

AGE 12+



# GAMMA WORLD™

ROLEPLAYING GAME

A D&D® Gamma World™

Adventure for Characters of 1st Level



## ADVENTURE PACK: TROUBLE IN FREESBORO™

Robert J. Schwalb

Wednesday, December 21, 2012 1:02 PM

Subject: Re: Racket Upstairs

Date: Wednesday, December 21, 2012 1:02 PM

From: Jay Cantrell

To: John Roberts

Why the hate for Rob? He's not **that** bad. He'll probably be there, so just ignore him. By the way, R&D just called—they want me to come up. Ooh, the restricted section! Maybe I'll get to see these doors or whatever. I know you're impressed. Hey, it's been months since I've had to go through security. Do you remember the whole password? I only ever remember the xyzw part. Heck, every time the power goes out, it just resets to the default anyway. Maybe I should find the fuse box?

On 12/21/12 12:57 PM, "John Roberts" <john.roberts@pungco.com> wrote:

Yeah, I'll be there. It's not like my wife wants me home anyway. Mike told me they're running a special on Manly Beer—two bucks. Do you know if Rob's going to be there? Can't stand him.

On 12/21/12 12:54 PM, "Jay Cantrell" <jay.cantrell@pungco.com> wrote:

Hi John,

Yeah, R&D is up to their usual shenanigans. I know it's loud. Try to work through it. From what Jenny tells me, it's something about doors, and it's kind of a big deal. Anyway, you up for darts at the Smoke tonight?

Jay

On 12/21/12 12:46 PM, "John Roberts" <john.roberts@pungco.com> wrote:

Jay,

I asked around at the water cooler, but no one seems to know what's going on. Do you know what's with the racket on the third floor? Is it that super-secret thing R&D is doing?

John

## INTRODUCTION

It's shocking how the Big Mistake erased some places and left others with only a little cosmetic damage. Freesboro falls firmly into the latter camp. A bustling community south and east of the smoking ruins of Ashville, Freesboro has soldiered on into the uncertain future, its people filled with hope that they will survive these trying times. However, their aspirations might add up to squat if the porker known as Tangh has his way.

The trouble started a few days ago when people noticed a bang and a flash coming from the ruins of MedCen Park. One witness saw a giant metal insect lift off from the top of a building and then flounder and crash, throwing up fire and black smoke not far away. Bilious Thomspon, mayor of Freesboro, fears that a calamity might befall his people, and he wants bold heroes to find out what's happening in MedCen Park and put a stop to it.

*Trouble in Freesboro*™ is a D&D® *Gamma World*™ adventure for five 1st-level characters, but can easily be adjusted for four or six heroes. This adventure is a part of the D&D GAMMA WORLD Game Day event taking place at Wizards Play Network locations around the world.

## PREPARING FOR PLAY

Before you begin this adventure, you'll need to have the following materials:

- ④ One copy of the *D&D GAMMA WORLD Roleplaying Game* boxed set
- ④ Two *D&D GAMMA WORLD Roleplaying Game Booster Packs* for each player
- ④ Copies of character sheets for each player (you can get these from the organizer)
- ④ One *Dehydrated Man* Omega Tech promo card for use during the game (you can get this from the organizer)

Gather the players at the table and have them create characters using the rules in the *D&D GAMMA WORLD Roleplaying Game* rulebook. Players can write the information on their novice powers on the back of their character sheets. The character creation process should take about 30-60 minutes, depending on player familiarity with the rules.

After each player has finished creating their character, instruct them to open their 2 booster packs and divide the cards into an Alpha Mutation deck and an Omega Tech deck. Have them shuffle each of their decks, and draw the top card from each one. These are the active cards at the beginning of the game. You're now ready to begin your adventure in Gamma Terra!

## BACKGROUND

The trouble rests squarely at the hooves of Genghis Tangh, a mean-spirited porker. Tangh and his henchmen moved to Freesboro after the Knights of Genetic Purity ran them out of Untville. Tangh received hostile glares when he tried to trade for bacon in the town square, so he withdrew to the edges of Freesboro to find weapons that would let him conquer the community. The porker stumbled onto PungCo Laboratory, a research and development facility that once specialized in fringe science—and was once a subsidiary of StupendiCo before the Big Mistake. Long ago, the staff had been working on the Beta Chamber, a device that opened a door to other worldlines. However, disaster rippled through PungCo the first time the scientists turned on the chamber. The device remains active still, offering a tenuous connection to other realities.

Tangh doesn't grasp the nature of PungCo's work, but he and his cronies scour the building for weapons they can use. The explosion spotted a few days earlier resulted when a klicky (a giant mutant cockroach) took off in the helicopter parked on PungCo's roof and crashed into a gas station a quarter-mile away.

If Tangh isn't stopped, he might tamper with the Beta Chamber, and there's no telling what could bleed through from other realities. The porker might even gain the power he needs to turn Freesboro inside out.

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Game rules based on the 4th Edition DUNGEONS & DRAGONS game rules created by Rob Heinsoo, Andy Collins, and James Wyatt. Setting details based on the original D&D GAMMA WORLD game created by James M. Ward and Gary Jaquet.

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## ADVENTURE SYNOPSIS

Mayor Thomspoon recruits the player characters to investigate the ruckus at MedCen Park. Along the way, they run afoul of Tangh's underlings, who have been digging into a hill, searching for plunder. After the heroes deal with these villains, it's not far to PungCo.

Once inside the laboratory, the characters must locate Tangh. They can repair a computer terminal and access the remains to gain clues, including a building map that shows a route to the top floor. As the heroes move through the facility, they might face sentrybots, deal with klicky looters in the garage, recover a powdered scientist, and glean important information from old e-mails.

Eventually, the heroes confront Tangh outside the Beta Chamber on the third floor. There, the characters must contend with the building's security system while battling the porker and his cronies. The heroes can also use the platform that allows transport to other worldlines.

### QUEST: INVESTIGATE PUNGCO LAB

Mayor Bilius Thomspoon recruits the characters to investigate PungCo Laboratory in MedCen Park. The people of Freesboro have seen explosions, dark clouds, and flashing lights coming from the area. The mayor fears that trespassers might be stirring up trouble, and he wants the heroes to find and deal with the miscreants.

**Quest XP:** 500 XP (major quest). For groups with fewer or more than five heroes, simply award 100 XP per character.

## ENCOUNTERS AND CHALLENGES

*Trouble in Freesboro* consists of five encounters: three combat encounters set on battle maps and two other encounters. Each battle map is located on the double-sided poster map included in this adventure. In addition to using the maps, the heroes also journey through wilderness on the way to PungCo and explore offices, staircases, elevator shafts, and more within the facility. These locations are not described in extensive detail. The Evacuation Route map on the inside back cover depicts PungCo as it looked before the Big Mistake, but it's up to you to add the catastrophe's effects.

You can expand the adventure by adding dangerous terrain and hazards to overcome, combats with squatters who claim the PungCo building as their home, or battles against more warriors under Tangh's command.

### GAME PROPS

Several key points in the adventure provide URLs of websites that players can visit on their mobile devices (such as laptops or phones) to learn hidden information. If your players don't have access to such devices, the adventure includes handouts and descriptions that provide the same information.

## RUNNING THE ADVENTURE

The adventure begins when the heroes receive their quest from Mayor Thomspoon, who gives them directions to MedCen Park and encourages them to act quickly. If the characters want to scour Freesboro for more information first, see "Scuttlebutt," below, but don't spend too much time on setup. The adventure should open with a bang to give the players a taste for the game and pull them into the story, so move the characters to MedCen Park as soon as possible.

## SCUTTLEBUTT

Characters who talk to the locals in Freesboro can learn the following information by succeeding on the corresponding Interaction check.

**Interaction (DC 9):** "MedCen Park? That's the ruined strip not far from the 24—you know, the big road running to Ashville and parts beyond. Not too many folks head over there because the land is sick. Tends to poison people who linger too long."

**Interaction (DC 13):** "Every now and again, some wild-eyed treasure hunter marches up to the Park, hopin' to turn up somethin' worth a darn. The last fool to head up that way was Cletus Gooch, the fella who runs the bait shop out in Walter's Hell. He moseyed on up a few days ago and came back all pale. He only talks about it after a few jars of Carol's special, and then all he blabbers about are pigs. Now, we got big pigs in these here parts, but they ain't nothin', so I can't right reckon what he's on about."

**Interaction (DC 17):** "This strange fella, looked kinda like a hog, came to town about a week back, looking for bacon, of all things. I tell him I ain't got none, and he gets all mad and storms off. I could swear he called me a swine. Pot and kettle and all that, if you get my meaning?"

## MEDCEN PARK

The area known as MedCen Park spreads out from a two-lane road that runs from near the Freesboro town square all the way to the old major route called the 24. According to the locals, the road once was lined with healing houses and fabulous bazaars, but whatever structures used to exist are now just ruins and rubble. Blackened, skeletal buildings tower over dirt and weeds, and the road is dotted with dead vehicles that were abandoned long ago.

Following the road, the heroes can see black smoke billowing from somewhere ahead (the crashed helicopter). Before they reach the source, they run into some of Tangh's cronies—porkers and a blood bird flock—that are spoiling for a fight.

**Encounter 1: Rooting Around** (see page 6).

### DEVELOPMENT

After the combat, the heroes can resume their trek to PungCo. If they took prisoners, they can interrogate the porkers. A DC 9 Interaction check reveals that the porkers work for Tangh, also known as Genghis. If the heroes beat the check by 4 (or make a subsequent DC 13 Interaction check), they also learn that Tangh is searching an old building for a mighty weapon. If the heroes beat the first check by 8 (or make a subsequent DC 17 Interaction check), they also learn that Tangh intends to use the weapon against Freesboro.

## PUNGCO LABORATORY

PungCo Laboratory proudly displays its name in giant blue letters on the front of the building. The structure has three stories and an underground parking garage. The surrounding land is barren except for a few warped trees and burning cars.

Double doors in the front of the building provide an obvious entrance, but the heroes can also enter through the garage, accessed by a ramp on the side of the facility. Inside, little remains of PungCo's former glory. Most rooms are filled with dust, rubble, ruined office furniture, and sparking electronics, and the lighting is erratic at best. The characters also find the bones of the staff who perished when the Beta Chamber was first activated many years ago.

The heroes can navigate the interior in two ways. First, they can move up and down the elevator shafts. All the elevators crashed during the disaster, and the cars still contain wreckage and bones. Characters can climb through the ceiling and up the walls of a shaft. Ascending or descending from floor to floor requires a DC 13

Acrobatics or Athletics check. A hero who fails a check by 5 or more falls, taking 1d10 damage per floor fallen.

The second method is to use the stairs to move between floors. The heroes must access the stairs in the garage, which is infested with klickies, because the stairwell doors on each floor open only in one direction.

The Evacuation Plan map on the inside back cover shows the building's layout. Descriptions of each floor follow.

## GARAGE

The garage is in good repair. The vehicles parked here are dusty, with flat tires and dead batteries, but they are otherwise intact. A staircase leads up from the garage and offers one-way access to the first, second, and third floor.

**Encounter 2: Gun-Toting Roaches** (see page 5).

## FIRST FLOOR

The first floor consists of the lobby, restrooms, and multiple offices and conference rooms. Of particular interest is the security desk, where the heroes see lights flashing.

**Encounter 3: Secrets of the Security Desk** (see page 6).

## WANDERING MONSTERS

If the characters are moving too quickly through the adventure, you can add an extra encounter to slow them down.

**Encounter 4: Halt! Who Goes There?** (see page 7).

## SECOND FLOOR

Once boasting scores of cubicles, this floor is now chaos, with toppled walls, broken desks, and shattered equipment scattered throughout. Characters spending a few minutes searching find 1d6 random pieces of ancient junk (see page 81 of the *D&D GAMMA WORLD Roleplaying Game* rulebook) and a functioning data pad.

**Data Pad:** A character who succeeds on a DC 9 Science check turns on the data pad. Give that player the URL [www.hoffmanninstitute.org/stupendico/emailcapture437](http://www.hoffmanninstitute.org/stupendico/emailcapture437), which has the e-mails shown on the inside front cover. If no players have the means to access the Internet, show them Player Handout 1.

## THIRD FLOOR

The third floor houses the restricted area where R&D did most of its work. As with much of the building, the floor is in ruins, with debris everywhere. At one point, the heroes come upon a powdered scientist; give one player the promo Omega Tech card called *Dehydrated Man* included with this adventure to use. In the restricted area, Tangh and his cronies struggle with the Beta Chamber.

**Encounter 5: Beta Chamber** (see page 8).

## ROOF

From the third floor, a narrow staircase leads up to the roof, which features an empty helipad.

## ADVENTURE CONCLUSION

During or after the fight with Tangh, the heroes might enter the Beta Chamber. The enclosed area swirls with constantly changing visions of other worldlines, and anyone who steps on the platform is whisked to another reality for a short time, then returned and subjected to a random effect (as detailed in Encounter 5).

Further adventures might take other directions. For example, the heroes could investigate the facility and grounds more thoroughly, learning other secrets about PungCo. Purists from Untville might descend upon the town of Freesboro to root out and destroy mutants. Finally, mutant allies of Tangh might come searching for revenge.

## REWARDS

Every player and DM should receive a copy of the *Dehydrated Man* Omega Tech promo card, as well as the *Power Mimic* Alpha Mutation promo card just for participating in the adventure and *D&D GAMMA WORLD* Game Day! You can obtain these cards from the organizer of the event.



# ENCOUNTER 1: ROOTING AROUND

ENCOUNTER LEVEL 2 (675 XP)

## SETUP

5 porker lashers (P)

1 blood bird flock (B)

On the way to MedCen Park, the characters come upon Tangh's henchmen, rooting through debris for items of value.

## Read the following text aloud:

*You follow the road through a rubble-strewn landscape dotted with crumbling buildings and littered with rusting cars until you see several porkers and crimson-feathered birds shrieking and squawking in anger.*

The porkers think the heroes want to steal their booty. They shout threats and insults at the characters. If the heroes advance farther, the porkers attack.

### 5 Porker Lashers (P)

Medium terrestrial humanoid

HP 28; Bloodied 14

AC 15, Fortitude 15, Reflex 13, Will 10

Speed 5

### Level 1 Skirmisher

XP 100 each

Initiative +3

Perception -1

### STANDARD ACTIONS

④ **Chain** (physical, weapon) ⊕ **At-Will**

**Attack:** Melee 2 (one creature); +6 vs. AC

**Hit:** 1d6 + 2 physical damage, and the porker slides the target 1 square.

### MINOR ACTIONS

⚡ **Swine Flu** (poison) ⊕ **Encounter**

**Attack:** Close burst 1 (enemies in burst); +4 vs. Fortitude

**Hit:** 2d6 + 2 poison damage, and the target takes ongoing 3 poison damage and cannot make opportunity attacks (save ends both).

### TRIGGERED ACTIONS

**Momentum Step** ⊕ **At-Will**

**Trigger:** On its turn, the porker hits an enemy with a melee attack.

**Effect (Free Action):** The porker shifts 2 squares.

Str 16 (+3)

Dex 12 (+1)

Wis 8 (-1)

Con 12 (+1)

Int 9 (-1)

Cha 7 (-2)

**Equipment** leather armor, chain

### Blood Bird Flock (B)

Medium terrestrial beast

HP 52; Bloodied 26

AC 19, Fortitude 15, Reflex 17, Will 14

Speed 2, fly 6 (hover)

Resist 10 psychic, 10 radiation; half damage from melee and ranged;

Vulnerable 10 against close and area attacks

### Level 4 Soldier

XP 175

Initiative +7

Perception +2

### TRAITS

⚡ **Radioactive Flock** (radiation) ⊕ **Aura 2**

Any creature that starts its turn in the aura or in the flock's square takes 5 radiation damage.

### Swarm

The flock can occupy the same square as another creature, and an enemy can enter its square, which is difficult terrain. The flock can't be pulled, pushed, or slid by melee or ranged attacks.

### STANDARD ACTIONS

④ **Swarm of Beaks** (physical, radiation) ⊕ **At-Will**

**Effect:** The flock moves into the target's space before the attack.

**Attack:** Melee 1 (one creature); +9 vs. AC

**Hit:** 1d8 + 2 physical damage plus 1d8 radiation damage, and ongoing 5 radiation damage (save ends). Until the target saves, whenever it moves, the flock moves with it. This movement does not provoke opportunity attacks from the target.

Str 10 (+2)

Dex 16 (+5)

Wis 10 (+2)

Con 12 (+3)

Int 2 (-2)

Cha 4 (-1)

## FEATURES OF THE AREA

**Gas Vent:** Two metal pipes vent methane from the ground, making a hissing sound heard by any character in or adjacent to either vent's space. Each vent can make the following attack.

⚡ **Gas Vent (fire) ⊕ Encounter**

**Trigger:** The vent's space is included in a close or area attack with the electricity or fire keywords.

**Attack:** Close burst 2 (creatures in burst); +5 vs. Reflex

**Hit:** 1d10 + 3 fire damage, and ongoing 5 fire damage (save ends).

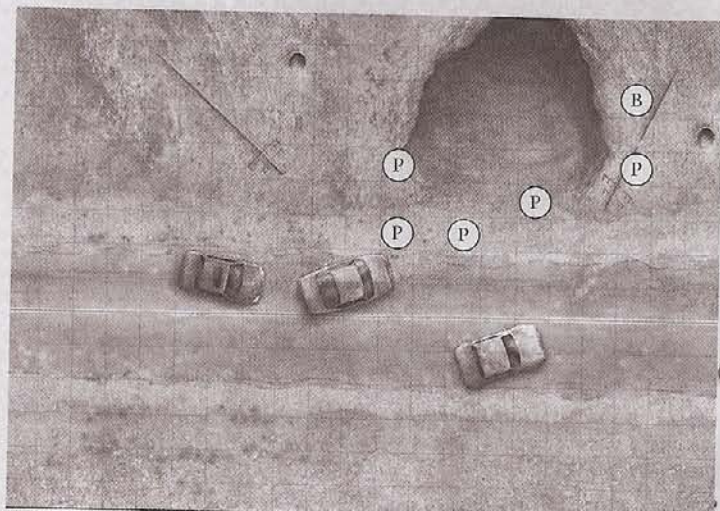
**Miss:** Half damage.

**Cave:** To pass the time, the porkers have been burrowing into a hill for sweet roots and items of value—though their "treasure" is mostly just old junk.

**Reward:** Each player draws one Omega Tech card from his or her deck, and the group rolls 1d6 times on the Ancient Junk table (see page 81 of the *D&D GAMMA WORLD Roleplaying Game* rulebook).

## TACTICS

The porkers have uncovered all sorts of edible goodies while digging, so the blood bird flock sees them as its allies. Thus, the flock engages the nearest hero, using *swarm of beaks* to keep the character busy. The porkers spread out, each engaging a different target. They use *chain* to keep distance between themselves and their enemies, using *swine flu* only if adjacent to two or more heroes.



## ENCOUNTER 2: GUN-TOTING ROACHES

ENCOUNTER LEVEL 1 (500 XP)

### SETUP

5 klicky looters (K)

A band of klickies haunts the garage. They are part of Tangh's gang but prefer to remain in the dark parking structure while the porker scours the upper floors.

When the heroes can see into the garage, read:

*A dark cave spreads out before you. Cars and trucks sit under thick layers of dust and grime. In one corner, a freestanding structure with glass windows and doors encloses a staircase that leads up.*

### Passive Perception Check

DC 12: The characters spot the klickies and are not surprised.

#### 5 Klicky Looters (K)

Medium terrestrial humanoid

HP 23; Bloodied 11

AC 14, Fortitude 13, Reflex 14, Will 12

Speed 6, climb 4 (spider climb)

Resist 5 radiation

#### Level 1 Artillery

XP 100 each

Initiative +2

Perception +0

Darkvision

#### STANDARD ACTIONS

① **Rifle Butt** (physical, weapon) ⚡ **At-Will**

Attack: Melee 1 (one creature); +6 vs. AC

Hit: 1d8 + 1 physical damage, and the target takes a -2 penalty to attack rolls until the end of the klicky's next turn.

② **Automatic Rifle** (physical, weapon) ⚡ **At-Will**

Attack: Ranged 20 (one creature); +8 vs. AC

Hit: 2d8 physical damage.

③ **Spray of Bullets** (physical, weapon) ⚡ **Encounter**

Attack: Area burst 1 within 10 (creatures in burst); +4 vs. Reflex

Hit: 2d8 physical damage, and the klicky pushes the target 2 squares.

#### TRIGGERED ACTIONS

**Shun the Light** ⚡ **Encounter**

Trigger: The klicky rolls initiative.

Effect (No Action): The klicky shifts 4 squares.

**Skittering Retreat** ⚡ **At-Will**

Trigger: An enemy misses the klicky with a melee or ranged attack.

Effect (Immediate Reaction): The klicky shifts 1 square away from the triggering enemy.

Str 13 (+1)

Dex 15 (+2)

Wis 10 (+0)

Con 11 (+0)

Int 6 (-2)

Cha 8 (-1)

Equipment automatic rifle

### TACTICS

Characters who don't succeed on their passive Perception checks to detect the klickies are surprised when the looters open fire. The klickies use *automatic rifle* to begin the encounter. When they roll initiative, the klickies use *shun the light* to maneuver in response to the heroes' positions. During any given round, no more than two klickies use *spray of bullets*.

### FEATURES OF THE AREA

**Illumination:** The garage is in darkness.

**Chain-Link Fence:** A chain-link fence blocks the ramp that leads down into the garage, and the fence's gate is held shut by a rugged chain. A character can climb over the fence (move action) by making a DC 9 Athletics check. A DC 17 Strength check (standard action) breaks the chain holding the gate.

**Vehicles:** Abandoned vehicles sit in parking spaces. Their batteries are dead, their wheels flat, and their doors locked. Vehicles provide superior cover to creatures standing behind them and count as blocking terrain to creatures crouching behind them. Each vehicle has AC/Reflex 4, Fortitude 12, and 50 hit points. Reducing a vehicle to 0 hit points destroys the vehicle and might cause the gas tank to explode.

#### ⚡ Exploding Gas Tank (fire, physical, zone) ⚡ Encounter

Trigger: A vehicle drops to 0 hit points from a damage type other than physical.

Attack: Close burst 3 (creatures in burst); +4 vs. Reflex

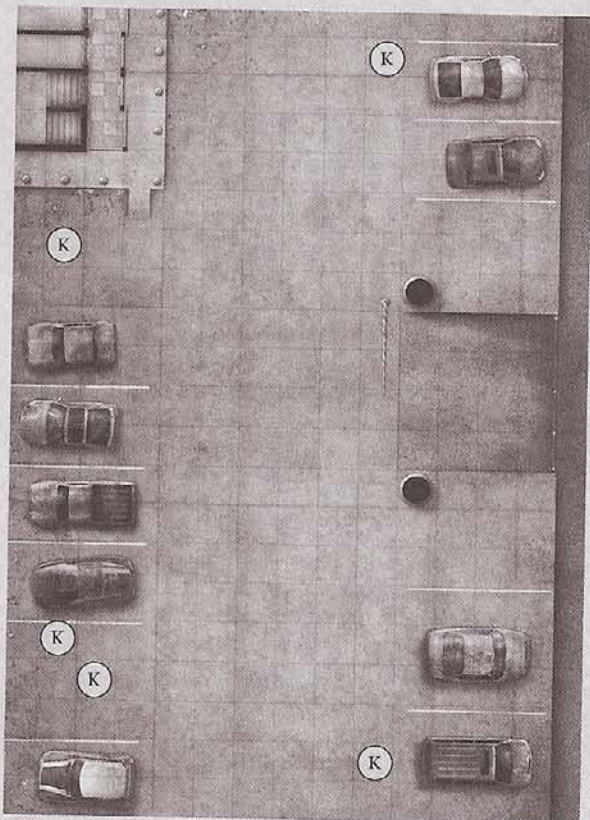
Hit: 1d8 + 3 physical damage plus 1d8 fire damage, and the target is knocked prone.

Miss: Half damage.

Effect: The burst becomes a zone of fiery wreckage that remains until the end of the encounter. Squares within the zone are difficult terrain. Any creature starting its turn within the zone takes 5 fire damage.

**Entrance:** Glass doors and windows surround the staircase and two elevators. A 5-foot section of glass has AC/Reflex 5, Fortitude 10, and 5 hit points. If the glass is destroyed, each creature adjacent to the glass takes 5 physical damage.

**Reward:** Each player draws one Omega Tech card from his or her deck. In addition, two players find ammo.



## ENCOUNTER 3: SECRETS OF THE SECURITY DESK

ENCOUNTER LEVEL 1 (200 XP)

The security desk in the building's first-floor lobby holds clues that the characters can use to their advantage.

When the heroes enter the lobby, read:

*A flickering light shines up from a large desk commanding this area, where you also see toppled chairs, bones, and moldering cloth scraps littering the floor.*

The light emanates from a monitor connected to a computer terminal. The monitor shows static. The characters must identify the problem with the computer, repair the computer, and operate the computer.

### Perception Check

The characters search the desk. The check result grants information for its DC and all lower DCs. Characters can retry Perception checks.

**DC 9:** A character finds a key ring loaded with keys. The keys open all doors in nonrestricted areas of the building.

**DC 13:** A character discovers a cable leading from the static-filled monitor to a computer. The cable is frayed and gives off sparks.

**DC 17:** A character finds another, similar cable near the desk. Finding it grants a +5 bonus to Mechanics checks to repair the computer.

### Mechanics Check

A character can repair the computer by making a DC 17 Mechanics check. The first two failed Mechanics checks each deal 5 electricity damage to the PC making the check. The third failed check causes the computer to explode, dealing 5 electricity and 5 physical damage to all creatures adjacent to the desk. If that occurs, the heroes gain no further information from this encounter.

### Science Check

If the computer is repaired, a character can operate the machine. The check result grants information for its DC and all lower DCs.

**DC 9:** The character accesses the security feeds (100 XP). Give the players the URL [www.hoffmanninstitute.org/stupendio/securitytap03](http://www.hoffmanninstitute.org/stupendio/securitytap03). If the players can't access the Internet, read the following text.

*You manipulate the little floating thing on the screen and push the button over several squiggly lines. Only one accesses anything of interest—a box opens, flickers, and reveals a dark cave. Vehicles can be seen here and there, and light spills down a ramp leading up to the outside. Something flashes in front of the camera. You could swear you saw a giant bug armed with a gun.*

**DC 13:** The character accesses the building's evacuation plan (100 XP). Give the players the URL [www.hoffmanninstitute.org/stupendio/evac01](http://www.hoffmanninstitute.org/stupendio/evac01), which has the map shown on the inside back cover. If the players can't access the Internet, show them Player Handout 2.

**DC 17:** The character finds vague records about an experiment called the Beta Chamber, which is located in a restricted area on the third floor.



# ENCOUNTER 4: HALT! WHO GOES THERE?

ENCOUNTER LEVEL 1 (500 XP)

## SETUP

5 light sentrybots

This optional encounter can occur at any time while the heroes explore PungCo Laboratory. No map is provided since the encounter can take place in any part of the building. When constructing a battle grid for the fight, you can use *D&D Dungeon Tiles*, repurpose a map from the *D&D GAMMA WORLD Roleplaying Game*, or sketch an area to resemble a location on the Evacuation Plan map. The encounter area should be at least 8 squares by 8 squares. Consider adding tiles containing rubble, broken furniture, or other hindering terrain appropriate to the location.

When the light sentrybots appear, read:

*Five strange machines, each equipped with a glowing green lens and several twitching appendages, bob into view. Blue sparks fly, and electrical currents leap from one robot to the other.*

### 5 Light Sentrybots

Medium terrestrial animate (robot)

HP 32; Bloodied 16

AC 15, Fortitude 13, Reflex 15, Will 11

Speed 4, fly 7

Immune poison; Resist 5 electricity, 5 radiation

### Level 1 Skirmisher

XP 100 each

Initiative +5

Perception +6

Darkvision

### STANDARD ACTIONS

⚡ **Electrojolt** (electricity) ⚡ At-Will

Attack: Melee 1 (one creature); +4 vs. Reflex

Hit: 1d4 + 3 electricity damage, and ongoing 5 electricity damage (save ends).

✈ **Flyby Electrocutation** ⚡ At-Will

Effect: The sentrybot flies 7 squares and uses *electrojolt* once at any point during that movement. It doesn't provoke opportunity attacks when moving away from the target of its attack.

### TRIGGERED ACTIONS

⚡ **Networked** ⚡ At-Will

Trigger: A robot ally is bloodied or knocked prone.

Effect (Free Action): The sentrybot shifts 3 squares, then uses *electrojolt*.

Str 19 (+4)

Dex 16 (+3)

Wis 12 (+1)

Con 16 (+3)

Int 10 (+0)

Cha 7 (-2)

## TACTICS

The light sentrybots are programmed to incapacitate intruders, which is anyone without a passkey. The bots split into one group of two and another group of three, then zip about the battlefield using *flyby electrocution* to subjugate the heroes until building security arrives (which it won't, but the bots don't know that). To make the best use of *networked*, each sentrybot ends its turn within 3 squares of another bot.



## ENCOUNTER 5: BETA CHAMBER

ENCOUNTER LEVEL 4 (925 XP)

### SETUP

Tangh (T)

4 porker marauders (P)

1 dabber sharpshooter (D)

1 hoop warrior (H)

Tangh doesn't know the true purpose of the Beta Chamber; he believes that it contains a weapon he can use against Freesboro. He and his cronies move about the primary containment space, trying to find a way to enter the chamber.

When the heroes can see the Beta Chamber, read:

*A glass-enclosed chamber dominates this room. Inside, visions of other landscapes flash by, a new scene every few seconds. Metal ductwork leads from the chamber to three massive tanks beyond. Laser batteries stand on platforms around the larger room's perimeter. You see several mutants in the room, including a fat porker in a space suit fiddling with the door that leads into the enclosed chamber.*

#### Tangh (T)

Medium terrestrial humanoid, porker

HP 88; Bloodied 44

AC 14, Fortitude 16, Reflex 15, Will 13

Speed 5

Saving Throws +2

#### Level 2 Elite Brute

XP 250

Initiative +1

Perception +1

#### STANDARD ACTIONS

① **Fireman's Axe** (physical, weapon) ⊕ **At-Will**

Attack: Melee 1 (one creature); +7 vs. AC

Hit: 2d6 + 3 physical damage.

⚡ **Scrapple** (physical, weapon) ⊕ **At-Will**

Attack: Close burst 1 (creatures in burst); +7 vs. AC

Hit: 2d6 + 3 physical damage, and the target takes a -2 penalty to defenses until the end of Tangh's next turn.

⚡ **Tremendous Expulsion** (poison) ⊕ **Recharge** ☞ ☞

Attack: Close blast 3 (creatures in blast); +5 vs. Fortitude

Hit: 3d6 + 3 poison damage, Tangh pushes the target 2 squares, and the target is dazed (save ends).

#### MOVE ACTIONS

One Small Step ⊕ **Recharge** ☞ ☞

Effect: Tangh jumps 5 squares. This movement does not provoke opportunity attacks.

#### FREE ACTIONS

**Elite Action** ⊕ **Encounter**

Requirement: It is Tangh's turn.

Effect: Tangh takes an extra standard action during that turn.

#### TRIGGERED ACTIONS

⚡ **Flabby Rebound** (physical) ⊕ **At-Will**

Trigger: An adjacent enemy hits Tangh with a melee attack.

Attack (Immediate Reaction): Melee 1 (triggering enemy); +5 vs. Fortitude

Hit: 1d6 + 3 physical damage, and the target falls prone.

Str 17 (+4)

Dex 10 (+1)

Wis 10 (+1)

Con 14 (+3)

Int 14 (+3)

Cha 9 (+0)

Equipment space suit, fireman's axe, grapple gun

#### 4 Porker Marauders (P)

Medium terrestrial humanoid

HP 29; Bloodied 14

AC 17, Fortitude 16, Reflex 13, Will 12

Speed 5

#### Level 1 Soldier

XP 100 each

Initiative +2

Perception +0

#### STANDARD ACTIONS

① **Flail** (physical, weapon) ⊕ **At-Will**

Attack: Melee 1 (one creature); +6 vs. AC

Hit: 2d6 + 1 physical damage, and the porker pushes the target 1 square. The porker can then shift 1 square into the square the target vacated.

#### MINOR ACTIONS

⚡ **Foul Belch** (poison) ⊕ **Recharge** when first bloodied

Attack: Close blast 2 (enemies in blast); +4 vs. Fortitude

Hit: 1d10 + 3 poison damage, and the target is dazed until the end of the porker's next turn.

Str 16 (+3)

Dex 10 (+0)

Wis 10 (+0)

Con 13 (+1)

Int 13 (+1)

Cha 7 (-2)

Equipment leather armor, flail

#### Dabber Sharpshooter (D)

Small terrestrial humanoid

HP 32; Bloodied 16

AC 16, Fortitude 13, Reflex 14, Will 13

Speed 6

#### Level 2 Artillery

XP 125

Initiative +4

Perception +6

Low-light vision

#### STANDARD ACTIONS

① **Short Sword** (physical, weapon) ⊕ **At-Will**

Attack: Melee 1 (one creature); +7 vs. AC

Hit: 1d8 + 4 physical damage.

⚡ **Carbine** (physical, weapon) ⊕ **At-Will**

Attack: Ranged 20 (one creature); +9 vs. AC

Hit: 2d6 + 3 physical damage.

#### TRIGGERED ACTIONS

⚡ **Telekinetic Repulsion** (force) ⊕ **Encounter**

Trigger: An enemy enters a square adjacent to the dabber.

Attack (Immediate Interrupt): Close burst 1 (creatures in burst); +5 vs. Fortitude

Hit: 2d6 + 2 force damage, the dabber pushes the target 2 squares, and the target falls prone.

Skills Athletics +5, Stealth +9

Str 8 (+0)

Dex 17 (+4)

Wis 11 (+1)

Con 14 (+3)

Int 14 (+3)

Cha 14 (+3)

Equipment short sword, carbine

**Hoop Warrior (H)**

Medium terrestrial humanoid

**Level 3 Skirmisher**

XP 150

HP 43; Bloodied 21

Initiative +5

AC 17, Fortitude 16, Reflex 15, Will 14

Perception +1

Speed 6

**STANDARD ACTIONS**⬇ **Axe Slash** (physical, weapon) ⬇ **At-Will**

Attack: Melee 1 (one creature); +8 vs. AC

Hit: 1d12 + 5 physical damage, and the hoop shifts 1 square.

**MOVE ACTIONS**⬇ **Big Hop** ⬇ **Recharge** ⬇ ⬇Effect: The hoop jumps 6 squares. This movement does not provoke opportunity attacks. The hoop deals 1d12 extra damage with *axe slash* until the end of its turn.**MINOR ACTIONS**⬇ **Transmuting Touch** ⬇ **Encounter**

Attack: Melee 1 (one creature); +6 vs. Reflex

Hit: The target can't make weapon attacks (save ends).

First Failed Saving Throw: The target can't use Omega Tech powers (save ends).

Second Failed Saving Throw: The target discards a readied Omega Tech card.

Str 17 (+4)

Dex 14 (+3)

Wis 10 (+1)

Con 11 (+1)

Int 11 (+1)

Cha 11 (+1)

Equipment axe

**TACTICS**

Tangh's henchmen attack the heroes as soon as they notice the characters. If the fight goes badly for them, they try to activate the laser gun batteries.

**Tangh:** In the first round, Tangh does not fight. Instead, he smashes at the Beta Chamber door, hoping to break it open. If he succeeds, he jumps inside the chamber. If he fails, he turns to fight the heroes, using *one small step* to land in the their midst and then using *elite action* so he can use *scrapple* twice. Thereafter, he uses *scrapple* to hack apart as many characters as he can.

**Porker Marauders:** The porkers spread out to contain the heroes. They lead with *foul belch* and follow up with *flail*, trying to keep the characters away from the Beta Chamber.

**Dabber Sharpshooter:** The dabber stays back from the fight, using *carbine* from cover. When faced with melee, it resorts to *telekinetic repulsion* to clear some breathing room.

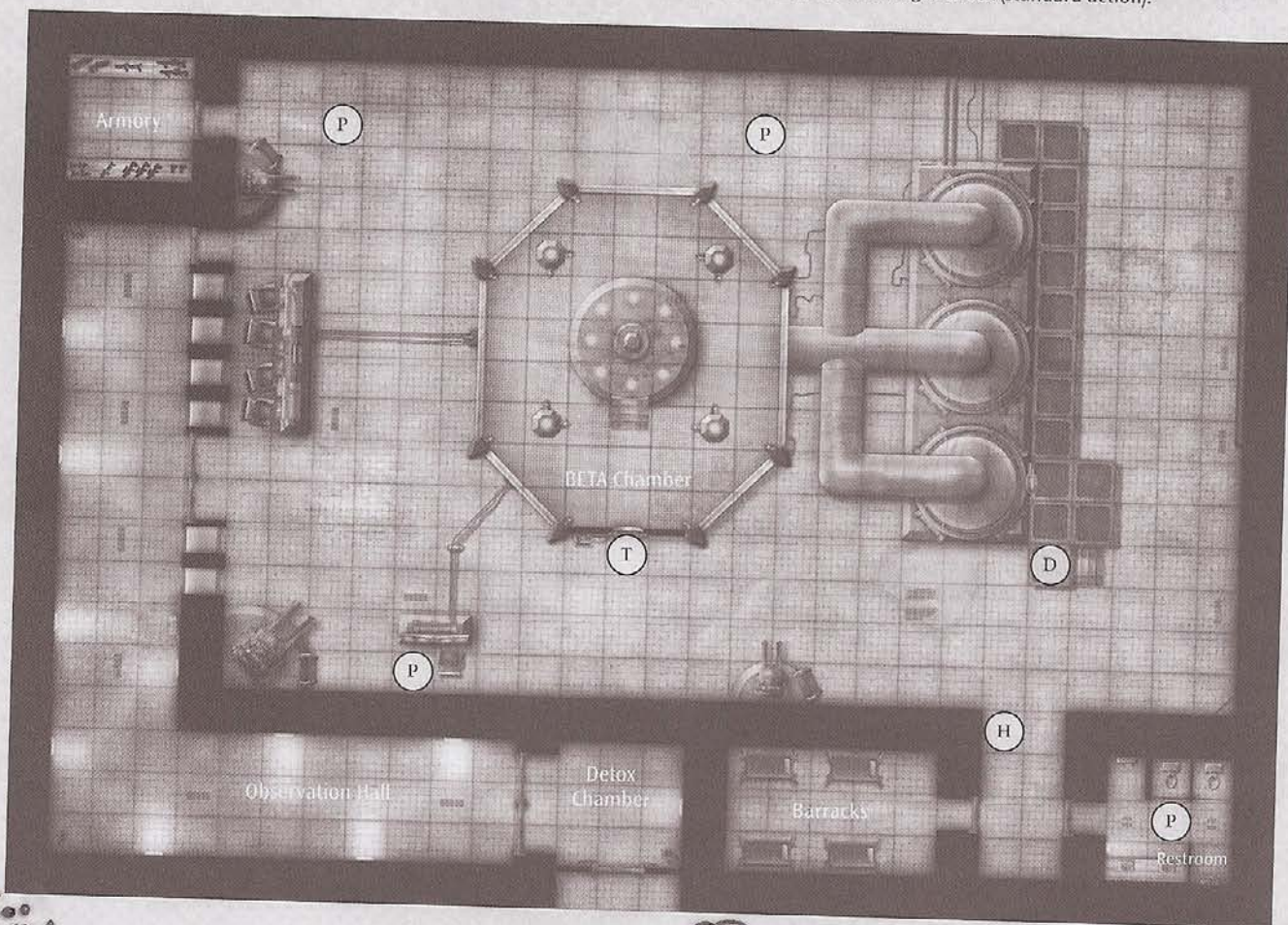
**Hoop Warrior:** The hoop uses *big hop* to move about the battlefield and, when possible, uses *axe slash* to support the porkers from flanking positions.

**FEATURES OF THE AREA**

**Illumination:** Bright light.

**DETOX CHAMBER**

**Doors:** Only one door can be opened at a time. After a door closes, there is a 1-round delay before another door can be opened. During that round, nozzles sanitize the air with a foul-smelling, though harmless, spray. An impatient character can break down a door with a DC 20 Strength check (standard action).



## OBSERVATION HALL

**Lights:** Lights set into the walls flicker madly. Nevertheless, the hall is considered brightly lit.

**Windows:** The windows are thick and bulletproof. Each window has AC/Reflex 5, Fortitude 10, 20 hit points, and resist 5 physical damage.

## ARMORY

**Illumination:** This room is in darkness.

**Door:** The door to the armory is locked. It can be forced open with a DC 20 Strength check (standard action) or unlocked with a DC 16 Mechanics or Science check (standard action).

**Reward:** Each player draws two Omega Tech cards from his or her deck, and the group rolls 1d6 times on the Ancient Junk table (see page 81 of the *D&D GAMMA WORLD Roleplaying Game* rulebook). In addition, the room has enough ammo for each character.

## BARRACKS AND RESTROOM

**Illumination:** Both of these rooms are in dim light.

**Barracks:** The barracks holds four bunk beds.

**Restroom:** The restroom has functioning plumbing.

## PRIMARY CONTAINMENT SPACE

**Computer Banks:** Two computer banks are connected to the Beta Chamber. The computers no longer work except to turn the laser gun batteries on or off (DC 16 Science check per battery).

**Laser Gun Batteries:** Three batteries sit on platforms 10 feet high, accessible by ladders. When the encounter begins, the guns are off. If Tangh or his henchmen grow desperate, they try to activate the guns.

### 3 Laser Gun Batteries

### Level 1 Artillery

|                                                                 |               |
|-----------------------------------------------------------------|---------------|
| Trap                                                            | XP 25 each    |
| HP 20                                                           | Initiative +0 |
| AC 5, Fortitude 10, Reflex 5                                    | Perception +0 |
| Speed 0                                                         | Darkvision    |
| Immune charm, fear, poison, psychic, conditions, ongoing damage |               |

### STANDARD ACTIONS

#### ☞ Laser Beam of Death (fire, radiation) ☞ At-Will

**Attack:** Ranged 10 (nearest nonrobot creature); +6 vs. Reflex  
**Hit:** 5 fire damage plus 4 radiation damage.

### COUNTERMEASURES

**Disable:** DC 16 Science check at a computer bank or battery (standard action)

**Success:** The character deactivates the battery.

**Failure:** The battery uses *laser beam of death* on the triggering character.

**Reprogram:** DC 19 Science check at a computer bank or battery (standard action)

**Success:** The character chooses the battery's target.

**Failure:** The battery explodes, dealing 5 fire damage plus 4 radiation damage to all creatures within 2 squares of it.

**Coolant Tanks:** Three water tanks keep the Beta Chamber cool. Each tank has AC/Reflex 3, Fortitude 15, and 30 hit points. If a tank is reduced to 0 hit points, water floods out and knocks prone all creatures within 3 squares of the tank.

**Radioactive Slime:** Any creature entering a square containing slime takes 1d6 radiation damage. If a character takes 6 radiation damage, he or she can draw an Alpha Mutation card.

**Beta Chamber:** The Beta Chamber creates a pinhole in reality and shows random views of other worldlines. A creature that steps on the platform is transported to one of these worldlines for a short time, then returned. The chamber door is sealed but opens if "1234xyzw" is punched into the keypad. Tangh has already punched in "1234," and if the heroes acquired the data pad, they can input the rest. The door can also be forced open with a DC 24 Mechanics or Strength check (standard action). The chamber is immune to all damage.

### † Beta Chamber Platform ☞ At-Will

**Trigger:** A creature steps onto the platform inside the chamber.

**Effect (No Action):** The creature is removed from play until the end of its next turn.

**Aftereffect:** The creature returns to the nearest square it last occupied. Roll a d6 to determine the effect of being whisked to another reality and back:

- The creature is stunned (save ends).
- The creature takes 1d20 psychic damage.
- The creature gains teleport 5 until the end of the encounter.
- The creature draws one card from its Omega Tech deck.
- The creature draws one card from the Alpha Mutation deck.
- The creature regains hit points as if it had spent a healing surge.

## ABOUT THE AUTHOR

**Robert J. Schwalb** is a prolific freelance writer who lives in Tennessee. He wrote the hilarious *D&D GAMMA WORLD Expansion: Famine in Far-Go™* and has also contributed to several DUNGEONS & DRAGONS® game products, most recently the *Monster Manual® 3* core rulebook, the *DARK SUN® Campaign Setting*, and the *Psionic Power™* game supplement.

## PLAYER HANDOUT 1

Wednesday, December 21, 2012 1:02 PM

Subject: Re: Racket Upstairs

Date: Wednesday, December 21, 2012 1:02 PM

From: Jay Cantrell

To: John Roberts

Why the hate for Rob? He's not **that** bad. He'll probably be there, so just ignore him. By the way, R&D just called—they want me to come up. Ooh, the restricted section! Maybe I'll get to see these doors or whatever. I know you're impressed. Hey, it's been months since I've had to go through security. Do you remember the whole password? I only ever remember the xyzw part. Heck, every time the power goes out, it just resets to the default anyway. Maybe I should find the fuse box?

On 12/21/12 12:57 PM, "John Roberts" <john.roberts@pungco.com> wrote:

Yeah, I'll be there. It's not like my wife wants me home anyway. Mike told me they're running a special on Manly Beer—two bucks. Do you know if Rob's going to be there? Can't stand him.

On 12/21/12 12:54 PM, "Jay Cantrell" <jay.cantrell@pungco.com> wrote:

Hi John,

Yeah, R&D is up to their usual shenanigans. I know it's loud. Try to work through it. From what Jenny tells me, it's something about doors, and it's kind of a big deal. Anyway, you up for darts at the Smoke tonight?

Jay

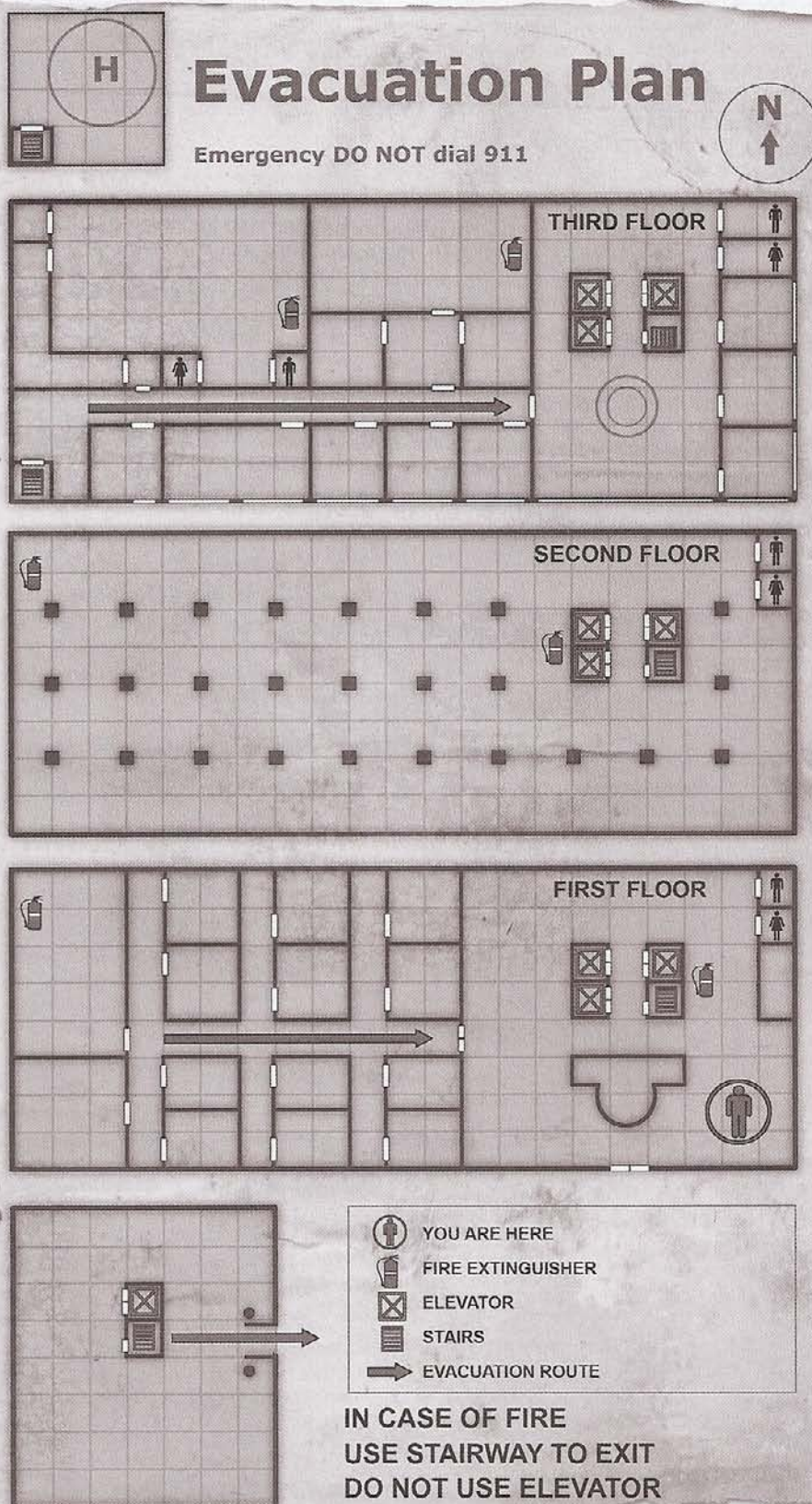
On 12/21/12 12:46 PM, "John Roberts" <john.roberts@pungco.com> wrote:

Jay,

I asked around at the water cooler, but no one seems to know what's going on. Do you know what's with the racket on the third floor? Is it that super-secret thing R&D is doing?

John

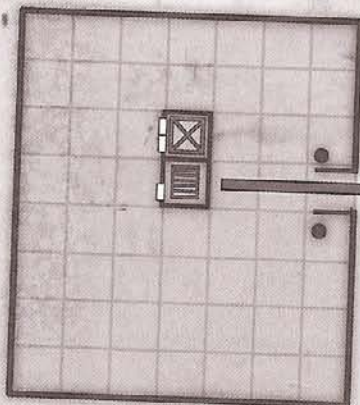
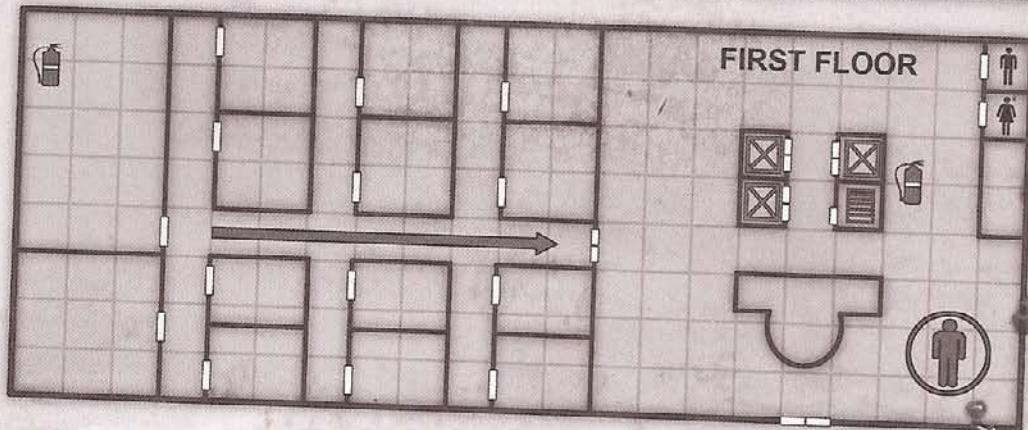
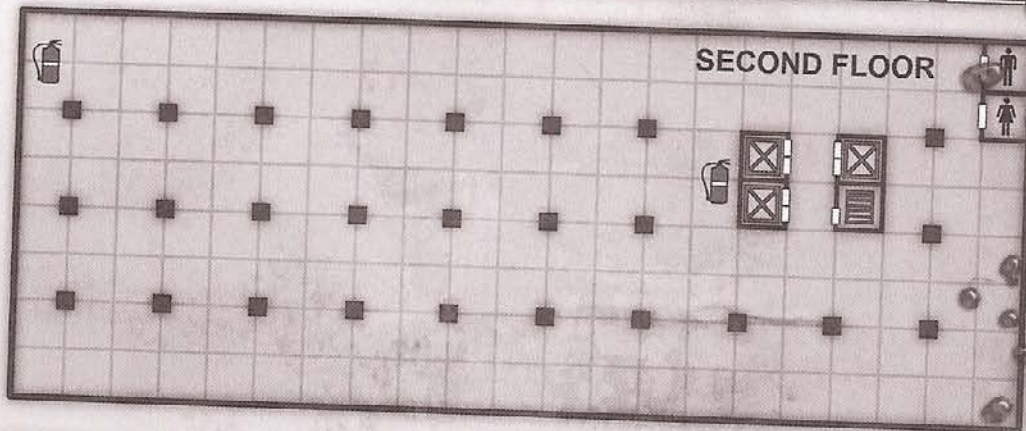
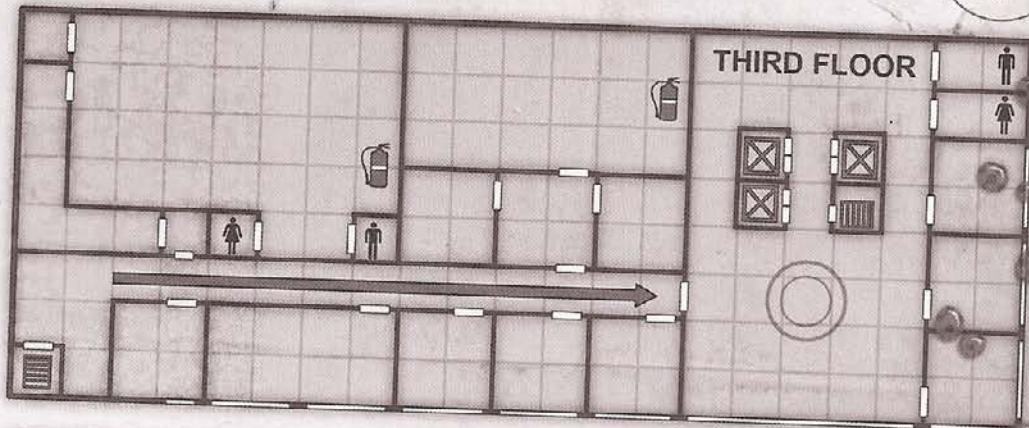
# PLAYER HANDOUT 2 .....





# Evacuation Plan

Emergency DO NOT dial 911

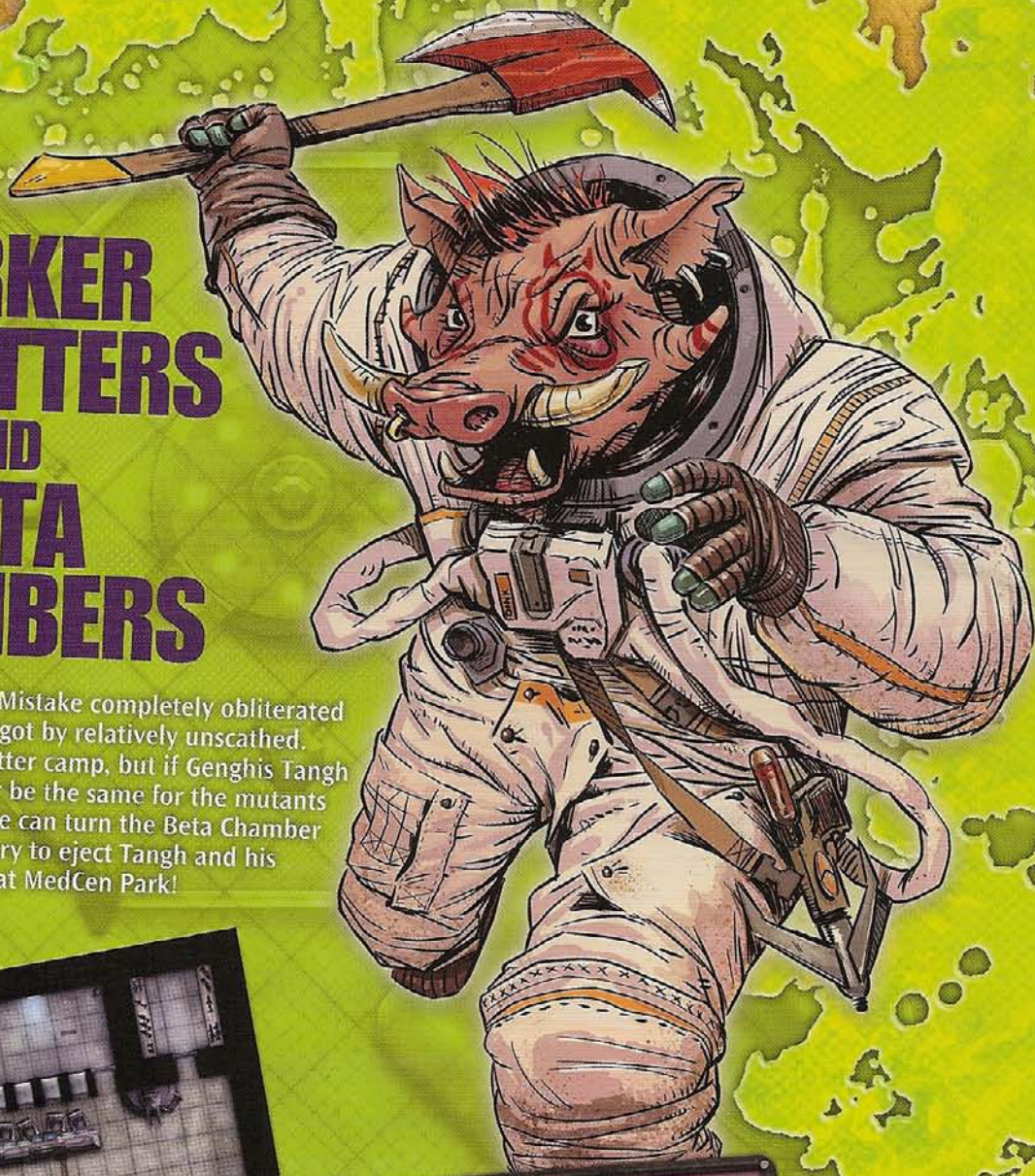


- YOU ARE HERE
- FIRE EXTINGUISHER
- ELEVATOR
- STAIRS
- EVACUATION ROUTE

IN CASE OF FIRE  
USE STAIRWAY TO EXIT  
DO NOT USE ELEVATOR

# PORKER SQUATTERS AND BETA CHAMBERS

It's shocking how the Big Mistake completely obliterated some places while others got by relatively unscathed. Freesboro falls into the latter camp, but if Genghis Tangh has his way, life will never be the same for the mutants of Gamma Terra. Before he can turn the Beta Chamber into a weapon, you must try to eject Tangh and his forces from their hideout at MedCen Park!



This D&D® GAMMA WORLD™ adventure is designed for five characters of 1st level and is the feature for D&D Game Day: D&D GAMMA WORLD. *Trouble in Freesboro™* includes a full-color battle map and ready-to-play encounters.

