

**The Darren East Memorial Nature Park (A.K.A the Playground of the Dead)  
(For Gamma World II, set on the Starship Warden) by: Russ Westbrook**

**HOOK:** Three male slaves have escaped from Liberation [area H on the map], having killed the Amazon assigned to watch over their work division. Witnesses saw them head south, and one fellow slave says he heard them talk about taking refuge in the Playground of the Dead. It's up to the PCs to catch up to the culprits and administer whatever justice they deem appropriate.

The Playground of the Dead lies along the north shore of South Lake, in the hex north west of encounter M on Level 11 on the Starship Warden. One square equals 100 yards.

**LINE:**

1. This Dualloy slab was once the landing platform for the Flit Cars of the Ancients who would visit this Nature Park for R&R and educational purposes. 7 cars still litter the landing lot, but are in such a state of disrepair they will never run (or fly) again. They are full of junk like suitcases of rotten clothing, broken bottles, and old broken fishing rods, but nothing of value. 2 have ancient skeletons in them. An old hover tram sits near the entrance to the Dualloy roadway, but it too is rusted and corroded beyond repair. A welcome sign has been broken down in the southern corner of the parking lot. It takes a combined PS of 35 to lift the sign part over, but if it is turned over the following can be read by anyone with ancient language skill:

“Darren East Memorial Nature Park: Hours: 8:00-6:00. No food or drink permitted on hiking trails without prior approval. Please do not feed the animals. No firearms permitted. For tour information please enquire at 555-345-1234”

**THE FOREST:** The forest is a temperate forest like one might find in Tennessee, full of all kinds of trees and woodland animals, MOST of a non-mutated variety. Anytime a PC messes with the flora or fauna there is a 10% chance the entity in question is a mutant with 1-3 mutations. If so there is a 50% chance the entity is intelligent.

**THE LAKE:** This Lake is obviously manmade and is bordered unnaturally by a shore of rocks except near the dock and playground area where there is a sandy beach. The lake is salt water (the level of which is maintained by the ship with machines under the water) and is filled to the brim with ocean sea life. It also is chock full of **Barl Nep**, and any PC spending more than 20 min in the water will have an encounter with one (hp: 71, Barl Nep are on p. 5 of the Critter Library). For the rest of the fish use the procedure detailed above for forest life.

In both the forest and Sea Lake the GM should roll normally for wandering encounters, hopefully working the results into the ongoing story.

2. This Dualloy roadway is in excellent condition, and will resist anything short of a Vibro Weapon. On either side a white painted railing of wood has not been so lucky. It is rotting away and will break in the PCs hands. In many places it is missing altogether.
3. This is a metal, glass and wood guard shack with a working apparatus on its control board which works an automatic gate in the electrified fence. The gate is chain fencing and swings open on the push of one of the buttons on the control panel. Other systems are a non-functioning communication system, pleasure radio, Tri-Vid, Etc. The door is locked (it requires a Law Enforcement I.D to open) but can be bashed in with a combined PS of 24. The power receiver is defective inside the shack, so that those inside the one room building will be affected by Int. 5 Radiation.
4. This is a 2.5 meter tall electrified barb wire fence. Those touching the fence will take 4d4 hp of electrical damage. Every 300 yards is a receptor rod worked into the fence which receives broadcast power. Messing with one of these can easily result in a burst of Int. 5 radiation, although if one were to be put out of commission it would shut down one 300 yard section of electricity.
5. These are sawdust paths through the forest. Every so often there will be a nature plaque explaining the flora in the ancient tongue, but they are badly weathered and now totally inaccurate.
6. At these locations a way has been made to bypass the electrified fence. This is either a hole made in the fence, a burrowing under the fence, or a tree dropped on the fence, or whatever else the Game Master might come up with. In whatever case, it will require a Dex roll (probably at x5, but modified by their caution or lack thereof) to not touch the fence.

7-16: These are log cabins in decent states of repair. They have electricity, central heat and air, lighting, hot and cold running water, and futuristic fire retardants which make them almost impossible to burn down. There are tinted windows in each room, which allow the occupants to see out but no one to see in. Each has a small front porch, an extended patio with a built in grill, a large central room filled with various tables, lamps, and chairs with front and back doors made of an "unbreakable" glass polymer, two large bunk rooms with 5-7 bunk beds, a kitchen with all the latest (futuristic) equipment COMPLETELY BOLTED IN, and a bathroom with an all convenience whirlpool bathtub/shower. Most of the furniture shows its age, and 65% of the hardware will not be functioning properly (use standard rolls to see if it can be repaired) unless otherwise specified. The décor is in various tastes and styles: The GM should be creative when describing each cabin. If closed the doors into the main room from without will require an I.D. Card keyed to the specific cabin to enter, but the doors can take only 50 hp of damage before shattering. Such keys might be obtained in building 17, or found in other encounters.

7. This cabin has been thoroughly trashed. Garbage and offal are everywhere, and all the furniture has been crudely repaired and seems to be hanging together by wire. The backdoor to the patio is jammed permanently open a meter wide; an average man can easily slip through. This is the home of a band of **7 Boarzs: 3 male, 2 female, and two children**. One of the females (hp: 27) and both children (hp: 10, 10) are back in the far bunkroom; one female and a male are in the kitchen (ahem.... hp: 31, 38) and the last two males are tusk-wrestling in the common room (hp: 52, 34). The female in the kitchen will cower and the female and the children in the bunkroom will hide, but all of them will fight if their safety is threatened directly. The three males will be fully belligerent to humans and any human allies, as this clan belongs to the Zoopremists. The male in the Kitchen has a mini laser pistol with 9 shots remaining, and the strongest male has a heavy caliber pistol with a 13 bullet clip and 2 extra clips in his belt pouch. In the empty bunkroom there are 2 rakes, a shovel, a crowbar and a tuba, and in the bathroom near the non-working and befouled stool is a codex of Zoopremist literature. (BOARZS are on pp. 8-9 of the Critter Library).
8. The doors to this cabin are closed. This building is 1 meter deep in all kinds of waste and trash. The furniture is in good but soiled condition (usable but worthless), but to use any of the kitchen stuff one would have to wade into the muck and slime. A stench like rotten tomatoes emanates from within, and PCs will need to make a CON roll at x4 not to be sick each turn for the first 5 turns (after which THEY will inherit the smell themselves.....). The water, electricity, and central air do not work in this cabin.
9. The doors to this cabin are closed. Within, the whole building is flooded- the sinks and tub were left running, so that the whole structure is now filled with water. All within is ruined, and those near an entrance when it is opened will be bowled over by the deluge and need to make a PS or DEX check at x5 or take 1d6 points of damage. Nothing but the pipes now works, but the park service would be grateful if the PCs turned off the taps.
10. The doors to this cabin are closed, but the patio is covered in human skeletons, one of which grips the I.D. card necessary to open the doors in his bony grip. From the now ruined items lying around, it looks like the people were having a barbeque. Inside in the bunkrooms are 9 suitcases filled with well preserved ancient clothing, 7 books, 5 women's cosmetic units, 528 Domars and 2 bottles of very old whisky and 1 of fine wine. If the skeletons are searched, another total of 476 Domars can be found. All the Items in the building are old but functional. As the PCs are exiting this building to leave, they will be attacked by a group of **2 Cal Then** buzzing down upon them from the trees (hp: 22, 18). These hungry predators will gladly rip the building apart to get at their prey. (Cal Then are on pp. 11-12 of the Critter Library).
11. The doors to this cabin are half open, and in many places the floor has been broken through. Wrapped all through this building are **4 Eyebane Vines**, tangling

and snaking around and through everything. One has broken through in the kitchen, one in a bunkroom, and two in the bathroom (growing out of the stool and whirlpool) but they wrap all throughout the cabin. Being old and large, each vine has maximum hp (8). The vines have crushed most of the furniture, and nothing in the cabin now works. There is a treasure here though. In one of the bunkrooms there is a skeleton still dressed in a green military uniform with a fully charged vibro knife in his belt, but the PCs will have to kill ALL the vines just to be able to find the skeleton. (Eyebanes are on pp. 16-17 of the Critter Library)

12. The doors to this cabin are closed. Inside, all is brittle and nothing works. This is because most of the cabin is irradiated with Int. 8 radiation. One of the bunkrooms is much larger than normal and one much smaller. The smaller has a nuclear pile which is powering this whole instillation. It is slightly defective however and will explode in 150 years (or if the PCs get a skull and crossbones messing with it...), leaving an irradiated area of 6 kilometers when it goes. Now though its room is filled with Int. 16 radiation. Outside, this cabin is painted all over with religious symbols of the Radioactivists, and even those within 100 yards of the cabin will be in Int. 3 radiation. At night this cabin glows.
13. The doors to this cabin are closed. It is the home of a clan family of Radioactivists. Seated on the porch is an old mutant whittling sticks with a dagger and smoking a pipe. This is **Gramps**. Gramps has I.D. cards to both this cabin and the one at 12. He also has a horn which if blown will bring the rest of his family in 1-6 rounds. All the family is CON 10, AC: 9, MV. 13 (unless different by mutation) MS 11 hp: 39, 29x2, 36x2, 30, 32, 38, 23, and are armed with spears and short bows/25 arrows except Gramps who has his knife. All also have Radiated Eyes as a mutation with varying Int. (9x3, 10x2, 5, 15, 12, 11). They are all horribly mutated, but none are GOOD mutations save the eyes, and the GM is encouraged to be creative in describing them. Gramps will be friendly to the PCs if they are friendly to him, and will invite them in for a meal to discuss Radioactivist religion if they are willing. The meal however will have been killed with radiation, and so is now Int. 10..... The clan will appeal to the PCs to become at peace with the Radiant Glory, and if they want to convert the clan will test them by having them spend a night in the Temple of Glory (cabin 12). **Gramps, 3 women and 2 children** are currently home. **3 men** are out hunting nearby, and can respond quickly to the trumpet blast. They have many Tech I family items but little the PCs will find valuable. Nothing in the cabin now works except the doors and the pipes, having been systematically broken by misuse over time.
14. The doors to this cabin are closed. Near the road to the cabin are the remains of a family of 7 Lil, the former owners of this domicile. The corpses have been mutilated, slashed, and burned. They have been piled up near the road as a warning to anyone else who might think of taking this house. Everything is functional within, and the cabin is filled with Lil sized Tech I items desined for

family use. Also, in the trash receptacle in the kitchen are the broken remains of 5 Liberation slave Torcs. Hanging from hooks in the back bunkroom are 2 deer recently slaughtered, and the cabin smells of their slaughtering and curing. In the bathroom is a small collection of "Soldier of Fortune" Magazines dated 2278 and printed on Pluto. This is now the home of the men the PCs seek, but they are not at home for the moment.....

15. The doors to this cabin are closed, but can be manually opened. No powered items work in here now, as the broadcast receptor on the roof is corroded. Water still flows. An Obb makes his home here. He will attack the PCs, but if they offer to play a board game with him he will relent if they will spend the day playing with him. He has a collection of 68 ancient board games, most missing pieces and in various states. **Mobious the Obb:** hp: 29. Mobious is also firmly convinced he is a reincarnation of "Napoleon-Who-Was-Blown-Apart": a great ancient hero. (Obbs are on p. 29 of the Critter Library).
16. The doors to this cabin are locked, and a 20 hp Force Field now covers them and the windows. Inside everything works fine. In the far bunkroom is a Force Field generator bolted to the floor and weighing 80 pounds. It CAN be removed however; it is of mid complexity, but can be integrated into Tech. III systems and can form Fields of 20 hp Str. in any dimension up to 150 circumvented. It runs now off broadcast power but can be fitted with a hydrogen energy cell (for up to 24 hour's power). Lying on one bed is a skeleton dressed like a Park Ranger. He has a Law Enforcement I.D. in his moldy pocket and a 6 shot mid caliber pistol with 5 shots still in the gun. There is a .22 hole in the skeleton's skull. On the sink of the bathroom is a box of 78 .22 bullets.
17. This is the Katherine East Memorial Lodge, a resort motel which serves as the parks central feature. It consists of a main building, a guest room wing, and a wave pool park out back surrounded by an electrified fence like that which circles the park (access can only be had through the main building or the guest wing). The glass is of the same tinted polymer that is found in the cabins, and the same form of futuristic fire systems protect the building unless otherwise specified. Lights, air conditioning, tri-Vids (for a price), Inter Net connection (for a price), bathrooms with towels, soap and heat lamps, phone books and Gideon Bibles are all normal features found where normally found in such complexes. The only way in (unless one were to make their own or vault the fence behind the complex) is through the main doors in the central building.

I. CENTRAL BUILDING: This consists of the entrance lobby, check in desk, Laundry/supply room, food lounge, exercise room, and medical room.

- a. Entrance Lobby: This is a bright and cheery lobby with chairs, newspaper racks, a brochure rack, a lovely mirror on one wall, and many dead potted plants. It leads into the food lounge and guest wing and sits right by the check in desk.

b. Check In Desk: Behind this is a **Standard General Purpose Robot named BILL**. BILL will see all the humanoid PCs as guests but will see all animals as wildlife and will summon the Forest Ecology Robot from the Laundry to put them back outside. BILL speaks Ancient, but if the PCs can communicate with him he can issue I.D. cards for any room in the guest wing or any cabin, although he will not issue I.D. for cabins or rooms the guests have not yet checked out of. This is any cabin or room where the occupants are still present and dead or have the I.D. with them. BILL will establish an account for guests, with cabins going for 100 Domars a day and rooms for 65; payable upon check out. Some of the “guests”, such as the dead, are running up quite an account tab! BILL is oblivious to the changes that have happened to the starship, but he CAN tell the PCs they are ON a starship and some about the mission of that starship. BILL is in constant radio broadcast with all the other Robots, and can co-ordinate their actions. Only one of the captains could take control of BILL. BILL is plugged into the power grid behind the desk.

c. Laundry/Supply Room: This room is full of shelving containing sheets, blankets, towels, little soaps, Bibles, phone books, and now poisonous mint candies (Int. 7). In the back is a bank of atomic particle neutralizers: the future’s version of laundry machines. Those IN such machines when they operate will be completely sterilized; but will also be subject to Int. 14 radiation. There is also a card table with flimsy chairs, four packs of opened cigarettes, and two decks of ratty cards on the table. There are also 3 Robots assigned to this place when they are not about duties: a **Standard General Purpose Robot with maid programming named MARTA** who cleans up the central building three times a day; a **Forest Ecology Robot named MAX** for dealing with the park’s wildlife, and a **Security Robot named Xi 12** for general security in the Katherine Building. All are in perfect shape and recharge at stations in this room. They will ignore all but the most persistent “guests”. Like all the Robots in the motel, they only speak Ancient.

d. Food Lounge: This sits right between the entrance lobby and the doorway to the water park. There are many comfortable padded chairs, folding nograin chairs, and tables. On one wall is a shelf with 2 liquid nourishment materializers and a food materializer. The food materializer is set permanently on “continental breakfast” and the drink machines are set for “coffee” and “fruit juices” respectively. A large Tri-Vid is in one corner, endlessly replaying old sporting events. It is somewhat broken, and if messed with it will go up in a shower of sparks (3d6 damage to those touching it) and cease to function. All the items are bolted into place and work only on broadcast power. Living in one of the padded chairs is a **mated pair of Zarns** (hp: 9x2). These ravenous beasts will attack living beings by surprise and hunt them throughout the complex. (Zarns are on pp.42-43 of the Critter Library).

e. Exercise Room. This mirrored room requires an I.D. to enter. It contains 4 exercise bikes, 3 tread mills (plug in power), a Bow Flex machine, and a massage table. Horrible elevator music is constantly being pumped into the room by transistorized speakers up in the upper corners of the room. Primitive PCs will see this room as a torture chamber. Along one wall is a bank of machines which will exchange very stale sugary snacks for Domars.

f. This white room requires an I.D. to enter. It consists (to the eye) of a white altar-like table and three solid nograin chairs. **This entire chamber is the inner part of a medical Robot** which can produce hundreds of tentacle tools from seamlessly hid secret panels in the walls. It speaks Ancient to anyone who enters and asks how it can be of assistance. The only information it will respond to is medical. It can do any type of medical scan, and is fully capable of performing all the surgeries listed in the Bionic Supplement and can remove eggs or seeds as needed. Functionally above this it has the equivalent of 5 medikits. The unit is moderately intelligent and somewhat deranged, and MAY, at the GM's option, decide for a "guests" own good to take medical action to restore a "patient" to the estate the machine thinks it should be in.....This Robot's complexity is the highest possible, and any attempt to remove parts for PC use should end in disaster.

II. GUEST WING: This section of the Katherine Building consists of an upper and lower floor, both of which are a corridor of 10 motel rooms- 5 to each side, a circular stairwell, and a supply room filled to the gills with more towels, sheets, poisonous mints, Bibles, little soaps, brochures, lots of cleaning materials, Etc. I.D.s are required to open the rooms unless noted in the text; only Robots can open the supply rooms; and the stairwell is open. On the ground floor there are doors which lead into the main complex and out to the water park- the latter requiring a guest I.D. to open.

- a. Ground Floor: This corridor is filthy. Smashed on the floor about midway down are the crumpled remains of a Standard General Purpose Robot, surrounded by broken mops, sponges, and little soaps. All the doors to rooms on this level are closed, but they have been broken so as to not latch. The rooms themselves are full of spider webs. One room is filled with the webbed corpses of 11 humanoids now drained of their bodily juices. Hiding in one of the rooms next to the main complex is a **Blackun**. Hiding in a room near the far end are **2 more Blackuns**. These horrors will enter the corridor once the PCs are between them, hoping to trap another tasty meal. (Hp: 16, 26, 18. Blackuns are on p. 8 of the Critter Library. These Blackuns have mutated further than their "ordinary" cousins so that their Electrical Generation mutation has turned instead into the **Hands of Power- Electrical Generation** mutation). On and around the corpses are various items useful to adventuring persons of Tech Level I and II- The GM can allow the PCs to find various weapons, lanterns, armors, Etc. Such things are covered with sticky webs and have been in contact with corpses, but if the PCs need them they are there. There are also 671 Domars and 534 gp. These will be found fully only with a COMPLETE search of at least 30 min.
- b. Upper Floor: This floor is immaculate and in perfect shape. **A Standard General Purpose Robot named AMANDA** keeps the place spotless. She will act the part of a maid and help "guests" in any way appropriate for a maid. She is also extremely talkative, wanting to engage in gossip hundreds of years out of date incessantly. AMANDA at her creation received a neural transfer from a hairdresser, and some of that human personality was accidentally passed on as well (it happened on rare occasion.....). AMANDA is trapped up here by the

Blackuns on the Ground floor. She learned trade language from a trapped cat mutant, whose remains still lie in one of the rooms. Her body is wrapped in ring mail, and while all of her supplies are gone she still has a short sword, 2 Cure-in doses, 1 dose of poison neutralizer, and one dose of radiation neutralizer. AMANDA will harm no life in any way, and is programmed not to leave the Katherine Building.

III. Water Park: This area contains a giant wave pool still operating at regular 15 min. intervals for 5 min.; a heated Olympic sized swimming pool, and two kiddie pools- one heated, one not. A large tubular slide is built into the wave pool. There are 100 life vests, 5 life preservers, a pool skimmer, various ropes and floating tack, Etc. **A Security Robot named Xi 2**(standard, save that his slug projector has been replaced with a Stun Ray Projector equal to a Stun Ray Rifle) programmed to swim and act as a life guard watches over this area. He speaks Ancient only, and will leave “guests” alone unless they call his attention in some way. In the building where the machinery for the wave pool is located there is also a now mostly empty pool supply room and a Force Field Stasis Cell any of the Robots can operate if the situation requires it (hp:35). The door into this complex can only be opened by the Robots. In the supply room are the skeletal remains of 63 people. These died in The Burning, and the Robot staff placed them here waiting for the medical pick up which never came. On these bodies are various personal items and a total of 1398 Domars. Floating in the heated pool are **46 aquatic Zeethh** (hp.2x23, 3x23, 138 seeds, 34 seeds per attack with 2 left over). They will attack any life coming within 20 meters of that pool. Xi 2 will not acknowledge the Zeethh’s existence. He will also not leave the water park area. (Zeethh are on p. 43 of the Critter Library).

18. This is a dirt road that goes down to the lake. A burned and gutted Flit car is on its side halfway along this road’s length. The three occupants are now charbroiled skeletons with nothing of value.

19. This area contains a playground area, a bathroom complex with an attached kitchen/selling area (now all chained and padlocked up with rusty chains) and a boat dock with 3 partially sunk yauts lying about it in the water (one on its side). Living in one of the wrecks are **2 mutant octopuses**. These hateful beings will attack any non-octopus coming near their home. (HD: 10 MS: 14 (16 defending) HP: 30, 36, Mutations: Heightened PS, Physical Reflection- Nuclear, Alertness, Mental Defense Shield, Heightened INT, Sonar. ATT: 4 DAM: 3d6 MV: 18/ 36 in water AC: 9 MORAL: 7). Inside their boat there are many aquatic skeletons, plus a chest of 932 gp, 798 Domars, 3 pieces of Jewelry worth 60, 60, and 1500 gp respectively, and an engineer’s I.D. armband.

**SINKER:** Once the PCs have wandered around the park long enough to justify bringing the adventure to a climax, they will encounter the three escaped slaves they are looking for. This should be a tense and dramatic moment. These men are willing to kill, and are cunning and intelligent. The GM should set the stage so that tactically neither side begins with an advantage.

**BAROTH:** PSH, MS: 17 HD: 14, hp: 55 AC: 4 (ring mail) weapons: 2 handed sword (on back), crossbow, 20 quarrels in quiver, Hydrogen powered chainsaw (still 7 hours power left on the cell, 12 when fully charged; DAM: 4d6, very loud).

**MICKTEV/ MICKVUT/MICKVEY** (3headed mutant): MUT. HD: 13 MS: 16, 12, 13 hp: 49: Mutations: Universal Digestion, Dual Brain, (MICKVUT only) Genius Capability- Military [+4 to hit, +1 Damage per d], (MICKVEY only) Poor Dual Brain (D). AC: 4 (chain mail) ATT: 3 bites for 1d6 Weapons: fully charged Vibro Blade. MICKVUT is the leader of the three escapees. MICKTEV is a stoic philosopher, and MICKVEY is a drooling idiot.

**SALAZAR:** MUT. HD: 16 MS: 14 hp: 56 Mutations: Physical Reflection-[Electro magnetic, light, lasers], Telekinesis, Emotional Control- Others, Mental Defense Shield, Mental Control over Physical State. AC: 4 (plate mail) Weapons: Sledge Hammer, fully charged Stun Ray Pistol

All 3 escapees have backpacks filled with ancient foodstuffs vacuum sealed in packages and water skins full of fresh water. SALAZAR also has 2 hydrogen energy cells which are fully charged in his back pack, as well as the I.D. bracelet which opens cabin 14.

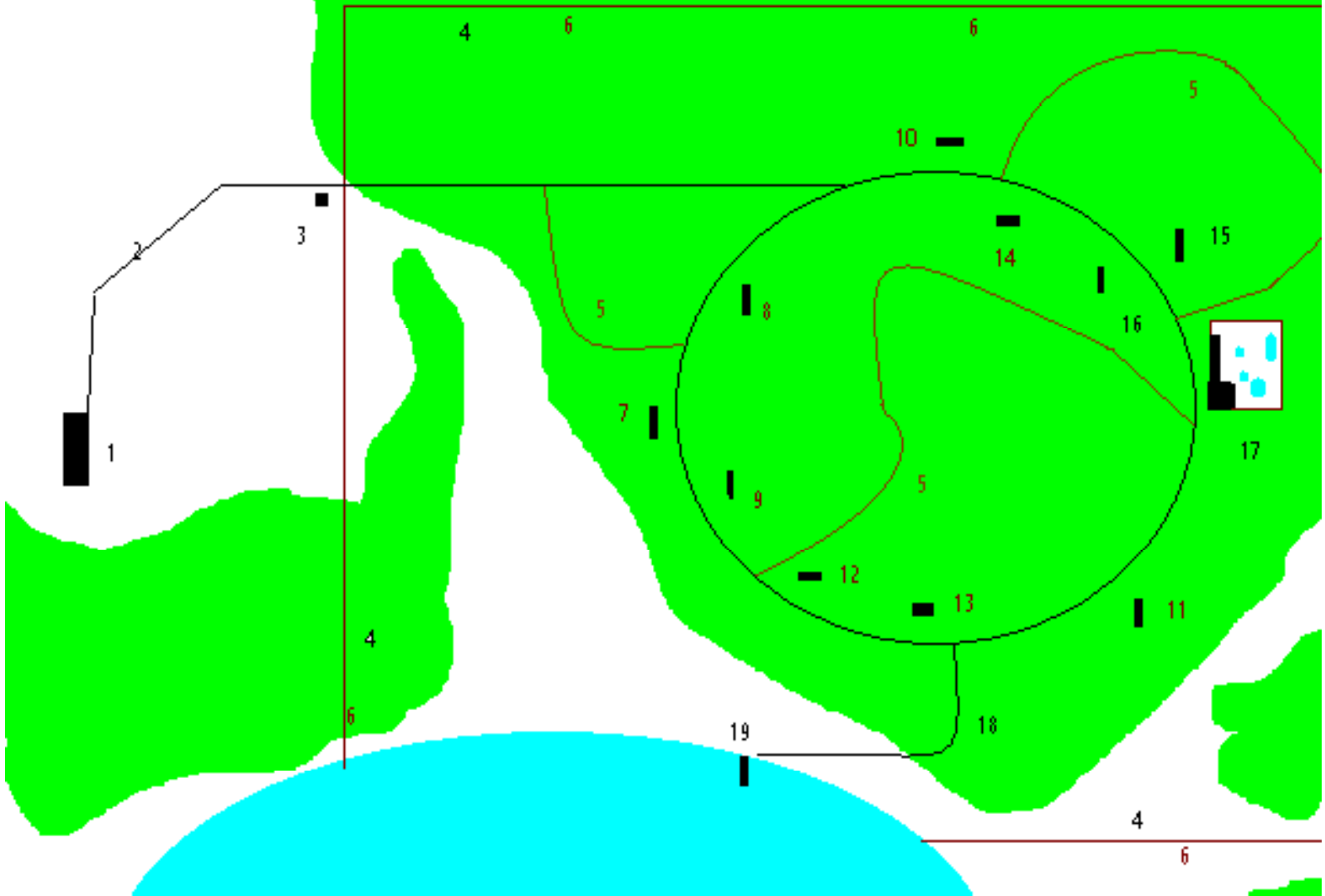
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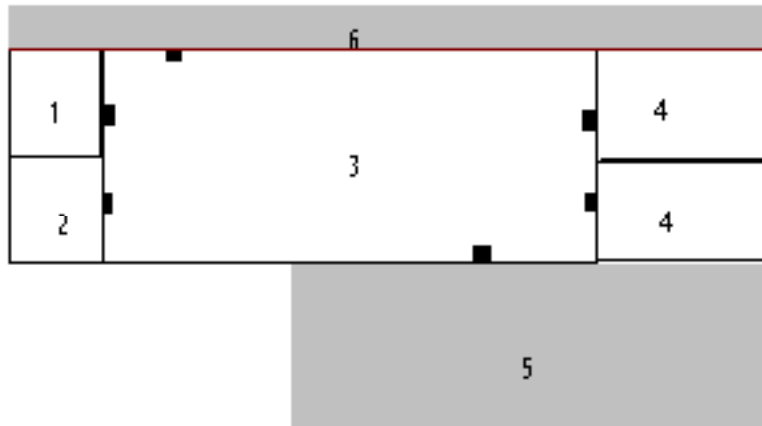
The “Critter Library” can be found at:  
[http://d\\_little.tripod.com/Games/GW/Library.htm](http://d_little.tripod.com/Games/GW/Library.htm)

Caliber Projectile Weapons and the Bionic Supplement are references to “Dragon Magazine” articles for Gamma World and Metamorphosis Alpha.

Mini Laser Pistols are a reference to an article from “The Apocalyptic Post” Issue 5.

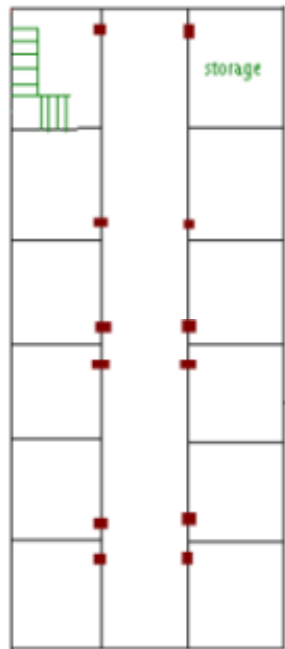
# Playground of the Dead



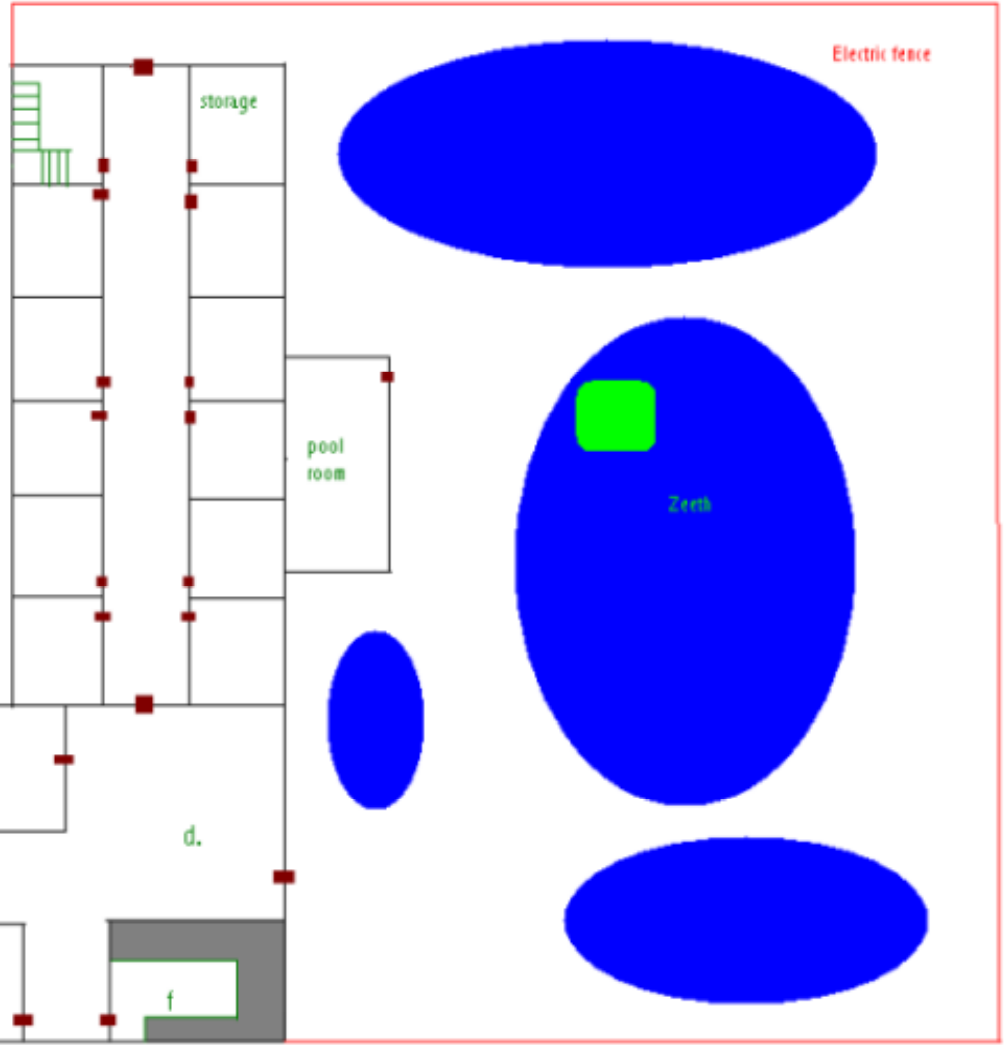


- 1. Water Closet
- 2. Kitchen
- 3. Commons
- 4. Bunk Rooms
- 5. Back Patio
- 6. Front Porch

### Common PlayGrond Tomb



II  
B A



THE KATHERENE BUILDING

I

