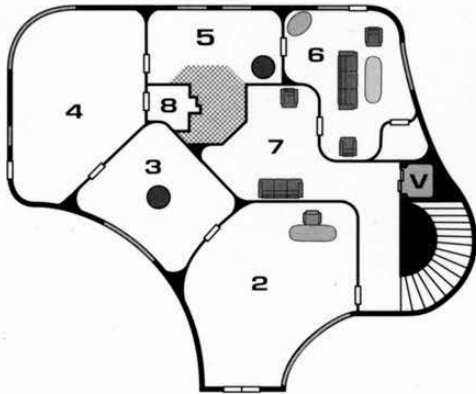


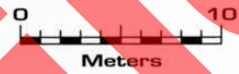
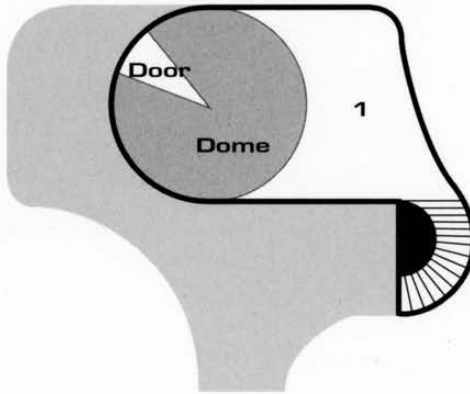
SAGOW ENSTOOT

Observatory

Ground Floor

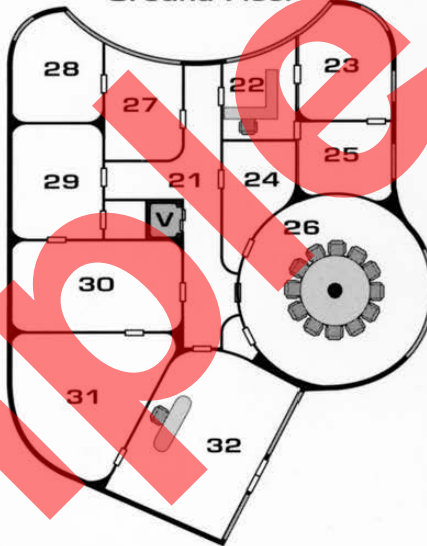


Second Floor

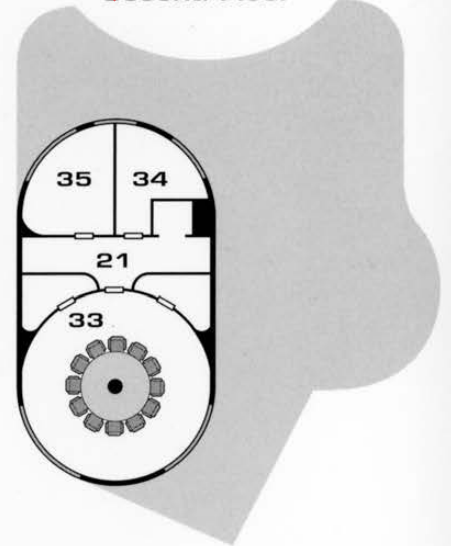


Administration Building

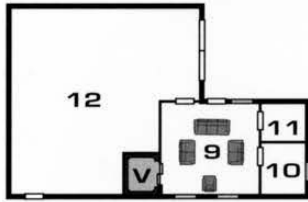
Ground Floor



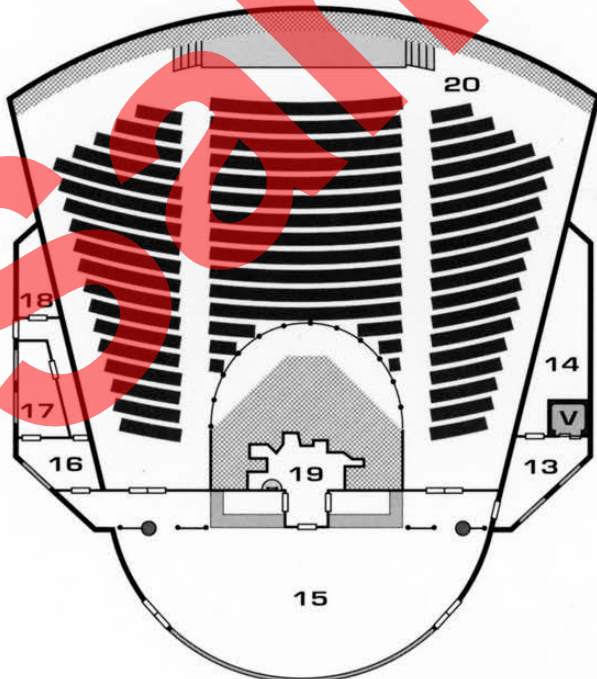
Second Floor



Buildings & Grounds Facility



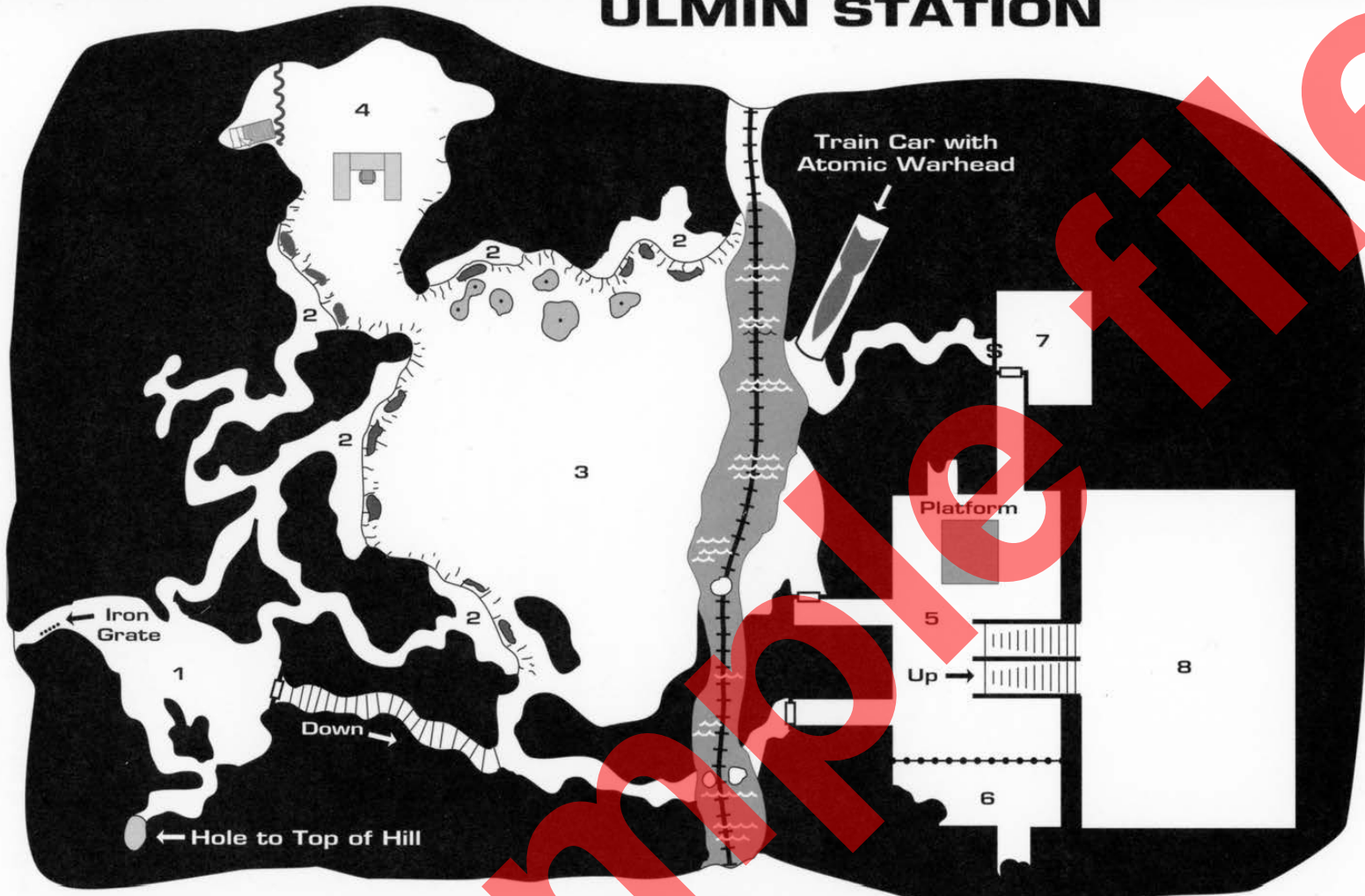
Lecture Hall



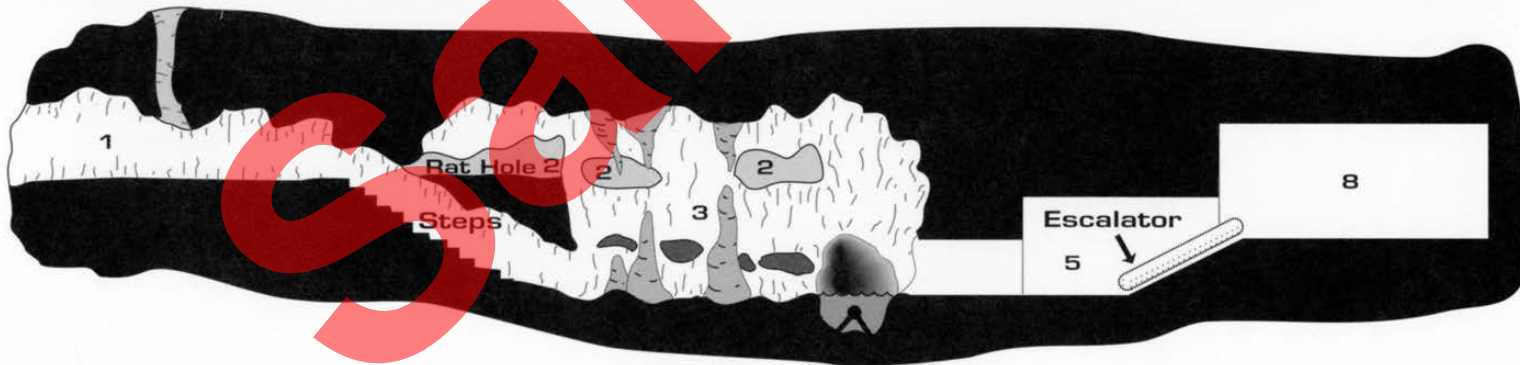
Key

- Ladder
- Velvet Ropes
- Supports
- Holowindow
- Door
- Vaters
- Machinery
- Chair
- Podium
- Tables

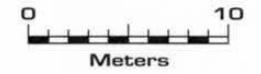
ULMIN STATION



MAP VIEW



PROFILE VIEW



Key	
	Stalagmite
	Monorail
	Stairs
	Bars
	Secret Door
	Door
	Curtain
	Table
	Chair
	Bed

Secreted away in his hideout, the Mutant Master makes his plans. "Fellow New Men!" he cries out to the crowd before him. A roar of approval rises before he can continue. "We have bided our time, waiting for the opportunity to move forward into a new and glorious day. We have tolerated the scorn and derision of lesser races, knowing that one day, we would reign supreme!" Another roar engulfs the Mutant Master. He raises his arms for silence, his blue skin glistening in the sun. "Today, we begin the conquest of the world!" The cheer is deafening as the New Men surge forward, ready to show their loyalty for the Mutant Master, eager to do his bidding. The world doesn't know how much trouble it is in...



Mutants! Today, we will rule the world or destroy it!

▼ Characters encounter altered ones and living metal while searching the hostile wilderness for hidden secrets of the ancients!

▼ They try to penetrate the blue man's renegade Iron Society enclave to uncover the mystery of the Yorkum Turkel!

▼ This adventure for the new 4th Edition GAMMA WORLD® game is designed for three to six characters of 1st to 3rd level.

▼ Mutant Master is an excellent tool for beginning a new GAMMA WORLD campaign, either based in Ascension in Gamma Terra, or adapted into a GM's personally designed world.

▼ It is recommended that the character group have at least one Altered Human.

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ISBN 1-56076-411-2

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**GAME
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Mutant Master

By Bruce Nesmith

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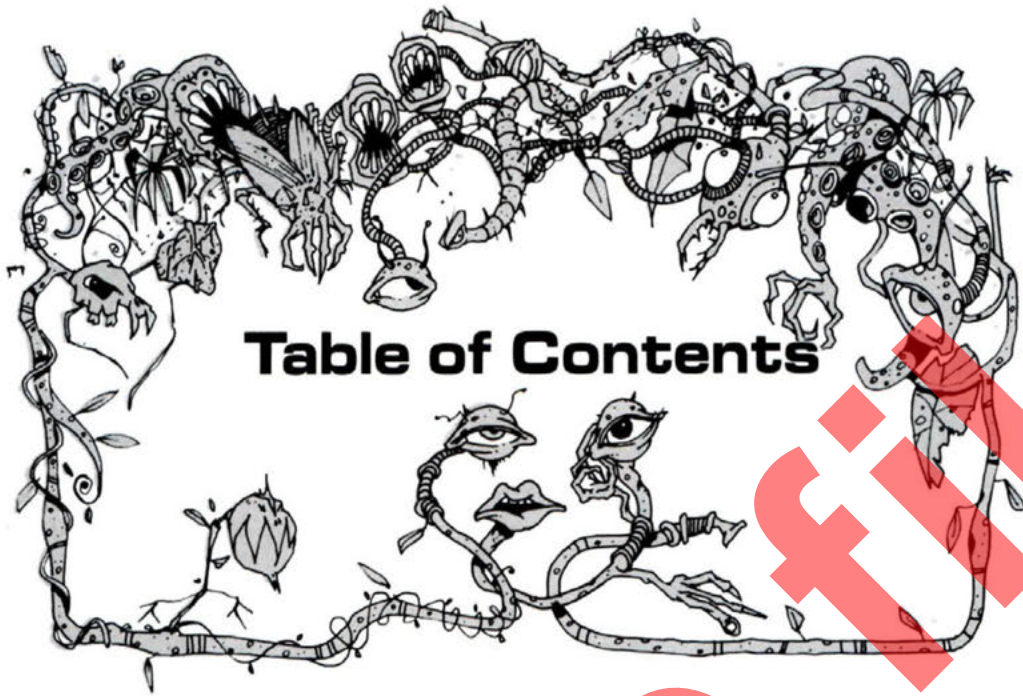
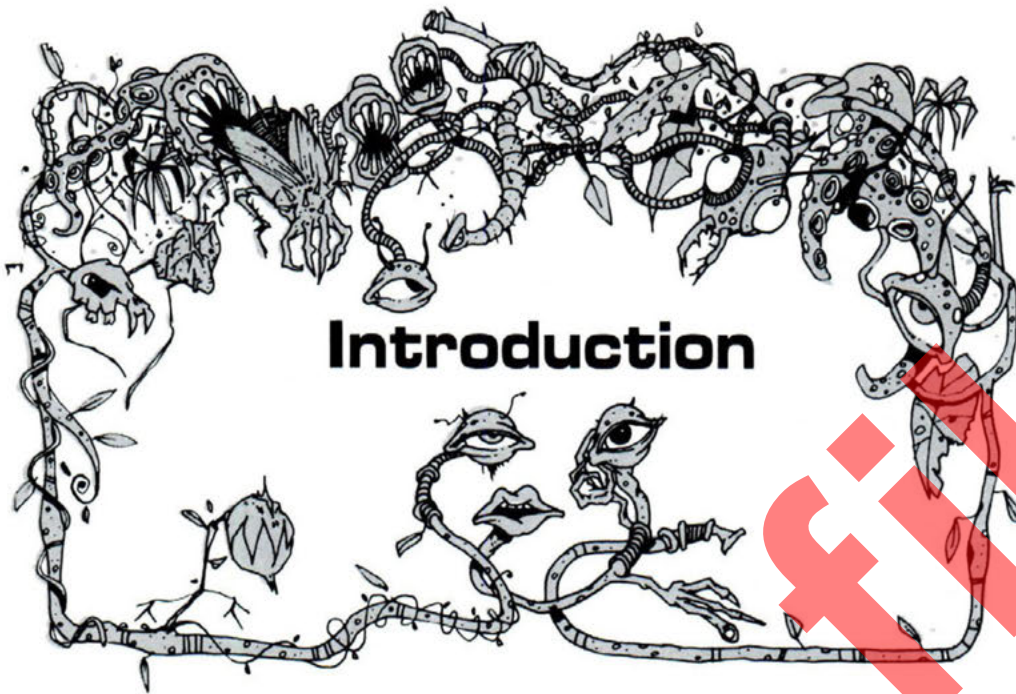


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Introduction

Secreted away in his underground hideaway, the Mutant Master makes his plots. Soon the Iron Society will be under his complete domination. The world doesn't know how much trouble it is in. . . .

This adventure is designed for three to six characters between 1st and 3rd level. It is recommended, although not strictly necessary, that there be at least one altered human in the group. *Mutant Master* is specifically designed to be one of the first adventures of a GAMMA WORLD® campaign.

Be sure to browse through this entire adventure before playing any of it. Each chapter should be read in depth just prior to playing it. Each chapter is complete and can be played without reading the others. However, a full understanding of the entire adventure is always useful when mediating unforeseen situations. Anyone wanting to play in this adventure, rather than be the Game Master, should stop reading now.

Creatures encountered in this adventure are summarized using the same abbreviations as those found in the campaign section of the *Rule Book*. Spaces have been left for the Game Master to record lost hit points or make notes about the current status of the encounter, if necessary. Feel free to write in this book. If the adventure is going to be played more than once, use a pencil and press lightly so that it can be erased.

Plot Summary

The player characters begin in the city of Ascension. There, they are hired by the Restorationist Justinian to investigate the disappearance of Daradall, a Restorationist agent.

The characters travel to Sagow Enstoot (Saginaw Institute). On the way, they have a few encounters, most notably with Artemus. Artemus is a member of the Brotherhood of Thought, and he follows their pacifistic creed. Artemus is an extremely powerful devolver, able to strip a sentient of his mutations. They might go looking for Artemus, later, to complete this adventure.

Once inside Sagow Enstoot, the characters discover a mad computer running the old astrophysics museum. Eventually, they escape with information about the fate of Daradall. The computer destroys the Institute with a nuclear meltdown.

The characters will probably report back to Justinian. Their tale of Daradall involves a mysterious mutant known only as the Blue Man. Daradall has given this man the secret of using the Yurkum Torkel (atomic warhead). Justinian recognizes him as the Mutant Master, a dangerous leader of the Iron Society. The Mutant Master can command a sentient's loyalty with a simple touch. Justinian asks them to steal or destroy the bomb.

The characters travel to Ulmin, a secret Iron



Society base in the hills north of Jainus. There they have a climactic encounter that either triggers the atomic warhead or strips the Mutant Master of his deadly power.

Terminology

One of the subtle problems of running a GAMMA WORLD® adventure is the terminology. The mystery and wonder of an encounter can sometimes be lost on the players if they are able to immediately understand the terms. For example, if the players hear the term “computer,” they know immediately what to expect. However, the characters that they are role-playing would not. Even with expert role-players, it is tough for them to pretend that they don’t know something when they clearly do understand.

To address this problem, nonsense words have been sprinkled throughout the descriptions given to the characters. These words are one-for-one replacements of words that the characters would not understand, but that the players most certainly would. For example, Sagow Enstoot replaces Saginaw Institute. The real words appear in parentheses for the benefit of the Game Master. Below is a complete list of replacement words used throughout this adventure.

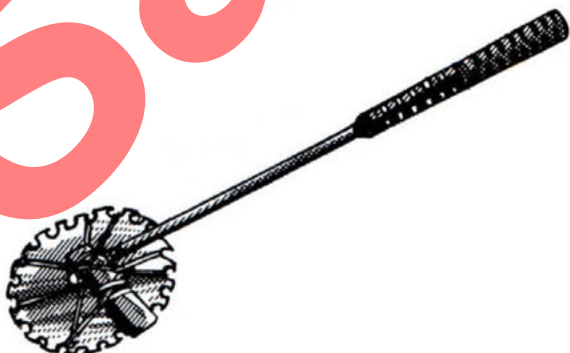
By using these nonsense words, the players have to muddle through the descriptions as if they were there, and they will not be forced to pretend that they don’t know something. Assume that these words are the actual terms used

by the beings in the adventure environment. The first time the characters run into this phenomenon, explain to the players exactly what is happening and why.

The players will most likely try to see past these nonsense words. Don’t worry if they figure out what some of them really mean. After all, one of the enjoyments of the game for the players is knowing something that their character cannot. The replacement terms are there to prevent them from knowing everything that their characters don’t.

Replacement Terms

<u>Real Word</u>	<u>Replacement</u>
Astronaut	Panavool
Astronomy	Pantarkus
Astrophysics	Panchilate
Atomic	Yurkum
Elevator	Vater
E-mail	Afrac
Gravity	Hatwick
Interstellar	Dikdartak
Jupiter	Jakilite
Laser	Mundil
Magnetoscope	Ristorast
Mars	Earlum
Mercury	Dekud
Motor	Arbuck
Observatory	Sakrisit
Physics	Chilate
Planet	Gorlab
Refracting	Mendelating
Rocket	Tooka
Science	Fleeg
Scientist	Fleegum
Solar system	Mycray vaxus
Takeoff	Marduck
Uranium	Vugrinall
Warhead	Torkel
Worlds	Arduva



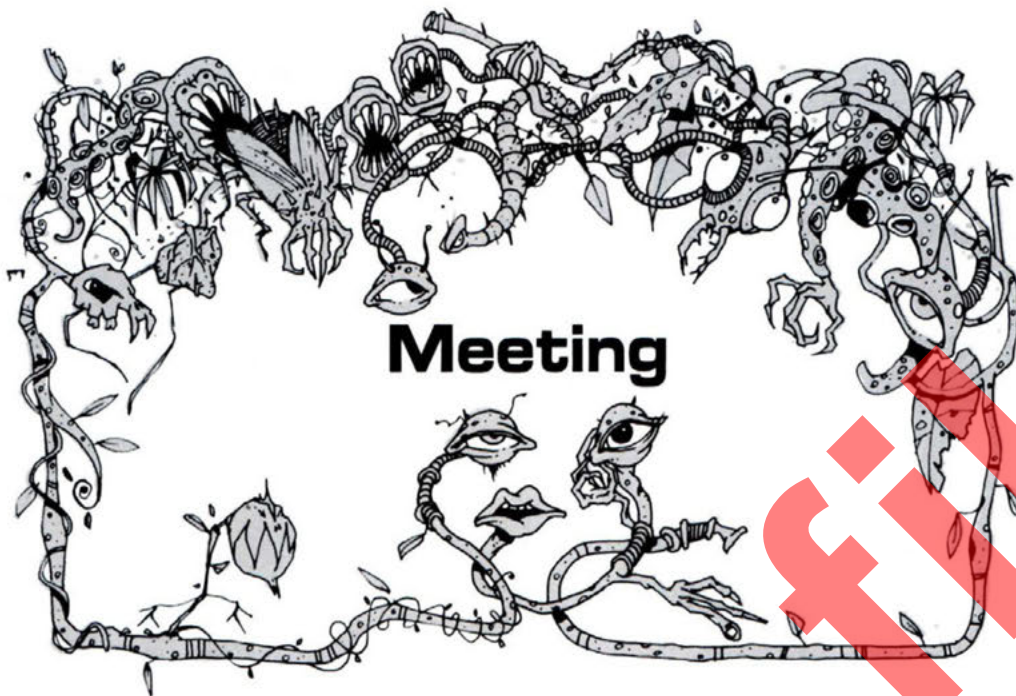


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This adventure begins in the city of Ascension. If the players are starting new characters, just have them start there. If *Mutant Master* is going to be merged into an existing campaign, the Game Master will need to motivate the characters to go to Ascension. For example, a family member of one character dies in Ascension, forcing the character to travel there for the funeral. Perhaps the characters are told that a merchant in Ascension is paying a lot of money to hire adventurers. When they get there, the merchant is gone, but the Restorationists approach them. Any means, fair or foul, can be used to get them to the city.

Once in Ascension, they find out that the Restorationists want to hire adventurers. Let the players determine the method of discovery themselves. If they search out rumors, then this is one that pops up. If they frequent taverns, have a Restorationist agent make the rounds, looking for adventurers. If they pass by Aspiration Hall (the Restorationists' compound), there is a public notice prominently displayed, advertising for adventurers. Their contact with the Restorationists, regardless of where it happens, is Justinian, an altered human.

Justinian: AH; NCC; AC 10; MD 11; HP 45; THAC 0; #AT 1; Dmg 1d6; Hth 10; Spd 12; Per 10; St 0; RU 1; UA 1; RR 8
PS 12; DX 8; CN 12; MS 14; IN 14; CH 8; SN 9

Mutations: Transfusion (13); immunity to electricity; duality; force field generation (13); empathy (14)

Role-playing Notes:

Justinian is a painfully honest man. He does not believe in lying; even friendly white lies are unacceptable to him. He never cheats, steals, or breaks any rule, law, or code. He fully expects everyone else to follow these same rules. The Game Master may have to keep the characters from killing him out of frustration.

Once the introductions and the formalities are over, Justinian asks the characters if they want to earn some money by working for the Restorationists. If they show interest, he asks them to meet him at Aspiration Hall at sundown. He refuses to comment on the nature of the task or the money to be made from it. If the characters seem to be put off, he will say that the pay is more than reasonable. When they go to Aspiration Hall at the appointed hour, read the following boxed copy.