

# Gamma Delve A1

## *Scales and Salvage*

### A Level 1 Gamma Delve

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*While exploring the ruins of an Ancient temple of learning, the players discover a dug-out entrance that leads to the basement level beneath a collapsed building.*

An alliance of sleeths and menarls have been working together to loot the university's ruins, and have stumbled upon a remarkable find – a humanoid android, albeit one trapped within the confines of an electrical cage.

This Gamma Delve is designed for 4 characters of level 1, but can be scaled for anywhere between 2 and 6 characters. You can also run the delve for higher level characters, but it may not provide enough of a challenge for characters over level 3. By the end of the adventure, surviving characters will receive approximately 425 XP each, not counting quest experience.

## WHAT'S A GAMMA DELVE?

Gamma Delves are designed to be used for quick, out-of-the-box play with the core D&D Gamma World game. Each delve is written for a specific level, with three encounters of increasing difficulty. These can be used as fast introductions to the game or as a night's diversion from a larger storyline, or an enterprising Game Master can string together a series of Gamma Delves to create a whole campaign.

Each Gamma Delve adventure follows certain additional rules:

1. The delve must use the maps included with the D&D Gamma World game. The order of encounters cannot be the same, or partially the same, as that of the sample adventure "Steading of the Iron King," from chapter 6 of the D&D Gamma World Rulebook
2. The delve must use the monster tokens included with the D&D Gamma World game. (This imposes certain limits on the number and types of monsters; for example, a delve can't have more than 3 dabbers, because there are only 3 dabber tokens.)
3. The delve can't use the same monsters in the same locations as the sample adventure, "Steading of the Iron King,." This means, for example, that badders and porkers can't be used on map 1A, the path to the tower – but yexils or parns or seps could be used.

If you'd like to create and share your own Gamma Delve, please do so! You can post your delves to [the Gamma World forum on the Wizards.com website](#).

## CUSTOMIZING CARD DECKS

**Alpha Mutation cards:** A normal assortment of Alpha cards are appropriate for this adventure. There's no special affinity in the area for biological, dark, or psionic mutations.

**Omega Tech cards:** The Game Master may wish to prepare her or his Omega deck before the adventure by stocking it with Ishtar and Xi tech cards. The items found in this area are predominantly photonic and neurotech.

## ADVENTURE HOOKS

"Scales and Salvage" assumes that the characters are explorers and scavengers who might be enticed by the possibility of Ancient technology, and seek it out in the remains of a ruined research university. If that doesn't work for your group, here are some other possibilities for getting involved in this delve:

**A Good Hiding Place:** The characters are being pursued by something big – perhaps an Eradicator Mk 3 robot on the loose. Let them notice it coming, destroying everything that moves, and allow Science checks (DC 13) to recognize that it's way out of their league to engage. With an easy Perception check (DC 9), a player can spot the dug-out entrance to the archaeological dig, which looks like a safe place to hide until the eradicator leaves. You can even require some Athletics checks (DC 9 or 13) or Stealth checks (DC 13 or 17) from characters trying to make it into the cave before the robot spots them. The eradicator is too big to enter the cave, and will stay in the area for a few hours.

**Hired Help:** An older prospector – Tenk, a friendly but graying badder – actually excavated the entrance but got chased off by the sleeths, injuring his leg in the process. He's willing to reward the players with some of his personal treasures – one roll each on the Ancient Junk table – if only they'll go find out what was in that basement and get revenge on the sleeths. Throw in an extra 100 XP each for completing all three adventures as a minor quest and most players should be ready and willing to go!

**Rumors of Robots:** The research university was known as a center for cybernetic technology before the Big Mistake, and in the decades since has been mostly stripped clean of its robotic treasures. But Jaxxon, a hoop fuel smuggler, getting drunk in the characters' favorite bar, says he knows where someone braver than him can find a previously untouched cache. With a DC 9 Streetwise or Interaction skill check, he'll point the players in the right direction but won't reveal his source. If the Streetwise or Interaction check beats DC 13, he'll mention that he gave a ride on his truck to a pair of menarls. With a DC 17 Streetwise or Interaction check, he'll say that he overheard them talking about meeting with sleeths and freeing a "genie". Jaxxon doesn't believe in genies, but he's glad the menarls were more concerned with making their rendezvous than trying to ambush and eat him. (Each failed Streetwise or Interaction skill check increases by 2 the DC of further attempts to get information from the hoop.)

# Encounter A1-1: Archaeological Dig

## Encounter Level 1 (475 XP)

### SETUP

This encounter uses map 2A from D&D Gamma World.

- 2 **sleeth guardians** (G), page 132, D&D GW Rulebook
- 1 **sleeth mindwarden** (M), page 132, D&D GW Rulebook
- 1 **soul besh guardskeeter** (B), page 133, D&D GW Rulebook

Noticing a series of excavated tunnels leading into the ruins, the players emerge into an uncollapsed basement.

#### When the characters enter the basement, read or paraphrase:

*You pick your way through the cleared tunnels and emerge in a still-intact basement. A string of colorful holiday lights is strung up here around an archaeological dig site where humanoid lizards poke through the rubble. One of them holds a frayed electrical cord like a leash, tied to a snarling, wingless mosquito the size of a bulldog.*



### TACTICS

The sleeth mindwarden is an archaeologist and the guardians are her bodyguards. Xenophobic and paranoid, they will attack any intruders who they fear their ancient treasures will be stolen. The soul besh is a trained attack pet and will be let off leash

to attack the players. The soul besh will attempt to inject venom into any creature immobilized by the mindwarden, while the guardians will attempt to knock enemies prone to prevent them from leaving the mindwarden's aura.

### FEATURES OF THE AREA

**Illumination:** The holiday lights provide bright light within the central room and dim light (all creatures have partial concealment) in the other rooms.

**Ceiling:** The ceiling in the basement is 15 feet high (3 squares), and the tunnels are 10 feet high (2 squares).

**Debris:** These areas of uneven stone are difficult terrain.

**Collapsed corners (statues):** These areas are blocking terrain, and are not really statues of badders but places where the walls have buckled in.

**Dig site:** The cage-like area is actually fenced off with short stakes and is where the sleeth are currently digging. There is no movement penalty for moving through the line of stakes.

**The machine:** This is a large, non-portable generator that has been unearthed by the seer lizards. It is currently providing power for the electric holiday lights. If it takes more than 25 points of damage, it stops working and the room is plunged into darkness (all creatures have total concealment).

### SCALING THE ENCOUNTER

Adjust the encounter as follows for varying numbers of characters:

**Two characters:** Remove one sleeth guardian and the soul besh guardskeeter. (225 XP total).

**Three characters:** Remove one of the sleeth guardians (350 XP total).

**Five characters:** Add an additional soul besh guardskeeter (600 XP total).

**Six characters:** Add an additional sleeth mindwarden and an additional soul besh guardskeeter (700 XP total).

### DEVELOPMENT

**Reward:** Each player draws one Omega Tech card from his or her deck. In addition, the players can loot the string of holiday lights (67 on the Ancient Junk table). The sleeth mindwarden carries a cordless drill (65 on the Ancient Junk table). The machine can't be moved but a Mechanics skill (DC 13) allows for the removal of an interface cable (58 on the Ancient Junk table), and a DC 17 Mechanics check yields a 15-inch computer monitor (11 on the Ancient Junk table). With a successful DC 17 Science check, a character inspecting the dig site can roll twice on the Ancient Junk table.

The stairs up are clogged by the pancaked building above and are impassible. The exit-way nearest the stairs is the only passageway that doesn't come to an immediate dead end; it leads to Encounter A1-2.

# Encounter A1-2: Base Camp

## Encounter Level 2 (550 XP)

### SETUP

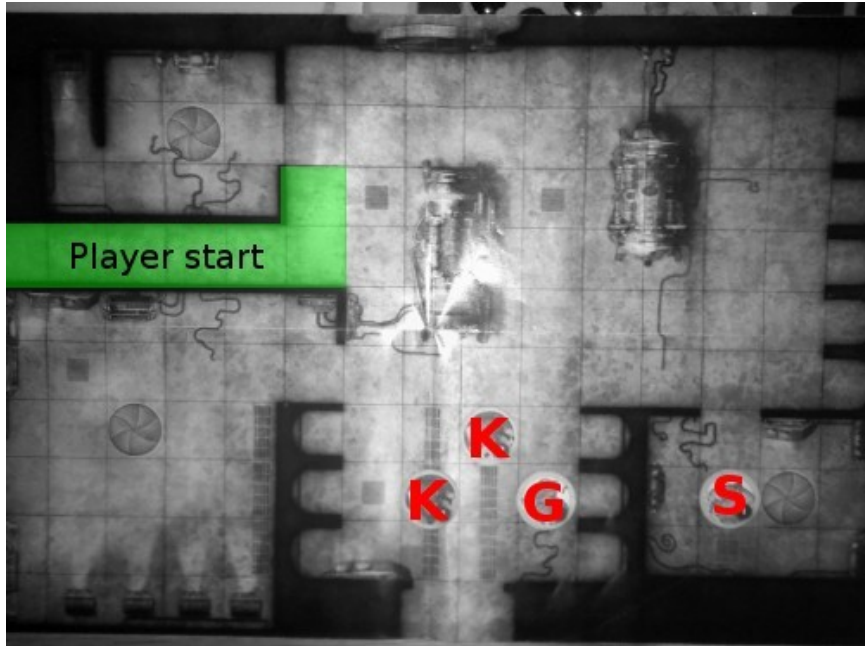
This encounter uses map 3B from D&D Gamma World.

- 1 **menarl slime spitter** (S), page 121, D&DGW Rulebook
- 1 **sleeth guardian** (G), page 132, D&DGW Rulebook
- 2 **scarlet kai lins** (K), page 120, D&DGW Rulebook

The sleeths and menarl have set up a base camp here while exploring the ruins. Each of the side rooms has been converted to makeshift living quarters. A sleeth with two pet lizard vines is on duty here, and one menarl naps lazily in the far sleeping room.

#### When the characters enter the base camp, read or paraphrase:

*This room is brightly lit and the hum of machinery fills the air. Piles of discarded Ancient tech can be seen pushed against the walls, well picked through and looted. One lone seer lizard stands watch here, with oddly shaped piles of red vegetation by his feet. Then those scarlet mounds start to move, hissing and crackling with electricity.*



### TACTICS

The sleeth guardian is on watch and his trained kai lins are assisting him in looking for intruders; this gives a DC 21 for attempts to surprise him. When he spots the characters, he sends the kai lins in to attack and gives a loud shout of warning to the sleeping menarl. The menarl becomes active in the second round of combat.

The guardian will move up to engage the characters while the kai lins move to corners of the room to attack with their radiation eyes. When the menarl enters the fight, he'll attempt to catch as many players as he can in his *wave of slime* attack, but will avoid catching the sleeth and kai lins in the blast.

### FEATURES OF THE AREA

**Illumination:** Bright light from ceiling panels.

**Ceiling:** The ceiling here is 15 feet high (3 squares).

**Alcoves:** The small alcoves in the main room used to be storage lockers but have been blasted open by the sleeth in their search for Ancient tech to salvage. Creatures taking refuge in an alcove gain partial cover from ranged and area attacks.

**The machines:** The smaller machine is a power generator and distributor; the central core can be salvaged and it functions as a generator (page 76 of the D&DGW Rulebook). If it takes 25 points of damage during the fight it becomes non-functional, the lights go out, and it cannot be salvaged. The larger machine is a robot repair unit which will automatically heal 3 damage on each robot or android (including characters with the Android origin) that begins its turn adjacent to the machine. A DC 13 Science check is necessary to recognize the purpose and function of each machine. Both machines are blocking terrain and can be climbed with a DC 14 Athletics check.

**Computer Terminals:** With a DC 18 Science check (standard action), a character can attempt to access the computer banks. Most of the information is unintelligible to modern readers, but there are repeated references to Project X-51, an experiment to create an android super-soldier. If a computer terminal takes 10 points of damage, it ceases to function.

**Data Banks:** The five data banks in the side rooms are tied in to the computer terminals. A data bank is destroyed if it takes any damage. Each destroyed data bank adds a +2 penalty to the DC of Science checks using the computer terminals.

**Disposal Units** (hydraulic lifts): Rather than being irises set in the floor, each of these units is approximately 4 feet high and shaped like a trash can. Any creature that attempts to enter the square – or is moved into it during combat – needs to make a DC 14 Acrobatics or Athletics check. A failed check means the creature takes 3d8 physical, fire, and radiation damage as the malfunctioning unit attempt to sterilize, incinerate, and pulverize the creature. The menarl and sleeth are aware of the functioning of these devices and will avoid them.

## SCALING THE ENCOUNTER

Adjust the encounter as follows for varying numbers of characters:

**Two characters:** Remove the sleeth guardian and one scarlet kai lin (300 XP total).

**Three characters:** Remove one scarlet kai lin (425 XP total).

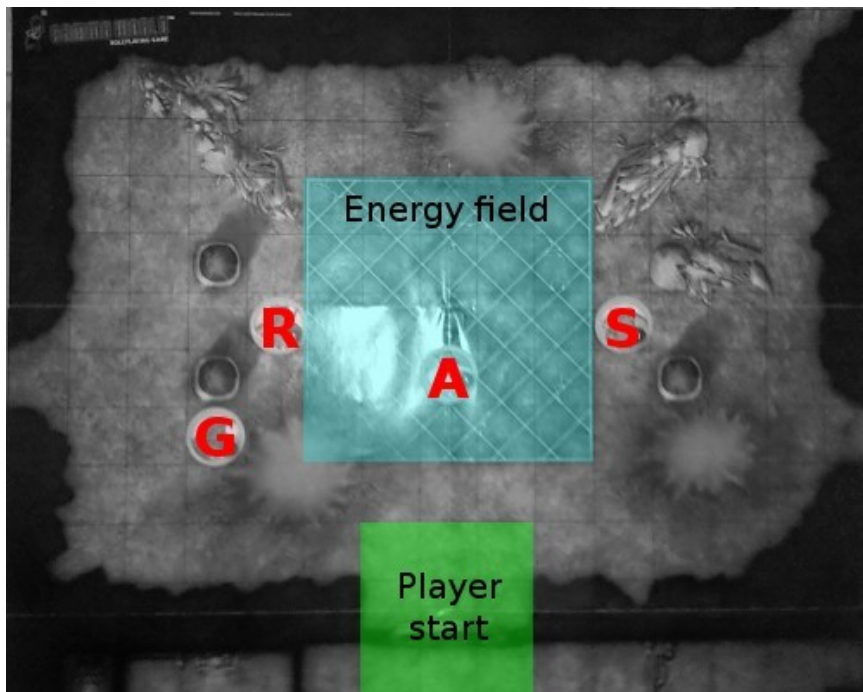
**Five characters:** Add an additional menarl slime spitter (725 XP total).

**Six characters:** Add an additional menarl slime spitter and an additional sleeth guardian (850 XP total).

## DEVELOPMENT

**Reward:** Each player draws one Omega Tech card from his or her deck. A DC 18 Mechanics check allows the removal of a monitor screen from a computer terminal, but on a failed check the terminal is destroyed.

The door to Encounter A1-3 is sealed with an electronic lock, which can be opened with a Mechanics check at the door (DC 18) or a Science check (DC 14) at one of the computer terminals. If the lock is opened on the first attempt, the players gain a surprise round against the reptiles and android in Encounter A1-3; if the first check is failed, then there is no surprise round.



# Encounter A1-3: Genie in a Bottle

## Encounter Level 3 (700 XP)

### SETUP

This encounter uses map 3A from D&D Gamma World.

- 1 **berserk android** (A), page 107, D&DGW Rulebook
- 1 **sleeth researcher** (R), see below
- 1 **sleeth guardian** (G), page 132, D&DGW Rulebook
- 1 **menarl slime spitter** (S), page 121, D&DGW Rulebook

The sleeth researcher and the menarl are trying to figure out how to free the android from the confines of the energy field that is powering it. The android has agreed to cooperate with the reptiles – at least until they get it freed. They have tried to remove it three times, and each time the android simply explodes in a burst of energy and is pulled back to the center of the field.

The reptilians have not yet determined how to remove the android without destroying it; they wish to enslave it, so they don't want to damage their prize. The android is deranged from its long imprisonment; it is talkative, frighteningly charming (Interaction +8), and manipulative. It wants out, and will make any deal in order to escape – since has no intent of following through on its end of the bargain.

### When the characters enter the cave, read or paraphrase:

*As the heavy metal door grinds open, you see flashes of electricity from the cave behind. Three crystal pillars stretch between the floor and ceiling, pulsing with electric blue energy. Three other destroyed pillars lie in shattered fragments on the ground, still giving off random sparks. Scorch marks mar the floor in three places, as if from explosions or lightning strikes. A console with sensors or energy projectors sits in the middle of the energy field.*

If the players have gained a surprise round (see Development from Encounter A1-2), read or paraphrase this:

*One seer lizard and a slime devil argue back and forth across the energy field, proposing various tactics to try in an attempt to bring down the field, while an android paces back and forth like a caged tiger. Another sleeth leans against the pillar, apparently bored. None of them seem to have been expecting you to arrive.*

If the players have not gained a surprise round, read or paraphrase this instead:

*Two sleeths stand beside the energy field, their reptilian eyes narrowing in rage at your entrance. Across the field from the sleeths, a menarl uncurls itself from a pillar, hissing menacingly. An android stands in the middle of the field and calmly loads a shell into its shotgun. "Kill the sssmoothssskinsss!" cries the more distant seer lizard.*

## TACTICS

The researcher will move to the back wall, and attempt to stay out of melee combat if possible, moving in close only to use his good news everyone power on his allies. The guardian will move up to engage as many of the characters as it can, preventing them from moving about the room or entering the energy field. The android will not willingly attempt to leave the energy field, and will fire its shotgun at anyone trying to harm the pillars or the containment panel. Otherwise, it concentrates on making melee attacks against anyone within or adjacent to the energy field. The menarl's wave of slime attack inflicts poison damage, which the android is immune to, so the slime devil doesn't need to avoid catching it within his close blast.

If the players attempt to negotiate with their enemies, it will be unsuccessful as long as either of the xenophobic sleeths are alive. The menarl might be willing to trade what he knows – which is everything that can be discerned from the features of the area (see below) via a Science check, plus the cold-blooded alliance that drew him and his partner to work with the sleeths – in order to save his life, with a successful Interaction check (DC 20, 16 if the menarl is bloodied) by a character. The android will promise anything to get out of the energy field but will immediately turn on the players once freed; an Insight check (DC 18) can provide advance warning of this.

## FEATURES OF THE AREA

**Illumination:** The crackling energy field and the pillars provide bright light throughout the room.

**Ceiling:** The ceiling of the cave is 25 feet high (5 squares).

**Pillars:** These crystal pillars reach up to the roof the cave, and are blocking terrain. If attacked, each can take 50 points of damage before being destroyed, but they have resist 10 to all damage types and are immune to electricity and poison damage. Destroying a pillar causes each creature within the energy field to take 3d6 points of electricity damage. A DC 15 Science check (minor action) can determine that the pillars are the source of the energy field.

**Broken Pillars:** The shattered pillars are difficult, challenging terrain; anyone entering a square must make a Acrobatics check (DC 11) or take 1d6 electricity damage.

**Craters:** The craters are simply scorch marks in the ground and not actually radioactive. They are normal terrain and creatures can move through them normally.

**Energy Field:** Generated by the pillars, this energy field is both the berserk android's power source and its prison. If the android leaves the energy field, it becomes dazed until it re-enters the field. If all three of the pillars are destroyed, the energy field dissipates. The field functions as both a *charging grid* and a *gamma flux zone*; creatures using electricity attacks while in the field gain a +5 bonus on damage rolls, and characters within the field experience an Alpha flux on any d20 roll of 5 or lower. Determining the effects of the energy field (powering the android, charging grid, and gamma flux zone) requires a DC 19 Science check (minor action), although a DC 11 Science check (minor action) will tell a player that the field does not cause damage to any creature entering or leaving it.

**Containment Panel:** Located in the center of the energy field, this panel is what causes the explosions when the android is removed. Whenever the android ends its turn outside the energy field, it explodes – rendering it unconscious until the start of its next turn and doing 10 points of electricity damage to any adjacent creatures. It is then pulled up to 8 squares toward the containment panel by a magnetic tractor beam. Recognizing the functioning of the panel without seeing it in use requires a DC 19 Science check (minor action) while adjacent to the panel. Disabling the panel requires doing 40 points of damage to it; it is immune to electricity damage and has resist 10 physical due to its sturdy construction and insulation. Each attack that damages the panel causes 1d6 points of electricity damage to any creature within the energy field.

## SCALING THE ENCOUNTER

Adjust the encounter as follows for varying numbers of characters:

**Two characters:** Remove the sleeth guardian and the menarl slime spitter (400 XP total).

**Three characters:** Remove the sleeth guardian (575 XP total).

**Five characters:** Add an additional sleeth guardian (825 XP total).

**Six characters:** Add an additional sleeth guardian and an additional menarl slime spitter (1000 XP total).

## DEVELOPMENT

**Reward:** Each player draws two Omega Tech cards from his or her deck, chooses one to keep, and shuffles the other one back into the deck. In addition, the group rolls 1d6 times on the Ancient Junk table (page 81, D&DGW Rulebook). Oh, and the sleeth researcher has a shovel.

The other tunnels are sealed off a short distance off the map; this is the end of the delve. Enough time has passed that any marauding robots at the cave entrance will have left, and players on the *Hired Help* quest can return to Tenk for their rewards (including quest XP).

If the pillars are shattered and the android survives, it will attempt to flee from the room, including abandoning the sleeths and menarl. The android is a dangerous yet charming sociopath, and could serve as a decent recurring villain in an ongoing campaign.

Other sleeths or menarls may seek to get revenge on the player characters for the deaths of their kinsmen, especially since Terk, the aging badder, is known to tell many tales when drunk. If the players keep Terk sober, he can be a good source of adventures and lore since he's had a lot of experience exploring nearby ruins.

<b>Sleeth Researcher</b>		<b>Level 3 Artillery (Leader)</b>	
Medium extradimensional humanoid (reptile)		XP 150	
<b>HP</b> 37; <b>Bloodied</b> 19		<b>Initiative</b> +3	
<b>AC</b> 15; <b>Fortitude</b> 14; <b>Reflex</b> 16; <b>Will</b> 15		<b>Perception</b> +7	
<b>Speed</b> 6			
<b>Resist</b> 5 psychic			
<b>Traits</b>			
○ <b>Life Leech • Aura</b> 1 (necrotic)			
Whenever an enemy ends its turn within the aura, it takes 5 necrotic damage and the researcher gains 5 temporary hit points.			
<b>Standard Actions</b>			
⬇ <b>Shovel</b> (physical, weapon) • <b>At-Will</b>			
<i>Attack:</i> Melee 1 (one creature); +8 vs. AC			
<i>Hit:</i> 1d8 + 3 physical damage.			
↘ <b>Mind Rend</b> (psychic) • <b>At-Will</b>			
<i>Attack:</i> Ranged 15 (one creature); +8 vs. Will			
<i>Hit:</i> 2d8 + 4 psychic damage.			
↘ <b>Telekinetic Grasp</b> (force) • <b>Recharge</b> ☹ ☹ ☹			
<i>Attack:</i> Ranged 10 (one creature); +8 vs. Will			
<i>Hit:</i> 1d10 + 5 force damage and the target is restrained and taking ongoing 10 force damage (save ends both).			
↶ <b>Blind Them With Science</b> (laser) • <b>Encounter</b>			
<i>Attack:</i> Close burst 3 (all enemies in burst); +8 vs. Reflex			
<i>Hit:</i> 4d6 + 3 laser damage and the target is blinded (save ends).			
<b>Minor Actions</b>			
↶ <b>Good News Everyone</b> (healing) • <b>Encounter</b>			
<i>Effect:</i> Close burst 5 (all allies in burst); Each ally of the sleeth researcher gains 5 temporary hit points and can shift 2 squares as a free action.			
<b>Triggered Actions</b>			
<b>Predictable Response</b> • <b>Encounter</b>			
<i>Trigger:</i> The sleeth researcher is hit by a ranged or melee attack.			
<i>Effect (Immediate Interrupt):</i> The attacker rerolls the attack roll. If the attack misses, the sleeth researcher shifts 3 squares.			
<b>Skills</b> Science +9			
<b>Str</b> 11 (+1)	<b>Dex</b> 15 (+3)	<b>Wis</b> 12 (+2)	
<b>Con</b> 13 (+2)	<b>Int</b> 17 (+4)	<b>Cha</b> 15 (+3)	

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