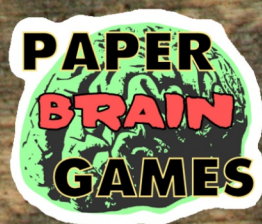


MENACE FROM THE WASTELAND



Menace From the Wastelands

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Paper Brain Games
Writing, Layout, and Art by C.T. McGrew

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Introduction

Menace From the Wasteland is a sandbox style adventure for use with Mutant Future role playing game. It is recommended for characters of any level.

You will notice that most creature listings do not have predetermined hit points (HP). Instead, the Mutant Lord should determine these for himself, scaling creature difficulty up or down according to the level of the player characters in the game. Or, if you prefer, simply let the dice fall where they may.

The setting takes place in a remote river plain, nestled between a range of snow covered mountains and a vast swamp. The plain is abundant in lush green grass, its rich soil free from the contamination spoiling most of the world.

A small family farm has staked a claim to the area, raising its domestic rabboxen (a slow-moving rabbit the size of an ox) and vegetable crops in relative peace. The head of the farm is an ex-drifter and explorer named Leiningen, a man with a crazy dream of creating a place of peace and order in the middle of a lawless and chaotic world.

For a long time it seemed this crazy dream might really come true, but that was before the giant ants showed up. Leiningen has managed to keep them from decimating the rabboxen herd, but he knows the ants will only come in greater numbers now that they have found a new food supply. It is just one man against an entire army of ants. He could sure use some help.

Why the Player Characters Are Here

Some reasons the characters are in this area could be:

- Just passing through.
- Know someone at the Leiningen farm.
- Rumors of a farm with plenty of food.
- Rumors of ruins in the area.
- Lost.
- Hunting a fugitive.

Possible Introductory Scene

- The characters are attacked by giant ants
- The characters witness giant ants attack one or more rabboxen
- The characters encounter one of the folks from Leiningen's farm
- The characters hear screams coming from a nearby forest. (See the section The Screaming Woods.)

Random Wilderness Encounters

When characters are traveling through the wilderness, make a random wilderness encounter check for every five hexes (5 miles) they travel on the map. Roll 1d6, on a 1 an encounter occurs. Use the tables provided on page 105 of the Mutant Future rulebook to determine the nature of the encounter. The last hex of movement determines which terrain table to use. (Note: The Stinking Swamp has a separate method and table for determining random wilderness encounters.)

If the result of the roll is a 2 and the problem of the giant ants has not been resolved, use the following table to determine the encounter. When the characters are traveling through the dead forest surrounding the anthill, giant ants are encountered on 2 to 4. If the giant ant problem has been resolved, ignore all results other than 1.

1d6 Encounter

- | | |
|-----|---|
| 1-5 | 1d4 giant worker ants out hunting/or bringing prey back to the colony |
| 6 | 1d4 giant worker ants and 1 giant soldier ant |

Leiningen's Farm

In a lonely fertile valley sits a humble family farm. The land is rich and crops grow easily here. Miles of green grass feed a herd of domestic Rabboxen (cattle-sized, slow moving rabbits). A nearby river flows down from the mountains, the water is clear and uncontaminated.

The farm itself is just a few wooden buildings and a couple of stone fences. A modest little place, but more than most people have these days. While tribes of people struggle find food and water everyday, the folks at Leiningen's farm have more than they can use. At least they did before the giant ants arrived...

Farm Map Locations

1 – Farm House. This house is where Leiningen, his wife Patience, and their daughter Rainstorm live. It is divided into two rooms, one for the couple and one for the girl. The furnishings are rustic wooden furniture and handmade decor. [Next to Leiningen's bed is a locked metal trunk. It contains a full suit of plastic plate armor, a maser rifle, two power clips, and a bag of Oldways coins.]

2 – Main House. This house contains the kitchen, a dining room, and a sitting area. This is where the members of the community gather for meals and evening fellowship. In addition to a large selection of iron kitchen utensils, there is also a well stocked larder full of food.

3 – Farm House. This house is where Old Father lives. It still contains his deceased wife's personal possessions, and he can sometimes be heard talking to her as if she were still alive.

4 – Bunk House. This small one room house is where Boy and Klyde live. It contains only a couple of beds, and a freestanding wood-stove. [Boy and Klyde keep their few belongings with them at all times.]

5 – Outhouse. An enclosed wooden shack where folks do their business.

6 – Slig Pen. Leiningen keeps a small herd of sligs (pig-slugs) here.

7 – Dairy Shed. Betsy, a rabboxen kept for producing milk is housed here.

8 – Chickards Pen. A flock of domestic chickards (a very hardy creature, looks like a chicken with lizard skin) are kept here. They provide the farm with multi-colored leathery eggs.

9 – Barn. This is where Leiningen keeps his six-legged farm horses, feed, farm tools, and his steam-engine tractor. The tractor is his most valuable possession, and he lovingly keeps it well-maintained. Bundles of hay are stored in a loft in the barn. Rope is found in here as well, something the characters will need in order to explore the giant ant colony. Leiningen will be willing to part with it for just that purpose.

10 – Tool Shed. Tools and tractor parts are stored in here. As well as lanterns, oil, and fuel.

People on the Farm

Leiningen

Mutant Human - Level 5

AL L, MV 120' (40'), AC 4, HP 42 (Con 14), ATK L5, #AT 2, DG 3d8/1d6 (maser rifle) or 1d8 (axe), SV L5, ML 10

Equipment: Maser rifle, axe, plastic plate armor, 2 power clips.

Mutations: Echolocation, Quick Mind.

When Leiningen was in his late teens, he left the farm and went adventuring. Just when his parents thought he would never return, he shows up out of the blue with the beautiful Patience by his side and becomes a farmer again. Leiningen now manages the farm himself.

Leiningen looks like a pure human except for his huge over-sized ears. He has a powerful build and a subdued manner. Slow to speak, but thoughtful when he does. Leiningen is a hard worker and protective of his family.

Leiningen will ask the player characters to help him find out where the giant ants are coming from. If they are reluctant, he will offer to provide them with a wagon full of dried meat and other provisions in exchange for their help. If the characters help Leiningen and prove to be trustworthy, he will offer them a home at his farm.

Mannerisms: A three to four second pause before replying in conversation.

Quirks: Cannot tolerate people with loud voices.

Patience

Mutant Human - Level 2

AL L, MV 120' (40'), AC 9, HP 30 (Con 10), ATK L2, #AT 1, DG 1d4 (big kitchen knife), SV L2, ML 5

Equipment: Kitchen knife or other dangerous household object.

Mutations: Thermal Vision, Mental Barrier.

Patience was the abused slave of a nomadic scavenger gang. One day the gang saw a lone wanderer and decided to jump him. The wanderer killed them all, boiling their guts out with his Oldways maser rifle. Patience figured the wanderer would take her as a slave, but instead he set her free. When she learned that he was returning to his family farm, Patience followed him home and eventually became his wife.

Patience has long green hair and silver eyes. In all other respects she is an attractive but typical looking human.

Mannerisms: A gentle smile and occasionally touches a scar on her face.

Quirks: Becomes agitated when Leiningen is out of her sight.

Rainstorm

Mutant Human - Level 1

AL L, MV 120' (40'), AC 8, HD 1, HP 30 (Con 10), ATK L1, #AT 1, DG 1d4 (sling), SV L1, ML 4

Equipment: Animal furs, sling.

Mutations: Unique Sense (knows when it's going to rain), Temperature Control.

Rainstorm is the teenage daughter of Leiningen and Patience. She is exceptionally beautiful, with fine features and her mother's green hair. Although she is willing to help out with the farm, she spends most of her time in the wilderness hunting. Rainstorm's parents let her run wild, the only work they require of her is the occasional use of her gift to sense if it is going to rain.

The girl is infatuated with Klyde the mutant dog-man, whom she sees as a wild kindred spirit. She is completely blind to Boy's desire for her.

Mannerisms: Distractingly touches people's hair, ornaments, and clothing as she talks to them.

Quirks: Naive and curious.

Old Father

Pure Human - Level 6

AL L, MV 90' (30'), AC 9, HP 32 (Con 8), ATK L3, #AT 3, DG 1d6 (walking stick), SV L6, ML 10

Equipment: None.

Mutations: None.

Old Father is very, very old. He claims to have been a young child during the Oldways time. If this is true, he is hundreds of years old. He stands stooped over and needs a walking stick to get around. His skin is black, and his long gray beard grows down past his belt.

Old Father has lived on the farm for as long as he can remember. Over the years he has taken in hardworking folks who have needed a place to stay. Leiningen's parents were two such people. After they died, one from disease and one in an accident, Old Father raised Leiningen as his own son. The two are very close.

Old Father encourages Boy to pursue Rainstorm, he sees the potential for young love there and would like his family to grow. Unfortunately, he has no idea about Boy's past.

If the player characters prove to be hard working or helpful in some way, Old Father will pressure them to remain at the farm and become part of the community. "Someone will rebuild the world one day. Why shouldn't it be us?"

Mannerisms: Picks food out of his beard, and begins every conversation with a reference to his advanced age.

Quirks: Generous and kind.

Boy

Mutant Human - Level 4

AL C, MV 120' (40'), AC 6, HP 27 (Con 9), ATK L4, #AT 2, DG 1d6 (crowbar), SV L4, ML 6

Equipment: Rusty crowbar, studded leather armor.

Mutations: Reduced Immune System, Damage Turning.

Boy is a tall, skinny, sickly looking young man. His hair is sandy colored and long, and his skin has a pearlescent sheen to it. He goes through life with a perpetual scowl on his face.

Boy has drifted the wastelands with Klyde at his side for as long as he can remember. Boy's only goals in life are to keep his belly full and get laid, and he has no problem killing and raping to get both. When Boy saw Rainstorm he knew he had to have her. Should the opportunity present itself, he will kidnap the girl and murder anyone who tries to stop him. He would have made his move already, but he is scared to death of Leiningen. For the moment, Boy is willing to do as Leiningen directs and works as a laborer on the farm. Should he successfully abduct Rainstorm, he will make for the Stinking Swamps in order to lose pursuers.

Mannerisms: Sullen and terse when he speaks.

Quirks: Sociopathic killer.

Klyde

Mutant Animal (Dogman) - Level 5

AL N, MV 120' (40'), AC 6, HP 36 (Con 12), ATK L5, #AT 2, DG 1d8 (longbow) or 1d4 (dagger), SV L5, ML 6

Equipment: Long bow, 40 arrows, dagger, studded leather armor, dried meat, pack with barter goods.

Mutations: Parasitic Control, Control Light Waves.

When Klyde was a pup, his mother taught him his place in life. She told him how his ancestors have always been with a certain human family, serving them as loyal companions

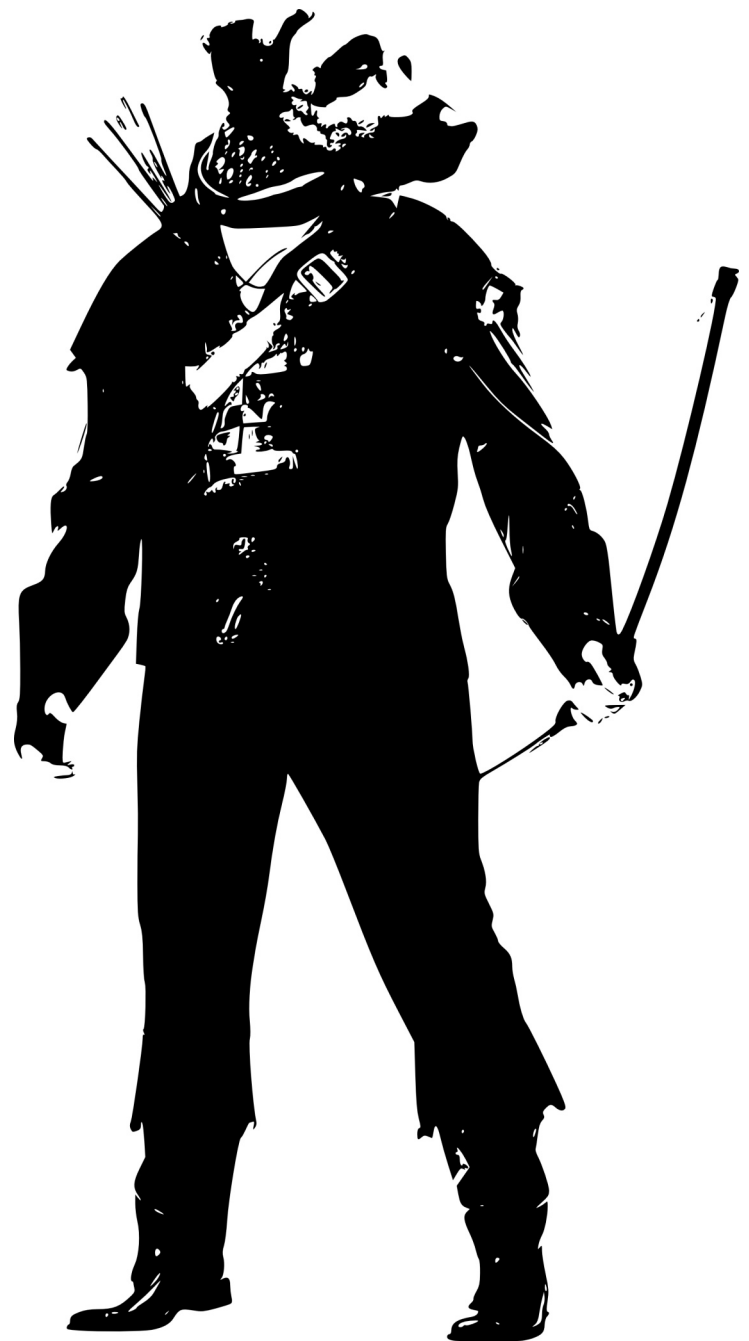
and protectors. When Boy's parents died in a house fire, Klyde became Boy's protector and only family. It bothers Klyde to see Boy hurt people but he has never interfered. Instead, Klyde protected and defended Boy from those who have tried to bring him to justice.

Boy told Klyde they are going to stay here at Leiningen's farm, work hard, and do things different this time. But Klyde knows Boy really intends kill these good farm people. The thought of what Boy will do to Rainstorm makes Klyde feel sick. For the first time in his life, he is conflicted in his duty to care for the young man.

Klyde is well over six feet tall, and all lean muscle. He has the body of a man, but the head of a hound. He is covered in short red fur.

Mannerisms: Panting breath with his tongue hanging out.

Quirks: Loyal and conflicted.



The Stinking Swamp

North of the farm is the Stinking Swamp. A dangerous wilderness of asphyxiating fog, blood sucking insect swarms, giant reptiles, and treacherous quick mud. The location is not connected to the giant ants in any way, but if Boy (from Leiningen's Farm) abducts Rain he will bring her here. Feel free to make up your own reasons for the characters exploring the swamp. The Stinking Swamp has many secrets, and the frogmen know most of them.

Roll for a wilderness encounter every hex (1 mile) of movement made in the Stinking Swamp. Roll 1d6. If the result is a 1, roll on the following table.

d100	Encounter
01-03	Bats, Giant (MF p.61)
04-06	Burn Leeches (MF p.64)
07-09	Burrow Tuber (MF p.64)
10-12	Centipede, Giant (MF p.66)
13-15	Choking Fog (see below)
16-18	Crocodile, Ordinary (MF p.68)
19-21	Crocodile, Large (MF p.68)
22-24	Crocodile, Giant (MF p.68)
25-35	Frogmen Hunting Party (see Frogmen in the Creatures section of this book)
36-38	Gamma Sloth (MF p.73)
39-41	Glue Flower (MF p.73)
42-44	Insect Swarm (MF p.77)
45-47	Jellyfish Plants (MF p.78)
48-50	Leech, Giant (MF p.80)
51-53	Lizard, Giant Draco (MF p.81)
54-56	Lizard, Giant Chameleon (MF p.81)
57-59	Lizard, Giant Gecko (MF p.81)
60-62	Lizard, Giant Tuatara (MF p.81)
63-65	Mansquito (MF p.82)
66-67	Morningstar Plants (MF p.85)
68-70	Mummy Vines (MF p.85)
71-73	Night Globe (MF p.86)
74-76	Piranha Butterfly (MF p.88)
77-79	Quick Mud (see below)
80-82	Skinner Tree (MF p.95)
83-85	Snake, Giant Python (MF p.96)
86-88	Snake, Spitting Cobra (MF p.96)
89-91	Spider, Giant Crab (MF p.97)
92-94	Toad, Giant (MF p.99)
95-97	Vomit Fly (MF p.101)
98-100	Wailer (MF p.101)

Choking Fog

In some parts of the swamp sulphuric gas bubbles up, forming banks of thick fog. Any breathing creature entering this fog must make a save versus poison each turn they remain in it, or take damage from asphyxiation (class 2 poison). Characters attempting to flee the fog must make a successful INT check, or become lost. Lost characters go deeper into the fog rather than out of it.

Quick Mud

These well concealed pits of soft mud kill more creatures in a week than a giant crocodile does in a month. If the characters are being cautious as they travel, allow them to each make a INT check to determine if one of them spots the quick mud. If they don't, everyone makes a DEX check. Any character who fails the DEX check becomes stuck in the quick mud.

Each turn, a person in quick mud must make a STR check in order to remain above the surface. If the roll result is a 5 or less, they escape to safety. If the roll result is 19 or higher, they drown. Every turn a character is in quick mud they must add a cumulative +2 penalty to their roll result. Eliminate the penalty if someone gets a lifeline (rope, big branch, etc.) to them, but the character must still make the STR check each turn until they are free or drown.



The Ruins

Oldways ruins, overgrown with vegetation, slowly decay in the wooded hills north-east of the giant ant colony. A 15' tall wall of gray molded stone with guard towers in each of the four corners surrounds the ruins. Large sections of the wall have been reduced to rubble in many places, making entry into the complex no challenge.

The ruins are home to six spidergoats. Large webs block movement between many of the buildings. Disturbing a web will get the attention of the spidergoats and bring them running, their eerie bleating-hiss chilling the heart of even the bravest explorer. If the characters are stealthy, the spidergoats may be caught by surprise as they nap inside one of the ruined buildings.

[**Spidergoats (6):** AL N, MV 120' (40'), AC 6, HD 4, #AT 1 (gore, kick, or bite), DG 2d4, 2d6, or 1d4, SV L3, ML 8. Mutations: toxic weapon, webs]

All of the buildings have taken heavy damage in the past, and the unnumbered buildings are dangerous to be in. When characters search an unnumbered building there is a 1 in 4 chance that part of the structure will collapse. All characters inside the building must make a DEX check, or be hit by falling debris causing 2d6 damage.

If the building does not collapse, the characters scavenge something from it. Roll once on the following chart to determine what kind of object is found. Do this for each unnumbered building searched. Roll on the chart below to determine the type of treasure found, then roll on the corresponding chart in the Mutant Future rulebook (pages 107 - 109) to determine the specific item.

d100	TREASURE
00 - 19	Weird Relic (office equipment like stapler, scissors, ruler, fax machine, etc.)
20 - 29	Foodstuffs and Junk
30 - 39	Gizmo
40 - 51	Primitive Firearm
52 - 61	Power Source
62 - 71	2d4 drugs, chemicals, and medical devices
72 - 82	1d4 Grenades
83 - 87	Advanced Armor
88 - 91	Advanced Pistol
92 - 96	Advanced Rifle
97 - 100	d100 coins of the Mutant Lord's choice

Ruin Map Locations

1 – Room of the Black Glass Squares. To the right of the locked door is a small box mounted on the wall with a smooth red surface. This is a pass card key reader, and will unlock if the pass card found in location #4 is used.

Inside the building, at even intervals, are eight 10' x 10' panels made of black glass suspended from the ceiling by metal supports. Beneath each panel are Oldways devices covered with buttons, switches, and other mysterious features.

In the center of the room is a 10' x 5' piece of clear glass, held 3' up from the floor by two metal supports on each end. On the top portion of the glass is some Oldways writing. In the center of the glass is a strange picture of a large circle with a spiral inside it, and eight lines radiating outward from it to eight stars. Each of the eight stars have Oldways writing next to them.

The Oldways writing reads, "Portal Power Monitoring Station". The picture on the glass is a map to all eight of the power stations, which when they are all turned on, will create a wormhole portal in location 3. The writing next to each star is that power station's global position, as well as its position in longitude and latitude.

2 – Death Vines. The door to location 3 has several vine covered trees in front of it. Anyone coming within 30' of the door will be attacked by the vines. The only warning observant explorers will see before they get too close, is a decaying spidergoat skeleton near one of the trees. The vines will not move until someone comes within range.

[**Death Vines (8):** AL N, MV None (30' range), AC 7, HD 2 per vine, #AT 1 (entangle/paralyze or crush), DG special/1d4, SV L4, ML 2]

3 – The Green Bubble. This large green orb-shaped building (150' diameter wide, and 150' tall) is the only undamaged building in the complex. The outer structure being made of an unknown and exceptionally resilient material. The only door leading in is locked and made of metal (-2 penalty to breaking it down). Mounted on the wall, to the right of the door, is a small box with a glowing red surface. This is a pass card key reader, it will unlock if the pass card found in location #4 is touched to it.

Inside the dome visitors find a completely dark and windowless interior. The inner surface of the dome is covered in a black spongy material. Light does not reflect off of this material, but is absorbed by it. Giving the illusion that the floor and ceiling are endless.

In the center of the floor is a tower, 100' in diameter and 75' feet tall. It is not covered in the black light-dampening material, but is of mirror polished metal. A series of polished metal rungs act as a ladder, providing access to the top of the tower. The top of the tower is flat, and a 30' diameter red circle has been painted on it.

This building was the terminal for an experimental wormhole portal. It is currently inoperable, and requires the activation of eight special power generators (such as the one found in G5 of the giant ant colony) to make it operational again. Whether or not the eight power stations are still in existence and functioning, and where the gateway leads to, are matters left up to the Mutant Lord to decide.

4 – Execution Room. The entryway door has been forcibly opened (examination will reveal this happened long ago) and opens into a room with crumbling furnishings. There are two other opened doors leading into two other rooms. In the entry room are four skeletons in rotted uniforms lying side-by-side in a row. Faded writing is sprawled on

the wall behind the skeletons. Written in Oldways it reads, "ANIMAN". Both letter A's have a circle drawn intersecting them (the anarchy symbol).

A closer inspection of the skeletons will reveal a bullet hole in the back of each skull. If any of the skeletons are moved or turned over, the characters will discover that three of the skeletons have a plastic card with colorful picture of a person on it. These cards are pass cards, which if touched to an active pass card key reader will unlock it.

If these offices are searched, roll once on the treasure table above. In addition to the rolled treasure, one of the characters will find an Oldways katana sword with scabbard hanging on a wall. In the middle of the katana's crossbar, on both sides of the sword, is a red gemstone. Pressing both gems simultaneously will cause a faint hum to be heard, and the edges of the blade become blurred. The blade vibrates at incredible speed, causing more damage than a normal weapon when it strikes. The power is supplied by a minifusion cell in the pommel of the sword (40 minutes of use before depleting the cell). [Vibro-katana: DMG 1d8+16, #AT Per RND 1, WT 5 lbs.]

5 – The Long Tables. Mounted on the wall, to the right of the door, is a small box with a glowing red surface. This is a pass card key reader, it will unlock if the pass card found in location #4 is touched to it. In this building are row upon row of tables with mysterious Oldways machines on them.

This room was used as a mission control center for missions sent through the portal. In the back of the room is a large metal desk on a raised platform. Among the

mysterious machines sitting on it is a big black book. This book contains codes which can program a portal power generator (like the one in G5 of the giant ant colony) to carry out the following functions:

POWER ON: This sequence turns on a portal power generator.

[Sequence: 6, 12, 12, 11, 15, 14, 10, 8, 5, 8, 7, 7.]

POWER OFF: This sequence turns off a portal power generator.

[Sequence: output 1: 10, 2, 5, 14, 22, 27, 29, 12, 3, 12, 20, 24.]

SELF-DESTRUCT TIME SET: This sequence increases the time of an active self-destruct detonation by 30 minutes. It may be used multiple times, each use adds an additional 30 minutes.

[Sequence: 25, 28, 16, 20, 4, 27, 23, 8, 18, 6, 12, 28.]

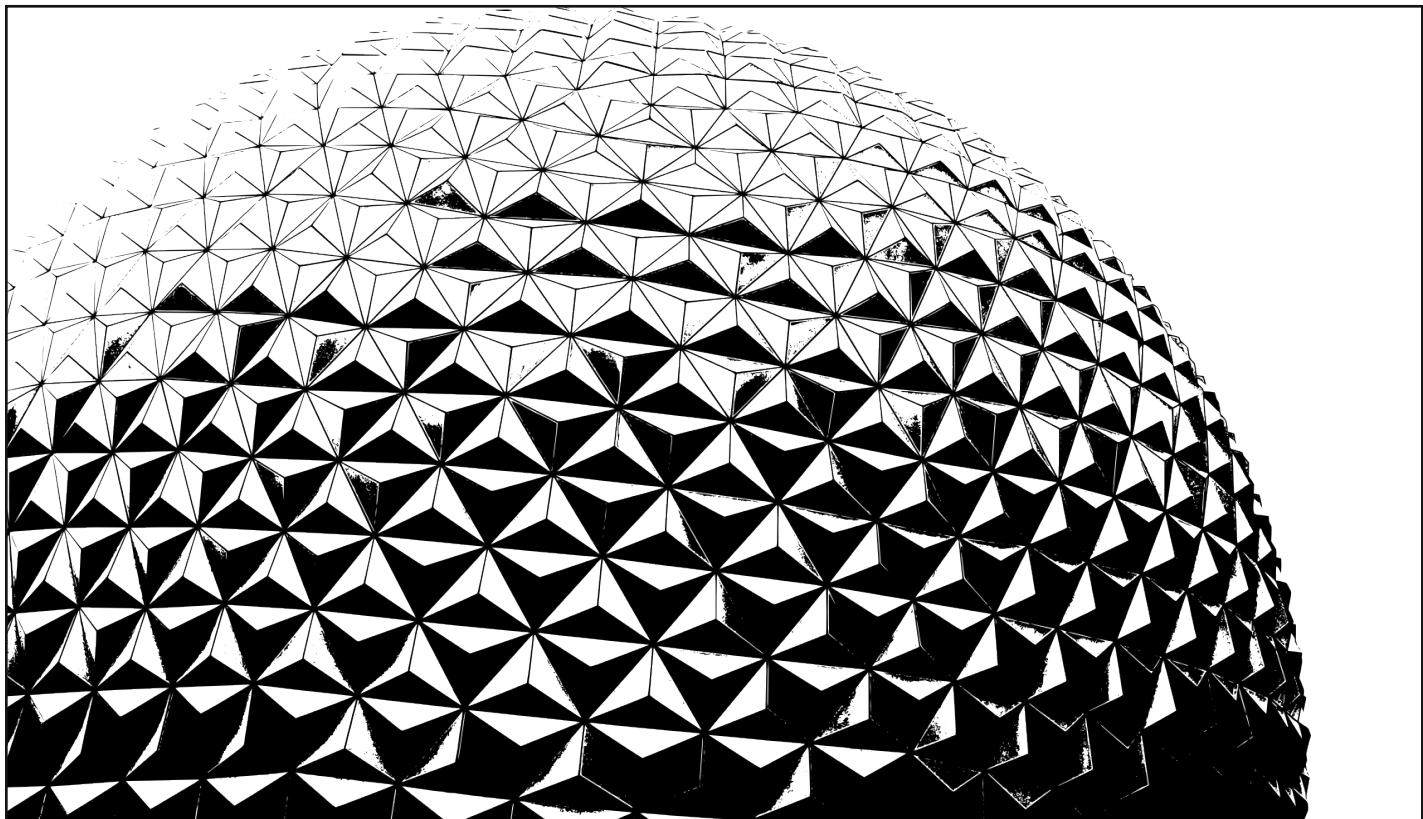
SELF-DESTRUCT OVERRIDE: This sequence overrides and stops an active self-destruct mode.

[Sequence: 5, 15, 17, 10, 28, 28, 6, 29, 28, 18, 18, 1.]

SELF-DESTRUCT: Inputting 13 or more numbers, will cause a portal generator to self-destruct in 30 minutes.

Of course, this will all be gibberish to characters who do cannot read Oldways writing.

6 – Black Tiled Dome. The roof of this domed building is covered with flat black panels. Inside the building are rows of tall metal boxes. This building provides power to the site by collecting solar energy with the panels on the roof, and storing it in superconductor batteries (the metal boxes).



Animan Mining Camp

In the mountains east of Leiningen's farm is a small camp of apemen. They are mining the hills for iron, smelting it into ingots, and shipping it by wagon somewhere further east over the mountains. There are around thirty apemen of both sexes here, including families with youngsters, living in a settlement of wooden shacks. They will be friendly toward mutant animal characters, and openly hostile to any character who appears human.

These apemen are part of an ancient political movement called the Animan, a movement which teaches hatred for humans and promotes world domination by mutant animals. The iron being mined here will provide weapons for military expansion. If the apemen find out about Leiningen's farm, it is very likely they will want to destroy it.

Citizen Coordinator Supervisor Domitius

Apeman Leader

AL L, MV 120' (40'), AC 2 (plate metal and shield), HD 10, HP 45, #AT 1 (mace), DG 1d6+2, SV L6, ML 10

Mutations: none

Domitius is the supervisor of the mining camp. Once a favorite of his eminence Citizen Coordinator Supreme, Domitius suffered an unfortunate scandal involving a fellow Coordinator's wife. This scandal led to his disgrace and assignment to this remote outpost. Domitius needs everything to go smoothly until the scandal blows over, the last thing he needs is a war with some primitive humans slowing down his production schedule.

Mannerisms: Purses his lips, and growls instead of saying the word "yes".

Quirks: Lustful.

Apemen

AL N, MV 120' (40'), AC 6, HD 7, #AT 1 (weapon), DG as weapon +2, SV L5, ML 9

The Screaming Woods

These dense woods are home to a horrific aberration of nature. A bipedal mutant with four arms, razor sharp talons, thick armored hide, and a human-sized head with the face of a beautiful woman. The creature is 10' tall, and colored dark green with lines of brown and black.

The Horrible Screaming Monstrosity preys on other predators, luring them with a cry like the sound of a woman screaming in distress. The Monstrosity will lie down in the dense underbrush, leaving only its face visible. When its prey gets close enough, the monstrosity springs out and attacks.

Characters traveling near the Screaming Woods will hear the sound of a woman screaming deep within. If they choose to investigate and follow the screams, they will see what appears to be a woman peering out of the brush. The monstrosity will weep and whimper, acting terrified and waiting until the characters are close enough to attack. The monstrosity automatically gains surprise against the characters if they are fooled and get too close. If the characters do not get closer, the creature will rise up, scream, and charge.

The Screaming Woods are a good location for ruins of your own design.

Horrible Screaming Monstrosity

AL Neutral, MV 90' (30'), AC 2, HD 12, #AT 5 (4 claws), DMG 1d8/1d8/1d8/1d8, SV L7, ML 9.



The Giant Ant Colony

Pest Control

There are at least three possible solutions for permanently dealing with the giant ant colony.

The first solution involves killing the queen. This will require the characters to travel through the most heavily populated areas of the colony, and is quite a fight. If the characters are successful, they will still need to destroy the remaining eggs and pupa. If any workers and eggs are remaining, the workers will be able to nurture a new queen and rebuild the colony again.

The second solution requires the characters to negotiate with the queen (she is intelligent and telepathic). One possible agreement might be an exchange of rabboxen from the farm on a monthly basis (once per full moon, or something like that), for protection or work from the giant ants. The queen has total control over her subjects, and no harm would come to the farm if she orders it so. The danger with this solution is if for some reason the farmers cannot make good on their end of the deal, the queen might order her colony to attack the farm in retribution.

The third solution depends on the characters taking the branch starting with the storage area, and ending in the buried Oldways vault. Should the characters gain access to the vault, there exists the means to destroy the entire colony in a single massive explosion.

Approaching the Ant Hill

The ants have built a colony ten miles north-east of Leiningen's farm, in what was once a forest. All of the trees in a mile radius around the colony have been stripped bare. Even the local wildlife is gone, having fled or been eaten.

The entrance to the ant colony is a 40' tall hill made up of dirt, boulders, and smaller rocks. The base of the hill is 60' in diameter, and the top is 30' in diameter. Anyone standing at the top of the ant hill can see some Oldways ruins a few miles to the NE.

Scaling the hill is treacherous work, as the steep sides are nothing but loose rock. Anyone climbing the hill must make a DEX check every 10' to navigate the loose rocks, or else fall and create a rock slide as they slide down. Others climbing the hill behind the fallen character must also make a DEX check to avoid being swept down the hill by the sliding rocks. Anyone failing a DEX check here takes 1d6 damage per 10' fallen.

At the top of the anthill is a gaping hole roughly 20' wide leading down into the colony. The hole drops 15' straight down, and then opens into a tunnel with a 45 degree incline. This tunnel zig-zags back and forth as it goes down. The entire entrance tunnel is roughly 80' in total length. Attack rolls made while in the entrance tunnel have a -2 penalty due to the difficult terrain and steep incline.



During the day the ants are more active, and both worker and soldier ants will be encountered around the anthill. At night the ants are mostly dormant, only a few soldier ants will be encountered.

Day: 2d6 giant worker ants, and 1d4+2 giant soldier ants.

Night: 1d4+1 giant soldier ants.

Constant Features

Unless a description says otherwise, the following features are constant throughout the colony. Tunnels average 8' in width, and 6' from floor to ceiling. Tunnel walls, floor, and ceiling are smooth hard packed dirt. The upper-most level tunnels have many tree roots dangling down.

The upper levels (A-C) are mostly dry, but can become muddy from heavy rains. The lower levels (D-E) are always muddy.

There is no natural lighting in the colony (except for a couple exceptions), and is pitch dark without portable light of some kind. The air has a dusty smell, and in the lower levels it has a heavy mildew odor as well. When the characters are quiet, the skittering movement of giant ants and the occasional falling rock can be heard.

Anytime the characters cause a disturbance while in the colony (fighting, making loud noises, spending long periods in the same location, etc.), nearby ants will show up to investigate.

Most locations have a Day and Night entry, use these to determine what giant ants are currently present when the characters first enter the Chamber. Note: A roll of 1 on a 1d4-1 is zero (not a minimum of one).

Wandering Creatures

The kind and frequency of random wandering creature encounters differs according to the colony level. Roll on the level appropriate chart each time the characters move into a tunnel longer than 10'. (Note: There are no random encounters in levels E, F, or G.)

Level A (Day)

d100	Encounter
01-40	None
41-65	1d4 Giant Worker Ants
66-75	1d2 Giant Soldier Ants
76-85	1d2 Giant Worker Ants and 1 Giant Soldier Ant
86-90	1 Giant Centipede
91-95	Cockroach Swarm
96-100	1 Giant Caterpillar

Level A (Night)

d100	Encounter
01-60	None
61-75	1 Giant Worker Ant
76-85	1d2 Giant Soldier Ants
86-90	1 Giant Centipede
91-95	Cockroach Swarm
96-100	1 Giant Caterpillar

Level B (Day)

d100	Encounter
01-30	None
31-70	1d4 Giant Worker Ants
71-90	1d2 Giant Soldier Ants
91-100	1d4 Giant Worker Ants and 1 Giant Soldier Ant

Level B (Night)

d100	Encounter
01-40	None
41-50	1 Giant Worker Ant
51-79	1d2 Giant Soldier Ants
80-100	1 Giant Gecko

Level C (Day)

d100	Encounter
01-30	None
31-70	1d4 Giant Worker Ants
71-80	1d2 Giant Soldier Ants
81-100	1d4 Giant Aphids

Level C (Night)

d100	Encounter
01-60	None
61-70	1 Giant Worker Ant
71-85	1d2 Giant Soldier Ants
86-100	1d4 Giant Aphids

Level D (Day)

d100	Encounter
01-20	None
21-60	Giant Worker Ants carrying eggs
61-80	Giant Soldier Ants
81-100	1d4 Giant Worker Ants and 1 Giant Soldier Ant

Level D (Night)

d100	Encounter
01-50	None
51-60	1 Giant Worker Ant
61-90	1d2 Giant Soldier Ants
91-100	Cockroach Swarm

Level A

The walls, ceiling, and floor of this level is hard packed dirt.

A1 – Entrance. There are six tunnels connecting this Chamber with the rest of the colony. All of these tunnels look very much alike. There are always a good number of ants in this chamber during the day.

Day: 1d6 giant worker ants, and 1d4 giant soldier ants.

Night: 1d4 giant soldier ants.

A2 – Work Area. A good amount of debris litters the floor here. Broken tree limbs, bones, other object the ants are not interested in.

A careful search of the debris will reveal a leather jacket with bloody cut marks on the sides and the sleeves torn off. There is also a cloth sack (containing a flashlight with energy cell, a box of d100 bullets, jerked meat, plastic bottle of water, flint and steel, blanket, 30' of nylon rope, and an Oldways girlie magazine).

Day: There are 2d4 giant worker ants breaking down food into smaller pieces for ease of transport within the colony. A rabboxen is being torn apart by some of the workers, it bellows and screams horrifically. There are 1d4 giant soldier ants here as well.

Night: 1d4 giant soldier ants.

A3 – Down Tunnel to B1. The floor of this chamber is a large hole leading to a lower level of the colony. The hole is roughly 6' wide, and drops 20' straight down into another chamber (B1). With a secured rope the climb requires a successful DEX check per 10' traveled. Without a rope the climb suffers a +4 penalty to the roll. Failure means the character falls, taking 1d6 damage per 10' fallen from the impact.

Day: 1d4-1 giant worker ants, and a 50% chance of 1d2 giant soldier ants.

Night: 50% chance of 1 giant soldier ant.

A4 – Down Tunnel to C1. The floor of this chamber is a large hole leading to a lower level of the colony. The hole is roughly 6' wide, and drops 30' at a 70 degree angle down into another chamber (C1). With a secured rope the climb down requires a successful DEX check per 10' traveled. Without a rope the climb suffers a +4 penalty to the roll. Failure means the character falls, taking 1d6 damage per 10' fallen from the impact.

Day: 1d4-1 giant worker ants, and a 50% chance of 1d2 giant soldier ants.

Night: 50% chance of 1 giant soldier ant.

A5 – Chamber of Bones. The floor of this chamber is covered with bones at least a couple of feet deep. The bones are both animal and humanoid, and are stripped clean of all flesh. [There is nothing of value in the pile of bones.]

Unless it has been previously encountered as a wandering creature and killed, there is a giant centipede hiding in the bones. If a someone walks around on the bones or

searches the bones, the giant centipede will come up behind them and attack. Don't roll for surprise for giant centipede, but the characters will be surprised on a 1 – 4 (1d6).

The tunnels leading out of this chamber dead end, blocked by the ants with big rocks. Behind the rocks are sealed chambers filled to the ceiling with bones.

Day: 1d4-1 giant worker ants putting bones in the chamber.

Night: None.

A6 – Rest Area. There are two small chambers in this tunnel. The ants use them to rest out of the way of the other active workers.

Day: 1d4 giant worker ants.

Night: None.

A7 – Oldways Machine. The ants have partially uncovered an Oldways metal machine buried in the dirt. The machine is an Oldways ruined grav-tank flipped upside down by some great force. The top of the tank (now the underside) is completely caved in. If the characters manage to get the tank cleared of the dirt it would require extensive repairs to make operational again. How extensive these repairs are, or if repairs are even possible, is up to the Mutant Lord to decide.

With a bit of digging under the tank, the characters can reach a hatch opening into the machine. Once inside a number of items may be salvaged: 1) A working vehicle power cell. 2) 1d6 rounds of advanced tank ammo (a tech-savvy person could rig these into bombs). 3) the mummified remains of the tank operator has a Laser Pistol Mk 1 pistol in a holster [DMG 5d6, RNG 300'/600', Wt. 2 lbs., Power Clip, 7 shots].

Day/Night: None. But ants may come to investigate any noise.

A8 – Cave-In! This tunnel area is very unstable, and unused by the ants. Movement in this area causes dirt to intermittently fall from the ceiling. Each round a character moves in the areas shown on the map by a dashed red line there is a 1 in 3 chance a cave-in will occur. Give the players a few turns of falling dirt to clue them in before beginning your rolls.

If a cave-in occurs, all characters within the dashed areas must make a save vs. stun or be buried when the ceiling collapses. Those trapped may make one attempt to free themselves with a STR check. If this roll fails, the only hope for a buried person depends on someone digging them out within a few minutes of the cave-in.

Day: None.

Night: None.

Level B

This level contains the living area for the workers and soldiers. At night this species of ant becomes mostly dormant, and many of the workers are at rest. Soldier ants nap throughout the entire day, and don't have long periods of sleep like the workers do. The walls, ceiling, and floor of these tunnels and chambers are hard packed dirt.

B1 – Up Tunnel to A3. The ceiling of this chamber has a large hole leading to an upper level of the colony. The hole is roughly 6' wide, and travels 20' straight up into another chamber (A3). With a secured rope the climb requires a successful DEX check per 10' traveled. Without a rope the climb suffers a +4 penalty to the roll. Failure means the character falls, taking 1d6 damage per 10' fallen from the impact.

Day: 1d4-1 giant worker ants, and a 50% chance of 1d2 giant soldier ants.

Night: 50% chance of encountering 1d2 giant soldier ants.

B2 – Bypass. This is a widened tunnel used to bypass B1 when it becomes too crowded.

Day: 1d4-1 giant worker ants.

Night: No encounter.

B3 – Sleeping Chamber.

Day: 1d4-1 giant worker ants, and a 50% chance of 1d2 giant soldier ants.

Night: There are 6+1d4 giant worker ants sleeping here, and 1d2 giant soldier ants.

B4 – Sleeping Chamber. During the day, this is a busy tunnel with access to the nursery level. At night it serves as a sleeping area for ants.

Day: 1d4+1 giant worker ants, 1d2 giant soldier ants.

Night: There are 20+1d10 giant worker ants sleeping here, and 1d2 giant soldier ants.

B5 – Down Tunnel to D1. The floor of this chamber is a large hole leading to a lower level of the colony. The hole is roughly 6' wide, and drops 30' at a 70 degree angle down into another chamber (D1). With a secured rope the climb requires a successful DEX check per 10' traveled. Without a rope the climb suffers a +4 penalty to the roll. Failure means the character falls, taking 1d6 damage per 10' fallen from the impact.

Day: 1d4-1 giant worker ants, and a 50% chance of 1d2 giant soldier ants.

Night: 50% chance of encountering 1d2 giant soldier ants.

B6 – Sleeping Chamber.

Day: 1d4-1 giant worker ants, and a 50% chance of 1d2 giant soldier ants.

Night: There are 6+1d4 giant worker ants sleeping here, and 1d2 giant soldier ants.

B7 – Sleeping Chamber.

Day: 1d4-1 giant worker ants, and a 50% chance of 1d2 giant soldier ants.

Night: There are 6+1d4 giant worker ants sleeping here, and 1d2 giant soldier ants.

B8 – Sleeping Chamber.

Day: 1d4-1 giant worker ants, and a 50% chance of 1d2 giant soldier ants.

Night: There are 6+1d4 giant worker ants sleeping here, and 1d2 giant soldier ants.

B9 – Gecko Lair. A crafty giant gecko lives in this cramped chamber, occasionally feeding on a giant ant. For some strange reason the ants ignore or tolerate its presence.

Day: None.

Night: None.

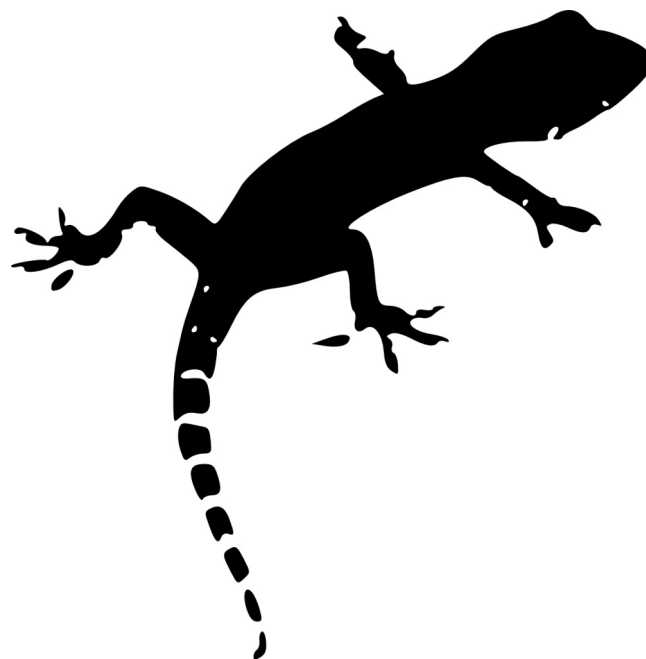
[**Giant Gecko (1):** AL N, MV 120' (40'), AC 5, HD 3+1, #AT 1 (bite), DG 1d8, SV L2, ML 7]

B10 – Cave-In! This tunnel area is very unstable, and unused by the ants. Movement in this area causes dirt to intermittently fall from the ceiling. Each round a character moves in the areas shown on the map by a dashed red line there is a 1 in 3 chance a cave-in will occur. Give the players a few turns of falling dirt to clue them in before beginning your rolls.

If a cave-in occurs, all characters within the dashed areas must make a save vs. stun or be buried when the ceiling collapses. Those trapped may make one attempt to free themselves with a STR check. If this fails, the only hope for a buried person depends on someone digging them out within a few minutes of the cave-in.

Day: None.

Night: None.



Level C

This level serves as the food storage area for the giant ants. Workers and soldiers frequent this area when they need to eat, and workers fetch food from here to feed the queen and drones. The ants keep a herd of giant aphids here as well. The aphid's waste is a sugar rich substance called honeydew, which the ants eat. The ants feed, protect, and stimulate the aphids to release their honeydew.

The walls, ceiling, and floor of these tunnels and chambers are hard packed dirt.

C1 – Giant Aphids/Up Tunnel to A4. The ceiling of this chamber has a large hole leading to an upper level of the colony. The hole is roughly 6' wide, and travels 20' straight up into another chamber (A4). With a secured rope the climb down requires a successful DEX check per 10' traveled. Without a rope the climb suffers a +4 penalty to the roll. Failure means the character falls, taking 1d6 damage per 10' fallen from the impact.

This chamber houses the colony's herd of giant aphids. There are 20+1d6 giant aphids living in here. They will ignore the characters unless provoked. Attacking a giant aphid brings 1d6 giant worker ants and 1d2 giant soldier ants to the aphid's defense.

Large fist-sized amber colored crystals litter the floor, these are chunks of honeydew. The substance is edible, nutritious, and very sweet.

Day: 1d6+2 giant worker ants, and 1d2 giant soldier ants.

Night: There is a 70% chance of encountering 1d2 giant soldier ants on patrol here.



C2 – Aphid Food Storage. Large tree branches covered with fresh leaves are piled in here. The aphids sometimes come in here to feed, but most of the time workers bring the branches directly to the aphids.

Day: 1d6 giant worker ants, 1d4-1 giant aphids.

Night: None.

C3 – Aphid Eggs. These chambers are where the ants keep and care for the aphid eggs. The eggs are bright yellow in color, ovoid in shape, and about two feet long.

Day: 1d4-1 giant worker ants.

Night: None.

C4 – Dining Room. When they want something other than honeydew, the ants take meat from C5 and bring it in here to eat. The floor is covered with the bones of many different creatures. The smell of rotting meat is strong and

nauseating coming from C5.

Day: 1d6 giant worker ants, and 1d2 giant soldier ants.

Night: 70% chance of encountering 1d2 giant soldier ants.

C5 – Meat Storage. This chamber is filled with fresh and rotting body parts from many different kinds of creatures. The stench is overpowering, characters must make a save vs. Poison every turn they remain in this chamber. Failure means the character flees and cannot come back in without loudly vomiting. Characters who think of a means to filter the air (rag over mouth for instance) gain a +2 to the roll. A working gas mask will completely negate the problem.

Scattered among the body parts, is 001010001 (Samantha) a Medic Android. Her limbs have been torn off off by the ants (they do that to all of their meat food), and are buried in the massive rotting pile of organs and body parts. The android's head and torso are on top of the meat pile. If she hears or sees someone, she will begin to yell for help.

If the characters want to find the android's missing limbs they must make a combined total of four successful INT checks as they search the pile. Samantha can repair herself at a rate of 1d3 HP per day (she is currently at 1). Whether she must have tools and materials to do so is up to the Mutant Lord.

In the pile of rotting meat is a satchel containing: 1d8 drugs, chemicals, and medical devices of your choice. Unfortunately, there is also a nasty black pudding living down inside the pile as well.

Day: 1d4-1 giant worker ants, and 50% chance of 1d2 giant soldier ants.

Night: 50% chance of encountering 1d2 giant soldier ants.

[001010001/Samantha (1): AL N, MV 120' (40'), AC 5, HD 1 (50 Max), #AT 1 (by weapon), DG by weapon, SV L5, ML 10. Special: Characters under the care of a medic android heal twice the number of HP per day.]

[Black Pudding (1): AL N, MV 60' (120'), AC 6, HD 10, #AT 1, DMG 3d8, SV L5, ML 12. Only damaged by energy or fire. Splits into more puddings. See MF p.62 for more details.]

C6 – Down Tunnel to F1. Oldways rusted metal fencing sticks out of the dirt walls (buried by past some cataclysmic force). The wire fence is brittle and not good for much, but the 8' long metal fence posts are sturdy enough to use if the characters wish to unearth them. The floor of this chamber is a large hole leading to a lower level of the colony. The hole is roughly 6' wide, and drops 60' at a 70 degree angle down into another chamber (F1). With a secured rope the climb requires a successful DEX check per 10' traveled. Without a rope the climb suffers a +4 penalty to the roll. Failure means the character falls, taking 1d6 damage per 10' fallen from the impact.

Day: 1d6 giant worker ants, and an 80% chance of 1d2 giant soldier ants.

Night: 50% chance of 1d2 giant soldier ants.

C7 – Honeydew Storage. This chamber is filled with large fist-sized amber colored chunks of honeydew.

Day: 1d4 giant worker ants, and a 60% chance of 1d2 giant soldier ants.

Night: 50% chance of 1d2 giant soldier ants.

C8 – Skeleton In the Wall. This chamber is empty except for a humanoid skeleton partially buried in the chamber wall. The original gear is still on the skeleton, and can be excavated and salvaged.

Oldways gear: Plastic Plate (AC 4, 25 lbs.), Maser Rifle (DG 3d8, RNG 400'/800', WT 5 lbs., Beltpack Battery, Shots 13), 1d4 frag grenades, and a small case attached to the shoulder containing 2 Antitox and 2 Stimshot A drugs in syringes.

It will take about 20 minutes (2 turns) to excavate the skeleton from the wall with adequate digging tools, and 40 minutes (4 turns) without. Noise from the excavation will attract nearby ants.

Day: None.

Night: None.

Level D

This is the colony nursery where ant eggs are tended and nourished. There are always worker ants in here moving the immobile eggs and pupa (the final stage before adulthood) around, so there are no differences in encounters for day and night. The walls, ceiling, and floor of these tunnels and chambers are hard packed dirt and large stones.

D1 – Up Tunnel to B5. The ceiling of this chamber is a large hole leading to an upper level of the colony. The hole is roughly 6' wide, and ascends 30' at a 70 degree angle up into chamber B5. With a secured rope the climb requires a successful DEX check per 10' traveled. Without a rope the climb suffers a +4 penalty to the roll. Failure means the character falls, taking 1d6 damage per 10' fallen from the impact.

There is also hole in the floor leading down to E1. The hole is roughly 6' wide, and descends 50' at an 80 degree angle downward. Use the rules described above for climbing in tunnels.

There are 1d4+1 giant worker ants here, and an 80% chance of encountering 1d2 giant soldier ants.

D2 – Staging Area. This chamber is used to stage food brought down from storage. The workers of this level then distribute the food as needed to other areas of colony. Piles of honeydew and various animal parts cover the floor during the day. At night the chamber is bare.

There are 1d4 giant worker ants, and a 50% chance of 1d2 giant soldier ants.

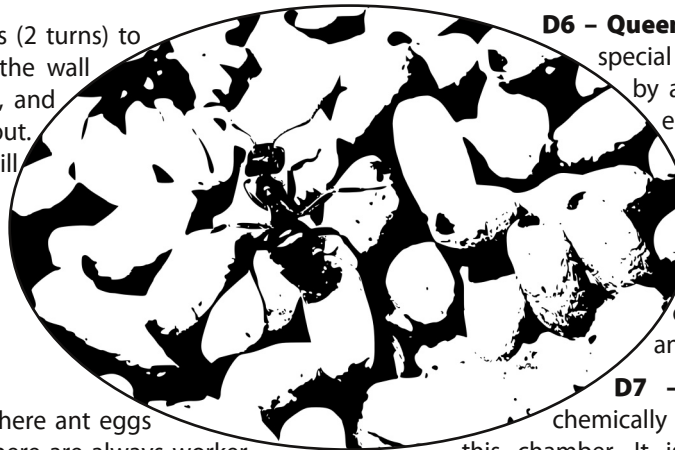
D3 – Main Nursery. This chamber is where giant worker ants care for and feed the eggs and pupa. There are 1d4

giant worker ants here, and a 30% chance of 1d2 giant soldier ants.

D4 – Storage. Any eggs which die are stored here for future use as food. The dead translucent husks are dry and brittle. There is a 50% chance of encountering 1d2 giant worker ants.

D5 – Storage. Food not used during the day is stored here. The stored food is primarily honeydew, but some animal parts are part of the mix as well. A search will reveal a humanoid arm with a leather jacket sleeve on it and the hand still gripping a carbine rifle [DMG 1d10, Trigger Automatic, RNG 500'/1000', WT 8 lb., Shots 8].

There is a 70% chance of encountering 1d2 giant worker ants here.



D6 – Queen Nursery. The workers feed a special form of honeydew, modified by a chemical they secrete, to the eggs which will become a queen. This chamber is where the queen eggs and pupa are fed and cared for. 1d4+2 giant worker ants are here, and there is a 40% chance of encountering 1d2 giant soldier ants.

D7 – Queen Larder. A pile of chemically modified honeydew is stored in this chamber. It is visibly different from other honeydew so far seen, being a vibrant scarlet color. If eaten by a mutant human or mutant animal, a save vs. poison must be made. With a success the person who ate the queen honeydew will not be attacked by giant ants for one hour (this protection disappears if the person attacks a giant ant). Failure means the person falls unconscious for 2d6 hours. (Anyone left to the mercy of the ants will be eaten.)

D8 – Brood Chambers. Workers move eggs and pupa around between the chambers, keeping the young at a consistent temperature. The chambers are dry, and neatly stacked with piles of young giant ants. These pupa are 6' long, oblong shaped, translucent white, and immobile. There are 1d4 giant ant workers here, and a 50% chance of 1d2 giant ant soldiers.

D9 – Water Source. The passage to this chamber is very narrow, and travels downward at a steep angle. Water drips from the chamber ceiling, pooling on the rocky floor. The chamber is also home to a large cockroach population. There are 1d4-1 giant worker ants, and a 50% chance of 1d2 giant soldier ants, in here drinking water.

Level E

This is the giant ant queen's chambers. It is the busiest area in the colony, with workers, soldiers, and drones all making a fuss over the queen. There are no differences in encounters for day and night. The walls, ceiling, and floor of these tunnels and chambers are solid rock. The chamber is an excavated natural cavern.

E1 – Antechamber and Up Tunnel to D1. The ceiling of this chamber is a large hole leading to an upper level of the colony. The hole is roughly 6' wide, and ascends 50' at an 80 degree angle up into chamber D1. With a secured rope the climb requires a successful DEX check per 10' traveled. Without a rope the climb suffers a +4 penalty to the roll. Failure means the character falls, taking 1d6 damage per 10' fallen from the impact.

E2 – Queen's Chamber. This grand chamber is lit by softly glowing purple lichen, and a pool of water near the far north wall glows with a soft green luminescence (the ground water is contaminated by the radioactive materials leaking from the Oldways vault in level F).

The queen is a brilliant scarlet red color, 12' long and 8' tall at her shoulder. Around her are the many eggs she has laid today. Workers feed and clean her. Drones attempt to mate with her. And soldiers tirelessly patrol her chambers. She loves her children, but would like someone or something to engage her on an intellectual level.

The queen will make telepathic contact with any humanoids who enter her chambers. While she speaks with the intruders, her soldiers and workers will surround them. If the intruders attack any of the ants, the queen will order a full scale attack in retaliation. If the intruders are not aggressive and think to negotiate with her, she will be open to a fair arrangement between the farmers and her colony. But the success and safety of the colony are non-negotiable. Should the intruders fail to provide or agree to a mutually beneficial arrangement, she will order her soldiers and workers to attack.

In the queen's chamber there are 10+1d6 giant worker ants, 6+1d4 giant soldier ants, 8 giant drone ants, and the giant ant queen.

With some careful searching a roll of duct tape, and 1d8 weeks worth of ready-to-eat food packs, and a bag of 2d6 energy cells can be found here.



Level F

While ants occasionally come here for water, most of the area is abandoned by the colony. The walls, ceiling, and floor of these tunnels and chambers are hard packed wet clay mixed with large rocks. Water drips from the ceiling, and standing pools of water are common. The air is humid and smells like mildew and mold. Luminescent purple lichen grows on the walls, providing dim illumination.

There are multiple opportunities for characters to suffer from radioactive contamination in this level. Remember that according to the rules, "if a character fails 5 saving throws versus radiation in one day, the character receives one new random mutation".

F1 – Up Tunnel to C6. The ceiling of this chamber is a large hole leading to an upper level of the colony. The hole is roughly 6' wide, and goes 60' at a 70 degree angle upward. With a secured rope the climb requires a successful DEX check per 10' traveled. Without a rope the climb suffers a +4 penalty to the roll. Failure means the character falls, taking 1d6 damage per 10' fallen from the impact.

This chamber is empty, and is the only part of the level used by the ants who occasionally drink from the water at the entrance to F2. The passage into F2 descends downward at a 45 degree angle.

Day: There is a 50% chance of encountering 1 giant worker ant, and a 50% chance of encountering 1 giant soldier ant.

Night: There is a 50% chance of encountering 1 giant soldier ant.

F2 – Radioactive Water. Glowing green water covers the bottom of this chamber from wall to wall. Several large stalagmites protrude from the water, and luminescent purple lichen grows on the walls.

If the characters get in the water, or check with a pole of some kind, they will discover the water is about waist deep on an average size humanoid.

The visible stalagmites can be used to cross the room if the characters leap from one to the next. DEX checks are required for each jump, failure indicates the character has fallen into the water. The stalagmite near chamber F1 is 10' from the water's edge, and may require the use of a long pole to vault from the corridor to this first stalagmite.

Characters who have direct contact with the water must make a save versus radiation, or receive 1d6 damage (Class 1 Radiation) per round of exposure.

F3 – Puff Ball Fungi/Ant Horror. Softly glowing purple lichen grows on the rocky walls and ceiling. The chamber is filled with round brown fungi, a yard wide and the same tall. There is a dark spot, or hole, on the top of each one. Walking between the fungi is possible if the person is careful.

Hidden among the fungi, in the far south-west end of the chamber, is a hideous hungry ant horror. The creature's movement when it attacks will disturb the puff balls, causing many of them to release their spores (the ant horror has developed an immunity to the spores).

[**Ant Horror (1):** AL N, MV 150' (50'), AC 3, HD 6, #AT 2 or 1 (2 bites or tail), DG 2d8/2d8 or 1d10, SV L4, ML 7.]

[**Puff Ball Fungi:** AL N, MV None, AC 9, HD 2, #AT 1 (only if disturbed, spores, 30' radius), DG special, SV L1, ML 12. Special Damage: Breathing creatures must make a save vs. poison, or be overcome with coughing for 2d4 rounds. Persons overcome by coughing are unable to take any action except half movement.]

F4 – Oldways Metal Door. As the characters are traveling through this tunnel, a round tarnished metal surface 10' in diameter is discovered. The metal surface is smooth, with no markings or other discernible features. Surrounding it is a material similar to the Oldways molded gray stone found in many ruins. To the right of the metal, and inset into the molded gray stone, is a small square surface glowing with a faint red light.

The metal surface is in fact a door leading to area G1. The object mounted on the wall to the right of the door is a passkey lock. The passkey card which unlocks the door is located in the ruins north-east of the anthill. Unless the characters find this specific passkey or have the means of destroying the door, they must enter the structure through the concealed crack at F6.

The door is impregnable without the use of high-explosives or prolonged use of extremely powerful energy weapons. The structure around the door is heavily reinforced as well, and would require days to break through without advanced tools.

F5 – Cave-In! This tunnel area is very unstable. Movement in this area causes dirt to intermittently fall from the ceiling. Each round a character moves in the areas shown on the map by a dashed red line there is a 1 in 3 chance a cave-in will occur. Give the players a few turns of falling dirt to clue them in before beginning your rolls.

If a cave-in occurs, all characters within the dashed areas must make a save vs. stun or be buried when the ceiling collapses. Those trapped may make one attempt to free themselves with a STR check. If this fails, the only hope for a buried person depends on someone digging them out within a few minutes of the cave-in.

F6 – Blocked Tunnel. This abandoned tunnel has collapsed, mud and rock have filled it from floor to ceiling. A small amount of Oldways molded stone can be seen up at the top by anyone examining the area.

Removing the debris will take at least half an hour of labor. Behind the debris is an Oldways surface with a large jagged crack running up it. The crack is roughly a yard wide at its widest point, big enough for most creatures to enter. Should someone enter the crack they will end up in area G1.

F7 – Fungoid/Puff Ball Fungi/Radioactive Water.

Large puff ball fungi, like the ones seen in chamber F3, fill the room. 4' tall white mushrooms with blue splotches grow among the puff balls. Green water glows in the far NW corner of the chamber, a contrast with the purple light coming from the lichen. Characters who have direct contact with the water must make a save versus radiation or receive 1d6 damage (Class 1 Radiation) per round of exposure.

The 4' tall mushrooms are fungoids, and trespassers are not welcome. The fungoids will attack any intruders.

[**Fungoid (6):** AL C, MV None, AC 6, HD 4, #AT 1, DG by mutation, SV L3, ML 8. Mutations: mind thrust, mental barrier]

[**Puff Ball Fungi:** AL N, MV None, AC 9, HD 2, #AT 1 (only if disturbed, spores, 30' radius), DG special, SV L1, ML 12. Special Damage: Breathing creatures must make a save vs. poison, or be overcome with coughing for 2d4 rounds. Persons overcome by coughing are unable to take any action except half movement.]

F8 – Pus Bats. Hundreds of foot long white blobs wetly hang from the ceiling, clustering in gross clumps on the walls. This chamber is home to a swarm of 167 pus bats. [See the listing for Pus Bats in the Creature section of this adventure for more information.]

F9 – Fungoid/Radioactive Water. 4' tall white mushrooms with red splotches grow together in clusters of four to six mushrooms. A pool of green water glows in the center of the chamber, a contrast with the purple glowing lichen growing on the walls. Characters who have direct contact with the water must make a save versus radiation or receive 1d6 damage (Class 1 Radiation) per round of exposure.

The 4' tall mushrooms are fungoids, and trespassers are not welcome. The fungoids will attack any intruders.

[**Fungoid (12):** AL C, MV None, AC 6, HD 4, #AT 1, DG by mutation, SV L3, ML 8. Mutations: mind thrust, mental barrier]

F10 – Hypnotic Crystal Stalactites/Radioactive Water.

A pool of glowing green water fills this chamber from wall to wall. The ceiling of the chamber is roughly 20' above the pool. A large crystal stalactite hangs over the water near the middle of the far north wall. The crystal changes colors, flashing with light in a hypnotic pattern.

The water near the entrance to the chamber begins shallow (only a few inches deep), but slopes downward toward the far north wall to a depth of 3'. Characters who have direct contact with the water must make a save versus radiation, or receive 1d6 damage (Class 1 Radiation) per round of exposure.

Anyone who does not immediately avert their gaze from the crystal must make a save versus Energy Attack, or be mesmerized. Mesmerized characters will, unless restrained, walk under the crystal and gaze at it in stupefied wonder. Mesmerized characters are placid and will not aggressively resist being taken away from the

crystal. The danger in this situation lies in the radioactive water mesmerized characters are exposed to, and being trapped there indefinitely until (or if) someone pulls them away from the crystal.

Level G

This is an Oldways vault, built for some unknown purpose and buried by some now-forgotten past cataclysmic event. When someone enters the vault portions of the ceiling will light up, illuminating the interior. The outer structure walls are 15' thick reinforced Oldways molded gray stone. The interior walls, floor and ceiling are made of a matte black metal (the metal monsters in G3 can walk on these).

The interior ceiling height varies, as the roof of the structure is a dome. The entryway corridor is 10' from floor to ceiling. The outer ring starts at 10', and then increases in the middle to 15'. The inner chamber begins at 15' and is 20' at its highest point.

The cataclysmic event which buried the vault also heavily damaged its structure. Cracks, several inches to several feet wide, run through it in many places. Dirt has fallen into these cracks, and some of the radioactive material contained in the vault has leaked out into the earth. The entire structure is tilted at a 15 degree angle, sloping downward from the entrance door to the back (southern) end of the structure.

G1 – Metal Door/Entryway. The north end of this short corridor terminates at a 10' diameter shiny metal surface. On the wall to the left a small square of red light faintly glows. (See F4 for more details.)

Halfway down the corridor a large gaping crack has let in a pile of dirt (from F6). Near the crack and the dirt lies a dessicated giant worker ant corpse.

G2 – Outer Ring. This round corridor has many large cracks in it, some of them running from the entire height of the structure. From these cracks, tall piles of dirt have formed, making movement around the corridor difficult.

On the inner wall, across from the entryway, is another 10' diameter shiny metal door. To the right of the door is a 10" x 3" rectangular metal protrusion, with a 9" x 2" x 10" slot in it.

This slot is a DNA lock. Putting a bone, or part of a bone, from the skeleton found at G4 will unlock and open the door. The door will only remain open for 30 seconds, and then will automatically close and lock. There is another DNA lock inside G5.

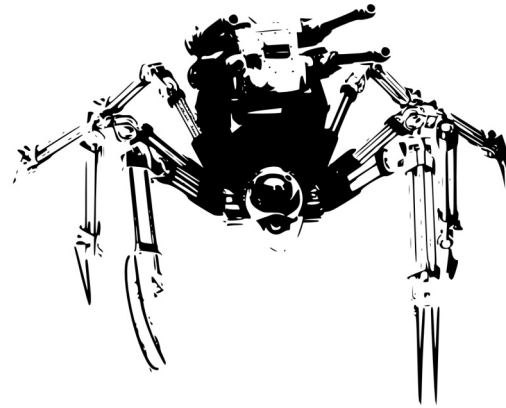
If the door or lock are tampered with in any way, or if any object other than a bone from the skeleton at G5 is put inside the lock slot, two metal monsters are released from the G3 rooms. They will attack without warning anyone inside the structure.

G3 – Metal Monsters. These two rooms are identical 6' x 4' nooks in the inner wall, and open into the outer ring

(G2). The door to a nook slides up into the wall, and when closed is indistinguishable from the surrounding wall. Inside each nook is a metal monster resembling a large black spider. (See the section Creatures: Metal Monster, Spider-form for more information.) The nooks provide recharging and repair services for the metal monsters.

If the door or lock to G5 is tampered with, or if someone should find and attempt to open the doors to either G3 nook, the metal monsters will attack. They attack anyone not programmed into their visual recognition system (everyone they would consider a friendly is long dead).

[Metal Monsters (2): HD 30, AC 2, MV 120' (40'), #AT 1 (Stun or EMP), DMG by weapon.]



G4 – Oldways Skeleton. A human skeleton dressed in Oldways armor is lying on the floor, near the inner wall. The bare skull is smashed in where it had hit the wall with great force. The left hand holds a helmet. The right is curled around some crumpled up sheet of material. A rifle-shaped object is nearby.

The crumpled material is a sheet of soft durable plastic. It is brittle, but with care, can be removed from the skeletal hand and opened enough to see a little of the writing on it. Written in Oldways it reads, "Dear John. I wanted to tell you this in person, but with this crazy Ani-man uprising going on, I know you won't be coming home anytime soon. Philip and I are going away together. I love him, and he..." Attempting to unravel more of the material, will cause it to disintegrate into illegible flakes.

The rifle is a Fusion Rifle [DG 7d6, Trigger Normal, RNG 300'/600', WT 15 lb., plutonium clip, Shots 8]. There are three more plutonium clips with full charges (10 shots each) on the corpse's belt.

The armor is a full suit of LazAb armor, with helmet. [AC 2, negates 10 pts. of damage per round from lasers, masers and other energy beam weapons.]

Attached to the belt is a small pouch with strange little tubes in it. The pouch contains the following items: 1 empty auto-syringe (injects without a needle), 1 bottle of Filter Dose (2 doses), 1 bottle of Rad Purge (5 doses), 1 bottle of Stim Shot A (4 doses), and 1 bottle of Stim Shot B (4 doses).

There are six hand-sized black glossy ovals clipped to the belt. These are grenades, 2 of each of the following: Frag, Shock, and Smoke.

G5 – Inner Chamber. In the middle of the room is a 20' wide by 18' tall gray metal cylinder. A massive shard of stone has smashed through the floor, protruding into the room. The stone has dented in the side of the cylinder, puncturing it. A bright green glow is coming from somewhere behind the cylinder.

On the side of the cylinder facing the door is a panel. On this panel are thirty inscribed symbols, five across and six down. Touching a symbol will cause that symbol to light up with a blue light. Touching a lit symbol will cause it to become dark again.

TURN ON: The correct sequence of 12 lit symbols will cause the cylinder to turn white, and begin to hum. There will be no other discernible effect. The secret truth is, this is one of eight stations which provided power for an experimental wormhole portal. If all eight stations can be found and powered up, a portal will open up in the big domed building (Building 3) in the ruins NE of here. Where this portal goes is for the Mutant Lord to decide.

[Sequence: 6, 12, 12, 11, 15, 14, 10, 8, 5, 8, 7, 7.]

TURN OFF: The correct sequence of 12 lit symbols will cause the cylinder to turn gray and stop humming. If the cylinder was not turned on when this code is input, nothing happens.

[Sequence: 10, 2, 5, 14, 22, 27, 29, 12, 3, 12, 20, 24.]

SELF-DESTRUCT: If a sequence of 13 or more symbols are input (lit up), the cylinder goes into self-destruct mode. All of the symbols will turn yellow and begin to flash repeatedly. The cylinder will also begin making whining hum, which will increase to deafening pitch. After one minute the symbols will begin to flash red, and the entire structure will begin to shake (this vibration can be felt through out the entire ant colony). If the SELF-DESTRUCT OVERRIDE sequence is not input within 30 minutes of the self-destruct initiation the cylinder explodes, the explosion has enough force to destroy the entire giant ant colony.

If they run, the characters should have more than enough time to get out of the giant ant colony and to a safe place. The ants will be thrown into confusion by the vibration coming from the cylinder and won't be a threat. Hopefully the characters get out of the colony without getting lost.

SELF-DESTRUCT TIME SET: This sequence increases the time of an active self-destruct detonation by 30 minutes. It may be used multiple times, each use adds an additional 30 minutes.

[Sequence: 25, 28, 16, 20, 4, 27, 23, 8, 18, 6, 12, 28.]

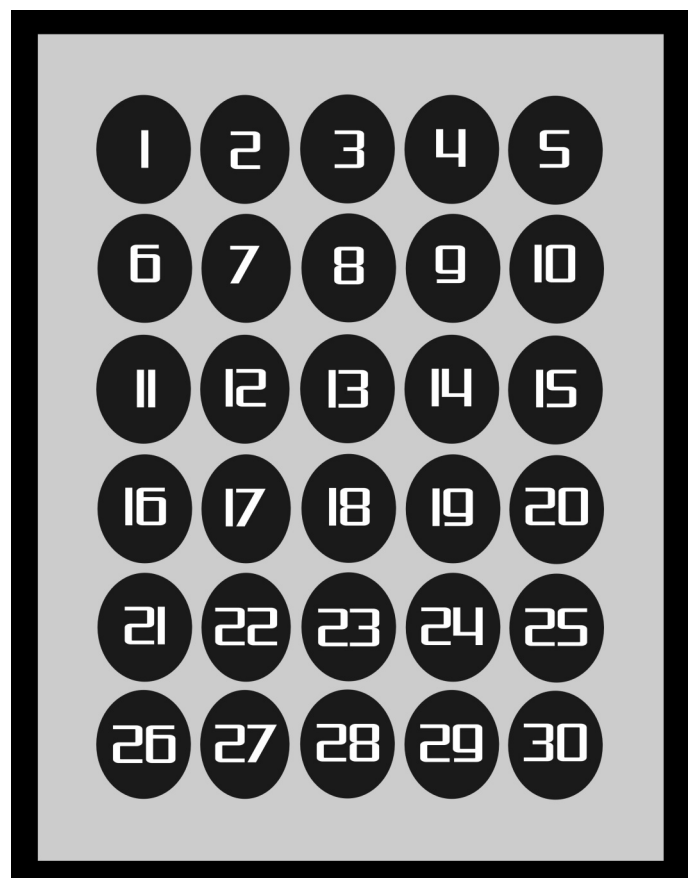
SELF-DESTRUCT OVERRIDE: This sequence overrides and stops an active self-destruct mode.

[Sequence: 5, 15, 17, 10, 28, 28, 6, 29, 28, 18, 18, 1.]

A book with the code sequences for TURN ON, TURN OFF, SELF-DESTRUCT TIME SET, and SELF-DESTRUCT OVERRIDE can be found in the ruins NE of here (Location 5).

Damaging the cylinder will cause it to rupture, releasing a flood of radioactive fluid (class 6) into the room. The power will also go out in the entire structure, and the cylinder will no longer turn on, self-destruct, or function in any way.

The green glow is coming from a small pool of bright green liquid (class 6 radiation) on the far side of the room. The fluid has been slowly dripping out of the cylinder where it had been punctured by the stone. Cracks in this area reveal the fluid has also been soaking into the ground, no doubt the source of the contaminated glowing water in other areas of the giant ant colony.



Creatures

The following is a list of the creatures used in this adventure.

Ant Horror

See entry in Mutant Future rulebook (p. 60).

Ants, Giant

Giant ants vary physically according to their specific species. The giant ants in this adventure are dark red in color, average six feet in length, and stand four feet high at the shoulder.

Giant ants are amazingly strong and can lift objects three times their own weight. They are exceptional scavengers and relentless predators, using their powerful mandibles to inflict excruciatingly painful bites. When a giant ant makes a successful bite attack, it grabs its victim as well. The victim must make a successful Strength check to escape. (If you are not using ability checks, use a "roll to open door" check instead.) A giant ant may move half its movement and carry a grabbed victim where it wishes.

If a giant soldier ant has already bit and grabbed an opponent, it may attempt a sting attack on the held victim. Stings cause damage with the puncture, and victims must also make a save versus class 1 poison or take additional damage.

Giant ants generally have poor eyesight, they use vibration, smell, and even air currents to "see" in the dark.

Ant Worker, Giant

Alignment: Neutral
Movement: 180' (60')
Armor Class: 4
Hit Dice: 3
Attacks: 1 (bite)
Damage: 2d6
Save: L2
Morale: 6

Giant worker ants maintain the nest, dig tunnels, and roam the wilderness hunting and foraging for food. If an ant is carrying food back to the nest, it will ignore other creatures it meets. But a worker ant on the hunt will attack any creature it encounters. Defeated prey are brought back to the nest and stored for future use. Workers typically do not check to see if the prey they bring back to the colony is dead or merely unconscious.

Mutations: Gigantism

Ant Soldier, Giant

Alignment: Neutral
Movement: 180' (60')
Armor Class: 4
Hit Dice: 5
Attacks: 1 (bite or sting)
Damage: 2d6 or 1d4 and poison (see above)
Save: L3
Morale: 9

Giant soldier ants are larger and more aggressive than their worker counterparts. They are rarely encountered outside of the nest, but will occasionally leave it to repel intruders or protect groups of workers.

Mutations: Gigantism

Ant Drone, Giant

Alignment: Neutral
Movement: 180' (60')
Fly: 240' (80')
Armor Class: 5
Hit Dice: 2
Attacks: 1 (bite)
Damage: 2d6
Save: L2
Morale: 6

Giant drone ants are winged males who mate with the queen in order to produce eggs. Within the nest they are non-aggressive, but attacking a drone will bring 1d4 soldiers to its defense. Outside the nest, drones will occasionally attack creatures of their own size or smaller, flying down and ambushing their prey.

Mutations: Gigantism

Ant Queen, Giant

Alignment: Neutral
Movement: 120' (40')
Armor Class: 3
Hit Dice: 6
Attacks: 1 (bite or sting)
Damage: 2d8 or 1d6 and poison (see above)
Save: L3
Morale: 10

A giant ant queen is three times the size of a soldier. Hidden away in the deepest part of the nest she lays her eggs with workers, soldiers, and drones in constant attendance to her needs. Should the queen be disturbed every ant nearby will come to her aid, summoned to her defense by a chemical and psychic cry of distress. She is the pampered mother of every member of the colony.

In addition to her distress cry, the queen defends herself by causing intruders to become confused. Once per hour, a queen can emit a psionic scream which forces all non-ants within 15 feet of her to make a save versus poison or be confused for 2d4 rounds. During this time a victim's to hit and saving throws suffer a penalty of -4.

Unlike her subjects, the queen is intelligent (INT 13) and telepathic. She is able to telepathically communicate with all intelligent creatures within a range of a few hundred yards.

Mutations: Gigantism, Neural Telepathy, and Mental Confusion

Apeman

See entry in Mutant Future rulebook (p. 60).

Aphid, Giant

Alignment: Neutral
Movement: 90' (30')
Armor Class: 9
Hit Dice: 2
Attacks: 1 (kick)
Damage: 2d6
Save: L3
Morale: 4

Giant aphids have a symbiotic relationship with giant ants. The ants protect and feed the aphids, while the aphids secrete a substance called honeydew which the ants eat. Giant aphids are 7' long, and 6' tall at the shoulder. They are translucent green in color, and have long legs they use for making short jumps as movement. They are non-aggressive unless provoked.

Honeydew is edible and nutritious. One pound of the substance will satisfy a day's food requirement for one person.

Mutations: gigantism

Black Pudding

See entry in Mutant Future rulebook (p. 62).

Caterpillar, Giant

Alignment: Neutral
Movement: 60 (20')
Armor Class: 9
Hit Dice: 1
Attacks: 1 (bite)
Damage: 1d4
Save: L0
Morale: 4

A giant caterpillar was captured by the ants, brought into the colony, and left for dead. It is now trying to find a way out and escape. This giant caterpillar is intelligent and can speak. It will make tentative contact with the characters should they encounter it, providing information in return for assistance in escaping the colony.

Mutations: gigantism, speech

Centipede, Giant

See entry in Mutant Future rulebook (p. 66).

Cockroach Swarm

Large swarms of cockroaches will occasionally swarm through the giant ant colony, eating any waste left behind by the ants. They are harmless, but characters encountering a swarm must make a INT check or they will panic as the cockroaches swarm over them. Characters who panic will do one of the following:

1d6	Effect
1-3	Run in a random direction for 1d4 rounds.
4-6	Scream or shout loudly, attracting the attention of nearby ants.

Death Vines

No. Enc.: 1 (2d6 vines)
Alignment: Neutral
Movement: None
Armor Class: 7
Hit Dice: 2 HD per vine
Attacks: 1 per vine (entangle/paralyze or crush)
Damage: special/1d6
Save: L4
Morale: 2

This crimson clinging vine is mobile and carnivorous. Each vine will attempt to entangle a victim, and then crush them to death. Although the vines cannot leave the spot where they are rooted, they are able to reach anything within a range of 30'. Entangled victims automatically take 1d6 damage each round they are entangled (the vine does not need to make a separate attack roll to damage already entangled victims). Each round a entangled victims may make a STR check to break free. Breaking free consumes an entire round of action.

Mutations: natural vegetal weapons

Frogmen

No. Enc.: 2d4
Alignment: L
Movement: 120' (40')
Armor Class: 6
Hit Dice: 9
Attacks: 1 (spear or shortbow)
Damage: 1d6 spear (+2 with a leap attack)/1d6 shortbow + poison class 2
Save: L4
Morale: 8
Hoard Class: I

Frogmen are intelligent bipedal frogs who live in swamps and marshy coastal areas. They come in many colors, but bright green seems the most common. Their villages are made up of squat mud burrows built right in the water, with only the roofs visible from the surface. Frogmen are generally peaceful, and will gladly trade for anything colorful or shiny. They are often employed as scouts and guides.

Frogmen are able to leap 60', and can climb better than they can walk. They are equally at home on land and in water. They are expert swimmers.

Mutation: none

Fungoid

See entry in Mutant Future rulebook (p. 73).

Horrible Screaming Monstrosity

No. Enc.: 1
Alignment: Neutral
Movement: 90' (30')
Armor Class: 2
Hit Dice: 8
Attacks: 5 (4 claws, 1 bite)
Damage: 1d6/1d8
Save: L7
Morale: 9

A bipedal mutant with four arms, razor sharp talons, dagger-like teeth, thick armored hide, and a human-sized head with the face of a beautiful woman. The creature is 10' tall and colored dark green with lines of brown and black. The Horrible Screaming Monstrosity preys on other predators, luring them with a cry like the sound of a woman screaming in distress. The Monstrosity will lie down in the dense underbrush, leaving only its face visible. When its prey gets close enough, the monstrosity springs out and attacks.

Mutations: gigantism, mimicry

Lizard, Giant Gecko (p. 81)

See entry in Mutant Future rulebook.

Metal Monster, Spider-form

Hit Dice: 30
Frame: Armature
Locomotion: Legs (6)
Movement: 120' (40')
Manipulators: None
Armor: Integrated Neovulcanium Armor (AC 2)
Sensors: Class II Sensor System
Mental Programming: Programming
Accessories: AV Transmitter, vocalizer, weapon mount (3), magnetic feet, restraint wire.
Weaponry: 1 forward mounted stun rifle, 1 forward mounted EMP rifle, 1 grenade launcher (loaded with 6 Irritant Gas grenades).
[Stun Rifle: DMG Stun, Trigger Normal, Range 300'/600', WT 10 lb., Shots 50]
[EMP Rifle: DMG 5d8, Trigger Normal, Range 75'/150', WT 15 lb., Shots 50]

Used as sentries, these robots are programmed to attack any intruder not listed as friendly in their visual recognition system. Against organic intruders the sentries will use the stun rifle and irritant gas grenades to first incapacitate the intruder, and then the sentry will permanently immobilize the intruder with wire restraints. The wire restraint spools out of the sentry like a strand of web from a spider, which the sentry uses to wrap the victim up in. Escaping the wire restraint requires help from someone else, unless the character has a mutation like Density Alteration or Disintegration. It takes a full round for a sentry to wrap someone up in the wire restraints.

The EMP rifle is for use against cybernetic intruders (androids, robots, etc.)

All weapons run off of the sentry's internal power source.

Pus Bat

No. Enc.: 100+1d100
Alignment: Neutral
Movement: 0' (20')
Armor Class: 6
Hit Dice: 1 hp
Attacks: 1 (special)
Damage: Paralysis
Save: L3
Morale: 12
Horde Class: None

Pus bats are a mobile fungi which look like foot long blobs of white glistening pus. These fungal creatures live on the ceilings and walls of damp subterranean caverns, existing on the sparse nutrients found in the natural material where they are growing.

When a living (warm or cold-blooded) creature moves into range, pus bats spring through the air and onto the creature in a hail of flying goo. Victims are paralyzed, and slowly dissolved into a nutrient-rich soup. This infusion of rich nutrients allows the pus bats to bloom and release spores (reproduce).

When a pus bat swarm attacks, make one attack roll against each target in range. If successful, 1d4 pus bats land on unarmored locations and stick to the victim. Victims must make a save vs. stun each turn or fall prone and be unable to move. This paralysis will only end when all of the attached pus bats have been removed. No roll is required to remove a pus bat, but a person can only remove one pus bat per turn. Anyone touching a pus bat with bare skin must also make a save or be paralyzed. Paralyzed victims lose 1 hp per attached pus bat per hour.

The best way to deal with pus bats is to kill them with fire or energy attacks. Each point of damage from fire or energy damage kills one pus bat. Any remaining damage is applied to the victim.

Mutations: toxic weapon

Rabboxen

See entry in Mutant Future rulebook (p. 91).

Spidergoat

See entry in Mutant Future rulebook (p. 98).

Menace From the Wastelands

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Area Map



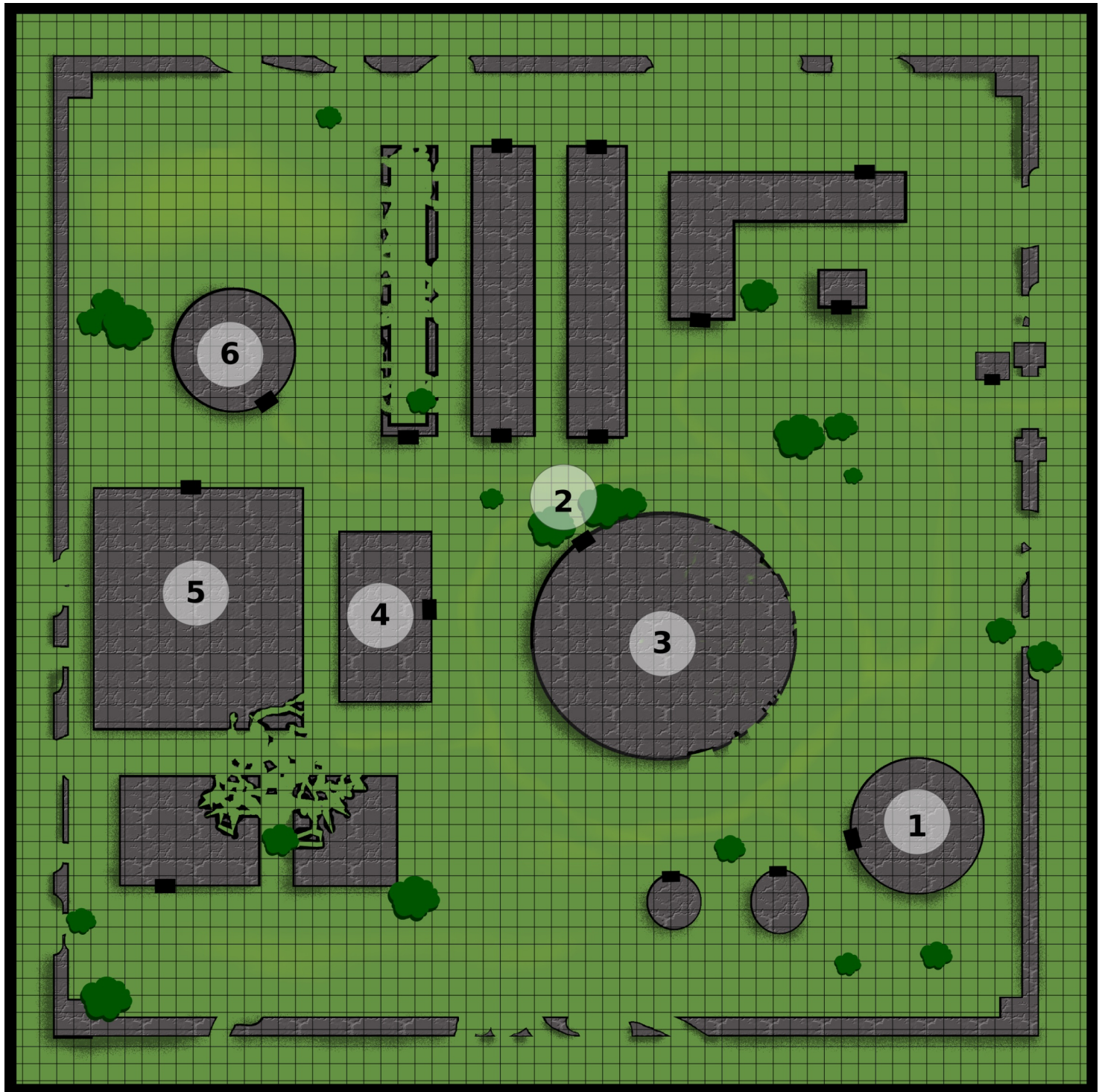
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Leiningen's Farm



1 Square = 10 Feet

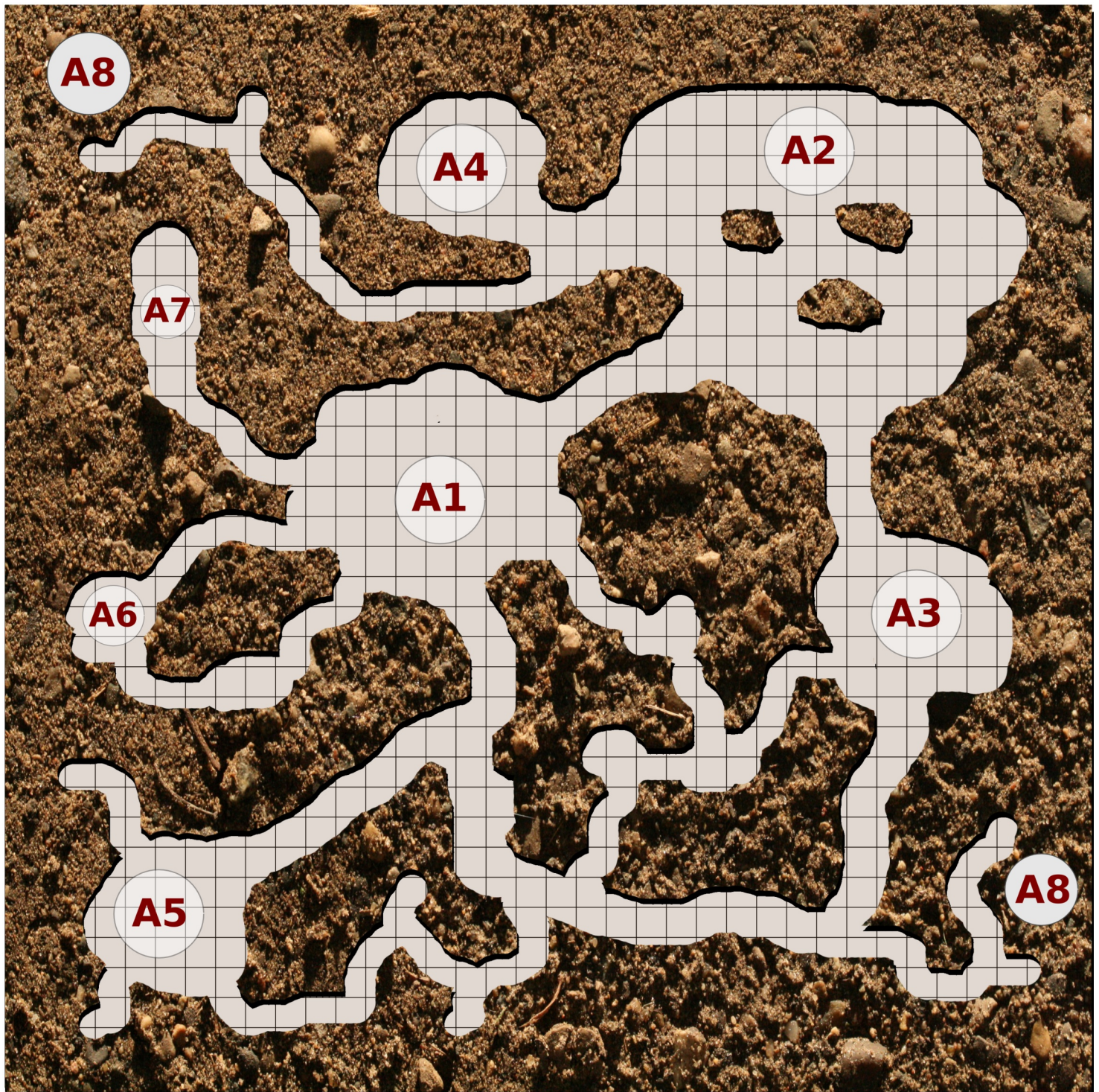
The Ruins



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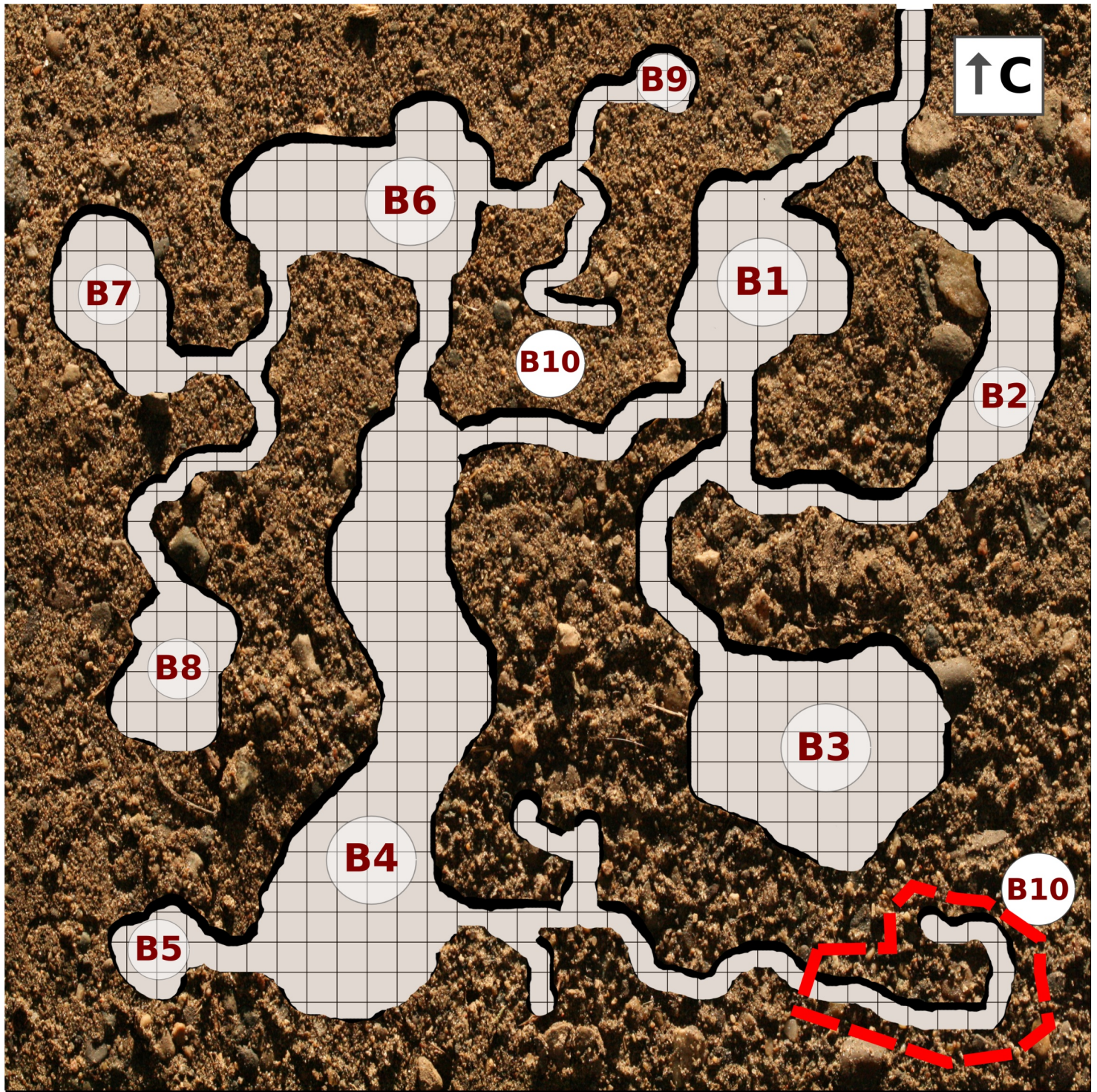
Giant Ant Colony

Level A



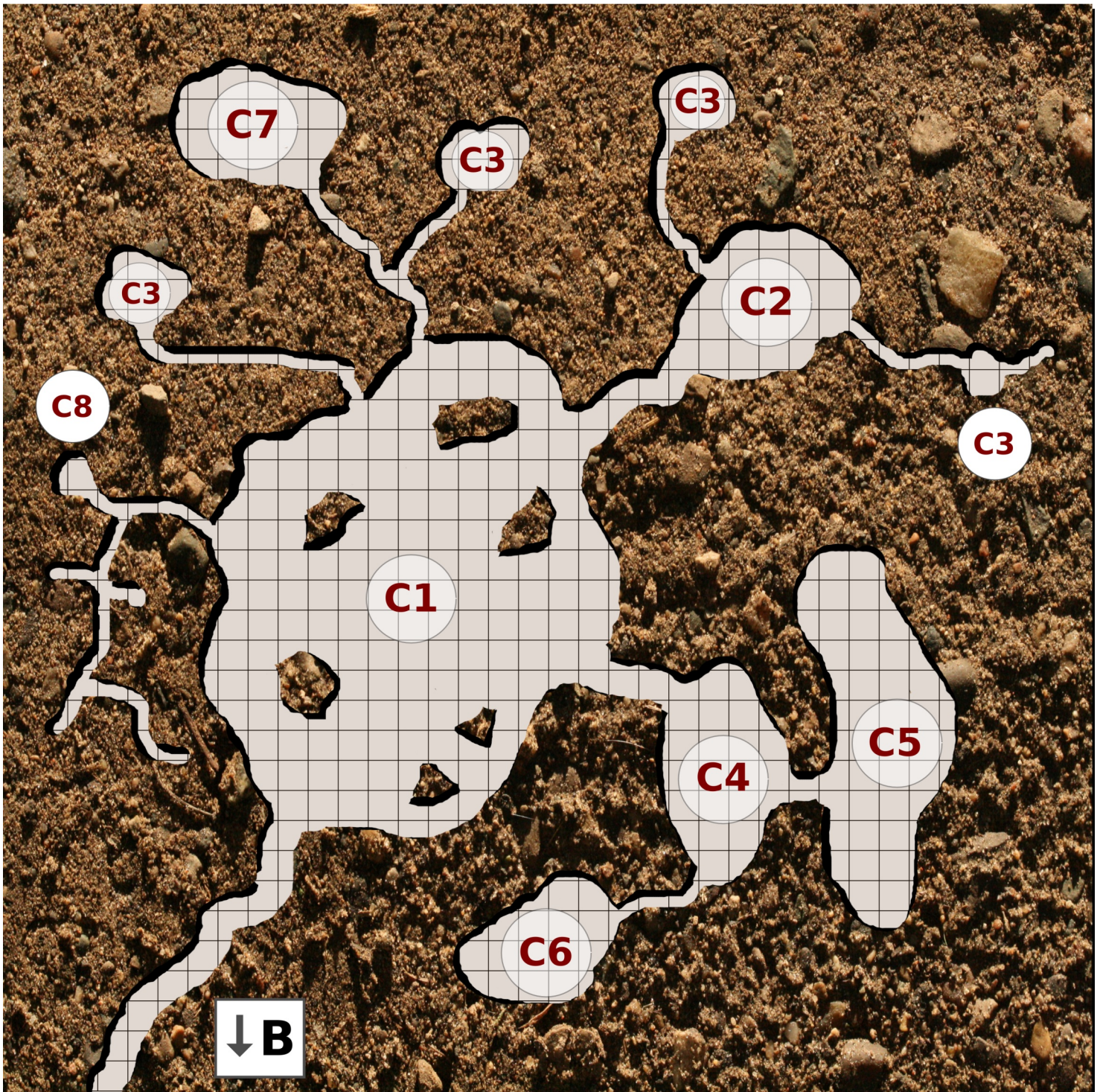
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Level B



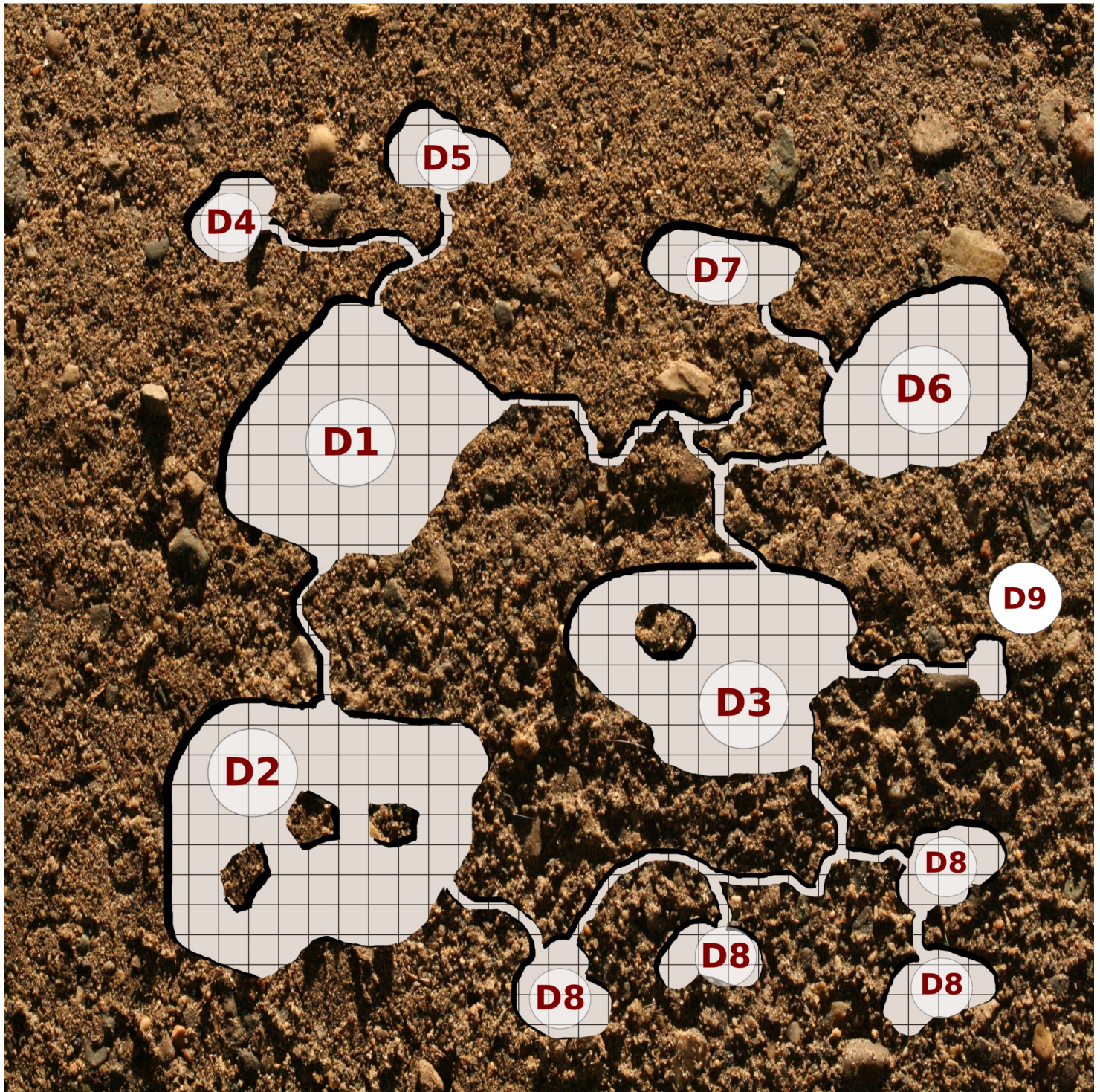
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Level C



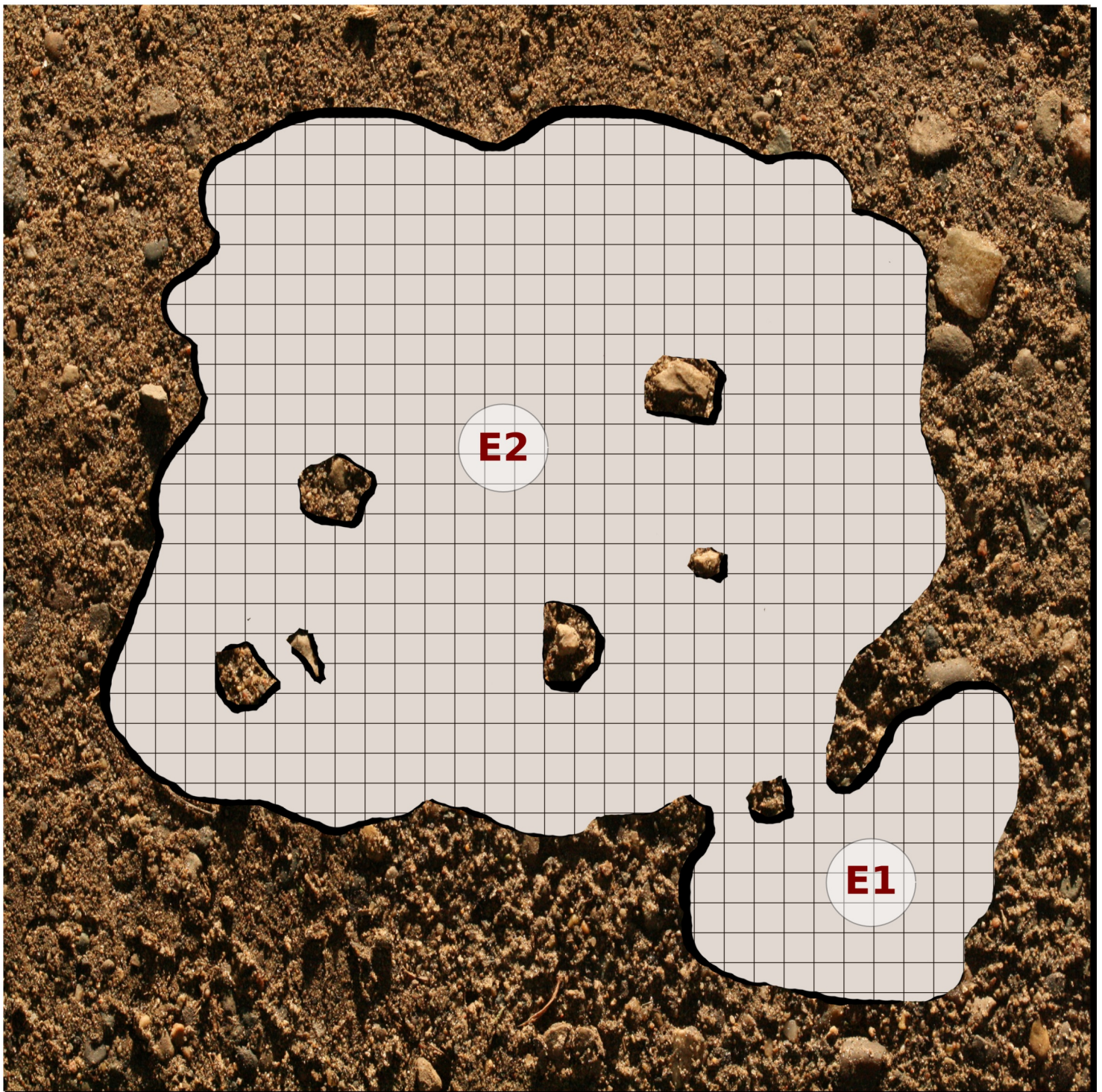
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Level D



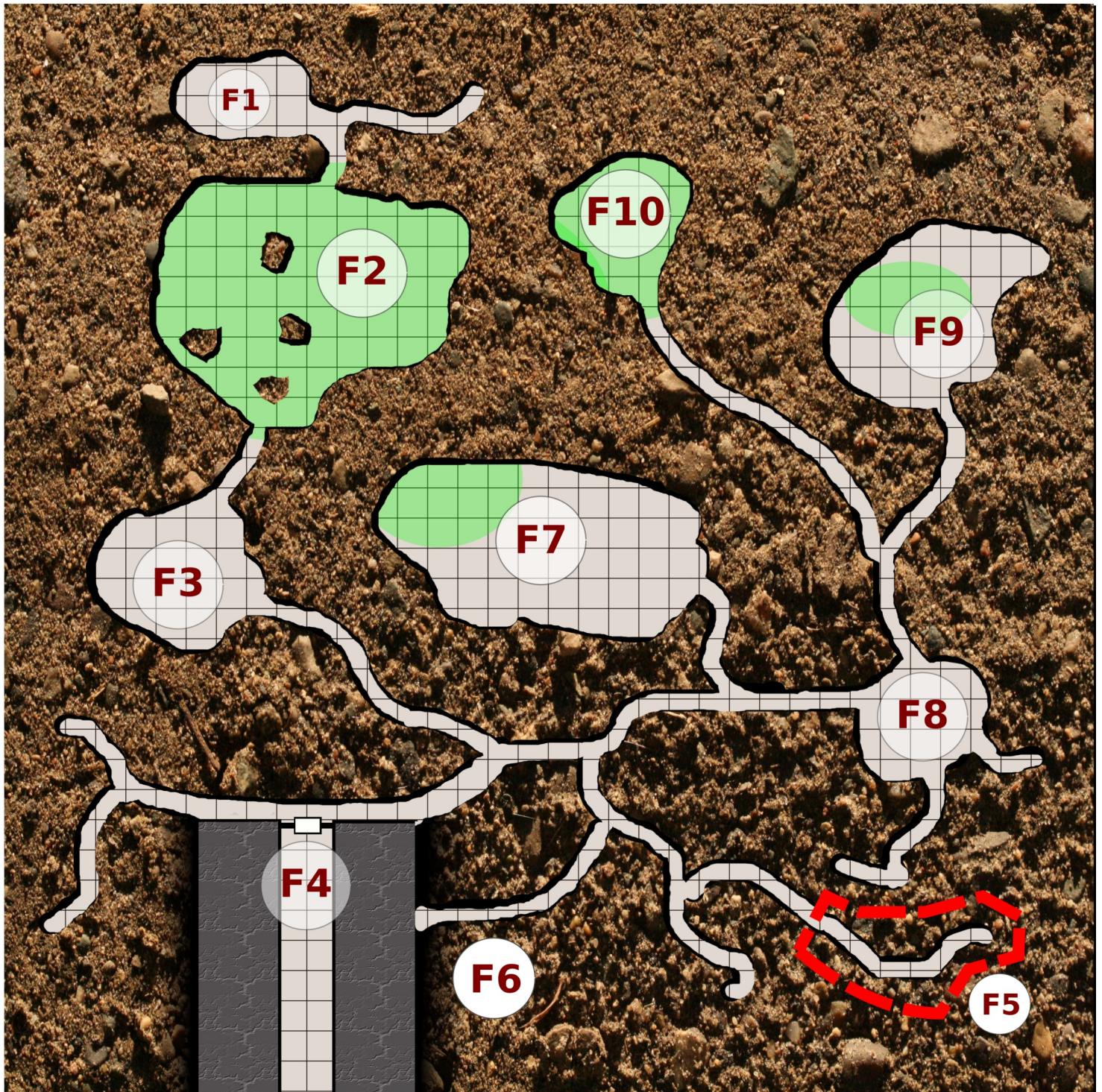
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Level E



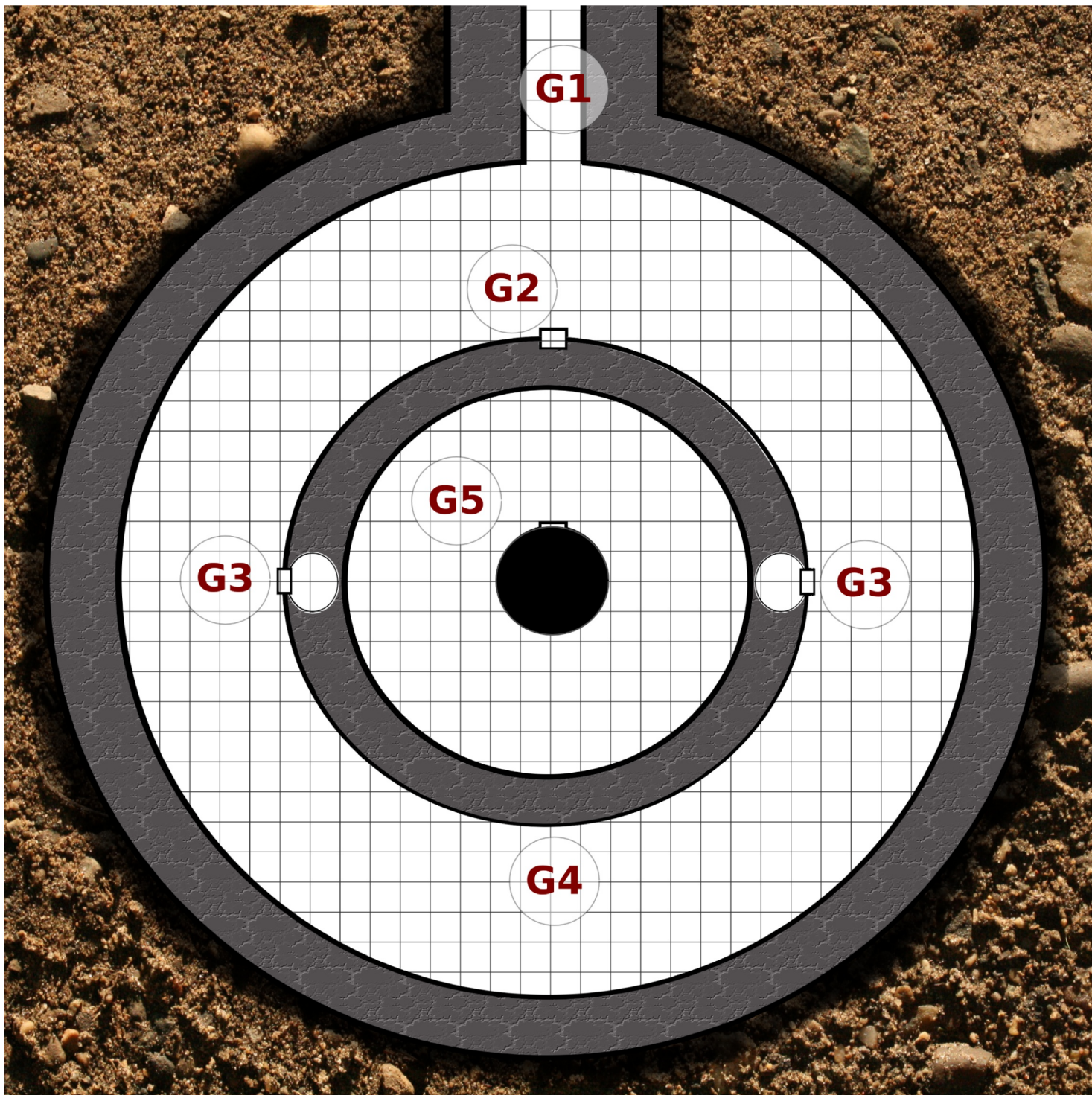
1 Square = 10 Feet

Level F



1 Square = 10 Feet

Level G



1 Square = 10 Feet

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