

CAHIER D'EXERCICES

FABRIQUÉ AU

EXERCISE BOOK

MADE IN

CANADA

24- 6 ea.

- 1 - Death
✓ 2 - Life
3 - Fire
4 - Water

NOM
NAME

Peter Hart

SUJET
SUBJECT

Gamma World : The temple of
Ton Utah

Saffron

Population: Approx: 120,000

Government: The Satrap rules all - has absolute power (in theory). In reality there is little real control or law and order. There is a small bureaucracy and armed forces.

Armed forces: There are 1100 city guardsmen, there are 100 palace guard and the Satrap also has a semi-private force of 150 berserkers.

Several large merchants also have small private forces of armed men - theoretically under control of the Satrap in an emergency.

Guardsmen: mostly mutated humans - few with effective mutations. Some mut. animals and lizardmen.

There are 1000 regulars and 100 officers,

The uniform is a khaki battledress w/ brown high boots. Also a grey plastic poncho is also used and a red cloak on parades.

The helmet

Over this is worn rather used, black plastic riot armor - chest plate, greaves, elbow and knee pads and a low helmet w/ chin & teeth protector, and glass eye covering.

The officers are the same only they have a red stripe on their helmet & shoulders.

For armament, the troops carry a riot shield strapped to their left forearm and they have a short sword at their belt.

They also carry an Uzi-type SMG w/ several extra clips of ammo on their belts.

They also carry a smoke and a shock grenade, each. However, ammo is rare so orders are to use it sparingly.

The officers carry a pistol instead of (Blg) an SMG and have a red stripe down their shield.

For ID the men also have the no. of their patrol (1-100) with a dash and then their no. (0-10). This on their helmet & battle dress.

The palace guard are all 4 db lizardmen, trained as a unit. (These are the Satrap's old mercenaries)

They all wear breeches (red) but nothing else.

They carry bone scimitars at their belts along with clips for their AR's. They all have AR's of the AK-47 type - w/ telescopic lens and folding stocks. They have red cloaks for parades as well.

These are under direct control of the Satrap.

The Berserkers are used only for putting down riots, Raids, wars and such.

They are real berserkers and come from berserker's Isle - a place far from here. Like all berserkers they are mercenaries and very expensive.

They all have the following mutations:

- 1) Complete radio: 18 radiation resistance
- 2) Taller - 3 metres tall.
- 3) Bloodlust (or Berserkness)

This is how they get their name - ~~they~~. They can spend 1 rd. psyching themselves into a berserk fury which lasts for 10 rds. This is a complete mental and physical change. When this happens, Const., Dex., and Streng all go up to 18 regardless of what they were before. They have max. hit pts. - 104 and have +4 to hit and dam. Also they can't stop attacking for the 10 rds, they are berserk - they will not surrender.

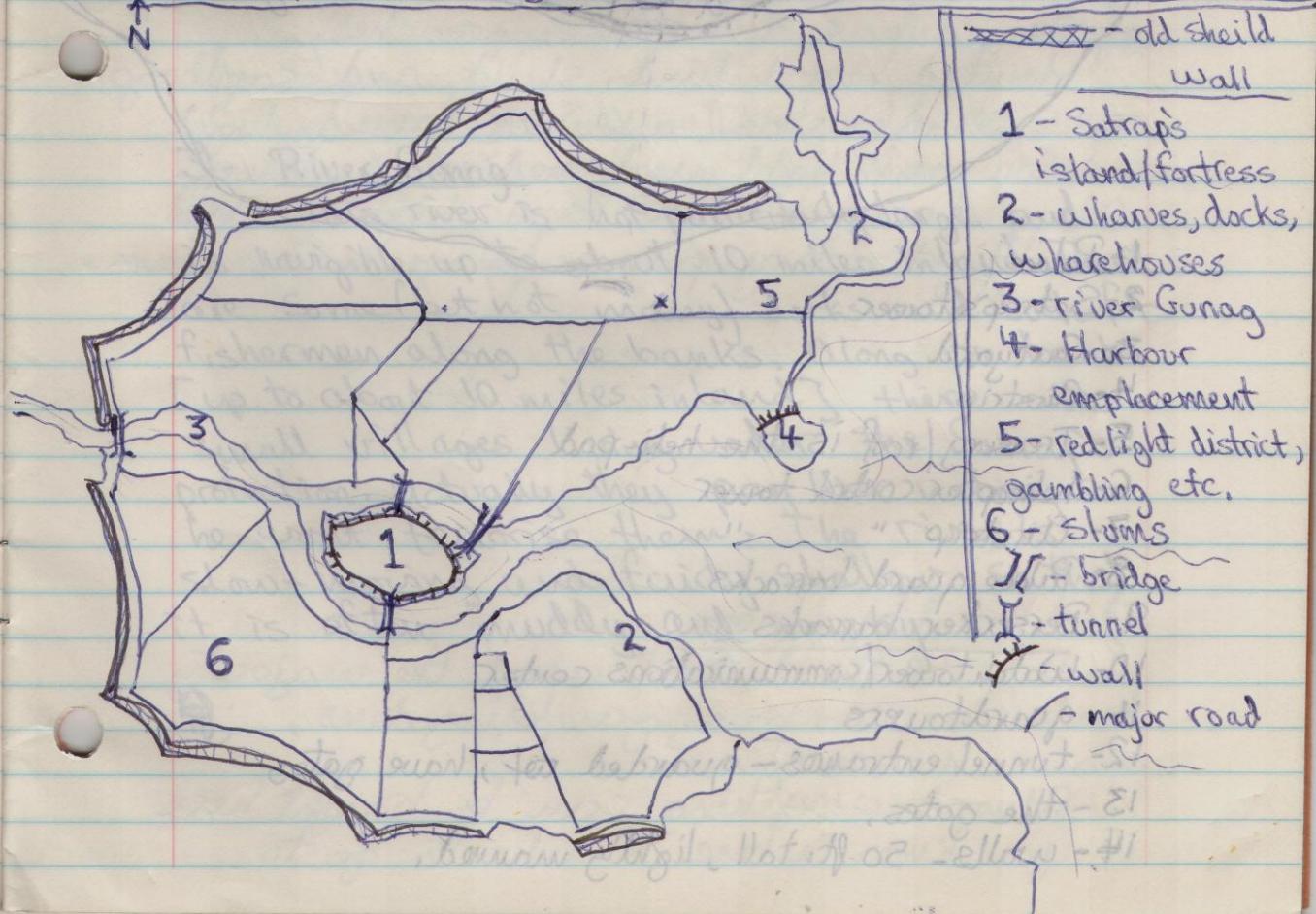
All berserkers wear Brown bear pelts over dark green b/c trousers, boots and shirt. On their back is strapped a huge 2-handed sword.

Invariably the weapon of a berserker, these are usually finely carved and made quite valuable.

Berserkers never wear armour or carry shields but all have been immersed in the death-bath part of their ritual of becoming a warrior - in other words their forearms, chest and back, shoulders, and upper legs are rock-hard. This gives them AC4 always.

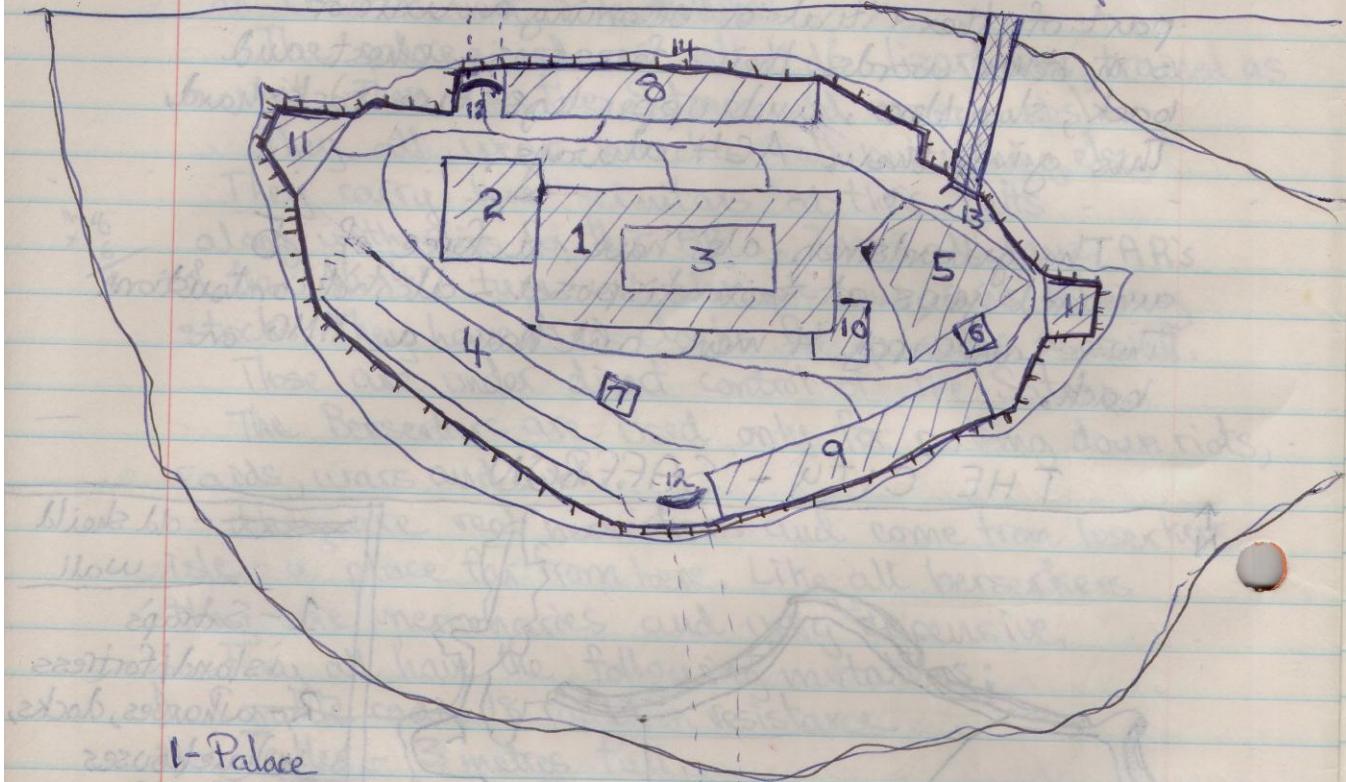
The guardsmen also have a force of 5 armoured jeeps at their disposal - alcohol combustion. These can carry 4 men and have a HMG on back.

THE CITY - SAFFRON



Key

1) Satrap's Island fortress - Here are stationed the 100 palace guard & 150 Berserkers. Also here is a 'communications center', an airstrip of sorts, a helipad, and a very deep bunker complex.



1- Palace

2- Satrap's tower

3- Courtyard

4- Airstrip

5- Treasury / roof is the heli-pad

6- helicopter control tower

7- Airstrip "

8- Palace guard barracks

9- Berserker barracks

10- Watchtower / communications center

11- guardtowers

12- tunnel entrances - guarded w/ gates, have gates

13- the gates,

14- walls - 50 ft. tall, lightly manned.

2) wharves, docks, warehouses

- This is the main industry of the city - trade. It is a major trade center for the South-East. Ships range from ~~tugboats~~ to patrol boats to pirate submarines.

The docks and wharves are extensive and any kind of ship is allowed in. Pirates never attack as the city is well-guarded and very big. (as cities these days go)

At these many and varied docks and wharves, almost anything can be bought or sold and many boats are for hire.

The warehouses are usually owned by the larger merchants - made of stone & concrete w/ one large entrance & well guarded inside & out.

3) River Gunagew

- This river is not particularly large and is navigable up to about 10 miles inland. There are some (but not many) docks and such for fishermen along the banks. Along the banks [up to about 10 miles inland] there are small villages living under the Satrap's protection. Actually they pay him money so he won't terrorise them. The river is slow-moving and fairly shallow so that it is often muddy and murky.

4) - Harbour emplacement

This small fortress overlooks the harbour and is for protection from pirates and various attacks.

It is manned by 50 guardsmen and 50 mercenaries. The mercenaries are artillery experts and wear a variety of clothing & armor. They all carry light weapons - pistols, swords etc. but no more.

The place has a small com-centre, some barracks, a 30 ft. wall w/ tower.

There are some underground bunkers which lead to emplacements ~~set along~~ the ~~wall~~ cliff wall about 50 ft. below the crest. These ~~are~~ have a wide-angle view of the harbor and the approaches.

Mounted here behind shields and sandbags are sandblasters [à la Jack Vance], Light cannon and light and medium artillery. Also, in every bunker is a high-powered searchlight - very powerful & wide-beam.

5) - Naughty places

This is the district where the majority of whorehouses, bars, gambling dens, opium houses etc.

Almost anything can be bought here if you know where or who to go to.

There is also a good chance of being attacked / robbed here.

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6)- Slums

name tells all. - This is a typical slums district - runs, crowding, disease etc. Not very much can be found here.

Very few people come here for any reason.

~~History~~: Before the Apocalypse, there was a small town here which was not particularly affected by much - it remained the same although the people mutated. The usual story thru the black years and later it became a trading center for the coast.

Around 10 years ago a successful mercenary named Uvl led his men into Saffron (at that time relatively defenseless) and set himself up as ruler. He improved the defenses, built up a semblance of law and order, and set up a city guard.

After 1 or 2 years of settling down, he made a deal w/ pirates so that they left Saffron alone but terrorized other trading centers.

Saffron rapidly grew in size and importance to this day.

The Satrap feels very possessive about the town as a whole and is now very, very rich - and getting pretty old. He is a lizardman but has 72 hit points and +5 to hit and dam. for Stren. Dext., and experience.

He wears baggy white robes w/ gold trimmings and circlet.

He wears a stun pistol concealed in the folds and his nails are poisoned.

In one of his rings is a very (Int. 18) powerful sleep gas.

In a capsule in one tooth is some cur-in dose.

He also wears on his belt a vibro-sword

Mulwahoo

- when not activated this is very small and thus concealed,

works in his nostrils are nose filters to filter out his & any other gas.

Worked into his robes are worked tiny wires attached to a control unit disguised as a large ring on his thumb. When pressed it gives a large charge (4d6) to which he is insulated against.

Concealed in his belt buckle are doses of the following - colour coded to ~~his eyes~~ onto for ID.

Red - Accelerate dose

Blue - anti-rad serum

Yellow - Stim dose

Green - Terra shot

White - Sus. dose

Brown - Pain reducer

These colours glow in the dark.

Concealed in left forefinger is one laser shot (Sd6). This causes pain but can be a life saver.

Concealed under a scale on his stomach is an explosive pellet & a smoke pellet (Sd6).

His AC is 4 because of the wires in cloak & natural speed & scales.

Mulwahee

The town of Mulwahee is similar to Gabki, Murdok, Arn, and Fresh and the other villages around Saffron. All live off of (to some extent) Saffron's trade and goods. Population: Roughly 1500 - 95% mutated humans.

Government: None - the only community organization is in defense and even that is not very co-ordinated.

Defence: Most of the men in the town are members of the defence force - this because of fear of pirates, mutant raids etc. There are 2 Sand-cannons on the shore built above the entrance to the harbour. These are dug-in and sand-bagged. Here are stored many boxes of ammo - also here are constantly 2 guards - armed w/ rifles & daggers.

Most men have their own weapons at home or wear them constantly.

Jan.
Feb.
Mar.
April
May
Jun
July
Aug
Sept

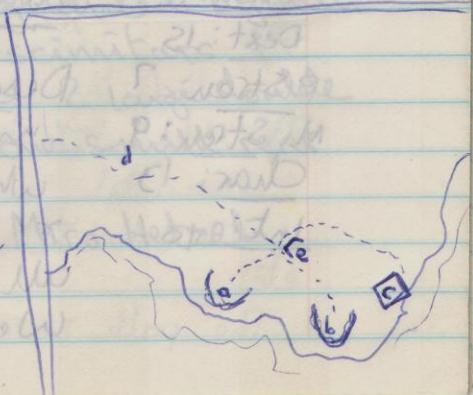
Produce: The main industry are the Spice fields outside the village a little ways into the swamp.

- These are like rice fields and there are generally guards around in the trees or whatever. When the spices are ripe [3 times a year - Jan., May & Sept.] they are brought to Saffron in the boats who in the harbour

Key

1)- Sandblaster site: ♀

a & b) dug out, sand bagged sites for the cannon themselves - these are large cannon w/ shields on permanent mounts. They rotate 180° and go up & down 30° both ways. Dug into the sides of the emplacement [which is solid rock].



good luck M

after 2 ft.] are small cubicles fitted w/ wooden covers & latches. In these are; spare parts, & rifles wrapped in rags & ammo, daggers and 1 smoke & 1 flare grenade.

Also there are a total of 14 boxes of magnetically packed sand for the cannon.

Range for cannon is 3 km. They do 10 db damage for all in a 10 m diameter.

C) - a small building made of concrete - rather old & weathered. On the top is a tower 18' above the roof w/ a ladder up the inside. At the top is a gas-signal lamp. This is for communicating w/ G. Inside are 8 cots & lockers for the men stationed here, also a table, chairs, cupboards & a wood stove. On a rack on the wall are 3 rifles & 2 swords - always S. & tuckered.

The men are:

Clint:

HP: 45

Const: 14 Mutations: Partial Carapace.

Dext: 11

P. Str: 10 Descip: Wears tattered white robes w/

M. Str: 9 boot a black jacket underneath.

Char: 12 Descip: A rather short, squat (AC: 5)

Int: 8 man who walks strangely. A slow
but steady type.

Kirk:

HP: 35

Const: 11

Mutations: Teleportation

Dext: 15

P. Str: 7 Descip: a rather tall & good looking young

M. Str: 9 man (looks like Luke Skywalker)

Char: 13 who wears a cowboy hat & a vest
& tight pants - the girls in the village
all break out over him.

Int: 10 Wears a heavy revolver in a hip holster.

1 - path down to Milwaukee - tortuous & narrow.
surrounded by jungle.

2 - a rock & dirt wall w/ edges turned in
facing down the path. - This is in a generally
hidden clearing in the jungle unknown except to
those who know it's there.

Behind is a MMG on a tripod covered in a tarp.
There are also some cases of arms nearby. -
traces.

3) - The wharves & docks. Here are generally
tied up the boats of the villagers & occasionally
(4 to 10) 1 or 2 visitors.

There are 26 boats native here docked here.
These are small 3 or 4 crew lattean riggers - all
wooden - made for coast hopping. These are for
voyages to Saffron. The wharves sticking out are
made of very old concrete - now held together by
wooden supports. The docks are the same.
There are generally usually a few ¹⁻² people hanging
around here.

3) - The warehouses are built of wood and
caulked w/ tar. Inside are spare parts for
boats, and here are stored spices for shipping &
other cargoes. All three are guarded by men
w/ leather armor (AC7) and scimitars
- 2 to a storehouse. There are 2 large double
doors on front - padlocked & one small rear
entrance locked.
The man who owns all 3 - Miro Hetzel -
has an office ^{below} at the Inn.

$$\begin{array}{r} 16 \\ -10 \\ \hline \end{array}$$

4)- path thru the jungle, well trodden - leading to the spice fields. These are guarded only a few days a year - when ripe, otherwise they are useless.

also the path to the villages of the tizardmen

5)- Fisherman storehouse. Some (not many) people here fish for a living. This is where they store their gear, dried fish waiting for sale, & spare parts & such. This is owned by all the fishermen (who form a sort of sub-community).

Also there is a wharf here w/ fishing boats - Cox style.

6)- The old lighthouse. One family runs this, lighting the beacon at night & keeping it going. They also have warn the cannon opposite when a ship or ships approach - this by ~~the~~ siren.

The lighthouse proper has a basement - where various odds & ends are kept, 3 levels where the family lives, eats & sleeps, & the tower where the beacon is kept as is a telescope which constantly scans the horizon. There are 12 sons here, the mother & father & grandfather.

All the family wear green overalls & carry knives & daggers & tridents - the emblem of their family. Most people in town think they're kind of strange - but accept them anyway.

The whole family has one common mutation

- Photosynthetic skin.

7)- Haunted house. A very old house having absolutely nothing to do w/ ruins. The villagers will all tell horrible tales of ghosts & demons etc.

The path is almost non-existent but is occasionally

used. It leads to an overgrown clearing surrounding the ruin of an old stone house. Amongst the ruins and around are the skeletons of humans - these very old & birds & small animals - these old & recent.

The only relatively intact thing about the place is the chimney - standing 30 ft. tall & made solidly of stone blocks set into concrete. - it, however, is still much cracked & dilapidated. Inside the chimney is a layer of dirt, stones, moss & leaves 1 ft. thick. Here

Nestling on top of this is a particularly horrid mutant - it is about 4 ft. tall w/ spiny black bat-wings. It is all black & has covered in matted hair. Its eyes are blazing red & its mouth full of sharp teeth w/ 2 big fangs as well. Its feet & arms are clawed as well. It well deserves the name of demon. In the dark its glows an ugly shifting red-black colour.

Mutations: Flies, Infravision, skin structure change, Regeneration, Sound imitation.

Its physical attacks are: 3d6 for teeth, 1d6 for ear claws HP: 56

Constitution: 18

Dex Int: 16 This creature is very intelligent

Mr. Stren: 14 & knows to retreat when out-matched.

It also knows the area intimately,

If it makes sounds climbing out of the chimney, it sounds as if direct or less, or all around characters.

8) - General store: Food, stores, knives, clothing
& all sorts of odds & ends can be bought here.
It is run by an old lady (Agatha Harkness)
who has 18 Int. & M. Stren., but unfortunately
is blind. However she has a cat (Felix)
which 'sees' for her telepathically. She is never
afar from the animal. She has
"mental blast", "telepathy" & "telekinesis".

The building has 2 signs on it - General Store
& Scales and Balance Agency. The latter is on
the 2nd floor of the place. The Scales & Balance
Agency is comprised of:

Scales Ht. pts: 36
Const: 10 Mutations: Multiple body parts (5 eyes)
Mr. Stren: 12 Mental Control
P. Stren: 8 Telekinetic flight
Int: 13 Life teeth
Char: 5 Descip: Short, fat man w/ 5 eyes &
Dext: 14 hair cut very short. Head is slightly large
but this is hard to see. Not very good-looking or likeable
Balance: Ht. pts: 49

Const: 14 Mutations: Gas generation - must (blinding)
Mr. Stren: 13 Regeneration
P. Stren: 13 No resistance to poison (D)
Int: 10 New body parts (radiation absorbing
Char: 17 organ)
Dext: 7 Anti-reflection (D)
 Fear Impulse (D) - mutated insects.

Descip: Very handsome, tall man w/ long curly black
hair, neat mustache & beard. The anti-radiation
organ is under his tongue, opposite of Scales in appearance.
Dresses well.

Scales & Balene are brothers & not native to this region. They are wanted in Saffron & other places for many things so they are hiding here for awhile.

They serve as bodyguards: - 500 Domars ea. per week, Assassins: minimal charge of 1000 Domars ea., Detectives: 300 per wk. ea. etc.

They live in their office which is very crowded & they don't often get business.

They are ea armed w/ a hidden needle & dagger. In their room are hidden plastic explosives, gatting wire, batteries, needles, & theives tools.

They are generally found on the balcony overlooking the road reclining on chairs picking their noses or something.

9). Various dirt roads which are the main thoroughfares here. Since it often rains these are generally muddy. From years of use they are sunk about 6" down.

Along these main roads are the houses of the villagers - mainly wooden & tar although some are brick or stone & thatched huts.

There are smaller paths leading here & there but these are not often used.

10)- The "Mud & Eels" Inn as proclaimed by the sign over the door. Inside there is a bar, tables & the desk of the owner - Kirth Gersen who doesn't look the part of an innkeeper.

He is small, dark and compact and apparently pure strain. He looks very competent. His desk is saken & dark stained & he sits behind in a plush high chair which reclines. From where he sits he watches all.



He hires 2 kitchen staff, a bartender & 2 maids.

He manages & acts as bouncer.

Kirch used to be an adventurer but now has retired at the age of 35. \$t

Like Scales & Balance he is not a native, but came here once and fell in love with the place.

He later returned here & settled down.

One of the reasons for his retirement is the fact that one leg below the knee is missing & he now sports a wooden leg.

He always wears a knife in his sash and an automatic pistol at his belt. By his side he always has an AR - (AK-47 type) loaded.

Gas He is a very dangerous customer,

P.Stern: 15 Ht. pts: 50 [+2 to hit, +3 dam.]

Dext: 16 Motivations: Mental blast, Force field gen.

M. Stern: 17 Pyrokinesis.

Int: 16 Descrip: A small wiry man, heavily tanned

Char: 13 who w/ black hair. Has wooden leg (left)

Const: 15 wears always a Red vest over a white undershirt & brown pants. In hip holster is auto-pistol, in sash is dagger. Wears high hard boots.

He has 3 rooms w/ 1 double bed ea. for sale at \$50/mans per nite.

Below the stairs is a door which leads down stairs to an ill-lit room w/ a desk, files, chair & lamp. This is the office of Miro Hetzel & he is often found here.

There is always 1 guard by him as well w/ LA, scimitar & hand catapult (2-3 dam.)

Miro is short, fat, balding & old & is the

only real businessman in town which is run
by the people.
also down here are barrels of beer & wine
fermenting & aging giving the room a pungent
odor.

11) - The stream where the residents of Milwaukee get their
clean, fresh water. The source is a pond on haunted hill.
As it runs a lot, the stream never dries up.

If you walk along it, you're sure to find women
washing their clothes, kids swimming or people getting
water for home. It cuts fairly deep into the
hard & soft rock of the area - about 5 ft. now.

There are occasional rivers. Nevertheless, it's fairly
slow & shallow.

There are occasional bridges made of wood
& stone. These are old & stable but wouldn't
take much weight. They are a general gathering
place for kids - diving & fishing.

Overall & Miscellaneous

The only draft or riding animal used by the
villagers is the Druth - a large, slow & ungainly
lizard useful only for carrying burdens or hauling
things. They are harmless but give off a fairly strong
smell. Their feet are large & webbed for the soft
ground.

There are about 15 in the village - 7 owned by
Hetzel to haul the spices & cargoes, 3 by fishermen
for their produce & the other 5 by individuals.

The things have 15 hit dice & AC 4 because of
tough skin & large, overlapping scales.

Except for the carefully tended rice fields (which look like rice paddies), occasional gardens or clearings, the roads & paths & dock area, the whole area is covered in lush, steaming jungle. Above 250 m there are just trees & not so thick.

In the jungle are tall deciduous trees, ferns, mosses, bushes, grasses - it's very thick & grows fast. Also, the ground is swampy & wet - there are often bogs, mires, & potholes, stagnant pools & occasionally quicksand.

An aerial overview of the area would reveal almost nothing as the paths are hidden by the jungle as are most houses & roads. Only if someone were looking would someone find the place.

The general aspect of Milwaukee is one of a sleazy little town hidden amidst the jungle - which is correct. The town has little contact w/ the outside & nothing much ever goes on. Also the heat & humidity don't lend themselves to energetic activity.

The spirit is much the same as a newfoundland outport - everyone knows each other.

Occasionally a wild animal attacks or pirates but apart from that nothing much happens - although it's still a much more violent world than ours.

Visitors come in maybe once every 2 weeks or avg. - although ships pass by fairly regularly.

Most people in Saffron have never heard of Milwaukee.

The area is ripe w/ tropical diseases & insects, however the people are basically immune to most of them & insects don't bother them although they will bother PC's and they will lose 1 HP per day from loss of blood, itching etc. unless protective clothing is worn constantly or repellent is used.

Pain & Mission Roads
Life Death etc.
Warrior Guards
Headmen
Leads, guides, auto.

In the village, people will tell the PC's that the temple is in an old crater called the valley of the mists - they'll tell 'em why & about Capt. Alphonse & what happened to him & his lot & the danger of the temple, - & about the lizardmen & the insane warrior caste. - Also about the many dangers of the inner swamp.

- And to help along his story, he'll interpret a short lecture along the lines of this: In the actual jungle there is no such thing as a desert reservation as far as we know. The most desolate areas of the Amazon basin are among the most abundant and densest of all the tropical forests. The Amazon basin is a vast area of dense tropical forest, with a great variety of plant life. It is a region of great rainfall, with an average annual rainfall of over 100 inches. The soil is very poor, being composed mainly of sand and gravel. The climate is hot and humid, with temperatures ranging from 70° to 90° F. The vegetation is dense and varied, with many different types of trees and shrubs. The animals are also diverse, including monkeys, sloths, jaguars, and various species of birds and insects. The people who live in the Amazon basin are mostly Indians, who have lived there for thousands of years. They speak a variety of languages, including Spanish, Portuguese, and English. The economy is based on agriculture, with coffee, rubber, and oil being the main crops. The government has made efforts to improve the living conditions of the indigenous peoples, but there is still much work to be done. The future of the Amazon basin is uncertain, but it is clear that it must be preserved for the benefit of all.

MULWAHEE SWAMP

Introduction:

The swamp stretches for hundreds of km's. The only lands higher than 100 m are the ancient volcanic crater and the hills and cliffs along the coast. Except for these places, the entire bottom ½ of the peninsula is total swamp.

Stagnant lakes, pools and ponds ~~are~~ abound-connected by weedy and sludgy canals on the surface and by underwater tunnels choked by mud underneath.

The land is soft and often dangerous as quicksand abounds and after rain is turned to total mud inhibiting movement greatly.

Foliage, both dead and alive, abounds - from mosses, lichens & ferns to palm trees and bushes 10 ft. tall,

The place also swarms w/ insects - ants, mosquitoes, black flies, wasps etc. These can be very dangerous to non-natives.

There are also very dangerous (but valuable) slimes tot of several different varieties which inhabit mud, pools & quicksand. These exude poison, gas and do other things.

There are also dangerous reptiles - mutated crocodiles, alligators, gila monsters, snakes etc.

~~All in all a~~ ~~we~~

Finally there are the human or semi-human inhabitants - the lizardmen & men-lizards.

The lizardmen are actually more common further north - the ones the PCs are familiar w/. These are rare here.

The men-lizards are generally docile and sluggish. But they have a warrior caste who are vicious & dangerous.

WANDERING MONSTERS

ON PATHS: "1" in D8 for encounter

Roll D8

- 1) Patrol of Warrior-Priests [4]
- 2) Group of Caste Warrior men-lizards [1-8]
- 3) Group of normal lizardmen [1-12]
- 4) Group of normal man-lizards [1-6]
- 5) Group of giant ants [2-12]
- 6) Wild Droth [1-2]
- 7) Harmless game animal
- 8) Special

D The ~~was~~ details of these in the actual temple.

There will be 4 and increased patrols are a result of Alphamor's activity. There are $\frac{3}{4}$ man, $\frac{1}{4}$ lizard. They wear brown and green clothing which acts helps in camouflage. All carry 2 hidden daggers & a scimitar at their belts. Also 2 pouches on the inside of the cloak carry various useful things and 1-4 domars.

I will carry a light sub-machine gun of the Uzi type. on a shoulder sling. He will also carry 10 extra clips. These are the same as AR only roll 1-4 for damage - they are lighter, ~~they~~ ^{loaded} they will

They are will ^{general} smell and hear the party a fair ways off (unless circumstances are unusual). Their usual tactic will be to have the one with the gun + an escort of more 15 metres ahead of the others while the other 2 wait hidden off the road to see the strength of the party. If the party looks strong, 3 will trail while 1 reports. If it looks weak the 2 will challenge and question & if any fighting breaks out the hidden pair will attack from the rear. If meeting unexpectedly, a messenger will always be sent off while the other 3 challenge.

2). The Warrior Caste: These are insane by

Patrol of Warrior-Priests
Life/Death etc.
Warrior lizards
normal lizardmen
men-lizards, giant ants,
lizards

Special

- 1- Death
- 2- Life
- 3- Fire
- 4- Water
- 5- giant snake
- 6- mutated alligator
- 7- mutated plant
- 8- special patrol

normal ~~reality~~ standards and individualistic.

P details later on their statistics but all warriors will carry a great jagged bone sword & a knife. Also they will carry their favoured weapon - a 15 ft long whip taken from a certain tree. For 1 week after being cut off this secretes a very strong acid. Damage done by this weapon is 3-24

Roll 1-100 for reaction to party:

1-75 : attacks

76-85 : ignores

86-95 : simple curiosity - may result in attack

96-100 : favourable.

3:) These are normal lizardmen - 3 hit dice, amphibious, carry scimitars & clubs. They generally dwell nearby their place of ambush. They are always waiting in ambush.

4:) Normal man-wizards - will only fight if provoked. Their only weapons are knives. These are simple, docile folk who will generally be carrying fishing gear, nets or something.

5) - Giant ants are pretty common in the area they live in nests on higher land. They are AC3, and pincers do 1D10 dam. They have 5 hit dice and are have low intelligence.

6)- Wild Droth - these are the cousins of the tame Droth only these are vicious brutes who often attack on sight. Their bodies are covered in most places by large scales. Their feet are large and webbed for sure footing over soft ground. Generally, they can swim through

hind. In battle, Droth use their ^{large} vicious tusk and claws and occasionally their tail. Droth are as tall as a horse - 4½-5 ft. but wider and longer not including the tail.

Droth They are AC5 and have 10 hit dice

Droth damage is 1-8/1-6, 1-6/Tail does 1-4 and will stun anyone who rolls lower than their dest. on a 20 sided die. They generally go alone unless accompanied by their mate.

7)- Harmless game animal: This could be small lizards, swamp birds, bats, rodents and occasionally deer.

8 Special

1-4) details in temple proper

Death will attack immediately - he looks like an ft. tall he will be walking 70% of the time 30% flying.

Life will be walking 70%, flying 30% as Death.

He will inquire if he can help anyone - if anyone is wounded or anything he will help.

Fire will be 70% flying, 30% walking.

He will be burning random things and will immediately attack PCs (but only from a distance).

Water will be 70% swimming, 30% walking.

He will generally ignore PCs (70%) unless provoked but 30% will challenge them to "battle a god".

The

5)- Giant snake - AC 6, 10-30 ft. long, attacks 1-6 + random intensity poison, 7 hit dice. These will be hanging in a tree most of the time (70%) or hidden in the mud to one side 30% of the time.

6) - Mutated alligator - these form a loose society and are not necessarily hostile to PCs. They are hostile to the people in the temple & may help the PCs. (if they know). They are ACS, have avg. intelligence, & have 9 hit dice. Mutations: Telepathy, chameleon powers, radiation resistance.

7) - Mutated plant - These are rare but occasionally, one will be found preying on those who follow the path, for this one either pick one from the book or make one up randomly.

8) Special patrol - Since Capt. Alphonse these have been instituted but ~~now~~ there are only a few. They consist of the following:

In the lead, 30 metres ahead of the main group, are a wedge of 3 warrior-priests. None have guns.

Next comes the main group.

This consists of 5 Droth (tame). The front 2 are weapons-carriers. There is a special harness rigged up so that 2 HMG's can be mounted and 2 warrior-priests can fire them.

These can be quickly dismounted. There is a shield on ea. MG so that the priests are in 50% cover. Also on the harness are packs which contain lots of extra ammo & spare parts. Also therein are: 5 explosives grenades, 2 gas & 2 smoke grenades. All priests are armed w/ a LMG.

2) The 2nd Droth has a platform rigged up so that a grenade-launcher can be used from it by 2 warrior priests. They are both armed, but neither w/ guns. There are many bags & packs on this underneath the platform. These contain food, spare parts

& many grenades: 40 explosive, 5 gas, 5 marker, 5 smoke, 5 incendiary. One grenade per turn can be fired from this.

The 2nd pair of Droth carry # 1 patrols (4) of warrior-priests ea. 2 out of 8 have LMG's.

The packs on these ~~guerillas~~ have extra arms, food etc.

The last Droth has a howdah w/ b 1-4
1- black curtains surrounding. Inside is a
2- white high priest of whatever god. He has
3- green a 2-way com unit w/ audio & visual
4- red pickup & elementary scrambler. Also
headphones w/ a 30 metre cord. This whole thing can
be detached. The high priest will be wearing body
^(ACU) armour of the appropriate colour underneath robes
of the appropriate color. He will carry a shock
pistol (stuns 1-3 rounds) w/ 3 rounds and a blaster
rifle w/ Infra-red pick up & telescopic sights. On
his person will also be his ID key. He will also
be carrying light-gathering binoculars & 3 extra
batteries. Roll for details. He will have +2 radiation
resistance.

Ea. Droth is led by a lesser priest in purple
robes.

Along w/ this lot is also 2 more patrols on foot
(2 out of 8 have LMG's).

10 metres behind is another wedge of 3 un-
armed warrior-priests.

PATHS are twisty and generally narrow (4-10 ft.)
w/ muddy floors up to 2 ft. deep. Vegetation grows
fast so there are plants growing everywhere
along the path. The sky is also generally
covered up by boughs of trees, branches etc.

so that in effect these are tunnels 10-4-10 ft. wide and 10-20 ft. high. Off the path is dense vegetation and very deep mud & layers of leaves, moss etc.

light is dim so in the rare occurrence

Because of the above, light is very dim.

In very ~~muddy~~ places or place pools of water there are logs and branches overlaid as tiny bridges. These are quite common.

When crossing rivers there are bridges where encounters are common. Encounter check here automatically, Encounter on 1-4.

Rivers are slow and sluggish and generally about 400 metres ~~wide~~ 300 metres wide, narrowing occasionally to 10 metres ^{when bridge are} and widening to 120 metres near their source and mouth.

The rivers are generally muddy & shallow w/ a lot of plants on the surface. Rivers are not often covered totally in foliage so the sky can be seen. Bridges are often a lot of tall trees cut down and laid across in a bundle w/ stakes drove into the bottom on either side to hold them in place.

Old Canals are generally ignored by the inhabitants except as use as routes for hovercraft. These are a routine 10 metres wide & were built during the old civilization. Old bricks and concrete & steel can be seen along the sides in places (sort of like roman roads). These are 20 ft. deep.

- the bottom 5 ft. covered in mud & silt so as to make it an effective 15 ft. The surface is covered in plants, weeds etc. The sides are obscured by plants so it is hard to see that these canals are regular. Also in most places the sides have caved in.

28
20
480
\$

Underground tunnels - These are small tunnels about 5 ft. diameter - very muddy w/ roots hanging down from above. Generally only man-lizards traverse this route. Occasionally these have air-pockets or form natural caverns w/ air trapped inside.

Man-lizard village



Average population: 600
including warriors.

Key

1- The houses of the man-lizards. These are generally divided in 2- ea. house holds 2 families , ea. of 2-20 members. inside is are low tables , beds , cupboards etc.

2- the houses of the warrior-lizards. Ea. one holds a single family of 1-20. Ea. Warrior. also has several (generally female) slaves to do all for him so he can go about being a warrior.

3- The houses of the hetmen of the village - the village elders. They have normal size ~~rich~~ families but richer furnishings and differential treatment.

Ea. Elder is generally 'picked' by the temple who keep a close eye on what goes on around them.

4- The temple . - It is stained the appropriate colour of the god (Black, white , green or red)

and carved or intricately. There is a large worship area up front w/ altar & paraphernalia. In back is the priest's quarters w/ equip., for installment of explosives in the neck. Also his personal possessions, bed, table and in the wall is a bas-relief of a Gaogyle-type face w/ huge mouth. It is painted brass (and looks it). It actually is a 2-way com-unit. You push the left eye ~~to turn on~~ and the right eye to turn off.

It has audio and visual pick-up. Both are picked up by the temple. Generally, only audio is picked up by the priest - huge, droning voices calling themselves 'angels'. Occasionally (1 in 20) there is a picture of: for fire - a landscape of volcanoes, steam and streams of lava and fire. Then a fiery figure appears - the fire god, for water - an undersea scene - very impressive, the water god rises out of a cleft that opens in the sea bottom,

for Death - Murky red and white shadows w/ death the only substantial figure.

for life - blinding light & clouds w/ an orb of fire as the god.

The priest is alone & unarmed except for a knife. He is a full man-lizard.

5- the platforms themselves, - formed from huge tree trunks which have been pegged & roped together. The surface is flat - shaved & trodden down. Each one is roughly the same size and built the same way. Underneath is tied huge strips of cork so that the platforms float about 2 ft. above the surface.

6- Ea. platform is connected to ea. one another by ladders - made of wood which serve as

bridges between the platforms. These can be easily moved.

7)- There is a jointed ladder-bridge connecting ea. village w/ land. It is about 30 metres long and jointed in 2 places so it can be retracted and moved easily. It is retracted in the nighttime,

8 - There are rope bridges connecting the temple platform w/ the other platforms. These are generally about 6 ft. underwater at the middle and held at either end by loops around stakes.

9- The space inside the platforms is filled w/ coracles - one to a family generally. These are for travel and fishing & net-setting. These are made of wickerwork and are very sturdy.

10- Ea. platform is attached to one another by chains intertuned w/ rope w/ hooks ~~through~~ and loops of rope. When the coracles leave they go under the normally lax rope by pulling it up.

11- the platform of the warriors. It is built the same as the others but non-warriors rarely venture here. There are generally warriors practicing here on the deck.

General -

It is obvious that the whole set-up is easily moved and/or taken apart. This happens occasionally - often under the orders of the temple. Also, if a dangerous animal frequents the area they can move it.

Under the platforms are stretched loose nets from the platforms to the floor of the lake. This fouls predators and stops anything getting at the coracles. In the places worshipped by ~~where the water-god is worshipped there is a~~

In fire temples, there is a platform held 15 ft above the temple by a mast. There is a rope ladder up to the platform where sacrifices are placed. The platform is made of ~~wood~~ copper & iron. When the fire god comes, he burns the sacrifices totally.

He is summoned by a large brass gong in the worship area.

In Death temples, he is summoned by a huge horn and he takes 6 lives by exploding the neck devices.

In water temples, there is a tube extending down into the water ending in a trap door.

Sacrifices are dumped down and the god comes and opens the trap door to accept the sacrifices.

He is summoned by a rattle (very large) lowered into the water.

In life temples, ~~he~~ He is summoned by a large drum. He enters the temples just as death does, takes his sacrifice (blood [the essence of life] in a bowl) and cures anyone present.

Priests ~~know when~~ are told when their god is 3 hours away and summon the people to worship.

They can 'sense' technology - & especially the gods.

The warriors have no neck devices and worship no gods.

The gods have a formal visit every 2 weeks.

The village folk fight only w/ nets & knives & unless severely provoked will not fight.

They speak in a strange dialect - but most of what they say can be made out.

"I" in D10 WANDERING MONSTERS

Rivers Roll D6

1- Mutated alligator

2- Mutated water plant

3- Man-lizards (in coracles) 1-4

4- Sea River Snake

5- Lizardmen

6- Special

Special Roll D6

1- Water

2- Fire

3- Death

4- Life

5- Water patrol

6- Roll on 'path'

Water - 70% in water,
30% flying or walking.

Fire 70% flying,
30% walking

Death same as
above

Life same as
above



"I" in D10

Old Canals D6 Underground tunnels D6 ~~Roll D6~~

1- Mut. Alligator

2- Lizardmen (1-12)

3- Water Snake

4- Mut. plant

5- Water

6- Water patrol

"I" in D12

Man-lizards (1-4) D6 ~~Roll D6~~

2- Lizardmen (1-12)

3- Mutated plant

4- Water snake

5- Mut. alligator

6- Water

Water Patrol

Again set up since Capt. Alphonor came. This consists of a hovercraft, lightly armoured w/ a grenade launcher

& a LMG. Crew consists of 8-2 patrols (2 w/ Uzi)

& 1 high priest. These are rare as well, High priest will carry blaster rifle, shock pistol & binoculars, ID key & 3 extra batteries. (Same as on special patrol)

He is the driver & the others are in the rear. There is one, locked, armoured door in the front cabin & there are 2 double doors in the rear. There is a hatch in the top (locked) w/ a dual LMG & grenade launcher w/ shield. There is always a priest up here on watch. There is also a TV camera up here & it can be remote-controlled & fired.

It is a little bigger than an APC but has the same basic layout only instead of wheels or treads there is a flat bottom w/ floats. The whole thing is stylized outside to look somewhat animal-like - engraved, embossed w/ an animal's mouth painted on the front below the windows (who have eyes painted on them)

Mutated plant - using it - generally growing beside the canal or on top root of tunnel

Water snake - giant snake in the water

Water - 70% in water, 30% flying or walking