

# METAMORPHOSIS ALPHA

## NOTES ON METAMORPHOSIS ALPHA BY THE DESIGNER

by James Ward

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One of the questions I am constantly asked at conventions and the like is how I make up my levels. Players seem to have trouble filling up an area that is miles long and miles wide. The first thing that I think is important is: don't worry about proportion when it comes to making up your ship I use hex paper for the wilderness levels and each hex one mile long. I use ten squares to the inch graph paper for my corridors and technical levels and each square is 100 yards long. I have seventeen levels and I couldn't care less what the odd proportions do to the outer shape of the ship.

The first thing I do with a wilderness level sprinkle a bunch of radiation areas on that level, writing in the intensities I then decide what the level was used for before the accident. In the case of the example shown in this article, it was supposed to be a hunting and fishing wilderness that ran wild. The following is a description of the various points on the level:

1. **TURTLE HUMANOID VILLAGE ON THE ISLAND:** 199 males, 47 females, 12 young. These are twelve dice creatures with an armor class of 3 and a normal mental resistance of 16. When in the water, no mental attack affects them and physical attacks a at ½. They use a trident in battle which is smeared with a poison of intensity level 9. They get their weapons from wolfoids and the androids are their most hated enemy.
2. **ANDROID ATTACK BASE WITH A POWER GENERATOR AND THREE BUILDINGS:** This is guarded by twelve laser rifles in towers around the stockade. All of the fifty androids have sixty hit points and stand nine feet tall. They all have swords and duralloy shields. They each have a mental resistance of 13 and Brown Color Bands.

3. **LAKE HOME OF #3 AMPHIBIOUS HUMANOIDS:** They use poison daggers of stone. Their shaman knows all the antidotes for all poisons. They, also, hate androids. There are 49 males, 33 females and 22 young. They have two laser pistols mounted on small wagons which they are able to use like cannon. They also, have 9 hydrogen energy cells.
4. **METAL SHED:** it has ten charged power sleds, twenty power saws, ten ecology robots (forest) and a charging unit for all these things. There is a green and grey color plate on the door and the whole thing is charged for 20 points of damage per touch.
5. **AUTOMATED MEDICAL STATION:** There are four medical robots and a verbal drug console The station is able to treat anything less than a mortal wound and it is tied to the ship's main computer.
6. **TRIBE OF #1 HUMANOIDS:** 20 males, 40 females, 10 kids. All tribe members have brown color bands but do not know what they are for. They have a pile of 50 other Brown Bands. The tribe uses spears and bows and the shaman has a disrupter pistol (protein).
7. **THREE SWORD BUSHES:** They guard an orange-colored tree with berries that give a four hour resistance to radiation per berry.
8. **TEN MIRROR OAKS:** Three mirror creatures live underneath the trees. In the
9. **A GIANT GOLDEN TREE GROWING TO THE ROOF OF THE LEVEL:** Living
10. **TRIBE OF NINE FEET TALL WALKING HUMANOID BULLHEADS WITH TWO ELECTRIC TENTACLES:** They each have a mental resistance of 18 and they shock for 3-30 points of damage with each hit. They have several, rolled for, non-powered technical devices. There are 89 males, 44 females and 9 young. They each take 10 dice of damage and have an armor class of 2.
11. **NINE SINGING VINES AND A TRIBE OF HUMANS:** 22 males, 13 females and 9 kids.

The vines all have protein disruptor pistols and the humans have longbows. The vines are worshipped by the humans and the shaman knows all about poisons from the 3<sup>rd</sup> to the 10<sup>th</sup> intensities.

12. **OUTPOST OF WOLFOIDS:** 20 males, who all have swords and metal shields. The outpost is surrounded by red stinger bushes and the beasts have a ramp to go over the brush. They trade with the other races of the level and hate the androids. Five of the wolfoids have Brown Color Bands and the four leaders have White ones.
13. **INTELLIGENT FOUR-FOOT BUBBLES:** These things explode for 30 points of damage anything that hits them. They reflect any type of energy blasted at them and can travel at 180 yards per melee turn. This batch of 40 is clustered around a pile of nine, rolled-for technological items.
14. **PATCH OF DART WEED** and at its center is a Red Color Band.
15. All the trees around this radiation source are bright red.

16. All the trees around this radiation source are petrified green.
17. All the trees around this radiation source are glossy black.
18. All the trees around this radiation source are bright pink.
19. **TRIBE OF TEN MALE COUGAROID:** They are protected by a grove of grabber trees that will not touch them. The mutants have two anti-grav sleds they know how to use, ten Brown Color Bands and the shaman can cure any type of poison.
20. **COMMUNITY OF 90 AMPHIBIOUS BLACK ONES:** They hate androids and guard five inflated rubber rafts that are filled with acid.

Now that the level is filled with goodies and it is mapped out in a rough manner, you are ready for players to start fooling around in it. The only thing to remember is that if players change something on the level, then it stays changed. If they enrage a tribe or start something going that shouldn't be started, that will change the level and keep it from getting dull.

Map Key:  Water Area  Swamp Area  Permanent Road  Pathway



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