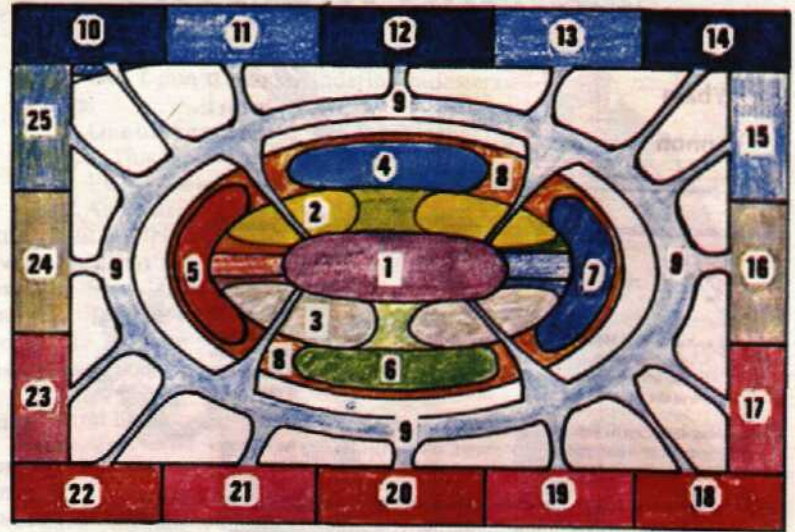


seven levels in Heaven and nine in Hell. The Astral can only bring you to the first level of these Planes. A physical form of travel must be used to proceed to the other levels. Travel to the Astral "Plane" can be done with a wish or the Astral Spell.

Travel from Outer Plane to Outer Plane The Astral Plane can be used to travel from plane to plane, ie. from Heaven to Elysium. A traveler could also move in to an adjacent Plane, ie. Heaven to the Happy Hunting Grounds, just by walking. Travel, by walking, could or should be limited to only one Plane to either side of the Plane that the traveler started in. For example, a traveler Astral Planed into Nirvana, so by walking he could travel to Arcadia or to Acheron.

- | | |
|---|--------------------------------------|
| 1) Purple, The PRIME MATERIAL | 14) Blue, ELYSIUM |
| 2) Yellow, The POSITIVE MATERIAL PLANE | 15) Blue/Grey, GLADSHEIM |
| 3) Grey, The NEGATIVE MATERIAL PLANE | 16) Grey, LIMBO |
| 4) Lt. Blue The AIR ELEMENTAL PLANE | 17) Red/Grey, PANDEMONIUM |
| 5) Red The FIRE ELEMENTAL PLANE | 18) Red, The 666 LAYERS OF THE ABYSS |
| 6) Green The EARTH ELEMENTAL PLANE | 19) Lt. Red, TARTERUS |
| 7) Blue The WATER ELEMENTAL PLANE | 20) Red, HADES |
| 8) Orange, The ETHEREAL PLANE | 21) Lt. Red, GEHENNA |
| 9) Lt. Blue, The ASTRAL PLANE | 22) Red, The NINE HELLS |
| 10) Blue, The SEVEN HEAVENS | 23) Red/Grey, ACHERON |
| 11) Lt. Blue, The HAPPY HUNTING GROUNDS | 24) Grey, NIRVANA |
| 12) Blue, The TWIN PARADISES | 25) Blue/Grey, ARCADIA |
| 13) Lt. Blue, OLYMPUS | |



HOW GREEN WAS MY MUTANT

THE APPEARANCE OF HUMANOIDS IN METAMORPHOSIS ALPHA

by Gary Gygax

Mutated humans, or simply humanoids, are a commonplace sight in the "worlds" of METAMORPHOSIS ALPHA. It is no great matter to describe the obvious when telling a player about his own appearance, or relating to a party of adventurers what they see when they encounter some humanoids. Thus, a mutant is very large, or quite small, has quills, or is winged. Large ears go with heightened hearing. A long, broad nose indicates a humanoid with heightened smelling ability. It is easy to go on, but what about general differences? Of course, you may



have humanoids appearing as humans in most respects, but if you would enjoy adding a bit of "color" to your campaign, I suggest the following tables for obtaining the general appearance of mutated humans, players or not. To determine the appearance just roll dice for as many of the categories as you desire, and, of course, you may delete, add, or change as you see fit!

Die Roll	Skin/Hair Coloration	Skin Characteristic	Color Pattern
1	white	hairy	solid (or solid patches)
2	pink	hair patches	striped
3	tan	bald	dotted
4	brown	wrinkled	spotted
5	orange	warty	belted
6	black	knobby	banded
7	red	pocked	whorles
8	yellow	leathery	splotches
9	blue	normal	normal
10	green	normal	normal
11	purple		
12	gray		
13-15	2 colors		
16-17	3 colors		
18-19	4 colors		
20	5 colors		

Die Roll	Head	Neck	Body
1	crested	long	round
2	long, pointed	long, thin	thin
3	flattened oval	short	barrel-like
4	bulbous	very thick	hunched
5	bullet shaped	wattled	long
6	quite small	normal	small
7	normal		normal
8	normal		normal

Die Roll	Facial Features	Hands and Feet	Fingers and Toes
1	very small	long	three
2	round eyes	short	four
3	drooping ears	narrow	four
4	no ears	wide	five
5	huge mouth	hard	five
6	big nose	soft	five
7	no nose	thick fingered/toed	six
8	very large	thin fingered/toed	six
9	normal	very large	seven
10	normal	very small	webbed
11		normal	double-jointed/ prehensile
12		normal	nailess

Metamorphosis Alpha Additions

SOME IDEAS MISSED IN METAMORPHOSIS ALPHA

by James M. Ward

In the course of writing anything about anything, when everything is done and sent to the printers, there is something that should have been added to it or changed in it. Such is the case, in looking over the TSR booklet *Metamorphosis Alpha* that I designed. Before going further, I want to say that everyone at TSR did a great job on the production of this booklet; it is just that some things (more my fault than theirs) were left out.

In working on the technological treasure items list, there are four items that should have been completely explained that were not.

Chemical Radiation Neutralizers: are small two foot tall cylinders that contain a blue gel having the power to absorb radiated material and completely neutralize it. The gell from one cylinder can cover a 100-square yard area. The effects are permanent and the cylinders can commonly be found in any radiated area that was dangerous before the starship passed through the radiated gas cloud.

Chemical Flammable Retardants: are simply CO₂ fire extinguishers that are 1 foot tall cylinders, with a nozzle on top. These little tanks shoot out blasts of cold air. The tank can last for 30 minutes of constant action. There are many plants and creatures that cannot stand the intense cold given off by the extinguisher, making it a very good weapon.

Radioactive Material In Containment: is some type of material (liquid, sand, ball bearings, or solid metal wedges) that is radiated to a variable intensity. This containment is always in the form of a duralloy cube with a screw top. A loud buzzing occurs whenever these containers are opened. When out of this container, the material has an effective damaging range of 90 yards.

Sensory Intensifiers: are pendants that hang from the neck and run for thousands of years on a tiny atomic battery. These devices increase the natural bodily senses many times over. A being with this device on their person can see, hear, smell, and move at one and one half times the normal human rate. They can, therefore, not be surprised, because they can hear beings approaching or laying in wait for them. They can follow a scent like the best bloodhound. In battle the being gets two turns every other melee turn-example; attacked and not surprised, the being strikes normally the first time with his weapon and on the next melee turn gets two attacks with his weapon while the attacker gets only one.

Along the same lines as the above is the poison chart that is closely tied to the constitution roll. This chart is tough and the point was not brought out clearly enough that there are lots of ways the affects of this chart can be countered. Any shaman from any tribe should have poison antidotes that he or she passes out freely for information or goodies or even the promise of future goodies. The number three humanoids, knowing all about poison, naturally have antidotes that are obtainable for things that these small humanoids could normally never get hold of. Plants of many different types can provide partial or total negation to the affects of any given poison. There are mutations that can also negate the affects of poison; the new body parts mutation can be a gland that negates/filters toxic liquids entering the body. The increased body parts mutation could include the expanding of the appendix, which, if one may stretch a point, could cleanse the system of poisons entering the body, (if given sufficient time and rest).

It should be obvious that the abilities given everyone, including Strength, Dexterity, and Leadership Potential, are all closely tied to the D&D abilities. The Mental Resistance factor is roughly analogous to the Intelligence factor in D&D and because of this, it instead of the Character Leadership Potential should be used when the judge uses the Item Complexity Level chart.

The above information came through playing the game, and I imagine that as time goes by there will be lots of reports from others that have noticed things that need clarification in *Metamorphosis Alpha*. I hope those wolfoids stay off your tail.



Arms

- | | |
|---|----------------|
| 1 | long |
| 2 | short |
| 3 | thin |
| 4 | thick |
| 5 | double-jointed |
| 6 | normal |

Legs

- | | |
|---|--------|
| 1 | long |
| 2 | short |
| 3 | thin |
| 4 | thick |
| 5 | bowed |
| 6 | normal |



053 RE-ESTABLISH SHIPLINK
 -STATUS INTERFACE -
 055 SCAN PROGRAM COMPLETE.
 057 CALL SEQUENCE ALPHA-
 059 INITIATE PROGRAM -
 CODE NAME 'CLONE BANK ALPHA'
 061 RUN SEQUENCE ALPHA
 063 ACTIVATE...

AN ALTERNATE BEGINNING SEQUENCE FOR METAMORPHOSIS: ALPHA

by Guy W. McLimore, Jr.

In a special hidden section of the lost starship *Warden*, an engineering robot discovers a minor cable break. Drawing a small torch from its built-in tool kit, the necessary repair is soon made. This circuitry interruption — which has remained undiscovered and unintended for many, many years — is now closed, and a special computer signal sent long ago finally reaches its destination. Relays close, and a special computer unit is activated, setting into motion a special genetic laboratory.

Immediately, micro-miniature manipulators withdraw samples of human tissue from a freezer storage compartment. Unnoticed by the electronic controlling device is a cracked and damaged radioactive power capsule nearby which contaminates some of the withdrawn tissue cultures. The quick-frozen cells are moved to tanks of a special growth medium and are electrically stimulated. The cells begin to multiply, rapidly . . .

Weeks later, the tanks hold full-grown adult human bodies. Some appear normal; others have strange deformities and mutations induced by the unexpected dose of radiation. All are limp, unmoving, devoid of intelligence and identity.

Once again, micromanipulators move in, this time to attach wires and sensor strips to the foreheads of the newly-grown clones. In a matter of days, computer tapes full of general human knowledge and specific ship-related skills are played directly into the clones' brain synapses. But again old computer malfunctions and worn-out circuitry combine to leave large gaps in the intended programming of the new potential crew members. There will be unfortunate — perhaps eventually tragic — lapses in their "memories" of the ship and its functions.

Thankfully, the all important final tape does play into the heads of the clones, explaining their mission. That mission is of the utmost importance to the hundreds of thousands of people in the ship.

"Program codenamed *Clone Bank Alpha* is activated only in case of extreme danger or damage to the ship, causing breakdown of chain of command. Upon activation, tissue samples are processed into clones of ship's personnel, who are then programmed with the technical and general data necessary for operation of the ship. The clone bank computer terminals are to provide equipment and authorization to the clones, allowing them to reestablish chain of command and prevent disaster."

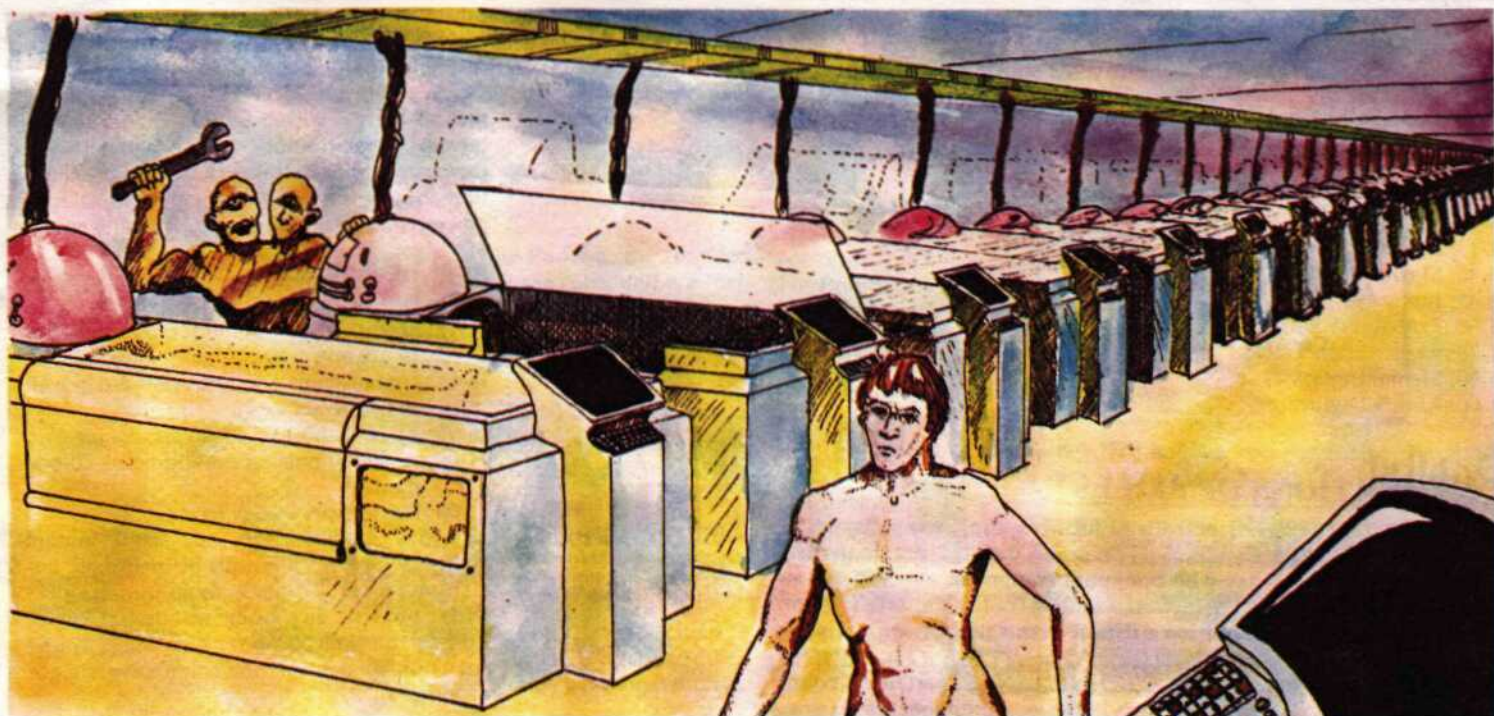
YOU are one of these clones — charged with the task of rescuing the starship from disaster. But computer malfunctions have left you without the special equipment and weapons you need to master the situation. What equipment you carry you must manufacture yourself from materials available in the clone bank complex. Some of your team are not even totally human, possessing strange mutant abilities and defects. Worst of all, there are large holes in your memories. The ship's equipment seems strange to you, and you are not sure how to operate. You remember almost nothing of the structure of the ship itself — not even where the clone bank you are in is located or how to find the important areas of the ship. The aged and broken-down computers in the clone bank complex yield no information of value.

Still, you and your party have a job to do. You must leave the clone bank, and wander the ship, gathering information, and putting what skills you have to work. But it may already be too late. The disaster that caused the loss of command in the ship was long ago, and what remains is strange, and savage, and often deadly. You are entering an unknown land . . .

This alternate scenario for beginning a game of *Metamorphosis: Alpha* has certain advantages over the idea of beginning as a barbarian from a shipboard tribe. Most notably, it eliminates the problem of so-called barbarians who own a copy of the rule book and know decidedly too much to be mere tribesmen.

CLONE BANK: DETERMINATION OF MUTATION STATUS

% Die Roll	Mutation Status
01-15:	MUTANT -1 mutation
16-25:	MUTANT -2 mutations & 1 defect
26-30:	MUTANT -3 mutations & 1 defect
31-35:	MUTANT -4 mutations & 2 defects
36-50:	LATENT MUTANT STOCK
51-00:	HUMAN



Physical mutations are numbered 1 through 30. Renumber mental mutations 31 through 67. Roll percentile dice for each indicated mutation on the table above. A roll of 68 through 00 is ignored. Physical defects are renumbered 1 through 12, and mental defects are renumbered 13 through 20. Roll a 20-sided die for determination of defects.

LATENT MUTANT STOCK

These are humans who have latent mutant abilities that may be brought out by radiation. Keep track of how many levels of radiation CUMULATIVE have been absorbed by any one latent mutant. This is the percentage chance that the accumulated radiation effect will bring out the latent mutations. Roll each time the character is affected by radiation and lives. If the latent mutations are brought out, roll on the following table:

% Die Roll	Effects
01-50:	1 mutation
51-75:	2 mutations & 1 defect
76-90:	3 mutations & 2 defects
91-00:	DEATH (lethal mutation)

PROGRAMMED SHIP SKILLS

% Die Roll	Number of skills
01-50:	1 minor skill
51-60:	1 major & 1 minor skill
61-75:	1 major & 2 minor skills
76-85:	2 major skills
86-90:	2 major & 1 minor skill
91-95:	2 major & 2 minor skills
96-99:	2 major & 3 minor skills
00:	ROLL SPECIAL SKILL (humans only)

MAJOR SKILLS (player's choice)

Ecology Maintenance Technician	Medical Officer
Astrogator	Power Room Technician
Computer Technician	Engine Maintenance Technician
Weapons Officer	Radiation Technician
Robotist	Band Unit Maintenance Technician

MINOR SKILLS (player's choice)

Food Service Technician
 Shuttlecraft Pilot
 Transport Technician
 Geneticist/Chemlife Technician
 Small Unit Repair Technician
 Recreation & Athletics Officer
 Survival Training Specialist
 Ship Superstructure Technician

SPECIAL SKILLS

01-15: Psionic Healer
 16-30: Machine Talent
 31-45: Immortal
 46-60: Probability Shifter
 61-75: Resurrection Talent
 76-90: Mental Battery
 91-00: Ability Duplicator

EXPLANATIONS OF SKILLS

WEAPONS OFFICER: +1 on rolls to hit with ship's weaponry
MEDICAL OFFICER: Can heal 1 point of damage per man per day with minimum equipment
RADIATION TECHNICIAN: Can identify radiation areas from condition of local plants, effects on animals and players, etc.
BAND UNIT MAINTENANCE TECHNICIAN: Expert with color band circuitry. Has possibility of bypassing

bandlocks (at referee's option)

FOOD SERVICE TECHNICIAN: 25 per cent change to identify harmful substances
SHUTTLECRAFT PILOT: Able to fly ship's shuttle vehicles
TRANSPORT TECHNICIAN: Familiar with road systems, subshuttle tubes, anti-grav sled repair, etc.
GENETICIST/CHEMLIFE TECHNICIAN: Conversant with both human genetics and android construction
SMALL UNIT REPAIR TECHNICIAN: Able to repair minor damage to ship's equipment depending on complexity (referee's option)
SURVIVAL TRAINING SPECIALIST: +1 to hit with all weapons. 1-6 pts. damage hand-to-hand combat with humans and humanoids (Only one per party)
SHIP SUPERSTRUCTURE TECHNICIAN: Familiar with hull construction, including methods of working with duralloy
PSIONIC HEALER: Can heal 1-6 points of damage per person per day, or twice that (taking 1-6 pts. himself in the latter case)
MACHINE TALENT: Possesses instinctive affinity with all machines.
IMMORTAL: Totally immune to poison, radiation, and disease. Regenerates 5 hit points per day. Transfusion of blood into a non-immortal cures 2-40 hit points, and can be done once a month.
PROBABILITY SHIFTER: Can influence a die roll by investing hit points (1 hit point = 1 percentage point; 5 hit points = 1 20-sided die point; 10 hit points = 1 6-sided die point). Use of this power, and direction and magnitude of influence, must be declared before rolling. This power can be used whenever the character affected by the roll is within 25 ft. of the person with the power.
RESURRECTION TALENT: Can restore life by pouring own hit points into another's body. The amount of points invested becomes the maximum hit points for the resurrected person. This can be no more than the original number of hit points the dead character had. Each full day dead adds 10 percent to the number of points that must be invested. (Example: A man three days dead must have 39 points invested to gain 30.) Persons with bodies not intact or not recoverable cannot be resurrected, nor can persons already once resurrected by this method.
MENTAL BATTERY: Can power any item within 20 feet with mental energy, with 5 percent chance (cumulative) of "burnout" each melee round. Powering an item takes no real concentration, but power ends if person with battery power is knocked unconscious or moved out of range.
BURNOUT CHART
 01-50: Unable to use power for one day
 51-75: Unconscious 1-20 min. plus 1-day wait to use power again
 76-85: Unconscious 1-6 hours plus 2-day wait to use power again
 86-90: As 76-85 plus take 1-20 pts. damage
 91-99: As 86-90 plus take additional 1-20 pts. damage
 00: Death from energy burnout
ABILITY DUPLICATOR: May duplicate any one single mutant ability (mental or physical) or one single human attribute (strength, constitution, dexterity, etc.) of any being within 100 yards. Roll for burnout as above each melee round but with 10 percent non-cumulative chance of burnout.

THE TOTAL PERSON IN METAMORPHOSIS ALPHA

by James M. Ward

The concept of role playing revolves around the idea that you become a "being" from a world that can only be imagined. This being reacts to the problems of every day life, along with those unusual ones that often come up, in a way that guarantees that beings survival. The enjoyment that is to be realized from this type of gaming is from the pleasure of overcoming problems. These created beings are usually started full blown out of the minds of the players with hit points, a mental resistance, and the like. To make the game more enjoyable and allow any given player a slight edge in Metamorphosis Alpha (something that is often needed as the players can attest to) I have created a few charts that give the player a past to work with. There are also charts that help those in a village discover what can be had there. In using these, if problems come up that are caused by the illogic of the die roll just start over in that chart or on the whole thing.

ENVIRONMENT FROM THE EARLIEST TIMES TO THE PRE-ADULT YEARS:

- | | |
|--------------------------|-------------------------------|
| 1 Simple Village Area | 7 Island |
| 2 Ancient Town Area | 8 Simple Village Area |
| 3 Engineering Section | 9 Single Powered Villa |
| 4 Forest Area | 10 Powered Horticultural Area |
| 5 Mountain Village Area | 11 Inter-ship Corridor |
| 6 Fully Operational City | 12 Large River Village Area |

ACTIONS IN THE PRE-ADULT YEARS:

- 1 Time Was Spent Hunting
- 2 Time Was Spent Plant Gathering
- 3 Time Was Spent Fighting Mutated Creatures
- 4 Time Was Spent In General Weapons Practice (non-powered)
- 5 Time Was Spent In Working With Simple Technological Devices
- 6 Time Was Spent In Learning Advanced Technological Devices
- 7 Time Was Spent In Healing And Helping Others
- 8 Time Was Spent In Hunting
- 9 Time Was Spent In Hunting
- 10 Time Was Spent In Studying Mutants Of All Types
- 11 Time Was Spent Around Radiation Areas
- 12 Time Was Spent In Learning To Read The Ancient Language

BASIC INTERESTS AND/OR TALENTS

- 1 Knowledge Of Powered Weapons
- 2 Knowledge Of Poisons & Antidotes
- 3 Hunting
- 4 Hunting
- 5 Combat Of Any Type
- 6 Collecting Domars
- 7 Mapping The World
- 8 Knowledge Of Technological Items In General
- 9 Knowledge Of Transportation Devices Of All Types
- 10 The Use Of Non-powered Weapons
- 11 Knowledge Of Medicines Of All Types
- 12 Knowledge Of The Powers Of Mutants Of All Types
- 13-20, No Special Interests or Talents

SPECIAL ABILITIES:

- 1-12 None
- 13 Archery Accuracy
- 14 Attacking With A Sword
- 15 Working With Simple Technological Devices
- 16 Working With Poisons And Their Antidotes
- 17 Knowing The Effects Of Plants And Herbs
- 18 Understanding The Types And Abilities Of Robots
- 19 Working With Computers
- 20 Communicating With And Beguiling Creatures Of All Types

MATERIALS SUPPLIED FROM AND/OR AVAILABLE IN A TRIBAL SITUATION:

- 1 Some Type Of Weapon: Stone Dagger, Sword Frond, Spear, Bow & Arrow
- 2 Carrying Items: Sack, Bandoleer, Back Pack, Belt & Pouch
- 3 Living Area: Large Hut, Small Hut, Lean-to, Under A Tree, A Hole In The Ground, An Ancient Building, In The Open
- 4 Stories Told Around The Campfire:
 - A. Dealing With Mutant Attacks
 - B. Dealing With Hunting And Fishing
 - C. Dealing With Robots
 - D. Dealing With An Imagined Technological City
 - E. Dealing With The Use Of Magical Color Bands
 - F. Dealing With Flying Devices Of Any Type
- 5 Trained Beings Of The Village (guards): Jegets, Cring Plant, Congaroid, Singing Vine, Dogs, Cats, Changers, Winged Bitters
- 6 Available For Trade At Very High Prices, Are These Items:
 - A. Several Different Types Of Color Bands
 - B. Poison Antidote
 - C. Heavy Crossbows & Bolts
 - D. Poison (variable intensity)
 - E. Domars
 - F. Energy Cells
- 7 Advice And Knowledge From The Experienced Travelers Of The Village
- 8 Other People Willing To Travel With Out From The Village
- 9 Things To Raise Your Armor Class: Shields, Cured Hide Armor, etc.
- 10 Food Designed For Traveling



Mutants

In thinking about the background of the mutant (which should be different from that of any given human, their background and more importantly who their parents were can be a very important factor. The fact that a mutant parent had nine mutations and the other one had seven should also be reflected in the children of the two. Taking this into consideration, the following chart should be used in creating a mutant. First a player should roll a die to find what side they favor (mothers or fathers) and this will be the side that will give them all but one of the possible mutations. The other side will give the remaining one of their mutations. In the case of having a human parent the mutant will gain the benefits of the human constitution (by rolling eight-siders for hit points and having a plus two on the constitution versus poison chart) and will have no physical defect (even if the chart indicates that the mutant should have one).

MUTATION GENERATION CHART:

Mothers Side	Fathers Side
1 Third Generation Mutant	Fifth Generation Mutant
2 Human	First Generation Mutant
3 Sixth Generation Mutant	Third Generation Mutant
4 First Generation Mutant	Second Generation Mutant
5 Fourth Generation Mutant	Human
6 Tenth Generation Mutant	Tenth Generation Mutant
7 Seventh Generation Mutant	Second Generation Mutant
8 Fifth Generation Mutant	Tenth Generation Mutant
9 First Generation Mutant	Third Generation Mutant
10 Eighth Generation Mutant	Human
11 Human	Ninth Generation Mutant
12 Tenth Generation Mutant	First Generation Mutant
13 Human	Human
14 Second Generation Mutant	Ninth Generation Mutant
15 Ninth Generation Mutant	Fourth Generation Mutant
16 Third Generation Mutant	Third Generation Mutant
17 Ninth Generation Mutant	Ninth Generation Mutant
18 First Generation Mutant	Fourth Generation Mutant
19 Second Generation Mutant	Sixth Generation Mutant
20 Human	Human

First through Third Generation Mutants always have a Physical Defect, Fourth through Seventh Mutants always have a Mental Defect, Eighth Through Tenth Generation Mutants have both a Physical and a Mental Defect

If a player wanted to use all of the charts, he or she would have to be a mutant that was living in a mixed village of mutants and humans. A die roll of an eight tells the player that they have a total of eleven mutations (assuming that the player favored his father) and this included the two necessary defects. The player in my game would be allowed to pick the other nine mutations on either the mental or physical charts. Another die roll tells the player that he grew up in an engineering section (thus allowing him a certain knowledge of metals and the opening and closing of doors). His time was spent in working with simple technological devices and he has a talent for combat of any type (giving him a plus to hit and on damage). He is especially good with a sword (another plus for him).

He has a stone dagger, a sword frond, a bandoleer, and lives in a small hut. His village talks of robots when they are around the campfire. The shaman of the village will trade poison antidotes and energy cells for new technology devices he hasn't seen before.

What you end up with after a number of die rolls is not just a character with a sort of personality, but a being with some very helpful traits. Traits that will allow that person to survive in a very hostile environment.

