

RAMPAGING ROBOT!

A post apocalyptic adventure inside a giant, sleeping robot!
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"HEY! SHUT UP AND LISTEN WHILE THE VILLAGE ELDER SPEAKS!"

"Aaaaah yes... As you might be aware of by now, our poor and defenseless village was attacked last night, by none other than the vile **Gathoraxx** and his gang of blood-drunk cannibals. He managed to kidnap **Mox**, our **Tech-Whisperer**, and was last seen heading south towards the **Lair of the Steel Crawler**. I fear that **Gathoraxx** will force **Mox** to wake the **Steel Crawler** from its deep slumber and bring a new reign of terror upon us all! (And I had just managed to get over the horrors from last years acid storm...) You there *points at player characters* are the only capable warriors left in our once great tribe. You must track **Gathoraxx** down and stop him, before it's too late!"

"WAIT! TAKE THIS ON YOUR WAY!" (D8)

1. **"The Boom-sphere!"** Grenade. High damage
2. **"The Incredible Light-Slinger!"** Laser Rifle, 3 charges
3. **"My most beloved pet! *sob"** Mutant Dog, loyal, tough
4. **"The Climbing Claw!"** Grappling gun, pulls you up 50 ft
5. **"The Ghost Machine!"** Holographic Decoy. 1 h to recharge
6. **"The Wingless Flyer"** Jump-pack. 100 ft, fuel for 3 jumps
7. **"Heal-All!"** Miracle cure. Heals all damage, 1 dose left
8. **"My personal stash!"** Extreme hallucinations. 5 doses

TRAVELING THE WASTELAND

1 Hex = 1/2 day of travel. Roll D6 for every hex entered:
1-2 = **Random Encounter**. Roll D6 on the corresponding table:

A. Home Sweet Home.

- Villagers are mostly farmers and hunters
1. **Children**, cowering inside old helicopter wreck
 2. **Stray dog**, becomes friend for life if fed
 3. **Village Guard**, severely injured from raid, sobbing
 4. **Village Elder**, performing burial ceremony for the dead
 5. **Cannibal**, hurt and hiding. Has valuable info
 6. **Woman**, wanting to avenge dead husband at all costs

B. Overgrown Mega-Highway.

- A thick and humid jungle covers everything. Home to strange beasts and weird plants.
1. **Trader-Caravan**, attacked by strangler vines
 2. **Neon-Tiger**, stalking prey. (50% chance the prey is you!)
 3. **Huge Leeches** drop down from archway to suck blood
 4. **Many-Eyed Mutant** skitters forth, convinced she's a spider
 5. **Spore-Bear**, covered in fungi. Cares for 4 **Cap-Cubs**
 6. **Shieling Pterodactyl**, attempts to grab random person

C. City of Night.

- Old ruins inside strange darkness-bubble. People tend to stay far away from this place.
1. **Creeping Shades**, follows party. Harmless but ominous
 2. **Giant Spider**, waiting for prey to walk into massive web
 3. **Tremor**. Distant but strong. Random building collapses
 4. **A light!** Ghastly figure in window, high up in skyscraper
 5. **The sound of Strange Flutes** is heard from afar
 6. **Black Puddle**, lovesick slime, starts following party

D. Lair of the Steel Crawler.

- The Steel Crawler stands here, surrounded by craters and the charred remains of buildings.
1. **Cannibals**, cooking mystery meat over campfire
 2. **Escaped prisoner**, hiding inside crater
 3. **Cannibal**, passed out from too much partying
 4. **Rabid Dogs**, fighting over scraps
 5. **Heads impaled** on wooden spikes. They look familiar
 6. **The Death-Spitter** shoots short burst into the sky, followed by howling screams and mad laughter.

THE STEEL CRAWLER

Guarded at all times by blood-crazed cannibal mutants. They are celebrating their last successful raid with blood-booze and extreme violence. All cannibals are armed with knives, machetes and such, unless otherwise indicated.

GETTING INSIDE

The exterior of the **Steel Crawler** has been reinforced by scrap, wood and rope, making it possible (but not easy) to climb. Poorly built scaffolding runs along the sides of the giant robot, and a crank operated winch-elevator hangs from the top.

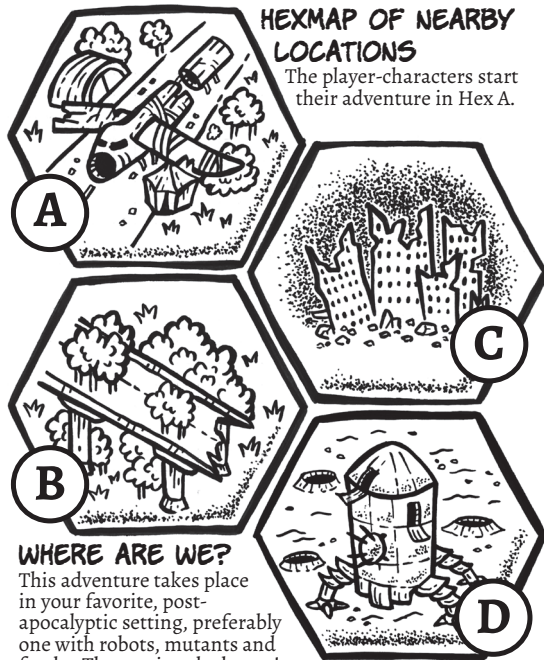
1. A Rope-ladder, guarded by 2 cannibal freaks drunk on blood. Violent, noisy, and about to start fighting each other.

2. The Death-Spitter, a Four-barreled machine gun from before the Final War. Manned by **Bokk the Bloody**, two-headed mutant with a constant migraine. **Bokk** suffers from alcohol induced double vision and extreme paranoia, and will fire at anything she thinks even remotely looks like an intruder. The turret can be rotated in all directions and fires volleys of super-charged plasma-slugs. Needs to wind up for 10 seconds before firing and is prone to overheating.

3. Entrance to B1. The 2 slave-operators are busy "getting to know each other", resulting in the elevator being stuck at the top. They will be angry if interrupted, but will resume normal operations in 10-15 minutes.

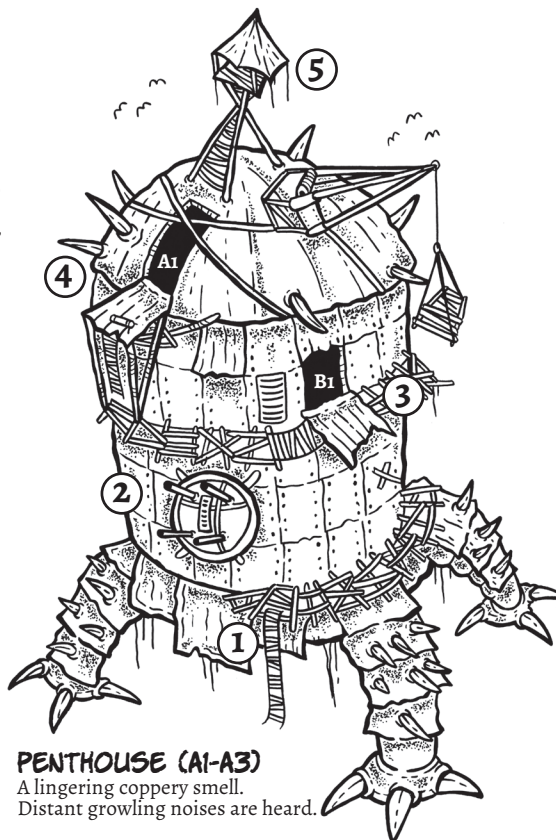
4. Entrance to A1. The guard is fast asleep, and will probably not notice anyone climbing the ladder. The lookout (5) will scream his lungs off if he sees anything suspicious though, which will eventually wake the guard.

5. Crow's Nest. The cannibal in the top of the tower is forced to be sober, and is obviously pretty upset about that. He's currently distracted by the elevator operators "getting it on", and isn't 100% focused on his duties. Armed with a high powered sniper rifle and a pair of cracked binoculars.



WHERE ARE WE?

This adventure takes place in your favorite, post-apocalyptic setting, preferably one with robots, mutants and freaks. The crazier, the better!



PENTHOUSE (A1-A3)

A lingering coppery smell. Distant growling noises are heard.

A1. Barricaded Door. The door to (A2) is barricaded from this side with planks and pieces of corrugated metal. A dark, red liquid pools out from underneath the door. Someone has written "OPEN DOOR AT OWN RISK!" on one of the walls.

A2. Killer-Kennel. Inhabited by a massive growling beast, made out of sinew, bone and black spikes. Can shoot spikes from its back and bite through bone. Only obeys **Gathoraxx** but is very susceptible to belly rubs and playing "catch".

A3. Hoard of Gathoraxx. Door is locked, key in chain around **Gathoraxx's** neck. Crates filled with ammo, canned food & fuel stand on the floor, making this a veritable goldmine. A hidden letter at the bottom of a crate reads: "Mox can wake the Machine. Attack our village in the night and claim him!" A grenade-trap had been rigged to blow if anyone steps into the tripwire hidden in the doorway.

Map of Penthouse



Map of Crew Quarters



CREW QUARTERS (B1-B3)

Filthy and unkept. A loud snoring makes the walls shake.

B1. Rickety Walkway. The outside walkway is riddled with gaps and is hard to traverse safely. 3 Cannibals are inside, drawing straws to see who will have to try stealing booze from **Big-Barney** (B2).

B2. Big-Barney's Room. The humongous **Big-Barney** sleeps on a pile of dirty rags, holding his four arms around a huge kegger of blood-booze. If awakened, he will go berzerk and attack anyone he sees for 5 minutes, before passing out from the exhaustion. 2 briefcases lie in a corner, filled with teeth, ears and other grisly souvenirs.

B3. A Rope Ladder hangs down to the floor below (C1). It's in poor condition and will only support one person at a time.

METAL INNARDS (C1-C4)

Filled with sensitive mechanics and strange machines.

C1. Dark Hole. A terrible smell comes from below (D1). A flimsy barricade separates this room from (C2). The door in the barricade is locked from the inside, and has a peep-hole in the middle of it.

C2. Strange Lights illuminate this otherwise dark room. Cords lie on the floor, connected to 2 huge batteries in the end of the room. They power the **Death-Spitter**.

C3. Bokk's Gunroom. Bokk sits lazily in her gunner seat, taking huge gulps of booze from a metal container. She only ever leaves this room to check on the batteries (C2).

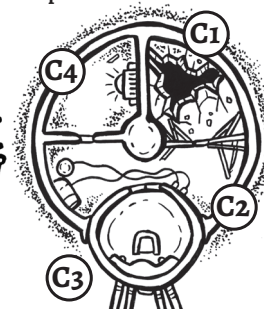
C4. Gathoraxx is throwing a tantrum, trying to get **Mox** to wake the **Steel Crawler**. **Gathoraxx** is a shark-like mutant, armed with an uzi and really, really sharp teeth. Shortly after the party enter this room, the **Steel Crawler** will wake to life, and start going on a rampage. A map on the screen in the back of the room shows a familiar location and a text that reads: "Target: Airfield, North." **Mox** will lament over how "All is lost!" and that the controls can't be overridden.

Looks like you'll have to come up with a way of stopping the rampaging robot, and fast! Let the players be creative!

SLIME PIT (D1)

Filled with a radioactive, glowing sludge. **Gathoraxx** and the rest of the cannibal gang use the pit as a sort of waste-disposal area, dumping everything (and everyone) they deem useless down here. Unbeknownst to all of them, something vile stirs in the depths, waiting for the right time to spill out and devour everything it can...

Map of Metal Innards



Map of Slime Pit

