

EPSILON CITY ADVENTURES



METAMORPHOSIS ALPHA: EPSILON CITY

FIMBULWINTER

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FIMBULWINTER

BACKGROUND

F*imbulwinter* is an adventure for the 1st edition of METAMORPHOSIS ALPHA and is intended for experienced explorers of the *Warden*. A group of 4 to 6 PCs possessing advanced artifacts and weapons is ideal for this adventure. Referees wishing to run smaller or less experienced groups will have to adjust the difficulty accordingly.

The events of *Fimbulwinter* find the PCs facing off against the Viking wolfoids of Epsilon City. The Norse berserkers are engaged in a campaign to plunge Epsilon City and the surrounding level into an eternal winter as a prelude to Armageddon. The PCs must oppose the wolfoids' plot and destroy the "god" behind it. This conflict takes the characters from the streets of Epsilon City to outside the city proper.

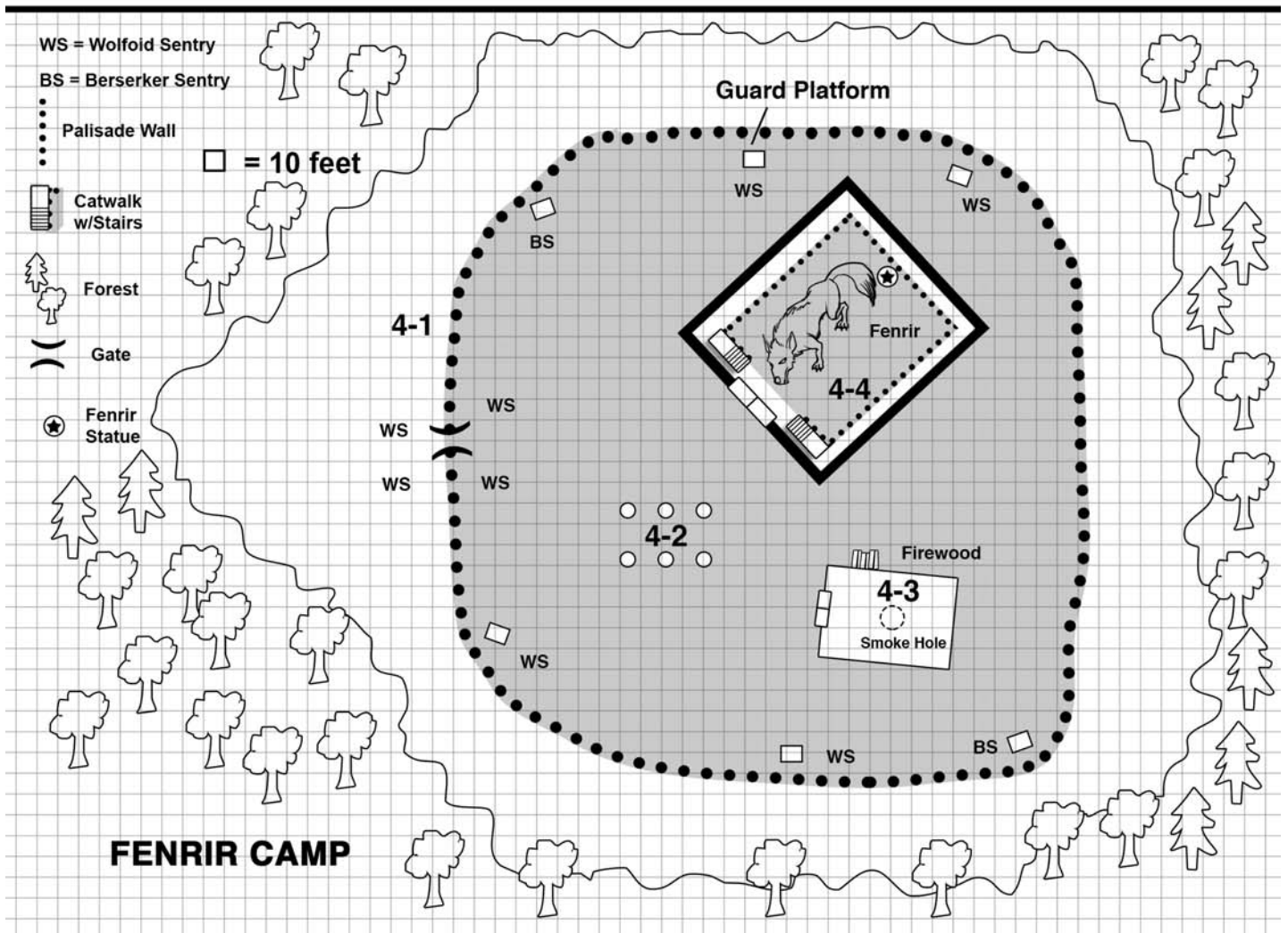
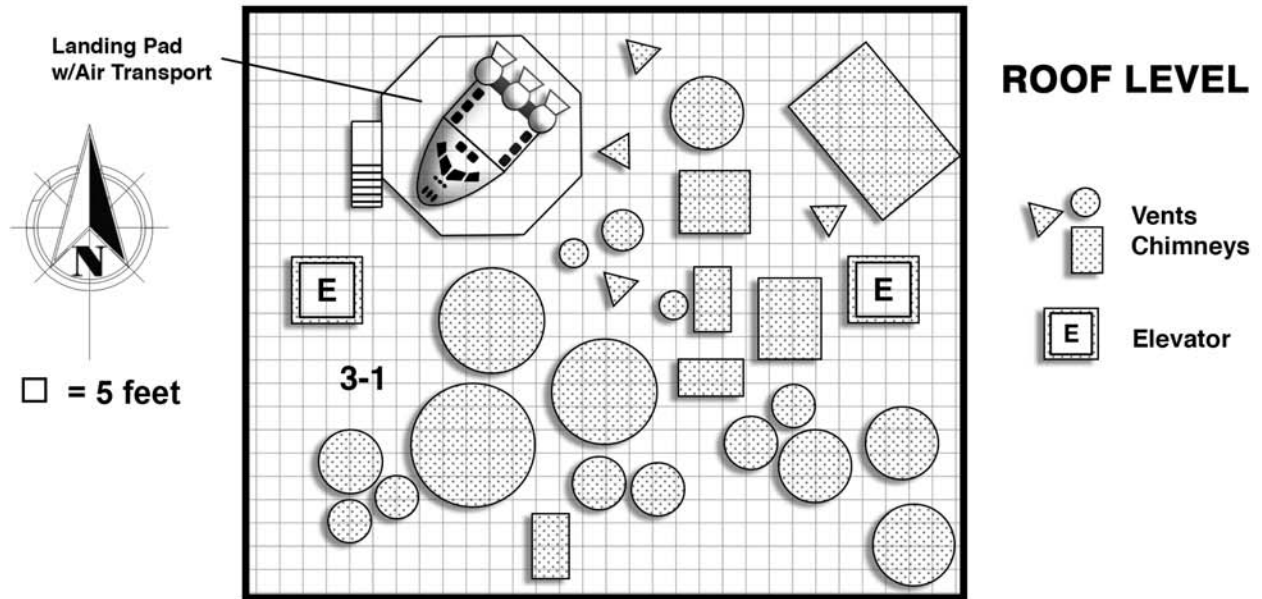
Note: the map of Level 14 is from the METAMORPHOSIS ALPHA rules, p.47 in the Goodman Games edition. You'll find a key there, so all those mysterious numbers can be cross-referenced. They won't come into play in this scenario unless things go wildly off-course. A detailed map of Epsilon City itself (the central part of the deck) is in the *Epsilon City* sourcebook.

The Viking wolfoids of Epsilon City believe themselves to be the blood of Fenrir, the great wolf of Norse mythology. As the kindred of Fenrir, the wolfoids are dedicated foes of the Aesir, the Norse Gods such as Odin, Thor, and Tyr. They view true humans and mutated humanoids as the descendants of the Aesir and have vowed to eradicate these foes from the Warden. The Viking wolfoids believe that when the final battle of Ragnarok comes, Fenrir will slay Odin and bring about a new world ruled by the wolfoids.

Recently, the Viking wolfoids encountered a tremendous mutant wolf outside Epsilon City, and the tribe's shamans have deemed it a sign that Ragnarok is nigh. To usher in the final battle, the Viking wolfoids now scheme to plunge Epsilon City into the *Fimbulwinter*, the "mighty winter" of Norse myth that is believed to precede Ragnarok.

The Viking wolfoids learned there is a central installation in Epsilon City which regulates the climate of the entire level. They intended to seize control of that facility and use it to bring on the final winter. Three days ago, wolfoid raiders staged an attack on this

CLIMATE CONTROL INSTALLATION



complex, but their marauding has damaged certain key functions and triggered a large radiation leak with unexpected side effects. Several of the wolfoids were mutated in the leak, one of whom underwent unprecedented transformations, becoming a mixture of mutant and machine. Driven mad by the experience, this mutated wolfoid, now dubbed the Metalhead, seized command of the installation's control room, denying it to his former allies.

Further complicating matters, the radiation leak caused the installation's A.I., FitzRoy, to implement emergency protocols that sealed many of the areas of the building. The computer now also works against the wolfoids, resulting in a three-way battle to control the building. The battle for the installation has raged for three days, during which the temperature in Epsilon City and the surrounding level has begun to drop, thanks to the damage caused by the fight. What all but FitzRoy don't know, however, is that the damage has compromised the Climate Control Installation's atmospheric manipulation machinery and the building is close to catastrophic failure. Someone must rid the installation of the wolfoids and the Metalhead and allow repairs to be made before a complete failure occurs, bringing upon the Fimbulwinter the mutant wolves crave. Once that disaster is thwarted, there still remains a living god to slay. Are the PCs up to the challenge?

THE FIMBULWINTER

The wolfoids' siege of the Climate Control Installation has fundamentally changed the normally pleasant weather and ambient temperature of Epsilon City. At the start of the adventure, the increasingly chilly weather has just begun, but temperatures continue to plummet as the scenario unfolds. If the wolfoids aren't stopped, an everlasting arctic cold grips Epsilon City and the surrounding level. These falling temperatures become important if it takes a prolonged period to drive the wolfoids from the station and allow repairs to occur.

The hazards of cold weather are resolved using the Poison Chart (MA p. 11). Each day the level's temperature is compared to the PC's Constitution score to determine if they suffer damage from exposure. On a result of *, the character takes no damage. A result of 1 to 3 indicates the PC suffers number of dice in damage each hour he remains outside. On a "D" result, the

PC's core body temperature plummets and he will perish within one hour if he cannot escape the cold.

The characters can protect themselves against the cold either by possessing appropriate mutations (physical reflection: cold for example) or by dressing in warm clothing such as furs or special synthetic materials designed to resist low temperatures. The Constitution score of any creature dressed in cold-weather clothing is treated as if 4 points higher when resolving damage on the Poison Chart.

At the beginning of the adventure, the cold weather is considered Intensity 3 when resolving damage. It increases by 1 point each day until the wolfoids are driven from the Climate Control Installation and the complex can be repaired by the Warden's engineering bots, restoring the normal temperatures. If the Climate Control Installation fails catastrophically, the weather worsens until it reaches Intensity 14, plunging into bitter, killing cold permanently.

BEGINNING THE ADVENTURE

Fimbulwinter begins with an abrupt drop in temperature in the city and its environs. For the last three days preceding the start of the adventure, the temperature has grown noticeably chilly, very different from the usual temperate climate of the level. Characters who are residents of Epsilon City, dwell in one of the villas or villages outside of the metropolis, or have explored the level previously will notice the strange temperature variation. Local shamans and tribal leaders are worried and may ask the party to venture into the city to seek answers if they aren't motivated to do so themselves.

If the PCs have learned how to access the ship's computers or those of Epsilon City, they quickly learn that the source of the problem lies in the Climate Control Installation located in the heart of the metropolis. Systems are failing, causing widespread havoc throughout the level's environmental control network and robot repair units sent to fix the problem have been lost. The computer warns that unless the situation is resolved quickly, the entire level's climate may collapse. Should such a catastrophe occur, it will be beyond the *Warden's* ability to fix and the entire level will become permanently snowbound. The computers can provide directions to the facility, leading directly to Part Two of the adventure.



PCs without the benefit of interaction with the ship's computers can be introduced to the scenario with the appearance of the Weird, one of the city's stranger inhabitants.

THE WEIRD, MANIPULATOR OF WEATHER

The Weird is an enigmatic figure, a loner often glimpsed moving down the streets of the city or spotted in out-of-the-way locations engaged in strange rituals. Despite his strangeness, the Weird is known to be at least neutral in his dealings with the various factions and tribes of this level.

The PCs stumble across the Weird as they travel the streets. He is standing in the center of one of the many small parks that dot the city, intent on some activity that only he can see. Read the following:

The strange, cold weather that has been plaguing the city for days suddenly vanishes as you round a street corner. Once again, the pleasant temperate weather of the level is restored. Before you, standing in the heart of a small park, is a strange figure engaged in curious

endeavors. The figure is multicolored: both his leathers and flesh are mottled with several hues and he possesses a bulbous head with wide mouth situated atop a long, skinny neck.

The figure waves his four-fingered, broad hands in strange gestures, almost as if pushing back the air around him. Barely discernable in a bubble around him, you glimpse shimmering air currents and tiny dust devils of frost. The warm weather seems to be emanating from the bizarre figure.

The Weird, aware that the sudden cold snap is the product of the wolfoids' assault, has been working to counteract the weather via his *weather manipulation* mutation. Unfortunately, he lacks the power to do more than create a brief, localized respite.

Moments after the PCs happen upon him, the Weird finishes his manipulations and the cold weather warms to a comfortable 74 degrees in a 100' diameter surrounding him. He turns towards the PCs as if he knew they were there (which he does thanks to his *precognition* mutation), and beckons them to join him in the park and enjoy the warm weather. He hints it will not

last. If they join him, the Weird immediately begins prattling dire omens.

“The spirits are uneasy, friends! I hear them whispering in my head, frantic at the coldness that plagues the city. The ghosts proclaim that the end is nigh, a doom brought down on all our heads by those who desire a new world. I do my part, but even I cannot turn back the frosty tide that shall freeze us!”

The Weird informs the party that “the wolves have breached the gate and the city falls around their furred ears, unknowing.” He tells them that the spirits (the ship’s various computer systems he is connected to via his defect) speak of a disturbance in one of their “tombs” (the Climate Control Installation) and that unless that mausoleum is purged of the disturbance but soon, the spirits will visit a great wrath of killing frost upon the entire city and those outside of it. He asks the PCs if they can assist him as he is working relentlessly to keep the frost at bay. However, unless the tomb is cleared immediately, even his efforts will have no effect.

The Weird, Mutated Humanoid (1): AC: 3; Hit Points: 68; Movement in Spaces: 5; Radiation Resistance: 15; Constitution: 17; Mental Resistance: 18; Strength: 12; Dexterity: 14

Appearance: The Weird is humanoid in rough configuration, but otherwise alien. His skin is multicolored; patches of gray, blue, yellow, and white mottle his body. His bulbous head is perched atop a 2’ long, skinny neck. The Weird’s huge, jack-o-lantern mouth speaks with a booming, thunderous voice. His thin, gangly arms and bowed legs end in spade-like hands and feet with only four digits on each appendage. He dresses in tanned leathers dyed particolored with berry juice and paint, and he carries a duralloy shield and spear.

Normal Reaction and Attacking: The Weird largely avoids contact with the other denizens of the *Warden*, employing his mutations to evade those seeking him. Only when occasion demands does he interact with the other sentient species aboard the ship. He usually makes ominous pronouncements and conveys cryptic messages or draws strange glyphs suggesting dire events soon to come. If forced to fight, he uses his mutations and weapon only until he can escape the conflict.

MUTATIONS OR DEFECTS:

INTUITION: The mutant is subconsciously aware of the factors of chance and precognition. He adds +3 on damage, +1 on attack rolls, and can never be surprised. This mutation does not work when other mutant powers are in effect.

MENTAL TRANSPARENCY: The mutant becomes invisible to all non-intelligent beings and to those intelligence creatures failing to resist a mental attack. This mutation obscures sight, but not hearing, smell, or touch, and has an effective range of 100 feet. The mutant may move but not attack while invisible.

PRECOGNITION: The mutant can sense events in the immediate future that will affect him. He can see 3 minutes into the future by concentrating, during which no other of his mental mutations may be used.

WEATHER MANIPULATION: The mutant can control air pressure on a massive scale, influencing the artificial weather systems aboard the ship. See *Metamorphosis Alpha* p. 12-15 for percentages of success.

WIRELESS NETWORK RECEPTORS (Defect): The mutant’s brain picks up various communications between the ship’s computer systems, creating a constant babble of artificial voices and transmissions inside his head. He suffers a permanent -4 penalty to all attack rolls due to distraction.

WOLFOID ATTACK

As the Weird and the PCs finish their discussion, they are suddenly interrupted by a band of Viking wolfoids that have been slowly sneaking up on the group. The wolfoids are aware that the Weird possesses weather control powers and have been scouring the city to eliminate the potential threat to their plans. The Weird is aware of their approach, but hopes that by forcing the PCs into battling the wolfoids, they’ll realize the imperativeness of acting against the mutated lupines before it’s too late.

A moment before the wolfoids spring their trap, charging from a nearby alleyway into the park, the Weird shouts an alarm, preventing the party from being surprised. The wolfoids begin the fight 30’ away.

Viking Wolfoids (5) AC: 3; Hit Points: 45 each; Movement in Spaces: 9; Radiation Resistance: 12; Constitution: 12; Mental Resistance: 12; Strength: 18; Dexterity: 18

Appearance: Viking wolfoids are towering 10' creatures dressed in chainmail and leather, and bearing axes and swords. Each wears a historically-inaccurate horned Viking helm atop its furry head.

Normal Reaction and Attacking: The Viking wolfoids employ their axes and swords to great effect. Each typically carries a throwing axe (WC 1; dmg 2d6+6) and either a battle-axe or sword (both are WC 3; dmg 2d12+6). The fifth Viking wolfoid in this groups is a berserker and equipped with a *berserker's byrnie*, a wineskin of *Fenrir's mead* (see Appendix), and a vibro battleaxe (WC 9; dmg 40+6) as a main weapon.

MUTATIONS OR DEFECTS:

FLAME RESISTANT FUR: The creature is immune to fire and heat damage of all types.

INCREASED STRENGTH: Viking wolfoids are extremely strong and add +6 to all melee damage rolls

REGENERATION: The creature heals 5 hit points per round until slain.

COMPLETE MENTAL BLOCK (ROBOTS): These wolfoids are among those unable to see robots and cannot interact with them in any way (including combat even if attacked first). Cyborgs are almost invisible to them as well and the wolfoids suffer a -4 penalty to attack rolls against those types.

Should the PCs triumph over the wolfoids, the Weird points to the vanquished bodies and say, "See? They know that I oppose their dark designs and now they suspect you as well! We must act, each as we can and stop this unnatural winter before all perish in the cold!" He instructs the party to proceed to the Climate Control Installation immediately and "appease the spirits by ridding the tomb of this wolfen filth." The Weird offers no reward for assistance, merely informing the party they must either do this or perish in the imminent wrath of the spirits' killing cold.

If the PCs manage to capture a wolfoid and interrogated it by normal means, it only snarls "Fimbulwinter is coming! Fenrir shall feast upon Odin and the blood of the Aesir shall be wiped from the world! Doom! Doom! All is doom!"

Telepathy can be used to pry more information from a captured wolfoid, but the mutant must succeed in a mental attack to penetrate into the recesses of the wolfoid's mind and eke out this knowledge. Mutations that allow the mutant to take complete control over the subject (such as *mental control* or *assimilation*) reveal what the wolfoid knows automatically. Doing so reveals both the fact that the Viking wolfoids are warring to take control of the Climate Control Installation and the location of the Fenrir camp (Part Three) and its main occupants.

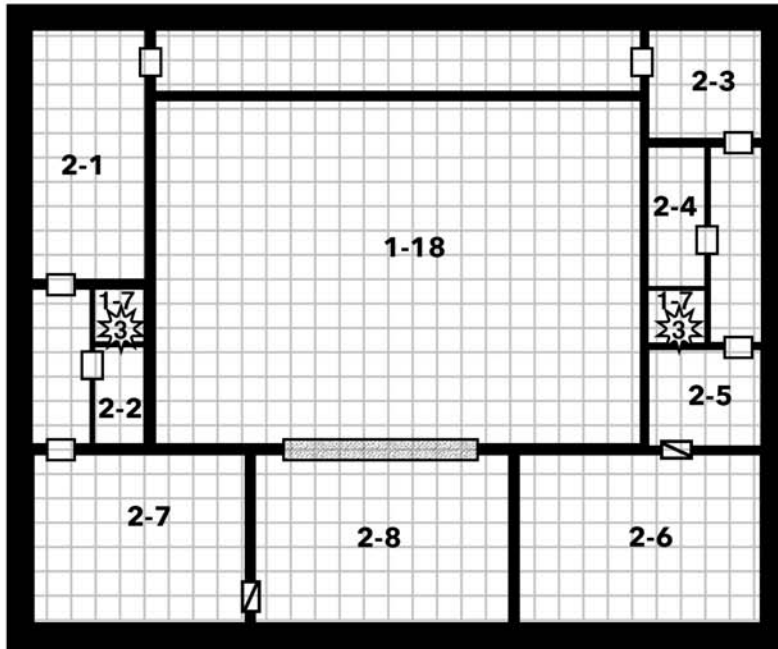
PART TWO: THE CLIMATE CONTROL INSTALLATION

Situated in an out-of-the-way portion of Epsilon City is the essential complex that maintains the level's environment and weather: the Climate Control Installation. Like most of Epsilon City, the building was designed with heavy art-deco features and it blends in to the more functional buildings nearby.

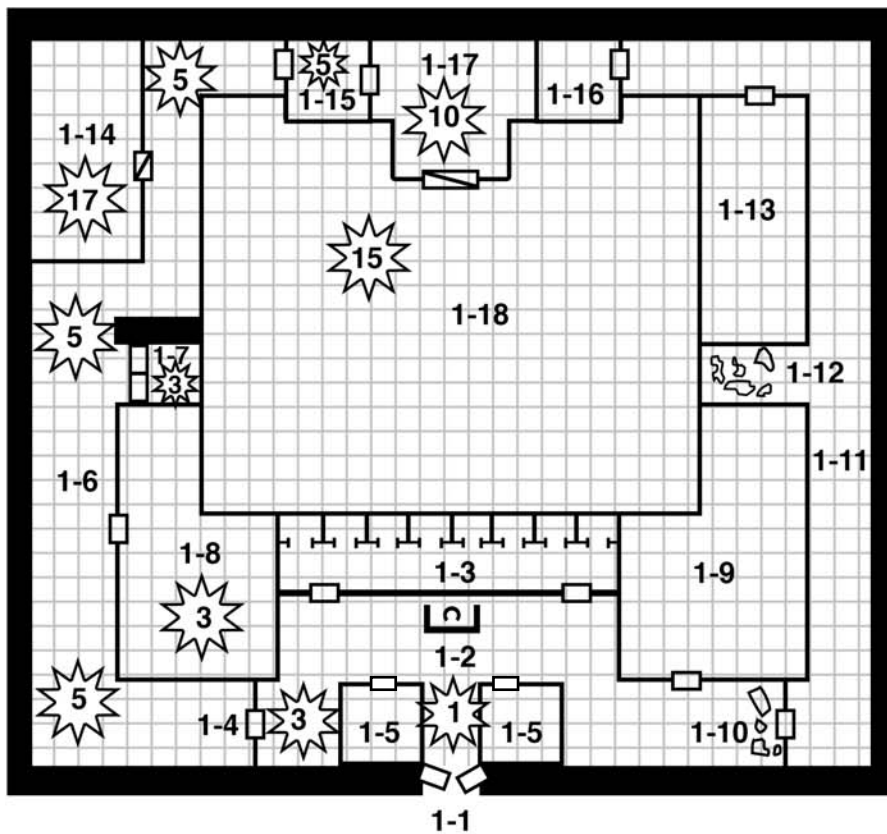
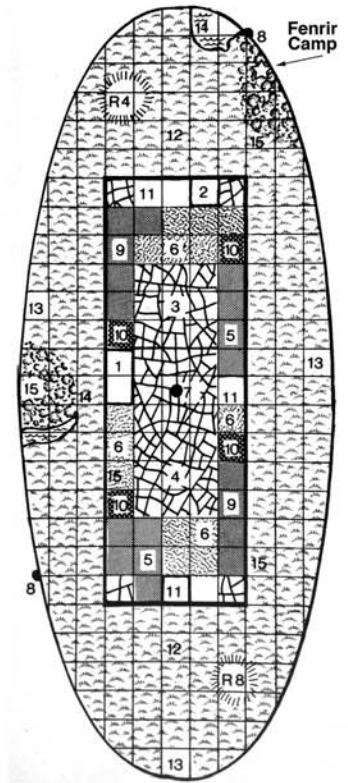
The wolfoids encountered little resistance initially when they attacked the building, but their rampaging within damaged the structure's generators that caused a radiation leak that had widespread effects throughout the lower level. The radiation leak both impacted the climate control machinery, bringing about the onslaught of the cold, and mutated several of the wolfoids. One of their number, the most scientifically gifted of the attackers, one whose role was to sabotage the control room and mainframe to ensure no one could get the installation functioning again and ensure the Fimbulwinter, was particularly affected and driven mad. He is now in conflict with his former brethren, keeping them from taking the main control room of the building.

Unbeknownst to any of the warring wolfoids, their actions have destabilized the installation to the verge of collapse. Even if they fail to oust the Metalhead, their mutated cousin, the machinery will soon fail catastrophically and bring about the Fimbulwinter they seek. Only the building's A.I., FitzRoy, knows of this and it is largely powerless to stop the disaster so long as the wolfoids control the building. It was its frenzied communications with the ship's repair computers that the Weird intercepted and so learned of the impending disaster.

CLIMATE CONTROL INSTALLATION



LEVEL 2



-  RADIATED AREA WITH CLASS #
-  PROTOCOL SEALED DOOR
-  BARRICADE
-  WINDOW
-  DEBRIS



□ = 5 feet

GROUND LEVEL

CONDITIONS IN THE BUILDING

ILLUMINATION

The wolfoid-inflicted damage and radiation leak has plunged the building's lighting panels into an erratic state. They are either extinguished, glow intermittently, or strobe with staccato light. The referee is encouraged to make use of these uncertain illumination levels to build tension or add atmosphere to encounters. For example, the Thing in the Hallway may only be dimly perceived as it creeps forward under the dim glow of radiation, while a battle with the wolfoids in the security office might occur under flashing lighting conditions that mimic the fierce blasts of laser weapons. These erratic lighting conditions can even impart a -1 penalty to attacks at the referee's discretion.

RADIATION PROTOCOLS

In the case of unexpected radiation leaks or other hazardous spills, FitzRoy enacts emergency protocols designed to save human lives and contain the dangerous substances. Rooms where lethal levels of radiation are detected are triple sealed and can only be entered by using a combination of color bands used one after the other within the short period of time.

Radiation protocol-sealed rooms are noted in the key and on the map. Each of these doors requires a gray, white, and red color arm band to be presented to the door within a 30 second period in order to open. Presenting one of these authorized color bands causes a light with the same color to glow on the color band reader and remain lit for 30 seconds or until the door is successfully opened. A command ring will also open the door, bypassing the protocols, as will the security override device found in area 1-3. FitzRoy the A.I. can also lift the protocols if it desires.

THE BUILDING

The first sign that all is not right with the building are the smashed robots that litter the street in front of the building. These units were dispatched by Epsilon City's main computer to help deal with the radiation leaks. The wolfoids, thinking them to be security bots, destroyed them. The second sign is the soon-to-happen attack on any PC attempting to enter the building.

Area 1-1—Building Exterior: *A wide trapezoidal-shaped structure stands in the middle of an out-of-the-way side street. The building's exterior bears a design of inset rectangles and squares, giving the building a layered appearance. A number of pipes, vents, and other unidentifiable protuberances rise from the building's rooftop sixty feet overhead.*

Set into one of the larger, ground level rectangles, is an archway containing ajar transparent doors. An orange light flashes above the doorway and the honking of a klaxon sounds through the air. Broken robotic units lie in the street before the building, leaking hydraulic fluids and lubricants. The building itself shows no signs of damage or obvious occupation, but white mist and fog blows from the rooftop vents.

There are five wrecked robotic units in the street, all of which are no longer functional. PCs familiar with robots aboard the *Warden* may recognize two of the bots as medical units and the other three as an unusual type of engineering bots. These engineering variants are special hazmat units, dispatched only when harmful substances are spilled.

The doors show obvious damage: the locking mechanism is hewn by a vibro blade and the transparent steel doors themselves are cracked. The sound of the klaxon is louder at the entrance and is coming from inside. The corridor beyond is sporadically lit as the lighting panels strobe erratically.

Any active Geiger counters or mutants with the ability to sense radiation detect the presence of raised radiation levels, but not enough to yet be harmful. (Class 1 radiation).

A quartet of wolfoids are stationed just inside the building and keep watch on the street for further repair bots and other intruders. They open fire with laser rifles stolen from the installation's security office (see area 2-1 below). Due to cover from the doors, ranged attacks against them suffer a -2 penalty to hit.

Viking Wolfoids (4): AC: 3; Hit Points: 45 each; Movement in Spaces: 9; Radiation Resistance: 12; Constitution: 12; Mental Resistance: 12; Strength: 18; Dexterity: 18

Normal Reaction and Attacking: Each of the wolfoids carry throwing axes (WC 1; dmg 2d6+6) and swords (WC 3; dmg 2d12+6), but employ their looted laser rifles as primary weapons against attackers and

TABLE 1-1: ROBOT BERTH MALFUNCTION

D6
ROLL

MALFUNCTION

- 1 The berth's superhot steam cleaning nozzle activates, burning the unlucky explorer for 3d6 points of damage.
- 2 A cloud of chemical cleanser fills the berth. This caustic substance inflicts 4d8 damage to any creature in the cubicle.
- 3 A hose extends and jams itself into the explorer's mouth unless he or she is wearing a closed-face helmet or other head protection. The tube, which once refilled the maintenance bots' stores, pumps industrial cleaner into the victim. This substance is Intensity 14 poison.
- 4 A defective tiny atomic battery falls from its carriage into the berth. Anyone in the berth is subjected to Class 13 radiation; those in the room are exposed to Class 8 radiation. The entire room becomes radioactive so long as the battery remains.
- 5 An automated power-recharge cord snakes its way into one of the explorer's orifices, shocking him or her for 2d12 points of damage each round until the cord is removed by another (the electric current causes the victim to twitch and convulse and they cannot remove the cord themselves).
- 6 The berth showers the explorer with a warm water mist. Other than becoming damp, the explorer is unharmed.



robotic units. These weapons are WC 5 and fire two blasts per round that do 25 points of damage. Each can be fired 10 times before their 2 hydrogen cells need replacement.

MUTATIONS OR DEFECTS:

FLAME RESISTANT FUR: The creature is immune to fire and heat damage of all types.

INCREASED STRENGTH: Viking wolfoids are extremely strong and add +6 to all melee damage rolls

REGENERATION: The creature heals 5 hit points per round until slain.

The wolfoids are equipped with four spare hydrogen cells each, allowing them to fire their weapons a total of 30 times. They can also obtain replacements arms and energy cells from area 1-9. If any are captured, they act as stipulated under the “Wolfoid Attack” encounter above.

Area 1-2—Reception: *A desk sits at the junction of two corridors, facing the entrance. Behind the desk is a battered humanoid figure slumped over the desktop. Pools of dark fluid congeal on the desk and floor and smoke rises from the form’s obviously artificial body.*

A robot receptionist once dealt with visitors and handled minor functions of the installation, but the wolfoids put an end to that when they stormed the building. The metal body now lies inert, its body displaying signs of vibroaxe and laser damage and leaking various lubricants and hydraulic fluids. The desk itself is damaged and its various computer terminals and access stations are no longer functional.

During brief periods of darkness when the lights fail, observant PCs notice a pale lavender glow illuminating the western corridor. This area is Class 3 radiation and detectors react accordingly.

Area 1-3—Bot Berths: *The north wall of this austere white room is lined with tall, narrow cubicles filled with various cords, ports, rods, and other unidentified objects. The rest of the room is a trash heap: the battered chassis of maintenance robots are strewn about the floor; severed limbs, tentacles, and other parts leaking onto the hard tile floor. The smell of burnt plastic and smoke is heavy in the air.*

This area formerly was a recharge station and maintenance bay for the installation’s ground floor robots. The wolfoids destroyed (almost) every unit they found in this area when they stormed the building.

There are eight robot berths present. Once, bot units entered the bays to be recharged and serviced, but the bays were damaged by the wolfoids and are now hazardous to those inspecting them.

Any living creature stepping inside one of the 6’ square berths has a 4 in 6 chance of triggering one of the units various mechanisms. If this occurs, roll on table 1.1 to determine the consequences:

Anyone examining the destroyed robots may notice that not all of their components are demolished. Any PC searching the carnage has a 3 in 6 chance of noticing an intact black lozenge measuring 6” long and 2” wide. A small green light blinks slowly on the object. This device is a security bypass unit. This object was implanted in one of the bots and allowed it to automatically bypass the various doors inside the installation. Any party carrying the bypass unit can open any door inside the building, including those closed by the radiation protocols. This can be both helpful and fatal to the PCs.

Area 1-4—Security Door: *The corridor is blocked at this location by a closed pair of transparent doors encased in a metal framework. The hallway beyond appears empty and continues deeper into the building. A boxy metal protrusion sticks out from the left-hand wall at chest level.*

The doors, although seemingly glass, are as strong as duralloy. The boxy protrusion is a color band reader and any band except brown or green worn by a character will bypass the doors, as will the security bypass unit from area 1-3.

Area 1-5—Washroom: *A simple washroom with sinks and two lavatory stalls is present here. The room appears clean and unused. The air has a faint flowery scent.*

This lavatory appears well maintained, but it is a catastrophe waiting to happen. The plumbing beneath the installation is compromised and only this room’s lack of use has kept it intact. Should anyone operate the room’s plumbing in any manner, havoc breaks loose!

Every faucet, toilet, and drain erupts with a geyser of water, drenching the entire room in moments. Much of the water is boiling hot, and any creature present suffers 2d6 points of heat damage. In addition, there is a 2 in 6 chance each round a mass of radioactive sludge pours into the room. This glowing green muck is Class 12 radiation.

Area 1-6—West Corridor: *The light panels have failed completely in this section of hallway. However, the entire stretch is illuminated with a pale lavender glow that seems to come from congealed puddles of sludge splattered across the floor. Moving down the corridor, filling it almost entirely, is a writhing mass of fur, fangs, and flailing limbs. It howls and scuttled towards you on myriad stumpy legs.*

This area is bathed in Class 5 radiation, but anyone coming into direct contact with the sludge puddles is exposed to Class 10 radiation. During combat, any creature moving down the hallway who wishes to avoid the puddles must roll their Dexterity or less on 3d6. PCs can automatically avoid the puddles, but cannot attack or use mutations as sidestepping the goo takes all their concentration.

Thing in the Hallway (Mutated Wolfoid Mass): AC: 5; Hit Points: 80; Movement in Spaces: 5; Radiation Resistance: 17; Constitution: 20; Mental Resistance: 10; Strength: 20; Dexterity: 8

Appearance: This mutant is the unfortunate fate of four wolfoids caught in the radiation leak. The blast of mutating energy fused their bodies together, creating a horrific, inhuman mass of flesh, fur, teeth, and flailing limbs measuring 15' in diameter. It moves about on eight short legs and clutches a variety of weapons in its many hands. Baleful, insane eyes peer out from the fur and four lupine mouths salivate and howl when prey is detected.

Normal Reaction and Attacking: The Thing is utterly mad and should have been destroyed as a mercy by its fellows. Instead, they've let it live to act as a guardian while they finish occupying the installation. It attacks anything and everything that enters the hallway, with the exception of the robotic units it is incapable of seeing.

MUTATIONS OR DEFECTS:

FLAME RESISTANT FUR: The creature is immune to fire and heat damage of all types.

MULTIPLE ATTACKS: The Thing attacks four times each melee round, striking with two swords (WC 3; dmg 2d12+6), one axe (WC 3; dmg 2d12+6), and one vibro battleaxe (WC 9; dmg 40+6).

REGENERATION: The creature heals 5 hit points per round until slain.

COMPLETE MENTAL BLOCK (ROBOTS): This mutant is unable to see robots and cannot interact with them in any way (including combat even if attacked first). Cyborgs are almost invisible to it as well and the wolfoids suffer a -4 penalty to attack rolls against those types.

Area 1-7—Elevator: *A closed metal door sits flush with the wall at the end of this short corridor. An arrow-shaped button and color band reader are inset into the wall beside the door.*

This elevator requires any color arm band but brown to operate. It also functions automatically for any group carrying the security bypass unit from area 1-3. The elevator is bathed in Class 3 radiation. It serves all three levels of the building.

Area 1-8—Climate Monitoring Station: *Banks of complex looking machinery covered with tri-d displays lines the walls of this room. The screen displays seem to show Epsilon City covered with various clouds of blue, white, and green color. In the air in the center of the room, hovering above a glowing metallic sphere, is a churning thundercloud. A patter of rain falls from the cloud onto the floor below it.*

This area is bathed in Class 3 radiation.

Formerly a simple monitoring station, this room was seriously affected by the radiation cloud. The spherical device in the center of the room was once a simple tri-d holographic projector that emitted images of current weather patterns. Somehow, the radiation cloud affected the projector and it now creates actual weather.

Entering the room agitates the artificial storm front, causing it to thunder and flash with lightning. There is a 2 in 6 chance that the cloud lashes out with a lightning bolt that inflicts 3d6 points of electrical damage to a single creature in the room. This chance increases to 5 in 6 if there is a metallic creature such as a robot or metal-armored explorer present (these entities are targeted over non-metallic creatures). Destroying the sphere (AC 5, 75 hit points) ends the weird weather and makes the room safe for exploration.

The tri-d displays in this room are failing and numerous warning lights are present on the consoles, all signs that something is amiss. As a mere monitoring station, there is nothing that can be done to prevent the failure of the environmental machinery and there are no main-frame inputs to communicate with FitzRoy here. There

is, however, a forgotten engineering (grey) color arm band on a chair before one of the consoles.

Area 1-9—Worker Lounge: *This room has been ransacked and damaged. Furnishings lie overturned and hacked, small machinery has been bashed to pieces, and the carpeting scotched by laser fire. A smoking tri-d screen hangs on one wall. A quartet of sleeping furs and a pile of dirty dishes, discarded food packets, and other debris makes it apparent something has taken up residence here.*

This area suffered the wrath of the invading wolfoids. When they came under attack by the security units in the east corridor, they dragged much of the furnishing to form the barricade in area 1-10 from this room.

The guards in area 1-1 use this room as a temporary barracks and store their gear and supplies here. There are four sleeping furs, a sack containing 12 tubes of universal food paste and four days of dried meat (human), six canteens filled with water, a canvas pouch holding 12 hydrogen cells, a light cube, and a laser torch with 5 hours of operation left in its power source.

In addition to this gear, a closed cabinet on the wall of the room contains an emergency first aid kit.

Area 1-10—Barricade: *The corridor is largely blocked at this point by battered furnishings, pieces of machinery, and other bulky materials. A 2' diameter hole in the barricade exists in the upper right corner of the wall, granting access and sight to the area beyond. Beyond the barricade are the remains of a shattered transparent security door.*

When the eastern end of the installation became too lethal to continue exploring, the wolfoids erected this barricade, fusing the material together with a laser torch they owned. The barrier, although crude, is sufficient to keep the security bot in area 1-11 at bay after the security door suffered irreparable damage in the skirmish.

Man-sized and smaller creatures can crawl through the gap in the barrier, but are at disadvantage if attacked while doing so (which takes a full round). Any attacks directed at the crawling PC gain a +4 bonus to hit.

The barrier can be dismantled with an atomic or sonic torch in 30 minutes, hewn apart with a force axe in 20 minutes, or destroyed instantly by inflicting 50 points of damage to it in a single attack (likely requiring explosives).

Area 1-11—East Corridor: *Humming and crackling noises sound down this intermittently lit hallway. Inert, furry bodies lie strewn down the length of the corridor, their blood congealed in sticky pools. Three destroyed bots lie among the dead bodies. The walls are scarred by weaponry and an egg-shaped mechanical form floats amongst the carnage. Sparks crackle within the rough-edged gouges that mar its mechanical body.*

The installation deployed its security bots when it sensed the wolfoid attack and the robots decimated the first ranks of Viking invaders, many of whom were unable to see the robots that were battling them. Much of the carnage was concentrated here before the wolfoids ceased trying to take this corridor. The barrier at area 1-10 has kept the remaining security bot confined.

Damaged Security Bot: AC: 5; Hit Points: 50 (currently 31); Movement in Yards: 75 flying; Radiation Resistance: 9; Constitution: 9; Mental Resistance: 9; Strength: 9; Dexterity: 15; **Power System:** 72-hour battery pack; **Body Style:** Oval Shell; **Motive System:** Anti-grav Floating Pod; **Miscellaneous Systems:** Human Nomal Sensor Package, Short Wave communication package, 1st & 2nd level computer package, human skills programming package; **Defensive Systems:** 100-point energy shields with thick armor plating; **Miscellaneous Systems:** 2 long-range visual receptors (6 miles), sound receptors (range 295 feet), 72-hour battery pack, anti-grav propulsion, short wave radio circuit, and command and control systems for the takeover of other mechanical systems; **Weapon Systems:** 4 paralysis tentacles (3d6 hour duration) extending 13 feet, gas pellet ejector shooting Intensity 11 poison knock-out gas (non-functional), 2 third-stage slug projectors (non-functional), 3 padded control tentacles (damage as club); all weapon systems are WC 4. These units are also equipped with laser rifles (WC 6, 10d6 dmg);

Appearance: Security robots have egg-shaped bodies measuring 6' tall. Their metallic shell is shiny and usually featureless unless their tentacles or weaponry is extended for use.

Normal Reaction: The unit fires upon any creature entering the corridor unless immediately addressed by a true human bearing a red color band. It can also be instructed to stand down by the installation's mainframe if the PCs establish communication with the A.I. Otherwise it attacks with its laser until destroyed or the intruders flee beyond the barricade at area 1-10.



Should the PCs remove that obstacle, the security bot floats freely through the building, firing upon all it encounters. The unit's slug projectors and gas pellet ejectors are empty, their ammo exhausted in repelling the wolfoid attack. It has 36 charges left in its laser weapon before it needs recharging.

There are seven dead Viking wolfoids in the corridor. Their allies stripped what weapons and gear they could from the bodies before fleeing, but their looting was incomplete. Three swords, two battle-axes, a vibro battleaxe, a force axe, a gray color band, and 37 domars are still on the bodies.

There are three destroyed security bots here as well. Their inert bodies cannot be repaired and their weapons are no longer functional.

Area 1-12—Destroyed Elevator: *A pair of metal doors stand blown open at the end of this short corridor. Twisted metal, fraying cables, and melted steel fill the space beyond the damaged doorway.*

An errant grenade destroyed the eastern elevator. It no longer operates and the shaft is filled with impass-

able debris. PCs could potentially clear the debris with certain mutations or tools, but the commotion will alert the wolfoids on Level Two. They station themselves at the elevator doors on the second floor and set up an ambush of withering laser fire directed at any creature attempting to gain access that way.

Area 1-13—Cafeteria: *This room is dark, lit only by the soft lighting coming from a number of bulky machines along the south wall. Each of these machines contains small glass doors, keypads, and are decorated with smiling people eating delicious food. Tables and chairs are stationed about the room. Somewhere in the darkness, something clatters. The clattering is Chevron-Six, the installation's custodial bot, attempting to hide in the gloom. Fearful of discovery, it inadvertently kicks one of the room's chairs as it seeks to conceal itself behind one of the room's automated food & beverage dispensers.*

Chevron-Six was one of the installation's basic cleaning units who escaped the wolfoid predations by luck. It was cleaning this section of the building when the wolfoids attacked and encountered a pack of those mutants suffering from the *complete mental block* (*robots*) mutation. They passed the bot by, allowing it to hide here.

Chevron-Six the Custodial Bot (1): AC: 6; Hit Points: 25; Movement in Yards: 6; Radiation Resistance: 11; Constitution: 6; Mental Resistance: 7; Strength: 8 ; Dexterity: 9; **Power System:** 72-hour battery pack; **Body Style:** Humanoid **Motive System:** Legs; **Miscellaneous Systems:** Human Normal Sensor Package, Short Wave communication package, 1st & 2nd level computer package, human skills programming package.; **Defensive Systems:** None; **Miscellaneous Systems:** sound receptors (range 295 feet), 72 hour battery pack, short wave radio circuit **Weapon Systems:** None

Appearance: Chevron-Six is a humanoid-shaped bot made from burnished chrome. A pair of green LED eyes and glowing mouth grill decorate its otherwise blank face. Resembling an articulated artist's model, Chevron-Six is obviously artificial and designed for menial labor.

Normal Reaction and Attacking: This custodial unit responds to anyone bearing any color band. It cannot harm living creatures larger than microbes and bacteria and frets constantly when encountering a mess or dirty conditions.

Chevron-Six is relieved to see the PCs (assuming they're not wolf-like in appearance). It explains the situation in the Climate Control Installation, summing up the problems as follows:

The wolfoids attacked without warning three days ago, causing a great deal of damage to the installation, including a radiation leak.

The installation's mainframe instituted emergency protocols to deal with both the radiation leak and the invasion. The wolfoids seem to be attempting to override these procedures and there's an ongoing struggle for control of the building.

The climate control machinery has been damaged in the battle and the mainframe's attempts to summon repair units have failed for some reason (Chevron-Six is unaware of the destroyed bots outside).

Much of the building is irradiated due to the damage. Organic creatures are in great danger unless protective gear or anti-radiation measures are procured. There are such goods in the storage locker in area 1-16.

Chevron-Six will accompany the PCs if commanded, but is incapable of attacking any living creature. It knows the layout of the building and can help the PCs establish communication with the mainframe, however, so despite this limitation it is a useful ally.

The bulky machines are food & drink dispensers that once provided quick and easy meals for installation employees. Getting one of the four dispensers to operate requires a roll to operate Complexity 8 devices. If successful, the machine dispenses 1d4 random food products that are long past their expiration date and now a random Intensity 3d6 poison.

Area 1-14—Power Station: This is the site of one of the major radiation leaks. The door is sealed by the emergency protocols. Read the following when the PCs approach this room:

The color band reader beside this closed door has an orange light flashing rapidly above it.

The door can only be open via the methods described above. Should the PCs open the door (a bad decision), read this:

You are bathed in bright lavender light that seems to sear your bodies. The entire room beyond the door appears covered in purple sludge. Damaged machinery is visible like broken metal islands in a sea of glowing slime.

This room is filled with Class 17 radiation and is likely lethal to any unprotected PC opening the sealed door. Once opened, increase the radiation Class in areas 1-4, 1-6, 1-7, and 1-15, by +10. These increased levels persist even if the power station doors are resealed.

The room contains only damaged atomic power generators. A handful of the 10' square hulking machines still function, providing the installation's fluctuating power. If they suffer further damage, the building goes dark, but security back-ups keep important functions like the A.I., doors, computer systems, and similar utilities functioning for another 76 hours. After that time, all systems go offline and the climate control mechanisms automatically fail catastrophically (see 1-18 for more information).

Area 1-15—Lockers: *A compact room, its walls lined with man-high lockers, is located here. A low bench protrudes from the south wall.*

There are ten unlocked storage lockers here. Each locker contains a single suit of padded, insulated material, heavy boots, and a clam-shell helmet. Workers donned these suits before entering area 1-18. These suits only fit man-sized, humanoid-shaped creatures. The suits provide AC 5 and protect the wearer from both extreme heat and cold. Anyone wearing a suit is immune to both heat and cold damage up to 100 points. After this threshold is reached, the wearer takes damage normally until the suit is allowed to recharge its dampers, a process that takes 12 hours. The suits provide modest radiation protection as well. Anyone wearing one reacts to radiation as if it were 3 Classes lower in strength. (Class 5 radiation would be considered Class 2, for example.)

This room is bathed in Class 5 radiation.

Area 1-16—Tool Locker: *This tiny room contains a number of labeled bins and drawers. The labels appear to indicate they contain tools and similar materials.*

The two dozen drawers and bins present do contain what they state. In addition to objects such as replacement parts, circuit boards, computer chips, data tape reels, lubricants, bolts, washers, gaskets, etc., the room contains a force saw, 2 light cubes, three powered-down generic bots, a case of 24 hydrogen cells, a sonic torch, and two engineering system hand units. A bright orange storage locker contains the room's real treasures: Six emergency radiation suits and a trio of fire-extinguisher-sized canisters with dispersal nozzles.

Each suit operates on three hydrogen cells creating an energy screen around the wearer that protects him from up to Class 18 radiation for 12 hours before the being exhausted. The screen can be damaged by laser weapons, however, and each time the wearer is struck by a laser beam the suit's protection is reduced by one Class. Thus, it only protects from Class 17 or less radiation after being struck by a laser once, etc. This reduction is not repaired until fresh hydrogen cells are inserted.

The canisters hold radiation negation gel that covers a 30' square area. All radioactive materials in that area of effect become inert and harmless. However, unless the entire area of radiation exposure is coated, unaffected radiation will continue to effect the space. For

example, the gel would negate radiation in a 30' room, but would require two canisters to treat a space of 31' to 60' square and so forth.

Area 1-17—Antechamber: *This room is an austere white color. In the south wall is a large, dense transparent door set in metal frame. Hulking machinery half-hidden by gloom is visible through the door and a pale purple glow seems to emanate from within. Three sinuous creatures with bodies that appear to be a horrible hybrid of wolf and snake, slither across the floor of the white chamber, intent on violence.*

This room serves as a form of airlock between the locker room and the environment machinery space in area 1-18. Now it is occupied by three mutated wolfoids charged with preventing anyone from venturing into the machinery area to enact repairs. This room is bathed in Class 10 radiation, so the guards may be the least of the PCs' worries.

Wolf-snakes (3): AC: 6; Hit Points: 50 each; Movement in Spaces: 8; Radiation Resistance: n/a.; Constitution: 14; Mental Resistance: 14; Strength: 15; Dexterity: 19

Appearance: These mutants are a hybrid of wolfoid and serpent. They maintain their lupine heads, arms, and upper bodies, but from the waist down they possess furry snake-like bodies.

Normal Reaction and Attacking: The Wolf-snakes are stationed here to prevent anyone from attempting to fix the damage in area 1-18. When exposed to the radiation leak, their physical bodies underwent severe mutation and they gained new abilities that made them the most suitable to guard this area. They attack any non-wolfoid who enters the room. Two of the wolf-snakes carry battleaxes (WC 3; dmg 2d12+3), while the third is armed with a sonic pistol (WC 6, 35 dmg at short range, 20 at medium, 10 at long range).

MUTATIONS OR DEFECTS:

RADIATION RESISTANT FUR: The creature is no longer affected by radiation.

POISON STINGER: The mutant has a poison stinger at the tip of its snaky tail. It can use this attack in addition to its weapon attack. The stinger is WC 3 and does 1d6/1d4/1d6 damage on a successful hit. The victim is also afflicted with Strength 13 poison.

REGENERATION: The creature heals 5 hit points per round until slain.

The color band reader besides the southern door is under radiation protocols and can only be opened via the methods described above.

Area 1-18—Environmental Management Machinery: *Large, ominous-looking machines are staggered about this tremendous space, emitting wisps of steam, droplets of moisture, and producing soft glows of blue, red, and green from diodes and console lights. Numerous pipes and ducts extend up to the ceiling 60' overhead. A raised metal walkway meanders past the mechanisms and a layer of glowing purple slime covers the floor beneath the mesh catwalk. The air is hot, humid, and oppressive. Many of the machines make unsettling grinding and rattling noises as if all is not well.*

These machines help regulate the climate throughout the level, keeping the air temperate and the weather mild. Various gases, heat and cold waves, and complex chemical compounds are created by the mechanisms then pumped into the atmosphere via the vents linked to the installation's roof. Unfortunately, the radiation leak and other damage in the building has caused them to malfunction, bringing on the cold weather.

Under normal conditions, temperatures are extremely cold in this area, requiring the special suits from area 1-15 to work here. Now it is the radiation leak that makes this place deadly. The room is bathed in Class 15 radiation emanating from the slime below the catwalk. Any creature entering this room or even standing near the open doorway to area 1-17 is exposed to its power.

The machines are gradually failing, rushing towards catastrophe. Each day starting at the end of the first day the PCs explore the installation, there is a cumulative 1 in 8 chance of complete systems failure. If that occurs, the building explodes, killing all inside and doing 20d6 damage to everything within 100' of it. The climate of the city and surrounding level plunges into frigid temperatures and cannot be restored to normal conditions (unless the referee decides to create a new adventure allowing for that).

If the wolfoids are evicted and the Metalhead is destroyed, repair units can attend to the damage and radiation spills, and FitzRoy can restore proper functioning to the Climate Control Installation, averting the Fimbulwinter.

Area 2-1—Security Station: *Banks of dark tri-d monitor screens line the east wall of this room, a comfortable control station facing them. Lockers and a caged-in area stand along the other walls. A number of hulking lupine-like creatures occupy the room, armed with a mixture of primitive and advanced weaponry.*

This security office serves as the temporary base for the wolfoid invaders as they struggle to take control of the control room (area 2-8). The Vikings have raided the security lockers and supplemented their armaments with more dangerous ones.

Viking Wolfoids (6): AC: 3; Hit Points: 45 each; Movement in Spaces: 9; Radiation Resistance: 12; Constitution: 12; Mental Resistance: 12; Strength: 18; Dexterity: 18

Normal Reaction and Attacking: The wolfoids attack anyone entering this room. If they capture one or more PCs in battle, they are 75% likely to use them as a living shield as they make another attempt to capture the control room. If they choose not to, they incarcerate them in the holding cage in this area. All of the wolfoids carry throwing axes (WC 1; dmg 2d6+6) and swords (WC 3; dmg 2d12+6). In addition, three have stun pistols (WC 7, 75% chance of stunning for 3d6 hours), two carry laser pistols (WC 7, 7d6 damage), while the sixth is a berserker equipped with a *berserker's byrnie*, a wineskin of *Fenrir's mead*, a vibro battleaxe (WC 9; dmg 40+6), and a paralysis rod (WC 3, paralysis for 3d6 hours).

MUTATIONS OR DEFECTS:

FLAME RESISTANT FUR: The creature is immune to fire and heat damage of all types.

INCREASED STRENGTH: Viking wolfoids are extremely strong and add +6 to all melee damage rolls

REGENERATION: The creature heals 5 hit points per round until slain.

COMPLETE MENTAL BLOCK (ROBOTS): Three of the wolfoids here are unable to see robots and cannot interact with them in any way (including combat even if attacked first). Cyborgs are almost invisible to them as well and the wolfoids suffer a -4 penalty to attack rolls against those types.

This room contains six armory lockers, now empty, and a 10' square holding cell that can only be opened by two red color bands simultaneously. The tri-d screens once displayed security feeds throughout the complex, but no longer function due to the building's damage.

Crude sleeping furs, waterskins, smoked meat (including human hands), and other wolfoid supplies are found here, indicating the wolfoids have been using this space for several days.

In addition to their weapons, the Viking wolfoids also have three security color bands, a medical color band, and a chrome-plated, palm-sized disc. The disc is a holographic recording device that activates if handled. It projects an actual-sized hologram of a robed wolfoid (Sigurd from Part Three) sternly rebuking the holder for failing to secure the Installation. The hologram rants that "the god, Fenrir, grows impatient and wishes to reveal himself. Secure the building, ensure the coming of the Fimbulwinter, then take the air ship back to the camp for further orders!" This clue should lead the PCs to Part Three and a final battle with Fenrir.

Area 2-2—Washroom: As area 1-5 below.

Area 2-3—Meteorology Lab: *Countertops and tables covered with smashed glassware, damaged machinery, and smoking substances fill this room. The staccato lighting overhead casts flickering shadows mixed with curious multicolored glows throughout the room.*

The meteorologists and climate control scientists used this space to experiment with chemical compounds used to maintain the level's artificial climate. Formerly filled with delicate scientific instruments and volatile chemical compounds, the room suffered great damage during the wolfoids' marauding.

The glows come from a mixture of both still functioning equipment and spilled radioactive isotopes once used in experimentation. The room is considered filled with Class 8 radiation due to their presence.

Area 2-4—Bot Maintenance Storage: *Racks of shelves fills this room, all showing signs of recent ransacking. Spare parts litter the floor along with opened plastic packaging, stray wires, spilled lubricants, and other mess.*

This room once contained replacement parts and circuits for the installation's various bot units. The Met-alhead stripped this room of all useful components

to create his elite jury-rigged guards. Aside from 1d4 stray hydrogen cells, this room contains nothing of use or value.

Area 2-5—Computer Station: *This white room is bare of decoration aside from a hemispherical chair sitting atop a short support in the center of the room. A keypad is inset into the interior of the chair, accessible to anyone sitting in it. A damaged bank of broken lights and exposed wiring is inset in the south wall next to a closed door. An orange light blinks above the door's color band reader.*

Installation computer operators manned this room when necessary to coordinate daily functions with the A.I. mainframe in area 2-6. The wolfoids damaged the status monitor in the wall in an attempt to destroy the installation's computer and bypass area 2-7, but the damage was only cosmetic.

Deducing the proper function of the terminal requires a comprehension roll for a Complexity 4 device. If Chevron-Six is with the party, it instructs the PCs how to use the device (no rolled required). A PC operating the terminal connects with the installation's mainframe, summoning the attention of the A.I, FitzRoy.

FitzRoy speaks with a clipped British accent, although it seems harried and distracted, a side-effect of dealing with the installation's current state. FitzRoy assumes the PC operating the terminal is associated with the wolfoids and is loath to deal with the outsiders. Establishing communication requires the operator roll his Leadership Potential or less on 3d6 to even get the A.I. to listen to him.

If FitzRoy can be convinced to communicate, the PCs can attempt to sway the computer to assisting them in their efforts to take back the installation. To do this, the A.I. must be recruited as if a follower. Treat FitzRoy as a mutated humanoid when consulting the table on p. 11 of the *Metamorphosis Alpha* rulebook. The following situational modifiers apply to the base chance of success:

Chevron-Six is with the party and can vouch for them: +20%

The PC speaks eloquently/convincingly that he wishes to restore the installation to proper functioning: +20%

The PC possesses a gray color band: +10%

The PC demonstrates knowledge or interest in climate or meteorology: +10%

The PC is rude, insulting, or domineering: -15%

The party has mutant wolves, dogs, or similar canine creatures in the group: -20%

If the PC fails on his first attempt, he may try a second time provided he immediately attempts to salvage the situation with an impassioned speech, bargaining, or similar suitable steps as determined by the referee. Otherwise, FitzRoy cuts off contact with a curt dismissal. If the PC fail on the second attempt, the A.I. sends an electrical current through the terminal, inflicting 4d8 damage and then ceases contact, never to resume it again.

Should the PCs acquire FitzRoy as an ally, the computer can give the party a thorough briefing of the state of the installation and the dangers it contains. It provides the following information:

A complete inventory of current hostile entities inside the structure and their locations.

The intensity (low, medium, high) of radiation levels and their locations.

A list of which doors have been emergency-sealed.

A status report of the climate control machinery and the probability of imminent failure.

The presence of the air transport on the roof.

Its deductions based on eavesdropping on the wolfoids' conversations that they are attempting to destroy the homeostasis of the level's weather as part of a grander plan, one involving something or someone called "Fenrir" they seem to venerate as a god.

FitzRoy can do little to directly assist the PCs, but it can lift emergency-sealed door protocols to allow them access to various rooms, including the control room. The A.I. can also interrupt the video feed from area 2-7 and unlock the door to the Control Room to allow the PCs to storm the control room.

Area 2-6—Mainframe: The door to this room is sealed by the radiation protocols unless the characters have befriended the A.I. Read the following as the PCs approach:

The color band reader beside this closed door has an orange light flashing rapidly above it.

The door can only be open via the methods described above. Should the PCs open the door, read this:

Row after row of computer banks, each adorned with spinning data tape reels, blinking lights, and countless buttons fills this room. The air resounds with electronic chirps and whistles, and the hum of machinery. Narrow aisles wind through the computer banks.

These computer banks contain FitzRoy the A.I. and the subsystems for the daily function of the installation. The data banks are reinforced and possess numerous redundancy protections making it almost impossible to destroy the A.I. short of blowing up the entire room.

Area 2-7—West Office: *This dark room shows signs of heavy damage. An overturned computer bank acts as an impromptu bulwark near the western door; its side scatted with laser fire and less-identifiable damage. Scorch marks and rents damage the walls and the floor is littered with destroyed data tapes, flimsy sheets, and similar administrative debris. Broken mechanical parts of uncertain origin are strewn everywhere. An orange light blinks rapidly above the eastern door's color band reader.*

Once a simple office, this place has become a no man's land in the battle for control of the building. The Metalhead occupies the control booth, sending out his makeshift soldiers whenever it detects the wolfoids are attempting to storm area 2-8. So far, this has kept the wolfoids from taking control. Maybe the PCs can do better.

The Metalhead can observe this room via a remote camera linked to the control room (area 2-8). If he detects intruders, he sends three of his jury-rigged guards out to battle the PCs, leaving two to defend him. He immediately seals the door to the control room behind them and watches the carnage unfold, screaming megalomaniac diatribes through the building's P.A. system. The door between this room and the control room is radiation protocol sealed.

If the PCs have befriended FitzRoy, the A.I. can coordinate an assault, opening the protocol-sealed door to the control room and interrupting the video feed to allow the PC to achieve automatic surprise.

Area 2-8—Control Room: *A transparent wall separates this area from a much larger room beyond. Numerous control panels covered with gauges, dials, and interfaces reside on this side of the wall, and several command chairs sit adjacent to the controls. Beyond*



the wall is a vast, dimly-lit room filled with hulking machines and raised walkways. Steam and pale radiant glows are visible beyond the wall. A terrible hybrid of wolfoid and machine stands at the controls, a cadre of mechanical servants seemingly constructed from robot parts, old machinery, and even furnishings stands between you and he.

This room controls the installations climate exchangers and meteorological bafflers housed in the area on the far side of the transparasteel wall.

This area is now controlled by the Metalhead, a mutated wolfoid who went mad when he was exposed to the radiation leak and gained an uncanny power connection over mechanical life. He seeks to establish himself as the new King of the Viking wolfoids and is currently intent on dismantling the installation's mechanized systems to build an artificial army of berserkers. He has claimed the building's control room as his throne chamber, an act that throws his former tribesmen's plans into disarray. So far, the Metalhead has resisted their attempts to oust him thanks to his newly-made guardsmen.

The Metalhead: AC: 1; Hit Points: 65; Movement in Spaces: 6; Radiation Resistance:10; Constitution: 18; Mental Resistance: 16; Strength: 20; Dexterity:9

Appearance: The Metalhead's original wolfoid stock is only vaguely apparent. His body is covered with a total carapace of metal plating, his head shows exposed brain matter pierced with electrical wiring, and a pair of metal tentacles emerges from the front of his torso. A single glowing red LED light replaces his right eye, while a swirly laser scan shines from his left, feeding data into his metal/organic brain.

Normal Reaction and Attacking: The Metalhead had a massive ego before his mutation; now he sees himself as nothing less than a god and treats all others as only fit to serve him or die. In his hubris, he is blind to the fact that the installation is in danger of failing around him and he will not allow anyone to convince him otherwise. They must either bow to him or perish.

The mutant prefers to let his guards deal with intruders directly, standing in the rear and employing his deactivation mutation against powered weapons or armor, and summoning its telekinetic debris shield to protect him and his forces. The Metalhead's tentacles

are a paralysis tentacle (3d6 hours paralysis) extending 13 feet and a padded control tentacle (damage as club); both type of tentacles are WC 4. In addition, his laser scanner eye can function as a laser pistol with unlimited charges (WC 4; dmg 7d6).

MUTATIONS OR DEFECTS:

TOTAL METAL CARAPACE: A thick metal shell covers the mutant's body, reducing damage by half. Unlike the normal form of this mutation, the Metalhead doesn't suffer triple damage when he has sustained half his total hit points in injuries. It grants an AC 1.

DEACTIVATION: The Metalhead can remotely deactivate mechanical devices, technological equipment, and weapons up to 40 yards away with a successful mental attack against the owner's Mental Resistance. Objects without an owner are considered to have a Mental Resistance of 9. This power can be used 3 times per day.

ELECTRONIC EMPATHY: The mutant can establish an empathic connection with electronic devices, granting him complete understanding of any data contained therein. Artificial intelligences and self-aware devices such as robots can resist this connection. See *The Mutation Manual* p. 13 for further details.

GENIUS (SCIENTIFIC): The Metalhead has a +10% bonus to figuring out artifacts and any weapon he creates inflicts a bonus +4 damage.

TELEKINETIC DEBRIS SHIELD: Once every two rounds, the Metalhead can telekinetically collect various bits of metal debris to form an instantaneous shield around himself or an ally within 50'. This shield reduces the damage of a single attack by 3d6. The Metalhead can use this power out of initiative order, but does not get to act that round as a consequence.

Jury-Rigged Guards (5): Armor Class: 4; Hit Points: 40 each; Movement in Spaces: 6; Radiation Resistance:12; Constitution: 15; Mental Resistance: 10; Strength: 15; Dexterity: 12

Appearance: These humanoid creations are patchwork creations made from assorted robot parts, mechanical debris, cannibalized computer consoles, and even office furniture. Held together by a mixture of the Metalhead's telekinetic power and nuts and bolts, they move with jerky motions that belie their formidable combat skills.

Normal Reaction and Attacking: The guards defend the Metalhead fearlessly, throwing themselves in between their master and his enemies. The guards possess a variety of lethal weapons including whirring rotary saws, primitive plasma torches, oscillating blades, and electrical prods. All these weapons are WC 9 and inflict 2d6+15 damage.

Mutations, Defects, or Special Powers:

MULTIPLE ATTACKS: Each jury-rigged guard attacks twice a round, but suffers a -2 penalty on its second attack.

TELEKINETIC DEPENDANT: The jury-rigged guards only function while the Metalhead lives. If he is ever slain (incapacitation has no effect), the telekinetic energy that holds them together fails and they fall to pieces, destroyed.

Once the control room is under the PCs control, Fitz-Roy can enact emergency repairs to bring the climate control machinery back online, preventing the catastrophic destruction of the installation and slowly restoring the proper temperatures to this ship level. The crisis of Fimbulwinter has been averted—temporarily.

So long as the wolfoids have their living god in their possession, they will continue their crusade to plunge the level into perpetual winter. Only by seeking out their encampment and slaying Fenrir will the PCs be able to put a prolonged ending to their plan for Ragnarok. Failing to do so results in the wolfoids launching another raid on the Climate Control Installation once they realize their initial assault failed. The referee will have to determine the strength and tactics employed in this secondary attack, but it will feature an increased number of Viking wolfoids and little finesse. They'll simply seek to destroy the building completely, resulting in catastrophic destruction and Fimbulwinter should they succeed.

Level Three

Area 3-1—Roof: *The flat roof of the building is largely a forest of pipes, vents, chimneys, and similar structures smoking with vapor. Among the clutter, weather gauges spin in the breeze. Situated atop a raised platform is a transportation vehicle. A crude monster-headed prow has been welded to the front of the vehicle and rounded metal shields hang from its sides, granting protection to its passengers.*

PART THREE: TO KILL A GOD

The numerous vents emit gaseous chemical compounds that affect the level's climate when functioning normally. These atmospheric mixtures regulate temperatures and control the various artificial weather patterns. At the moment, the mixtures are incorrect and the weather is suffering. Damaging or stopping-up the vents has no effect on the temperature plunge as only the correct mixture will reverse the problem.

The vehicle is an air transport (see the Asgard Apartment Complex description for details) used by the Viking wolfoids to ferry reinforcements to the Climate Control Installation from the Fenrir camp.

The transport's automated driver program is happy to aid passengers. If asked, it happily informs the PCs that it came to the building from a "pleasant place outside the city, bringing a full load of passengers to the building." It regularly carries them to and from the camp and they seem to want to visit it quite often. The transport agrees to bring the PCs there if asked and can provide direction (somewhat sulkily) if they choose not to use the transport to travel there.

The Viking wolfoids have concealed their living god in a secret camp hidden in the forests outside of Epsilon City, waiting for the coming of the Fimbulwinter before revealing him to the (presumably) awe-struck denizens of the metropolis. So long as Fenrir lives, the wolfoids will continue their plot to bring about the Fimbulwinter. It is up to the PCs to slay this living deity and permanently scuttle the schemes for a wintery apocalypse.

REACHING THE CAMP

The Fenrir encampment is most easily traveled to via the air transport atop the Climate Control Installation (area 3-1 above). Not only will this be a fast way to travel, it will also take the Viking wolfoids at the camp by surprise, as they are used to these vehicles coming and going, ferrying supplies and shift changes from the Asgard Arms Apartment complex.

The PCs can also travel to the site by alternate means if they learn of the camp through other means (such as telepathic interrogation of captives). The referee should resolve such a journey using the normal traveling rules found in the *Metamorphosis Alpha* rulebook.

FIRING THE HALL

There is a grand tradition in Norse sagas of burning the hall of one's enemies, allowing either the flames and smoke to kill or to cut down foes as they flee the flaming building. Given the flammable nature of the Viking wolfoid hall and the stack of cut firewood adjacent to it, this tactic may very well occur to the PCs.

The PCs can jam the hall's single entrance with split firewood or other chocks then set the thatch aflame. Assuming they start the fire on the far side, away from the palisade sentries, the flames catch before anyone notices and sound an alarm. Otherwise, they're spotted in 1d3 rounds. If done discreetly, it takes 1d6+2 rounds before the sentries are alerted to the fire.

It takes two rounds for the fire to catch completely. The wolfoids inside notice the flames on the fourth round and rush to escape. Starting on the fifth round, they have a cumulative 10% chance of breaking down a barred or blocked door and escaping. However, the smoke also takes its toll and each round (also beginning of the fifth round) one of the wolfoids inside succumbs to smoke inhalation and falls unconscious and soon dies unless pulled from the burning hall. The referee must keep careful track each round of how many wolfoids remain conscious in the event they succeed in breaking out of the burning hall.

Burning the hall greatly improves the PCs' chances of taking out the wolfoids inside the compound and granting the PCs the best odds of victory, but is not essential. Should the PCs choose this tactic, however, the referee should play up the description of the ensuing battle, pitched combat lit by the flaming hall, giving it a heroic feel worthy of the Norse sagas.

FENRIR CAMP

The wolfoid camp is hidden in the northeastern woods of Level 14, secreted in a defended clearing. A crude timber palisade encircles the camp, guarded by sentries. Within the protective ring are two buildings: a longhouse hall that serves as living quarters for the guards and a former ecology bot garage that houses the “god,” Fenrir, and his devoted priest.

Area 4-1—Palisade and Gate: *A 20’ tall wall of timber posts encircles the camp, allowing entrance only through a pair of 15’ high wooden gates located on one side. Furry, lupine heads peer over the wall at several locations, keeping a watch out for intruders.*

There are a total of six sentries around the wall, stationed atop 10’ square wooden towers standing 15’ high and accessible by simple ladders. Each tower holds a single sentry, armed as indicated below. Every guard carries a horn capable of rousing the camp if intruders are spotted.

WS: Wolfoid Sentry—Stats as normal Viking wolfoid. Carries a sword, four throwing axes, and a spear. Each one is 33% likely to possess the complete mental block (robots) defect, making robots invisible to them. Cyborgs are also ignored on roll of 2 in 6.

BS: Berserker Wolfoid Sentry—Stats as Viking wolfoid, but armed with a *berserker’s byrnie*, a wineskin of *Fenrir’s mead*, four throwing axes, a spear, and a vibro battleaxe.

There are four wolfoid sentries guarding the gate which is left open during daylight hours, but closed at night. They allow any wolfoid to come and go at will, but attack all other creatures, sounding their alarm horns to alert the camp.

The wall can be scaled by rolling one’s Dexterity score or less on 3d6. Failure indicates the PC falls after climbing 2d10 feet. Certain mutations allow for automatic climbing success. During the day, a climber is spotted by nearby guards on a 5 in 6 unless somehow concealed. At night, this chance is reduced to 2 in 6.

The palisade can be breached with weapons. It is AC 4 and every 100 points of damage inflicted blasts a 5’ wide by 8’ tall hole in the fencing. The gate is weaker, having AC 6 and 75 hit points.

Area 4-2—Landing Area: *A rectangular section of clear ground is outlined by a number of tall torches. The ground bears many deep indentations as if a heavy object has rested there often.*

This 30’ long by 20’ wide section of ground serves as a landing pad for air transports coming and going to the camp. During the day, the 10’ tall torches are unlit, but they’re set aflame at night to guide the aerial vessels. Unless instructed otherwise by its passengers, any air transport visiting the camp lands here.

The Viking wolfoids sentries are so inured to the arrival and departure of air transports, they pay no attention to one landing. There is only a 1 in 8 chance a sentry is watching the landing pad, allowing PCs inside the transport to enter the camp undetected. If spotted, the guard sounds an alarm, but otherwise the PCs are poised to ambush the camp’s inhabitants.

Area 4-3—Viking Hall: *A longhouse built of rough-hewn timber and roofed with thatch stands here. Windowless, with a stout door at one end, the structure is large enough to house numerous occupants. Smoke rises from a hole in the thatch roof. A pile of split firewood is heaped against the building’s exterior northern wall.*

The hall’s interior is a smoky, dark open area containing sleeping quarters, food, and supplies for twenty-five Viking wolfoids. There are ten inside at any given time, resting, talking, dining, and roughhousing in the finest Norse tradition in the light of a smoldering fire pit beneath the smoke hole in the 20’ high ceiling. Three of the ten are wolfoid Berserkers; the rest are normal Viking wolfoids.

Viking Wolfoids (10): Armor Class: 3; Hit Points: 45 each; Movement in Spaces: 9; Radiation Resistance: 12; Constitution: 12; Mental Resistance: 12; Strength: 18; Dexterity: 18

Normal Reaction and Attacking: Any non-wolfoid discovered in the encampment is immediately attacked. The Viking wolfoids employ their axes and swords to great effect. Each typically carries a throwing axe (WC 1; dmg 2d6+6) and either a battle-axe or sword (both are WC 3; dmg 2d12+6). The four Berserkers are equipped with a *berserker’s byrnie*, a wineskin of *Fenrir’s mead*, and a vibro battleaxe (WC 9; dmg 40+6) as a main weapon.

MUTATIONS OR DEFECTS:

FLAME RESISTANT FUR: The creature is immune to fire and heat damage of all type.

INCREASED STRENGTH: Viking wolfoids are extremely strong and add +6 to all melee damage rolls

REGENERATION: The creature heals 5 hit points per round until slain.

COMPLETE MENTAL BLOCK (ROBOTS): Four of the wolfoids here are unable to see robots and cannot interact with them in any way (including combat even if attacked first). Cyborgs are almost invisible to them as well and the wolfoids suffer a -4 penalty to attack rolls against those types.

If no alarm has been raised and the PCs enter this building, the wolfoids are surprised on a 4 in 6 due to the dim, smoky conditions and the fact they don't expect intruders.

Aside from the mundane equipment mentioned above, there are two security bands, a set of infrared goggles, and a chemical flammable retardant in this room. A small coffer belonging to one of the berserkers holds a plastic case of 100 domars and two hydrogen cells.

Area 4-4—Temple to Fenrir: *A broad, tall building of ferrocrete and metal stands here, its hardened sides decorated with runes and images scorched into it. A pair of massive closed double doors, each measuring 20' wide and 40' tall, pierce the building's front. A smaller, man-sized door is inset in the leftmost giant door. No windows are visible.*

This building was formerly a storage garage for ecology bots, but had long since become derelict when the wolfoids discovered it and chose to use it to hide their would-be god. The building's exterior is decorated with Norse runes and images of triumphant wolves lording their might over lesser mutants.

The double doors are locked from within, requiring either an engineering (gray) or horticultural (green) color band to open, but the man-sized door opens to any type of color arm band, allowing the wolfoids to come and pay homage to their god.

The interior of the temple is ringed by a balustraded 20' tall walkway that runs the circumference of the building, accessible by staircases. This raised walk overlooks the ground floor that serves as Fenrir's den. A 15' tall wooden statue of Fenrir stands at the north-east end of the building. The space directly before it is occupied by Fenrir and the tribute bestowed upon the "god." It is unusually cold inside the temple, a side effect of Fenrir's constant cold-producing body.

If battle occurs outside the temple, Sigurd investigates, peering out the smaller door. He then takes up position on the walkway and he and Fenrir prepare to

ambush intruders if they enter the temple. If the temple is entered by stealth without triggering an alarm, Sigurd is found on the ground level engaged in mental communion with his god.

Sigurd, Wolfoid Priest of Fenrir: AC: 3; Hit Points: 70; Movement in Spaces: 9; Radiation Resistance: 12; Constitution: 12; Mental Resistance: 12; Strength: 18; Dexterity: 18

Normal Reaction and Attacking: Sigurd is the high priest of Fenrir and devoted to his living god. He fights without fear and willingly gives his life in defense of the Great Wolf. Sigurd carries a pair of throwing axes (WC 1; dmg 2d6+6) and a sword (both are WC 3; dmg 2d12+6), but mainly fights with a staff made from a slug rifle (WC 7, 45 dmg) with a 9-shot clip. He wears a *berserker's byrnie* (see Appendix A) under his woolen priest robes. During battle, he remains atop the walkway, supporting his god with his fear impulse mutation and slug rifle. Sigurd owns a horticultural color band.

MUTATIONS OR DEFECTS:

FLAME RESISTANT FUR: The creature is immune to fire and heat damage of all types.

INCREASED STRENGTH: Viking wolfoids are extremely strong and add +6 to all melee damage rolls

REGENERATION: The creature heals 5 hit points per round until slain.

FEAR IMPULSE GENERATION: The mutant can howl a fearful cry instilling panic in his foes. With a successful mental attack, up to 1d4 creatures within 30 feet of the mutant must flee for 2d6 melee rounds. The mutant makes a single mental attack roll which is applied to all potential targets' Mental Resistance score to determine if they are affected. Deaf creatures or those protected from sonic energy are unaffected by this power.

Fenrir, the Living God (Mutant Gray Wolf): AC: 5; Hit Points: 120; Movement in Yards: 20; Radiation Resistance: 16; Constitution: 20; Mental Resistance: 18; Strength: 20; Dexterity: 17

Appearance: Fenrir is a titan, measuring 50' from nose to tail and standing 35' high at the shoulder. His head is oversized and his maw is mighty, filled with drool and razor-sharp teeth. A constant chill seems to emanate from his black fur. His eyes shine with cunning savagery.



Normal Reaction and Attacking: Fenrir is used to absolute servitude from those around him and initially expects the PCs to do the same. When they choose not to act solely to please him, Fenrir is momentarily shocked, losing its action for a round, then reverts to destructive savagery. He uses every attack and mutation in his arsenal to destroy those who failed to revere him. In combat, Fenrir fights with his mutations or with his tremendous bite (WC 5, 4d6 damage).

MUTATIONS OR DEFECTS:

COLD BREATH: The mutant can produce a blast of cold from its mouth inflicting 5d6 damage to up to six targets within range. The breath attack is 10 yards long and 6 yards wide at its maximum extent.

DUAL BRAIN: Fenrir possesses two brains in his overlarge cranium. All mental attacks directed at the great wolf must succeed in two attack rolls to affect him.

HEIGHTENED INTELLIGENCE: Fenrir is far more intelligent than an average wolf and possesses a primitive, cunning intellect. He can communicate with all sapient creatures using his telepathy.

IMPROVED CRYOGENICS: The mutant constantly emits an aura of cold that inflicts 1d6 damage to all within 20'. At will, Fenrir can increase this damage by 1 die each round until he freezes opponents solid after 10 rounds. Fenrir does not need to concentrate to invoke this power and can attack normally with its bite.

TELEPATHY: Fenrir can read and transmit thoughts to all creatures within 50' of it regardless of whether or not they share a language.

Fenrir cannot escape unless the double doors are opened, limiting his options. He'll fight to the death, but if greatly injured and the means to escape become available, he flees into the woods, abandoning his worshipers.

A pair of plastic cargo chests beside the statue contains tribute to Fenrir. Inside are an energy stun unit, three first aid kits, a force field pack, two pepper spray grenades, 178 domars, two cougaroid skins that reduce laser damage to the wearer by half, 24 hydrogen cells, six brown color bands, one uncharged laser pistol, and three pairs of infrared goggles.

ENDING THE ADVENTURE

Assuming the PCs rid the Climate Control Installation of the Viking wolfoids and the Metalhead, then confront and defeat Fenrir, they have achieved total victory over the mutant wolves. With their living god defeated, their fervor for bringing about Ragnarok subsides until a new sign from the Great Wolf appears. The characters can take pride in saving both Epsilon City and the outlying levels from the final, terrible winter and claim whatever booty they can from their defeated foes. The Weird considers them to be valuable allies and may act to help them in their later exploits, becoming a useful NPC ally.

If the PCs failed to save the Climate Control Installation before it fails catastrophically, the entire level is plunged into winter, decimating the inhabitants of Epsilon City and the outside villages. The various wolfoid tribes do their best to survive in their apartment complexes, but eventually even these oases of warmth fail, leaving a snowbound city in its wake. The level becomes a frozen wasteland, filled with only the heartiest mutants or those that can adapt to the chilling death of Fimbulwinter.

Fenrir remains a rallying point for the wolfoids should he survive the events of the adventure. If he escapes the fight in the camp, he remains an elusive figure on the level and perhaps even relocates to another part of the ship. The Viking wolfoids seek Fenrir out wherever he goes, confident the Great Wolf is a harbinger of a new age. Whether or not Ragnarok ever comes to the *Warden* remains to be seen in the science fantasy world of METAMORPHOSIS ALPHA!

APPENDIX A: VIKING WOLFOID TREASURES

BERSERKER'S BYRNIE

This object is a waist-length coat of metal rings worn as armor. The metal is lightweight titanium, making it easy to wear without tiring. A small box is attached to the back of the armor situated at the wearer's waist. The armor is AC 3 and the box produces a defensive screen that impedes non-powered kinetic weapons. The screen defends the wearer against 50 points of damage from any unpowered melee or ranged weapon (clubs, spears, swords, arrows, and even pirate blunderbusses), but is useless against energy weapons of all types. Once the 50 point threshold is exceeded, the screen collapses and cannot be used again until 24 hours has passed. It is powered by a single hydrogen cell that can create eight defensive screens before being exhausted.

FENRIR'S MEAD

This is a honey wine made from honey collected from the buzzer's hives on the roof. The mutant-made honey gives the mead a special property. Anyone consuming a pint or more of the mead is temporarily immune to pain and fights with barbaric ferocity. An imbiber under the effects of the mead adds an additional +1d6 damage die to any successful melee attack. He also gains 20 temporary hit points. These bonus hit points are the first lost if the drinker is injured. Any remaining temporary hit points and the damage bonus vanish one hour after drinking the mead.

METAMORPHOSIS ALPHA: EPSILON CITY

ROCKET RAILROAD

BY JON HOOK

CREDITS

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BACKGROUND

Epsilon City, the very pinnacle of fantastic entertainment, luxury apartment homes, and sleek office parks, was the jewel of civilization aboard the doomed starship *Warden*. The city was fully automated and self-sustained by an advanced artificial intelligence (A.I.) that commanded a battalion of robots specially designed to service the city.

Three hundred years ago, the ship's A.I. went insane after a radiation cloud wiped out 99% of the colonists and crew. The starship *Warden* was dying, but throughout the ship the biological and technological survivors fought to maintain their environments and forge a new future for themselves. The Epsilon City A.I. did so too, and reprogrammed its robots to suit the new needs of the city. Packs of wolfoids, along with a few other mutant tribes, have claimed the new Epsilon City as their own; they have adapted to the unique challenges of living within Epsilon City.

One of Epsilon City's major pre-Cataclysm entertainment centers was *Wild Wild Western*. The robots of this entertainment center did their best to recreate life on the 19th century American frontier. Since the disaster 300 years ago, a pack of wolfoids and other mutants have settled in the town of Digital Sundown and adapted to frontier living. At the same time, a rumba of rattler mutants also moved into another part of the spacious entertainment center to live as a tribe of Kask Indians. The rattler Indians are the mortal enemies of the mutant cowboys in Digital Sundown.

One of Digital Sundown's newest residents is Colonel Joseph Thunderhoof, a mooseoid rail baron; he proposes to merge the rail line with an existing rail that runs "back east" (a term used by the citizens of Digital Sundown to describe Epsilon City). The mutants of Digital Sundown treat visitors as migrant workers who have come to finish building the Colonel Thunderhoof's railroad.

SAFETY FIRST!

The outfitting robots that service the Wild Wild Western entertainment center still provide specially designed weapons that only inflict subdual damage. When a victim receives enough subdual damage that equals or exceeds their current hit point total, then the victim falls unconscious for 6d10 minutes, minus the victim's Constitution value in minutes, for a minimum of at least one minute of unconsciousness.

- Bolt .45 "Peacemaker" pistol – WC: 5, Subdual Dmg: 5 points
- Smofield .44 "Pearl" pistol – WC: 5, Subdual Dmg: 1d10
- Tinchester .30-30 rifle – WC: 5, Subdual Dmg: 10 points
- Tinchester Shotgun – WC: 5, Subdual Dmg: 20 points
- Bowie Knife – WC: 3, Dmg: 1d4 (this dagger inflicts lethal damage)
- Machete – WC: 3, Dmg: 1d8 (this sword inflicts lethal damage)
- Dynamite – This "weapon" is actually a smoke grenade that produces a thick white cloud of smoke in a 20' diameter for ten minutes

However, Bubba the blacksmith may be hired to refit their weapons to inflict lethal damage.

- Bolt .45 "Peacemaker" pistol – WC: 5, Lethal Dmg: 2d6
- Smofield .44 "Pearl" pistol – WC: 5, Lethal Dmg: 2d6+1
- Tinchester .30-30 rifle – WC: 5, Lethal Dmg: 3d6
- Tinchester Shotgun – WC: 5, Lethal Dmg: 5d6
- Dynamite – WC: 3, Lethal Dmg: 15d6

STARTING THE ADVENTURE

This adventure begins after the explorers discover an automated information kiosk in one of the public areas of Epsilon City.

A kiosk draws the explorers' attention, "Help wanted. Good pay for good work. Come to Digital Sundown, the final frontier in the Wild Wild Western family fun center! Colonel Joseph Thunderhoof is building a railroad, and he needs your help." A short video accompanies the audio message; the video is a collection of black and white film clips showing a black steam engine being run with happy people in 19th century costumes waving to the camera. After a three second pause, the message plays again.

The kiosk directs the explorers to the entrance to the Wild Wild Western entertainment center. As the explorers enter the lobby of the Wild Wild Western entertainment center, they are greeted by robots programmed to

outfit them for their visit in Wild Wild Western.

The outfitting robots begin scanning each character with a red beam that measures the explorer as it sweeps over their body. The player then rolls on the Costume Table below to see which outfit is selected for their character.

Unusually shaped mutants, cyborgs, and robots may find their costumes are ill-fitting or impossible to wear properly. Nevertheless they must 'don' these garments to participate.

COSTUME TABLE

1D8	COSTUME STYLE	WEAPON #1	WEAPON #2
1 – 2	Eastern Dandy	Smofield .44 “Pearl”	Smofield .44 “Pearl”
3 – 5	American Cowboy	Bolt .45 “Peacemaker”	Bowie Knife
6 – 7	Mexican Immigrant	Tinchester Rifle	Bowie Knife
8	Chinese Immigrant	Machete	3 Sticks of faux Dynamite

Visitors to Wild Wild Western are not required to present any ship systems colored band, but if a black military arm band, a navy administration arm band, a gold programmer arm band, a red security arm band, a blue and red command arm band, or a captain’s ring is presented, then the outfitting robots will not confiscate the explorer’s personal gear that does not conform to the esthetics of the period that is presented within the Wild Wild Western entertainment center. Without one of the approved ship system bands, the outfitting robots will insist that all personal gear that does not conform to the presented period must be stored in one of the facility’s containment pods. Each containment pod is keyed to the rightful owner’s DNA signature, and then housed within a vault adjacent to the facility’s entrance and in-processing station. Only a gold programmer arm band is able to open the vault’s locks without triggering the alarms.

Robot Outfitters: Equipped with an anti-grav unit, able to carry 50 kg, with a maximum speed of 15 km/hr, 4 tentacles tipped with soft plastic hands, and are powered by Epsilon City’s standard broadcast signal. It has four emergency hydrogen energy cells that will power the unit for six hours off of the grid. These units respond to users presenting a navy-colored administrator, blue or red command band, or gold programmer band.

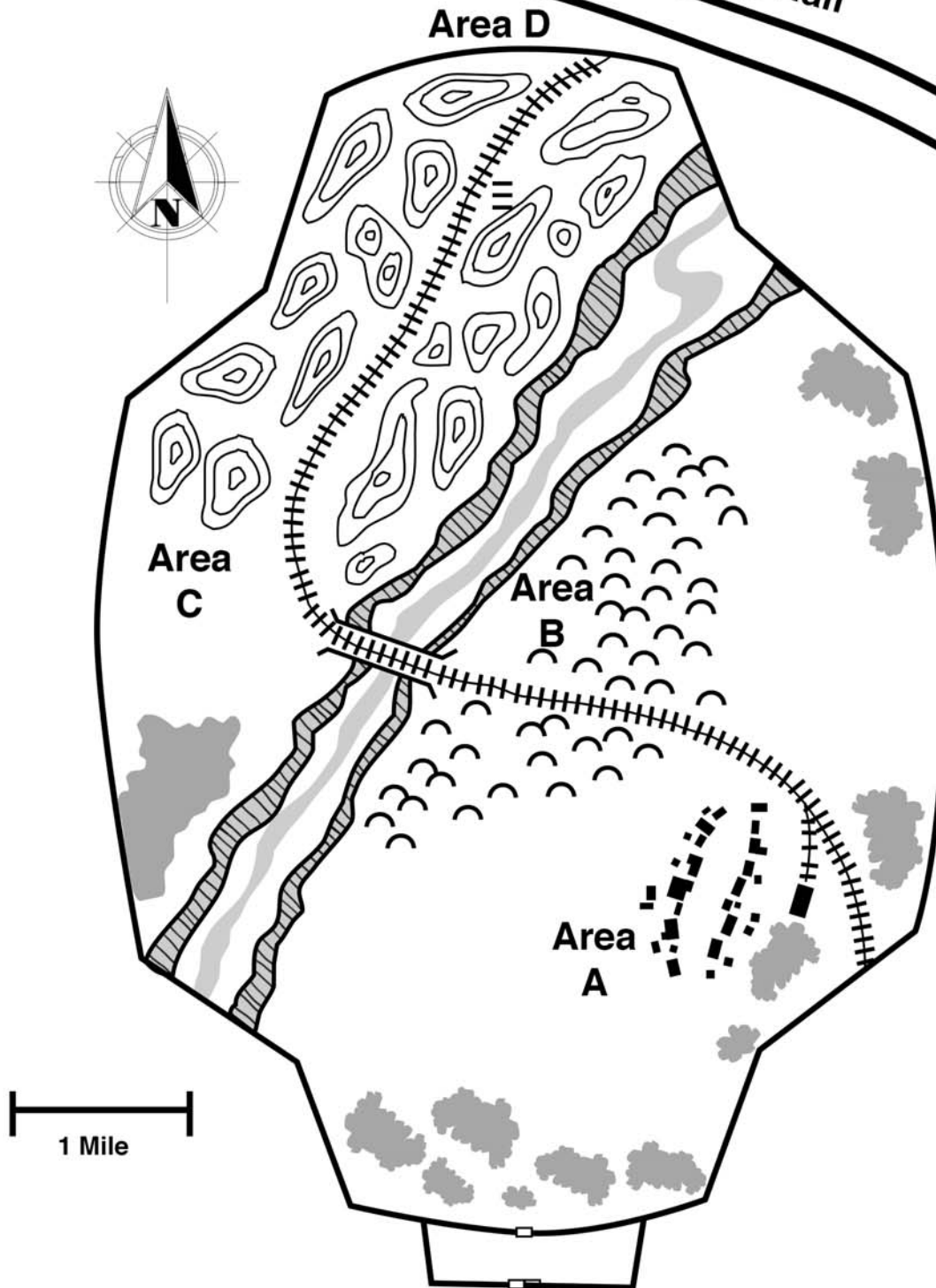
Explorers that do not have permission to keep their personal effects, and refuse to surrender them, will not be allowed to enter the entertainment facility. The outfitters are unable to detect objects concealed within the bodies of cyborgs or robots. The final seal to enter the active entertainment grid is designed similar to that of an airlock, with two sets of doors. Only visitors who are completely compliant with the facility’s rules are allowed past the first seal; the final seal is only opened once all compliant visitors are within the airlock with the first seal securely closed. Once inside the entertainment grid, a hologram cleverly disguises the exit to look like the distant horizon. Visitors are able to recognize the exit because of a wooden directional sign pointing at the exit that reads “Back East 1000 miles”. The outskirt of Digital Sundown is a twenty-minute walk into the entertainment grid from the sign.

WILD WEST WESTERN WOLFOIDS

The wolfoids that live in the entertainment center have mutated to suit the environment. All wolfoids living here have the following attributes and mutations, but some have also developed other unique abilities.

Typical Wolfoid – AC: 6; HD: 20; hp: 65; RR: 12; CON: 14; MR: 12; STR: 13; DEX: 14; Move: 12; #ATK: 1 by weapon. Weapons: Refit Bolt .45 (WC: 5; Dmg: 2d6); Bowie Knife (WC: 3; Dmg: 1d4). Mutations: *Quick Draw*: this mutation allows the wolfoid to draw and fire a pistol faster than all other opponents on the first combat round; *Sure Shot*: this mutation grants the mutant a +2 on attack rolls with firearms.

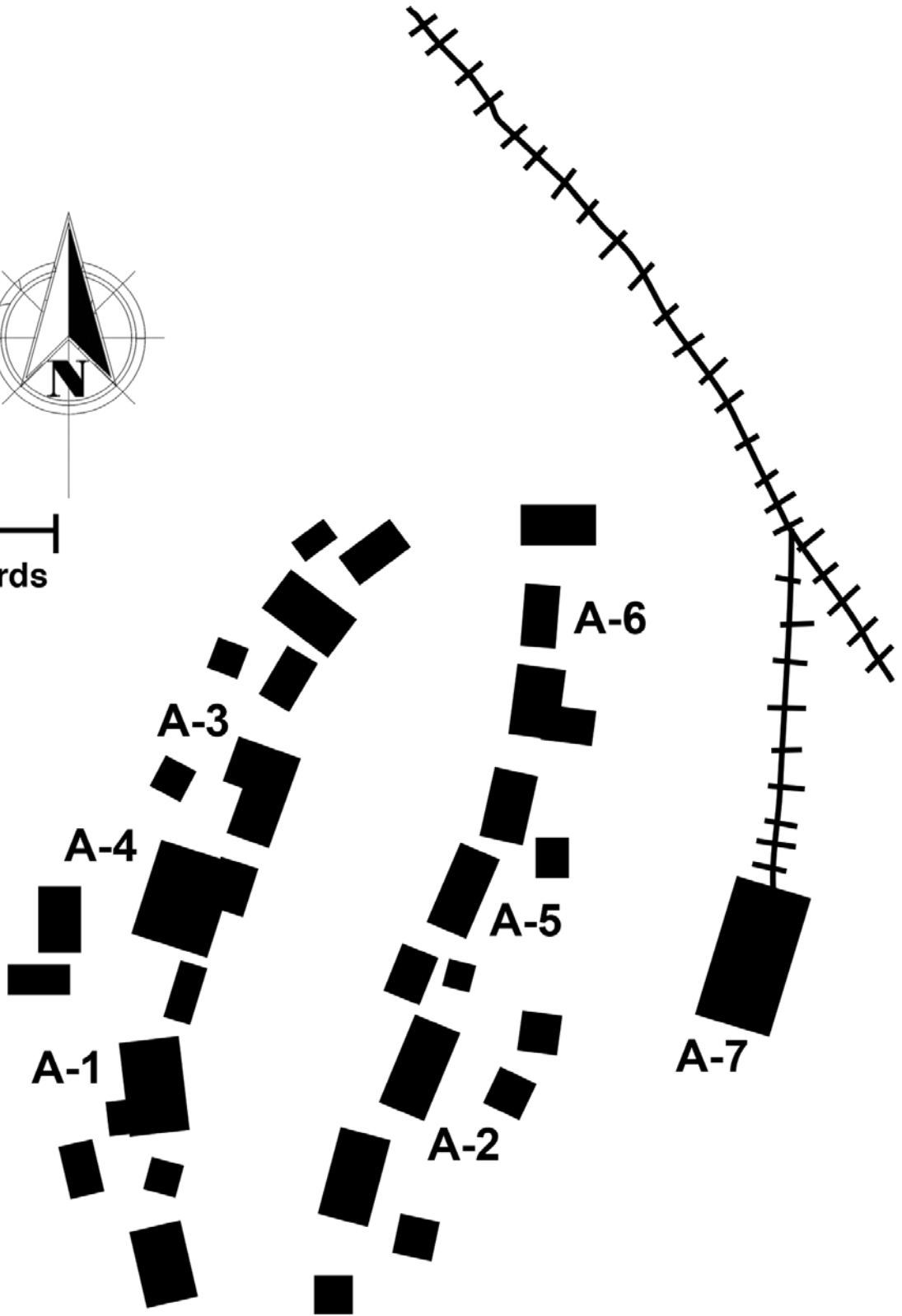
Epsilon City Mag-Rail



Wild Wild Western
Entertainment Center
ROCKET RAILROAD



25 Yards



Digital Sundown
ROCKET RAILROAD

AREA A: DIGITAL SUNDOWN

As the explorers approach the town, they see a small sign that reads, “Welcome to Digital Sundown. Population: 42.” There are several places of interest in the town, and lots of folks available for the explorers to interact with. A few of the key non-player characters are detailed below, but the Starship Master is encouraged to populate Digital Sundown with whatever personalities best suit the game you are playing.

Android horses are hitched around town, at the jail, the saloon, and the hotel. Horses can be rented at the hotel, or stolen from the other locations.

AREA A-1: JAIL – This stand-alone building has a small two-cell jail at the back, and the front of the building serves as the Sheriff’s office. Sheriff Buddy “Red” Redfur has two deputies that work for him. At least one of the lawmen is on duty at all times. A couple of nearby cabins behind the jail serve as the homes for the sheriff and deputies.

Sheriff Buddy “Red” Redfur (wolfoid) – AC: 6; HD: 22; hp: 86; RR: 10; CON: 16; MR: 11; STR: 11; DEX: 14; Move: 12; #ATK: 1 by weapon. Weapons: Refit Bolt .45 (WC: 5; Dmg: 2d6); Bowie Knife (WC: 3; Dmg: 1d4). Mutations: *Quick Draw*; *Sure Shot*; *Deactivation*: this mutation allows the wolfoid to deactivate technology at a range of 40 yards. SP: Sheriff Redfur believes he is Colonel Thunderhoof’s best friend, and he looks forward to the completion of the rail line. Sheriff Redfur is completely loyal to Colonel Thunderhoof, and will defend him regardless of evidence or arguments against him.

Deputies (2 wolfoids) – AC: 6; HD: 20; hp: 68, 74; RR: 9; CON: 15; MR: 12; STR: 12; DEX: 12; Move: 12; #ATK: 1 by weapon. Weapons: Refit Bolt .45 (WC: 5; Dmg: 2d6); Bowie Knife (WC: 3; Dmg: 1d4). Mutations: *Quick Draw*; *Sure Shot*. SP: The deputies are loyal to Sheriff Redfur.

AREA A-2: SALOON – This two-story building features a tavern with a performance stage on the ground floor, and a six-room flop house on the second floor. The tavern serves whiskey, beer, and peanuts. The saloon is also where Colonel Joseph Thunderhoof conducts his business of hiring migrant workers to complete work on his railroad. Colonel Thunderhoof spends most of his time in the saloon drinking, hiring workers, and playing poker. This saloon and the flop house is owned and run by Rudy Halfmoon.

Rudy Halfmoon (wolfoid) – AC: 6; HD: 20; hp: 75; RR: 12; CON: 15; MR: 13; STR: 13; DEX: 12; Move: 12; #ATK: 1 by weapon. Weapons: Refit Tinchester Shotgun (WC: 5; Dmg: 5d6). Mutations: *Quick Draw*; *Sure Shot*. SP: Rudy is quiet and introverted; he cares little for his customers. He only cares that they are able to pay for his services.

COLONEL JOSEPH THUNDERHOOF

Colonel Thunderhoof is a large and impressive creature. He is always dressed in the finest white suit, and he carries a walking stick with red jewel on the top. He truly believes that the construction of the railroad will make him the most powerful creature in Epsilon City, and he will stop at nothing to attain that power.

Colonel Joseph Thunderhoof (mooseoid) – AC: 4; HD: 28; hp: 100; RR: 12; CON: 17; MR: 12; STR: 17; DEX: 13; Move: 12; #ATK: 1 by weapon or mutation. Weapons: 2 Refit Smofield .44 Pearls (WC: 5; Dmg: 2d6+1 each); Bowie Knife (WC: 3; Dmg: 1d4); Theta Stick (WC: 6; Dmg: Radiation Intensity 15). Mutations: *Gas Generation*: able to expel a cloud of gas that irritates the eyes and lungs of those other than Colonel Thunderhoof that breathe it in, (WC: 1, Dmg: -2 on combat rolls); *Mental Bomb*: Colonel Thunderhoof can use this power once per day for 6d6 damage with a successive mental attack. SP: Thunderhoof tolerates Sheriff Redfur’s presence, but he considers the wolfoid to be a necessary nuisance. Nothing will stop Thunderhoof from completing his railroad.



AREA A-3: BLACKSMITH SHOP – This large building has stables in the back and a forge and foundry in the front. The shop is owned and run by Bubba, a burned and scarred bearoid. Bubba is able to refit the subdual weapons dispersed by the robot outfitters. Explorers can purchase or trade most anything and Bubba can refit their weapons in one day. Bubba also has four refit weapons available for sale, two Bolt .45s, one Tinchester .30-30 rifle, and one Tinchester shotgun.

Bubba (bearoid) – AC: 4; HD: 30; hp: 96; RR: 10; CON: 16; MR: 12; STR: 18; DEX: 12; Move: 10; #ATK: 1 by weapon. Weapons: Forge Hammer (WC: 3; Dmg: 1d6 +6). Mutations: *Teleportation*: the ability to instantaneously travel up to three miles away; *Pre-cognition*: this mutation allows Bubba to sense events three minutes in the future; *Telepathy*: the ability to read thoughts and mentally speak to a being up to 25' away; *Mental Control*: this mutation grants the ability to control another being's body. Defects: Near-sighted and no resistance to gases or paralysis attacks. SP: Bubba has a pair of prescription goggles strapped to his head that compensates for his near-sightedness. His years of work as a blacksmith has scarred and burned

his arms and upper chest; very little hair grows there. Bubba is usually dressed in very sturdy heavy leathers. Bubba's teleportation effect looks like he shrinks to the size of an atom; the reverse is true of how he appears at the new location. The entire effect takes only one second to complete.

AREA A-4: THE GRAND HOTEL – This building is the most impressive looking building in the town. It is painted white, and all of the furnishings are of the highest quality (for a Wild West town). The hotel is run by Daisy Dingoton, and her three grown pups. Daisy's husband has been dead for two years. The Dingoton's home is located in the back half of the ground floor of the hotel. The front half is a small dining room, parlor, and reception desk. The hotel has eight small rooms located on the second floor. Half of the rooms are vacant when the explorers come to town.

Daisy has a few old android horses she can lease or sell to PCs if they enquire. This may require some haggling or a trade (a working hi-tech device or other valuable object, like human hands, though smuggling these into the entertainment center requires some work).

DANGER!

The Silver Bolt has an atomic core with a positive charge running through it; unbeknownst to Colonel Thunderhoof or any of the creatures working on the railroad, this engine is incompatible with the magnetic rail line that runs through Epsilon City. If Colonel Thunderhoof completes his vision to merge the Wild Wild Western rail line with the Epsilon City mag-rail, and The Silver Bolt is driven onto Epsilon City's mag-rail, then the engine explodes with a magnitude that ruptures the *Warden's* outer hull that exposes the city to the cold vacuum of space. Epsilon City would be destroyed!

HOW CAN DISASTER BE AVERTED?

If the player characters help complete the merging of the Wild Wild Western rail line to the Epsilon City mag-rail, they will have the opportunity to attempt an Item Complexity 10 roll. A successful roll informs the character of the potential danger if The Silver Bolt ever touches the Epsilon City mag-rail. But, Colonel Thunderhoof does not believe the information, no matter the evidence; he believes that the characters are trying to steal his glory to become the most powerful creature in Epsilon City. The Sheriff, likewise, is intensely loyal to the Colonel. Other Epsilon City denizens, however, may be more willing to believe the PCs. The only way to ensure that The Silver Bolt does not merge with the city's mag-rail once it starts running is to destroy the grav-pods on the engine, or neutralize Thunderhoof and take control of the locomotive.

Daisy Dingoton (wolfoïd) – AC: 6; HD: 22; hp: 78; RR: 14; CON: 14; MR: 8; STR: 13; DEX: 15; Move: 12; #ATK: 1 by weapon. Weapons: Refit Tinchester Shotgun (WC: 5; Dmg: 5d6). Mutations: *Quick Draw*; *Sure Shot*; *Time Stopper*: the ability to freeze time, but every combat round of stopped time inflicts 5d6 damage on Daisy. SP: Daisy is on the prowl for a new husband. The Dingotons still relish the taste of human hands.

Dingoton Boys (3 wolfoïds) – AC: 6; HD: 20; hp: 66, 71, 73; RR: 13; CON: 14; MR: 12; STR: 13; DEX: 11; Move: 12; #ATK: 1 by weapon. Weapons: Refit Smofield .44 (WC: 5; Dmg: 2d6); Bowie Knife (WC: 3; Dmg: 1d4). Mutations: *Quick Draw*; *Sure Shot*. SP: The boys are loyal to their mom.

AREA A-5: MERCANTILE – This general store has nearly everything a resident living in a Wild West town would need, but maybe not everything a person actually wants. If the store doesn't have it, then Nahum Lupus, the owner of the store, can order it from "Back East." Cash or trades only, Nahum doesn't extend credit to anybody.

Nahum Lupus (wolfoïd) – AC: 6; HD: 23; hp: 81; RR: 14; CON: 15; MR: 13; STR: 12; DEX: 14; Move: 12; #ATK: 1 by weapon. Weapons: Refit Bolt .45 (WC: 5; Dmg: 2d6). Mutations: *Quick Draw*; *Sure Shot*; *Steam Form*: the ability to convert into a mist for up

to ten minutes. SP: Nahum is a coward, and has built a special room under the mercantile, directly under the check-out counter. If Nahum is confronted with violence, he turns into steam, and sinks down into his safe room. He could hide there for quite some time, if he needed to.

AREA A-6: BARBER SHOP – This building has a red and white striped pole advertising the barber shop in the front of the build; the undertaker's office in the back is not advertised. Jett Javan is both the barber and the undertaker.

Jett Javan (panthanoid) – AC: 6; HD: 20; hp: 70; RR: 16; CON: 10; MR: 11; STR: 13; DEX: 17; Move: 12; #ATK: 1 by weapon. Weapons: Refit Bolt .45 (WC: 5; Dmg: 2d6). Mutations: *Shadow Jump*: this mutation allows for the instantaneous travel of shadow to shadow, but is limited to line of sight between the shadows; *Physical Reflection - Laser*: this mutant is impervious to laser damage. SP: Jett does not trust Colonel Thunderhoof, and he is concerned about his plan to complete the train to connect "Back East."

AREA A-7: THE BARN – This is where The Silver Bolt, the impressive atomic train engine, is stored. Colonel Thunderhoof dreams of the day when he can drive the engine "Back East." The engine uses grav-pods to create a magnetic field over the rail line. Each grav-pod can sustain 50 points of damage before be-

coming incapacitated. The engine loses a stable magnetic field and crashes after the loss of the third grav-pod.

Also, an automated hand-cart is located in the barn. The cart pulls a flatbed car that is used to transport migrant workers out to the construction site. This is the default way the PCs will reach the 'dig' at the center's wall.

AREA B: THE GULCH

The huge gulch that divides the Wild Wild Western is only 20' deep, but it looks hundreds of feet deep because of a hologram that runs along the floor of the gulch. There are a few narrow trails that lead down on either side that lead down to the bottom of the gulch. A fall from the train bridge inflicts 20d6 points of damage. Destroying the bridge halts the train and severely damages it but, if he survives, Thunderhoof will salvage it and attempt the project again within a year.

AREA C: THE WILD TERRITORY

The rattler Kask Indians have claimed the Wild Territory as their home, and they aggressively oppose the construction of the railroad through their territory. They are swift and efficient in their attacks. The rattlers live in the shadows of the buttes that fill the Wild Territory; the buttes provide plenty of opportunities for sneak attacks from the shadows.

The rattleroids are suspicious of outsiders. It is difficult, but not impossible, to convince their chief (Cas-cabel) that the PCs wish to cooperate with them in derauling the train. PCs may have to surrender equipment or weaponry to them to garner their support and overpower Thunderhoof and the Sheriff.



Kask Indians (rattler) – AC: 4; HD: 18; hp: 62; RR: 10; CON: 15; MR: 3; STR: 13; DEX: 14; Move: 10; #ATK: 1 by weapon or mutation. Weapons: Bow (WC: 1; Dmg: 1d8), Bowie Knife (WC: 3; Dmg: 1d4), Fangs (WC: 3; Dmg: 1d6 + Poison 8). Mutations: *New Body Parts - Arms*: rattlers have humanoid torsos and arms; *Radiated Eyes*: the ability to fire beams of Radiation Intensity 12 energy from the eyes once every four combat rounds; *Rapid Fire*: rattlers can shoot their bows three times in a single combat round at multiple targets, they typically carry 21 arrows in a quiver; *Mental Defenselessness (D)*: totally susceptible to mental attacks. SP: Rattlers are mutant rattlesnakes that have adopted to life in the desert buttes of the Wild Territory. They decorate their bodies with paint and feathers to intimidate their enemies, the wolfoids of Digital Sundown.

AREA D: THE WORKSITE

The current worksite is at the wall of the entertainment center. The goal of the job is to breach the wall, and then tie-in the track to the existing Epsilon City mag-rail just beyond the wall.

How to do the work:

The wall is breached at the end of the Player Character's first day of work.

To tie-in to the Epsilon City mag-rail, 3 successful Item Complexity 4 rolls in the same day, and only one roll may be attempted per PC per day.

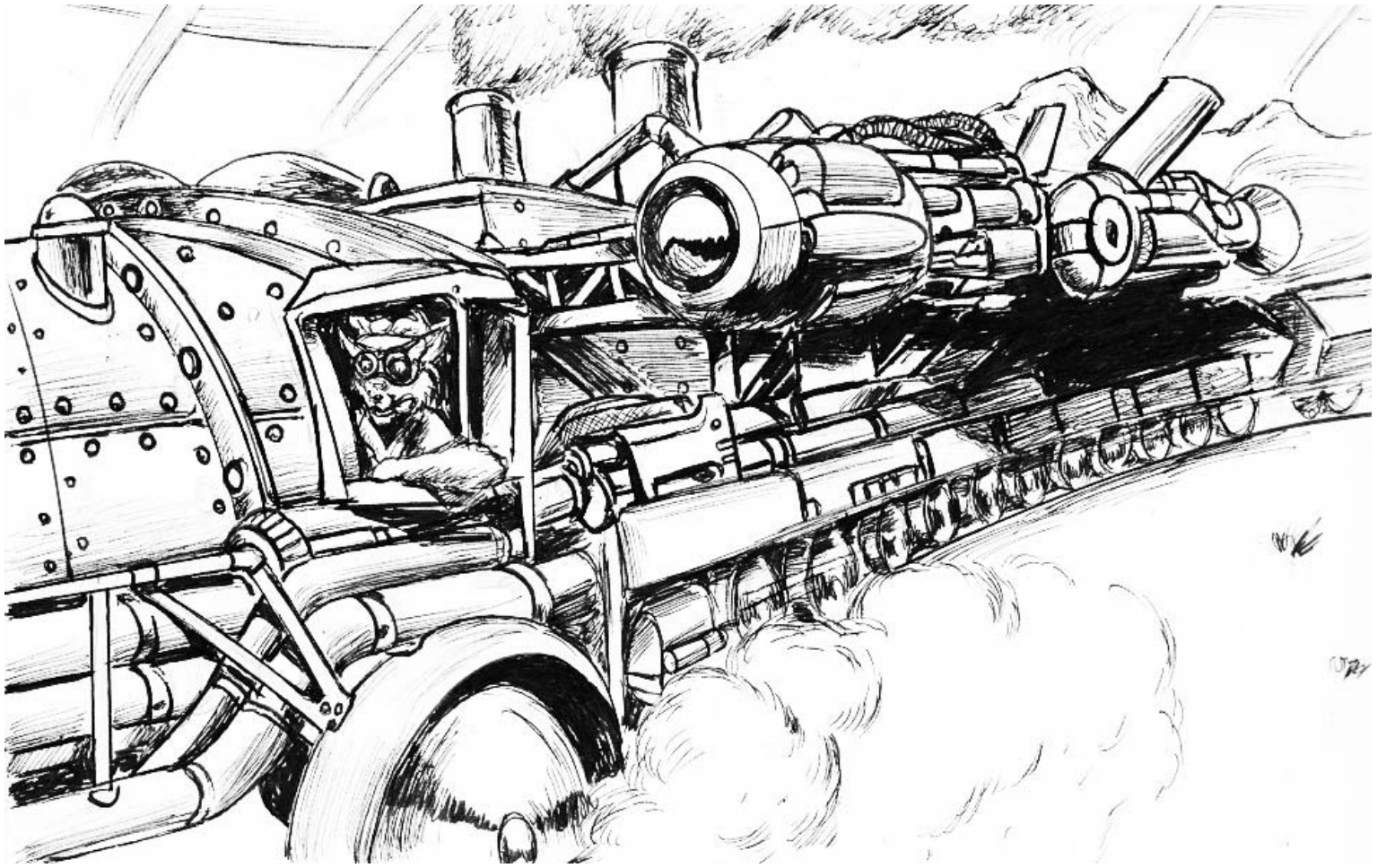
Once the tie-in has been successfully completed, then the PCs will automatically attempt the Item Complexity 10 roll noted in the “**How can disaster be averted?**” sidebar above, to simulate their realization of what merging the tracks will bring about. As soon as the tie-in is completed, Colonel Thunderhoof begins his preparations to drive The Silver Bolt onto the new line “Back East.”

CONCLUDING THE ADVENTURE

There is nearly six miles of track, from the barn to where the rail line merges with the Epsilon City mag-rail. Unless he is under attack, Colonel Thunderhoof plans to drive slowly from the barn to the bridge crossing over the gulch. Once he is in the Wild Territory, he'll accelerate to get past the Kask Indians as quickly as possible.

The train gathers speed slowly (starting at 6 miles an hour), but reaches 30 miles an hour in the Kask territory. This gives anyone ambushing the train there only about 5 minutes to intercept it. Android horses in Digital Sundown are capable of speeds of 7 to 10 miles an hour. Once the train crosses the bridge they will be left far behind.

If the grav-pods on The Silver Bolt are destroyed while the train is in motion, then it derails and explodes for 10d6 damage in a 100-yard radius. The area also becomes radioactive with Radiation Intensity 13 energy.



METAMORPHOSIS ALPHA: EPSILON CITY

THE GHOSTS OF DECK 14

BY JIM WAMPLER

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THE GHOSTS OF DECK 14

The *Ghosts of Deck 14* is designed for use with the 1st edition of METAMORPHOSIS ALPHA and the METAMORPHOSIS ALPHA: EPSILON CITY expansion rules. This adventure is suitable for six to eight PCs of any type, including the new cyborg type. If there are fewer players available than suggested, the referee should bolster the party's ranks with NPC tribesman from the PC's home village, or allow the players to run multiple PCs. This adventure assumes that the party has a few previous adventures under their belts and possess some useful artifacts — including at least arm band of any type that allows travel to Deck 14 of the Starship *Warden*, where this adventure takes place.

NOTE: On all descriptions and maps in this adventure, normal compass directions have been replaced by the nautical terms for directions on a ship. This terminology is used by all inhabitants of the *Warden*, both archaic and present-day.

Both ship's directional compasses and primitive lode-

Compass Direction	Shipboard Terminology
North	Forward
South	Aft
East	Starboard
West	Port

stones used by tribesmen always point aft or “south,” as they are attracted by the huge EM field generated by the ship's ion drive propulsion units.

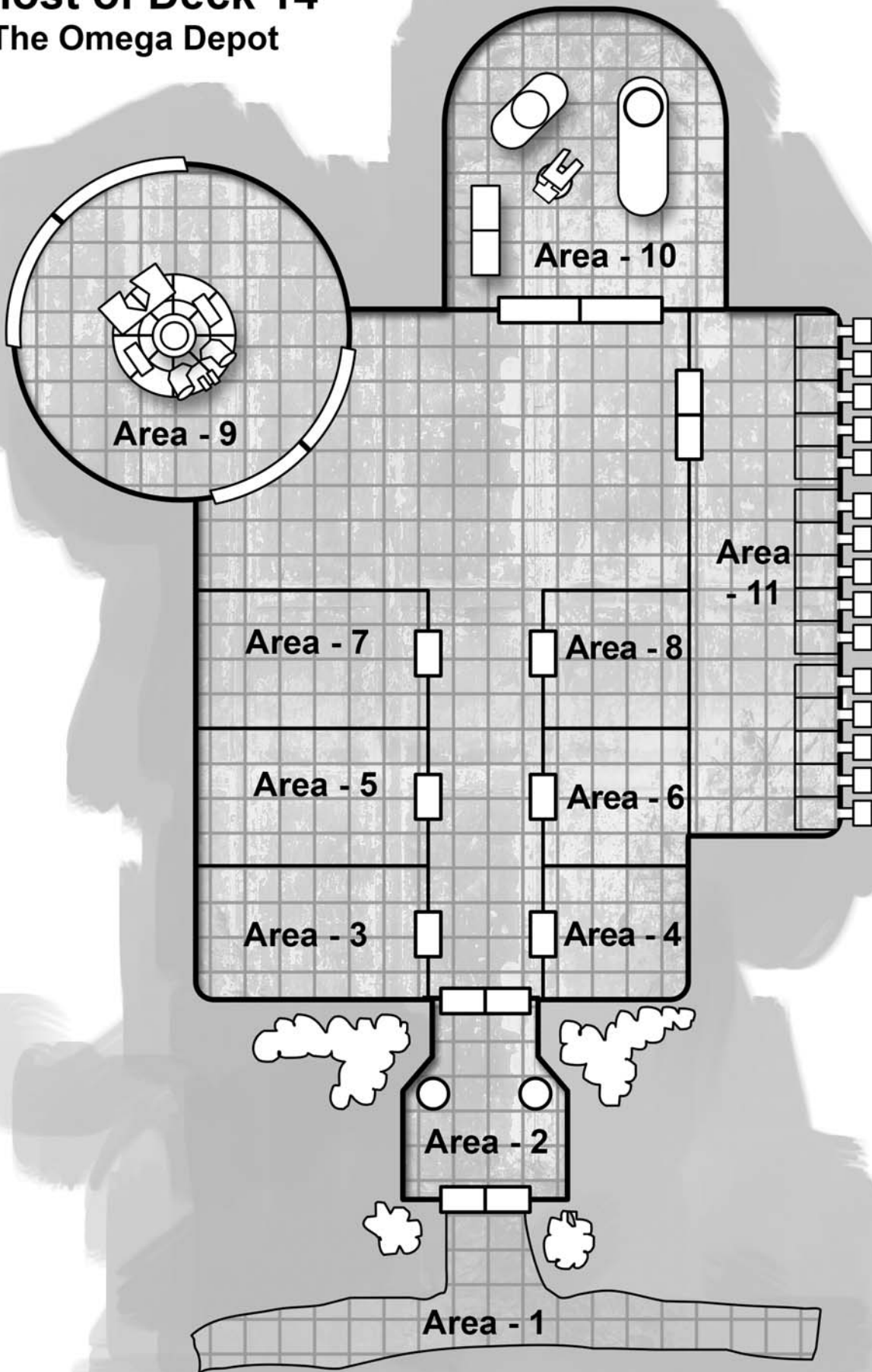
BACKGROUND

Ever on the hunt for new resources to support their tribe living in the jungles of Deck 12, the player characters have recently discovered an engineering bracelet. With it, they have access to the ship's elevator systems and egress onto Deck 14, including Epsilon City. The initial excitement at the discovery of the looming technological Mecca was soon muted by violent encounters with the savage wolfoids that have come to dominate the Epsilon City environs. If tribes of 9-foot-tall wolfoids dressed and equipped as high-tech pirates and vikings wasn't bad enough, the Epsilon City main AI has also gone rogue and is clearly insane. It's enough to make an honest mutant give up and go back to pilaging the cargo decks.

But all is not lost. On the outskirts of the aft side of Epsilon City lies a single pristine city block that *appears* untouched by the ravages of the radiation accident that crippled the rest of the Starship *Warden*. Protected by an impenetrable force field, this lush, active, and fully intact section of Epsilon City is openly populated by what can only be the ghosts of the PCs' ancestors — fully civilized descendants of the ship's original crew. Unable to leave their ultra-secure sec-

Ghost of Deck 14

The Omega Depot



tion of the city, they yet have plans for retaking the ship and setting it back on course for its originally destined colony world.

They just need a few good mutant tribesmen to go loot the Omega Depot and to bring back some choice, military-grade artifacts from its high-tech vaults.

STARTING THE ADVENTURE

The Ghosts of Deck 14 can begin at any time after the PCs have gained access to the level and Epsilon City. They will come across section Sigma-Theta of Epsilon City with comparative ease, as it lies on the outskirts of the aft-port quadrant of the city. Although a random encounter table for this section of Epsilon City is provided below, it is recommended that the referee allow the PCs to discover the Sigma-Theta city block before rolling for any encounters.

PART ONE: CITY OF SURVIVORS

After penetrating the outskirts of the aft limits of Epsilon City, the party notices that they are crossing several city blocks that are eerily without power or occupants.

EVENT ONE: THE SILICON SHERIFF OF SIGMA-THETA

As you cross out of the green fields surrounding the huge god-city and begin to penetrate its borders, you note an eerie silence, the only sound being of a gentle breeze, occasionally blowing the odd piece of crumpled trash down the streets. Unlike other god-places that you've been to in the world, there are no magic lights operating here, nor any sign of life for blocks around. You were led to believe that the whole city was occupied by wolfoids, but so far it looks like a ghost town.

Allow the players a few rounds of exploration, describing the deserted, trash-blown streets and the coating of dust and grime that appears on everything. Emphasize how utterly quiet it seems, with the only noise being that of the occasional vortex of dead leaves gusting through empty alleyways. Leave the players to their own devices until one of them decides to interact with any object, door, or building. Then read this:

You see no immediate reaction, as the device easily articulates but remains as dead as a stranded pool fish. After a moment however, you do begin to hear a low whine in the distance. As the sound quickly grows in volume, a large hovering chunk of smart metal suddenly appears about a block away, as it zeroes in on your location and moves swiftly towards you. The smart metal is wearing strange, wide-brimmed leather headgear on its 38 liter head, and has a gold star painted on its chest.

Ask the players to tell you what their PCs do, remembering to go from highest Agility score to lowest, and allow no time for discussion before reactions are determined, barring a few shouted exclamations. The approaching security robot is not programmed to be inherently hostile to outsiders, but the PCs do not know this.

If the PCs attempt to parley with the security robot: It is programmed to offer them safe passage to its masters, who it refers to as “last surviving crew members on board.” The security robot will guarantee the safety of the PCs, and remind them that it is a violation of the laws of robotics for it to cause any harm to the humans among them. The robot is not programmed to divulge other details, though it will reiterate that it is under the control of surviving crew members. Assuming the PCs agree, the security robot escorts them safely to the science enclave (see Event Two: Survivor’s Island).

If the PCs attack the security robot: In this much more likely scenario, the security robot will immediately radio for backup and begin trying to subdue the PCs with its sleep gas pellets and paralysis rods. Though the players may prevail over the lone robot, in 3 rounds 1d10 additional security robots (similarly outfitted, but with silver-colored stars painted on their casings) show up to join the subdual efforts until the PCs surrender or are rendered unconscious.

If the PCs run away or otherwise escape: The security robot(s) will give chase, but are ultimately eluded by the PCs in the back alleyways of Epsilon City. After a short time on the run from the security robot patrols, the PCs will stumble upon the bridge leading to Event Two.

Security Robots: DEX 18, AC 2; HD 12; hp 72; #ATK 2; paralysis rods (causes unconsciousness 3-18 hours), sleep pellets (poison INT 12, 20' radius effect); Mutations (mental resistance 16) none; SP immune to most mind-based attacks (telepathy, illusion, mind control)

EVENT TWO: SURVIVORS' ISLAND

The PCs eventually discover a brightly lit city block in the center of the dead zone. It is completely encased in an impenetrable domed force field.

After ducking through so many alleyways in the dead city blocks that you have become slightly disoriented, you spot a brightly lit section straight ahead of you. On an island in the middle of a lake is a section of the city that looks fully intact, and that is abuzz with activity. Brightly and ornately-dressed humans are casually walking everywhere, while flying chariots flit about the sky. There is a wide metal road that extends across the lake to the city block entrance. You notice that the entire island is encased in a transparent neon-blue hemisphere that shimmers, as if it is not really there.

If the PCs are being escorted by one or more security robots, they are simply guided across the bridge to the entrance. PCs on their own will doubtlessly be suspicious of the bridge, but it is bereft of traps or security measures. None are needed. The quantum-field force screen is the second-greatest achievement of the enclave of scientists that occupy the city block, and cannot be penetrated by any means. Even mutational teleporting attempts will fail, bouncing the mutant back to his point of origin. PCs attempting to swim the lake and to approach the island from any other direction will quickly discover that the force field prevents them from approaching the shoreline, in effect forcing them to approach from the bridge. When they do so:

You are greeted at the entrance by a party of what must be the ancient ones who created your whole world. The five beings in front of you look like true humans dressed in the ancient fashions of your ancestors — tight-fitting clothes made from unknown sparkling metallic skins. They are of all ages and genders, some wizened and old, some young children. The second youngest of them, a girl of no more than twelve, looks up at you and addresses you with a curiously authoritative and adult-sounding voice.

“Greetings to you, friends. Be safe and well, as we mean you no harm. In fact, we may be able to offer

you much of what you surely seek, if you will but aid us in our quest to reorder that which you doubtlessly consider the whole world.”



EVENT THREE: DEAL OF A LIFETIME

The leader of the survivors, a young girl named Commander Hale-E, will explain to the PCs that her group is a collection of scientists that were once members of the *Warden's* original crew. Her group and their families were conducting a scientific retreat in Epsilon City when the radiation disaster struck the ship. Hale-E and her group were protected from its effects by an experimental force screen technology being demonstrated at that time. Since then, they have also used their considerable scientific knowledge to permanently suspend all aging in their population, achieving a rough form of immortality. Since a side effect of this process renders them unable to bear children, or indeed even age normally, their limited numbers have remained limited. Commander Hale-E tells them that though she may appear young, she is in fact several hundred years old.

Commander Hale-E will go on to explain, in simple terms that the mutant tribesmen can comprehend, that her group's intent is to regain control of the “world” and to set it back on course for its journey to “the promised land of plenty for all.” To do this in the face of the near-

constant onslaught of wolfoids and other ravaging mutants from the surrounding area, she explains that they require a level of technology unavailable to them from within their protected enclave — items found only in a nearby place called the “Omega Depot.”

Should the PCs show any sign of being open to this idea, the Commander will sweeten the deal. In exchange for bringing back two specific items from the Omega Depot, she offers the PCs two things: a black bracelet (which she says they may keep afterwards) that will grant them access to the Omega Depot, and an invitation to join their isolated island community as citizens. She says:

We discovered long ago that our members could not leave the protection of this bubble world that we have created here, as our bodies have no defenses against the mutated viruses that freely roam the ship. If you return with the two items that we require, we will welcome you to our ranks and provide you with wives and husbands from among us, that we may increase our numbers again — children who can leave this city and venture forth in your world.

Commander Hale-E will then name and describe the two items that she needs fetched from the Omega Depot. She calls one a “Photonicron” and the other an “Omega Machine.”

Assuming agreement on all sides, the eldest of the scientists reaches into a silver pouch on his belt and produces a gleaming black arm band attached by a silver cord to a small, spherical black object with a hexagonal grid on its surface, which he places gently upon the ground. Then he and the rest of the survivors step back 10’ as Hale-E whispers into a device pinned to her chest. The PCs witness the shimmering blue wall between themselves and the scientists create a rectilinear gap in itself in the shape of a 10’ x 10’ space, allowing them access to the black arm band.

When any PC touches or moves the black arm band, the attached sphere gives off a pulse of purplish energy and every living thing within 100’ is rendered unconscious. Any robots or AIs present also have their CPUs shut down by the EM pulse, and all artifacts and force screens within range are shut down or negated — except of course the impenetrable quantum force screen.

THE HARD TRUTH OF THE EPSILON CITY SURVIVORS

Commander Hale-E has been only superficially honest with the PCs. The surviving scientists in her group are indeed members of the original crew — in that they are all soft-light holograms programmed with the personalities of those crew members. The original enclave of scientists specialized in quantum field mechanics, and at the time of the accident were conducting a research symposium on implementing quantum field effects on electromagnetic energies in the visible light spectrum.

This research had yielded two potent new discoveries: an improved force field technology, creating force screens impervious to nearly all other physical and energy attacks, and a theoretical method for converting projected holograms into so-called “hard-light” quantum shells, allowing them to physically interact with their surroundings.

At the time of the radiation accident centuries ago, the scientists were able to use their knowledge to cobble together the improved force screen projector that protects their island city block to this day. Though they were from that point onwards shielded from all external energies and forces, their group soon began to fall ill from the effects of the original radiation accident. With a slow, painful death and eventual extinction looming, the scientists jury-rigged a suite of encephlo-chairs and transferred the personalities and knowledge of the entire population (including their families) into the Sigma-Theta city block AI, and programmed the AI to usurp the city block’s supply of hologram projector units (commonly called “light bugs”) to recreate their population as fully sentient hologrammatic copies of themselves.

Using the clumsy robotic assistants available to them to overcome their inability to touch or manipulate physical objects, their first task was to try and preserve and cure their dying biological selves. They failed. The scientists then shifted the focus of their efforts to the quantum device that powered their impenetrable force screen — the Photonicron — to convert their “soft-light” hologrammatic forms to “hard-light” so that they would be better able to conduct further research. At this, they succeeded, though they could not leave the city-block-wide range of the device without becoming immaterial again. They needed a new plan.

For hundreds of years, the surviving hologrammatic scientists have been sending out soft-light scouts to explore the devastated and ever-evolving environs of the Starship *Warden*, always seeking the means to address their personal situation, and to further ultimately regain control of the ship. Many times, their scouting parties simply never returned. Recently one party did return with wonderful news. It was learned that a second, military-grade Photonicron existed in a secret black-ops depot located on the perimeter of Epsilon City itself. With repeated efforts, the hologrammatic scientists were able to use security robots to overcome the roving wolfoid population and return with a working black arm band — the only device on the entire ship that would grant them access to the Omega Depot.

It was then that the leading scientists created a master plan. They fashioned a small, temporary-function photonicron and attached it to the black arm band. With it, up to 10 holograms could be converted to hard-light form for up to 48 hours, after which time the photonicron would fail and any hard light holograms would fail and revert to soft-light form.

Not wishing to lose any more of their native population, the enclave scientists decided to attempt to recruit volunteers for the mission from among the population of native sentient beings that have evolved on the *Warden*.

EVENT FOUR: THE LIGHT AT THE END OF THE TUNNEL

The unconscious PCs have been moved to an encephlo-suite and their minds and personalities have been uploaded to the city block AI. When awakened back outside the force screen, they will slowly discover that their new duplicate bodies are in fact hard-light holograms. Their new bodies appear identical to their original forms, and at first nothing will seem amiss. All of the PCs equipment is present and accounted for with the addition of the black arm band that is tethered to the mobile photonicron that supports their hard-light forms.

There are many pros and cons to the PC's new hard-light bodies. Most physical mutations that deal strictly physical damage are intact and operate normally. Any mental mutations or mutations that deal energy or poison damage no longer appear to function. The functioning of any individual mutation will be at the referee's discretion.

The single greatest advantage of the PCs' new hard-light forms is that they are nigh-invulnerable to physical harm and are not subject to the effects of mental or poison attacks — so long as the mobile photonicron is operational (see Effects of Damage to the Portable Photonicron). For purposes of this adventure, use the following basic stat block for any hard-light hologrammatic being (adjusted as necessary by individual mutations):

Hard-Light Hologram: DEX as individual; CON 18; AC 1; HD 50; hp 100; YPM 12; #ATK per individual; Mutations (physical only, per individual); SP composed of quantum field light (invulnerable to mental and most energy-based attacks, 1/2 damage from physical and heat damage attacks, full damage from sonic attacks)

When a hard-light hologram dies: While hard-light holograms are certainly hardy artificial life forms, they can be killed. Whenever physical or heat damage is inflicted upon the quantum hard-light shell of these holograms, the hard drive of the tiny light-bug projector unit floating inside the hologram begins to warm up. With enough sustained damage, the light-bug unit overheats and fails, destroying the hologram. The hologrammatic form will then be seen to strobe in rainbow bands of color, after which the hologram vanishes and the smoking, ruined light-bug projection unit falls to the ground broken.

Portable Photonicron — This device powers and sustains the hard-light quantum shells of the PCs' new forms, and its fusion cell power source will operate for 48 hours. The device is tethered to the black arm band by a flexible duralloy cord, and the device itself has attached straps useful for slinging the device upon one's back. Should the device be destroyed or simply run out of power, all PC holograms will be converted to "soft-light" and lose their ability to touch or interact with material objects, such as their own possessions and weapons. NOTE: Because even soft-light holograms continue to have a small physical presence (the light-bug projection unit that floats inside them), they are not able to walk through solid walls, etc.

A common chemical cell will power the portable photonicron for an additional 24 hours.

Effects of Damage to the Portable Photonicron

Should the Portable Photonicron sustain damage, it will auto-convert one sustained hard-light hologram to soft-light status for every 10 hit points of damage taken.

Portable Photonicron: Complexity 1; AC 1; 100 hp

PART TWO: WOLF-NATION ALLEY

Just getting from the Survivors' Island enclave to the Omega Depot involves crossing many blocks of Epsilon City controlled by various wolfoid packs. At normal movement rate, it takes the party at least 6 hours travel time to make the journey there on foot. During that time, the referee should secretly roll for random encounters once per 3 hours of travel time or time spent outdoors.

Savvy PCs will take steps to mitigate the dangers, while reckless PCs may decide that speed is of the essence. To adjudicate this, first consult Table 1:A to establish how the PCs stratagems impact the likelihood of random encounters, then roll as appropriate on Table 1:B for random encounters.

RANDOM ENCOUNTERS

The city blocks and enjoyment centers of Epsilon City were themed after different historical periods in order to keep the original colonists entertained on their long journey. Moving into these city blocks centuries ago, many of the ever-adaptable wolfoid tribes have adopted the dress, weapons, and customs of these themed sections of the city as their own, creating bizarre anachronistic tribal cultures.

These wolfoid tribes should not be underestimated. Together with their native mutations, the organizing principles of their various adopted historical cultures have made them powerful — powerful enough to dominate and control sections of Epsilon City for hundreds of years.

TABLE 1:A - MEASURES TAKEN TO PREVENT RANDOM ENCOUNTERS

PCS DECIDE TO	MODIFIER DURING THE DAY	MODIFIER DURING THE NIGHT
Move with efforts made to remain quiet and stealthy (at 1/2 normal movement rate).	+2	+3
Attempt to stick as closely as possible to alleys and backstreets.	+4	+5
Travel by day only.	-5	—
Travel by night only.	—	+5
Use a mutation or artifact that renders all PCs invisible.	+8	+10
Use wolfoid pelts to disguise party as wolfoids.	+5	+5

TABLE 1:B - RANDOM ENCOUNTERS IN EPSILON CITY

ROLL 1D20 MODIFIER	RANDOM ENCOUNTER
1	Pirate Wolfoids (4)
2	Roman Wolfoids (6)
3	Egyptian Wolfoids (6)
4	Egyptian Wolfoids (6)
5	Viking Wolfoids (5)
6	Cherokee Wolfoids (5)
7	Sword Bush
8	Metaled Ones (Badgers) (3)
9	Cougaroid
10	Jegets (2)
11-19	No encounter.
20+	Medical Robot

Pirate Wolfoids — These mutated timber wolves stand 9' tall and are bipedal. They are dressed in colorful quasi-historic 17th century pirate garb, and are armed with large cutlasses and a variety of primitive black powder weapons. Highly intelligent and well able to make use of the ship's technological artifacts, they bizarrely choose instead to imitate ancient pirates and live by a pirate code, including a prohibition against attacking females of any sentient species. Because of their lusty, avaricious, and aggressive natures, other rogue wolfoid packs tend to avoid pirate wolfoids whenever possible.

Pirate Wolfoids (4): DEX 18; CON 14; AC 8; HD 18; hp 66 each; YPM 12; #ATK 1; cutlass (WC 3; DMG 1d12+4), black powder pistol (WC 5, DMG 20 per shot); Mutations (Mental Resistance 12) *radiated eyes* (INT 13 radiation, useable once every 4 rounds, range 10 yards), *regeneration* (regenerate 5 hp/round); SP hide/fur reflects all energy attacks, resistant to contact poison

Roman Wolfoids — These mutated timber wolves stand 9' tall and are bipedal. They are dressed in the red cloaks and field armor of Roman legionnaires. The wolfoid legionnaires prefer to attack first with a volley of thrown javelins, followed by a spear melee attack, and then switching to gladius for close quarters fighting. Their code forbids them from attacking any canine or ursine sentient species, and they will retreat from such battles. The gladius double-attack method employed by the wolfoid legionnaires can be picked up by PCs after they have used a gladius twice in combat.

Roman Wolfoids (6): DEX 14; CON 15; AC 4; HD 18; hp 74 each; YPM 10; #ATK 1/x2; javelin (WC 4; DMG 1d10+4), spear (WC 2, 1d12+4), gladius (WC 2, strikes twice per round, 1d10+4); Mutations (Mental Resistance 12) *radiated eyes* (INT 13 radiation, useable once every 4 rounds, range 10 yards), *regeneration* (regenerate 5 hp/round); SP hide/fur reflects all energy attacks, resistant to contact poison

Egyptian Wolfoids — These mutated bipedal timber wolves stand 9' tall, and have visibly different mutations from other wolfoids. Instead of fur, their skin is covered in red-hued reptilian scales. They are typically dressed in ancient Egyptian leather armor with metal helmets shaped like cobra hoods. Equipped with large shields, spears, and long bows, their preferred method of attack is to fire their bows while circling opponents in chariots drawn by android horses, using their spears as secondary melee weapons. The Egyptian wolfoids

will not attack other reptilian creatures or mutants that have a reptilian appearance. The Egyptian wolfoid long bow requires exceptional strength to pull correctly, and only beings with a Strength of 16 or higher are able to use it in combat.

Egyptian Wolfoids (6): DEX 14; CON 17; AC 3; HD 18; hp 74 each; YPM 10; #ATK 1; long bow (WC 1; DMG 1d10+4), spear (WC 2, 1d10); Mutations (Mental Resistance 16) *kinetic absorption* (scales absorb first 5 hp of any kinetic damage attack), *light absorption* (scales absorb all laser attacks and heal 6 hp per hit)

EVENT ONE: THE OMEGA DEPOT

Following the directions given to you by the enclave scientists, you arrive at what appears to be another typical god-building. It is overgrown with ivy and appears to be free of obvious sign of damage or past molestation. An obvious strange-stone path leads up to its front entrance, and you can see a wide, flat, and empty strange-stone area to the aft-starboard and port sides of the building.

The Omega Depot is located in the aft-starboard edge of the city. As a Black-Ops facility run by Earth's OSI (Omega Science Intelligence) organization, from the outside it resembles a typical 22nd century office building, though overgrown with ivy and strangely free of any signs of having been molested or plundered throughout the centuries. There is an empty bubble car parking lot towards the rear of the building.

Area-1 — Entrance and Security Doors: *The entrance is partially blocked by two large plants that have grown up around the double-doors. As you approach, the plants' metallic-colored leaves begin to quiver.*

The front entrance to the Omega Depot is home to two sentient sword bushes, who are mated and have collected quite a few artifacts from former victims. When the party arrives, the sword bushes have preemptively used their precognition mutation and learned that all attempts to mentally control the holographic intruders will fail. They instead opt for ranged attacks, using their thrown sword leaves and the sonic disruptor possessed by one of them. While the holographic party will only take 1/2 damage from any successful hits from the thrown sword leaves, they will take full damage from the sonic disruptor as its effects begin to

melt their internal light-bug projection units. Any successful hits on the PC carrying the Photonicron should divide the damage evenly between the PC and the device (see Effects of Photonicron damage).

If struck by a ranged or melee attack, both sword bushes will use their force field generation mutations in an attempt to survive until their next action, at which point they will teleport away to safety. If killed, the sword bushes' possessions include a sonic disruptor and a brown arm band.

Sword Bushes (2): DEX 17; CON 10; AC 1; HD 14; hp 50 each; YPM 12; #ATK x2; thrown sword leaves (WC 8; DMG 1d6, 60' range), sword leaves (WC 8, 1d8); Mutations (Mental Resistance 12) *precognition, teleport, mental control, force field generation (18 hp shield), manipulative tentacles*

The duralloy entrance doors cannot be opened except by the correct use of the black arm band. Note: If the PCs did not think to ask the enclave scientists for instructions on how to operate the black arm band, it is a Complexity 5 device and can only be initially understood by True Humans (see MA rules, pages 21-22).

TABLE 1:C - RESPONSES TO COMMAND ATTEMPTS

COMMAND ISSUED BY	CHANCE OF OBEDIENT RESPONSE	BLACK OPS SECURITY ROBOT RESPONSE
Anyone not possessing black arm band.	0%	<i>"Vacate this facility immediately, or be terminated with prejudice."</i>
Mutant character possessing black arm band.	0%	<i>"Non sequitur request from unauthorized genotype. Vacate this facility immediately, or be terminated with prejudice."</i>
True human character with Leadership 3-11 possessing black arm band.	0%	<i>"Unrecognized request type denied. Unauthorized personnel are not permitted past this point."</i>
True human character with Leadership 12-14 possessing black arm band.	5%	<i>Success: "Request type recognized. Unauthorized personnel are temporarily granted entrance at this time."</i>
True human character with Leadership 15 possessing black arm band.	10%	<i>Failure: "Unrecognized request type denied. Unauthorized personnel are not permitted past this point."</i>
True human character with Leadership 16 possessing black arm band.	15%	
True human character with Leadership 17 possessing black arm band.	30%	
True human character with Leadership 18 possessing black arm band.	45%	
True human character proposes plausible reason for allowing other PCs inside the Omega Depot (referee's discretion).	+10%	

There is a metal plate hidden by ivy overgrowth on the right side of the doors. If the ivy is cleared and the black arm band held against it, the PCs hear a pleasant chime followed by the sound of a complex locking mechanism unbolting the door, followed by the entrance opening.

Any other attempts to open the door will trigger and summon the Black-Ops security robots in Area-2.

Area-2 — Security Antechamber: *This large antechamber contains two large chunks of smart metal, who immediately turn and face you. They appear to be similar to other wandering smart metal that you've seen roaming your world, except that each is covered in a black-colored metal and seems to have larger crab-like protrusions bristling from its surface. In unison, their flat metallic voices accost you and say, "Security clearance Omega required to proceed. Present proper clearance or we will be forced to terminate you with prejudice."*

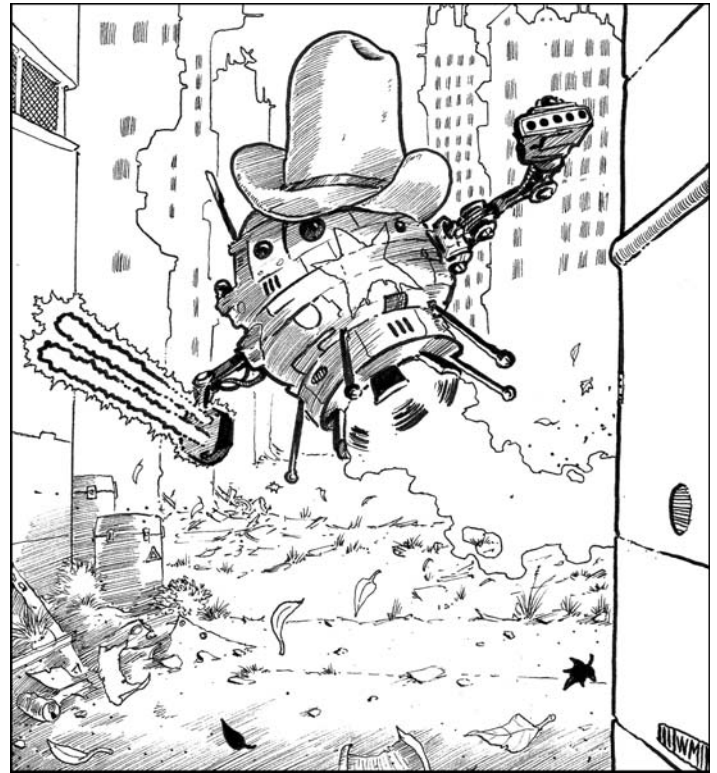
The Black-Ops security robots do not have sophisticated enough sensors to determine that the PCs anything other than they appear to be, i.e. living beings. If presented with a black arm band, they will permit that person *and only that person* access into the Omega Depot, speaking in unison:

"Greetings and welcome to our facility Commander Bester. You are permitted entrance. Please remember that the use of psionics inside the Omega Depot is expressly forbidden, under penalty of immediate termination of all privileges."

Because they have been programmed to obey only a limited number of commands from personnel outside their immediate chain of command, the Black Ops security robots cannot be mastered, and will generally refuse to obey any commands, even from someone possessing a black arm band. Under no circumstances will the Black-Ops security robots leave their posts. True humans possessing such a black arm band do have a small chance of persuading them to accept other unprogrammed commands using their Leadership ability (such as allowing the rest of the party entrance to the facility). Use the Table 1:C as a guide for conducting such attempts.

Should combat break out, the Black-Ops security robots are programmed to respond with deadly force. Though the hologrammatic PCs will be immune to the use of their nerve gas pellets, the PC will take 1/2 dam-

age from the laser pistols as they slowly punch through their quantum hard-light shells and begin to melt the hard drives of their internal light-bug projector units.



Black-Ops Security Robots (2): DEX 18, AC 1; HD 25; hp 85; #ATK 2; laser pistol (WC 6, 5d6, 10d6, 15d6) nerve gas pellets (poison INT 16, 20' radius effect); Mutations (mental resistance 18) none; SP immune to most mind-based attacks (telepathy, illusion, mind control)

NOTE: Throughout the Omega Depot, the PCs will frequently notice random piles of white powder lying on the floors of the hallways and rooms. These small piles of powdered carbon, calcium, phosphorus, and other assorted compounds are all that remain of the original Black-Ops officers after the radiation accident. Those these small desiccated piles of elements and chemicals have absolutely no appreciable impact on the adventure, the players do not know this. Be sure and describe them frequently throughout the adventure as a method of adding mystery and suspense to the game session.

Area-3 — Personal Combat Weapon Production: Access to this room is granted by pressing a black arm band to the sensor plate to the right of the door (as is the case throughout the facility).

The large room before you is dominated by a huge god-machine of unknown type occupying its central area. The rear of the room contains large stockpiles of strange vines — all different colors and textures — wrapped around themselves on metal poles and leading to the rear of the strange machine. The machine has a flat forward surface with a large hatchway and shining blue lights on its surface.

The device in this room is an electron-beam 3D printer programmed to print mountable laser pistols and laser rifles for attaching to robots or suits of power armor. The device is Complexity 1, and can only be potentially understood by True Humans (using their Leadership potential, see MA rules, pages 21-22). If mastered by a True Human PC, the device can print up to 10 laser pistols or 5 laser rifles before the feedstock spools behind the machine run out. If the PCs remove or damage any of the feedstock spools, the printer will not work.

Since the printed laser pistols and laser rifles (typically never seen on board the Warden, as most are mothballed in disembarkation craft on Deck 2) are designed to be attached to robots and power armor respectively, none are self-powered. A True Human could possibly jury-rig power cells into either weapon with a successful roll against a Complexity 4 device. Either device could also be attached to any of the power armor units in Areas 11-13 as a Complexity 8 task.

Laser Pistol — This amplified light device does heat damage (and also directly affects holograms). The device will consume 1 charge from a power cell per shot, each cell containing enough power for 5 shots.

Laser Pistol: WC 6; 5d6/10d6/15d6 on 1st, 2nd, and, 3rd hits on the same target; range 75'; Complexity 8 (4 to jury-rig power cell)

Laser Rifle — This amplified light device does heat damage (and also directly affects holograms). The device requires 2 power cells (with a single power cell the device functions as an overlarge laser pistol). The device, when powered by 2 power cells, will consume 2 charges per shot for a total of 5 shots from the twin power cells.

Laser Rifle: WC 6; 10d6/12d6/30d6 on 1st, 2nd, and, 3rd hits on the same target; range 125'; Complexity 8 (4 to jury-rig power cells)

Area-4 — Advanced HTH Weapons Lab: *You enter a room filled to the brim with the wonders of your ancestor-gods. The tables and shelves are crammed with multitudinous small fragments of disassembled devices. Strange tools unfamiliar to you lay scattered about the room.*

This lab was home to ongoing hand-to-hand weapons research, and contains hundreds of parts and three partially assembled experimental weapons in various stages of development. These include:

Hunter-Seeker Drone: This small, dagger-like device has on-board anti-gravs, quantum shielding, and limited AI. It is accompanied by a matching monocle-like targeting computer with a HUD. When completed, the hunter-seeker drone may be activated by the use of the targeting computer which is worn over one eye. When a target is identified and selected via the targeting reticle, the device will fly unerringly to the target and using its quantum shielding punch a 1" hole through the target, doing substantial physical damage in the process. The hunter-seeker is not stopped by either normal or quantum force screens. The device is powered by any type power cell for up to 5 successful hits before shutting down.

Correctly assembling the missing components and activating the weapon is a Complexity 1 task at a -10% penalty due to its partially completed state. Failure causes the device to momentarily activate and to target the nearest living being or artificial life form.

Hunter-Seeker Drone: WC 7; 10d6 piercing damage; Complexity 1

Kinetic Bands — These partially-assembled devices were designed to be worn over the hands similar to brass knuckles, and are powered by a chemical cell in each device. When completed and activated, the bands generate a quantum-kinetic field that greatly accelerates any punch thrown, while simultaneously shielding the wearer from any collateral damage. Correctly assembling the missing components and activating the bands is a Complexity 1 task at a -10% penalty due to its partially completed state. Failure causes the wearer to accidentally punch himself in the face for 6d6 damage, after which the devices are permanently broken.

The Kinetic Bands use 1 charge with each successful melee strike.

Kinetic Bands: WC 3; 6d6 physical damage; Complexity 1

Holo-Whip — This partially-assembled device appears to be a small metal rod powered by a chemical cell. When completed and activated, a writhing 6' long beam of pink light is projected from one end. The highly flexible beam of pink energy is a holographic whip capable of delivering physical and stun damage to holograms, and is also capable of delivering its stun effects to living creatures and artificial life forms.

Correctly assembling the missing components and activating the holo-whip is a Complexity 2 task at a -10% penalty due to its partially completed state. Failure causes the device to explode in a ball of pink light, stunning anyone within 10' and delivering 3d6 damage to holograms, after which the device is permanently broken.

The holo-whip uses 1 charge with each successful melee strike, and each chemical cell is good for 10 strikes.

Holo-Whip: WC 3; Stun as INT 16 poison, plus 3d6 physical damage to holograms; Complexity 2

In addition to the two semi-completed weapons, a thorough search of the room will yield a portable toolkit (Complexity 3), an atomic torch (Complexity 6), and a small chest containing 6 chemical cells.

Area-5 — Particle Beam Weapon Production: *The room before you contains another of the magic maker machines, with spools of wondrous metal vines feeding into its backside. This machine is quite large, with an immense 10'x 10' hatch on the side facing you.*

The device in this room is a larger electron-beam 3D printer that is programmed to print vehicle-mountable Photon Cannons. The device is Complexity 1, and can only be potentially understood by True Humans. If mastered by a True Human PC, the device will print one assembled Photon Cannon before the feedstock spools behind the machine run out. If the PCs remove or damage any of the feedstock spools, the printer will not work.

Photon Cannon — This large vehicle-mountable weapon emits a pulse of tunneling quantum light that punches holes through quantum force screens and destroys holographic entities outright. The device is self-powered by a fusion reactor, and can fire 50 shots before requiring a new fusion rod assembly.

The photon cannon is too large and heavy to be easily moved. A minimum of 6 PCs are required to haul it anywhere, and without other means or methods (a vehicle or wheeled contrivance) all movement bearing the device will be at 3 YPM.

Photon Cannon: WC 1; does no physical damage but punches 20' diameter hole in all force screens, and destroys holograms on successful hit; Complexity 1

Area-6 — Particle Beam Weapon Research Lab: *The tables and shelves of this small room are littered with god-parts and tools. In the center of the room is a partially assembled device that looks like a large metal bush with a trunk-like branch facing sideways that ends in a honeycomb-shaped gem.*

The particle beam research lab contains a partially disassembled Photon Cannon that was undergoing repairs. A True Human can possibly understand and reassemble the device, putting it back into working order with a Complexity 1 check. A failed complexity roll will result in the device beginning to emit a whining sound while overheating. In 3 rounds the device will explode in a massive quantum light pulse that will shred any holograms in the room, as well as destroying anything else of worth.

In addition to the semi-repaired Photon Cannon, a thorough search of the room will yield a portable toolkit (Complexity 3), a spare fusion rod assembly (Complexity 1), a set of Holo-goggles (allow wearer to see through opaque holograms, Complexity 8), and a cache of 4 hydrogen power cells.



Area-7 — Black-Ops Holographic Suite: *As you step through the entrance to this room, you realize that it must lead back outside. You see a small clearing that you did not notice upon your approach to the facility, surrounded by high weeds and brush, with forested area extending for miles to the horizon. In the center of the clearing are four uniformed and well-armed ancient ones standing at attention. They seem to be guarding a large, pulsating machine that's surface is honey-combed like a bee hive. When they see you, they draw strange hand-held weapons and demand. "Step forward and be recognized. This area is off limits to all non-Omega personnel!"*

This experimental holo-suite contains a functioning military-grade Photonicron (the very one sought by the enclave scientists) and four hard-light holograms that have been guarding it against intruders for centuries. These guard-holograms have much more sophisticated AIs than the Black-Ops security robots and will recognize the party as hologrammatic beings. Thus, they will not allow the party entry to the holosuite nor access to the Photonicron under any circumstances. Any intrusion is met with an immediate response of deadly force.

Guard Hard-Light Holograms (4): DEX 18; CON 18; AC 1; HD 50; hp 100; YPM 12; #ATK 1; laser pistol (WC 6, 5d6, 10d6, 15d6), holo-whip (WC 3, Stun as INT 16 poison, 3d6 physical damage to holograms); Mutations none; SP composed of quantum field light (invulnerable to mental and energy-based attacks, 1/2 damage from physical and heat energy attacks)

The Photonicron: The Photonicron appears as a 5' tall metal column covered in pulsating honey-combed lights, and aside from the guard holograms, it is generating everything seen in the holosuite, which in reality is merely a gridded 40' x 80' room. While it is operating, any PC leaving the clearing takes a real risk of becoming lost in the artificially generated brush and forested areas (50% chance), and thereafter being unable to return to the clearing. Once the Photonicron is deactivated, any lost PCs will reappear in the room a mere handful of feet away from where they started.

The PCs should be able to identify the Photonicron as the object they've been sent to retrieve — the hexagonal lights that cover its surface are identical to the portable Photonicron tethered to the black arm band. Deactivating it and moving it are another matter. The Photonicron is Complexity 1, and a successful check

by a True Human character will grant the ability to turn it on and off, though not the ability to program it to generate anything other than the current clearing and forested area. Failed complexity checks will cause the Photonicron to delete the AI/personality disk of the nearest holographic being, storing that information in its matrix and shutting down its light-bug projector unit. A PC hologram deleted and stored in this way may be retrieved and sustained again by a Complexity 1 check at a -25% modifier.

The Photonicron itself is technically portable but quite heavy and bulky. A minimum of 4 PCs are required to haul it anywhere, and without other means or methods (a vehicle or wheeled contrivance) all movement bearing the device will be at 3 YPM.

Area-8 — Photonics Lab: *When the door first opens, you are momentarily blinded by the intensity of bright light within. The light source then fades and you see a partially assembled metal column that is covered with fading hexagonal light sources. Just as your vision completely clears, the keening whine of the device suddenly increases, momentarily blinding you again.*

There is another military grade Photonicron that was undergoing repairs in this lab. It has been stuck in a diagnostic loop for the last 700 years, flashing its holomitters in a blinding display every 30 seconds since that time. Anyone entering the room or looking into it through an open door will be effectively blinded (even on the off rounds as their eyes recover) until the device is shut down or destroyed.

Several solutions to this dilemma are possible. If any of the PCs picked up the Holo-goggles in Area-6, the use of these effectively screens out the blinding light pulses. Also, a savvy PC may attempt to time the pulses and only open his eyes on the off rounds, thereby negating the blinding effect. Of course simply firing weapons into the room blindly will also eventually shut down the device (attacks made at a -4 penalty), but that will also cause the device to explode with effects similar to the Photon Cannon in Area-6 — any holograms within the room or standing in the doorway will be destroyed, while any hologrammatic beings within line-of-sight out in the hallway merely suffer 4d6 damage.

If an ingenious True Human character is somehow able to prevent or mitigate the blinding effects of the Photonicron in this room, it is possible that he may be

able to understand, shut down, and restore the unit to full functionality. If the True Human PC can see, then this is a Complexity 2 task. A failure still causes the device to shut down and be permanently broken, but with only that player's PC hologram being deleted (similar to what happens in Area-7). NOTE: Even the now-broken Photonicron could be repaired by the enclave scientists, though not by the PCs.

Area-9 — Omega Machine Hangar: *This spacious domed area contains what surely must be one of the goals of your daring quest — an enormous turtle-shaped machine the size of a large hut. Its polished black metal surface is bristling with weapons that seemed to aimed directly at you, with a single smokey-tinted dome sitting atop its squat, curved shape. The god-machine is surrounded on all sides by various tools and machine parts.*

THE OMEGA MACHINE

This hangar houses the pride of the OSI Black-Ops Division — an Omega Machine. Designed as an insurgency suppression platform, only a handful of these deadly devices were smuggled onto the Starship Warden by the Back-Ops Division prior to departure.

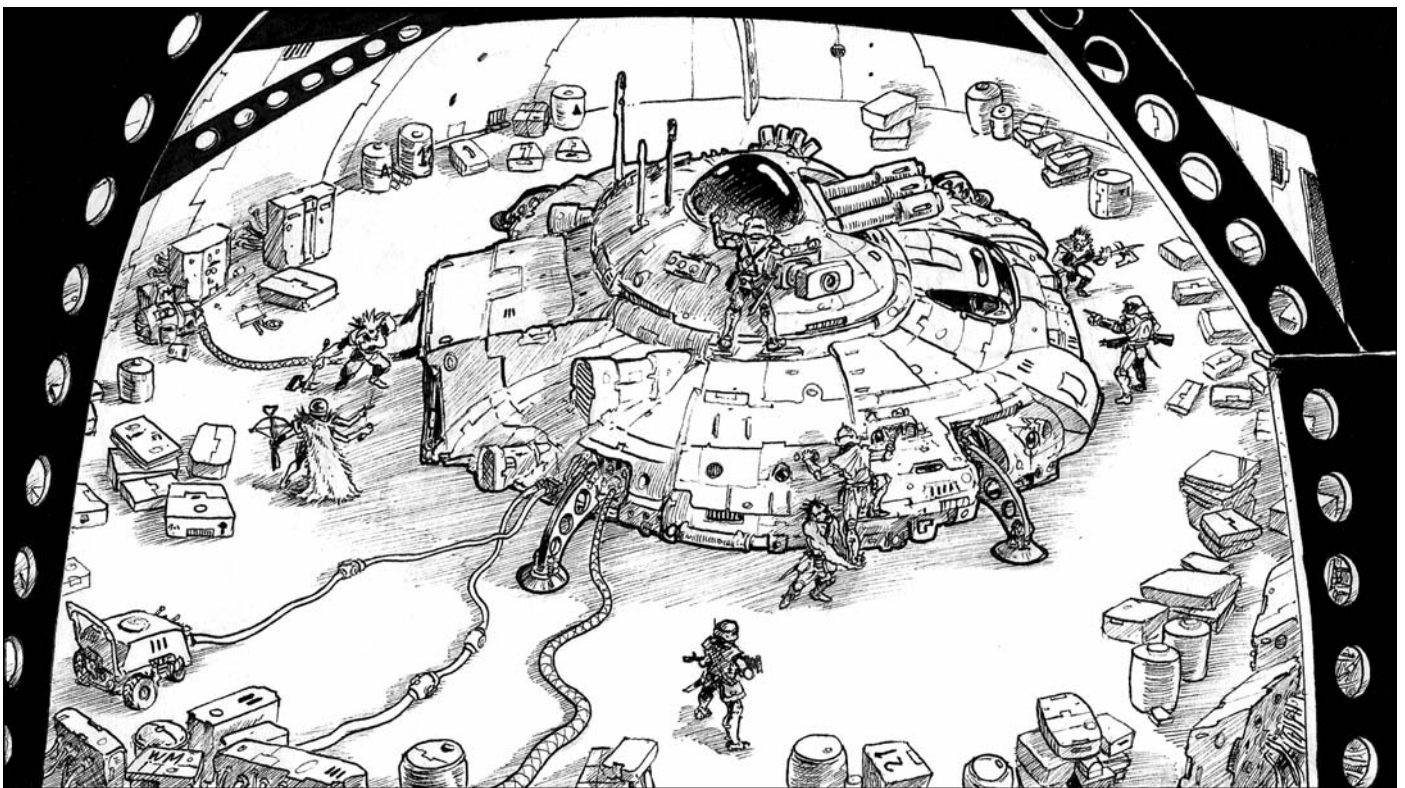
The Omega Machine combines the features and functions of an autonomous AI robot and a piloted

assault vehicle, as well as serving as a mobile weapons platform and a manned troop carrier. Created as a last-resort population control instrument, the Omega Machine was intended to restore order should the new colony world ever experience catastrophic social upheaval, rioting, or open rebellion against the ships' crew (who were unaware of its presence onboard the ship).

The Omega Machine has a pilot cabin in a bubbled plasteel cockpit on its top-most surface, and internal cargo capacity to house up to 12 additional personnel or 6 power armor troops, with a deployment hatch in the rear.

The front one-third of the machine has five mountable weapon points, only three of which are currently occupied. As equipped, this particular Omega Machine has a mounted laser turret, a bank of grenade launchers, and an EMP generator.

The Omega Machine's shell is made from a hardened duralloy-virbranium combination, and the machine is further protected by a sequential force screen that is timed to allow weapons fire and airborne powered armor troop drops. The machine's anti-grav propulsion allows it to fly at speeds up to Mach 4 and its limited onboard life support makes the device capable of manned orbital flight when required.



Omega Machine Guidance AI

The OMG-AI will acknowledge and respond to any True Human (even a holographic one) possessing a black arm band. Although learning the piloting and operation of the Omega Machine is a Complexity 1 task at a -50% penalty (virtually impossible for even the most brilliant and lucky of tribesman), with the proper use of a black arm band the OMG-AI can be commanded to perform any of its functions with relative ease. If requested, the OMG-AI can even teach and train PCs with an Mental Resistance over 12 to properly operate the machine — though such training will take at least 30 days of focused effort.

Omega Machine: DEX 18, AC 0; HD 100; hp 350; YPM 100; #ATK 2; laser turret (WC 6, 30d6 heat damage divided between up to 3 adjacent targets), grenade launcher (WC 5, 20d6 explosive damage, 30' radius), EMP generator (WC 8, shuts down all electronics on target); Mutations (mental resistance 18) none; SP immune to most mind-based attacks (telepathy, illusion, mind control), orbital flight and life support, can carry up to 12 power armor troops and 2 pilots

Area-10 — Bubble Car Hangar: *This spacious room contains two large god-machines. The smaller of the two is beetle-shaped and about 12' long, the other larger one is slug-shaped and approximately 24' long. Various tools and equipment lay scattered about the two devices, including a machine that looks like a metallic tangle of tree limbs.*

This large hangar houses a military bubble car and a personnel transport carrier, along with a mounting armature for a photon cannon (or other mountable weapons) and the tools required to affix it to either vehicle. All of these items are in pristine condition.

Military Bubble Car — This metallic-black lozenge-shaped vehicle has a smoke-tinted retractable bubble canopy and seats 8 passengers easily, with a small cargo boot in the rear. It is controlled and flown by an onboard AI that interfaces with an encephlo-headband device provided. A black arm band is also required to activate and control the vehicle. The military bubble car is a Complexity 1 device, and a True Human can understand its operation with a successful check made at a -5% penalty.

The military bubble car has a mounting point for a weapon at its front end, and the use of the mounting armature present in the hangar is required. Successfully mounting a weapon by this means is a Complexity 2 task for True Humans.

Military Bubble Car: DEX 18; AC 1; HD 45; hp 150; YPM 150; Mutations (mental resistance 18) none; SP immune to most mind-based attacks (telepathy, illusion, mind control), orbital flight and life support, can carry up to 8 passengers and 1,000 lbs. additional cargo

Personnel Transport Carrier — This metallic-black oblong vehicle has a smoke-tinted retractable bubble canopy in its forward section where a pilot and gunner sit. The rear two-thirds of the vehicle is a personnel transport section with bubble hatches on either side. The personnel section can carry up to 20 regular troops plus equipment, or 10 power armor troops. The vehicle is flown by an onboard AI that interfaces with the encephlo-headband device provided. A black arm band is also required to activate and control the vehicle. There is a weapon mount point on the forward end of the vehicle, and any mounted external weapon is controlled by a similar encephlo-headband from the gunner's seat.

The personnel transport carrier is a Complexity 1 device, and a True Human can understand its operation with a successful check made at a -10% penalty. The vehicle has a mounting point for weapons at its front end, and the use of the mounting armature present in the hangar is required. Successfully mounting a weapon by this means is a Complexity 2 task for True Humans.

Personnel Transport Carrier: DEX 18; AC 1; HD 70; hp 250; YPM 125; Mutations (mental resistance 18) none; SP immune to most mind-based attacks (telepathy, illusion, mind control), orbital flight and life support, can carry pilot and gunner in forward compartment, with up to 20 passengers and 10,000 lbs. additional cargo or 10 power armor troops

Area-11 — Powered Battle Armor: *The long, narrow room is lined all along the starboard side with a series of platforms stationed in front of tube-like hatchways — eight in all. A slim metal pedestal rises from the aft side of each platform, and each is covered in gems and bright lights.*

This long room houses the Omega Depot's power battle armor suits and deployment tubes. To suit up, a True Human (or Mutant without pronounced physical mutations) need merely stand on one of the dais while anyone with a black arm band successfully activates the armor deployment mechanism from the control pedestal. The power armor deployment control pedestal is Complexity 5. On a failed check, an alarm

whoops and that particular dais and its attendant suit of power battle armor are permanently deactivated as a security measure. On a successful check, read the following:

The round platform slowly begins to rotate underneath you, as smart metal arms explode upwards. Almost faster than your eyes can follow, the arms begin attaching sections of a metal shell to different parts of your body and head. In the blink of an eye, you stand before your friends completely encased in 7' of glistening black metal that almost seems to move with a will of its own at your slightest flinching movement.

Power Battle Armor — Each suit of power battle armor is powered by a fusion core that will operate for 1 week's time before exhausting itself. The suit can be powered for shorter periods by snapping up to 4 power cells of any type into the backup power array, which will power it for up to 4 hours per cell.

The power battle armor is controlled by means of encephlo-sensors embedded in the helmet, and understanding its use is a Complexity 4 task. On each failed complexity check, the suit performs a sudden movement that breaks one limb and inflicts 3d6 damage to the wearer (holograms suffer only half damage).

In addition to the laser pistol built into its right arm and the grenade launcher built into the back, each suit of power battle armor has a mounting point for attaching the laser rifles that can be produced in Area-3.

Power Battle Armor: DEX 18, STR 18; AC 0; HD 00; HP 100; YPM 20, 100 flying; #ATK 2; laser pistol (WC 6; 5d6/10d6/15d6 on 1st, 2nd, and, 3rd hits on the same target; range 75'), grenade launcher (WC 5, 20d6 explosive damage, 30' radius; range 75'); SP flight and life support

CONCLUDING THE ADVENTURE

There are many possible ways in which this adventure can end, assuming that the PCs survive it at all. With some measure of success, the party will be well-equipped to make some interesting choices, including possibly deciding to completely abandon their biological forms and to continue adventuring as hard-light holograms. Some possible adventure conclusions and their verities are outlined below for the referee's use.

COMPLETING THE MISSION AND DELIVERING THE GOODS

Should the players decide to honor their bargain and bring back the Omega Machine and Photonicron to the enclave scientists, Commander Hale-E will honor the letter, if not the spirit, of her bargain. The PCs will be admitted to the enclave as probationary citizens with minimal rights, stripped of most their artifact gear, and via the newly-installed military grade Photonicron even given mates and pseudo-families — all created as hard-light holograms. An entire new campaign could be based upon this scenario as the PCs try to earn the enclave's trust and work their way up through their ranks as hard-light holograms.

USING THEIR NEW-FOUND TECH TO ATTACK THE ENCLAVE AND RESCUE THEIR BODIES

Assuming that the PCs have gotten their hands on a functioning Photon Cannon and mounted it to the Omega Machine, this is certainly a possibility. Additionally, if the PCs are in possession of the military-grade Photonicron, only the lack of a ready supply of light-bug projection units stops them from creating their own virtual army of hard-light holograms (which is of course, the basic plan of the enclave scientists). A store of light-bugs could be sought and found inside the enclave.

RUNNING AWAY WITH THE LOOT

This time-honored and often undervalued strategy has many merits. While the psychic feedback of the death of a hard-light hologram will kill the living host body, the reverse is not true. The hard-light hologrammatic forms of the PCs are theoretically immortal — and with the proper use of the Photonicron and tools gathered at the Omega Depot — repairable and re-sustainable when damaged. The PCs could begin quite the career on the Starship *Warden* with this equipment, though of course they will have made some new and resourceful enemies in the process.