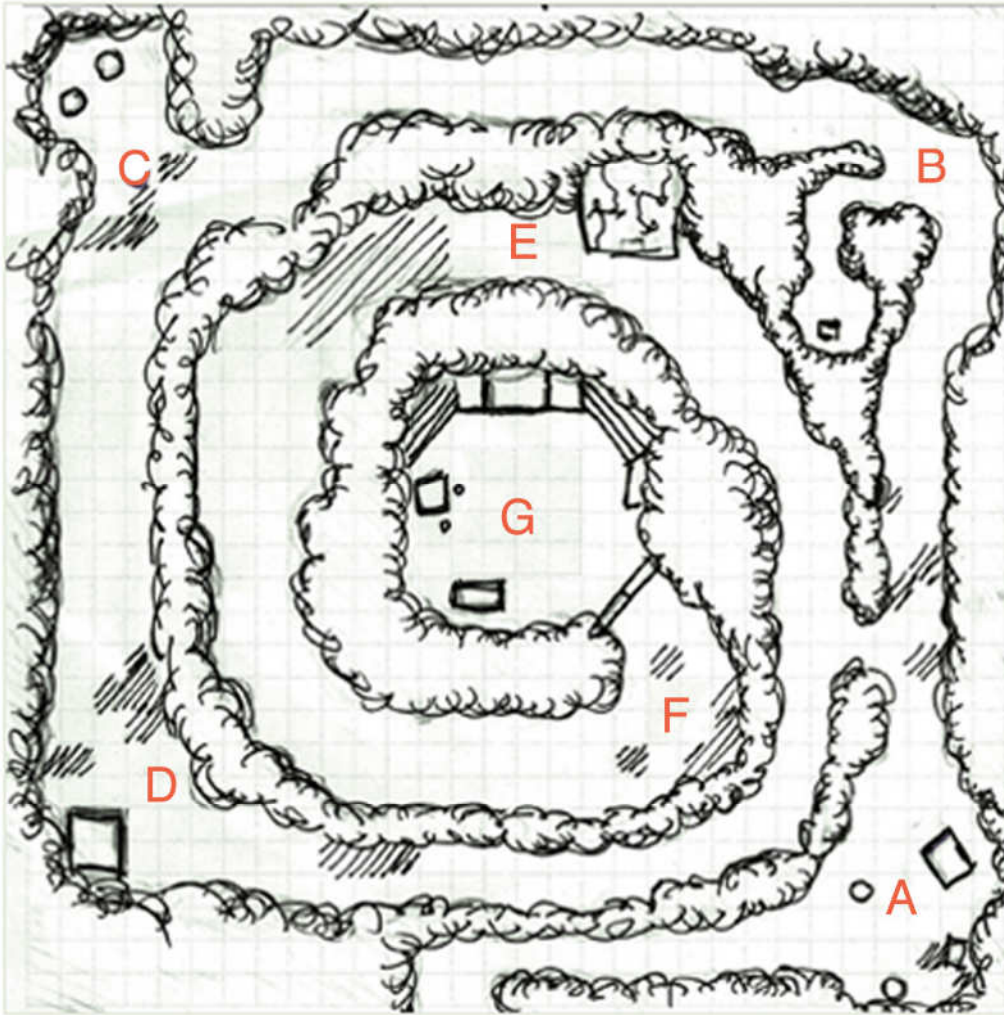


TANGLING WITH THE GARDEN GANG

7th Edition Gamma World
dungeon for Level 1-2 party
of 3-5 players.



DUNGEON KEY:

A: This area consists of an old lifeguard's chair, some broken chairs and stools, and busted up electronics. Waiting for you there are 2 Garden Owls.

B: A small clearing, where a dented toolbox full of 2d4 Ancient Junk Table Rolls is hidden away in the brush, a DC14 to notice.

C: This place is guarded, albeit not well, by a Garden Fox and 2 Wild Dogs, all asleep. They'll notice you if everyone can't meet a Stealth DC of 15 or higher.

D: There's a small wooden room here, full of rations. With a DC of 18, a can of Miraculous Spam can be found, which ends 10 Temporary hitpoints to whoever consumes it.

E: A large wooden shed, guarded by 2 Garden Wolves, stands among the bramble here. As you approach, the Wolves will ambush the party from both sides and come out swinging.

F: A locked metal gate stands tall in this place, protected by 3 Gangmembers and a Wild Dog.

G: The gate opens to arena-like grounds, where Adam sits in a lawnchair throne, surrounded by Ancient relics and bleacher seats, adorned with graffiti.

-Upon your entry, Adam lazily hops down from his throne and steps toward the party confidently. He offers the party membership into the gang, but only if they kill their own comrades. He cackles and engages the party. 3 random Gangmembers and two Wild Dogs will join the fight, but will back down and run off once their leader is beaten.

The Garden Gang are a group of hard-hitting, trouble-making, ex-Pureblood humans who were exiled to the wastelands. However, before being ejected from their homedome, they managed to steal an incredible item: The Seeds of Eden. Biologically engineered seeds that can produce plentiful, nearly immortal plantlife, able to grow just about anywhere. The Gang used the Seeds to build themselves a makeshift labyrinth, their hideout to after raiding nearby towns.

Their most recent raid was on a small river village called Galt, where they spraypainted the huts, broke their windows, and even stopped by the Libranium to cause havoc and plunder what they want.

However, little do they know, they've taken something Ancient, and incredibly powerful-- The Deck of Many Things. What appears to be a deck of tarot cards holds a unpredictable chaotic power. In the hands of the Garden Gang, this can mean nothing but bad news for the people of Gamma Terra...



Garden Owl Level 1 Controller
Medium Mutated Human XP 108

Initiative +2 • Senses Perception +6
HP 24; Bloodied 12
AC 16; Fortitude 13, Reflex 16, Will 16
Saves +2
Resists fire, cold, and acid damage
Speed 5

✖ Elemental Strike (Standard, Encounter) • Range 20
Attack: +3 vs. Fort, Hit: 2d8+4 damage.
Roll 1d4. The result determines the damage type that this power inflicts.

- fire
- cold
- acid
- electricity

✖ Slow (Standard, Encounter) • Area burst 1
All targets in burst.
Attack: +3 vs. Will, Hit: Target is slowed (save ends).

① Whallop (Standard, At-Will) •
Attack: +4 vs. AC, Hit: 1d6+2 physical damage.

Str 8 (-1) Dex 12 (+1) Wis 16 (+3)
Con 9 (-1) Int 18 (+4) Cha 12 (+1)

Equipment Animal mask, staff.

Garden Fox / Wolf Level 1 Lurker
Medium Mutated Human XP 210

Initiative +3 • Senses Perception +2
HP 24; Bloodied 12
AC 15; Fortitude 13, Reflex 18, Will 14
Saves +2
Speed 7

① Claws (Standard, At-Will) • Melee
Attack: +3 vs. Reflex, Hit: 1d8 + 2 physical damage.

Howl (Minor Action, Encounter) •
Attack: +4 vs. Will, Hit: Target is weakened (save ends).

Skills Perception +5
Str 16 (+3) Dex 18 (+4) Wis 15 (+2)
Con 12 (+1) Int 14 (+2) Cha 14 (+2)

Equipment Animal mask, claws.

Wild Dog Level 1 Minion
Medium Natural Beast XP 30

Initiative +2 • Senses Perception +4
HP 1; Bloodied NA
AC 12; Fortitude 11, Reflex 12, Will 10
Speed 6

① Bite (Standard, At-Will) • Melee
Attack: +2 vs. AC, Hit: 1d6+4 physical damage

Skills Perception +2
Str 10 (+0) Dex 12 (+1) Wis 8 (-1)
Con 9 (-1) Int 3 (-4) Cha 4 (-3)

Equipment None

Garden Gangleader Adam Level 3 Striker
Medium Human XP 210

Initiative +5 • Senses Perception +5
HP 46; Bloodied 23
AC 16; Fortitude 15, Reflex 16, Will 17
Saves +3
Speed 6

Action Points 1

Tough Guy Front (Fear) Aura 1: Any enemy of Adam in his aura grants combat advantage to him.

① Varnish Bat (Standard, At-Will) • Melee
Attack: +3 vs. AC, Hit: 1d8 + 2 physical damage.

① Homerun Swing (Standard, Encounter) • Melee
Attack: +3 vs. AC, Hit: 2d6 + 3 physical damage, and the target is stunned (save ends).

Slander (Minor Action, ☹️) •
Attack: +4 vs. Will, Hit: Target grants combat advantage and takes a -2 to all damage rolls if bloodied (save ends both).

Alignment Chaotic Neutral • Languages Common
Skills Perception +5
Str 14 (+2) Dex 17 (+3) Wis 16 (+3)
Con 16 (+3) Int 14 (+2) Cha 18 (+4)

Equipment The Seeds of Eden, scary mask, baseball bat.