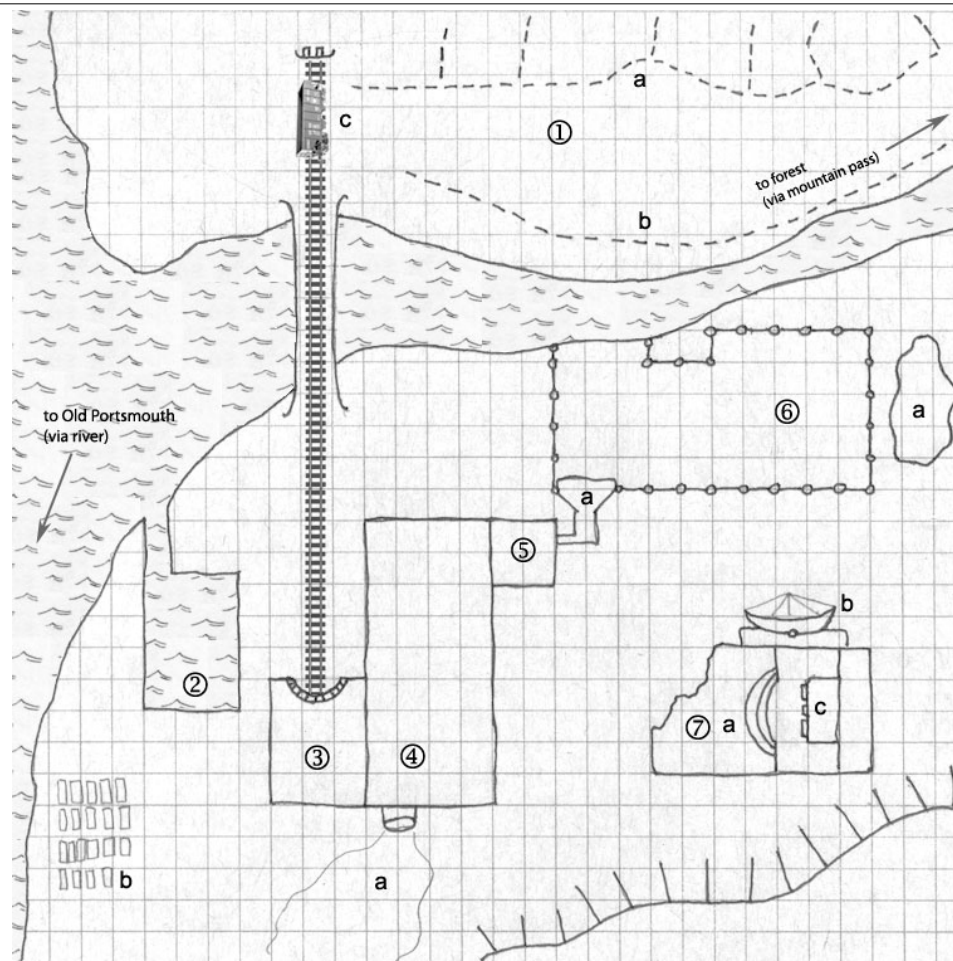
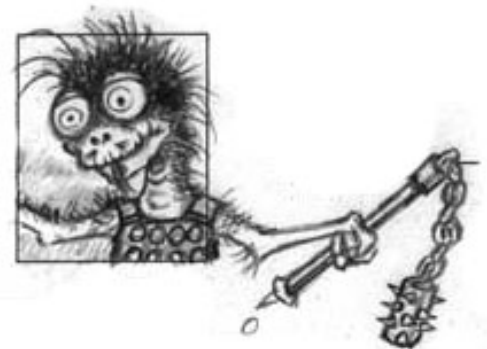


# Mutant Future! – MineCo 3000 Uranium Ore Extraction Complex



## Background

Recently, villagers in and around the ruins of Old Portsmouth have begun disappearing. It has gotten so bad that the harvest is threatened. Rumours abound of faceless white purebloods coming from upriver in ancient tech watercraft. Heading north to investigate, either along the riverbanks or through the forest, the party comes upon an ancient mine complex. The central computer that used to run the complex before the troubles laid waste to civilization, has awakened. Following its mandate to mine and refine uranium ore, the MineCo 3000 "recruits" labour by sending out its android servants to kidnap any able-bodied beings they can find. Using amplified mind control powers, the MineCo 3000 turns the kidnapped villagers into zombies, keeping them penned up, feeding them on manufactured soy protein and working them until they die.



(illustration of Tuan, mutant marsupial who participated in the original adventure, by Doc Holaday, who created and played him)

## Room Key

1. **Mines:** The cliff across the river is cut into in numerous places. During the day, mind-controlled workers dig and transport raw ore to the train.
  - 1a. **Upper Mine Trail:** The direct connection to the mines. Small paths lead off to numerous excavations in the cliff walls where the ore is dug out.
  - 1b. **Lower Mine Trail:** This lower trail runs alongside the river. It continues far upriver and can be one way for the party to access the site.
  - 1c. **Train Loading Stop:** Once pushed here, the boxcar is loaded with ore. When it is full, a team of slaves pushes it back to the processing center. Two supervising androids stand on guard.
2. **Canal and Docks:** The boats used on the recruiting mission are docked here, 2 transport boats and 2 speed boats, with MineCo logos on the side.
3. **Train Station:** The train is unloaded, parked and maintained here. Two androids and a mechanic bot are here at all times.
4. **Ore Processing Plant:** The interior is a frightening cacophony of sound and strange tech. Slaves work here under the supervision of 4 androids.
  - 4a. **Tailing Pond:** Waste product from the processing plant spills from a giant pipe and has created a radioactive swamp flowing into the base of the cliffs. This swamp is a breeding ground for all kinds of nasty mutations. 2d4 Ant Horrors are here, investigating this potential food source.
  - 4b. **Processed Uranium:** Despite the challenges, the MineCo 3000 has been succesful in producing quality processed uranium. It is neatly stacked here in sealed containers awaiting freight pickup that will never come. Each cannister is a sealed metal cylinder weighing 300 pounds, 6 feet high, 2 feet in diameter and a potential treasure for those who know how to make use of it (total quantity of cannisters up to the GM's discretion).
5. **Food Factory:** A soylike protein product is grown hydroponically here. It tastes like paste but a handful will nourish a humanoid for half a day.
  - 5a. **Food Output Trays:** Twice a day, the soy product is pumped out into a long row of gleaming metal trays from which the workers feed. Small creatures that can fit through the fence of the pens have discovered this and come here to feed as well.
6. **Worker Pens:** The kidnapped and mind-controlled workers are kept here. When they are not eating, they are either sleeping, standing around in a daze or dying. The fence is 10' high, electrified, but not lethal (originally, it was, but too many workers kept bumping into it).
  - 6a. **Burn Pit:** The androids throw and burn the bodies of dead workers here. Attracted to the scent of burning flesh, a herd of Spidergoats has discovered this wonderful barbecue smorgasbord. 1-3 can be found at any time and will be quite hostile to anyone approaching.
7. **MineCo Headquarters:** This sturdy building was once the central office for the administration of the complex.
  - 7a. **Main Entrance:** Once an elegant waiting room, the northwest wall has now collapsed and a mad hermit has taken up residence here. He considers himself a priest and the MineCo 3000 his oracle. It is not clear why the supercomputer tolerates this hairless, blathering madman, but it does. Sometimes they even converse. But for a narrow trail to the steps leading up to the computer, the floor is covered with artfully laid computer parts, old showroom display pieces, mining equipment and other artifacts. If approached as if seeking counsel, the priest may reveal several important clues about how the MineCo 3000 operates. If any of his shrine is disturbed or the computer is threatened, he will attack aggressively and to the death.
  - 7b. **Mind Control Amplifier:** This radar, mounted near the top of the north wall of the HQ building amplifies the sub-sonic waves the MineCo 3000 uses to control its subjects. If it is destroyed, the workers will regain awareness with no memory of what they have been doing all this time.
  - 7c. **The MineCo 3000 Computer:** Though practically sentient, this A.I. is dominated by its core mission, to mine and refine uranium ore. Its external surface is a wall—8' high and 20' wide—of monitors, switches and data inputs. The giant central monitor displays a looping video of happy nuclear-powered homes and cities of the future, while the others show technical gobbledegook only the ancients could begin to understand. The MineCo 3000 protects itself with a powerful force shield and a mental blast that targets anyone within 10' of it. If desperate, it will call the mind-controlled workers to defend it. It has two repair bots that will come out of an automatic door on either side. If destruction is imminent, the MineCo 3000 will launch its self-powered core CPU into the sky with a small rocket, landing somewhere within a 500-mile radius, where it will slowly start rebuilding itself using its mind control. Once established, it will start a new mining operation.