe.

If the PCs manage to improve Longhorn's attitude to Friendly or better, he also tells them the following:

- The garden's front entrance is swarming with hive-snakes, though they don't seem to like the cooler air outside the garden.

- The minotaurs tried a frontal assault and failed. With a smaller number, they scouted around the building and found a rear entrance that wasn't overgrown. They weren't able to open the door. Knowing that their tribe's life depended on their success, they tried another frontal assault, with different tactics. Longhorn was the only survivor, and is returning to his tribe.

Longhorn will not accompany the PCs. He believes any attempt will end in failure. If he must die, he wants to be with his family.



SCENE FOUR: AT THE DOOR

The rest of the trek through the forest is uneventful. Read the following to the players:

You come out of the thick trees to see the mystery garden, a four-story building topped with a domed arboretum. You can glimpse a portion of the rear of the building, which faces a river and has a narrow ledge running along the back wall above the water. You can see that tribes who use the mystery garden clear the front entrance on a regular basis, but the rest of the place is overgrown with plants. From your vantage point, it is easy to see that there are many hive-snakes sunning themselves on the broad steps of the entrance.

If the PCs got the information from Longhorn, or they just want to find another way in, it is easy to skirt around the building and avoid the snakes. The narrow ledge is easy to walk down, even with horses or M-NGO. The rear entrance is what is left of a loading dock. A row of pilings stretches out into the river, though the dock itself is long gone. There is a large “garage door” style door with a control box next to it. The door has many dents from the minotaurs’ attempts to open it.

The first step to opening the door requires a DC 15 Knowledge (technology: pre-War) check. On a

successful roll, the PCs realize that the door requires a power source — a power cell — to open. Fortunately, a couple of the PCs have power cells (if you’re not using the pre-generated characters, be sure that at least one of new PCs has some power cells). Swapping the power cell requires a DC 18 Knowledge (technology: pre-War) check. If the check result is 12 or less, the PC shorts out the cell and takes 1d6 points of electrical damage. The PC can try again with another power cell, but the DC increases by 2 after each failure.

The door opens easily once it is powered up (requiring no additional skill checks). While the door opens, a voice comes from the control box. It asks the group the nature of their delivery and if they need any assistance making the delivery. On a successful DC 15 Knowledge (technology: pre-War) check, the PCs realize that the voice is a computer rather than a living person — similar to Mongo, but simpler and with a more specialized function.

The control box is not familiar with the terms “mystery garden” or “fruit of life,” but such references do suggest something called the “arboretum.” The control box can direct the PCs on the shortest route there. Directions are important, as otherwise the PCs face two encounters with hive-snakes instead of one before reaching the garden. The control box has been deactivated for so long that it doesn’t know anything about the hive-snakes.

SCENE 5: THE SNAKES AND THEIR HIVE

The corridors are dark and full of random, useless junk. The rooms are mostly empty, though the PCs may encounter a room here or there that previous scavengers overlooked. The PCs should feel free to explore, and you should use your own imagination and player questions to fill in the gaps as to what sort of things the characters might find in a biotech research facility.

After resolving whatever opportunities you choose to provide, the PCs face a “T” junction. Call for Listen or Spot checks from the PCs, and compare the results against the hive-snakes’ Hide check. Those PCs who get results higher than the hive-snakes’ Hide check notice hive-snakes waiting to strike passersby. Those whose results are lower are surprised when the snakes attack.

If the PCs didn’t get directions from the control box, they have a second encounter with three hive-snakes on a stairwell. Mongo has trouble climbing stairs, but the characters must rig support for it to ascend since none of the elevators work anymore.

Medium Mutant Hive-Snake: CR 2; Medium mutant animal; HD 3d8+3 (16 hp); Mas 13; Init +3; Spd 20 ft. (4 squares), climb 20 ft., swim 20 ft.; Defense 16 (+3 Dex, +3 natural), touch 13, flat-footed 13; BAB +2; Grap +5; Atk bite +5 melee (1d6+4 + 2d4 acid); Full Atk bite +5 melee (1d6+4 + 2d4 acid); FS/Reach 5 ft./5 ft.; SQ acid, acid spit, scent; AL none; SV Fort +4, Ref +6, Will +2; AP 0; Rep +0; Str 17, Dex 17, Con 13, Int 1, Wis 12, Cha 2.

Skills: Balance +11, Climb +14, Hide +11, Listen +9, Spot +9, Swim +11.

Acid (Ex): Does 2d4 HP damage if the bite attack is successful.

Acid Spit (Ex): The queen can spit acid for 2d4 damage every other round. It is a ranged attack with a range increment of 10 ft.

Scent (Ex): This ability allows a snake to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

A hive-snake is as long as a person is tall, and its red and black scales gleam in reflected light.

In the times before the collapse, the advancement in genetic engineering made the answer to “what would happen if we crossed species X and Y” an exercise for

grade school students. One such result that survived was the hive snake, a nasty combination of large snake species and fire ants.

SCENE 6: THE QUEEN SNAKE AND RESOLUTION

After dispatching (or fleeing from) the hive-snakes, the PCs reach the mystery garden at last. It is an enormous artificial forest, maintained by small robots that keep the soil, water and climate at specified levels. The garden is on an artificial hill, with the Tree of Life at the top. There are all sorts of other trees, many of which provide useful properties, but few of them are relevant to the adventure at hand. The garden is also home to the queen hive-snake and her largest children.

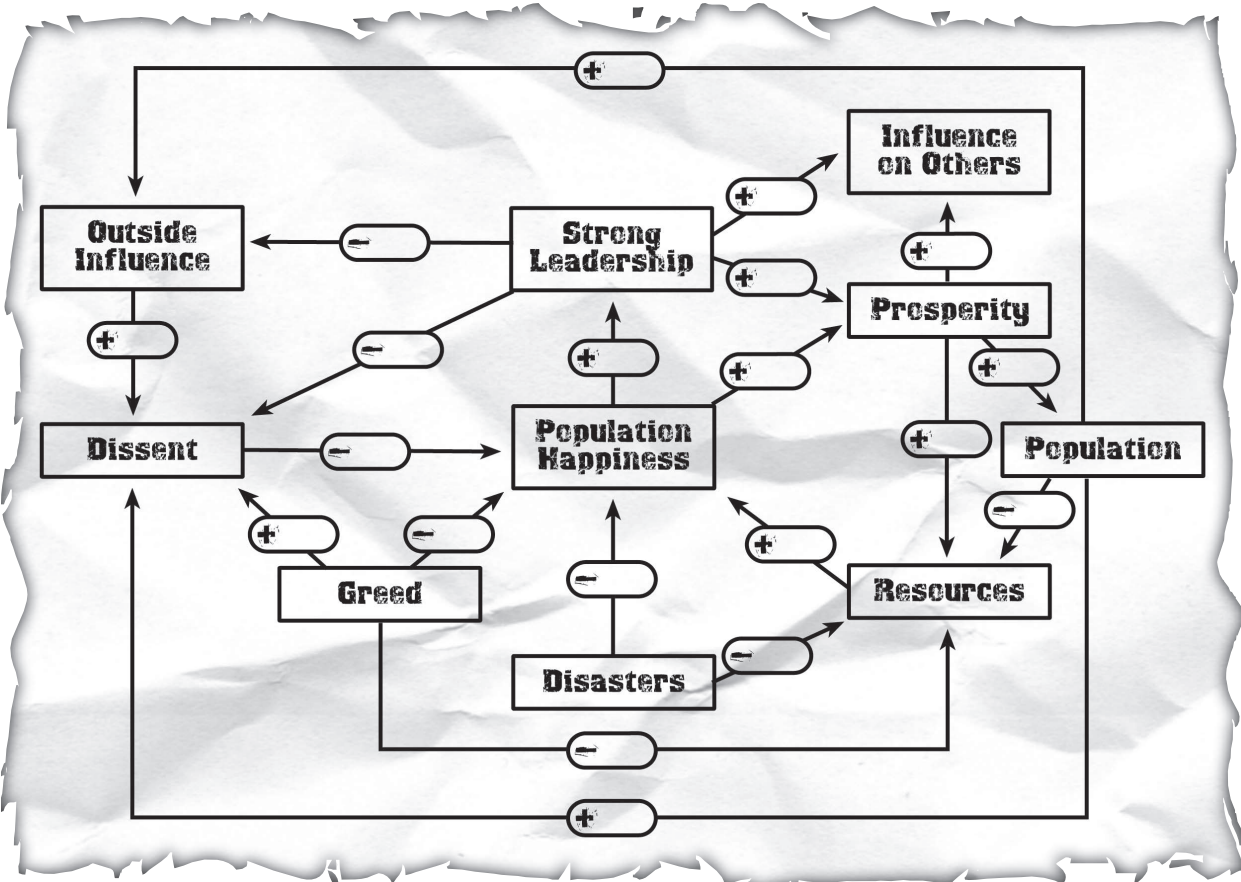
The queen snake has the same statistics as other hive-snakes (see above), except that she has 35 hit points and fighting space/reach of 10 ft./10 ft. She lurks in the branches of the Tree of Life, giving her plenty of cover. If spitting acid, she has 1/4 cover from the tree. On rounds where she is not spitting acid, she retreats further into the branches, providing 1/2 cover.

There are also 3 other hive-snakes slithering along the ground. These “royal guards” have maximum hit points (27).

The PCs should have a good chance to defeat the hive-snakes, especially if they have ranged attacks and can use the garden to create obstacles for the snakes. If PCs are injured in the fight, fruit from the Tree of Life can stabilize the dying and even heal 1d4 hit points. Stabilizing occurs instantly, while healing wounds occurs in the course of 1d6+4 minutes.

VICTORY!

Once the queen is dead, the other hive snakes disperse and the characters may return without further incident to Baybook. You may award them experience and even fill out the community map for Baybook and treat the characters’ success as a +10 bonus to the population’s happiness (see the *Gamma World Player’s Handbook*).



The background features a light gray, crumpled paper texture. Overlaid on this are several large, semi-transparent, overlapping circles in a darker gray shade. The text is centered within these circles.

**BACKGROUND
INFORMATION**

BAYBROOK

Baybrook is a small and successful farming community. Good weather, healthy soil, and a relative dearth of nasty predators allowed the hardy citizens to grow and prosper. Following an orbital strike on a nearby city by a forgotten enemy, the surviving refugees fled along the path of a small river. One of the founders, who in the times before had managed a small agribusiness, recognized the potential in the area. (An alternate history of the town says that the refugees simply dropped from exhaustion and happened to find a fertile area.) The refugees had little more than the clothes on their backs, and tilled the land and made food grow. Their diet was fortified by hunters, brave men and women willing to go into the wilds and come back with fresh meat. In recent years, the farms have produced enough of a surplus that they have begun to trade with surrounding communities.

Today, Baybrook thrives. The master farmers, a ruling council of five elders, does what little governing there is. Most farms are family-based, though the various clans help each other out on large projects. The town is mostly stock human, though a few mutants live there. Mutant clans make up the majority of the Hunters. There are no synthetics or pure-strain humans in the village itself, though there are no prejudices against them.

The various farm communities that make up the larger community of Baybrook are laid out around a small walled stockade. Inside the stockade is a meeting hall, a blacksmith's shop, and storehouses for surplus food. In times of crisis, a large iron bell on top of the meeting hall rings and everyone makes for the stockade as fast as possible.

Community Type: New Town
Population Level: 4 (around 350 adults)
Force: 12 (+1)
Mobility: 10 (+0)
Resilience: 10 (+0)
Learning: 14 (+2)
Awareness: 12 (+1)
Command: 11 (+0)
Wealth: 17
Reputation Bonus: +3

Skills: Craft: Metalworking +6, Craft: Structural +6, Craft: Textiles +6, Diplomacy +4, Gossip +4, Handle Animals +4, Knowledge: Physical Sciences +4, Profession: Farming +5, Read/Write ("common"), Speak (another local language), Technology: Archaic +8, Treat Injury +6

Feats: Archaic Engineering, Archaic Farming, Archaic Manufacturing, Archaic Vehicles, Stockpile

Benefits:

- Access to cheap food supplies
- Access to horses & carts
- Access to archaic manufactured goods
- Allies to the Eyrie
- Access to archaic weapons

Philosophy: There is no codified philosophy that drives the farmers of Baybrook. Essentially, their thinking boils down to: till the land, be nice to your neighbors, and pray that bad things don't happen.



THE EYRIE

When the wars came, a few generous souls did their best to help out in the catastrophes that reshaped the world. The Eyrie, a flying hospital full of medical professionals, armed with the best medical technology the posthuman race had to offer, flitted from disaster to disaster, putting a bandage on the severed limbs of humanity. Eventually, the Eyrie became a target, as one side suspected the healers of being spies from The Other Side (whoever that may be). A missile knocked out the primary thrusters, and the ship's AI performed a minor miracle landing the ship in relative safety. The survivors had had enough of being generous, and decided that this place was as good as any to stay hidden from the chaos outside. The descendants of the original Eyrie crew spend the next few decades as the rest of humanity did, simply trying to stay alive.

About ten years ago, the aging synthesizers the Eyrie-ites used for food generation gave out, and their attempts at growing their own food largely ended in failure. So, a radical thinker named Dr. Vivian Hawkwood pulled out the ship's logs, and showed the "crew" what their ancestors had done. Scouts and explorers quietly ranged out into the wilds, and observed the local communities. A team of healers led by Dr. Hawkwood visited a town suffering from a plague. The healers easily cured the plague, and were rewarded with enough food to feed the crew for six months. Flush with their success, Dr. Hawkwood led expedition after expedition out into the wilds to trade healing for food. The operation has been a success, though the crew of the Eyrie remain committed to keeping the location secret, for fear that bandits or worse will attack. They have a small stable of guardian robots, but they would not be enough to hold off a serious onslaught.

Community Type: Specialist
Population Level: 4 (around 210 adults and sentient machines)
Force: 8 (-1)
Mobility: 8 (-1)
Resilience: 8 (-1)
Learning: 18 (+4)
Awareness: 13 (+1)
Command: 12 (+1)
Wealth: 17
Reputation Bonus: +6

Skills: Computer Use: Data Systems +8, Computer Use: AI +1, Craft: Chemistry +10, Craft: Electronics +10, Craft: Pharmaceuticals +13, Diplomacy +7, Knowledge: Earth Sciences +8, Knowledge: Physics +8, Technology: Archaic +11, Technology: Advanced +10, Technology: Pre-War +9, Profession: Healer +4, Read/Write, Treat Injury +10

Feats: Archaic Engineering, Electrical Generation, Medical Expert, Pre-War Electrical Generation, Pre-War Engineering, Surgery

Benefits:

- Access to Advanced Medical Technology
- Access to Advanced Computer Technology
- Remote & Hidden Location
- Allies with surrounding Communities

Philosophy: The crew of the Eyrie is currently evolving their ways of thinking. The original crew was a dedicated team of medical professionals, willing to help any who needed it. Their descendants hid in their secret lair, hoping that they wouldn't be found and shunning any outside contact. Now, they are learning about trade and diplomacy, and the bounties they have to offer. The group largely holds to a modified version of the Ancient Hippocratic Oath, though it recent days, they tend to mean it more than they used to.

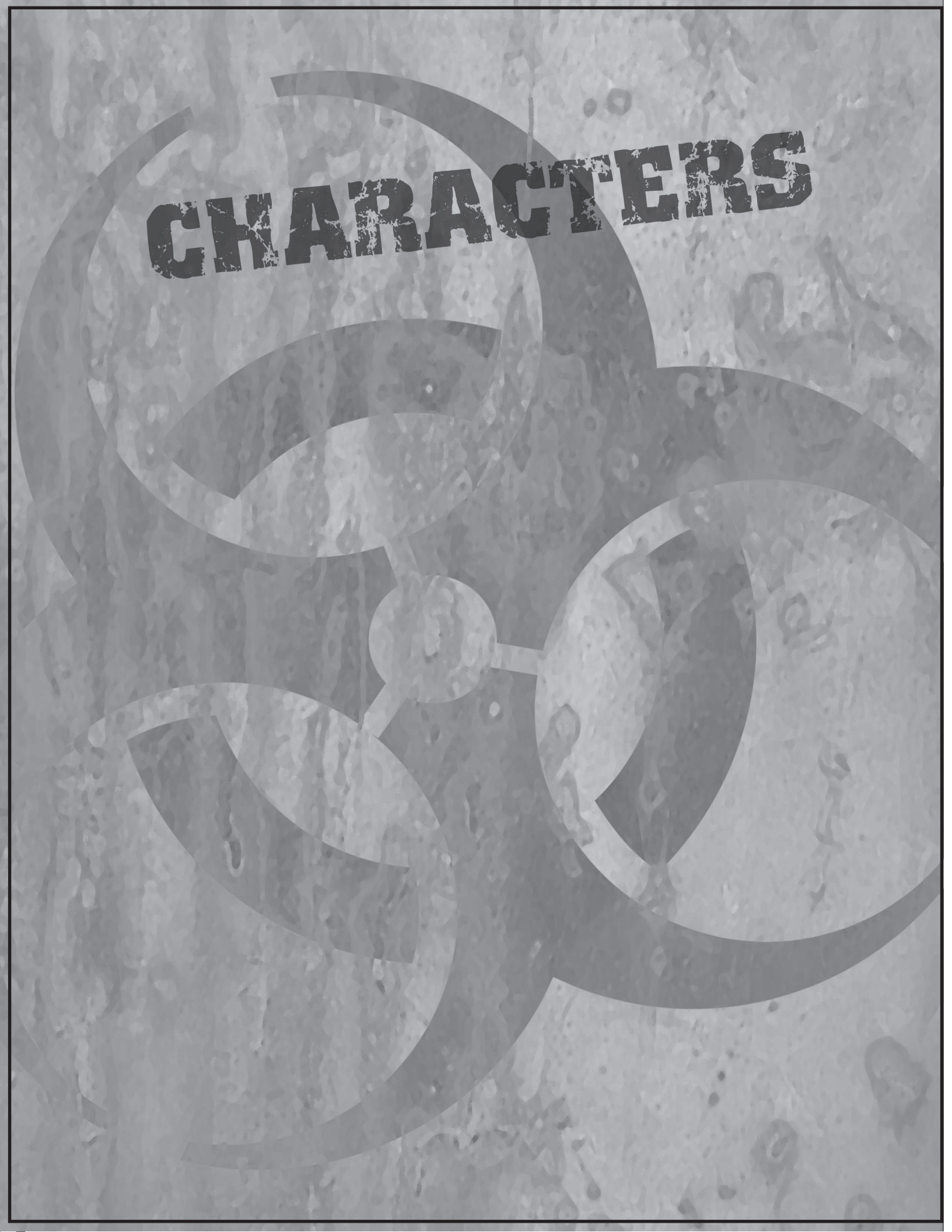
THE ORDER OF BLESSED NANO (CRYPTIC ALLIANCE)

"The Small Powers bless you, and remake you whole and healthy. Look! Brother Tendu can walk again. Praise be the Small Powers! Amen!"

A deranged nanosmith established this cult, which has been gaining strength in the area around Baybrook. Its key tenet is that nanounits are the closest thing to divine in the material world, able to escape most of the limits that sin and corruption impose on regular matter. Therefore, to use nanotech is to come as close to direct contact with God's own power as anyone can while still alive. As religions go, it's pretty harmless;

the priests don't force conversions or even make a lot of effort to proselytize. Their ability to work miracles on demand and their genuine desire to improve the lot of their neighbors make them popular enough. Dedicated servants of the order take a vow of poverty, trusting in God's will as manifest in nanounit activity to provide for them. They often receive food and shelter from those they've helped. Lengthy and constantly updated philosophical and theological discussion fills the various editions of the Book of the Blessed Nano.

CHARACTERS



DRAKE TRIBIAN

You are part of a small enclave of pure-strain humans. In return for food and craft items you cannot make yourselves, healers from your enclave visit the neighboring communities. This is your first trip out of the enclave, and everything is new (and dirty). M-NGO, or "Mongo," is your designated bodyguard (and transport — you can ride on him!). While many pure-strain humans look down on stock humans or mutants, you are a dedicated healer, and want to help all living creatures.

Healer, male pure-strain human, Smart Hero 3; Medium humanoid; HD 3d6 (12 hp); Mas 10; Init +1; Spd 30 ft. (6 squares); Defense 12 (+1 Dex, +1 class), touch 11, flat-footed 11; BAB/Grp +1/+1; Atk weapon baton +1 melee (1d6) or handgun +2 ranged (2d6); Full Atk weapon baton +1 melee (1d6) or handgun +2 ranged (2d6); FS FS/Reach 5 ft./5 ft.; SV Fort +1, Ref +2, Will +4; AP 6; Rep +3; Str 10, Dex 12, Con 10, Int 17, Wis 13, Cha 13.

Skills: Computer Use +9, Craft (chemistry) +9, Craft (pharmaceuticals) +11, Decipher Script +6, Diplomacy +5, Drive (cart) +3, Gather Information +5, Knowledge (earth sciences) +7, Knowledge (technology: pre-War) +7, Profession (healer) +3,

Read/Write English +1, Repair +9, Research +6, Ride +3, Search +11, Sense Motive +2, Treat Injury +8

Feats: Personal Firearms Proficiency, Surgery, Trustworthy

Occupation: Healer (Treat Injury is a class skill, +1 competence bonus on Search checks)

Special Qualities: Savant (Craft: Pharmaceuticals)

Plan (make an Int check (total +6: +3 for Int, +3 for class levels); the result gives a circumstance bonus to all party skill checks and attack rolls for the next three rounds, decreasing +1/round thereafter: 10–14 = +1, 15–24 = +2, 25 or above = +3)

Allegiance: The Eyrie

Wealth: +5

Possessions: Light sticks (6), medical kit (removes penalties for Treat Injury checks), maps, anti-toxin (gives +4 to secondary Fort save vs. Poison), aero-bandage (automatically heals 1d6 hp, 6 charges)

Weapon	+ to hit	damage	crit	range	ammo
baton	+1	1d6	19–20		
9mm handgun	+2	2d6	20	30	15/clip (3clips)

M-NGO ("MONGO")

You are Defender Droid M-Series Designation NG-Zero. You are from an enclave of pure-strain humans. Your primary function is to protect the enclave. Your secondary function is to protect Healer Drake while outside the enclave. Your tertiary function is to obey Healer Drake. You enjoy being out in the wild lands, as it gives you a chance to exercise your duties as a protector. Back in the enclave, you spend your time on boring guard duty or being used as a strong pair of servos. You feel that is beneath you, but it is your duty to obey the enclave humans.

Soldier, synthetic, Strong Hero 3; Large construct; HD 3d8 (20 hp); Mas 15; Init +1; Spd 40 ft. (8 squares); Defense 18 (+1 Dex, +2 class, +5 integrated combat armor), touch 13, flat-footed 17; BAB/Grp +2/+4; Atk club +6 melee (1d12+4) or punch +6 melee (1d4+4) or sling +4 ranged (1d4); Full Atk club +6 melee (1d12+4) or punch +6 melee (1d4+4) or sling +4 ranged (1d4); FS/Reach 10 ft./5 ft.; SV Fort —, Ref +2, Will +2; AP 6; Rep +0; Str 17, Dex 12, Con —, Int 12, Wis 12, Cha 11.

Skills: Intimidate +4, Knowledge (tactics) +3, Navigate +7, Profession (Soldier) +7

Feats: Combat Martial Arts, Light & Medium Armor Proficiency, Power Attack, Windfall

Occupation: Soldier (Move Silent and Navigate are class skills, Combat Martial Arts as bonus feat)

Special Qualities: Melee Smash (+1 on melee damage, figured in), Strong As An Ox (Str 21 for purposes of carrying capacity)

Synthetic Abilities: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, disease, and anything that requires a Fort save unless it also affects objects, damage reduction 5/kinetic energy, self-repair (requires Wealth as raw materials, use Repair instead of Treat Injury), hardwired allegiance (must make DC 30 Will Save to act independently)

Upgrade: Treads (base move 40 ft., –8 to Climb and Swim checks), integrated combat armor (figured in), fold-out chair on back for medium-size rider (rider has half cover from the front)

Allegiance: The Eyrie

Wealth: +3

Possessions: tool set

Weapon	+ to hit	damage	crit	range	ammo
Great club	+6	1d12+4	20		
Punch	+6	1d4+4	20		
Sling	+4	1d4	20	50 ft.	30*

*trivial to find more ammo

PRET OF THE ORDER OF THE BLESSED NANO

When you were a teenager, you saw a priest from the Order of the Blessed Nano do miracles for your tribe, healing the sick and purifying the polluted stream nearby. You realized that unless you wanted to watch the back end of a plow-beast for the rest of your life, that religion was the way to do it. Yeah, there were the miracles, but the priest got to sleep in the best huts, eat the best food, and leave when she was done. So, you conned the priest to take you on as an acolyte. Eventually, when you had learned the basic Mysteries of the Microscopic Gods, she created a cloud of the nano, and let you breathe deep. Now, you are a deacon, traveling from town to town, healing, preaching and living the good life.

Priest, male stock human, Charismatic Hero 3: Medium humanoid; HD 3d6+6 (18 hp); Mas; Init +0; Spd 30 ft. (6 squares); Defense 11 (+1 class), touch 11, flat-footed 10; BAB/Grp +1/+0; Atk weapon staff +0 melee (1d6-1); Full Atk weapon staff +0 melee (1d6-1); FS/Reach 5 ft./5 ft.; SV Fort +4, Ref +2, Will +3; AP 6; Rep +3; Str 8, Dex 10, Con 15, Int 13, Wis 12, Cha 14.

Skills: Concentration +5, Craft (nanotech) +3, Craft (writing) +3, Diplomacy +9, Gather Information +9, Intimidation +7, Knowledge (technology: nanotech) +6, Knowledge (theology) +7, Performance (public speaking) +8, Profession (preacher) +4, Read/Write English +1, Sense Motive +8

Feats: Attentive, Educated (+2 to Knowledge (technology: nanotech) and Knowledge (theology)), Nano-Attunement, Trustworthy

Occupation: Priest (+1 to Diplomacy and Sense Motive)

Special Qualities: Coordinate, Charm

Allegiance: The Order of the Blessed Nano

Wealth: +6

Possessions: Book of the Blessed Nano (revised edition), simple robes, collection plate

Weapon	+ to hit	damage	crit
Staff	+0	1d6-1	20

NANOTECH

Pret has 23 nanounits, recovered at the rate of 2 per every 10 minutes of rest. Using nanounits requires a DC 15 Concentration roll, followed by a nanotech attunement roll, 1d20 + BAB + Wisdom modifier. For Pret, this is a roll at +7 for improvised effects, +9 for prepared ones, with the DC depending on the particular effect. Failing the roll by less than 15 results in nanounits being consumed without result; failing it by 15 or more leads to some strange, usually damaging, result, and the permanent loss of the nanounits spent in that attempt. See the **Gamma World Player's Handbook** for the full details.

Effect	DC	Cost	Effect
Heal Self	9	8	3d6 healing to self
Heal Other	11	9	3d6 healing to others
Cure Other's Disease	11	9	cures a disease
Pheromone Swarm	17	17	+2 to Charisma vs 1 target for 5 turns
Create Pure Water	15	12	Creates 1 lb. of water from moisture in the surrounding air
Glow of the Righteous	15	14	Glow with a holy light for 5 rounds
Smite the Unrighteous	17	10	Does 3d6 of cellular disruption damage (ranged touch attack)

TRACKER

You travel from town to town as a gun for hire. A year ago, you had your shooting arm replaced with a cybernetic one. It's much faster but keeping it charged up keeps you hopping. You ride from town to town, a gun for hire. You'll hunt anything on two, four or sixty legs for a price. You've swung through Baybrook a few times, and the people have always been kind to you—a rarity in this stinkin' world—so you agreed to pitch in for free. It bothers you a little how surprised everyone was when you said you weren't charging for this one.

Hunter, female stock human, Fast Hero 3: Medium humanoid; HD 3d8 (22 hp); Mas 14; Init +3; Spd 30 ft. (6 squares); Defense 17 (+3 Dex, +4 class), touch 13, flat-footed 17; BAB/Grp +2/+2; Atk knife +2 melee (1d4) or Colt .45 +6 ranged (2d6) or Winchester rifle +5 ranged (2d10); Full Atk knife +2 melee (1d4) or Colt .45 +6 ranged (2d6) or Winchester rifle +5 ranged (2d10); FS/Reach 5 ft./5 ft.; SV Fort +3, Ref +5, Will +0; AP 6; Rep +1; Str 10, Dex 15/17 (cyber-enhanced), Con 14, Int 13, Wis 8, Cha 12.

Skills: Balance +5, Handle Animal +3, Hide +5, Intimidate +4, Knowledge (streetwise) +4, Move Silently +3, Profession (gunslinger) +2, Repair +4, Ride +7, Sleight of Hand +6, Spot +0, Survival +2, tumble +6

Feats: Double Tap (−2 on attack, +1 die damage), Personal Firearms Proficiency, Point Blank Shot (+1 on attack and damage rolls up to 30 ft.), Track, cyberware

Occupation: Hunter (Handle Animal and Survival are class skills, Track as bonus feat)

Special Qualities: Evasion (Ref save to avoid all damage rather than half damage), Uncanny Dodge (no longer loses Dex when flat-footed)

Allegiance: Tracker is a nomad, wandering from community to community. However, she does have a strict code of ethics: “the Code of the West,” which she pulled from cowboy stories she heard as a child.

Wealth: +3

Possessions: Gear for horse, spare power cell, lasso, cowgirl outfit

Cybernetic Dexterity Enhancement (supplemental): +2 Dexterity (has a 30 day charge), after 30 days without a charge your dex drops to 14. DC 15 to recharge; each successful check yields +2 days

Weapon	+ to hit	damage	crit	range	ammo
Knife	+2	1d4	19–20	10 ft.	2
Colt 45	+6	2d6	20	30	7 (100 bullets)
(point blank)	+7	2d6+1			
(double tap)	+4	3d6			
(pb & dt)	+5	3d6+1			
Winchester rifle	+5	2d10	20	90	6 (30 bullets)
(pb)		+6	2d10+1		
(dt)		+3	3d10		
(pb&dt)		+4	3d10+1		

TANI

You are a member of the Baybrook tribe. You were a mutant from birth, like your parents. Fortunately, the town doesn't care about what sequence your genes are, just how you can provide for the tribe. Your wings and skill with a bow make you an excellent hunter. You spend most of your time flying around, looking for useful items. You were out hunting jackalopes when the blight made the town sick, including your family. You are desperate to find a cure for them, and the town you love.

Scavenger, female mutant, Tough Hero 3: Medium humanoid; HD 3d10+6 (26 hp); Mas 15; Init +2; Spd 30 ft. (6 squares), fly 60 ft.; Defense 17 (+2 Dex, +2 class, +3 armor), touch 14, flat-footed 15; BAB/Grp +2/+3; Atk katar +3 melee (1d6) or boomerblades +4 ranged (1d6) or longbow + 4 ranged (1d8); Full Atk katar +3 melee (1d6) or boomerblades +4 ranged (1d6) or longbow + 4 ranged (1d8); FS/Reach 5 ft./5 ft.; SV Fort +4, Ref +3, Will +1; AP 6; Rep +1; Str 13, Dex 14, Con 15, Int 12, Wis 10, Cha 8.

Skills: Disable Device +3, Escape Artist +5, Profession (scavenger) +3, Search +7, Spot +7, Survival +4

Feats: Alertness, Archaic Weapons Proficiency, Far Shot

Occupation: Scavenger (Disable Device, Search and Spot are class skills)

Special Qualities: Scavenger (can eat spoiled food without getting sick), Second Wind (spend 1 action point to immediately recover 2 hp)

Mutations: Flexible Bones (can squeeze through openings big enough for a small child), Wings (fly 60 ft.)

Allegiance: Baybrook

Wealth: +0

Possessions: 4 power cells, aerosol bandage (cures 1d6 hp per charge, 6 charges), reinforced vest (+3 (would be higher if she had Medium Armor Proficiency), empty bottles and pouch

Weapon	+ to hit	damage	crit	range	ammo
Boomerblades*	+4	1d6	19–20	45	6
Longbow	+4	1d8	20	120	20
Katar	+3	1d6	19–20		

*If miss, make DC 20 Ref save to catch as it returns

ZUTPERK "THE GREAT"

When civilization climbs out of the deep sand it is in, and the history of art is to be written, surely the name of Zutperk the Great will be first in the annals. You are an octopus-moreau, adapted to live on land as well as air. Your ink-blottings are famous, or they should be. You are largely unaware about your pheromone mutation, and just assume everyone loves you (except machines, but they don't appreciate *art*). The people of Baybrook are honest, simple people and you feel sorry for them. You want to help them, and they were happy to have your help. Of course, everybody loves Zutperk, so they're always happy.

Artist, male octopus moreau, Dedicated Hero 3: Medium mutant; HD 3d6 (12 hp); Mas 10; Init +2; Spd 30 ft. (6 squares); Defense 14 (+2 Dex, +2 class), touch 12, flat-footed 12; BAB/Grp +2/+1; Atk knife +1 melee (1d4) or knife +4 ranged (1d4) or hand grenade +1 ranged (4d6); Full Atk knife +1 melee (1d4) or knife +4 ranged (1d4) or hand grenade +1 ranged (4d6); FS/Reach 5 ft./5 ft.; SV Fort +2, Ref +3, Will +4; AP 6; Rep +1; Str 8, Dex 15, Con 10, Int 18, Wis 15, Cha 8.

Skills: Bluff +9, Craft (ink art) +16, Diplomacy +7, Knowledge (art) +9, Knowledge (technology: pre-War) +6, Listen +5, Move Silently -2, Perform (dance) +2, Profession (ink artist) +8, Read/Write English +1, Repair +5, Sense Motive +6, Sleight of Hand/Tentacle +3

Feats: Blind Fight, Creative, Defensive Martial Arts (+1 defense in melee combat)

Occupation: Artist (Bluff is a class skill, +1 competence bonus to Craft (ink art) and Knowledge (art))

Special Qualities: Aware (add Will save to Listen and Spot checks to avoid surprise), Skill Emphasis (Craft (ink art))

Mutations: Ability Enhancement (Charisma +2, figured in), Harmonious Pheromones (+6 on all attempts to influence or coerce organic sentient beings, all attitudes improved one step), Inkwell (can create 25 ft. radius black cloud that lasts 1d6+1 turns), Popping Suckers (as Cracking Joints: -3 on all efforts at stealth, figured in)

Allegiance: His art.

Wealth: +7

Possessions: art supplies, food, a horse

Weapon	+ to hit	damage	crit	range	ammo
Knives	+1	1d4	19-20		
(thrown)	+4	1d4	19-20	10	6
Hand grenades*	+1	4d6	-	10	4

*DC 15 Reflex save for half damage, 20 ft. radius