

# The Ray-Gun Revolution

## A D&D Gamma World Scenario

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### INTRODUCTION

This is the writeup of an adventure I ran January 8, 2011, at Amazing Discoveries in Tucson, Arizona, as the culmination of a string of sessions that dropped hints about the campaign's first boss villain, "Ray-Gun."

**Scenario Parameters:** This adventure is designed for a group of four player characters with an average level of 4, and uses maps and monsters from *Famine in Far-Go*. The encounters give details on how to scale the adventure for more or fewer players. "The Ray-Gun Revolution" is probably too hard for characters below second level and may not be suitably challenging for a party above sixth level. Characters who survive will gain about 750 XP.

**Background:** They saved Reagan's brain! On computer tapes, that is, and those were found decades later by an unknown Cryptic Alliance and used to program a number of mostly defective robot duplicates. These Robot Ronald Reagans then dispersed throughout the remains the United States, equipped with artificially created Jelly Bean Golems and vat-produced, self-duplicating clones of Nancy Reagan.

One such squad of Neo-Reaganites found its way to the Boneyard, a bizarre and dangerous graveyard for Ancient flying machines south of Two Suns, and started consolidating its power by scavenging technology and recruiting soldiers! Will our heroes put a stop to this crazed robot's nefarious plans before Robot Ronald Reagan nukes the world to oblivion? (Actually, that could be an improvement.)

**Further adventures:** Who exactly is creating these robots? What are the eventual goals of this mysterious new Cryptic Alliance? Could the real Ronald Reagan – not a robot duplicate – still be out there somewhere?

### ADVENTURE HOOKS

If your players are near Two Suns, you can contrive any number of reasons for them to explore the Boneyard – it's a source of spare parts for many local scavengers, although the many dangerous creatures that live there make it a little more complicated than a simple run down to the hardware store.

Alternately, the group could be hired specifically to find out more about this new "Warlord Ronnie" and, if needed, take him out. The mayor of Two Suns might propose this (paying the characters with several rolls each on the Ancient Junk tables, plus ammo recharges), or they could be contacted by a major or minor Cryptic Alliance to do the deed.

Or if you just happen to have a giant Reagan-hating mutant hippie character among your players (as I did), the hooks just write themselves.

### ANCIENT JUNK TABLE



As suggested by Craig A. Campbell in [Hometown, Gamma Terra](#), Ancient junk tables can be customized for specific locations. For any ancient junk found in this adventure, roll 1d8. On a roll of 1-3, use the Ancient Junk table on page 81 of the *D&D Gamma World* rulebook. On a roll of 4-6, use the Ancient Junk table on page 28 of *Famine in Far-Go*. On a roll of 7 or 8, use the following Ancient Junk table:

d10	Ancient Junk
1	"Top Hits of the 80s" music cassette tape
2	Mondale/Ferraro '84 campaign button
3	Electronic "Simon" game (no batteries)
4	Rubik's cube, scrambled
5	"Just Say No" bumper sticker
6	Black KISS T-shirt
7	Michael Jackson poster, pristine condition
8	Betamax tape of "Back to the Future"
9	Atari 2600 console game (no cartridges)
10	1d4 Star Wars action figures (from Episodes 4 and 5 only)

# Encounter 1: The Watchdogs of Democracy

## Encounter Level 5 (800 XP)

### SETUP

The players are exploring a ruined roadway when they're approached by dog people in fatigues.

**4 Ark Warhounds (W)**, *Famine in Far-Go*, page 53

**1 Ark Hand-Taker (H)**, *Famine in Far-Go*, page 52

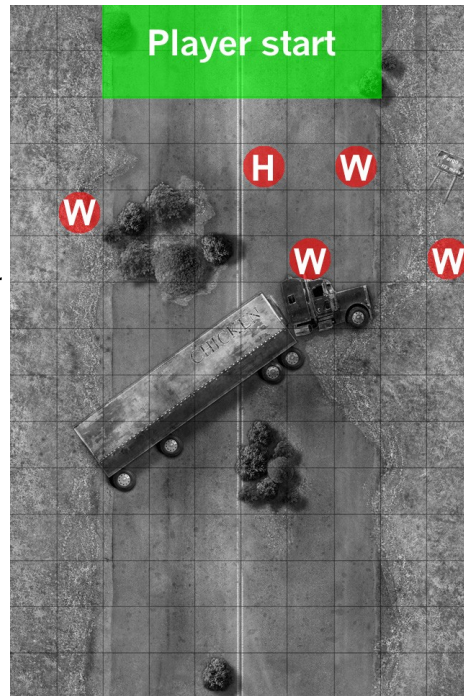
**When the arks approach the characters, read or paraphrase:**

*From behind a ruined flying machine step out a pack of dog-like humanoids. All but one of them are over seven feet tall, with broad shoulders and cruel fangs. Heavy iron chains are attached to metal collars on their necks, but they hold the other ends of the chains in their hands (paws?), twirling them like weapons.*

*The leader of the pack seems to be a smaller dog person, about four feet tall with short arms and legs, but a barrel chest and a thick neck. All wear military-style green fatigues, and the short one has a patch that reads "Sgt Corgi"; on a belt around his waist are several mummified human hands (and one tentacle).*

*The sarge steps up and barks, "You intruders are not welcome here! We order you to leave in the name of the Great Communicator!"*

If the players do not retreat, the arks attack. If the players do retreat, the arks mock them relentlessly before letting them go. Or they might just attack for the heck of it anyway.



### TACTICS

The arks will gang up on one target at a time whenever possible, isolating it by using the warhounds' *bring 'em down* power and ability to slide targets hit by their chains to surround an opponent. When the opponent is immobilized or slowed, the hand-taker will use his axe to good effect.

If the hand-taker is killed, an Interaction check can be used by the players to force one or more bloodied warhounds to surrender and provide information. The DC of such a check is 15 if there's only one ark left alive, 19 if more are still up.

### FEATURES OF THE AREA

**Plane:** The truck in the middle of the map isn't actually a truck. No! It's a decaying airplane, its wings slumped down and permanently unable to be driven. For some reason it looks like a truck, but fortunately you and your players can use your imaginations, right? It's blocking terrain and is 10 feet high; it can be climbed with a DC 13 Athletics check.

**Plants:** The plants, on the other hand, actually are plants. Surprise! They're difficult terrain and they provide partial concealment to creatures behind or within them.

### SCALING THE ENCOUNTER

Adjust the encounter as follows for varying numbers of characters:

**Two players:** Remove one ark warhound and the ark hand-taker (450 XP total).

**Three players:** Remove one ark warhound (650 XP total).

**Five players:** Add an additional ark warhound (950 XP total).

**Six players:** Add an additional ark warhound and another ark hand-taker (1150 XP total).

### DEVELOPMENT

Any captured ark responds quickly to interrogation, saying that they were recruited for "Ron's" army. They don't know who exactly Ron is, except that he has a reassuring voice; they've not seen their boss but have dealt with his underling, Bonzo, a fiery chimpanzee.

**Reward:** The arks have several items they confiscated from other explorers in the Boneyard. Each player draws one Omega Tech card from his or her deck. Also, Sergeant Corgi has a map that shows directions to "Arf One," Ron's base deeper into the Boneyard.

# Encounter 2: This Place is Bugged

## Encounter Level 6 (950 XP)

### SETUP

The players make their way to the compound that serves as Robot Ronald Reagan's base. It's built from old airplane fuselages, including an Ancient VC-118A Liftmaster. The robot has hired a few klickies to guard the front door, which is under a metal-walled lean-to formed by an airplane wing.

**2 German Klickies (G)**, *Famine in Far-Go*, page 69

**1 Death's-Head Klicky (D)**, *Famine in Far-Go*, page 69

**When the characters approach the opening of the lean-to, read or paraphrase:**

*As you approach the complex, you see there are guards inside: two smaller cockroach-like beings, and a huge, fat one wearing a very stretched black T-shirt on its beetle-like chest. One of the smaller bugs is twisting dials at random, on a platform five feet off the ground, while another is cooling himself in the breeze of a giant jury-rigged fan. The big one, leaning against a column, seems to glow with green radioactive energy.*

*Looking toward you, the smaller cockroach by the fan points accusingly with two of his four arms. "Halt! Who goes there?" he demands in an accusatory, German-accented voice. "Vhat ...is the passvord?!"*

There isn't really a password; the klicky is just messing with them. Really, they're under orders to try to kill anyone who tries to enter without permission. Assuming the players do that (and which players wouldn't?), a fight will ensue!

### TACTICS

The smaller German klickies will scurry up the walls and then try to drop beside the players, flanking with the large death's-head klicky if possible. They're immune to the death's-head's radioactive glow and so they don't worry about getting too close to it, even when it's bloodied.

The death's-head klicky isn't very bright, so it'll just try to eat whoever it is fighting. Om nom nom! The German klickies shout orders at it, but for the most part it ignores their commands.

### FEATURES OF THE AREA

**Illumination:** The room is brightly lit by artificial lighting panels.

**Ceiling:** The ceiling is 15 feet overhead.

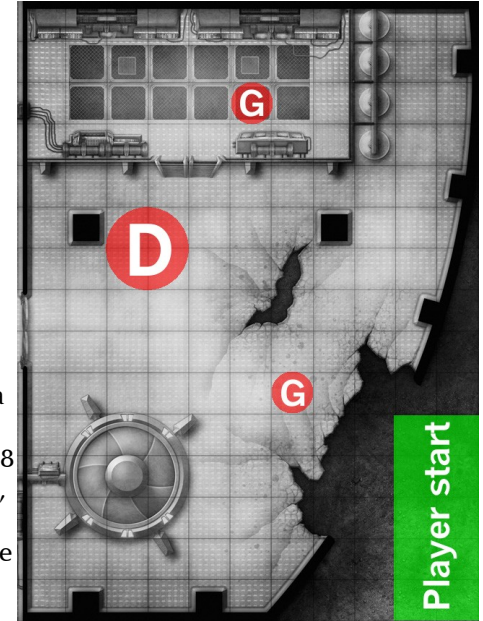
**Air Traffic Control Consoles:** The raised platform was salvaged from an airport control tower, and has radar displays and a bunch of switches. Unfortunately, nobody here knows how to operate it – everyone who did got fired in a fit of pique by Robot Ronald Reagan last week. With a DC 18 Science check (standard action, must be adjacent), a character can discern the general purpose of the consoles. There doesn't seem to be any air traffic around the area right now. The platform is 5 feet high and the sides can be scaled with a DC 14 Athletics check, if someone doesn't wish to use the ladders.

**Cloning Tanks:** Four empty tanks beside the platform contain nothing except a strange green goo. A DC 22 Science check (standard action, must be adjacent) can identify the general purpose of the tanks. Breaking a tank open requires 25 points of damage, causing the goo to spread out in a close burst one zone around the broken tank that lasts until the end of the encounter. The zone is difficult terrain and characters ending their turn within it are slowed (save ends). Consuming the goo gives the following effect:

*Effect:* Whenever you start your turn and have at least 1 hit point, you regain 5 hit points (save ends).

*Aftereffect:* You gain ongoing 10 poison damage (save ends).

**Propeller:** Part of an old bomber, this propeller is used primarily as a fan to keep the room cool in the blistering heat of the Two Suns summer. Creatures who are pushed into the prop can make a saving throw before entering one of its squares, and if successful, fall prone instead. Otherwise, a creature entering one of the prop's squares takes 2d6+10 physical damage, is slid 1d4 squares in a clockwise direction and then is



pushed 1d4 squares away from the center of the prop. 50 points of damage, or a DC 18 Mechanics check (standard action, must be adjacent), will deactivate the propeller.

**Hole in the Floor** (*challenging terrain*): The hole in the floor requires a DC 14 Acrobatics or Athletics check from any character entering one of its squares. Any creature with a climb speed (such as the klickies) doesn't need to make this check. On a failed check, the creature drops down 20 feet into a narrow crevice and takes 2d10 physical damage. A DC 18 Athletics check (part of a move action) is required to climb out of the hole.

## SCALING THE ENCOUNTER

Adjust the encounter as follows for varying numbers of characters:

**Two players:** Remove the death's-head klicky (500 XP total).

**Three players:** Remove one German klicky (700 XP total).

**Five players:** Add an additional German klicky (1200 XP total).

**Six players:** Add an additional German klicky and a death's-head klicky (1450 XP total).

## DEVELOPMENT

The door on the wall is electronically sealed and can be opened by a DC 18 Mechanics or Science check (standard action, must be adjacent).

If subdued or intimidated (Interaction DC 18 for the German klickies, DC 22 for the death's-head klicky), the klickies will say that they were hired to guard the door and they don't really know what's going on in there with that big robot and the glowing machine and all the hoo-mon fleshies who look alike. Also, the Germans will claim they were "just following orders!" repeatedly.

**Reward:** Each player draws one Omega Tech card from his or her deck. Also, they find enough ammo for two characters in an ammunition locker, and the party rolls 1d6 times on the Ancient Junk table.

# Encounter 3: Mourning in America

## Encounter Level 7 (1177 XP)

### SETUP

Having heard the commotion in the room outside, Robot Ronald Reagan and his cronies are ready for the players.

**Robot Ronald Reagan** (R), see below

**Bonzo, mutant chimpanzee** (B), see below

**2 Jelly Bean Golems** (J), see below

**4 Cloned Nancy Reagans** (N), see below

**When the players enter the room, read or paraphrase:**

*The center of this room is dominated by a huge glowing machine of some kind, pulsating with blue radiation. To the south, a control room with thick windows looks out toward the reactor, while to the north a catwalk surrounds the top of three large tanks.*

*A chimpanzee dressed in bedclothes, wrapped in a wreath of flames, stands atop the catwalk, yowling as you enter. Two roughly humanoid shapes composed of tiny blue, red, and white candies coalesce on either side of you. Near the reactor stands a giant robot, over 9 feet tall and shaped like a bulky version of a B-actor. A number of identical, older women in red dresses and carrying handbags are scattered through the room – fiddling with dials on control panels, looking lovingly at the robot, or consulting astrological charts.*

*"My fellow Americans," drawls the robot in a rich, oddly soothing mechanical baritone, looking right at you. "I am pleased to tell you I just signed legislation which outlaws you forever. The bombing begins in five minutes. Hmmmm...why wait? It begins now!" Flaps open on the robot's shoulders and tiny missiles with a nuclear symbol pop out, as the robot's hands morph into ray guns.*

### TACTICS

Robot Ronald Reagan will attempt to use his *nuclear arsenal* whenever he can, although he will make sure he doesn't include the nuclear reactor in his attacks. When *nuclear arsenal* isn't recharged, he'll use his ray guns, two-gun cowboy style, to drive the intruders back.

The jelly bean golems are rather unintelligent and will simply try to attack the players, moving when it's possible to get combat advantage. They will avoid catching their allies within the areas of their *taste the rainbow* powers,

and will stay away from the flaming chimp.

Bonzo will remain within 5 squares of Robot Ronald Reagan so he can use his *noble beast* power. He will *fling flaming poo* for the first round, and then use his climbing ability to scamper along the ceilings and walls, dropping down among the players to catch as many as he can within his *flame aura*.

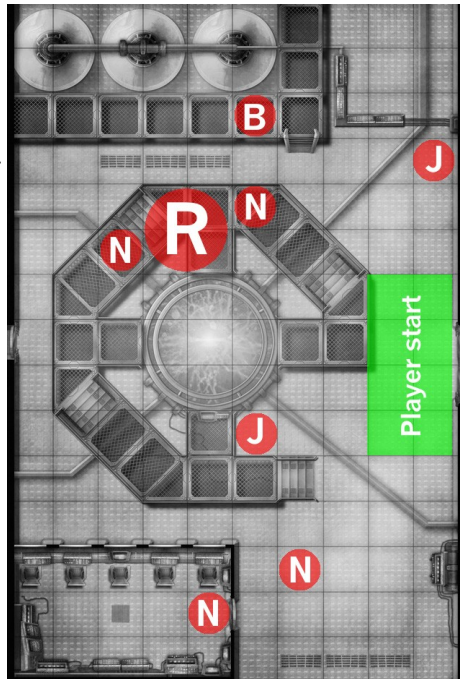
At least one cloned Nancy Reagans will remain by Robot Ronald Reagan to use her *just say no* power to defend him from attacks that barely hit him, while the others will converge on the players, trying to force them toward the monkey or set them up for the golems. They'll avoid ending their turns beside Bonzo, however.

## FEATURES OF THE AREA

**Lighting:** The glow of the nuclear reactor, plus other lights in the room, provides normal illumination.

**Ceiling:** The ceiling is 30 feet high. The walls and ceiling have a number of tubes along them, and can be climbed with a DC 19 Athletics check.

**Nuclear reactor:** Robot Ronald Reagan uses this to power his complex and to create the material he needs for a nuclear bomb. It can be attacked (AC 10, Reflex 10, Fortitude 10, 100 hit points), and if destroyed, it explodes in a close blast 50 that does 4d12+24 radiation, force, and fire damage plus ongoing 25 radiation damage (save ends).



If the reactor is bloodied, it does 10 radiation damage to any creature starting its turn within 2 squares of the reactor. A DC 15 Science check determines the general purpose of the reactor. It can be shut down with a DC 19 Science check (standard action, must be adjacent or in the control room) which powers down the lights in this room, or made to overload with a complexity 3 skill challenge (8 successes before 3 failures) that makes it explode as above, at a specified time within the next 5 minutes. A failed skill challenge detonates the reactor immediately if there are at least 4 successes and shuts it down otherwise.

**Platform around the reactor:** The platform goes up 5 feet and then is relatively flat across. Characters knocked off the platform don't take any falling damage but must make a DC 15 Acrobatics check or fall prone. A DC 15 Athletics check lets someone jump or climb onto the platform.

**Coolant tanks:** Each of these tanks can be attacked (AC 10, Reflex 10, Fortitude 10, 50 hit points); if all three are bloodied or destroyed, the reactor will explode in 1d4 rounds on initiative count 0. A DC 15 Science check determines the general purpose of the coolant tanks.

**Catwalk:** The catwalk beside the coolant tanks is 15 feet up and can be climbed to with a DC 19 Athletics check, or a DC 15 at the ladder.

**Control room:** The control room can also be used to shut down or overload the reactor. Plus it has comfy chairs. (I made you read "comfy chairs.") A DC 15 Science check will determine the general purpose of the control room panels.

## SCALING THE ENCOUNTER

Adjust the encounter as follows for varying numbers of characters:

**Two players:** Remove both jelly bean golems and two cloned Nancy Reagans (751 XP). Give the players a free surprise round. (751 XP total).

**Three players:** Remove one jelly bean golem (1002 XP total).

**Five players:** Add an additional jelly bean golem and two more cloned Nancy Reagans (1466 XP total).

**Six players:** Add an additional jelly bean golems, another mutant chimpanzee (Bonzo II) and four more cloned Nancy Reagans (1717 XP total).

## DEVELOPMENT

When defeated, Robot Ronald Reagan will use his *mutual assured destruction* power to avenge himself against whoever took him out; he won't try to detonate the reactor unless the GM is very, very mean. Oh, wait, right – this is Gamma World. Carry on, if you want.

**Reward:** Each player draws one Omega Tech card from his or her deck. Also, the party rolls 1d6+4 times on the Ancient Junk table, and finds many jars of jellybeans.

## New Monsters

### Robot Ronald Reagan Level 6 Elite Controller (Leader)

Large terrestrial animate (robot, Republican) XP 500

HP 146; **Bloodied** 73 Initiative +4

AC 20; **Fortitude** 18; **Reflex** 17; **Will** 18 Perception +10

Speed 6, fly 4

**Immune** poison; **Resist** 10 radiation, 5 electricity

**Saving Throws** +2

#### Standard Actions

##### ⬇️ Robo-Tentacles (physical) • At-Will

*Attack:* Melee 2 (one creature); +11 vs. AC

*Hit:* 1d10 + 6 physical damage and the target is restrained until the end of Robot Ronald Reagan's next turn, or until it is no longer within 2 squares of Robot Ronald Reagan.

##### ⚡️ Ronnie's Raygun (force) • At-Will

*Attack:* Ranged 20 (One creature); +11 vs. AC

*Hit:* 1d8 + 7 force damage, and the target is pushed one square.

##### 👉 Double Tap (force) • At-Will

*Effect:* Robot Ronald Reagan makes two *Ronnie's Raygun* attacks, against the same or different targets.

##### ☄️ Nuclear Arsenal (radiation) • Recharge ☄️ ☄️

*Attack:* Area burst 2 within 20 squares (all creatures); +10 vs. Fortitude

*Hit:* 3d8 + 6 radiation damage, and ongoing 10 radiation damage.

#### Minor Actions

##### ⬅️ There You Go Again • Encounter

*Effect:* Close burst 10 (all allies in burst); target can shift up to 3 squares and make a basic attack as a free action.

#### Free Actions

##### Elite Action • Encounter

*Requirements:* It is Robot Ronald Reagan's turn.

*Effect:* Robot Ronald Reagan takes an extra standard action during that turn.

#### Triggered Actions

##### Teflon President • At-Will

*Trigger:* Robot Ronald Reagan is affected by a condition which a save can end.

*Effect (Immediate Interrupt):* Robot Ronald Reagan rolls a saving throw against the effect.

##### Honey, I Forgot to Duck • Encounter

*Trigger:* Robot Ronald Reagan is bloodied for the first time in an encounter.

*Effect (Immediate Interrupt):* *There You Go Again* recharges and Robot Ronald Reagan uses it immediately as a free action.

##### ⬅️ Star Wars Missile Defense System • At-Will

*Trigger:* Robot Ronald Reagan is hit by a ranged or area attack, from an attacker at least 3 squares away.

*Attack (Immediate Interrupt):* Close burst 10 (Triggering attacker); +10 vs. Reflex

*Hit:* The attack misses Robot Ronald Reagan.

##### Mutual Assured Destruction (radiation) • Encounter

*Trigger:* Robot Ronald Reagan is reduced to 0 hit points.

*Effect (No Action):* *Nuclear Arsenal* recharges and Robot Ronald Reagan uses it immediately.

**Skills** Conspiracy +9, Interaction +13

**Str** 20 (+8)

**Dex** 12 (+4)

**Wis** 15 (+5)

**Con** 17 (+6)

**Int** 13 (+4)

**Cha** 20 (+8)

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### Cloned Nancy Reagan

Level 3 Minion

Medium terrestrial humanoid (clone, Republican) XP 38

HP 1; a missed attack never damages a minion

Initiative +1

AC 17; **Fortitude** 14; **Reflex** 15; **Will** 16

Perception +8

Speed 6

**Resist** 10 poison

#### Traits

##### Consulting the Horoscopes

The Cloned Nancy Reagan does not grant combat advantage when surprised and rolls twice for initiative, using the highest result.

#### Standard Actions

##### ⬇️ Handbag (physical) • At-Will

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

*Hit:* 4 physical damage and the Cloned Nancy Reagan slides the target one square.

#### Triggered Actions

##### Stem Cell Research • At-Will

*Trigger:* An attack misses the Cloned Nancy Reagan.

*Effect (Immediate Reaction):* A new Cloned Nancy Reagan appears in an adjacent square. It acts on the same initiative as the original.

##### Just Say No • At-Will

*Trigger:* An attack hits an adjacent ally.

*Effect (Immediate Interrupt):* The ally gains a +1 bonus to all defenses against the triggering attack.

**Skills** Conspiracy +7, Interaction +8

**Str** 8 (+0)

**Dex** 11 (+1)

**Wis** 14 (+3)

**Con** 10 (+1)

**Int** 12 (+2)

**Cha** 15 (+3)

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<b>Bonzo, Mutant Chimpanzee</b>	<b>Level 4 Brute</b>	
Small terrestrial beast (Republican)	XP 175	
<b>HP</b> 65; <b>Bloodied</b> 33	<b>Initiative</b> +3	
<b>AC</b> 16; <b>Fortitude</b> 18; <b>Reflex</b> 14; <b>Will</b> 16	<b>Perception</b> +4	
<b>Speed</b> 7, climb 4	Low-Light Vision	
<b>Traits</b>		
<b>Swift Climber</b>		
Bonzo does not provoke opportunity attacks by climbing.		
○ <b>Flame Aura • Aura</b> 1 (fire)		
Any creature ending its turn adjacent to Bonzo takes 5 fire damage.		
<b>Standard Actions</b>		
⊕ <b>Slam</b> (fire, physical) • <b>At-Will</b>		
<i>Attack:</i> Melee 1 (one creature); +9 vs. AC		
<i>Hit:</i> 2d6 + 3 physical damage, 5 fire damage, and the target grants combat advantage until the end of Bonzo's next turn.		
↓ <b>Monkey Toss</b> (physical) • <b>Recharge</b> Ⓜ		
<i>Attack:</i> Melee 1 (one creature); +7 vs. Reflex		
<i>Hit:</i> 3d10 + 8 physical damage, and Bonzo slides the target 3 squares and knocks it prone.		
✱ <b>Fling Flaming Poo</b> (fire) • <b>Recharge</b> Ⓜ Ⓜ Ⓜ		
<i>Attack:</i> Area burst 1 within 10 squares (enemies in burst); +7 vs. Reflex		
<i>Hit:</i> 1d8 + 2 fire damage and ongoing 5 fire damage (save ends).		
<b>Triggered Actions</b>		
<b>Noble Beast • Encounter</b>		
<i>Trigger:</i> An ally within 5 squares is hit by a critical hit.		
<i>Effect (Immediate Interrupt):</i> Bonzo slides the ally 2 squares and shifts up to 5 squares into the ally's original position. Bonzo then becomes the target of the triggering attack.		
↩ <b>Bedtime for Bonzo</b> (fire) • <b>Encounter</b>		
<i>Trigger:</i> Bonzo falls unconscious or is reduced to 0 hit points.		
<i>Attack (Free):</i> Close burst 1 (all creatures); +5 vs. Reflex		
<i>Hit:</i> 3d8 + 7 fire damage.		
<i>Effect:</i> Bonzo dies.		
<b>Skills</b> Athletics +12, Science +7		
<b>Str</b> 20 (+7)	<b>Dex</b> 13 (+3)	<b>Wis</b> 15 (+4)
<b>Con</b> 15 (+4)	<b>Int</b> 11 (+2)	<b>Cha</b> 12 (+3)

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<b>Jelly Bean Golem</b>	<b>Level 4 Soldier</b>	
Medium terrestrial animate (swarm, Republican)	XP 175	
<b>HP</b> 52; <b>Bloodied</b> 26	<b>Initiative</b> +5	
<b>AC</b> 20; <b>Fortitude</b> 17; <b>Reflex</b> 16; <b>Will</b> 16	<b>Perception</b> +3	
<b>Speed</b> 5	All-Around Vision	
<b>Resist</b> half damage from melee and ranged attacks;		
<b>Vulnerability</b> 10 against close and area attacks		
<b>Traits</b>		
○ <b>Delicious Distraction • Aura</b> 1		
Creatures within the aura suffer a -5 penalty on attacks against any target other than the jelly bean golem.		
<b>All-Around Vision</b>		
The jelly bean golem doesn't grant combat advantage when flanked.		
<b>Standard Actions</b>		
⊕ <b>Slam</b> (physical) • <b>At-Will</b>		
<i>Attack:</i> Melee 1 (one creature); +11 vs. AC		
<i>Hit:</i> 2d8 + 6 physical damage and the target is slowed (save ends).		
<i>First Failed Saving Throw:</i> The target falls prone.		
✱ <b>Taste the Rainbow</b> (physical) • <b>Recharge</b> Ⓜ Ⓜ		
<i>Attack:</i> Area burst 2 within 10 squares (all creatures); +9 vs. Reflex		
<i>Hit:</i> 3d6 + 5 physical damage and the target is knocked prone.		
<i>Effect:</i> The attack creates a zone which lasts until the end of the jelly bean golem's next turn. All squares within the zone are difficult terrain.		
<b>Move Actions</b>		
<b>Swarm Reform • At-Will</b>		
<i>Effect:</i> The jelly bean golem shifts up to its speed, ignoring difficult terrain. It can move through an enemy's square but cannot end its turn there.		
<b>Str</b> 18 (+6)	<b>Dex</b> 13 (+3)	<b>Wis</b> 12 (+3)
<b>Con</b> 12 (+3)	<b>Int</b> 6 (+0)	<b>Cha</b> 8 (+1)

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**Artwork:** [Rubik's Cube by exfordy](#), licensed under [CC BY 2.0](#).

**Download link:** <http://boldpueblo.com/downloads/gammaworld/GW-adventure-rr.pdf>

**Dedication:** To the memory of Dave the Armadillo, R.I.P. He died doing what he loved: Rolling double d20s on a *slashing claws* attack.