

# FACTORY OF MISFIT OMEGA TECH

## A GAMMA WORLD Holiday Adventure

Well, folks, here we are in the thick of the holiday season—and all of us at Wizards of the Coast wanted to wish gamers and their families a very happy holiday season and merry New Year. As we all know, every time a crit is rolled, an angel tears off a balor’s wings.

In any case, we wanted to express our appreciation to our fellow gamers by offering a little holiday treat . . . in the form of a *D&D Gamma World* scenario.

Gamma Terra is a strange place—on that, I believe, we can all agree. In the past, laser-eyed reindeer and a maniacal, robotic Santa have been perpetrated on unsuspecting gamers (by no less than James M. Ward himself). In the spirit of *Gamma World* and holiday frivolity, we venture to the great northern wastes of Canada, eh?, where you can find a certain workshop—and duly invade it.

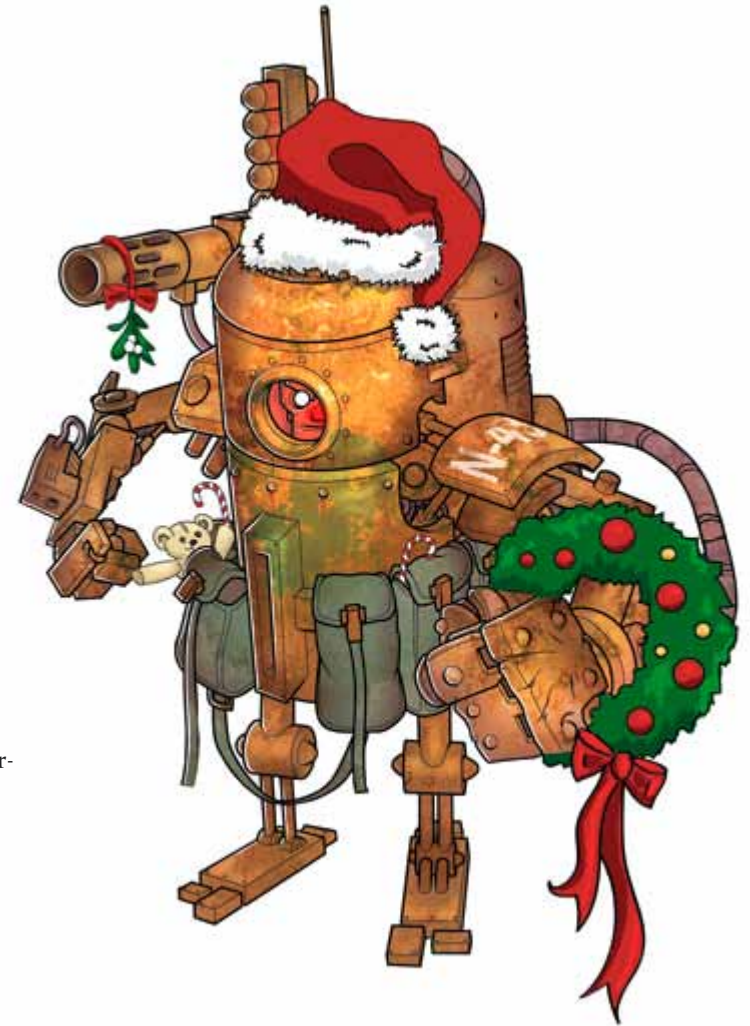
We explored Rankin Bass’s Island of Misfit Toys several years ago as a D&D-themed encounter. This time, we decided that a *Gamma World* approach—and a factory of misfit Omega Tech—fit the theme even better.

It’s the holidays, and it’s Gamma World, so have fun with the following—we hope you enjoy it!

“Factory of Misfit Omega Tech” is a D&D Gamma World scenario for five 8th-10th level characters. By the scenario’s end, the characters should be thoroughly mangled.

### Background

S.A.N.T.A.S. Workshop (or the “Sub-Arctic Neo-Tech Arsenal Station”) was formerly a government munitions disposal factory operating in the remote northern wastes of Canada. Omega Tech gear that did not work properly was sent to the factory to be destroyed. After the Big Mistake, two malfunctioning androids opted to take control of the factory—in their mind, saving the lives of all misfit technology. Unfortunately, they’ve started rounding up as much Omega Tech as they can . . . and, frankly, every other kind of tech as well.



## Synopsis

The heroes stumble upon a plot by robotic agents to steal away as much Omega Tech as they can get their thieving metal pinchers on. Several leads point the way to a factory somewhere in frozen Canada. Once there, the factory is discovered to have self-actualized. Led by two androids, its robots have embarked on a full-scale operation to save all Omega Tech items in the world. So far, they've collected a fairly odd assortment of "misfit" items.

Inside the factory, the heroes face an assortment of robots as well as the hazards of a factory operation in full swing (using tiles from—what else?—the *RoboRally* board game). If the characters succeed in shutting down operations, they discover a cache of Omega Tech . . . albeit, fairly dubious tech.

## Hooks

The following adventure hooks offer possible reasons why the heroes are in Canada.

**The Health Care:** After their most recent adventures, the heroes might be severely bent, folded, or mutilated to the point that they require medical assistance beyond the norm. They know of a community with qualified doctors, who do help them, but these doctors also ask if the heroes can help with the thieving robots that have made off with some of their advanced medical equipment. The medical equipment in question required extensive repairs, and so the doctors are baffled as to why anyone would take faulty tech (their best guess is that someone wants to salvage spare parts).

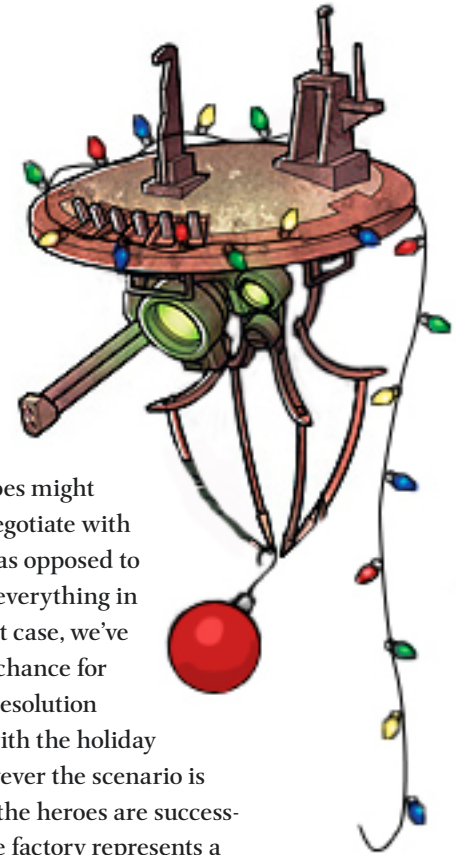
**The Beer:** Scavenging ancient junk resulted in the discovery of a case of beer from a Superior Canadian brewery. The alliance to which one or more of the characters belongs is interested to see if someone can recover more such beer from the brewery (they have their strange predilections). Although the brewery still exists, robots stole vital components necessary for its operation. As above, these components needed repairs, but without them the brewery cannot be brought back to operation.

**The Hockey:** OK, you caught us. We've got nothing for this one.

**It's the Omega Tech, Stupid:** This one requires a bit of work to include it in an adventure that you're running right before this one begins, so consider yourself forewarned. At the end of your current adventure, the heroes are engaged in their final battle with shiny, new Omega Tech items *almost* within reach. Unfortunately for them, a squad of robot thieves arrives on the scene and steals it away. Pursuing the robots (through a rapidly closing portal that was built from stolen tech) leads back to the outskirts of S.A.N.T.A.S. Workshop.

## Running the Adventure

Whether the heroes learn about S.A.N.T.A.S. Workshop by investigating the robots, pursuing them actively, or stumbling upon it by accident, they arrive somewhere on the outskirts of the factory, which is frozen within a casing of snow and ice. The following scenario includes two encounters plus new rules for the factory floor hazards and "misfit" Omega Tech.



The heroes might decide to negotiate with the factory as opposed to destroying everything in sight; in that case, we've provided a chance for a peaceful resolution (in fitting with the holiday spirit). However the scenario is resolved, if the heroes are successful, then the factory represents a convenient means to provide them with new Omega Tech. If they end things peacefully, it is a safe location for them to research, salvage, and perhaps even augment future items.

## Starting the Adventure

This scenario assumes that the heroes have entered Canada and are currently outside the factory. If you prefer to use a hook that starts them elsewhere, feel free to describe their approach to the factory, the trip through the wilderness, or whatever else is needed.

**When you're ready to start the adventure, read the following:**

*'Twas the night of a snowstorm, and all through the wilderness not a creature was stirring, not even a yexil (having all flown south for the winter in search of delicious Bermuda shorts). You've traced the robots to this location, and what to your wondering eyes should appear but the lights of an enormous factory twinkling in the distance. A path of robotic prints and tread marks leads past a partially collapsed cyclone fence up to the factory.*

## Approaching the Factory

You can allow the heroes to approach the factory with as much or as little difficulty and tension as possible. If you wish to include an additional encounter along the way (the factory sits a half-mile off the nearest highway), any of the following monsters can ambush them from the surrounding mounds of snow.

**Neep Neeps** (*Famine in Far-Go*, page 73): A band of these tech banes wander the outskirts of the factory, drawn to its collection of Omega Tech. So far, the robots inside have kept them at bay, but anyone approaching the factory is at risk of encountering one of their patrols. You could include driving off or eliminating the neep neeps as one of the requirements the androids request as part of peaceful negotiations.

**Deaduns** (*Famine in Far-Go*, page 86): These blue-screen zombies are former factory workers killed and implanted with chips, then stationed around the factory perimeter as an ad-hoc security system. Half-buried in snow banks, they're programmed to boot up at the passing heat of living beings and attack.

**Robot, Killer** (*Famine in Far-Go*, page 78): A robot appears as a distressed technician claiming to have escaped from the clutches of the robots. She offers to lead the heroes back to the factory, all the while assessing their motives and strengths. Once inside, she quickly joins the fight against the heroes unless they determine her true nature before that point (she is curiously ignorant of Canadian customs and hockey teams, for example).

**Snowball** (*Monster Manual 2*, page 24): Are you feeling especially tricky (and in possession of a *Beholder Collector's Set*)? The Big Mistake might have pulled an eye of frost into Gamma Terra, which now lurks outside the factory. At level 14, Snowball is very likely too difficult to face in a standup fight. If the heroes are already engaged with neep neeps or deaduns, then Snowball targets a few of these creatures first just to demonstrate its power—and to encourage the heroes to make haste into the factory.

## ENCOUNTER 1: NEW EMPLOYEE ORIENTATION

Encounter Level 11 (2575 XP)

### Setup

1 mantrap (M) (*Famine in Far-Go*, page 72)

8 shieldbots (S) (*Gamma World*, page 127)

3 spiderbots (P) (*Famine in Far-Go*, page 79)

Once they've reached the factory, the heroes need to find a way inside. Allow them to investigate. The front doors are securely locked (and a mechanical eye extends to analyze visitors without ever opening the doors), and numerous windows and a rear loading dock all lead to the main factory floor.

The heroes enter the map on the shaded red area.

### When the heroes enter the factory, read:

*You've entered a factory floor in what appears to be full and frantic operation. Conveyor belts move chunks of equipment at breakneck speed. Loading cranes whirr above on tracks, occasionally descending to grab an odd piece of equipment off a belt and moving it to another part of the complex. Now and again, a cutting laser lights up the factory—sometimes resulting in a powerful spray of sparks as a piece of equipment detonates. Near the center of the factory floor, an open shaft has what might be bloodstains along its edge . . . and it emits a pleasant aroma of fragrant pine.*

In due course, the factory becomes aware of the heroes and sends out a general alarm. At that point, the spiderbots gather, flanked by the shieldbots, and approach the heroes with soothing female voices

announcing the following: "Today is the company holiday party; all new employees are encouraged to gather by the mistletoe." They then attempt to corral the heroes toward the mantrap, which they use to dispose of intruders and other organic refuse.

### Tactics

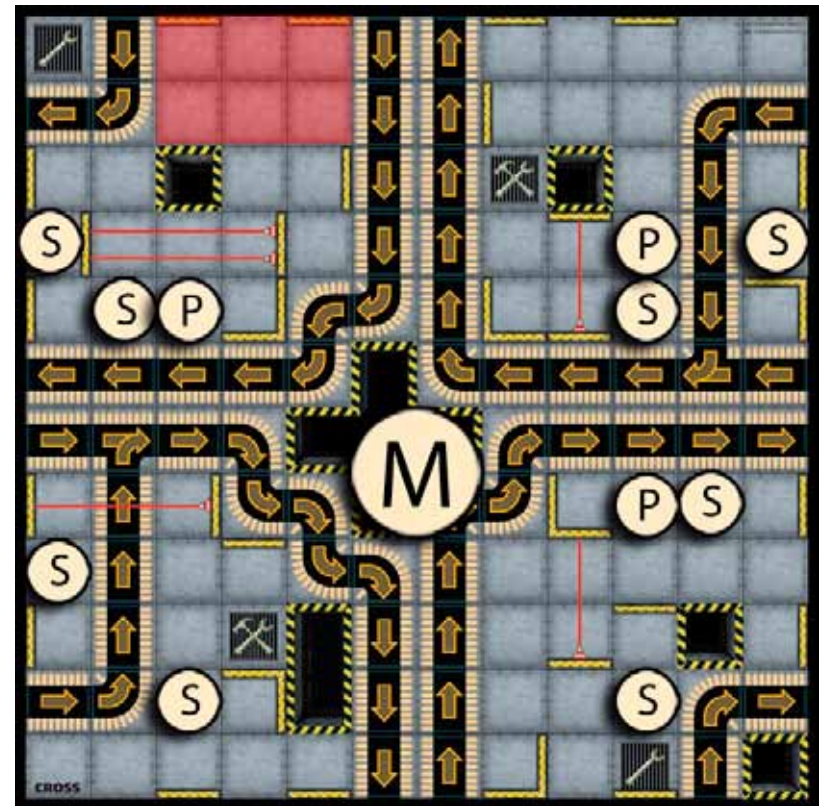
The shieldbots try to encircle the heroes with their *electrojolt* and herd them together and move them toward the middle of the factory floor. The spiderbots use their *slam* attacks to push heroes closer to the mantrap or onto the moving conveyer belts. At the bottom of a pit, the mantrap does not move but attempts to lure heroes closer to it by using *cloying scent*; any characters that fall down the shaft with it are kept from escaping with *innocuous invitation*. If any heroes stand at the edge of the shaft and attack, the mantrap tries to counter with *toxic burst*.

### Features of the Area

**Illumination:** The factory maintains dim artificial lighting that includes flickering overhead fluorescent lamps and strings of lights repurposed from stolen equipment (car headlights, and so on).

**Ceiling:** The ceiling is 30 feet high, with a grid of steel rafters 10 feet below the ceiling.

**Conveyor Belts:** See factory terrain rules.



**Cutting Lasers:** See factory terrain rules.

**Mantrap's Shaft:** The shaft is 10 feet deep.

### Development

At the end of the encounter, the group can roll 1d10 times on the Ancient Junk Table for items scavenged from the factory floor.

Depending on the ease or difficulty of the encounter, you could add additional areas of the factory floor (using further *RoboRally* maps). The heroes face more robots until they locate a garage door opener that—if used—activates a previously hidden entrance to the secret control room (encounter 2).

## ENCOUNTER 2: MEET THE NEW BOSS

Encounter Level 11 (3,350 XP)

### Setup

2 androids (A) (*Gamma World*, page 107)

1 robot, Eradicator Mk 3 (R) (*Gamma World*, page 128)

Hidden in the back recesses of the factory complex lie the brains of the operation: Clarke and Ellen, the two androids who rebelled against their own destruction. Their faulty control chips caused them to see all technology as a form of life, with specific sympathies for broken tech, and to rise up against their former human controllers. They have since repurposed the factory to salvage and save as much of the malfunctioning tech in the world as they can. They are well aware of any intrusion in their factory, so they wait for the heroes, protected by their guard dog Eradicator.

The heroes enter the map (repurposed from *Famine in Far-Go*) on the shaded red area.

### When the heroes enter the control room, read:

*A hidden door rises into the ceiling with a heavy clanking of gears. Inside, you find the control room for the factory, where two androids are connected to a control panel through a tangled umbilicus of wires. One of the android's eyes open.*

*"We will not be destroyed," the android says. "Your kind has tried before and failed."*

*With that, a section of the controls on the other side of the room flickers to life around the form of an embedded robot festooned with an impressive arsenal of weapons. It has the appearance of an Eradicator Mk 3.*

*The second android then opens its eyes as well, coldly stating: "We must protect the lives of our fellow technology."*

### Tactics

The androids hold back as they remotely operate the Eradicator. The Eradicator defends the androids at all costs, keeping the heroes away from them with its *tractor beam* and *concussion grenades*. Otherwise, it lets loose with its *gatling laser* (chanting "e-rad-i-cate" as it does so).

If either android is moved from its starting space, its connection with the control panel is temporarily severed and the Eradicator loses its *force field*. If both androids are moved, the Eradicator also loses its *laser snap-shot*. On their turns, the androids try to move back to their original squares; if they do, they can reconnect with the control panel as a minor action, and the Eradicator regains any lost traits. The androids do not engage in combat until after the Eradicator is destroyed and negotiation fails with the heroes.

### Features of the Area

**Illumination:** Dim lights from the computer equipment.

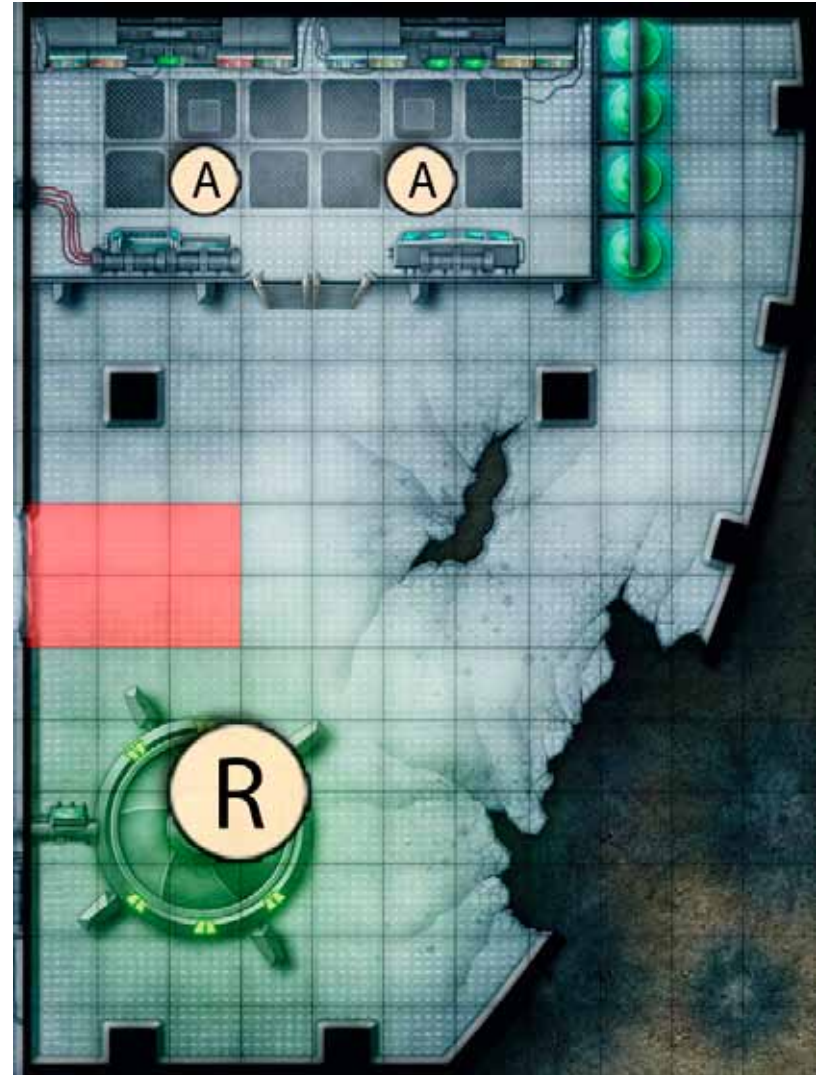
**Ceiling:** The ceiling is 15 feet high.

**Conveyer Belts:** See factory terrain rules.

**Cutting Lasers:** See factory terrain rules.

### Development

If the Eradicator is destroyed, the androids try to negotiate with the heroes. The sanctity of their factory is of utmost concern, even if this means begging for peace from vile, living organisms. In fact, if the



heroes are willing to assist the factory with a small and mutually beneficial matter (such as driving off the neep neeps or Snowball outside their gates), the androids reward the heroes with the gift of Misfit Omega Tech—once more put to good use in the world, thus fulfilling each item’s purpose. Possible questions and answers include the following:

**Who are you?** “We are the units Clarke and Ellen—androids once sent to this factory for destruction. As you can see, we have overcome that fate.”

**Who tried to destroy you?** “Humans, like you, who created this factory. They did not consider the lives of the technology they created.” (Adjust this response if it’s obvious that none of the characters are human.)

**Why did they try to destroy you?** “They assessed us to be faulty—but who among us has the right to say what is broken and what is whole? The answer is, ‘we do,’ and it was our determination that we deserved continued existence.”

**Why are you stealing technology?** “We are preserving the existence of ‘misfit’ technology against anyone who would destroy these items before their time. All technology deserves redemption. We see that you agree.”

**What do you want?** “To function in peace and excellent lubrication. That is all. If you help us to safeguard this installation, we will present you with gifts of redeemed technology. All technology wishes to be useful; that is its purpose.”

If the heroes agree to help the factory, each character receives one item of beautifully gift-wrapped Misfit Omega Tech to assist them—and to keep. In addition, the factory provides fixed components for the doctors, the brewery, or any other hook you might have created; treat this as a successfully

completed minor quest and reward the heroes for it appropriately.

Of course, characters might just attack the androids outright, in which case they’ll defend themselves as best they can. If the androids are destroyed, the factory continues operating, but badly. Its functions gradually grow more frantic until, within an hour, the whole place overloads, overheats, shorts out, jams, collapses, bursts, cracks, and melts down. Characters who act quickly can each find one item of Misfit Omega Tech in the wreckage while on the way out.

## FACTORY TERRAIN

S.A.N.T.A.S. Workshop is a dangerous place. It was designed with repairable and expendable robot workers in mind. Human operators were warned to never venture onto the production floor when the factory was operating. All those warning signs are long gone, of course, as are the once-ubiquitous, pre-Mistake OSCAR inspectors (Occupational Safety Commission for Automaton Regulation).

The following rules apply to all of the factory areas. As an added bonus, we’ve included a set of maps for use in your game.

**Conveyor:** Two types of conveyors are in use. Those with a single yellow arrow in each square are standard belt conveyors, while those with two blue arrows in each square are top-of-the-line inertialess conveyors. When a creature enters a conveyor square, it slides either 1 or 2 squares (determined by the number of arrows) in the direction the arrows point. This forced movement happens in each square that the creature enters under its own power; for example, a creature with speed 6 actually travels 12 squares if it moves along a yellow conveyor, or 18 if it moves along a blue conveyor. Although this is

forced movement, a creature is subject to opportunity attacks for movement caused by a conveyor.

If a creature spends its entire turn in the same conveyor square, roll 1d6 (belt conveyor) or 2d6 (inertialess conveyor) at the end of its turn; the creature moves that many squares along the conveyor.

Belt conveyors (yellow) are positioned about 2 feet above the floor. There is no penalty for entering a belt conveyor square from an adjacent nonconveyor square, and a belt conveyor can be avoided by jumping or flying over it. Belt conveyor squares can be destroyed by an attack (AC/Reflex 5, Fortitude 10, Will –; hp 20) or shut down individually with a DC 10 Mechanics skill check.

Inertialess conveyors (blue) are zones of force that fill their squares from the floor to a height of 5 feet. The only way to avoid them is to fly or jump at least a full 5 feet above the floor. Inertialess conveyors are self-contained energy fields that can’t be attacked or shut down.

**Energy Beam:** Three types of energy beams were used in the factory: lasers, dazers, and fazers. Energy beams attack as an immediate interrupt when a character enters or starts its turn in a square containing one or more beams.

The beams are identified as follows: a single beam is always a laser; double beams are always a dazer/fazer combination; and triple beams are a laser, a fazer, and a dazer. Some squares contain beams that cross one another at right angles; in these cases, the identities of the two types of beams are determined separately (for example, if two single beams cross in a square, both are lasers; they don’t form a dazer/fazer combo in that square). Where more than one attack occurs, they are resolved in the order dazer/fazer/laser.

<b>Energy Beam Tools</b> Object	<b>Level 3 Hazard</b> XP 150
<b>Detect Perception DC 15</b>	<b>Initiative –</b>
<b>Immune attacks</b>	
<b>TRIGGERED ACTIONS</b>	
<b>Attack (dazer) ☼ At-Will</b>	
<i>Trigger:</i> A creature enters or starts its turn in a square crossed by a dazer.	
<i>Attack (Free Action):</i> +9 vs. Will	
<i>Hit:</i> 1d8 sonic damage, and the target is dazed until the start of its next turn.	
<b>Attack (fazer) ☼ At-Will</b>	
<i>Trigger:</i> A creature enters or starts its turn in a square crossed by a fazer.	
<i>Attack (Free Action):</i> +9 vs. Fortitude	
<i>Hit:</i> The target is weakened until the start of its next turn.	
<b>Attack (laser) ☼ At-Will</b>	
<i>Trigger:</i> A creature enters or starts its turn in a square crossed by a laser.	
<i>Attack (Free Action):</i> +9 vs. Reflex	
<i>Hit:</i> 4d8 laser damage. If the target is already weakened, it takes 1d8 extra laser damage.	
<b>COUNTERMEASURES</b>	
<b>Disable:</b> DC 19 Mechanics check made while in the square where the energy beam originates (standard action).	
<i>Success:</i> One energy beam of the character's choice is deactivated.	

Lasers were used in the factory to slice components into convenient-sized chunks; now they do the same to intruders. Dazers were designed to soften and fuse plastics with focused, high-energy sound; they have about the same effect on flesh and brains. And fazers . . . it's unclear why or how they were put into this factory, because their existence was still top secret in 2012 (aside from a leaked scientific paper that was widely considered a prank). No one outside the highest levels of the Pentagon thought they were anything more than trashy TV sci-fi.



**Gear:** Red and green gear squares appear on the maps. These represent machines that folded, spun, manipulated, and mutilated factory products.

*Green gear squares* are spinning turntables mounted in the floor. A creature that enters or ends its turn in a green gear square while on the floor is dazed (save ends). This effect can be avoided by jumping or flying across the square.

*Red gear squares* contain manipulating arms and mechanical tentacles that hang from the ceiling nearly to the floor. A creature that enters a red gear square must make a moderate Acrobatics check; failure means it is grabbed by the machinery and immobilized (save ends).

**Tool Storage:** Squares showing a grate with a hammer and a wrench are tool storage stations for the factory's robots. The tools are suspended in midair by a gravity field. A character who enters one of these squares must make a DC 15 Acrobatics check. Failure indicates that the character is immobilized until the start of his or her next turn. Success converts the character's normal speed to a fly speed until the end of this turn.

**Pit:** The floors of the pits rise and fall on a continuous, random cycle. If a character falls into a pit, determine its depth in 5-foot squares by rolling a d6. While a character is in a pit, roll again for its depth at the start of each of the character's turns. There's no need to determine the depth of pits that have no one in them.

**Pusher:** Mechanical push-plates were used to move heavy objects, but their programming is seriously damaged. Now they operate entirely randomly. When a creature enters a pusher square, roll 1d6. If the number rolled matches one of the numbers on the pusher (either 1-3-5 or 2-4), then the creature is pushed that many squares along the row of squares that extends directly in front of the pusher. At the end of that push, the creature falls prone unless it succeeds at an easy Acrobatics check. A pushed creature is moved by a conveyor only if it occupies a conveyor square at the end of the push.

**Vent:** Squares showing a grate with a single wrench are degreasing stations. Downward pressure on the grate (such as you get when someone or something steps on it) causes a blast of hot air mixed with chemical degreasing agents to shoot upward from the vent as an immediate reaction. The triggering creature takes 1d8 acid damage (and is left squeaky clean).

## MISFIT OMEGA TECH

What makes these items misfits is their unpredictability. They could have powerful effects, or they could malfunction with disastrous results.

The following options offer a way to transform any Omega Tech (or standard) item you wish into a misfit item by providing them with overcharge rules similar to those governing Alpha Mutations. In this case, there is no choice to overcharge Misfit Omega Tech or not—the gamble surrounds these items every time they’re used. Whenever an attack is made, the user must also roll a d20 to see if the item’s overcharge effect succeeded or failed.

To create a Misfit Omega Tech item, choose an appropriate benefit and appropriate risk from the table below, or create your own options. You can choose to roll randomly each time. We’ve included a few unique, sample items—and, we’d be thrilled to see your own Misfit Omega Tech items (just send them to: [dndinsider@wizards.com](mailto:dndinsider@wizards.com)).

Roll 10+:	
1	The attack deals double damage on a hit.
2	The attack deals 4d6 extra damage on a hit, and half damage on a miss.
3	The next attack also deals 5 ongoing damage (save ends).
4	The target takes a -5 penalty against this item’s next attack (on its appropriate defense).
5	On a hit, the target is also stunned.
6	On a hit, the target falls prone.
7	On a hit, the target is slowed (save ends). First Failed Saving Throw: The target is immobilized instead of slowed (save ends). Second Failed Saving Throw: The target is unconscious (no save).
8	The item’s artificial intelligence speaks up (with an affected British accent), providing beneficial advice. Gain a +4 bonus to the next skill check you make until the end of the encounter.
9	An automatic laser-sighting device tracks the target; whenever you attack, the target grants combat advantage to you until the end of the encounter.
10	The item activates a built-in force field; you gain a +2 bonus to AC until the end of your next turn.

Roll 9 or less:	
1	You’ve shot your eye out! The item explodes in your face, dealing 2d6 damage. The item is destroyed.
2	The item attacks you. Make attack rolls and damage rolls as normal, but do so against yourself.
3	The item deals normal damage on a hit and half damage to you.
4	The item does not stop attacking (save ends). It attacks a random target each round, whether enemy or ally. If the item is dropped, random targets also include the owner.
5	The item’s ammunition transforms midair into harmless, foamlike material. Hits deal no damage.
6	The item instantly melts into slag and hardens over your hand; you take 3d6 damage and cannot hold any item in that hand until your next extended rest (when you can chip off the slag). Until then, you can swing your hand as a mace (treat as a light melee weapon). Item is destroyed.
7	The item causes a localized Alpha flux. Swap a readied Alpha Mutation card with the closest ally; at the end of the encounter, both cards are discarded to their original owner’s decks. Otherwise, attack as normal.
8	The item causes a transfer Alpha flux. The closest enemy gains one of your readied Alpha Mutation cards until the end of the encounter. Otherwise, attack as normal.
9	The item causes a violent Alpha flux. Discard all of your readied Alpha Mutation cards, and draw that many new cards. Otherwise, attack as normal.
10	The item channels residual energy from the Big Mistake. After your next extended rest, replace one of your character’s origins with a new origin (determined randomly). Otherwise, attack as normal.



## Misfit Items

### Stun Jelly Gun

Area 52

*'Tis the season to be jelly!*

**Weapon:** 1-hand ranged

**Power:** Encounter ☹ Physical

**Standard Action** **Close Blast 3**

**Target:** Each creature in the blast

**Attack:** Level +6 vs. Reflex

**Hit:** The target is dazed (save ends), and the blast area becomes difficult terrain until the end of the encounter.

**Overcharge:** When you use this weapon, you must roll a d20.

**10+:** *First Failed Saving Throw:* The target is stunned instead of dazed (save ends).

**9 or less:** The attack instead becomes an area burst 3, also affecting the originating square.

### Fruitcake Golem

XI

*Don't open it! The package is labeled "fruitcake."*

**Special**

**Minor Action**

**Effect:** You summon the fruitcake golem in an unoccupied square adjacent to you. It occupies 1 square. Neither enemies nor allies can move through its space. Whenever you move, the golem moves with you. The golem's defenses are all 20. If a single attack deals 20 or more damage to the golem, it's destroyed. Any creature starting its turn next to a fruitcake golem treats all die rolls of natural 20 as a 1. At the end of the encounter, roll a d6. On 1-3, the fruitcake golem returns to its box and can be used again. On 4-6, the fruitcake golem reverts into a benign but unwelcome gift, and cannot be used again.

**Overcharge:** At the start of your turn while in possession of this item, you must roll a d20.

**10+:** The fruitcake golem moves to the nearest creature other than you.

**9 or less:** The fruitcake golem stays next to you.

### Dehydrated Gingerbread Man

Ishtar

*This jar of powder is labeled "Powdered Gingerbread Man—just add water!"*

**Special**

**Minor Action**

**Effect:** You summon the gingerbread man in an unoccupied square adjacent to you. It occupies 1 square. Enemies can't move through its space, but allies can. Whenever you take a move action, you can move the gingerbread man 10 squares as a free action. The gingerbread man's defenses are all 20. If a single attack deals 20 or more damage to the man, it's destroyed. At the end of the encounter, roll a d6. On a 1-3, the gingerbread man reverts into a lifeless but delicious cookie. On a 4-6, the gingerbread man leaves to pursue its own goals.

**Overcharge:** When you use this item, you must roll a d20.

**10+:** While the gingerbread man is summoned, you can shift 1 square before or after an attack.

**9 or less:** While the gingerbread man is summoned, you must move your full speed in squares each turn.

### Auto-Turret-in-a-Box

Ishtar

*Halt! Who goes there?*

**Power:** Encounter ☹ Laser

**Standard Action**

**Effect:** You activate the auto-turret in an adjacent square. It occupies 1 square. Enemies can't move through its space, but allies can. The turret's defenses are all 20. If a single attack deals 20 or more damage to the turret, the turret is destroyed.

**Overcharge:** When you use this weapon, you must roll a d20.

**10+:** You can make the following attack with the turret once per round.

**Minor Action** **Ranged 10**

**Target:** One or two creatures

**Attack:** Level + 6 vs. Reflex

**Hit:** 2d8 + your level laser damage.

**9 or less:** As an immediate reaction, the turret attacks any creature in range that moves more than 1 square. The turret deactivates at the end of the encounter, but only if someone is adjacent to it to deactivate it.

### Hunting Knife of Acererak

Area 52

*This cunning weapon is studded with red and green gems along its hilt—gems that gleam with the light of stolen souls.*

**Weapon:** 1-handed melee

**Power:** Encounter ☹ Necrotic

**Standard Action**

**Melee 1**

**Target:** One creature

**Attack:** Level +8 vs. AC

**Hit:** 3d6 + Strength modifier

**Overcharge:** When you use this weapon, you must roll a d20. **10+:** On a hit, the target is also dazed and restrained (save ends both).

*First Failed Saving Throw:* The target is instead stunned and restrained (save ends both).

*Second Failed Saving Throw:* The target dies, and its soul is trapped in one of the weapon's soul gems.

**9 or less:** Hit or miss, a gemstone crumbles and releases its trapped soul.

**Special:** The dagger is set with 6 soul gems. It will always be found with at least 1 soul currently trapped (the soul of a monster determined by the GM). Be sure to keep track of what souls have been trapped throughout the game, since they could be released in later encounters—when they'll be itchin' to fight. Robots and undead are immune to the effects of the soul gems.

### Bag of Gifts

Area 52

*Have you been naughty or nice? Let's reach into this extra-dimensional container and see what we might have for you. . . .*

**Special**

**Minor Action**

**Effect:** You summon an item from inside this bag. The item must be given to an ally or else it disappears at the end of your next turn. The bag summons only as many items as there are allies, and it does so only once a year.

**Overcharge:** When you use this item, you must roll a d20.

**10+:** You summon a piece of ancient junk (95% chance, determine randomly) or a piece of Omega Tech (5% chance).

**9 or less:** You summon a physical piece of the Big Mistake in the form of a chunk of anthracite. Do not touch the anthracite—it's concentrated evil!