**Setup**

1 serf general (S)
2 orlen hewers (O)

Use the poster map from the *D&D Gamma World Expansion: Famine in Far-Go* box. Fold it so that only the damaged laboratory is showing.

The serf general assumes that any heavily armed intruders who enter this room are trouble. If the intruders have come to LUCAS to fight the Legion, they are endangering a potentially valuable ally. If they have come to join forces with the Legion, they are rivals for NERO’s affections and must be defeated. Thus, regardless of what the characters say, the serf orders his orlen guards to attack them.

When the characters enter the room, read:

*This chamber was damaged by some type of explosion or collapse. A wide hole in the exterior wall leads outside to weed-choked rubble. Conduits and wires hang loosely from the ceiling, and machines and consoles are dead and dark. Two four-armed, two-headed giants stand guard here, protecting a normal-sized humanoid with gray skin and a wide mouth full of sharp teeth. The smaller humanoid shouts to the big guards, “Destroy these fools! They’ll ruin everything!”*

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**Serf General (S)**

**Level 9 Controller (Leader)**

*Medium extradimensional humanoid*  
XP 400

<table>
<thead>
<tr>
<th>HP 95; Bloodied 47</th>
<th>Initiative +6</th>
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<tbody>
<tr>
<td>AC 24, Fortitude 20, Reflex 20, Will 23</td>
<td>Perception +6</td>
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<td>Speed 6</td>
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**Standard Actions**

1) *Poisoned Sword* (physical, poison, weapon)  
*At-Will*

*Attack:* Melee 1 (one creature); +14 vs. AC  
*Hit:* 1d6 + 5 physical damage, and ongoing 10 poison damage (save ends).

*< Mental Overseer* (psychic)  
*Recharge 4 5 6*

*Attack:* Close blast 5 (creatures in blast); +12 vs. Will  
*Hit:* Ongoing 10 psychic damage (save ends). In addition, the target makes a basic attack as a free action against a target of the serf’s choice.

**Minor Actions**

*Density Control*  
*At-Will*

*Effect:* One or two allies within 5 squares of the serf gain resist 5 to all damage and a +2 bonus to attack rolls until the start of the serf’s next turn.

**Triggered Actions**

*< Life Leech* (healing, necrotic)  
*Encounter*

*Trigger:* The serf drops to 0 hit points.  
*Attack (Immediate Interrupt):* Close burst 5 (creatures in burst); +12 vs. Fortitude  
*Hit:* 3d8 + 5 necrotic damage, and the serf regains 10 hit points for each target hit by this attack.

**Stat Blocks**

- **Str:** 20 (+9)  
- **Dex:** 14 (+6)  
- **Wis:** 14 (+6)  
- **Con:** 15 (+6)  
- **Int:** 17 (+7)  
- **Cha:** 17 (+7)

**Equipment:** short sword
The orlens wade into melee and use **axe** and **four-axe strike**. The serf general uses **density control** to protect his bodyguards and uses **mental blast** on the characters. He is careful to avoid hitting the orlens, since he knows that they're vulnerable to psychic attacks. If both orlens are killed, the serf attempts to flee.

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### 2 Orlen Hewers (O)

<table>
<thead>
<tr>
<th>Level 7 Elite Brute</th>
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<tbody>
<tr>
<td>XP 600</td>
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</table>

**Attributes:**

- **HP:** 192; Bloodied 96
- **AC:** 19, Fortitude 22, Reflex 18, Will 20
- **Speed:** 4
- **Vulnerable:** 5 psychic
- **Saving Throws:** +2

**Perception:** +10

**Initiative:** +4

<table>
<thead>
<tr>
<th>Traits</th>
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<tr>
<td>Double Actions</td>
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</tbody>
</table>

An orlen rolls initiative twice, gets two turns during a round, and has a full set of actions (standard, move, minor) on each turn. Each set of actions corresponds to a different head. The orlen’s ability to take immediate actions refreshes on each of its turns.

**Dual Brain**

At the end of its turn, an orlen automatically saves against the dazed and stunned conditions and against any dominated condition that a save can end.

### Standard Actions

<table>
<thead>
<tr>
<th>Action</th>
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<tbody>
<tr>
<td><strong>Axe</strong> (physical, weapon) <em>At-Will</em></td>
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</tbody>
</table>

**Attack:** Melee 2 (one creature); +12 vs. AC
**Hit:** 2d12 + 7 physical damage, and the target grants combat advantage to the orlen until the end of the hewer’s next turn.

<table>
<thead>
<tr>
<th>Action</th>
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<tbody>
<tr>
<td><strong>Edge after Edge</strong> (physical, weapon) <strong>Recharge</strong> when first bloodied</td>
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</tbody>
</table>

**Attack:** Melee 2 (one creature); +12 vs. AC
**Hit:** 4d12 + 7 physical damage.

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<th>Action</th>
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<tr>
<td><strong>Four-Axe Strike</strong> (physical, weapon) <strong>Recharge</strong></td>
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</tbody>
</table>

**Attack:** Close burst 2 (enemies in burst); +12 vs. AC
**Hit:** 2d12 + 7 physical damage.

### Free Actions

**Elite Action** *Encounter*

**Requirement:** It is the orlen’s turn.

**Effect:** The orlen takes an extra standard action during that turn.

- **Strength:** 18 (+7)
- **Dexterity:** 13 (+4)
- **Wisdom:** 14 (+5)
- **Constitution:** 16 (+6)
- **Intelligence:** 10 (+3)
- **Charisma:** 12 (+4)

**Equipment:** 4 axes

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**Tactics**

The orlens wade into melee and use **axe** and **four-axe strike**. The serf general uses **density control** to protect his bodyguards and uses **mental blast** on the characters. He is careful to avoid hitting the orlens, since he knows that they’re vulnerable to psychic attacks. If both orlens are killed, the serf attempts to flee.
FEATURES OF THE AREA

Illumination: Bright light during the day, dim light at night.

Ceiling: The room’s ceiling is 20 feet high.

Computer Consoles: Squares containing consoles are difficult terrain. A console provides cover.

Coolant Tanks: These empty metal tanks provide cover.

Engine and Turbine: This piece of machinery no longer works but provides cover. Living deep inside the turbine is a felinoid mutant named Carl, who only reveals himself when the encounter is over (see “Development,” below).

Ladder: It costs 4 squares of movement for a creature to climb the ladder. A creature that is attacked while on the ladder grants combat advantage to its attacker.

Support Struts: These squares are impassable. A strut provides cover.

DEVELOPMENT

At the end of the encounter, each player draws one Omega Tech card from his or her deck, and the group rolls 1d6 times on the Ancient Junk table (see the D&D GAMMA WORLD Roleplaying Game core rulebook).

As the adventurers search the area for loot, they hear a scuttling noise from within the old engine turbine (see “Features of the Area,” above). It sounds like something is crawling around inside. A few moments later, a Small felinoid mutant covered in grease pops its head out of the top of the turbine and introduces itself as Carl.

Carl has been hiding in the LUCAS lab for months and has so far gone undetected. When the serf general and his orlen thugs took up residence in the area, Carl was forced to remain hidden inside the turbine. Having finished off the last of his provisions, he asks the adventurers if they have any food to spare. In exchange for food, Carl provides them with three clips of ammo (hidden at the bottom of the turbine), a plaque marked “In Case of Fire” showing the layout of the LUCAS lab with several red arrows pointing toward exits, and the following information:

What are you doing here? “I live here. This is my home. What are YOU doing here?”

How do you get around unnoticed? “I crawl through the vents, mostly. They’re tight, but then again, I’m very small. The vents don’t connect to restricted areas, but I also have a card that lets me get through locked doors.”

What do you know about the gold legionaries? “They come and go using the Lightning Pad. I don’t know where they go, but they usually leave here with prisoners in tow. The golden soldiers don’t talk much.”

What is this place? “A lab built by the Ancients and staffed by androids. They’re more talkative than the soldiers, but it’s always ‘Nero this’ and ‘Nero that,’ and ‘Isn’t Nero great?’ I don’t know who ‘Nero’ is, but he sounds pretty important. The androids keep an eye on the reactor. They’re also studying a big monster that the golden soldiers brought through the Lightning Pad. It’s contained with the Aquatic Specimen Lab.”

What can you tell us about this Lightning Pad? “Don’t ask me how it works. You stand on the platform and ZAP, you’re gone! There’s a control room near the platform, but you need a special card to get inside.”
The adventurers can persuade Carl to give up his magnetic ID card with a DC 14 Interaction check, but only if they've been civil with him so far.

Carl declines to accompany the heroes on their quest. “Thanks,” he says, “but if want to kill myself, I’ll go for a swim in the Aquatic Specimen Lab. Good luck, though. Hope you stop those golden soldiers!”