

Sample file



GRANTHURD

ROLEPLAYING GAME

EXPANSION: FAMINE IN FAR-GO

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TM

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INTRODUCTION

It burned a hole through the atmosphere as it fell. When it struck, there was a great billowing cloud, white hot and filled with fire, and the impact threw up smoke and dust, raining debris for days on end. Yet we were afraid to look, to see what had come to ground a few miles away. Some worried. Others fretted. A few went on as before, secure in their ignorance. In time we forgot about the crash, though dark smoke still smeared the sky. One season grumbled as it stomped off, and another came to take its place. Our crops grew tall and our people hale, and all seemed well. Imagine our surprise, then, when those same crops twitched and scuttled, tearing themselves free of the ground to go on a killing spree. Oops.

Welcome to *Famine in Far-Go*[™], an expansion of the *D&D*[®] *GAMMA WORLD*[™] *Roleplaying Game* core rules. Inside this box, you'll find everything you need to take your *D&D GAMMA WORLD* games in wild new directions. The maps, tokens, cards, and options in this book expand on the options presented in the core game rules. If you don't already have the *D&D GAMMA WORLD Roleplaying Game* box, we suggest picking it up—it's will be easier to understand the expanded rules when you know the core rules, plus you'll want to have access to the monster stats and tokens from the core box.

Want to play a mutant monkey, a sentient fungus, or a gelatinous abomination? This expansion has you covered. And the new gear makes perfect accessories for any season.

Want to join a cryptic alliance? Twelve organizations provide plots and intrigues for players and Game Masters alike.

And if you're a Game Master, the information on East Dah-Koh-Tah and the town of Far-Go provides a ready-to-use campaign setting for *D&D GAMMA WORLD* games. Plus, the "Famine in Far-Go" adventure at the end of this book can be run as a stand-alone scenario or as a sequel to the core game adventure, "Steading of the Iron King." So why are you wasting your time on this introduction? Adventure awaits!

WHAT ARE THESE CARDS?

Among the various components in *Famine in Far-Go*, you will find a set of 10 Cryptic Alliance cards. These are a new, optional game mechanic presented with this expansion. You can use them as a random element in character generation to give your players an allegiance, temporary or otherwise, to one of Gamma Terra's major cryptic alliances.

One way you can use the Cryptic Alliance cards is to set an affiliation for the entire party. Use a random draw to establish which alliance the group belongs to. You can fine-tune your adventures with that affiliation in mind.

Another way to use the Cryptic Alliance cards is for each player to choose a card and then keep his or her affiliation secret. By using the game mechanics on the cards, each player will have a way to gain an advantage during play, but must put the other players at a small risk to do so. Most cards depend on the player waiting for the right set of circumstances to get the most out of that card, so after one or two encounters, every player should be wondering about anyone who hasn't already revealed a Cryptic Alliance card.

See "Using Cryptic Alliance Cards" on page 31 for more ideas.



CHAPTER 1:

CHARACTER OPTIONS

Colliding worlds and clashing possibilities produce people and creatures beyond imagining. As explorers expand into new lands and discover strange new life forms, more vile enemies and new allies become available for your D&D GAMMA WORLD campaign. This chapter focuses on the allies, offering new origins as well as a new selection of starting gear.

EXPANDED ORIGINS

This chapter adds twenty new origins to those presented in the core game rules. You can create a character using only these origins, or you can determine which table to use randomly. To do so, roll a d6. On a result of 1–3, use the Character Origin table from the core game rules (page 34). On a result of 4–6, use the table below. Then roll a d20 to determine the specific origin. As usual, if you roll the same origin twice, your secondary origin becomes engineered human.

NEW ORIGINS TABLE

Roll	Origin
1	AI
2	Alien
3	Arachnoid
4	Cryokinetic
5	Ectoplasmic
6	Entropic
7	Exploding
8	Fungoid
9	Gelatinous
10	Magnetic
11	Mythic
12	Nightmare
13	Plaguebearer
14	Plastic
15	Prescient
16	Reanimated
17	Shapeshifter
18	Simian
19	Temporal
20	Wheeled

AI

YOU ARE A HIGHLY ADVANCED, THINKING MACHINE.

Your body is a shell designed to protect the processor, microchips, and data storage that compose the essence of what you are. Your living components are a temporary fix until you can assemble the perfect mechanical body that your vast intelligence demands.

Appearance: Your secondary origin determines your shape, but underneath your exterior (whatever that is) you are a sentient machine.

AI TRAITS

Mutant Type: Intelligence; Psi; +2 to psi overcharge.

Skill Bonus (Level 1): Gain a +2 bonus to Conspiracy, Mechanics, Nature, and Science checks.

Encrypted Mind (Level 1): Gain a +2 bonus to Will.

Active Subroutines (Level 1): You don't grant combat advantage while dazed. You can take one standard action on your turn while stunned.

AI Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and the target and each robot you can see becomes dazed until the end of your next turn.

AI POWERS

BLUE SCREEN OF DEATH

AI NOVICE

Your optical interface becomes a blue color flickering with nonsensical white text.

At-Will ☹️ Psi, Psychic

Standard Action

Close blast 3

Target: Each creature in blast

Attack: Intelligence + your level vs. Will

Hit: 1d10 + Intelligence modifier + your level psychic damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

MASTER CONTROL PROGRAM

AI UTILITY

You can do things at least 900 times better than any mutant.

Encounter ☹️ Psi

Immediate Reaction

Personal

Trigger: An ally hits an enemy with an attack

Effect: You can roll twice on your next attack roll against the triggering enemy before the end of your next turn, and use either result.

END OF LINE

AI EXPERT

Your electronic processors surge with power, making those around you into your slaves.

Encounter ☹️ Electric, Psi

Standard Action

Close burst 2

Target: Each creature in burst

Attack: Intelligence + your level vs. Will

Hit: The target is dominated until the start of your next turn. At the start of your next turn, the target takes electric damage equal to twice your level.

ALIEN

OUT OF ALL THE WORLDS IN THE COSMOS, YOU HAVE FOUND THIS STRANGE, SCARRED AND PITTED BLUE SPHERE IN AN UTTERLY UNINTERESTING CORNER OF THE UNIVERSE.

You might be marooned here, waiting for a passing vessel on which you can hitch a ride. Or you might be an advance scout exploring the world for future colonization.

Appearance: Your secondary origin suggests your general form—space bear, space human, space monkey, and so on—but your character should have an alien spin, such as antennas, a way with green women, or talking in halting sentences.

ALIEN TRAITS

Mutant Type: Intelligence; Dark; +2 to dark overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Science checks.

Inhuman Nature (Level 1): Gain a +2 bonus to Will.

Not of this World (Level 1): When you draw an Alpha Mutation card, draw two cards: The Game Master decides which one you keep. Shuffle the other back into the deck you drew it from.

Alien Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and you can use *alien engineering* as a minor action once before the end of your next turn.

ALIEN POWERS

ALIEN ENGINEERING

ALIEN NOVICE

Drawing on your alien training, you modify a weapon to function at greater strength.

At-Will ☠ **Dark, Radioactive**

Standard Action **Melee 1**

Target: You or one ally

Effect: The target's next weapon attack before the end of the encounter gains a +2 bonus to the attack roll and deals 5 + your Intelligence modifier + your level extra radioactive damage.

BEAM ME UP

ALIEN UTILITY

You speak into a small device and you or an ally disappear into a shimmering column of light and reappear elsewhere.

Encounter ☠ **Dark, Teleportation**

Move Action **Melee 1**

Target: You or one ally

Effect: You teleport the target 10 squares. Then roll a d6. On a result of 1 or 6, you can use *beam me up* an additional time during this encounter.

NUKE IT FROM ORBIT

ALIEN EXPERT

At your command, your mothership translocates a mini-nuke among your enemies.

Daily ☠ **Dark, Fire, Radiation**

Standard Action **Area burst 5 within 20 squares**

Target: Each creature in burst

Attack: Intelligence + your level vs. Dexterity

Hit: 1d12 + Intelligence modifier + your level fire and radiation damage.

ARACHNOID

YOU HAVE POISONOUS FANGS AND SPINNERETS THAT ARE CAPABLE OF WEAVING STICKY, TOXIC WEBS.

Appearance: The degree to which your spider nature reveals itself is up to you. You might be a giant spider with eight legs, a furry body, and an exoskeleton, or the arachnid influence might manifest more subtly, with pointed ears, dusky skin, and white hair, or even as a penchant for swinging about in a red-and-blue costume.

ARACHNOID TRAITS

Mutant Type: Dexterity; Bio; +2 to bio overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Nature checks.

Many-Limbed Maneuverability (Level 1): Gain a +2 bonus to Reflex.

Spider Climber (Level 1): Gain a climb speed of 6. In addition, you can climb across overhanging horizontal surfaces such as ceilings without having to make an Athletics check.

Arachnid Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and the target is immobilized until the end of your next turn.

ARACHNOID POWERS

TOXIC WEBS

ARACHNOID NOVICE

You weave a sticky, poisonous net with your spinnerets and use it to ensnare your enemies.

At-Will ☹️ **Bio, Poison**

Standard Action Area burst 1 within 10 squares

Target: Each creature in burst

Attack: Dexterity + your level vs. Reflex

Hit: 1d8 + Dexterity modifier + your level poison damage, and the target is immobilized until the end of your next turn.

SCUTTling ESCAPE

ARACHNOID UTILITY

You use your natural mobility to extricate yourself from a sticky situation.

Encounter ☹️ **Bio**

Move Action Personal

Effect: If you are slowed or immobilized, you end that effect. In addition, you shift a number of squares equal to one-half your speed.

COCOONING WEBS

ARACHNOID EXPERT

"Lunch!" says the spider to the fly. You wrap your enemy in tight webs and drag it away.

Encounter ☹️ **Bio**

Standard Action Melee touch

Target: One creature

Attack: Dexterity vs. Reflex

Hit: The target is blinded and restrained (save ends both). Until the target saves against this effect, whenever you move, you can pull the target up to your speed into a space adjacent to you.

CRYOKINETIC

THERE IS NO HEAT IN YOUR FLESH AND NO LIFE IN YOUR GAZE.

Wherever you go, temperatures plummet. You draw your power from a mote of pure cold lurking within you that enables you to unleash the blizzard's full flurry with a thought, to armor yourself in ice, and to quick-freeze your foes.

Appearance: Your skin has a bluish cast and your eyes glitter as if cut from solid ice. Your presence sets others to shivering, their breath pluming in the cold you emit. When rain falls on you, it becomes snow. When you step in a puddle, it becomes ice.

CRYOKINETIC TRAITS

Mutant Type: Charisma; Psi; +2 to psi overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Stealth checks.

Chilling Aura (Level 1): Gain a +1 bonus to Fortitude and Reflex.

Frosty the Mutant (Level 1): Gain resist 15 cold.

Cryokinetic Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and the target is immobilized until the end of your next turn.

CRYOKINETIC POWERS

ICY GRASP

CRYOKINETIC NOVICE

Your touch binds an enemy in chains of ice.

At-Will ❄️ Cold, Psi

Standard Action

Melee touch

Target: One creature

Attack: Charisma + your level vs. Fortitude

Hit: 1d6 + Charisma modifier + twice your level cold damage, and the target is slowed until the end of your next turn. If the target is already slowed, it takes 1d6 extra cold damage.

ICE SLIDE

CRYOKINETIC UTILITY

You create an icy path over the ground and through the air, letting you slide away to safety.

Encounter ❄️ Cold, Psi

Move Action

Personal

Effect: You fly a number of squares equal to your speed. Each square you exit fills with ice that lasts until the end of your next turn. Ice-filled squares are difficult terrain.

FLASH FREEZE

CRYOKINETIC EXPERT

You emit a brilliant blue burst of frigidity that robs your enemies' heat and mobility.

Encounter ❄️ Cold, Psi, Zone

Standard Action

Close burst 3

Target: Each creature in burst

Attack: Charisma + your level vs. Fortitude

Hit: 1d10 + Charisma modifier + your level cold damage, and the target is immobilized until the end of your next turn.

Effect: The burst creates a zone of ice that lasts until the end of your next turn. Squares within the zone are difficult terrain.

ECTOPLASMIC

YEP, YOU'RE A GHOST.

Your essential nature was torn apart between the shifting membranes of two realities.

Appearance: You only partly exist in this world. People can see through your body, and you give them the “willies.” As you become injured, you find it hard to keep your essence together.



ECTOPLASMIC TRAITS

Mutant Type: Wisdom; Dark; +2 to dark overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Perception checks.

Ghostly (Level 1): While you're bloodied, you gain resist 5 to all damage.

Ectoplasmic Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and you regain hit points equal to your level + 2.

ECTOPLASMIC POWERS

ECTOPLASMIC PLUNGE

You separate your molecules and plunge through an opponent. Sometimes you leave a slime trail.

At-Will ☠ Dark, Psychic

Standard Action Melee touch

Target: One creature

Attack: Wisdom + your level vs. Reflex

Hit: 2d8 + Wisdom modifier + twice your level psychic damage.

Effect: You shift 2 squares to any unoccupied square adjacent to the target.

ECTOPLASMIC NOVICE

PHASE OUT

You shift your atoms out of sync, which allows you to pass through solid objects.

Encounter ☠ Dark

Minor Action Personal

Effect: Until the end of your next turn, you ignore difficult terrain, you can move through enemies' squares, and you can move through blocking terrain. You must still end your movement in an unoccupied square.

ECTOPLASMIC UTILITY

SCATTERED ESSENCE

An enemy's attack disrupts your concentration, causing realities to momentarily collapse.

Encounter ☠ Dark, Psychic

Immediate Reaction Close burst 3

Trigger: An enemy bloodies you

Target: Each creature in burst

Attack: Wisdom + your level vs. Fortitude

Hit: 3d6 + Wisdom modifier + your level psychic damage, and the target is dazed until the end of your next turn.

Effect: You shift 3 squares to any unoccupied square in the burst.

ECTOPLASMIC EXPERT

ENTROPIC

THE UNIVERSE'S END SEETHES IN THE DARKNESS BETWEEN THE STARS, UNDOING CREATION'S WORK AND REDUCING MATTER TO ITS FUNDAMENTAL PARTICLES.

You are connected to this entropic nature and can wield its power to effect decay and disintegration in the world. It sounds great, but really you just make big things into smaller things, orderly things into disorderly things, and living things into dead things.

Appearance: You look like you're sprinting to the grave. Aside from your pallid appearance and your spare frame, you also have a hard time keeping your things nice. Your clothing frays and fades, and your equipment becomes pitted and dull. It's worse when you're spending time in pleasant places: Grass dies, trees drop leaves, and everything becomes gray and dead.

ENTROPIC TRAITS

Mutant Type: Charisma; Dark; +2 to dark overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Science checks.

Unordered Luck (Level 1): Gain a +1 bonus to AC and Reflex.

Disordered (Level 1): Gain resist 15 necrotic. In addition, whenever you regain hit points, you take a -2 penalty to all defenses until the end of your next turn.

Entropic Critical (Level 2 or 6): When you score a critical hit, the target also takes ongoing 10 necrotic damage (save ends).

ENTROPIC POWERS

DISRUPTING TOUCH

ENTROPIC NOVICE

You evaporate your enemy with a touch.

At-Will ☠️ **Dark, Necrotic**

Standard Action

Melee touch

Target: One creature

Attack: Charisma + your level vs. Fortitude

Hit: 2d8 + Charisma modifier + twice your level necrotic damage, and your attacks deal 5 extra necrotic damage to the target until the end of your next turn.

HOLE IN THE WORLD

ENTROPIC UTILITY

You become living entropy and cause all things in your presence to decay.

Encounter ☠️ **Dark, Zone**

Minor Action

Personal

Effect: Until the end of your next turn, while any creature is within 3 squares of you, it takes a -2 penalty to attack rolls and grants combat advantage.

CREATION UNDONE

ENTROPIC EXPERT

You release an entropic pulse that sends your foes' electrons packing.

Encounter ☠️ **Dark, Necrotic**

Standard Action

Close blast 5

Target: Each creature in blast

Attack: Charisma + your level vs. Fortitude

Hit: 2d10 + Charisma modifier + your level necrotic damage. If the target is bloodied by this attack, it takes 10 extra necrotic damage.