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THE 77 LOST WORLDS
AN APOCALYPTIC SPACE™ GAME

Lunar Resort Adventure

Snake In The Grass

Written by James M. Ward



Snake in the Grass



Name – BOA CONSTRICTOR

Creation Cards – Q♥, 9♠, A♣, and K♣

Hit Points – 59 – Rank 4

Silhouette – 28 feet long and four feet wide, this is an albino snake with a six foot wide head.

Attitude – It likes to strike from surprise. Its intention is to wrap around prey and crush the victim in its coils. Once the creature has stopped struggling, the boa swallows the prey whole.

Attacks – Constriction (18 points a combat round, once the strike is successful there is no need for another card draw and every turn the boa does 18 points until the prey is dead)

Defense – It's dexterous and moves fast, giving it an armor class of (6).

Specials – If more than 10 points is done in damage in a combat round to the reptile, the snake releases its prey and recoils back in pain. It usually runs after the damage, to attack at another time.

THE STORY

The village had several stories about how unlucky it is to go north along the large lake. The best hunters never went in that direction. The toughest warriors never went that way. However, teenagers coming into adulthood often felt the need to prove something. They would announce how they wouldn't let old men's tales stop them from seeing the wonders of the north. Few of these brave hearts ever returned. Those that did spoke of giant monsters hidden in the jungles. More deadly stories were added to the legends of the village and the wise never went north.

The tradition of the "walkabout" was as old as the village. Young men and women had to do something to prove their worth to the tribe. Many a time the task was something easy like building a house or hunting for and bringing back a large predator. Some foolish groups had planned for and decided to head north into the Dead Lands. Those that knew of the large lake up north figured all they had to do was walk around that lake to prove their worth. They were mistaken.

THE SITUATION

The jungle and swamp are thick around a large lake. The easiest way to travel in this land is to follow the animal trails twisting through the jungle. The area is hot and muggy. The smell of the fresh water lake can be sensed several miles away. While the giant boa is the main encounter of the adventure, there are lots of fun things a Game Master can do with the characters before and after the boa appears. Large ant hills can be accidentally disturbed. Stinging beetles can make themselves known as the characters move through the jungle. The muck and mire of the land can suck an unsuspecting character that would need help to get free. The sounds of the jungle can also worry the characters as they hear roars and the noise of large fights in the distance.

A – The giant boa hunts all along the animal trail. Currently, it rests in a large willow tree. The branches hang over the trail and easily hide the white flesh of the large snake. When it sees prey, it simply drops down and coils up its prey. Often it doesn't even come all the way down from the tree. If the snake succeeds in grabbing one of the characters, it completely ignores any other characters as it takes the time to crush and kill the character it has. Only if a great deal of damage is done in one combat round will the snake react to the other characters.

There is a slight chance that observant characters can get a hint of the danger they are in. Over the years, many groups have been eaten by the boa in this exact spot. Before the creature attacks, tell the players about the torn up grass and the ripped bark from the willow tree. As they are looking closely at the tree, tell the players about the unusual burns (from energy weapons) and the strange holes (from projectile weapons) that they can see in the tree. It's clear there have been several battles in this area. If that doesn't

make them far more cautious, they deserve to be eaten by a very hungry snake that attacks them seconds after they ignore the hints of danger.

B – The snake always comes to the same spot in the jungle to leave its waste. This has caused a ten foot tall pile of boa waste to develop on the side of the animal trail. While a pile of this material might not seem like much of an interesting encounter; it is ten feet tall and thirty feet wide. The mass is also filled with useful equipment the snake couldn't digest. The characters will have to come up with the idea to dig through the smelly mass to gain the many useful items. To give them help with that idea, there is a magnificent ten foot long spear head sticking out from the mass. The metal is golden on the spear head and shines brightly in the sun.

Over the years of the snake's life, it has accumulated many types of equipment that has sat in the muck of the pile. There are quality swords, maces and spears in the pile. Included are flashlight-like devices, several batons with images of Set on them, and one blast pike that can be figured out that has fifty shots and does 19 points of damage with each strike.

While searching mainly reveals ruined leather armor, there is one set of silver plate mail that a large character can wear. This armor is unusually useful and protects against energy weapons that would normally melt typical steel.

C – There is a crushed scooter that lies in pieces along the trail. A red pile of slime, that was an android, covers the back half of the broken bike. The android was on its way to fix a machine submerged in the middle of the lake. The mechanic went at night knowing there were no people around. It didn't count on the aggressive nature of the boa. The snake pounced, but didn't take into account the heated nature of the scooter. It started crushing it and the android, but the hot engine and exhaust badly burnt the flesh of the snake. It retreated in pain.

The pile of red goo has what could be an extremely useful tool belt. There are numerous powered tools on the belt as well as a universal key that opens any door in the dome. However, if the characters do anything with the white, android suit they find, they activate a special tracking device. Within three days other androids come looking for the equipment and challenge the characters as if they were guards from the city.

D – Whenever there is an occurrence where a character wants to leave the trail and go into the jungle, they get lost. As they move about, they either encounter the boa or this storage facility. It looks like a huge rock, but if it's touched by the characters it beeps and a door appears as it readies itself to open. The characters are going to have difficulty opening the door, as it takes a special activation device (there is one in encounter C). It would appear as if the door wants to open, in that it springs open a half inch. However, the characters won't be able to get into the area unless they expend a lot of effort.

Consider this the perfect tool shed for a gardener. There are shovels, rakes, and the like for working in gardens. There is a riding mower that can be figured out and used by the characters. There are five anti-gravity belts that allow characters to rise and fall in the air as they figure out the workings of the belt. There are bags and large liquid containers of many types of fertilizer. Racks and racks are filled with bags of seeds suitable for expanding the typical jungle. A calming voice comments on every tool and seed in the storage area and describes what it does; making it easy for the characters to figure out what things are and how useful the things could be.



