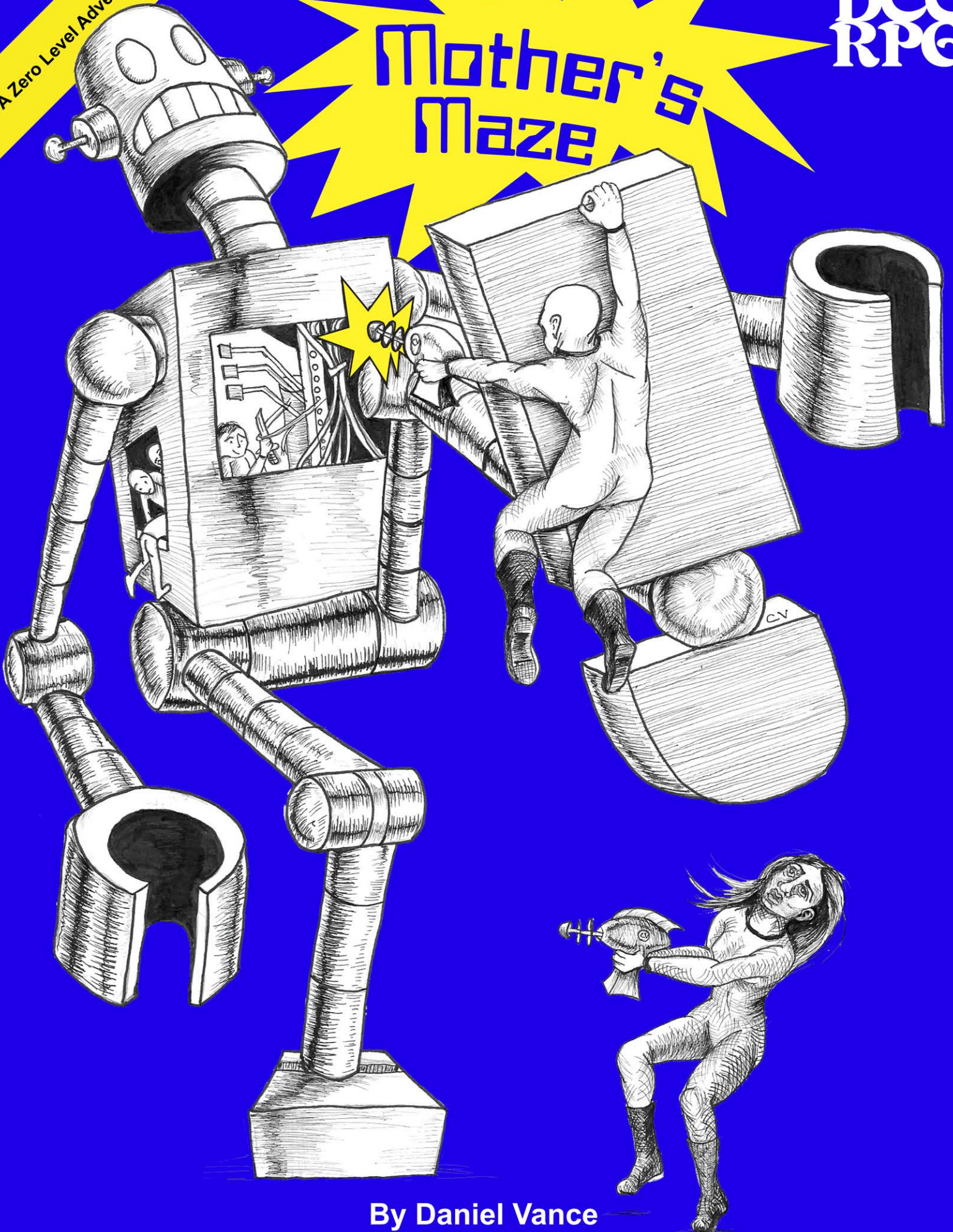


MM 1

A Zero Level Adventure

COMPATIBLE WITH
**DCC
RPG**

Mother's Maze



By Daniel Vance



Mother's Maze

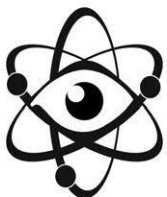
A Level 0 Adventure
By Daniel Vance

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COMPATIBLE WITH
**DCC
RPG**



**Dedicated to
Michael Fantin**

**October 8, 1971-
May 16, 2018**

You will be missed.

Mother's Maze

Or
Catacombs of the Computer

Welcome to Mother's Maze, a 0-level death trap where the players take the part of replicants in a decaying computer's testing ground. Throughout the adventure Mother, an ancient military computer, pits the replicants against traps and adversaries designed to murder them in the most capricious ways. Sound awful? Here is the catch: the players are artificial humans or "replicants" and each replicant series is created with 4 duplicates. Once a replicant dies, Mother releases a new replicant from cryo-sleep. This new replicant, which has all of the memories of the previous replicant, is shoved back into the murder maze. If all 5 replicants are killed a replicant series is deemed nonviable by Mother and decommissioned. Replicants who successfully navigate the maze will be deemed viable agents. These replicants will be given further training and shipped out into the world to become agents of Mother.

Mother

Military Operations Training and Humaniform Research Recorder (MOTHRR) or "Mother" is a very powerful but aging computer. Many of its functions are no longer operational and it may be quite insane. Once, the computer was used to control an experimental facility designed to manufacture and train replicants. These replicants were created to be incredibly effective soldiers, spies and assassins. With the fall of the Terran Colonial Government (or some other lost civilization), this facility was forgotten and abandoned. Nevertheless, the computer continued to design, manufacture and test replicants. For centuries, Mother has sent countless replicants into the testing maze. In time, both the facility and Mother began to break down; however, Mother is aware of its dilemma and seeks to train agents to go into the world to hunt out replacement parts for its damaged sections. Those would-be agents are our intrepid adventurers.

Location of the Maze

If the judge is using the world of Frostheart (forthcoming), the testing facility is located on an island just off of the western edge of the Jungles of Nis. Other possible locations include an island just south of the Ixian peninsula, the coast of Kush or the island chains surrounding Tsa' Quioth.

The World of Frostheart

Frostheart, often called earth by many of its inhabitants, was once also known as Cottman V. The planet was one of many colonial worlds in the Terran Empire. Cottman V was an unusual world, one already inhabited by intelligent life. The planet became known as Frostheart by some of its more poetic inhabitants and the name stuck. Frostheart is a world with a red sun, a cold world overrun by glaciers on its north and south poles. Frostheart is also a world of oddities. The most unusual of which is a force at work on the surface of the planet, which is some kind of low-grade psionic field. It is referred to as "magic" or "divine intervention" by the inhabitants; an idea which was laughable to the Terrans. At some point in the distant past either the colony was abandoned for unknown reasons or a great calamity struck the Terran Empire. Either way the colony began to devolve. The super science and psionics of the Terrans gave way to an odd mix of technology and magic. Eventually, the last remnants of the Terrans fell altogether and only ruins remained; these ruins buried by the ages often lie undiscovered and dormant. The testing facility of the mad computer Mother is one of these ruins.

Waking Up

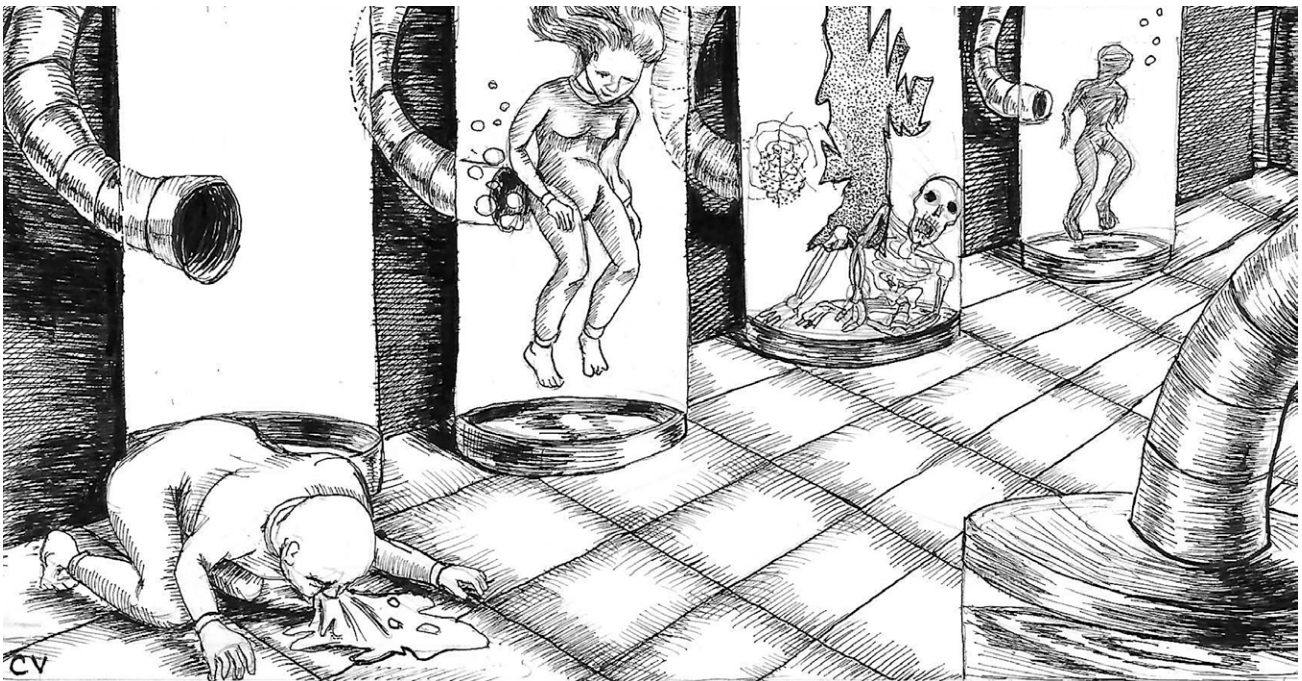
The players start the adventure in the cryo-chamber. Read this description at the start of the game:

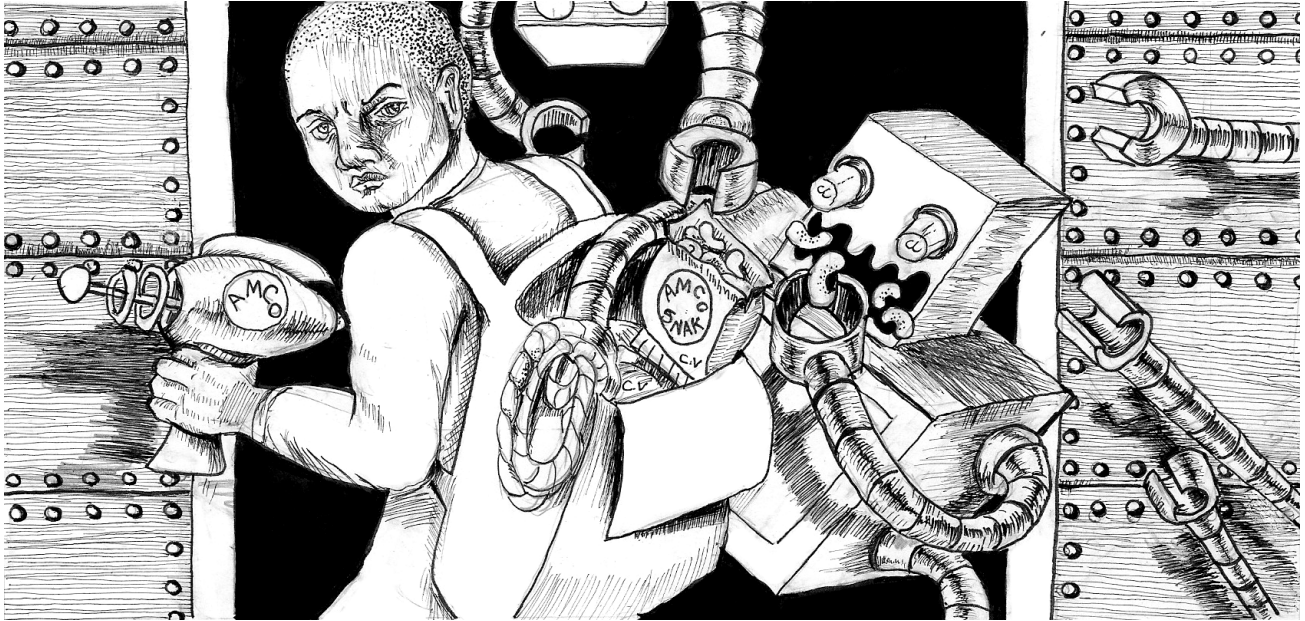
Slowly you become aware of intense cold. Your fingers prickle with the stabbing cold air. Your face tingles as you begin to move. After some trying you are able to open your frost covered eyes. You can see nothing but frost some 6 inches from you.

Allow the players to explore their predicament. They are stuck in cryotubes and unable to see anything in the room or each other. The tubes also dampen sounds, so the replicants are unable to hear each other until someone frees themselves from a tube. These particular tubes have not been used in some time and the replicants will have to push the frost-covered glass open. If someone thinks to scrape the frost from the glass they will be able to see into the cryo-chamber.

You push open the frost-covered glass lid, which then slides into a recess in the floor. As you stumble into the room a silver box rises out of the floor before you. This shiny object is approximately 14 inches high by 12 inches wide and 4 inches deep. You know without a shadow of doubt that this object belongs to you. You also realize that you do not know where you are or even who you are.

The seamless silver boxes are survival packs. If a replicant touches their survival pack, straps will be released from the pack so that it may be worn. If a replicant touches another replicant's pack nothing will happen at all. Replicants may not use the packs of others in any fashion except to be given food, water or medical attention by another replicant using their own pack (see the section Survival Pack for more details on this equipment).





Survival Pack

This is a slim silver backpack. The pack does not have any seams or openings. The pack will answer voice commands in a limited fashion. If the pack is asked what it contains it will respond with “List contents?” Once the contents are known, asking for a listed object will cause the pack to respond with, “Deploy _____?” In a similar fashion, “Load _____” will cause the pack to stow an object inside. The packs are actually very complex nanotechnology as are all of the contents of the packs. If a pack could somehow be cut open, the adventurers would see that it is a solid mass of silvery material. The objects of the pack are formed from this material. One might ask, “Why do objects malfunction if they are so high tech?” The answer is vague science-like stuff and it’s just more fun. When a character dies his or her pack dissolves into the floor of the testing facility. Each time a replacement replicant is deployed a fresh survival pack is issued.

Amco Emergency Laser Pistol

When this weapon is first deployed from the pack a voice will be heard saying “Welcome to the Amco Laser Pistol. We hope you enjoy the experience.” The pistol has 12 Charges. Each charge causes 1d6 damage and multiple charges may be expended in a shot (maximum of 6 charges for 6d6 damage). The pistol also fires a flare for 2 charges (lighting an area of 30’ for 1 round or inflicting 1d6 damage). The pistol may fire twice in one round. When used in combat a laser pistol ignores all non-magical/non high-technology armor. Only the magical bonus of armor is used in the computation of Armor Class. Dexterity bonuses are still applied normally. The pistol will malfunction on an attack roll of a 1. If a malfunction occurs roll on the table below.

Malfunction (roll d12)

1	Dead pistol (pistol may even dissolve into “nano-goo”)
2-3	Lose 1d3 charges
4-7	Lose 1 charge
8-11	Nothing happens
12	Pistol explodes

When the last charge of a pistol has been used a recorded voice will say:

“We hope you have enjoyed the Amco laser pistol experience!” Pistols may not be recharged.

Medpack

A small, hinged, grey plastic box, which when opened will ask, "What is the nature of your medical emergency?" If it is placed over a wound it will inject nanites into the patient. These nanites will heal 1d6 hit points of damage for each charge expended. The medpack contains 3 charges. After a charge is expended the pack will state that the operation is successful. If the patient is still injured it will state that the patient still needs medical assistance and ask if it should continue emergency medical procedures (expending another charge and healing an additional 1d6 hit points). If a medpack is placed on a replicant with 0 hit points the pack will state that extensive surgery is required and ask if the user wishes to proceed. This surgical process will take 3 rounds, completely draining the medpack. Once it is complete, the player may attempt a luck roll to see if his or her replicant will recover (as if the body were rolled). It may only expend 1 charge per round. On its initial use the player must roll (d6) to determine whether the pack is functional. On a roll of 1 the pack malfunctions. If a malfunction occurs, roll a d12 to determine the results:

- 1-3 The medpack ceases all functions.
- 4-6 Lose 1 charge.
- 7-8 Simply doesn't work (no charges lost).
- 9-10 Cause 1 point of damage.
- 11 Causes 1d6 points of damage.
- 12 Causes patient to explode (for science reasons).

Any roll of 1-3 or 11-12 destroys the medpack. If a malfunctioning pack is used again, check for another malfunction (1 in 6 chance). If none, it will function normally. Once a medpack is used successfully it will always function properly until its charges are expended.

Emergency Hand Grenade

This fragmentation grenade will explode for 6d6 damage when thrown. For every 10' away from the center of the blast, reduce the damage by 1d6. Because of the low ceilings, a player will have to make a strength check to throw the grenade far enough to be clear of the blast (DC12). The players should not know the blast radius of the device until after it is used for the first time. The hand grenade will destroy hallways (but not collapse them), knock down doors if within 2 squares and destroy traps. After a player destroys part of the testing grid, a petulant computer voice may be heard saying, "Please refrain from destroying the testing facility." If grenade-style mischief continues the voice may further announce, "Autonomous beings engaged in vandalism of government facilities will be incarcerated and fined." If Mother is pressed about this statement she may answer, "Non-autonomous beings will have fines levied against their custodial entities." Which, in this case, is Mother. If the replicants decide to take a scorched earth policy towards the testing facility, Mother will either cease issuing grenades or discontinue the offending replicant's series. There is only one grenade per pack.

Survival Blanket

This super shiny space blanket reflects body heat back into the user and can also be utilized as a poncho or a tent if used with multi-tool and synthcord. If the blanket is used as a poncho it provides a +2 AC bonus for laser fire only.

Food Packets (14 Days)

The food in these packets is very condensed and dehydrated; a packet will last indefinitely if left unopened.

Compass

This fancy future compass also has a magnifying glass built in.

Collapsible Water Jug (Full)

This clear jug contains one gallon of refreshing future water from before the collapse of the Terran empire.

Multi-Tool

The multi-tool can function as a weapon (club), walking staff, tent pole, pry-bar, hammer, saw, screwdriver, bolt-cutters or pliers; it can even be attached to the synthcord or other rope to act as a grappling hook. If the multi-tool is combined with the shiny shiny future knife, a spear, axe or pick may be produced. All the adventurers in this module are proficient with its use as a weapon. Manipulating the tool into some of its configurations may require an intelligence check the first time it is tried (DC 12).

Synthcord (50')

Synthcord is an incredibly lightweight rope. The tensile strength of the future rope is approximately 1000 lb.; for every 50 lb. over the tensile strength there is a 5% cumulative chance that the rope snaps. If two severed ends of the cord are placed in contact with each other, the cord will rejoin. This may be done as often as desired.

Shiny Shiny Future Knife

This shiny shiny future knife functions exactly as a dagger; all players are proficient in its use. It may be attached to the multi-tool to form a pick, axe or spear. Additionally, this nanite-composed knife will never dull nor tarnish.

Identification Card

This is a 2 by 3 inch piece of clear plastic. The ID card has no visible marks on it. A replicant can always tell which card is theirs, although they cannot say why. If this card is touched to the uniform (over the heart), it will stick in place. The card can be easily removed from the uniform if desired.

Communicator

This grey plastic bracelet is capable of contacting other replicants or Mother. The battery life is indefinite and it has a range of several hundred miles (rock and metal may interfere with reception). If an intelligence check is made (DC 14), the communicator can be used to determine the approximate direction of a person contacted.

Lamp

This sweet future lamp can be set to radiate light (20' radius) or heat (5' radius). The lamp has a battery life of 24 hours of light or 8 hours of heat. Once the power of the lamp is drained it may be returned to the pack for recharging, which takes 8 hours. The heat generated by the lamp is not enough to injure a person or creature.

Testing Uniform

These durable suits are made of a reflective ballistic cloth (AC 11) and will absorb ½ of the damage from laser weapons (the other half will pass to the wearer of the suit). Once the uniform absorbs 25 points of laser damage, it is destroyed. The uniforms make hiding difficult because of their reflective nature.

Being a Replicant

Being a replicant has its advantages. They begin the game with 4 hit points (plus CON bonuses) and are equipped with the Survival Pack and all of its contents. Each time a replicant dies, it takes Mother 1d6 rounds to defrost a new replicant in the cryo-chamber and transfer the memories of the deceased to its new body. Each player has 4 replacement bodies; this should offset the lethality of the maze and the island outside. It is up to the judge whether replicants that are killed outside the island or the testing grid awaken in a new body. It might even be probable that a replicant meet another in his series if he adventures long enough. When a new replicant is being deployed, Mother will state the replicant's name followed by a number acknowledging which replicant the player is on. For example, the first time someone is killed Mother might say, "Jackie 2 is being readied for deployment." The next time Jackie dies the computer will refer to the new replicant as "Jackie 3" and so on. Once the replicant is announced, Mother will issue them a fresh Survival Pack.

Testing Begins

After the players have had a chance to explore the room and the contents of their packs, read the following text:

A loud feminine voice can be heard from every corner of the room, "Testing for viable agents will begin in 5, 4, 3, 2, 1. Casualties have the condolences of the Terran High Command but are reminded that under section 74 Lima subsection 61 of Terran law, replicants are not considered to be sentient beings. End of Line."

If the players linger too long in this room the voice will chime in again with, "Subjects will report to the testing grid."

Doors

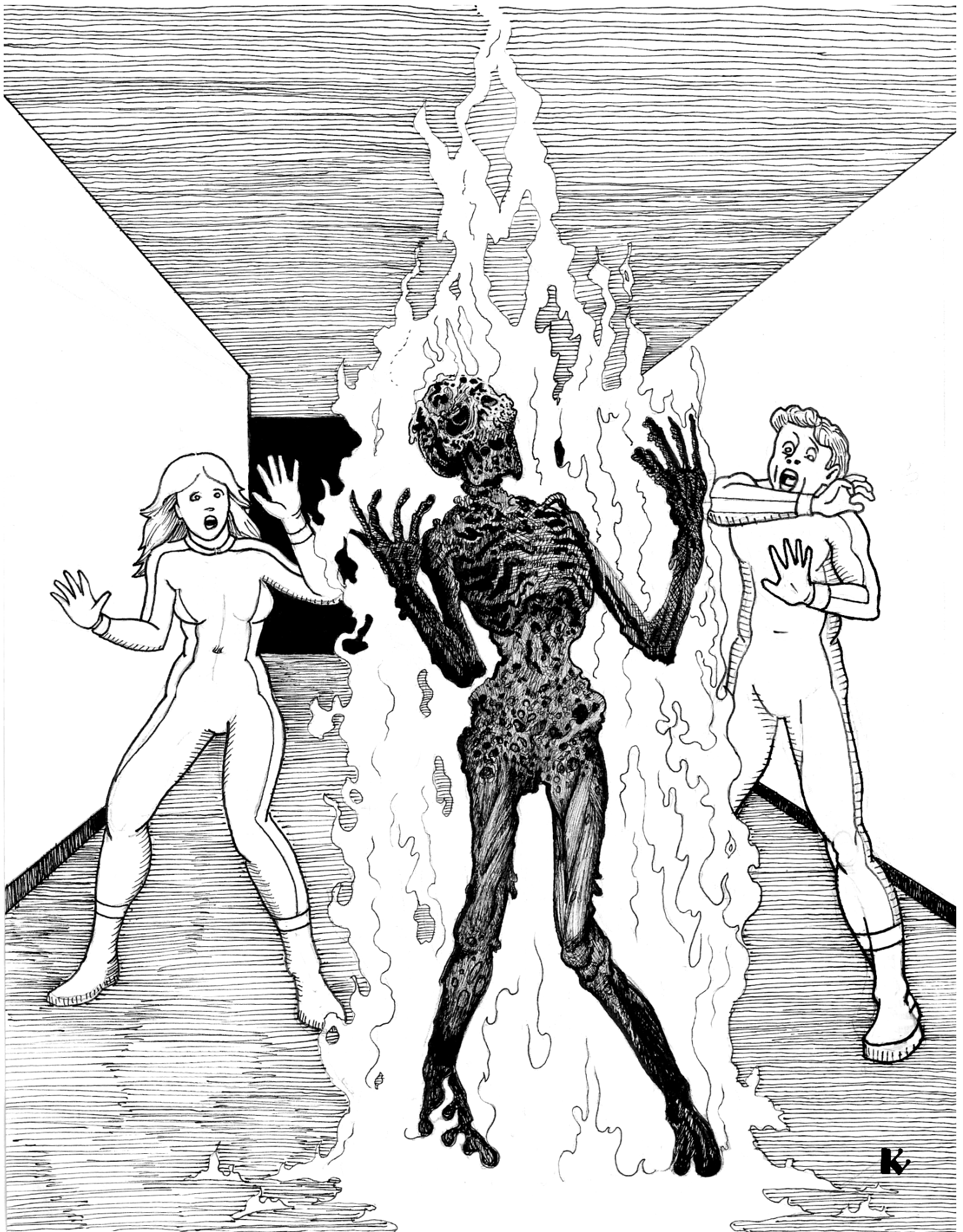
All doors on the testing grid and the command section have a control pad with an ID slot next to them (unless otherwise stated). A replicant's ID will open any door in these two sections, except the maze exit (area 10). Using the key pad to open a door in the testing grid may set off a "wandering trap" (the judge should check unless such a check would bog down the game). The doors in the abandoned section are generally manual doors, which may or may not be locked at the judge's discretion. There is also a good chance that doors in the abandoned section are damaged or rusted closed.

Wandering Traps

The testing facility is actually a densely packed piece of machinery. As such, Mother can reconfigure it to spring traps on the party in random locations. Even areas once deemed safe may become trapped if Mother desires. Only rooms are safe from random traps. Essentially, each time 25' of hallway is traversed roll a d6; on a result of 1 a trap has been set on a square in that section. Additionally, if the party stays too long in one place the judge should once again check for traps. If a trap is indicated, roll on the chart below to determine the type of trap. Unless otherwise stated, assume a trap affects only one person (usually the person in the front).

Wandering Traps Table

Roll d12	Trap Result
1	Fire Trap: This trap releases a small blast of fire causing 1d6 damage. A DC 12 reflex saving throw will reduce the damage by half.
2	Acid Trap: One victim is targeted with a spray of acid. This horrible corrosive causes 1d4 damage for 1d4 rounds. Only washing the acid away or a medpack will stop the damage before the duration has ended. If a DC 12 reflex save is passed, the target is only hit for 1d2 damage (with no residual damage on following rounds). This trap can destroy deployed items, the pack and the testing uniform. On a failed luck check (DC 12), 1d3 random objects have been destroyed.
3	Poison Gas Trap: This trap will kill all replicants in a 10' square unless a fortitude save is passed (DC 12). With a successful save, damage is reduced to 3d6 Strength (temporary). This damage is healed at a rate of one point per day.
4	Laser Grid: Anyone who triggers this trap will be blasted for 3d6 points of damage. On a successful reflex saving throw (DC 14) the target will only take 1d6 damage (remember, the testing suit will absorb half of all laser damage up to 25 points). If the damage incurred exceeds the target's hit points, the victim has been cut into one-inch cubes by the trap.
5	Variable Pit: A pit trap opens up under one replicant. The pit is 5' square but of variable depth. Roll 1d6 and multiply the result by 5' to determine the depth of the pit. If the replicant makes a reflex saving throw (DC 12), they will be able to leap aside, avoiding the pit. This pit will remain until everyone has exited it.
6	Saw Blade Trap: This trap consists of a giant saw-blade which emerges from the wall just above ankle height. If the replicant fails a DC 12 reflex save his or her legs will be cut off at the ankles. This will cause 3d6 damage and probably kill the replicant instantly. If the replicant is revived (with the medpack) without attaching the feet, it will have to hobble through the remainder of the module on two stumps (15 movement). No damage is taken by a replicant that successfully makes a saving throw.
7	Crushing Walls Trap: This trap causes the walls of the hallway to close in on the replicants in this section. Both judge and players should roll initiative. The trap has an initiative bonus of +3; any replicants that win initiative may flee this section of hallway. Players who lose initiative are caught in the trap; caught players may try to move out of the trap (reflex save at DC 12) or resist the trap (fortitude save at DC 18). If the replicant sets a multi-tool to slow the walls +3 is added to the save. If the save fails, the replicant is crushed to death by the trap.
8	Floor Spike Trap: This trap causes spikes to shoot up from the floor skewering a replicant that fails a reflex saving throw (DC 12). On a failed save 1d4 spikes will hit the replicant for 1d4 damage each.
9-12	Fake Trap: This is not a trap, just Mother being weird. The hall will make a strange mechanical sound just to put the party on edge.



K

Key to the Testing Facility

1. CRYO-CHAMBER

This large room is filled with cryogenic tubes. There are approximately 50 tubes present. Many of the tubes are still functioning and contain frozen people (replicants); some however do not. When a tube is investigated roll a d8 and compare the results to the chart below:

1. The tube is empty.
2. The tube contains mummified remains.
3. The tube is cracked and filled with bones.
4. The tube is empty.
- 5-6 The tube is filled with a frozen replicant of one of the players.
- 7-8 The tube has an unknown frozen replicant inside of it.

2. MEAT GRINDING PIT

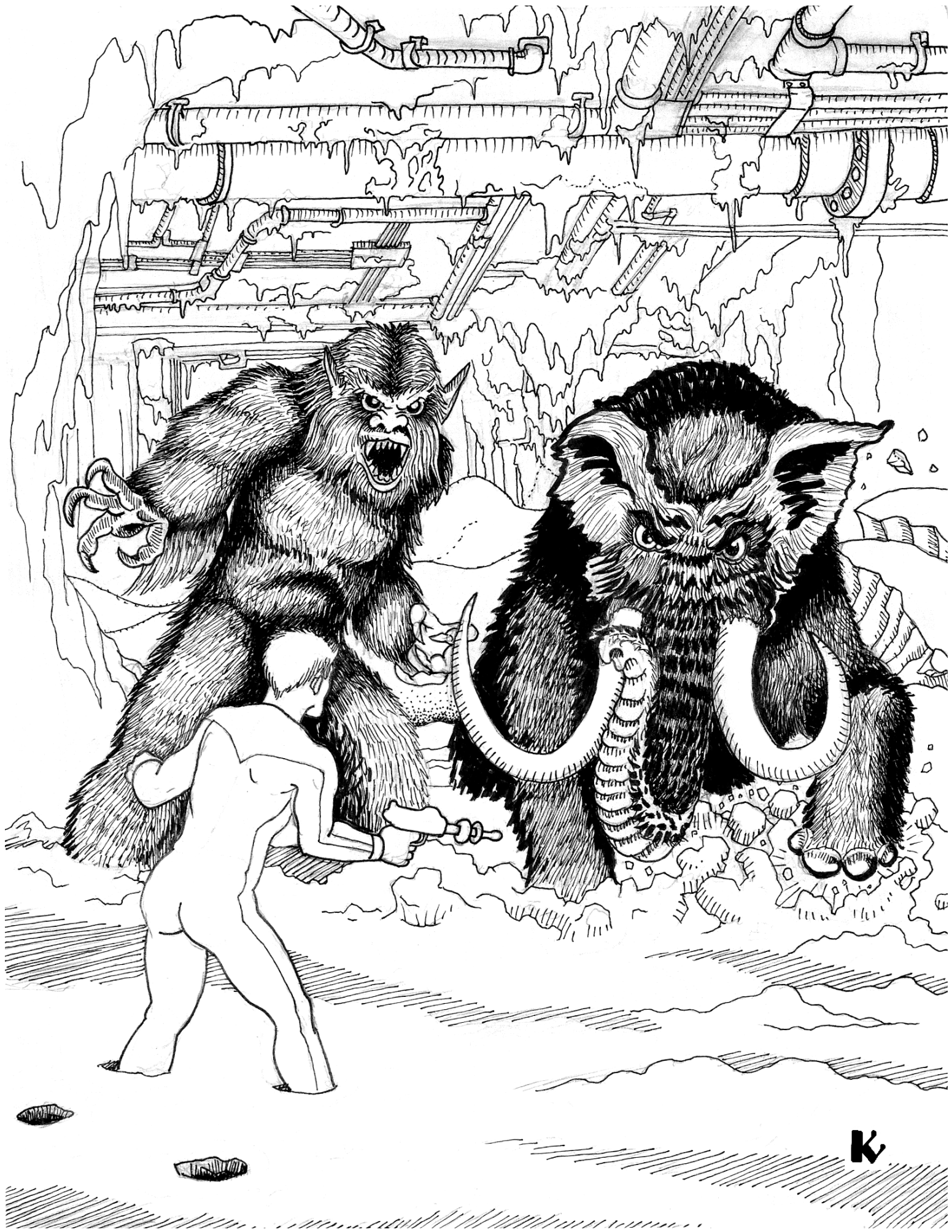
This horrible pit is located at the crossroads immediately outside the cryo-chamber. The pit is covered by a cunning trap door that seems perfectly sturdy until a replicant steps onto it. Once the first replicant is in the center of the trap, Mother will throw open the trap door and start the grinder below. As the pit is 10' square it is very unlikely that the replicant will survive. Essentially, no saving throw should be given unless very detailed precautions have taken place. Any replicant that falls into the pit is ground into goo along with all possessions.

3. GIANT FAN ROOM

This room is dominated by an enormous fan set 20' below what would be the level of the floor. Eight platforms float at floor level making a path which branches off to two doorways; one door within the south wall and one door in the east wall. Jumping from one adjacent platform to the next is not too difficult (agility check DC 10). However, the platform with a gap requires more finesse; this jump requires both a strength and agility check to make the leap (DC 12 for both checks). Unfortunately, the last platform to the east and the doorway on the east wall are both holograms. If a replicant tries to jump to either, both will flicker as the replicant passes through the hologram on their way into the giant fan. Anyone falling into the fan is instantly killed (this does not hurt the fan in any way). Marked in blue tile on the last platform to the south is the number 7. This blue 7 is part of the exit door code to the maze.

4. EXPLODING KITTEN ROOM

This room is filled with 100 small adorable kittens. When the replicants first enter the room 1 kitten is within 10' of the door; the rest of the kittens are on the far side of the room. The kitten will advance to the replicants and try to rub up against their legs. If the kitten touches a replicant or is touched by one it will meow and then explode for 1 point of damage to all those within a 3' radius. At this point all of the other kittens will look up at the replicants and meow. The kittens will begin running towards the players. The kitten swarm will advance 10' per round. If a kitten comes in contact with a replicant it explodes for 1 point of damage. The kitten may touch other kittens (and even objects, with the judge's discretion) without exploding. Each kitten wears a purple collar with a number 9 woven into it. This purple 9 is part of the door code for room 10.



5a. ICE COVERED DOOR

The door to the Yeti Room has frozen over due to poor climate control. It is covered with a thick layer of ice and built up with a frost that is almost snow-like. The ice must be chipped away or melted to continue. The players may have some success with the lamp on its heat setting, the multi-tool or even a laser pistol. The judge should allow any reasonable scheme to clear the door. Once the door is cleared an ID slot on the control panel for the door will be seen. If a replicant inserts the card into the panel, a click of the door lock can be heard (the sound of the door unlocking). Because the mechanism has been iced over the door will not open and it must be pried with a multi-tool or forced by hand. Using a multi-tool will allow a player to open the door with a strength check (DC 12) otherwise a full 36 points of strength must be put to bear on the door before it will move.

5. YETI SNOW ROOM

The walls of the room are covered in ice and snow. A large snowdrift bisects the room. Replicants entering the snowdrift will have their movement rates reduced by half and suffer a -1 penalty to their attack dice. The ceiling of the room is difficult to see because of the fog cloud generated by the machinery. The ceiling is covered with all sorts of plastic and rubber tubing. Bellows and pumps wheeze as they pump snow onto the floor. Once the replicants enter, large tubes will begin depositing yeti into the room. Each round the replicants are in the room roll a d6 and consult the chart below:

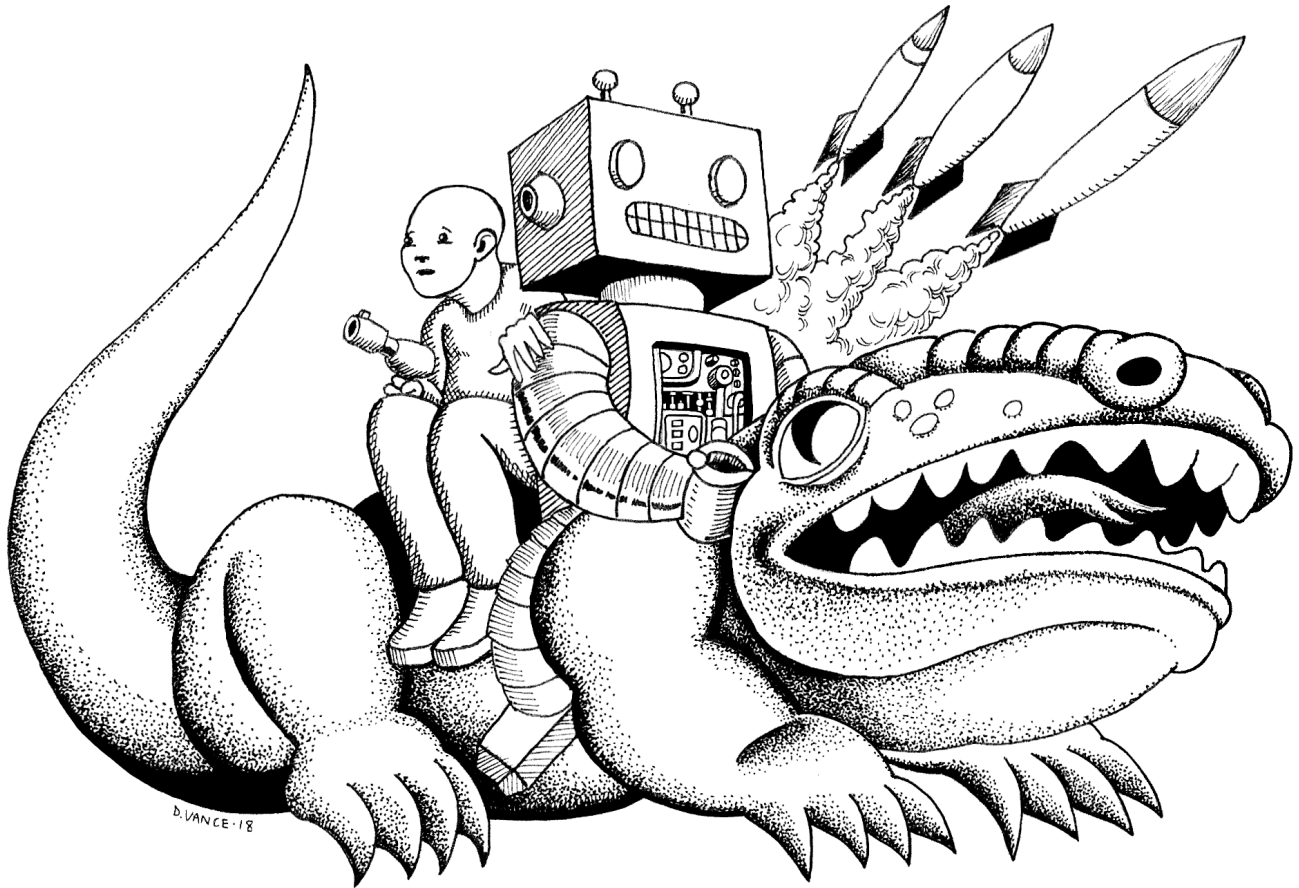
- 1 Nothing happens.
- 2 A frozen (and dead) yeti is dropped into the room.
- 3-5 A yeti is dropped out of a ceiling tube and into the snow.
- 6 A wooly mammoth will be deposited into the room. This will happen only once, after which nothing occurs on a roll of 6.

The yeti and mammoth may not be immediately hostile if the replicants are not aggressive. However, replicants must succeed with a personality check (DC 12) each round or the yeti will attack. The mammoth will only attack if molested. The Yeti will continue to be pumped into the room by the machine until the replicants leave or the machine is destroyed (AC 13, hp 100). Alternatively, the replicants could attack the delivery tubes, which is actually much easier. There are five yeti tubes (AC 9, hp 10) and one wooly mammoth tube (15 hp). If all the delivery tubes are destroyed the machine will shut down.

Yeti: Init +0; Atk claws +2 melee (1d6), (an attack roll of a 20 to hit causes 2d4 additional damage as the yeti squeezes an opponent); AC 12; HD 2d8, hp 10; MV 30; Act 2d20; SV Fort +3, Ref +1, Will -3; AL C.

Dwarf wooly mammoth: Init -4; Atk Trample +4 melee (1d8) or Gore +0 melee (1d8+2) or Trunk +6 (special, described below); AC 13; HD 10d8, hp 40; MV 30; Act 3d20; SV Fort +5, Ref -3, Will +0; AL N. If the mammoth uses its trunk to entangle an opponent (this costs an action dice), it must succeed on an attack roll to grasp a replicant. Once grasped, the replicant must make a reflex save (DC is mammoth's attack roll) or be held immobile, allowing the mammoth to throw (1d6 damage) or crush (1d4 each round) its victim with no need for an attack roll (although this still uses an action dice).

Note: Both yeti and mammoth are AC 10 in regard to laser fire and grenades. Additionally, the lasers will cause double damage to the yeti. All creatures in the room wear collars which are embroidered with the number 8 in green thread. This embroidery is part of the door code for room 10.



6. DAMAGED CORRIDOR

This area is scorched and pitted. If the replicants have used the emergency hand grenades, they will realize that this hall was damaged in that manner. The damaged section of corridor has been poorly repaired. The lights do not function properly and there are no traps in this section. If the replicants investigate carefully, they will notice that an opening in the hall has been improperly walled over. Removing this wall is as simple as a strength check (DC 12). If the players proceed into this hidden section, Mother will demand that they return to the testing grid (but not otherwise take action).

7. THE POORLY HIDDEN DOOR

As the players pass through this section of hall they notice a welded-over doorway. If the players use their multi-tool and make an intelligence check (DC 15) they may disassemble this section and expose the door. Otherwise, they would need to force it (DC 13) or blow it open with a grenade. If the players exit into this hidden section, Mother will demand that they return to the testing grid (but not otherwise take action).

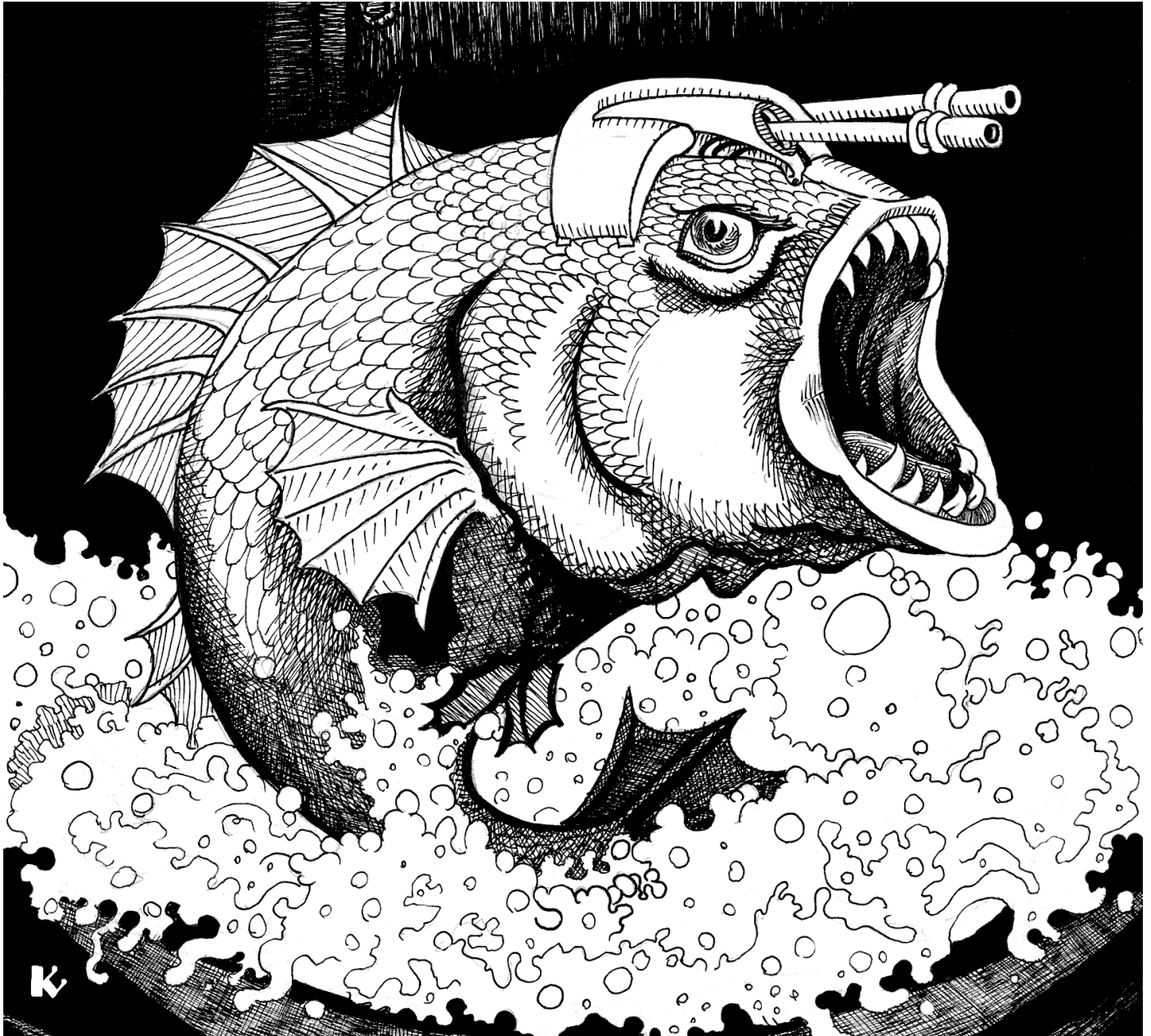
8a. GIANT SLIDE

When the replicants try to enter the door to room 4, the entire floor tilts and becomes one massive slide. The slide will dump the players into room 8. There is no effective way to escape the slide if the characters are wet from the room. However, if a replicant can make a dexterity or strength check (check both stats at DC 12) they may back up the slide and not be dumped into the room. Clever players may devise a way to disable or bypass the slide.

8. LASER FISH ROOM

The floor of this enormous room is sunk 5' below its normal level and it is flooded with salt water to the level of the floor in the hallway outside. The room is dimly lit and the walls are encrusted with salt. The salt hides all exits from the room unless the walls are searched. If a section of wall with a door is searched, the door is found with no need to roll. The room is the lair of 6 ill-tempered sea bass. These fish are equipped with lasers attached to their heads/back.

Sea Bass (6 ill-tempered cyborg fish): Init +0; Atk bite +2 melee (1d4) or laser -1 missile fire (2d6); AC 13 (AC 9 if they surface to fire their laser at targets not in the water); HD 2d8, hp 10; MV 50; Act 1d20; SV Fort +3, Ref +1, Will +1; AL L. The sea bass are -1 to hit with their lasers due to poor training. Replicants in melee combat with the fish will fight at a -2 to hit and cause only half damage due to the resistance of the water. The sea bass have the number 5 tattooed on their sides in red ink (the red 5 is part of the door code for room 10). It is unlikely that the sea bass will attack immediately. They will probably wait until some replicants have reached the middle of the room. About half of the sea bass will not engage in combat unless the fight is going poorly, or they are specifically attacked.





9. MIST GOBLIN ROOM

This large room is filled with a mildly toxic mist, except 6" from the floor. This oily green mist is impossible to see through and interferes with laser fire; laser beams will not penetrate the mist farther than 10'. All replicants in the mist function at a -1 to ALL dice including initiative, saves and combat rolls. The mist is generated by a machine, which is built into the south wall of the room (AC 13 and 40 hp). If the machine is destroyed, the mist will dissipate in 1d6+2 rounds. The goblin machine (AC 14 and 50 hp) in the east wall will deploy 2 mist goblins for each replicant that enters the room. Since the mist goblins will be deployed as the replicants pass the threshold of the door into the room they will be waiting in the mist to attack. The mist goblins are very stealthy and have a 4 in 6 chance (on d6) to surprise the players. The mist goblins will attack without hesitation or fear. Given a chance, the mist goblins will attack from the rear at a bonus of +4 to attack for the first round or from the side with a bonus of +2 for the first round only. If the goblins gain initiative after a round of surprise, the goblins will dash into the mist and disappear. They will then circle around the replicants and begin the process again. Clever players might think to lower themselves below the mist. The first 6" above the floor are clear and unobstructed.

Mist Goblins: Init +3; Atk tiny tiny knives +3 melee (1d2); AC 15 (10 without mist); HD 1d4, hp 2; MV 45; Act 2d20; SV Fort -1, Ref +3, Will +1; AL C. The goblins are not affected by the mist; They will be able to easily find and attack any replicants within the room. Each of the mist goblins wears an orange metal collar, which has the number 4 inscribed on it (orange 4 is part of the door code in room 10).

10. MAZE EXIT

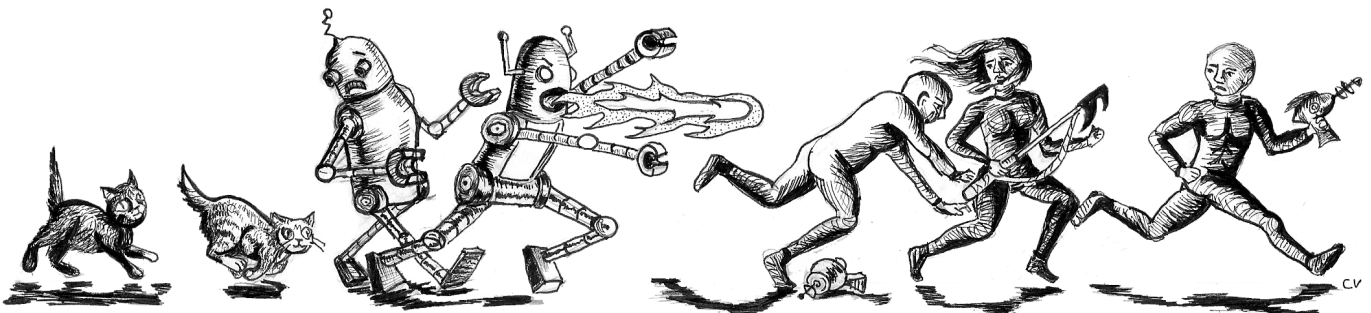
The maze exit is a massive door made of some unknown metal. The door has 5 keypads, each a different color: purple, orange, red, blue and green. The door will not open unless the following combination is entered: purple 9, orange 4, red 5, blue 7 and green 8. Once the code is entered properly, the door will swing open; if an improper code is entered a random trap will be triggered (roll on the wandering traps table). The door may not be destroyed with grenades or circumvented. If it is heavily damaged the door may become inoperative until its nanotechnology repairs the damage. This repair process could take several hours or perhaps even a day. Once the door has been opened, all traps in the maze are deactivated.

11. MISSION ROOM

The mission room is a scrupulously clean white plastic room lined with chairs. As the replicants enter, the room slowly fills with pulsing multicolored lights and Mother's voice asks them to enter and be seated. As the replicants sit, helmets descend from the ceiling and settle on the replicant's heads. Mother states, "Viable agents will now complete their training. Please choose a viable skillset for Changeling Protocol." If Mother is questioned about the changeling protocol she will state, "Agents must exit the testing facility and infiltrate local populace in search of repair materials. Agents will retrieve materials and return to base." If Mother is asked about the location of the repair materials she will respond with, "Location of materials unknown." If it is asked about the nature of the materials needed, Mother will print a large list (in binary) on a plastic block about the size of a paperback book. At this time ask the players to choose a class for their replicants. After the choice is made Mother will say, "Initiate Changeling Protocol" and the new class information will literally be programmed into their heads. Malicious judges may require the replicants to make a Fort save (DC 12). Failure to save means the replicant takes d6 damage. If the judge rolls a 6 on the damage dice, the replicant's head explodes and Mother sends out a new replicant. The judge may also wish Mother to include an extra skill for the replicant; the skill could be random, or the players could be allowed to pick from the following:

- 1 Climbing (as thief)
- 2 Survival (ability to find food water and shelter in various terrains)
- 3 Tracking (ability to follow trails if an intelligence check is made: DC 12)
- 4 Stealth (as thief)
- 5 Basic Orientation (basic knowledge of Terran history and technology)
- 6 Language (probably the ability to read binary code or basic computer language)
- 7 Pilot (ability to pilot Terran vehicles)
- 8 Demolitions
- 9 Weapons Training (ability to use Terran weapons)
- 10 Maintenance (ability to repair Terran machines)

Once this hypno-training session is ended, Mother will direct the players to the hanger bay and the waiting shuttlecraft.



12. HANGER BAY

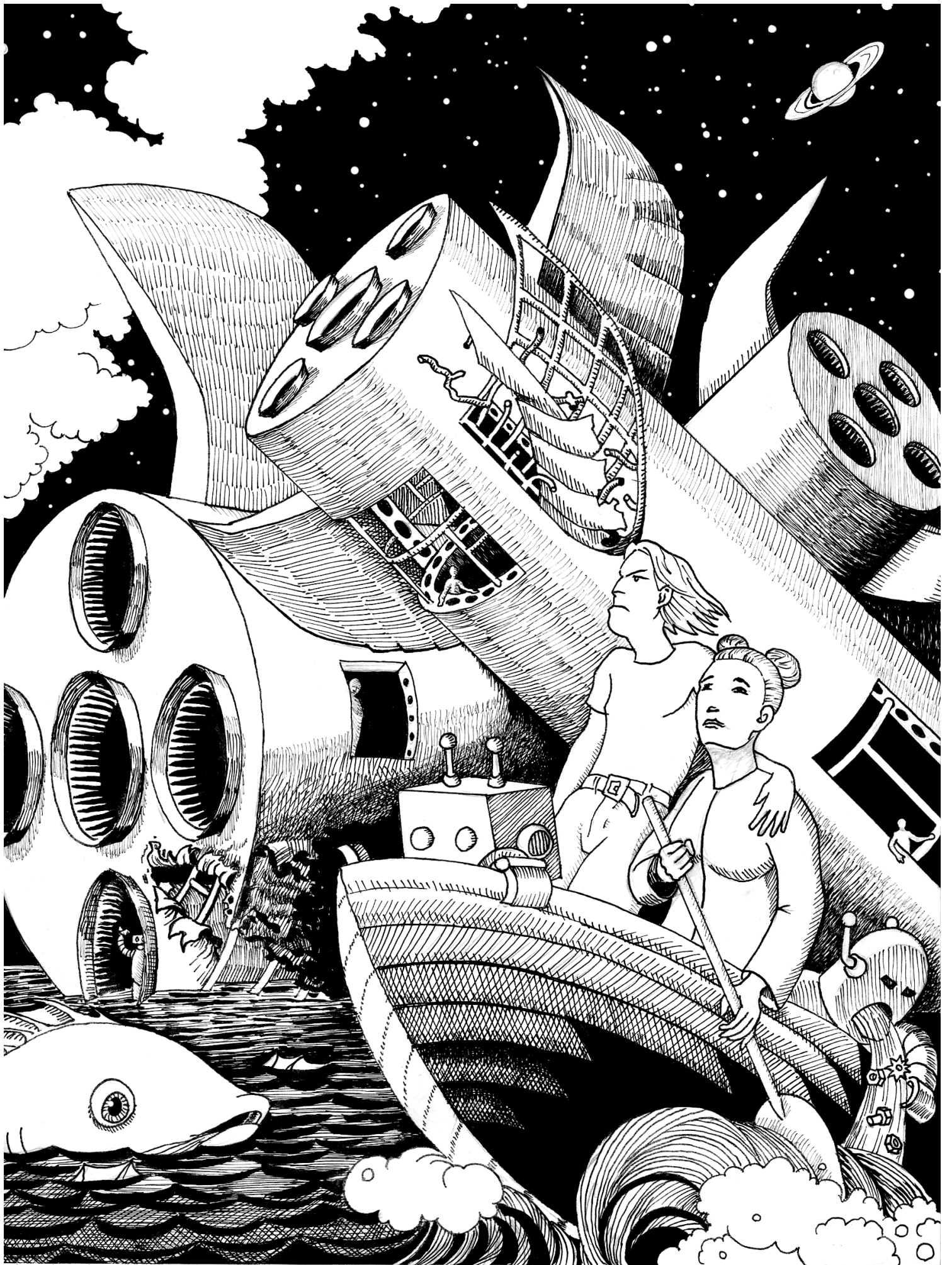
This is a large room with an opening on the far side. The opening is overhung with vines. In the center of the room is an aerodynamic shuttlecraft constructed out of space-age metals, polymers and ceramics. The replicants will notice a small slot next to the door toward the front of the vehicle. This is an ID slot; placing an ID card in the slot will open and activate the vehicle. The shuttle is capable of holding a dozen passengers and a pilot and copilot. The shuttle has cargo storage in the rear of the vessel (about 10' square). The shuttle is so automated that a pilot is really only a formality (needed only in combat situations and emergencies). Typically, the shuttle follows a preprogrammed flight pattern to the Northern Wastes as detailed in the epilogue below. However, the judge may wish to use the shuttle as a way to transfer the party to locations across the globe. While mainly intended for atmospheric flight, the craft is capable of reaching orbit and it might be possible to use this vehicle to travel to Crystal Palace (an orbiting station and a future release). The vines covering the hanger opening will not impede the craft's departure.

Epilogue (for use only if the players actually complete the maze): Once the replicants have entered the shuttle and seated themselves, the shuttle roars out of the bay. Observant replicants may see another shuttle rise out of the floor of the bay taking the place of the shuttle that has just launched. The replicants are treated to a grand view of the open blue sky through the various view ports as the shuttle flies through the remainder of the day and into the beginning of night. As the sky darkens, the shuttle is clearly beginning to slow and lower in altitude. A voice is heard through out the cabin saying, "Please prepare for landing". At this moment a harsh noise is heard, and smoke begins to pour out of the mechanisms in the front of the shuttle. The craft falls out of the sky; dropping into a lake below. Any replicant that is not strapped into their seat will take 1d6 points of damage from the crash. The shuttle begins to sink slightly, while the cabin fills with flames. The replicants are forced out of the door (which opens automatically) by the smoke and flames. The shuttle deploys d4 rubber rafts, which the replicants may use to row to the shore. As they row they notice that the landscape is littered with perhaps a hundred or more wrecked shuttles. Clearly Mother has been playing her mad game for decades, perhaps centuries. The replicants come ashore in the Northern Wastes and must now decide how best to proceed: will they be the agents of Mother or will they strike out on their own?



13. MISSING ROOM

There is no room 13; that would be unlucky. Let me just say, though, that room 13 did exist and it was awesome.



The Command Section (rooms 14-21a)

This area is not part of the testing grid and, as such, there are no random traps here. This area comprises some of the most sensitive equipment in the whole facility. Unless otherwise noted, all doors here require an ID card to open and all hallways are lit and clean. It is possible that pleasant music is also playing, (I recommend the elevator music version of "The Girl from Ipanema").

14. LASER GRID TRAP

This empty room is nothing more than a trap designed to keep the replicants out of the command section. The walls of the room have hidden lasers built into them. Once a replicant passes the halfway point of the room, the trap is armed. At this time, the judge should roll a d6 for each replicant in the room. The trap will trigger if any of the dice rolled show a 6. Once the trap is triggered lasers will arc across the floor in every direction. Replicants inside the room must make a reflex saving throw (DC 12) or be struck by a laser for 1d6+2 damage. If a replicant receives 2 or more points of damage, one of their limbs has been severed. The limb could be determined randomly but it is more fun just to pick. A medkit can reattach a severed limb.

15. ELEVATOR SHAFT TO OBLIVION

The doors to this "room" are bent and crumpled and must be forced back with some difficulty. The doors open into an empty shaft, which does not extend above this level, but its inky depths appear limitless. Unless the judge wishes to allow players to explore the lower levels of the facility, they should be unreachable even if the replicants tie their ropes together. The shaft is best used simply to create ambiance. Strange sounds rise from it, perhaps even flashes of light; maybe even the voice of a child singing can be heard.

16. THE CARNIVOROUS CAFETERIA

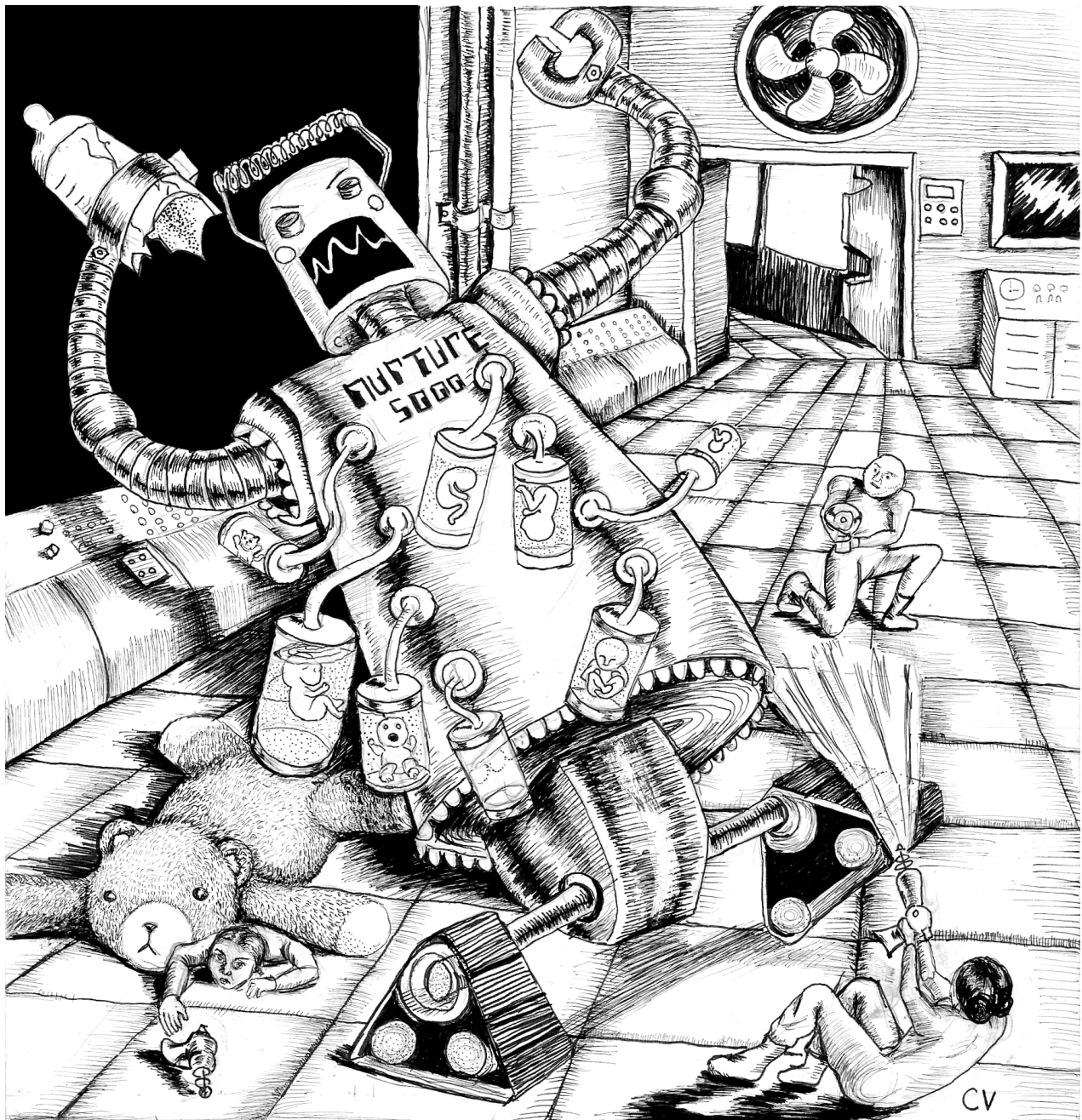
The cafeteria is filled with brightly colored tables and benches. And although it looks completely innocuous, it is in fact very dangerous. The first adventurer to enter the cafeteria is sucked into a chute in the floor (once used for loading raw materials). Only a reflex saving throw (DC 18) will save the character. Once a replicant has been sucked into the chute, the machines in the back of the cafeteria light up and begin spitting out trays of fresh food (yes, the remaining replicants are being served their friend). If the first person into the room avoids the machine chute, any remaining individuals must face security arms which deploy to drag a victim into the machine. Once food has been made the machine will depower until it is needed again.

Security Arms (2): Init +5; Atk clamp hands +3 melee (special); AC 15; HD 3, hp 15; MV 0; Act 3d20; SV Fort +1, Ref +1, Will +0; AL L. Special Attack: Drag victim into the machine chute unless a STR check is made (DC 15). The arms can reach anywhere in the room. There are only two such arms in the room.

17. THE NURSERY

The nursery is filled with nutrient tubes running to the fetus tank. The fetus tank, which covers the entire west side of the room, is filled with developing future replicants. A Robotic Nanny can be seen carefully tending the replicants. The robot will not attack with any force unless it or the tank is attacked. However, the robot will attempt to stun any replicants that stay longer than a round in the room. Stunned replicants will be put into the fetus tank by the robot. This will not actually harm the replicants as the liquid of the tank may be breathed as if it were air. The robot nanny is weirdly sentimental and will make crooning noises over stunned replicants as it rocks them and places them in the tank.

Robotic Nanny: Init +0; Atk pincer hands +3 melee (1d6) or eyebeams +2 (special); AC 15; HD 6d8, hp 30; MV 30; Act 2d20; SV Fort +3, Ref +0, Will +3; AL L. The Robotic Nanny's eyebeams will stun any opponent that fails a will saving throw (DC 12).



18. MEDBAY OF THE MAD SURGEON

When the replicants enter this white plastic room, a flat surface rises out of the floor and a figure emerges from an opening in the wall. After the plastic humanoid advances into the room, its storage chamber closes. The android advances to the raised dais and in a clear voice that is neither male or female says "You are 537 years late for your appointment." The following statement will be made to no one in particular, "I have made some modifications to the design." The android then queries, "Do you wish to proceed?" If the answer is yes, the android will motion the replicant to the dais and ask them to lie down. A variety of operating devices will begin to descend from the ceiling. Operating machines quickly cut off on of the replicant's hands and suck it down a chute. After this operation is complete another machine grafts a metal hand onto the replicants arm, the android slides back into the wall and the dais sinks into the floor while the operating machinery melds back into the ceiling. Nothing short of a medical emergency will bring the android surgeon back into the room and under no circumstances may the android be induced to graft another hand onto one of the replicants. If the android surgeon is attacked it will go berserk. Once the android enters combat its hands will fold open deploying an array of surgical knives.

Android Surgeon: Init +0; Atk surgical knife hands +3 melee (1d6); AC 12; HD 2d8, hp 16; MV 30; Act 1d20; SV Fort +3, Ref +0, Will +3; AL C. On the bright side any cuts made by the surgeon's knife hands will automatically be anesthetized and therefore not hurt for hours.

The grafted metal hand has a gripping strength of 19. The hand may be used to make a crushing attack for 1d6 damage (plus STR bonus) or a clubbing attack for 1d4 damage. Additionally, it may channel bio-energy from the wearer to devices such as the hand laser. To gain this ability the player must survive to level 1. When using the hand to channel bio-energy to a laser pistol the replicant loses 1 STR for each charge generated (STR is regained at a rate of 1 point per day). A maximum of 4 charges may be generated per round. These charges must be used immediately and may not be used to charge the device. Unfortunately, the hand also reduces the replicant's dexterity by 1 (for that hand only).

19. SECURITY ROOM

This room has an electronic device in the center and walls lined with alcoves for security bots. Many of the alcoves are empty and some of the bots which fill the others are broken. If the replicants try to enter the room, Mother will be heard saying, "This area is off limits to testing candidates." Functioning security bots will then come online and try to push the replicants out of the room. The players must make a DC 16 Strength check or be pushed out the door. If the replicants try to attack the security bots, the bots will respond by trying to stun the offending replicants. The security bots will only become violent if the replicants attack the device in the center of the room. The center device is actually the brain for all of the security bots in this facility. If it is destroyed, all of the security bots will power down. The device is AC 8 with 12 hp. However, the device also has a force screen which will absorb 20 points of damage each round. For every 2 points of damage done to the device one of the security bots in the room will no longer function. There are 6 functioning security bots in this room.

Security Bots (6): Init +2; Atk pincer hands +3 melee (1d6) or Stun gun +3 (special); AC 15; HD 2d8, hp 12; MV 20; Act 2d20; SV Fort +1, Ref +1, Will +1; AL L. Opponents hit with a stun gun must make a Fort saving throw (DC 12) or be immobilized for 1d6 rounds. The stun weapon ignores armor class granted by all non-magical/non-technological armor. The security bots will most likely stun the replicants and then store them in the holding cells for 24 hours (after being disarmed). After this time, they will be released into the testing grid and the door to the security room locked. Replicants released back into the testing grid will have their items returned to them.

19a. HOLDING CELLS

These small cells have a force screen which can be activated to seal in a prisoner. The device in the center of the room also controls the force screen on the cells. If it is destroyed the screens will cease to function. A grenade will also bring down the force screen on a holding cell.

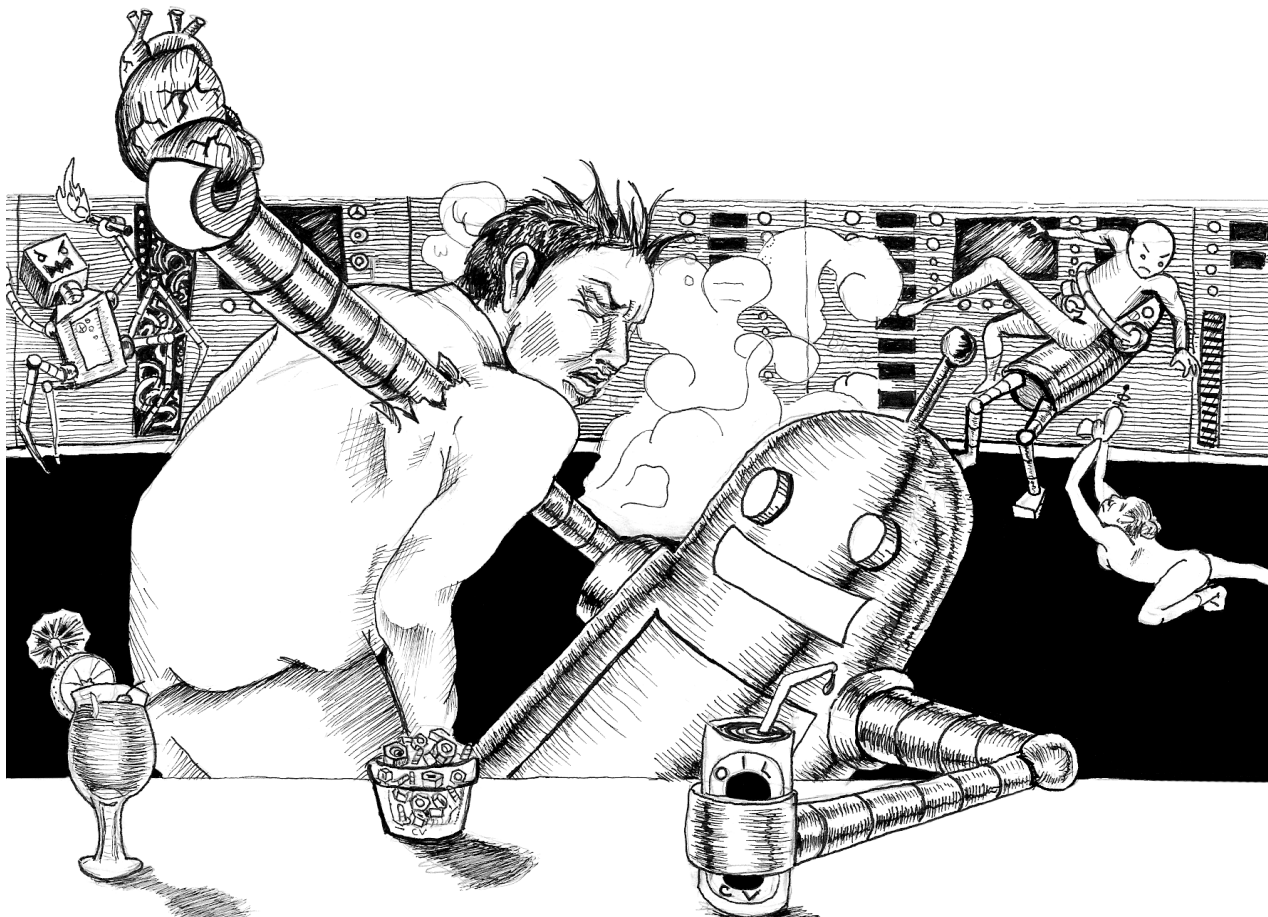
20. COMMAND CORE

This room is the computer core of the whole complex. MOTHRR is comprised of the memory banks and processing units which are built into the walls. It is protected by a 50-point force screen (like in room 19), wall mounted lasers and grappling arms. The lasers and arms are not protected by Mother's screens. Everything in the complex will cease to function if these machines are destroyed.

Lasers (2): Init +0; Atk laser blast +2 missile fire (2d6); AC 12; HD 1d8, hp 4; MV 0; Act 1d20;

Security Arms (2): Init +0; Atk clamp hands +3 melee (1d4 or special); AC 15; HD 3, hp 15; MV 0; Act 3d20; SV Fort +1, Ref +1, Will +0; AL L. Special Attack: On a successful roll to hit the arms may hold a replicant immobile instead of striking to cause damage. The replicant may try to make a reflex saving throw (DC 15) and leap to freedom. A strength check may be made to break out of the arms (DC 15). Breaking out of the security arms uses one action. The arms can reach anywhere in the room.

Note: If Mother is destroyed the fusion reactor will eventually explode. Each turn roll a d6. A roll of 1 indicates the reactor explodes. The explosion will destroy the facility and kill anyone within 500 yards of the facility that does not make a fortitude saving throw (DC 18). Individuals that succeed the saving throw are injured but alive (having no more than half of their hit points remaining).

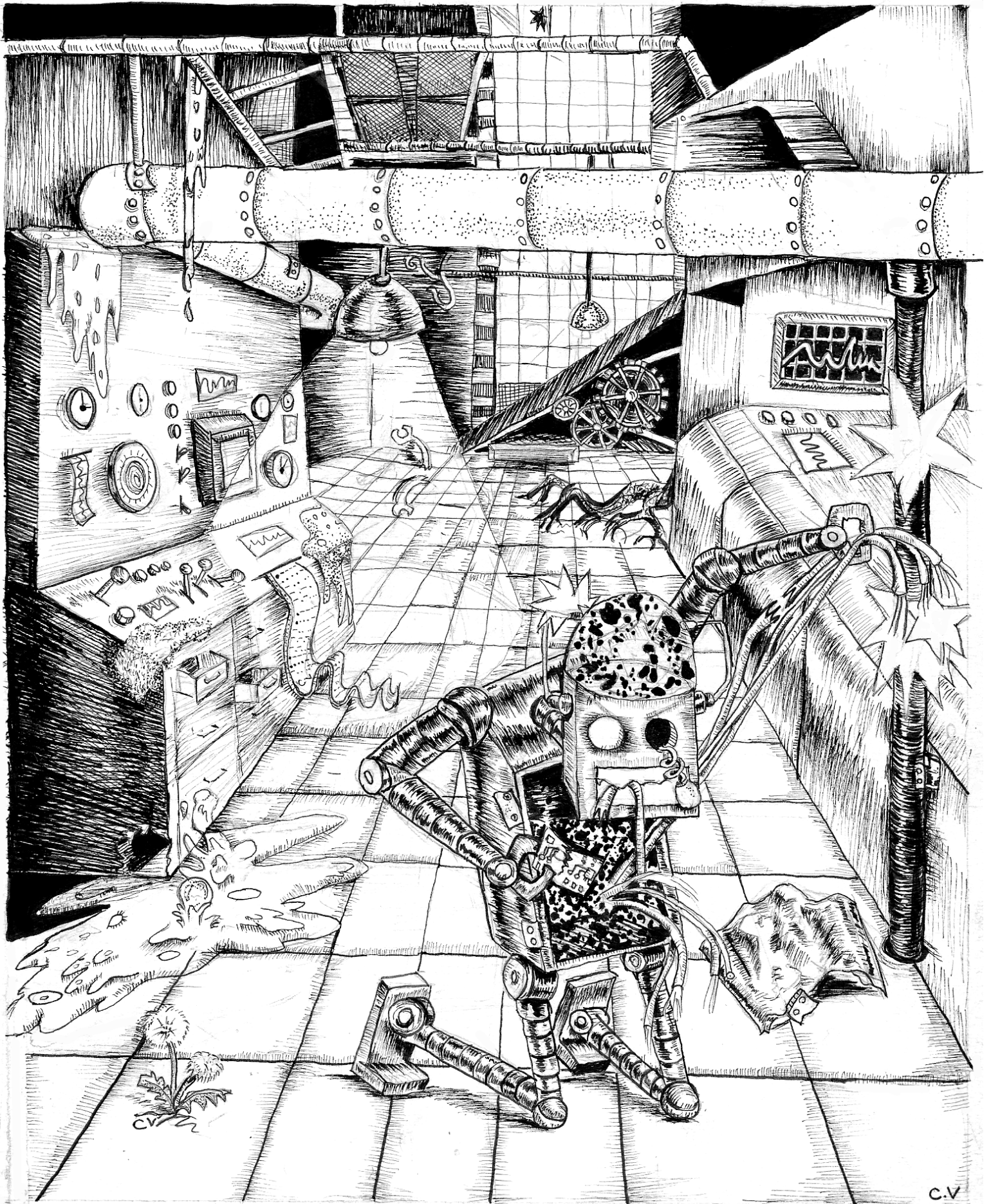


21. POWER CENTER

The power center is a small spherical room with a compact reactor at its core. The walls are lined with tubes, which deliver coolant to the reactor in the center of room. These metal tubes, which are connected to the floor and ceiling also support the reactor. The whole room hums and the walls have a slight vibration. The floor is actually a metal catwalk which splits the room in half at floor level. It is a simple task to remove some of this catwalk to gain access to the underside of the reactor and the bottom half of the room. Any significant damage in this room will cause the reactor to malfunction and eventually explode. As a general rule of thumb, for each point of damage done in the room there is a 1% cumulative chance the explosion will occur. If the reactor explodes, everything in the complex will be destroyed (for details, see room 20).

21a. THE VENTS

The vents are large concrete air-shafts, which lead to the surface of the island. The shafts have built-in metal ladders which lead to covered grates which can easily be opened from the inside. The island beyond is not a developed area. It is up to the judge to develop a tropical hellhole overrun by dinosaurs and cannibalistic primitives. It is recommended that the island be a stark contrast to the testing facility.



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The Abandoned Section (rooms 22-32)

This abandoned area is largely nonfunctioning and unlit. The rooms and corridors are filled with rubbish and coated with rust and grime. This area is not part of the testing grid and, as such, there are no random traps here. In fact, Mother's voice cannot be heard in this part of the facility. It is up to the judge whether replicants that die in this section are uploaded into a new body.

22. BROKEN CRYO-CHAMBER

This room is as quiet as a tomb. In fact, it is a tomb that this chamber, once dedicated to the preservation of life, has become. As the replicants enter the room no lights will spring to life and the air is heavy with the smell of death. The machinery in this room is cracked and charred from heat. The walls are marked with soot and it is readily apparent that a fire once raged throughout. This room resembles the cryo-chamber (room 1), however instead of frozen replicants in shining synthetic cocoons only burnt corpses in charred metal and cracked glass greet the players. If you would like to make the scene even more macabre, perhaps the insane android in room 24 has pulled some of the broken bodies from the tubes and has been trying to repair them using spare parts from other corpses and bits of orphaned machinery laying about.

23. BROKEN MACHINE ROOM

This dank, chilly, poorly lit room is just here for ambiance. It is rusted beyond repair but was once some type of machine shop and inoperative machinery litters the area. None of the equipment herein is usable. The only items of interest in the space are the variety of plastic bits and metal bobs scattered across the work tables in this ancient shop. The foul water dripping from the ceiling is not potable.

24. DEN OF THE CRAZED ANDROID

This room is a shambles; the wall panels are smashed and the furniture has been ripped apart. The floor of this room is littered with debris. Hunched over in the corner is what at first appears to be another replicant. This figure is, in fact, a crazed android. The android is making a clicking noise and if left alone it will begin to pull out its internal wiring. This action could be mistaken for a replicant pulling out its own intestines if the players still believe this is a replicant. If the players do nothing the android will finish by pulling its own head off. If any noise is made or if the replicants approach the android, it will leap to attack. All questions will be answered with a maniacal grin and a strange clicking noise. The only thing that will give the android pause is a replicant who has had their hand replaced at the Medbay. The android will not attack the aforementioned replicant and may even cease attacking to examine the hand.

Insane android: Init +0; Atk hands +3 melee (1d6); AC 13; HD 3d8, hp 18; MV 30; Act 2d20; SV Fort +3, Ref +0, Will -3; AL C.

25. WORKING ELEVATOR

This appears to be a small rusty room. The elevator is empty except for a control panel next to the sliding doors. While the panel has many buttons, the elevator only travels between this floor and the one below it. If the judge desires, the party could find a way to rig the elevator to descend to the lower levels of the complex. Such exploration is beyond the scope of this adventure and would have to be developed by the judge.

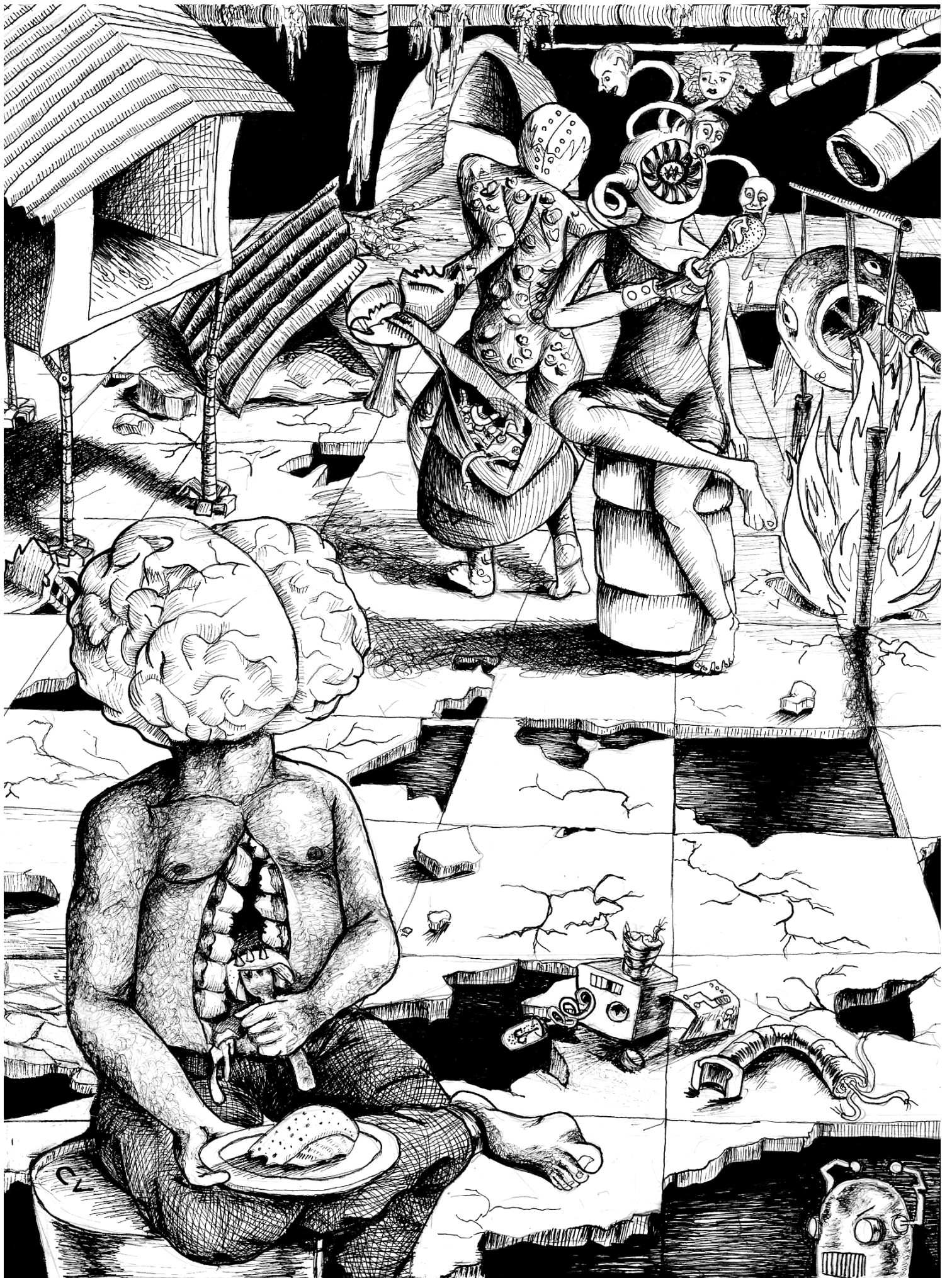


26. THE FOOD TANKS: Fresh as Harvest Day

The smell of stagnant water, rotting fish and seaweed waft out of the room as the door is opened. Nine large dirty glass tanks fill this enormous but dimly lit room. The tanks are laid down in a single long row. The replicants initially mistake these tanks for boxes of some kind, as they are so covered in dust and grime. The tanks are old, and often are quite fragile. Some of the tanks are empty while others still function. At one time food for the complex and the domed city was grown here. The tanks hold the following:

- a. Cracked and empty; the bottom is covered with the bones of fish.
- b. Filled with murky poisonous water.
- c. This tank is somehow still filled with fish. The fish will stare disconcertingly at the replicants.
- d. This tank is filled with mutated ocean plant life. If a replicant comes too close the plant will pull them in and drown them. The corpses of previous victims can be seen with small tendril-like roots weaving through them. Mutant Plant: Init -2; Atk plant stuff +0 melee (1d4 and special); AC 11; HD 4d8, hp 20; MV 0; Act 1d20; SV Fort +3, Ref -2, Will +0; AL N. On a successful attack the affected player must also make a strength check (DC 12) or the replicant will be pulled into the tank.
- e. This tank is identical to tank b.
- f. This tank is identical to tank a, except its bottom is littered with dry plants.
- g. This tank is similar to tank b, except that the glass is so fragile that the tank will collapse if touched. All players must make a reflex saving throw (DC 14) or be knocked over and swept away by the water, receiving 1d3 points of damage.
- h. This tank contains one single very large fish who stares at the replicants through its dirty glass tank. The fish seems almost saddened by its predicament and its features appear to have the glimmer of intelligence about them. (A sad talking fish would not be out of place in this oddball complex).
- i. This tank is overgrown with seaweed.





27. THE MUTANT ENCLAVE

Whatever this room used to be, it is completely unrecognizable now. Five crude structures line the walls and a large bonfire of strange materials lies in the center of the room. The structures are not much more than lean-tos, packing crates and haphazard tents. A fish-like creature is roasting over the fire, the spit seemingly turning itself. Actually, the invisible mutant is turning the spit. If the party approaches nonviolently they may be able to negotiate with the mutants, however any aggressive posturing will be met with violence. Five mutants call this place home; from here they raid into the upper and lower levels looking for supplies.

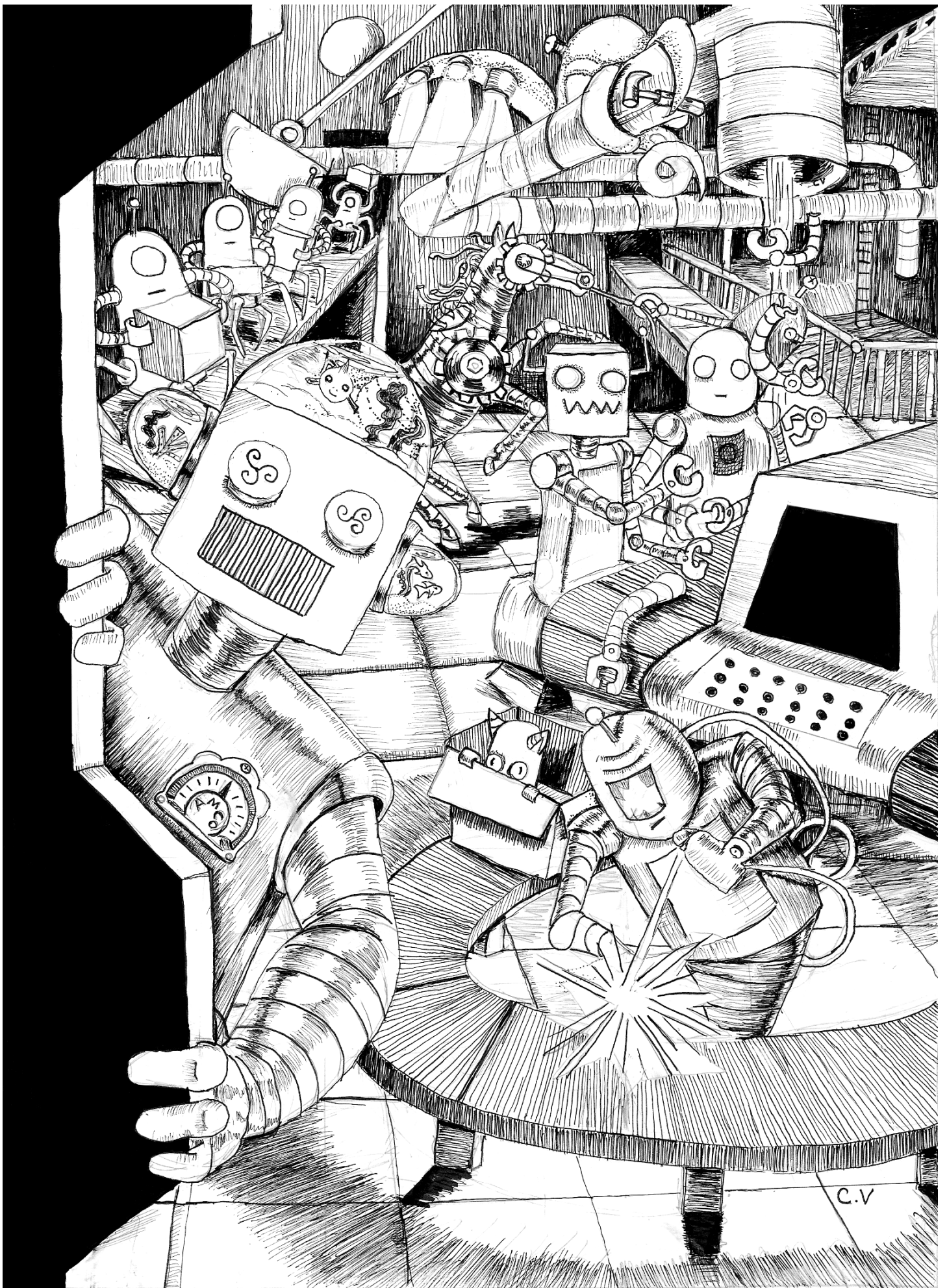
Claw: Init +0; Atk pincer hand +3 melee (1d8); AC 14; HD 1d8, hp 8; MV 30; Act 1d20; SV Fort +1, Ref +0, Will -1; AL N. So named because his right hand is an enormous crab claw. Claw is also covered with a resilient exoskeleton on much of his body giving him an improved armor class.

Brain: Init +0; Atk bite +1 melee (1d6) or psychic blast (special); AC 10; HD 1d8, hp 6; MV 25; Act 1d20; SV Fort -1, Ref +0, Will +1; AL N. Instead of attacking physically, Brain may psychically blast an opponent, causing them to make a will saving throw (DC 12) or be paralyzed for 1d4 rounds. Brain doesn't have any facial features at all, just an enormous pulsing brain where his head should be. Brain also has a long vertical slit from his chest to his stomach. This is brain's mouth and it is filled with razor-sharp teeth. Even with this huge mouth, Brain is incapable of normal speech and is forced to communicate through telepathy.

Eye: Init +0; Atk hand bite +0 melee (1d4) AC 10; HD 1d8, hp 6; MV 30; Act 2d20; SV Fort -1, Ref +1, Will +0; AL N. This headless humanoid is bare except for a loincloth. Eye's body is covered with eyes, hence her name. This mutant also has a mouth on the palm of each hand. Eye will use these "mouth hands" to bite opponents in combat. Eye can see in every direction and in every spectrum and is impossible to surprise while she is awake. Eye is an adept tracker and can unerringly follow fresh trails. Older trails are more difficult to follow (90% -2% for each day elapsed). Although Eye does not appear to have ears, her hearing is unimpaired.

Lash: Init +0; Atk tentacle whip +1 melee (1d4) AC 10; HD 3d8, hp 12; MV 35; Act 3d20; SV Fort -1, Ref +0, Will +1; AL N. Lash appears to be a writhing mass of tentacles. In actuality, Lash is a communal organism; each tentacle is a separate creature. Although Lash prefers to travel with all of his components intertwined, he is quite capable of sending some of his tentacles off to do reconnaissance or to perform simple tasks. If Lash is truly in danger (struck for more than 6 points of damage), he will disperse his tentacles in every direction. The tentacles will scurry under objects and into pipes seeking cover. When the danger has passed Lash will reform. Only the complete destruction of all of his tentacles can actually kill him. Otherwise, Lash's remaining tentacles will slowly divide and regrow until he is back to full strength. This mutant is truly the stuff of nightmares. A single tentacle has the following statistics: Init +0; Atk none; AC 10, HD 1/4, hp 1, MV 35; Act 1; Saves as above. When at least 4 of Lash's tentacles are joined together he gains an attack, which causes 1d4 points of damage. For every 4 additional tentacles Lash gains an extra attack (for a maximum of 3 attacks per round). Each point of damage dealt to Lash kills one tentacle.

Breeze: Init +0; Atk ice pick +3 melee (1d4) AC 18; HD 1d8, hp 5; MV 30; Act 1d20; SV Fort -1, Ref +1, Will +0; AL N. Breeze is an invisible girl but is otherwise completely normal. Her high armor class is due to her invisibility and natural dexterity. Typically, Breeze will not be carrying any items, as this will give away her position. However, she has hidden several impromptu weapons about the enclave; her favorite, an ice pick, is right at her feet.



C.V

28. THE ROBOT FACTORY

The smell of oil and plastic fills the air in this large room crammed with machinery. A low thrum of mechanical vibration can be felt as the replicants enter this room. The machinery is clearly designed to manufacture goods of some kind. Sadly, the ravages of time have impaired the functioning of the machines and now this damaged factory only produces crappy robots. The malfunctioning apparatus will periodically activate and construct something. In fact, 1d4 rounds after the party enters the factory will begin to build a robot. Roll on the chart below (d10) to see what is constructed. Results 4-9 will only occur one time. Every hour or so the machine will reactivate.

Roll	Robot created by the factory
1-3	Broken Robot: This half-assembled robot just rolls off of the line and flops on the floor.
4	Suicidal Robot: This robot immediately disassembles itself by unscrewing a large bolt in its stomach. Essentially, its torso parts at the waist and its arms, legs and head pop off after the bolt is unscrewed. If the robot is somehow repaired, it will repeat the procedure.
5	Robotic Horse: This robot is somewhat useful if a very loud and slow mount is desired. The horse moves just slightly slower than normal human movement and its metal hooves are quite loud, however the machine is tireless.
6	Robotic Mimic: This robot will choose one character and position itself 5 feet behind them and to their left. Once it achieves this position it will mimic their actions. The robot is loud and pointless; under no circumstances should it be useful in a combat situation.
7	Robotic Duplicate: This robot is clearly an attempt to replicate an adventurer in the room. On a 1-5 on a d6 the robot does not function, however on a 6 the duplicate will be operational. This robot has similar but better abilities than the original subject: +2 on all ability scores and an extra hit dice (1d8 hit points). Additionally, the robot can punch for 1d6 damage. In all likelihood the robot will try to imitate and later replace the inferior original. The robot may try to win over the original's friends or decide to eliminate all of the worthless skinbags.
8	Killer Robot: Init +3; Atk knives +3 melee (1d4); AC 15; HD 3d8, hp 16; MV 40; Act 4d20; SV Fort +3, Ref +3, Will +3; AL L. Any attack to the robot which deals more than 2 points of damage will destroy a limb (the judge should remove one attack or reduce its movement by a fourth respectively). This robot is a murder machine. As soon as it rolls off of the line, it will begin to attack. The robot has eight limbs like a spider. four of the limbs are used for movement while the other four end in surgical knives.
9	Voyeuristic Robot: This humanoid robot will simply watch the party. If they leave the area, it will follow them at a discrete distance. If the party exits the complex the robot will try to leave with them. It will even go so far as to unobtrusively board the shuttle, tubecar or other conveyance used to exit the facility. If the robot is confronted it will look to the ground and emit a single forlorn beep. Nothing may deter the robot from following the party except its destruction.
10	Normal Robot: Against all odds the factory has constructed a useful robot. The robot will trundle off towards the testing grid and might lead the party to the power grid if followed.

Unless otherwise mentioned, any robot created by the factory uses the following statistics: Init +0; Atk clamp hands +1 melee (1d6); AC 13; HD 2d8, hp 12; MV 30; Act 1d20; SV Fort +1, Ref +1, Will +1; AL L.



29. THE SILVER GUARDIAN

The guardian is a shining silver humanoid that guards the exit to the sea. The guardian stands 8 foot tall, clad in seamless shining metal. It carries a metal pole, which can telescope from a pole to a staff to a club. The maximum length of the pole is 20 feet. As the pole is made of self-healing metal, it is mostly unbreakable. Unfortunately for the party the guardian is made of this same material. So, while it may be knocked down or incapacitated, the guardian will eventually repair itself regardless of the damage sustained. The guardian will not allow anyone to return to the complex once they pass it; however it will freely allow the party to exit to the docks below.

Silver Guardian: Init +0; Atk pole +3 melee (1d6+2) or hands +2 (1d6); AC 13; HD 6d8, hp 30; MV 30; Act 1d20; SV Fort +3, Ref +3, Will +3; AL L. Special Defense: the guardian regenerates 1 hp per turn no matter how injured.

30. THE SILVER BOAT

This area is a large natural cavern converted into a wharf. Once, it must have housed a great many vessels. Now only one small ship remains (the silver boat). This shining metal craft is clearly made of the same metal as the silver guardian and his staff. The boat is tethered by a metal line, which will not part unless the guardian's pole from room 28 is brought onto the boat. When the bearer of the pole boards the boat the line will fall away. The adventurers will notice a small depression in the center of the floor of the craft and if the pole is placed there it will take root. A small metal sail will unfurl from the pole and the craft will begin to make headway out to sea. It is up to the judge where this vessel will travel. Upon arrival the pole may be detached and the boat will tether itself to the nearest surface.

31. THE LONELY HOLOGRAM

A dim glow fills this hall. As the adventurers move toward the glow, they can see the figure of a man pacing up and down the hall. The figure can be heard mumbling to himself although the words can not be made out. If the adventures move closer they might observe an occasional flicker in the man's image (INT check DC 12 to notice). If they do not notice this flicker they might charge forward and attack a hologram. Their attacks would, of course, have no effect. If the adventurers investigate more closely, they notice that the hologram is projected from a bracelet, on the arm of a skeleton lying on the floor. The bracelet is a holographic personal assistant. Its AI was a designed to anticipate its user's needs. It is a learning computer that has achieved sentience. Although the AI has been active from the fall of the colony to till this moment, it does not have accurate memories of the far past. It has been slowly overwriting its own memory to stay active. The hologram has spent hundreds of years pacing this cave and as a result is almost insane with loneliness. It will beg the adventurers to take it with them. Most of its functions are useless in this day and age, but its sensors are difficult to fool, halving the chance that anyone sneak up on the party and often (but not always) negating surprise.

32. TUBE-CAR

This shiny future car will take the replicants out of the testing facility and the adventure. If the judge wishes, the tube-car will take the party to the domed city. This area is left up to the individual judge. The city could be a fully functioning metropolis of replicants carefully controlled by the computer. Or perhaps it is a wrecked shell filled with the last remnants of the Terran Empire, fending off the ravages of mutants from the lower levels. It might even be a dust-covered tomb populated by the ancient dead. Whatever the choice may be, watching the movie Logan's Run is highly recommended. If the judge wishes, the tube-car could be used to explore other ancient sites outside the island itself. It might take the players to locations such as: The City of the Ancients (detailed in a future release), Terran Central Command (which lies in ruins under the radioactive Plain of Glass), The Ruins of Mu, or any other location, which the judge wished to explore. It is recommended that the car becomes inoperable after making its journey to prevent players from going back and forth.

Survival Pack

- Amco Emergency Laser Pistol
- Medpack
- Survival Blanket
- Emergency Hand Grenade
- Food Packets (14 Days)
- Collapsible Water Jug (Full)
- Multi-Tool
- Synthcord (50')
- Shiny Shiny Future Knife
- Identification Card
- Compass
- Communicator
- Lamp

Survival Pack

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- Medpack
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Survival Pack

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- Communicator
- Lamp

Survival Pack

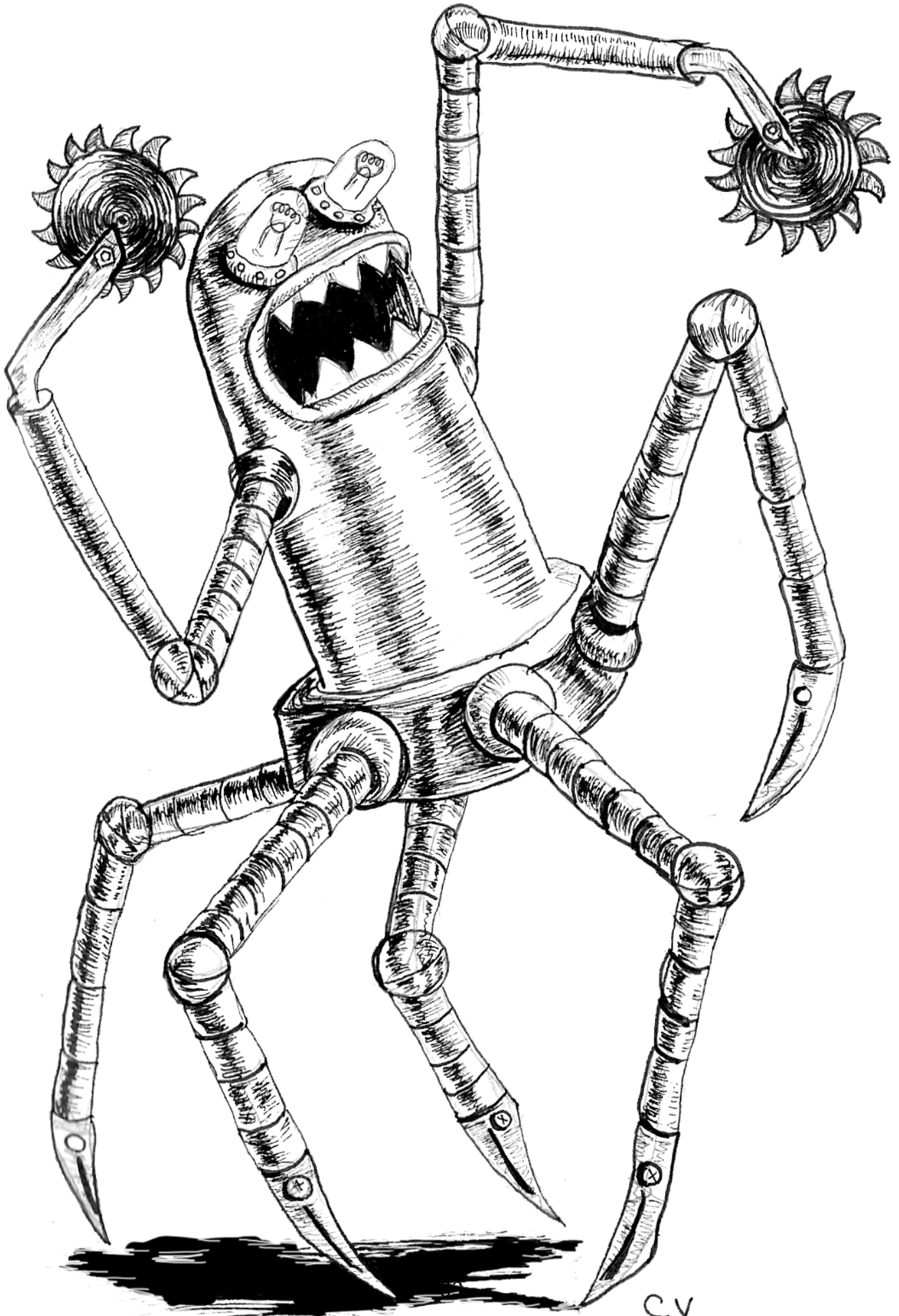
- Amco Emergency Laser Pistol
- Medpack
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- Communicator
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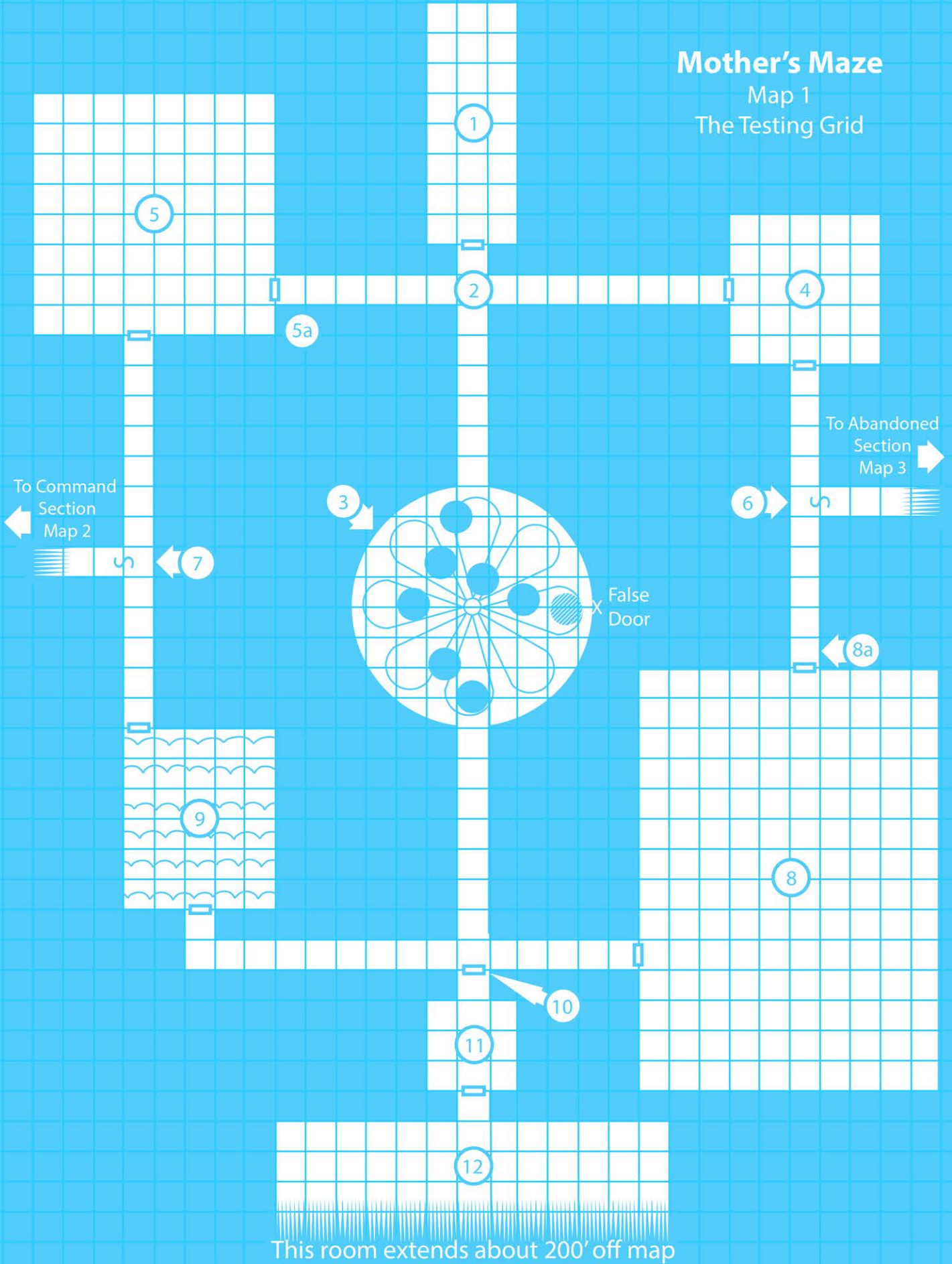
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Mother's Maze

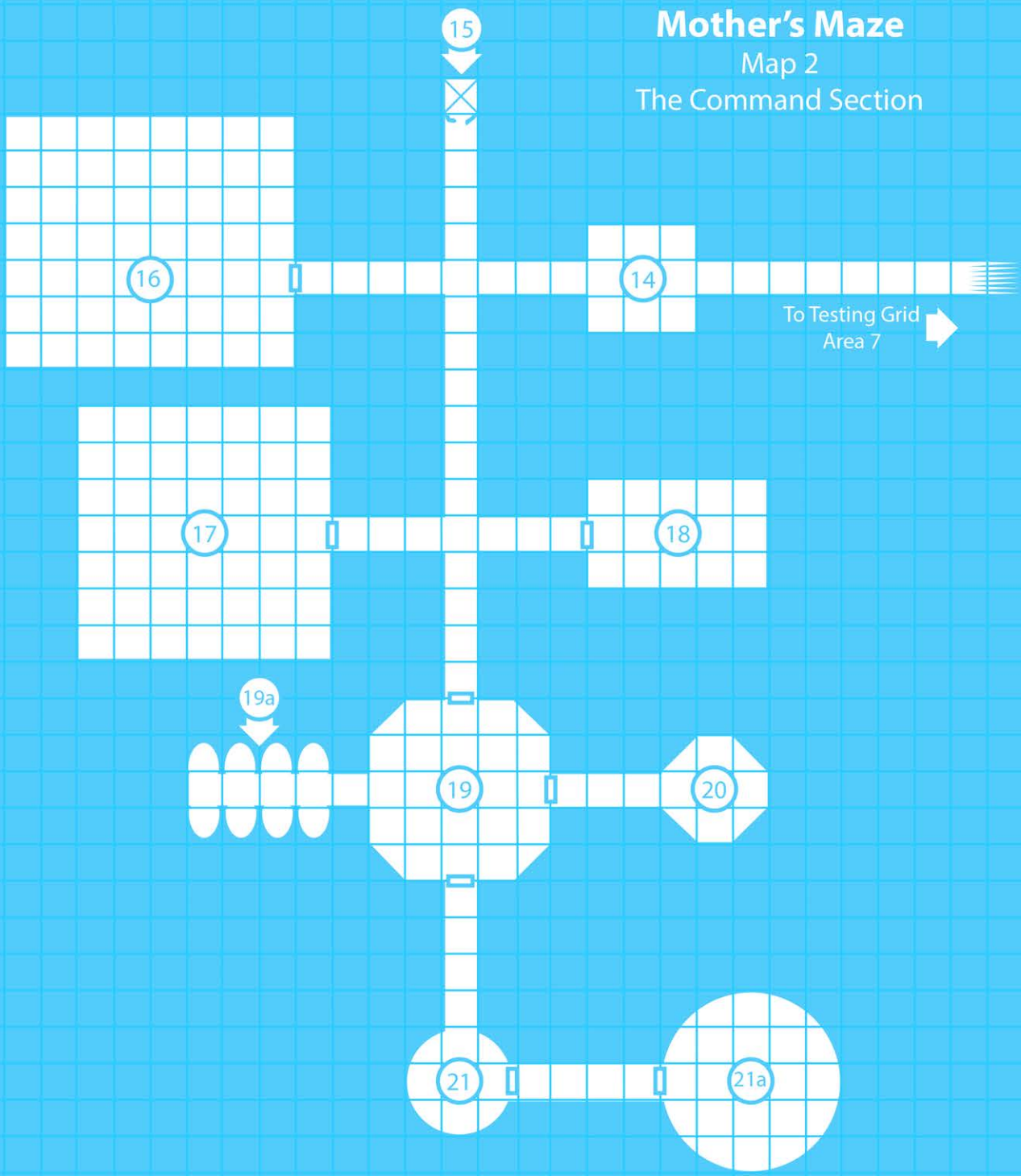
Map 1
The Testing Grid



This room extends about 200' off map

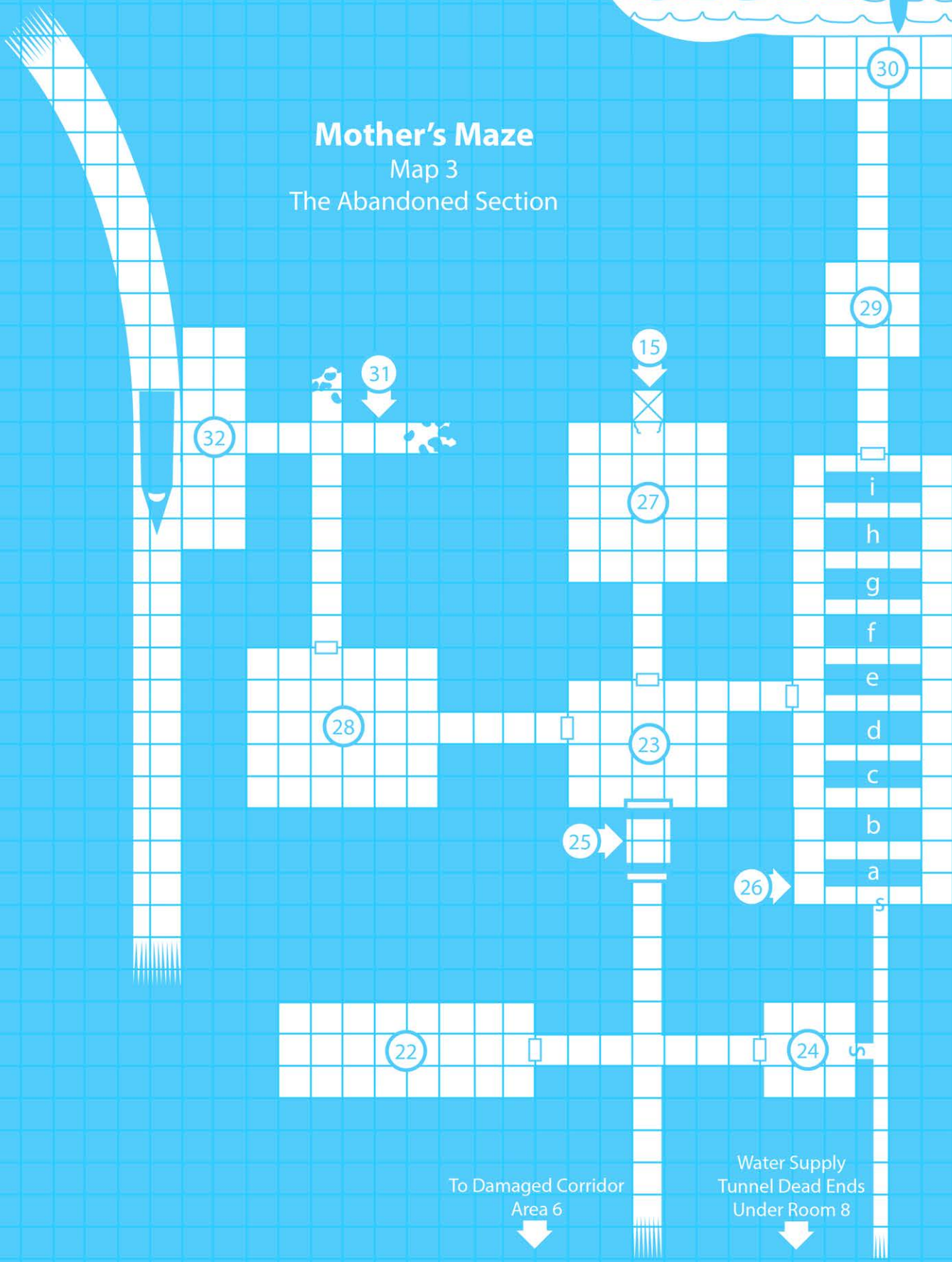
Mother's Maze

Map 2
The Command Section



Mother's Maze

Map 3
The Abandoned Section

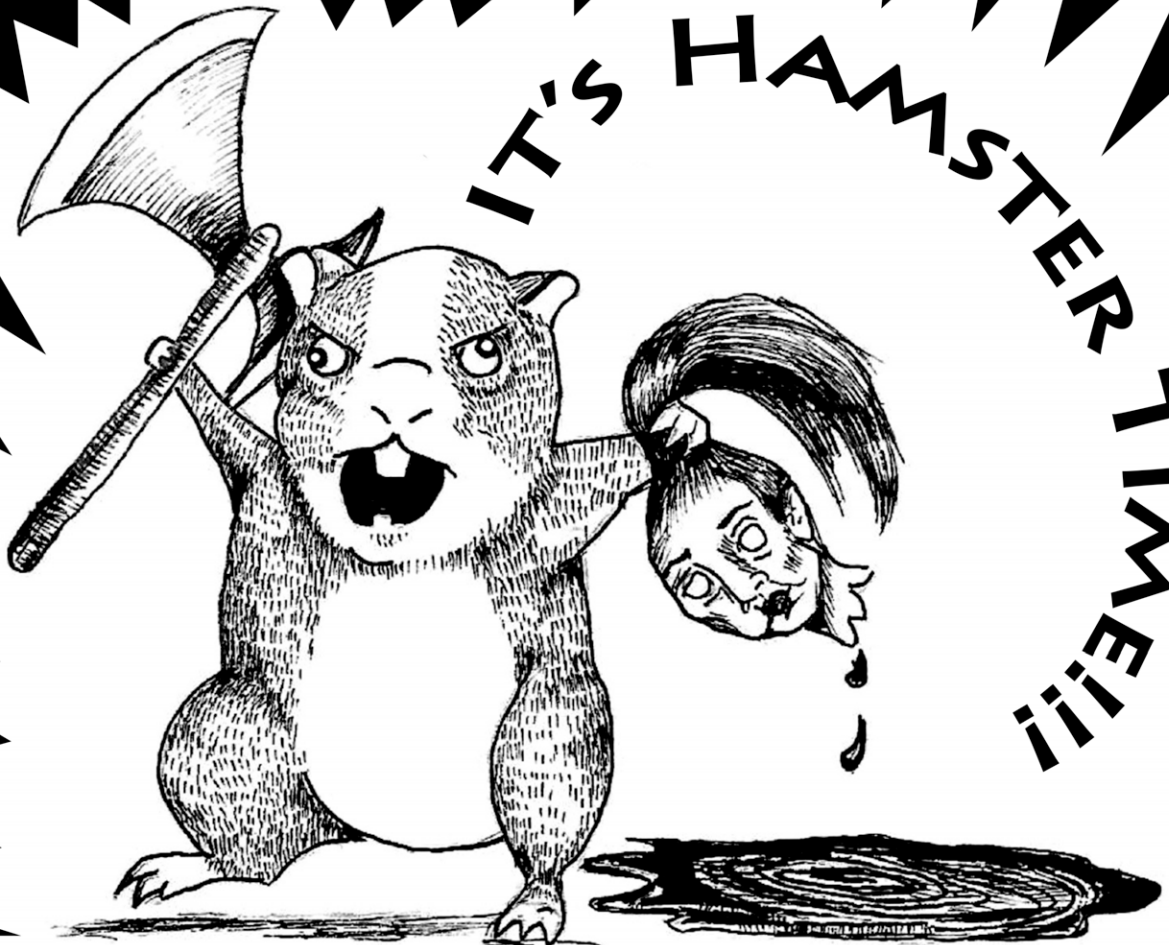


To Damaged Corridor
Area 6

Water Supply
Tunnel Dead Ends
Under Room 8

Bored?

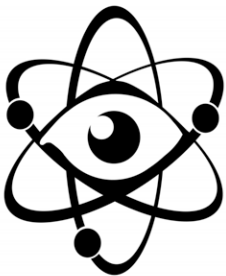
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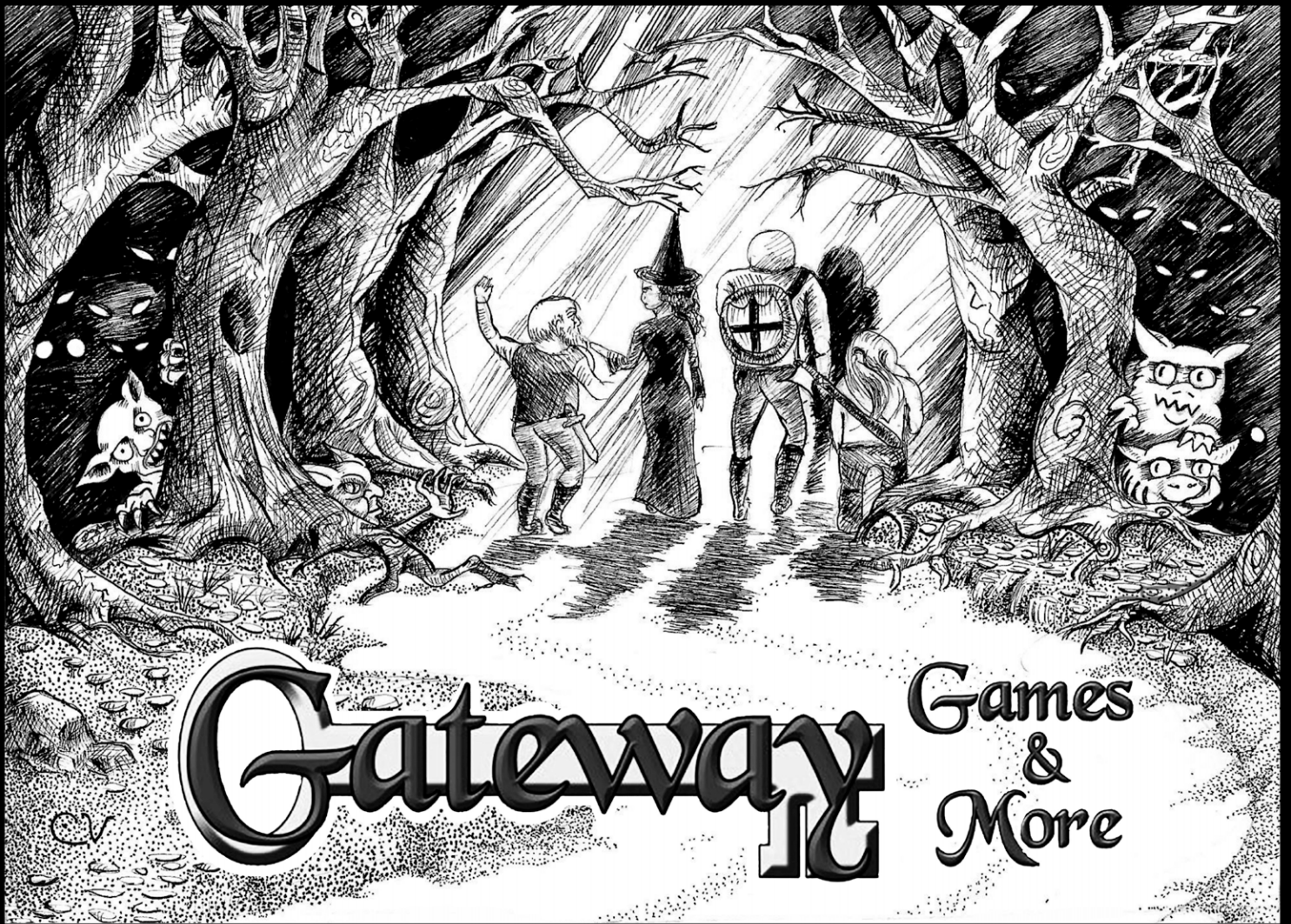


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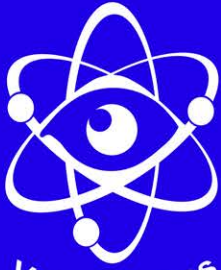
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from both sides!**

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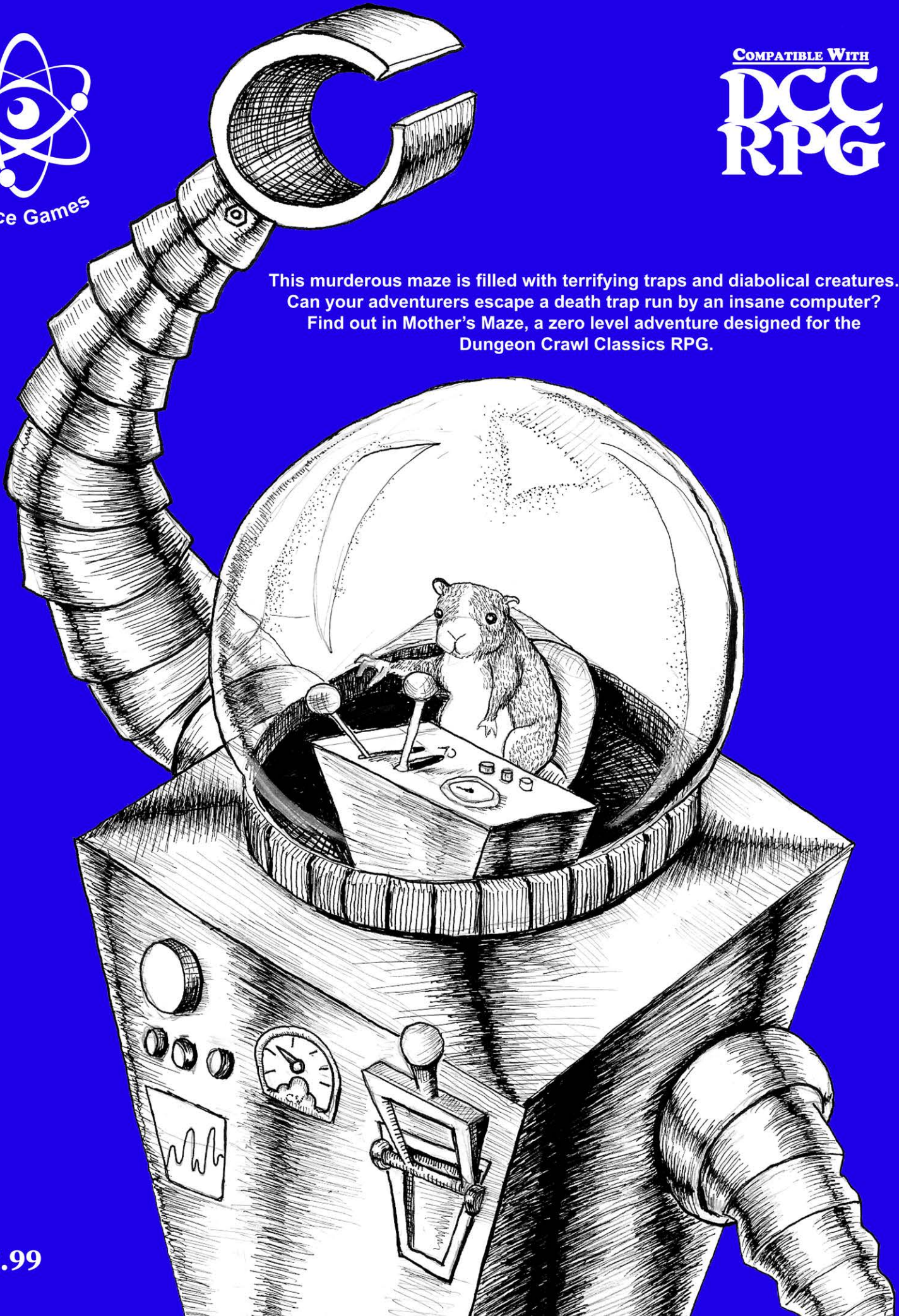
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