

Gamma Delve F1

Underlord of the Roots

A Level 6 Gamma Delve

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A local merchant's caravan was attacked by grens, but instead of looting his valuable guns and ammunition, the green folk stole his teenage daughter! Can you enter the grens' fortress-tree and mount a rescue before she's sacrificed to the rootlord?

The grens live in a nearby rainforest area, one which mysteriously persists despite the other land features adjacent to it – as is typical for a lot of Gamma Terra geography. Overgrown with lush ferns and gigantic trees, there are but a few passable trails through the rainforest, and it was along one of these trails that the grens attacked the caravan belonging to the dabber arms dealer Ryxo Totlen and carried off his daughter, Bextra.

The grens left behind Ryxo's crates of guns and ammo out of their disdain for technological items, but they do need the teenage girl: According to their mythology, once a year they must sacrifice a virgin maiden to the rootlord who lurks below, lest he crawl up from the depths and devour them all. They plan to give Bextra to the hungry beast when the moon is full – which is tonight!

This Gamma Delve is designed for 4 characters of level 6, but can be scaled for anywhere between 2 and 6 characters. You can also run the delve for higher or lower level characters, but characters lower than level 4 are unlikely to succeed. By the end of the adventure, surviving characters will receive approximately 925 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 1B, 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: The Game Master may wish to prepare her or his Alpha deck before the adventure by stocking it with a majority (50% or more) of Bio cards, with the remainder evenly split between Dark and Psi mutations.

Omega Tech cards: A normal assortment of Omega Tech cards can be used in the Game Master's deck for this adventure. You may also want to set aside a separate deck to use for Ryxo's rewards (see Concluding the Adventure); choose Omega Tech cards that can be salvaged by a 6th level or lower character.

ADVENTURE HOOKS

The ransom demand that Ryxo expected never actually came. He and his fellow dabbers captured a gren warrior and tried to set up a prisoner exchange, but the green folk killed the dabber's captive with their own arrows and warned that Bextra would be killed if any more of the humanoid raccoons were seen in the rainforest.

The adventure begins in town – either a new town or one you have been using in an ongoing campaign. Ryxo has a shop here for selling weapons and ammunition, and there should be plenty of bars and other locations where characters can pick up on rumors.

You can motivate your players to get involved using one of the following adventure hooks, or make up your own.

Not Without My Daughter: Ryxo Totlen is a greedy, unscrupulous, shrewd armsmonger and smuggler, but he is also a father, and loves his daughter very much. He's at wits end right now, since the grens aren't responding to his normal methods of persuasion – armed attack or a hefty bribe – and he's afraid that she'll be killed. He approaches and hires the characters to break into the gren fortress-tree and rescue his daughter, bringing her back alive if possible, and her body if not. He outfits the players with one gun of any type before they leave, and refreshes their ammo supply if necessary, and promises more upon their return from a successful mission. In addition, this minor quest is worth 250 xp to characters who complete it.

Love Sometimes Wears a Mask: Benem, a gren, was one of the original kidnappers who carried Bextra off to captivity in the fortress-tree. However, despite the difference in species (and height), he found himself attracted to the pretty teenage dabber! And she seemed to return the affection – well, it was kind of hard to tell with her mouth gagged, but it sure seemed that way. When the lorekeeper announced that Bextra would be sacrificed, he stood up to object – and was exiled from his clan, never allowed to return to the rainforest. He doesn't have much money, but maybe

he can convince soft-hearted characters to bring his true love back to him! Each character completing this minor quest receives 250 xp.

Omega Tech Doesn't Grow Under Trees: The characters hear repeated rumors that the grens in the rainforest have been hoarding high technology items – not for their own use, apparently, but to sacrifice to one of their spirit-gods known as the Rootlord. Greedy players may be enticed by the possibility of stumbling onto a hidden cache of functional or salvageable Omega Tech items and decide to seek out these treasures themselves. There is no quest associated with this hook; greed is its own reward.

INVESTIGATION

The characters may wish to do some investigation or research in town before embarking on the rescue mission, and can learn the following information with a successful skill check:

Interaction 14: The rainforest is nearly impassible except via the pathways – which are patrolled by grens. The fortress-tree of the gren clan is located near the middle of the rainforest and isn't too hard to find.

Interaction 18: Several travelers in a local tavern attest to being stopped by the grens while passing through the rainforest. The grens demanded tribute in the form of Omega Tech items. This rumor can lead to the Omega Tech Doesn't Grow Under Trees adventure hook.

Interaction 22: One hawkoid smuggler recalls an encounter with the grens; he located their fortress-tree from the air, and when he landed to investigate, a spiny bush barked at him and he was shot at with arrows from the trees. For the price of a drink or two, he'll draw a rough map corresponding to Encounter F1-1.

Conspiracy 14: Ryxo Totlen built his business through smuggling and theft. His most frequent customers are a band of hoop raiders, and a pair of serfs who are recruiting mercenaries.

Conspiracy 18: About this time, a year ago, the green folk kidnapped a young mutant humanoid who was traveling to a different town to seek work in a diner. She was never found, and had no relatives.

Conspiracy 22: Totlen's most recent partner was his wife, Aglin, who died three years ago. He grew even more over-protective of his daughter, Bextra, and is training her to be his heir. Ryxo has no other children.

Nature 18: The rainforest is home to mutated, giant insects and shambling plant creatures, as well as the gren tribe.

Nature 22: The largest type of giant insect in the rainforest is a mutant parn, adapted for underground life. Seps (land sharks) have been sighted infrequently in the area.

Perception 22: The character spots a nervous-looking gren lurking around town, his head covered with a cloak. If they haven't encountered Benem before, they can chase him down and learn of his infatuation with Bextra (see Love Sometimes Wears a Mask under Adventure Hooks).

Encounter F1-1: Gauntlet of Green

Encounter Level 6 (1050 XP)

SETUP

This encounter uses map 1B from D&D Gamma World.

2 horl choo tumblers (T), page 119, D&DGW Rulebook

2 gren archers (A), page 116, D&DGW Rulebook

1 gren headhunter (H), page 116, D&DGW Rulebook

2 green kai lins (K), page 120, D&DGW Rulebook

The gren are on guard due to the previous dabber envoys, and are expecting another attack. They know that eventually their bluff of killing Bextra will become moot, as she'll be sacrificed to the rootlord tonight. Even if the players identify themselves as working for Ryxo Totlen, the gren won't kill Bextra – but that won't stop the green folk from making the threat in order to force the players to leave.

If the players approach up the road, the gren will call out to them and order them to leave. They don't automatically assume the characters were hired by Ryxo, and they don't wish to provoke a fight with outsiders just before the night of the sacrifice.

The players may choose to attempt to ambush the fortress-tree by stealth, rather than up the road; this will require a Stealth check by the character with the lowest Perception check modifier to roll against the horl choo tumber's DC of 17 – their acute senses are one of the reasons that the gren grow and train tumblers as sentry pets. If the check is successful, the players gain surprise against the monsters, as per page 82 of the D&D Gamma World Rulebook.

As the players approach the fortress tree, read or paraphrase:

Following a map supplied by Ryxo Totlen, you wind your way through the moist rainforest, surrounded by dark green ferns. The canopy of trees overhead threatens at times to block out the light of the sun, and the loud buzz of insects is ubiquitous. The ground rises in low mound as you approach the largest tree in sight, which has a large double-door on the side, right where a well-worn trail ends.

If the players have gained surprise, read or paraphrase this:

A gren hunter crouches in the bushes; your stealthy approach startles her. There are no other gren visible.

Have the character with the highest Nature check modifier make a Nature check. On a 13 or higher, the character identifies two mounds of green leaves and vines near the fortress-tree's door as green kai lins, and on a 15 or higher also identifies two prickly bushes along the trail as horl choo tumblers.

The gren archers are hiding in the trees and can be spotted with a DC 22 Perception check.

Don't place any unrecognized or unnoticed monsters on the map during the surprise

round. Allow each player to take one standard action and then roll initiative.

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

“Halt, intruders!” calls out a deep voice from above, originating somewhere in the tree branches overhead. “Throw down your profane items of evil magicks, and leave this place, never to return!” Two mounds of green leaves near the doors rise up like vine-wrapped quadrupeds, crackling with electricity; a pair of spiny bushes beside the pathway rustle ominously.

The gren archers are hiding in the trees and can be spotted with a DC 22 Perception check; the gren hunter is hidden with a DC of 19. Don't place them on the map until they are spotted by the characters or until their turn in the initiative order comes up.

The gren won't negotiate with the characters and if they hesitate to either drop their Omega Tech or to leave, the archers will attack.

TACTICS

Each gren archer one is 4 squares up in the tree and has partial concealment from the leaves (see Tree Trunks under Features of the Area, below). They stay in the trees to serve as snipers and artillery. If they're somehow knocked from the trees, they'll try to climb back up if they can, or stay mobile to put some distance between them and the characters.

The headhunter will stick to the rainforest vegetation whenever possible, using her *vanish into the forest* power to move into position to attack.

The horl choo tumblers will mostly stick to the road, using *tumbling attack* to roll through the middle of any group of characters who avoid the thick vegetation by staying on the trail. The green kai lins will approach whichever characters are in front and engage them in melee combat.

Remember that characters within 3 squares of a gren take a -4 penalty on attack rolls with Omega Tech powers, due to the gren's *suppression field* aura.

FEATURES OF THE AREA

Illumination: If the party approach during the day, there is bright light; approaching at night, there is dim light from the stars and full moon overhead.

Vegetation: All empty outdoor squares on the map, except for the road, are filled with thick green plants which are difficult terrain. Any creature standing within these moist plants gains resist 3 fire; burning down the trees is not going to happen.

Tree Trunks (boulders): The objects marked on the map as rocks are actually the bases of tall trees. Trees that take up a single square are 5 to 10 squares tall, while the larger trees reach as high as 20 squares. The trees can be climbed with an Athletics skill check (move action) against a DC of 14; on a successful check the character moves half her or his speed up the tree trunk. A failed Athletics check means the character doesn't climb any higher; failing the Athletics check by 5 or worse means the climber falls and takes 1d10 physical damage for every two squares climbed. Creatures more than 3 squares up gain partial concealment

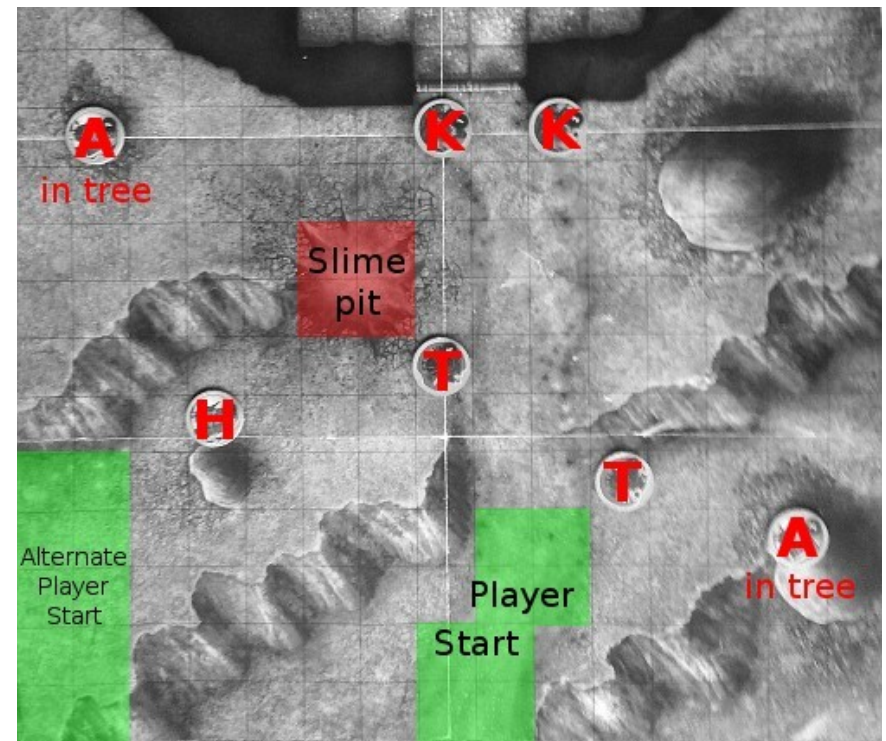
due to the leaves.

Slime Pit (radioactive crater): Rather than a radioactive crater, the green hole in the ground is filled with a thick green sludge used to feed the grens' pet arns. The slime pit is difficult, hindering terrain that inflicts 2d8 acid damage to any creature entering it or ending its turn in it.

Ridge Lines: These crumbling rocky outcrops are difficult terrain. Each rise is 5 feet (one square) higher than the level below.

Tower (tree): The "tower" is actually a gigantic, mutated tree that has been hollowed out and used by the gren. Climbing the tree requires a DC 18 Athletics check, and partial concealment begins 10 squares up. There are no entrances into the grens' home higher up in the tree.

Double Doors: These wooden doors are barred from the inside. Characters can break them down with a DC 22 Athletics check or by doing 50 damage to them.



SCALING THE ENCOUNTER

Adjust the encounter as follows for varying numbers of characters:

Two characters: Remove one gren archer and both kai lins (625 XP total).

Three characters: Remove both kai lins (825 XP total).

Five characters: Add two green darter arns (1300 XP total).

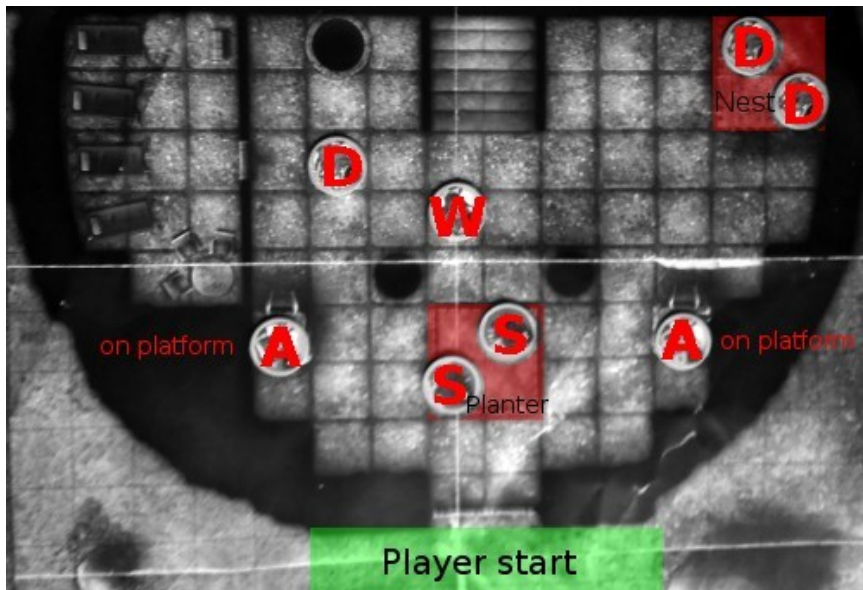
Six characters: Add one firebelly arn and two green darter arns (1500 XP total).

The arns will be buzzing around within 2 squares of the fortress-tree, flying a few squares off the ground.

DEVELOPMENT

Reward: These gren don't have any Omega Tech on them; the players do not draw Omega Tech cards after this encounter.

Searching the tree finds no other entryway into the tree except for the front doors. The tree itself is too thick to be cut through easily, but if the players attempt it anyway, the gren warden (see Encounter F1-2) will open the doors himself and attempt to draw the characters into the hollow trunk of the fortress-tree.



Encounter F1-2: A Packed Trunk

Encounter Level 7 (1225 XP)

SETUP

This encounter uses map 1A from D&D Gamma World.

- 1 **gren warden** (W), see below
- 2 **gren archers** (A), page 116, D&DGW Rulebook
- 3 **gren darter arns** (D), page 108, D&DGW Rulebook
- 2 **horl choo stingers** (S), page 119, D&DGW Rulebook

Warned by the fight outside, the gren in this encounter are aware of the characters' approach and will not be surprised. They will repel any attackers who enter, sending their trained arns into the fight.

When the characters open the door to the fortress tree, read or paraphrase:

Glowing clumps of moss hung from the walls light the inside of the fortress-tree with a pale purple radiance. Behind two spiny bushes stands a bearded gren warrior in hide armor, with a long vine in one hand and a heavy wooden cudgel in the other. Two gren archers are at the ready on high platforms near the top of the ceiling. Five-foot-long dragonfly creatures buzz in and around a nest like a wasp's t the far corner of the room.

The gren warrior gazes sternly and lifts his whip. "You should have heeded our warning and not entered this place!" he yells. "You do not belong here! Not on this glorious day!"

TACTICS

The gren warden will attempt to engage the characters directly in melee combat, using his warden's watchfulness power to keep as many close to him as he can. The gren archers will fire from their platforms; if knocked off, they'll be unable to easily climb back up, and so will engage the characters in melee combat with their war clubs if necessary.

The green darter arns will use their *knockdown sweep* attacks against targets engaged by the warden, preferably those which they can gain combat advantage against by flanking. They will buzz in and out of melee combat.

The horl choo stingers will remain immobile – and will return to their planter if removed from it – and make opportunity attacks with quill against passing characters. If there are no characters adjacent to them, they'll use *stinging quill* or *acid quill*, targeting flying or climbing enemies first.

Remember that characters within 3 squares of a gren take a -4 penalty on attack rolls with Omega Tech powers, due to the gren's *suppression field* aura.

FEATURES OF THE AREA

Illumination: Dim light from glowing moss.

Ceiling: The interior of the tower is 30 feet high.

Planter of Horl Choo Stingers: All four squares are filled with vegetation that is difficult terrain and provide partial concealment. The horl choo stingers won't leave the confines of their planter.

Archer Platforms: The platforms are carved from wood and attached to the interior of the tree trunk and are 20 feet up. They can be climbed to with a DC 23 Athletics check. There is a rope ladder which is usually lowered down by the gren to climb up and down, but it has been pulled up. With a DC 15 Athletics check, a character can leap from here and land in an empty square in the planter, taking no falling damage from the jump.

Arn Nest (yexil aerie): This nest is attached to the top of the ceiling, and is 20 feet off the ground. Climbing up to it requires a DC 23 Athletics check. Several holes in the nest provide entryway and creatures in the nest have partial cover against ranged attacks from outside the nest. The squares below the nest are empty.

Barracks: This smaller side room contains the bunk beds used by the gren, and a table set with food.

Well: A bucket and winding mechanism bring up slimy, cold water. The water is 40 feet down the well; any character falling down the well takes 2d10 physical damage. Climbing up the walls of the well requires a DC 19 Athletics check, or DC 15 if the bucket and rope are lowered.

Stairs: These stairs descend down into the roots, twisting and turning several times on the way down.

Columns: The columns behind the planter are bare living wood that stretch from the ceiling to the floor. They are essential for keeping the fortress-tree alive, and any damage done to the columns will inspire the grens to attack that character with a +2 bonus on attack rolls until the end of the attacker's next turn. The columns are immune to area and close attacks; a total of 200 points of damage is necessary in order to sever a column.

SCALING THE ENCOUNTER

Adjust the encounter as follows for varying numbers of characters:

Two characters: Remove the green darter arns and one gren archer. (650 XP total).

Three characters: Remove two green darter arns (975 XP total).

Five characters: Change two green darter arns to firebelly arns and add a red kai lin (1500 XP total).

Six characters: Change all green darter arns to firebelly arns and add two red kai lins (1700 XP total).

The red kai lins, if present, will be adjacent to the warden; they're his pets.

DEVELOPMENT

Reward: As with the previous encounter, there are no Omega Tech rewards from this encounter.

The only other exit from this room is down the stairs toward the roots.

A calendar carved onto the wooden wall of the barracks (DC 15 Perception check to notice) indicates that today seems to be a special day, of religious significance. With a DC 19 Nature or Conspiracy check, a character can recall that tonight is a full moon.

Gren Warden	Level 6 Soldier	
Medium extradimensional humanoid	XP 250	
HP 72; Bloodied 36	Initiative +7	
AC 23; Fortitude 19; Reflex 17; Will 18	Perception +6	
Speed 7		
Traits		
○ Suppression Field • Aura 3		
Any creature within the aura takes a -4 penalty to attack rolls with Omega Tech powers.		
Forest Stride		
The gren warden ignores difficult terrain caused by vegetation or other plant life.		
Standard Actions		
⊕ War Cudgel (physical, weapon) • At-Will		
<i>Attack:</i> Melee 1 (one creature); +13 vs. AC		
<i>Hit:</i> 1d10 + 6 physical damage, and until the end of the warden's next turn, the target takes a -2 penalty on attack rolls against all targets except the gren warden.		
‡ Vine Whip (physical, weapon) • At-Will		
<i>Attack:</i> Melee 3 (one creature); +11 vs. Reflex		
<i>Hit:</i> 1d6 + 5 physical damage and the target is pulled 2 squares and slowed until the end of the warden's next turn.		
Triggered Actions		
Warden's Watchfulness (weapon) • At-Will (once per round)		
<i>Trigger:</i> One of the gren warden's allies is hit by an attack from an enemy within the warden's Suppression Field aura.		
<i>Effect (Immediate Reaction):</i> The gren warden makes a Vine Whip attack against the triggering enemy.		
Skills Athletics +12, Nature +11		
Str 19 (+7)	Dex 15 (+5)	Wis 16 (+6)
Con 16 (+6)	Int 11 (+3)	Cha 13 (+4)
Equipment vine whip, mace, hide armor		

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Encounter F1-3: Feeding the Rootlord

Encounter Level 8 (1425 XP)

SETUP

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

- 1 **gren lorekeeper** (L), see below
- 2 **gren headhunters** (H), page 116, D&DGW Rulebook
- 1 **firebelly arn** (F), page 119, D&DGW Rulebook
- 1 **parn** (P), page 125, D&DGW Rulebook
- 1 **kidnapped dabber** (d), page 114, D&DGW Rulebook

When setting up the map, don't place the parn on the map initially. It will appear on round 2.

When the characters enter the cave, read or paraphrase:

The stairs descend into a rough-hewn tunnel that winds its way down through moist earth and gnarled roots. After a number of twists and turns you finally see a light up ahead – dim and steadily glowing purple. A chanting voice echoes through the earthen passage.

To gain surprise, the characters must extinguish their light sources and sneak up on the area of purple light. This requires a DC 18 Stealth check made by the character with the lowest Stealth check modifier. If successful, each character can take one standard action before initiative is rolled.

If the players have gained surprise, read or paraphrase this:

You advance slowly into the room ahead, which is lit by an abundance of glowing moss that grows here. Across a spiraling pit, a gren in leather armor decorated with leaves, feathers, and bones chants nonsense words, while an arn flits around the room. A young dabber woman is tied up at the chanting gren's feet, her arms and legs bound and her mouth gagged. Two more grens stand nearby, nearly obscured by the thick purple moss. The chanter carries a carved staff in one hand, and with the other hand lifts up the dabber and prepares to toss her into the pit. "Receive our sacrifice, o great rootlord!" he intones.

If the players injure the lorekeeper with their free surprise attacks and do at least 25 points of damage, he will drop the dabber girl and she will roll down to the first ledge (taking 1d10 points of physical damage).

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

You enter a room lit by an abundance of glowing moss that grows here. Across a spiraling pit, a gren in leather armor decorated with leaves, feathers, and bones chants nonsense words, while an arn flits around the room. A young dabber woman is tied up at the chanting gren's feet, her arms and legs bound and her mouth gagged.

The chanter stops his ritual and points his ornately carved quarterstaff at you. "You dare disrupt this most sacred of ceremonies? The rootlord will devour your souls for eternity!"

The headhunters will be hidden; don't place them unless a character makes a DC 19 Perception check or until the headhunters act.

TACTICS

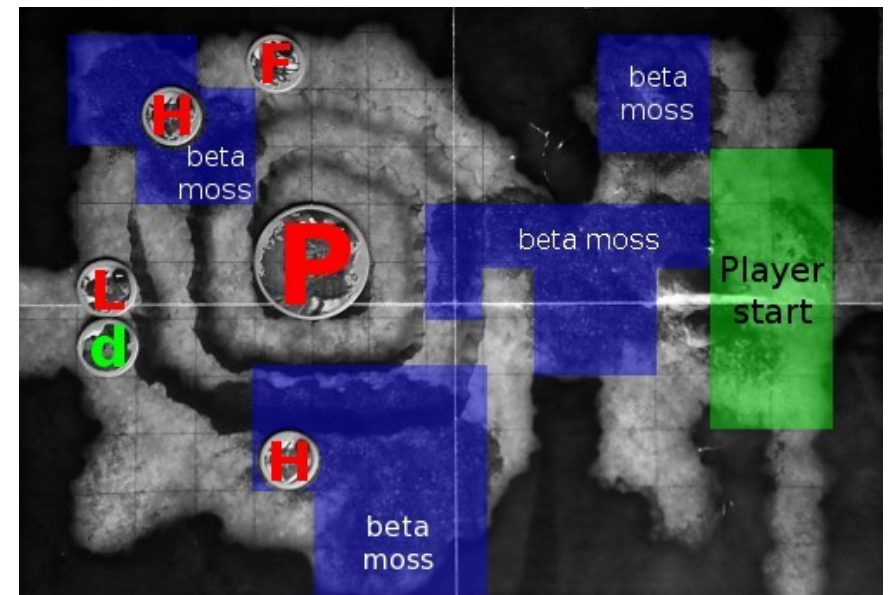
Despite the interruption by the characters, the lorekeeper still wants to finish the ceremony – if only because the chanting has awoken and drawn the rootlord, and he does not wish to be its dinner. On his first round of combat, he will lift up the bound dabber (minor action) and hurl her into the pit (standard action); this will do 3d10 points of damage to her. After that, he will attack the players, verbally cursing them for their interference and attacking them with the seeds he carries or the moss of the room.

The other grens will move to engage the players in melee combat using *vanish into the forest* to become invisible when ending their shifts in the beta moss. Once the parn appears, they'll try to pick off players by flanking them with the parn.

Remember that characters within 3 squares of a gren take a -4 penalty on attack rolls with Omega Tech powers, due to the gren's *suppression field* aura.

The arn will fly in and out of the fight, attacking as many characters as it can with its heat burst. It will avoid including the gren in the burst, but doesn't really care if it damages the parn. Its fire burst isn't strong enough to clear out squares of the beta moss.

The parn will appear on round 2 of combat at the appropriate point in the initiative order; it will have used up all its actions for that turn by moving, and will be at a -2



penalty for the first round only because of squeezing through the narrow spiral. On its next turn, it will attack Bextra the dabber if she's within its reach; otherwise it will move up the spiral to engage the player characters.

FEATURES OF THE AREA

Illumination: Dim light from glowing moss.

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

Tree Roots (boulders): These roots are blocking terrain and reach from ceiling to floor. They are essential for keeping the fortress-tree alive, and any damage done to the roots will inspire the grens to attack that character with a +2 bonus on attack rolls until the end of the attacker's next turn. The roots are immune to area and close attacks; a total of 200 points of damage is necessary in order to sever a root.

Beta Moss: Any character in a square of beta moss gains a +2 bonus to overcharge rolls and also experiences an Alpha flux on any d20 roll of 5 or lower. With a DC 18 Nature skill check, a character can recognize the properties of the glowing purple beta moss.

Spiral Pit: The spiral pit is difficult terrain for large (or larger) creatures. Each step is 10 feet down from the ledge above. A creature falling or pushed down the spiral takes 1d10 physical damage for every 10 feet fallen. It takes a DC 16 Acrobatics check to climb up to the next level of the pit.

Bextra Totlen (d): This female dabber has 32 hit points and no weapons. As long as she is tied up, she is considered restrained, helpless, prone, can't flank, and takes a -5 penalty to all defenses. The only action she can use while bound is her telekinetic repulsion; she'll use this if she has an opportunity to push one of the grens down into the pit. It takes a standard action from an adjacent character to untie her. When unbound, she can make the following attack as a standard action:

⊕ Dabber Bite (physical) • At-Will

Attack: Melee 1 (one creature); +4 vs. AC

Hit: 1d4 + 4 physical damage.

SCALING THE ENCOUNTER

Adjust the encounter as follows for varying numbers of characters:

Two characters: Remove the firebelly arn and replace the parn with a sep thresher (800 XP total).

Three characters: Remove the firebelly arn and one gren headhunter (1075 XP total).

Five characters: Add one more firebelly arn (1700 XP total).

Six characters: Add a second parn that emerges on round three of the combat (2050 XP total).

DEVELOPMENT

Reward: The gren lorekeeper has a number of technological items he was planning to sacrifice in the pit; each player draws one Omega Tech card from his or her deck, and the group rolls 1d6 times on the Ancient Junk table (page 81 of the D&D Gamma World Rulebook).

If the tunnel at the base of the pit is explored, the parn's nest can be found – this contains more items, allowing each player to draw two more Omega Tech cards and keep one of them, shuffling the other back into the deck. Also, the group can roll 2d6 times on the Ancient Junk table.

If Bextra was reduced to 0 hit points during the fight, she is still alive but unconscious. She can be easily carried out while bound or unconscious, or woken up with a DC 16 Science check.

Once able to speak, Bextra will be quite grateful and talkative. She has been terrified by these grens and their bugs, and will be relieved if the players tell her that they were sent by her father. She is particularly upset that the grens didn't want to listen to her when she assured them that she was by no means a "virgin maiden."

If the players ask Bextra about Benem, she'll (truthfully) say she has no idea who that is and has absolutely no interest in being taken to meet this creepy gren – especially not after her captivity!

Gren Lorekeeper	Level 7 Controller (Leader)
Medium extradimensional humanoid	XP 300
HP 78; Bloodied 39	Initiative +6
AC 21; Fortitude 18; Reflex 19; Will 20	Perception +8
Speed 7	
Traits	
○ Suppression Field • Aura 3	
Any creature within the aura takes a -4 penalty to attack rolls with Omega Tech powers.	
Forest Stride	
The gren lorekeeper ignores difficult terrain caused by vegetation.	
Standard Actions	
⊕ Quarterstaff (physical, weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +12 vs. AC	
<i>Hit:</i> 1d12 + 3 physical damage.	
✦ Florokinesis (physical) • At-Will	
<i>Attack:</i> Area burst 2 within 10 squares (all enemies within burst who are in or adjacent to a square with vegetation); +11 vs. Reflex	
<i>Hit:</i> 1d6 + 6 physical damage, and the target is restrained and takes ongoing 10 physical damage (save ends both).	
↵ Psychedelic Pollen (psychic) • Encounter	
<i>Attack:</i> Close blast 3 (all enemies in blast); +11 vs. Will	
<i>Hit:</i> 4d6 + 3 psychic damage and the target is dazed and immobilized (save ends both).	
<i>Aftersave:</i> The target is slowed (save ends).	
↵ Poison Spores (poison) • Encounter	
<i>Attack:</i> Close blast 3 (all enemies in blast); +11 vs. Fortitude	
<i>Hit:</i> 3d8 + 7 poison damage and the target is weakened (save ends).	
<i>Miss:</i> Half damage.	
Move Actions	
↵ Replanting • At-Will	
<i>Effect:</i> Close burst 10 (one ally in burst who is in or adjacent to a square with vegetation); Slide the target 2 squares. This movement must end in a square with vegetation.	
Minor Actions	
↵ Healing Herbs (healing) • Recharge when first bloodied	
<i>Effect:</i> Close burst 5 (one ally in burst); The target regains 10 hit points.	
Skills Conspiracy +11, Interaction +12, Nature +13, Stealth +11	
Str 13 (+4)	Dex 17 (+6)
Con 14 (+5)	Int 16 (+6)
	Wis 20 (+8)
	Cha 18 (+7)
Equipment quarterstaff, leather armor, seed pouch	

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CONCLUDING THE ADVENTURE

Not Without My Daughter: If the players return Bextra to Ryxo Totlen, he will be very grateful and throw a lavish feast in honor of the group and his returned daughter. He will also renew the ammo of each character if needed, as well as promising to resupply them on ammo again each time they return to him – “free bullets for life!” he says. The players also receive the experience for the minor quest Not Without My Daughter from the adventure hooks.

After the feast, he allows them to look through his stores of salvaged gear – each player should draw from the Game Master’s deck until an item is drawn that can be salvaged by that character. The other cards are discarded to the bottom of the deck, and the character gets to keep the salvaged version of the item, as if the Omega charge had been expended on it.

Groups who return to Ryxo without his daughter will not get any reward, and the dabber merchant will be very disappointed.

Sometimes Love Wears a Mask: Players who persist in taking Bextra to Benem the gren, over her objections – perhaps by rendering her unconscious? – will receive experience for completing the minor quest Love Sometimes Wears a Mask. Bextra will run away from Benem after a few days and her father will put a price on the characters’ heads.

Trying to get experience for both quests is very tricky, but clever and/or unscrupulous players may be able to pull it off. Ryxo Totlen does not take kindly to being cheated, and definitely does not want his daughter married to a gren. A clever plan may convince one of the dabbers to help in a scam against Benem, with a successful Interaction check against DC 22.

Ongoing Campaigns: Future adventures for an ongoing campaign could involve guarding one of Ryxo Totlen’s caravans or procuring some items for him to sell, if the characters are on good terms with him. If they angered him, bounty hunters will track down the characters and Ryxo can become an ongoing villain.

If Bextra isn’t returned to Benem, he can become a recurring villain too – perhaps by learning the ancient secrets of his people and becoming a lorekeeper or warden himself.

Bextra will eventually grow to take over her father’s merchant empire; she might be a thorn in the side of the players in an ongoing campaign, or perhaps one of her rescuers caught her eye – and maybe love does wear a mask after all?