

METAMORPHOSIS ALPHA

DOOM ON THE WARDEN

By James M. Ward



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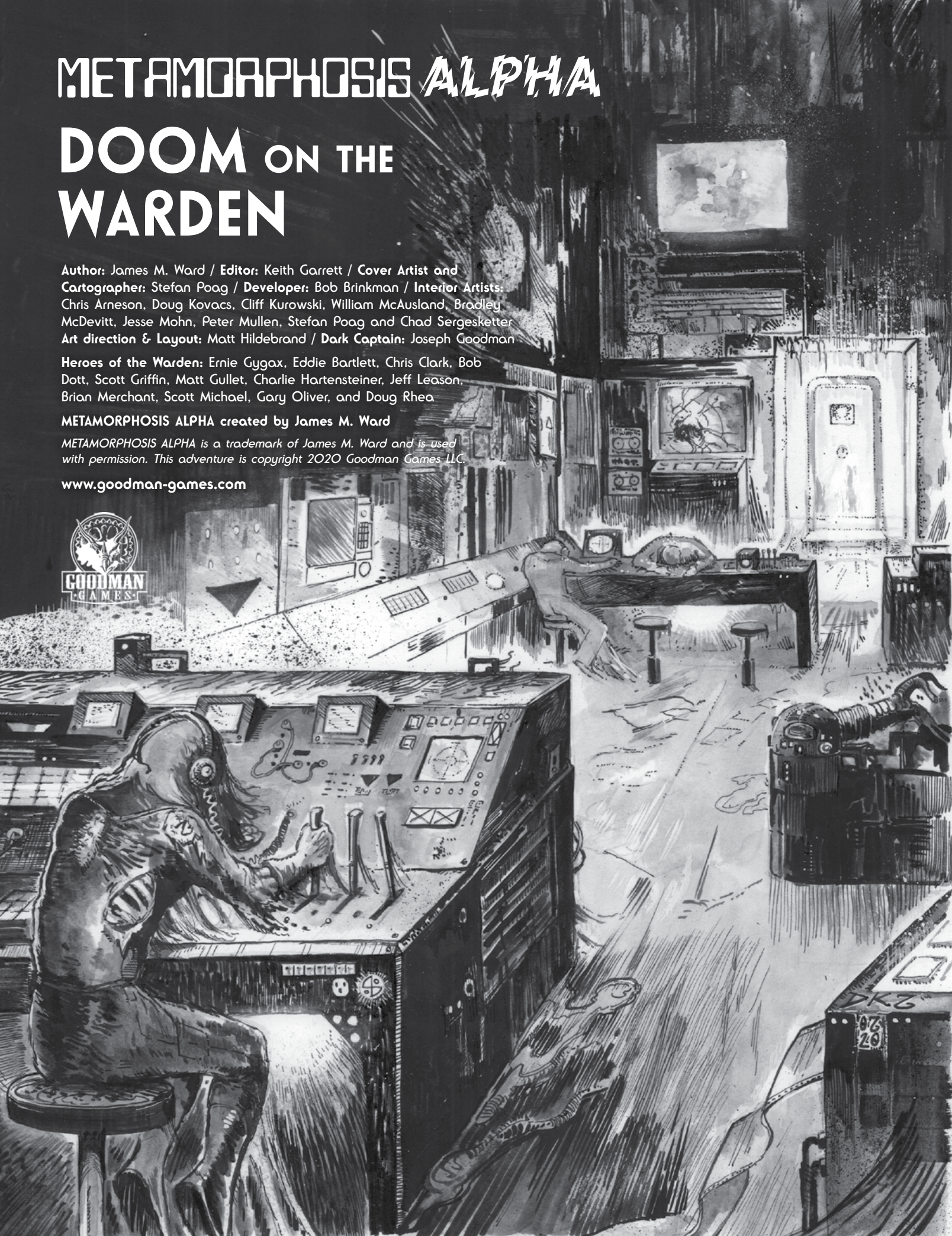
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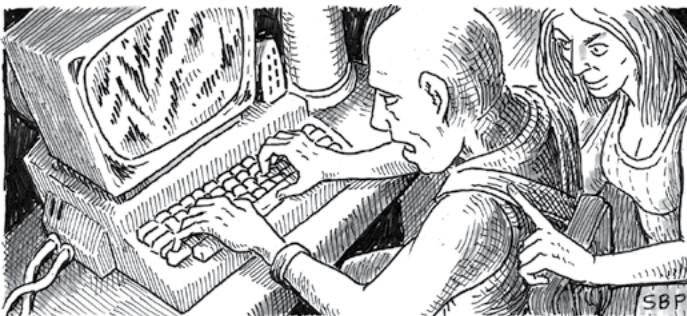


DEDICATION

I dedicate this adventure to E. Gary Gygax who loved playing *METAMORPHOSIS ALPHA* and started the village of the Vigilists. I'm deep in his debt for him seeing that I could design role-playing games and encouraging me to do just that. He created a now famous challenging adventure called the *Tomb of Horrors*. Today, generations later, Game Masters still pull that adventure out when they want to challenge their advanced players. I had the great honor to be part of the play test group for that adventure. I didn't do very well but did survive. I would like this adventure to be considered the science fiction version of that concept. When Game Masters want to challenge their science fiction players, they will put out this adventure to see how well they fare. Thank you, Gary, for leading the way into role-playing.

Doom on the *Warden* is designed for use with the 1976 edition of *METAMORPHOSIS ALPHA* and is intended to be played with six to eight PCs of any type. This adventure assumes the PCs to be experienced explorers, familiar with the dangers of the *Warden*, possessing both powerful devices and a broad knowledge of the starship. The adventure may be played with fewer explorers, but the referee should use care when scaling back any encounters. This is *Doom on the Warden* after all!

The adventure introduces PCs to the military command bunker of the *Warden*. This section of the ship, housed in a classified area known as "Level 0," is accessed via level 1 and remains attached to the *Warden* via a slender umbilicus. The PCs are the first to ever explore this region, sealed since the disaster, and have an opportunity to set the *Warden* back on course for the first time in the game's 40+ year history. Such a thing does not come easily, however; the party must voyage to the command bunker, repair several ship's systems, and outwit the NICS (Naval Intelligent Computer System) if they wish to survive.



BACKGROUND

It was a little-known fact that the colonization starship *Warden* had many discrete safeguards and catastrophe protocols in place should complications arise during its long voyage. These safeguards proved insufficient to protect the *Warden* when it encountered the radiation cloud. When the ship's computers analyzed the impending threat, the military A.I. (NICS) enacted the Omicron Protocols, causing a portion of the ship's dorsal hull to disengage. This portion, hidden within the *Warden*'s outer bulkhead, contains the classified military cantonment, code named "Level 0."

Still tethered to the rest of the ship via a series of extendable engineering walkways, the military command center moved to quarantine itself from the catastrophe. Despite this effort, the military bunker did not escape the effects of the cosmic radiation. Segregated from the *Warden*, level 0 didn't receive the attentions that might have otherwise been given by the ship's robotic crews and, as the centuries passed, NICS went insane.

Already damaged by the cosmic cloud's high levels of radiation, NICS has run afoul of an unforeseen error in its programming causing it to come into conflict with the *Warden*'s primary A.I. Despite both systems wishing the *Warden* to be repaired and resume course, the two warring A.I.s have tied up their systems in a deadlocked battle for control. The majority of "non-human threats" are also the descendants of the *Warden*'s passengers. As a result, NICS has gone utterly mad. Having determined what must be done to bring the primary systems back online, but unable to find any remaining personnel authorized to access its systems, the A.I. will allow the *Warden*'s course to be corrected before the trespassers (the party) are eliminated.

	Warden A.I. Command Directives	NICS Omicron Protocols
1	Protect <i>Warden</i> crew and passengers >>CONFLICT<<	Eliminate non-human threats >>CONFLICT<<
2	Obey <i>Warden</i> Command personnel >>CONFLICT<<	Obey military command personnel >>CONFLICT<<
3	Protect starship <i>Warden</i>	Protect starship <i>Warden</i>
4	Protect Bridge >>CONFLICT<<	Protect military command bunker >>CONFLICT<<
5	Establish colony at Kepler-452b	Establish military base at Kepler-452b

HORROR ELEMENTS

At its core, *Doom on the Warden* is a horror story. Characters enter a strange, secluded location and are immediately confronted by incomprehensible foes who often strike without warning. Mad voices taunt them and, no matter how prepared the characters think they are, they are in truth out of their depth. Whether it is the primal dread of the shroud of darkness or the maddening uncertainty that vital equipment will work when called upon, the referee should emphasize the horrific elements of each region, seeking to unsettle not only the characters but the players themselves. Evoking these elements will intensify the players' experience, so – scare the pants off them!

Forest – Fear of large things

Berry Plantation – Fear of the dark

Flower Garden – Bad luck

Lake – Jump scares

Dome – Quiet dread

STARTING THE ADVENTURE

The adventure may begin in several different ways, the simplest being the party stumbling across the recently opened engineering hatch leading upwards as part of their explorations. With no forewarning, the PCs will find themselves in likely the greatest danger they have ever faced.

A referee might use this as a mid-point for their *METAMORPHOSIS ALPHA* campaign, having built up anticipation (and disquiet) by placing hints and rumors several sessions in advance. A local shaman or trading partner may tell them of the hatchway, or perhaps they encounter another group intent on securing heaven for themselves.

Finally, the adventure may also be run as a stand-alone, tournament-style adventure (as it was originally). For referees wishing to run this adventure in such a fashion, Appendix A contains everything needed.

RANDOM ENCOUNTERS

Unexplored for three hundred years, this level is filled with dangerous flora and fauna. Every time the PCs enter a new primary hex or a new region, roll on the random encounter table. Following a random encounter, roll on the associated random device table.

FEARSOME FLORA

There is a great deal of deadly vegetation found within this adventure. It is recommended that the referee randomly determine (or choose) a new flower/berry/

etc. for each small hex and jot them onto their map for easier mayhem later.

THE PASSAGE TO HEAVEN

Moving through the open hatchway you are momentarily disoriented as up and down change around you. What looked like a tall chimney leading upwards has become a long, narrow corridor wide enough for passage single-file. Ahead you see several long-dead bodies, reduced to dried husks. From their orientation it looks like they were descending from heaven when they died.

The three corpses are of ship's crew who perished of radiation poisoning three hundred years ago. The materials on their bodies provide some clues as to what lies ahead, the route the crew had taken, and (in the case of the raft) even a method of conveyance.

- **Body #1** – A human military trooper, dressed in black with a name badge that reads “Sgt. Hanshaw.” On his arm is a black military arm band. There is a damaged plasma pistol on his hip. It fires up to six plasma bolts (ICR 2, WC 5, 12d6/40). He's wearing a backpack filled with 10 type 1 fragmentation grenades (ICR 9, WC 1, 9d6/30 in 50 yd sphere - 65% save for 1/2 damage. AC<4 ignores). There are crushed, dried strawberries on the bottom of his boots.
- **Body #2** – A human with a name badge that reads “Bio-Engineer Hadden.” She's dressed in green-piped black with matching black and green arm bands. She has a sprayer apparatus on her back that reads “plant defoliant.” Its gauge says it has twenty applications (ICR 10, WC 8, 7d6/25 to plants and fungus. There are dried, crushed blueberries on the bottom of her boots. She also has a large bouquet of dried flowers on her belt.
- **Body #3** – The third corpse's name badge reads “SA Hatfield,” and he was clearly a security officer. The mummified corpse is dressed in a black uniform with red piping. On his arm are both a black and a red armband. The body is still wearing a large backpack containing an inflatable raft and two collapsible oars (sized to work with the entire character group of course). At his hip is a slug projector type 2 (ICR 8, WC 5, 3d6/10; x2 damage to vs. AC≥6). It has a cylinder holding five huge shells and there is a reload cylinder of five more shots on his belt. Additionally, his belt holds a hand-held programming analyzer (IC 4) used to examine and repair malfunctioning computers and robots (MR 18 when repairing insane robots, no effect on A.I.). There are dried raspberries on the bottom of his boots.

COLOR BAND NOTES

IDENTITY

Any time a local A.I. (computer or robotic) speaks to the wearer of one of the following armbands, it will refer to the character by the owner's name. Attempts to correct the misconception will alert the military A.I. (NICS) in the command bunker that the bands are being worn by unauthorized personnel. In such a case it will immediately dispatch a Military Long-Range Security Droid to eliminate the threat and retrieve the band in question.

MLRSD: AC: 3; Move: 10; hp: 100; RR: 18; CON: 18; MR: 18; STR: 18; DEX: 18; Atk # 2

Weapons: Plasma rifle (ICR: 2, WC: 5, 3Od6/100).

BLACK BANDS

A type of harmless radiation was imbued into the black military arm bands to prevent wrongful duplication. This radiation enrages most intelligent plant types. When encountered, intelligent plants will focus all attacks upon those with such a band.

RED/GREEN BANDS

Introduced in *The Warden Armory*, Military Command bands do not contain the same radiation as black bands. Only three such bands exist aboard the Warden. Brigadier General Bercham's band is at his station on the military bridge. Lt. General Ibran, and his band, are in a stasis chamber on level 13. The band of General Edwards, along with his corpse, is sealed within the military cache on level 16.

PART ONE: THE WILLOW FOREST

AREA 1-1 – THE WILLOW FOREST: *Opening the hatchway, you look out into a forest of colossal willow trees stretching hundreds of feet into the air and blotting out much of the light. In the twilight-like gloom, you make out enormous hives hanging from some of the trees, the air around them abuzz with fist-sized hornets. The wildlife (birds, rabbits, squirrels, and even the hornets) share a common physical mutation: all are two-headed. Before you a walkway, 25 yards wide, curves away along the wall in either direction. In the distance, you hear the rushing of several small streams.*

Upon emerging through the hatchway, the characters are subject to a random forest encounter.

The horror of this area stems from everything in the forest being oversized. The trees loom over the PCs, blotting out the sky, normally tiny wildlife dwarf the characters (such as rabbits large enough to ride), and groups of the ominously-sized forest animals will often be seen clustered together, observing the characters from the trees. Reinforce how small, insignificant, and fragile the PC truly are.

The forest ring of the sub-level is miles thick, with many ancient willows. The trees are flourishing and healthy with massive root systems that stick out of the earth. While fearsome looking, the giant hornets are harmless. The sidewalk ringing the level is tended to by robots, sweeping it clean and pruning tree branches to a height of ten yards above the sidewalk.

Climbing one of the trees grants an overview of the level and a direct sightline to the central of the level (and the island found there). This allows the PCs to orient themselves to travel directly aft, avoiding the need to traverse the sidewalk. There are streams scattered throughout the forest (not shown) that the raft can be used on, but they merely go a short distance before vanishing into the ground. PCs can climb among the trees to cross over any stream in their path.

AREA 1-2 – THE CRIMSON GROVE: *Ahead is a Brobdingnagian willow grove, roughly 100 yards across and deep crimson in color. The trees blot out all light beneath their canopies and their size makes you feel insignificant by comparison. The air is still: no hornets buzz, wildlife sounds, nor breezes stir the blood-red dust that covers the walkway.*

This area is radioactive (INT 5), having not been fully decontaminated. Nothing lives here.

AREA 1-3 – SCORCHED CLEARING: *The land here is dry and bare. Large fissures run across its surface, sizable enough to fall into without leaving a trace. This wasteland stretches on farther than the eye can see, utterly devoid of vegetation. At the edge of the clearing the greenery of the forest stops abruptly, its border twisted and scorched.*

Decontamination of this highly radioactive area (INT 18) has not even begun. Characters without the Heightened Balance mutation who attempt to cross the fissures must make a roll of 3d6 vs. Dexterity. Failure results in the character falling 500' and suffering 85d6/300 points of damage unless otherwise avoided.

AREA 1-4 – REFORESTATION ZONE: *Ponderous ecology robots are at work here, felling dead and withered trees with hut-sized saws while a pair of radiation neutralizing bots spray the area down with mounds of heavy white foam. The powerfully built robots dwarf you, easily weighing in excess of several tons each. At the far edge of the area labor several fragile-looking horticulture robots, planting new saplings in the decontaminated zone.*

Half of this 200-yard area has been decontaminated and the robots are working their way towards the party. The un-foamed area between is still radioactive (INT 10). The robots will respond to the appropriate arm bands if questioned, and will attempt to be as helpful



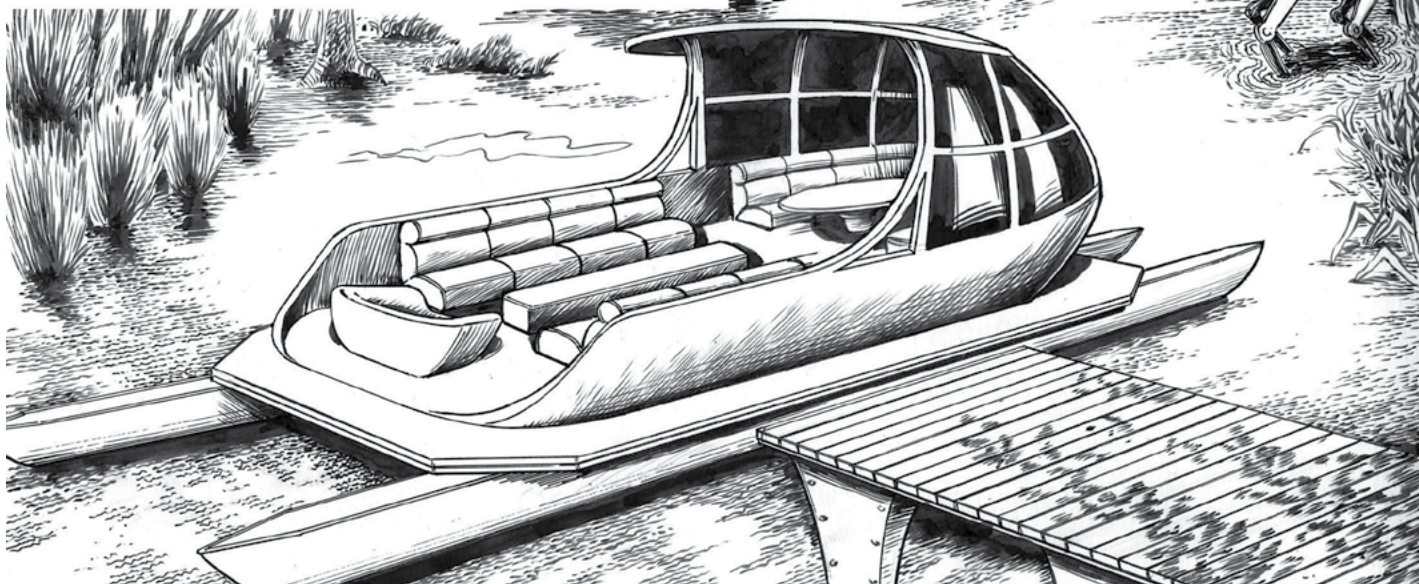
as possible, but their programming is such that they can neither halt their work nor leave the area. If asked for a safe route, the robots can direct the PCs along a small trail that will take them completely through the willow forest without further encounters.

AREA 1-5 – UNICORNICOPIA: *Stretching for 400 yards or more, everything in this part of the forest is colored a soothing shade of pink. Stranger still is the wildlife here for, in addition to having two heads, the wildlife also have solitary horns growing from the center of their foreheads. There is no sign of any overt danger – no threats visible to you – instead, normally carnivorous creatures can be seen trundling alongside prey species with no sign of conflict.*

This area has been contaminated with mutagenic radiation (INT 7). While the radiation does not cause injury, it does instantly mutate all affected life (including the PCs). PCs affected by the radiation instantly grow a two-foot long horn from their foreheads (making any helmets worn useless); pure humans so transformed are now mutants (removing their Leadership ability). Attempts to remove the horn are painful and success causes 6d6/20 points of damage. The horn regrows in 24 hours.

AREA 1-6 – PONTOON-BOT: *Before you a 20-person pontoon boat bobs on the surface of a large stream that winds aft. The craft has no visible steering or propulsion. Despite the current of the stream, the craft remains stationary – as if waiting for you.*

The craft is an intelligent droid that takes verbal orders and chatters happily about the local streams that extend in and out of the willow forests. If asked, it carries the PCs through the forest before halting where the stream vanishes into the ground amidst enormous berry patches (avoiding one random encounter).



PART TWO: THE BERRY PLANTATION

The Berry Plantation uses the most primordial of fears — darkness — as its horror element. The party entering this area triggers the horticultural A.I. to set the level into night-mode — plunging everything into pitch-blackness. When the party leaves this section, the lights come on again. However, if they go back into the berry patch for any reason, the darkness comes again. Descriptions given assume some source of light is provided by the party.

The entire ring is filled with huge patches of mutant berries with several types of robots cultivating them and replanting to try to make them even larger. The berries grow from towering bushes (looming 15' tall) as well as deceptively deep bogs. All have branches that are covered in massive thorns. Berries in these patches are roughly bowling ball sized. The space between the patches is narrow (a mere yard wide) and horticultural robots continue their work, despite the gloom. PCs wearing a green armband may question the robots, who are able to inform them of the effects produced by the differing berries.

Beyond the three massive berry patches there are a number of others being grown in the plantation area. The borders between the patches also represent the narrow pathway.

WILLOW FOREST – RANDOM ENCOUNTERS TABLE

Roll	Encounter
2	<p>Black Hisser – AC: 6; Move: 5; hp: 22; RR: 13; CON: 12; MR: 4; STR: 16; DEX: 13 Weapons: Bite (WC 8, 5d6+2); tentacles (WC 8, poison). Mutations: Acid Bite, Grasping Tentacles, Immunity (radiation), Poison (INT 6, paralysis). Notes: When below 9 hp its tentacles generate an intensity 6 paralysis poison that acts on touching a victim.</p>
3	<p>Crimson Terror (adult) – AC: 6; Move: 20; hp: 100; RR: 12; CON: 20; MR: 6; STR: 16; DEX: 11; ATK# 2 Weapons: Bite (WC 5, 9d10); tail (WC 4, 5d10). Mutations: Physical Reflection (electrical, laser). Notes: This colossal T-Rex mutant stands 50' tall with a 20' long tail. Its size makes moving through wooded areas difficult (halved). It will retreat if reduced to half health.</p>
4	<p>Unicorn – AC: 8; Move: 20; hp: 22; RR: 18; CON: 12; MR: 4; STR: 18; DEX: 18 Weapons: Hooves (WC 3, 2d6). Mutations: Heat Generation (6d6, 3x/day), Immunity (radiation), Radiated Horn (WC 4, 4d6, 15' range), Shorter (3' at the shoulder). Notes: Goes first in every combat round.</p>
5	<p>Dart Creature – AC: 4; Move: 3; hp: 11; RR: 12; CON: 12; MR: 12; STR: 12; DEX: 12 Weapons: Bite (WC 1, 1d4). Mutations: New Body Parts (poison quills) (WC 8, 3d6 + INT 15 poison, 20' range). Notes: Cannot be surprised, retreats when at 5 hp or less.</p>
6	<p>Winged Biter – AC: 4; Move: 5/12 (fly); hp: 12; RR: 12; CON: 5; MR: 12; STR: 14; DEX: 12 Weapons: Bite (WC 1, 1d6 + poison); spit (WC 2, poison; 30' range). Mutations: Immunity (paralysis, poison), Poison (INT 13), Precognition, Wings. Notes: Always precognitive, cannot be surprised.</p>
7	<p>Pontoon-bot – AC: 2; Move: 3 (swim); hp: 44; RR: 10; CON: 10; MR: 10; STR: 10; DEX: 10 Systems: Outboard motor. Color Band Access: Black, green.</p>
8	<p>Water Snake Droid – AC: 6; Move: 2 (swim); hp: 20; RR: 11; CON: 11; MR: 11; STR: 17; DEX: 11 Weapons: Pruning jaws (WC 1, 2d6+3). Systems: Anti-grav units, pruning jaws, standard sensory receptors. Color Band Access: Green.</p>
9	<p>Security Robot Type III, damaged (#1) – AC: 3; Move: 6 (fly); hp: 88; RR: 18; CON: 18; MR: 4; STR: 18; DEX: 12; ATK# 2 Weapons: Tentacles (WC 4, 3d6). Systems: Grav pod, head lamps, standard sensory receptors, tentacles x2. Color Band Access: Black, red. Notes: Will attack until one PC is dead. Grav pod is malfunctioning (bounces).</p>
10	<p>Junkyard Droid – AC: 6; Move: 1; hp: 44; RR: 12; CON: 12; MR: 12; STR: 12; DEX: 12 Weapons: Slug projector type 2 (WC 5, 3d6/10, x2 vs. AC≥6), bayonet (WC 3, 4d6). Systems: Bipedal legs (non-functional), low-light sensors, standard sensory receptors. Color Band Access: Black. Notes: Attacks anyone attempting to communicate with it. Immune to all paralysis and mental control.</p>
11	<p>Octoid – AC: 8; Move: 1/3 (swim); hp: 33; RR: 15; CON: 13; MR: 15; STR: 12; DEX: 12; ATK# 3 Weapons: Bite (WC 3, 3d6), fire axe (WC 3, 1d10), tentacles (WC 8, special). Mutations: Chameleon Powers, Energy Regeneration (laser), Grasping Tentacles, Heightened Brain Talent (two saves vs. mental attacks), Heightened Intelligence. Notes: If two tentacles strike a victim in a round, the target is held – the mutant automatically bites. This mutant uses three fire axes in melee.</p>
12	<p>Meat Beetle – AC: 2; Move: 3; hp: 8; RR: 10; CON: 10; MR: 10; STR: 18; DEX: 8 Weapons: Pincers (WC 3, 3d6). Mutations: Heightened Strength, Immunity (lasers, radiation), Life Detection (150'), Tunneling Talons. Notes: Bursts out of the ground, using its pincers to attack. It continues attacking its victim until the target retreats beyond the range of life detection or the beetle is killed.</p>

WILLOW FOREST – RANDOM DEVICE TABLE

Roll	Device
3	Protein Disruptor Pistol Type 1 (ICR 8): WC 8, 5d6/15d6/2Od6 – 2O/5O/7O
4	Force Field Tent-B (ICR 4), Large Backpack (ICR 10), Light Cube (ICR 4), Canteen (ICR 10)
5	Sonic Disruptor Pistol (ICR 5): WC 7, 15d6/5O; damages only metal.
6	Security Riot Shield (ICR 10) AC -1
7	Paralysis Rod Type 1 (ICR 8) WC 4, 3d6 hours unconsciousness; Combat Helm (ICR 4)
8	Aerial Observation Unit (ICR 2)
9	Hydrogen Calls x6 (ICR 2)
10	Duralloy Sword (ICR 10): WC 3, 3d8/12
11	Water/Hydrogen Converter (ICR 5)
12	Backpack (ICR 10) w/55 tubes of Universal Food Paste (ICR 9)
13	Jeget Furs x6: Infested with mites
14	Winged Biter Eggs x4: Will hatch in 1 week
15	Sporran containing ninety-five 5-bit domars
16	Infrared Goggles (ICR 10)
17	Geiger Counter (ICR 7): Requires 1 chemical cell or 2 hydrogen cells
18	Space Suits x10 (ICR 3): 5 hours of air each

MUTANT BERRY PATCHES

- A – Blueberries** – Contact poison (INT 15).
- B – Strawberries** – Heals 20 points of damage. Requires the entire berry to be eaten.
- C – Huckleberries** – Poison (INT 17) inflicts *Diminished Senses (blindness)* defect for 3 hours.
- D – Saskatoon Berries** – *Heightened Vision (ultra-violet)* mutation for 1 hour.
- E – Elderberries** – Poison (INT 8) inflicts *Attraction Odor* defect for 4 hours (+1 random encounter).
- F – Blackberries** – *Heightened Senses - all* (as per mutation)
- G – Red Stingers** (Mutated Raspberry Bush - 60' patch) – AC: 5; Move 0; hp: 10 points per 10'; RR: 18; CON: 18; MR: 3; STR: 3; DEX: 3; Mutations: Poison Thorns (INT 17); Berries grant Radiation Immunity for 1d6 hours.
- H – Cranberries** – *Heightened Speed* mutation for 2 hours.
- I – Goji Berries** – *Heightened Intelligence* mutation for 1 hour.

J – Boysenberries – Poison (INT 12) reduces strength to 3 for 1 hour.

K – Bilberries – Triggers *Total Healing*, as per the mutation, once per day. Requires the entire berry to be eaten.

L – Champagne Currants – *Heightened Strength* mutation for 1 hour.

M – Death Healer – AC: 7; Move 0; hp: 88; RR: 18; CON: 15; MR: 3; STR: 18; DEX: 10; Mutations: Radioactive Thorns (20 points per round); berries heal 11 hp, three berries de-age person 5 years.

AREA 2-1 - LINGONBERRIES: This is a miles long patch of lingonberries. The robots working on the patch are very responsive about the level but won't leave their tasks, even if a green arm band is displayed. Taking just a bite of this berry causes uncontrollable, green *Bioluminescence* for the next 48 hours (+2 random encounters in the darkness).

AREA 2-2 – CHAMPAGNE CURRANTS: This is a miles long patch of champagne currants. Eating these currants grants the *Heightened Strength* mutation for 1 hour.

AREA 2-3 - BILBERRIES: This is a miles long patch of bilberries.

AREA 2-4 – DEATH TREES: *The heady scent of cherries fills the gloom. Before you stands a small grove of roughly two dozen cherry trees, heavily laden with fruit. Birds, small and recognizably harmless, flit about the branches of the trees with impunity. An imperceptible breeze stirs through the leaves; the birds are undisturbed by the movement.*

Death Trees x24 (Mutated Cherry Tree) – AC: 5; Move 0; hp: 35; RR: 10; CON: 10; MR: 10; STR: 10; DEX: 10; Mutations: Radioactive Berries (INT 15, able to cast 3d6 berries 10'-20' – no closer).



BERRY PLANTATION – RANDOM ENCOUNTERS TABLE

Roll	Encounter
2	<p>Mushroom People, Morel - S (10) – AC: 7; Move: 2; hp: 7; RR: 18; CON: 9; MR: 18; STR: 3; DEX: 18 Weapons: Spear (WC 2, O). Mutations: Heightened Intelligence, Humanoidal, Heightened Precision, Reproduction Spores, Special Absorption, Telepathy. Notes: Attacks by leaping into a victim's chest and absorbing (12≤ on 3d6). Spores grow 1d3 M-sized Morel People in 24 hours.</p>
3	<p>Mushroom People, Morel - M (5) – AC: 7; Move: 4; hp: 15; RR: 18; CON: 10; MR: 18; STR: 5; DEX: 18 Weapons: Spear (WC 2, 1d6-1), touch (WC 1, Symbiotic Attachment). Mutations: Electrical Generation (WC 5, 3d6), Heightened Intelligence, Increased Senses, Humanoidal Reproduction Spores, Symbiotic Attachment, Telepathy. Notes: Spores grow 1d2 L-sized Morel People in 24 hours.</p>
4	<p>Mushroom Person, Morel - L – AC: 3; Move: 6; hp: 80; RR: 18; CON: 18; MR: 18; STR: 18; DEX: 18 Weapons: Spear (WC 2, 1d6+4). Mutations: Force Field Generation, Heightened Intelligence, Humanoidal, Mental Paralysis, Reproduction Spores, Telepathy. Notes: Spores grow 1d6 S-sized Morel People in 24 hours.</p>
5	<p>Lepusoid (2) – AC: 4; Move: 8; hp: 18; RR: 18; CON: 9; MR: 9; STR: 18; DEX: 18; ATK# 2 Weapons: Fléchette grenade x6 (WC 1, 4d6, ignores AC≥4), spear (WC 2, 5d6 + Poison). Mutations: Combat Adaptation, Find Fault, Heightened Intelligence, Heightened Precision. Notes: Lepusoid spears are tipped with poison (INT 12) that reduces victim strength to 1 for 24 hours.</p>
6	<p>Garden Robot (#1) – AC: 4; Move: 1; hp: 150; RR: 11; CON: 11; MR: 11; STR: 11; DEX: 2 Weapons: Forestry tools (WC 3, 2d6), pesticides (WC 4, 3d6 – plants & insects only; 18' range) Systems: Anti-grav units, head lamps, manipulative tentacle, standard sensory receptors. Color Band Access: Green. Notes: If attacked, sprays all in area with glowing blue dye (+1 penalty to AC, in darkness, for 6 hours).</p>
7	<p>Garden Robot (#2) – AC: 3; Move: 2; hp: 150; RR: 9; CON: 18; MR: 3; STR: 6; DEX: 3 Weapons: Forestry tools (WC 3, 2d6), manipulative tentacles (WC 7). Systems: Anti-grav units, head lamps, manipulative tentacles, standard sensory receptors Color Band Access: Green. Will listen to orders and then depart without obeying. Notes: Uses tentacles to grab weapons and throw them into the darkness (MR vs. 12 to find).</p>
8	<p>Red Stinger (60' patch) – AC: 5; Move: 0; hp: 60; RR: 16; CON: 7; MR: 3; STR: 9; DEX: 3 Weapons: Thorns (WC 4, 1d6 + radiation). Mutations: Berries, Immunity (radiation), Poison Thorns (INT 17). Notes: Touching the plant triggers its thorns, springing back into flesh. Eating the berries grants increasing radiation immunity for 1d6 hours.</p>
9	<p>Sword Bush – AC: 6; Move: 10; hp: 30; RR: 5; CON: 5; MR: 18; STR: 5; DEX: 5; ATK# 3 Weapons: Fronds (WC 3, 2d6). Mutations: Manipulative Tentacles x3, Mental Control, Precognition, Sword Fronds x18, Teleportation. Notes: Slowed to 1/4 move in darkness.</p>
10	<p>Ancient Death Tree – AC: 5; Move: 0; hp: 58; RR: 10; CON: 10; MR: 10; STR: 10; DEX: 10 Weapons: Berries (WC 5, radiation; range 10'-20'). Mutations: Life Detection (150'), Radioactive Berries (INT 15).</p>
11	<p>Singing Vine – AC: 3; Move: 4; hp: 10; RR: 18; CON: 8; MR: 18; STR: 8; DEX: 8 Weapons: None. Mutations: Calming Sonics, Heightened Intelligence, Manipulative Vines, Speech, Telepathy. Notes: The vine's irresistible sonics extend 60' and targets must do everything in their power to aid the vine.</p>
12	<p>Giant Jawed Plant – AC: 5; Move: 0; hp: 45; RR: 17; CON: 17; MR: 17; STR: 17; DEX: 17 Weapons: Bite (WC 4, 5d6: 30' range). Mutations: Acid Generation, Heightened Senses 30' (all), Tentacles x2. Notes: Once bitten, victims continue to take acid damage 20/round until freed.</p>

BERRY PLANTATION – RANDOM DEVICE TABLE

Roll	Device
3	Strawberry Juice x6: Heals 20 hp
4	War-Darts x20 (ICR 10): WC 1, 1d6+3/6
5	Work Belt with Vibro-Saw (ICR 8): WC 9, 4d6/15
6	Lion Decoy (ICR 4): Claw (WC 2, 3d6); AC 6; hp: 11. Will not attack humanoids.
7	Cranberry Juice x4: Melee attacks x2 for 2 hours
8	Champagne Currant Juice x6: Str 18 for 3 hours
9	Aerial Observation Unit (ICR 2)
10	Light Cube (ICR 4)
11	Vibro-Blade (ICR 7): WC 9, 12/10/12/12
12	Air Cycle (ICR 2): Limited 30mph, 1' off ground
13	Anti-Grav Sled (ICR 4)
14	Dog Bot (ICR 2): Bite (WC 8, 10d6/35); AC: 3; hp: 125; Heightened Hearing and Heightened Vision.
15	Saskatoon Juice Canteen: Infravision 12 hours
16	Elderberry Juice x20: Dex 3 for 10 hours
17	Dream Bush Berries x10: Poison (INT 12, sleep)
18	Slug Projector Rifle Type 3 (ICR 6): WC 5, 5d6, x2 vs. AC \geq 5

PART THREE: THE FLOWER GARDENS

The Flower Gardens, once the horticultural wonder of the Starship Warden, are now a place of ill omen and bad luck. Things go wrong here, weapons misfire, devices break, and armors degrade, always at the worst possible time. Whenever a technological item is used, roll 3d6 and consult the following table.

DEVICE BREAKDOWN TABLE

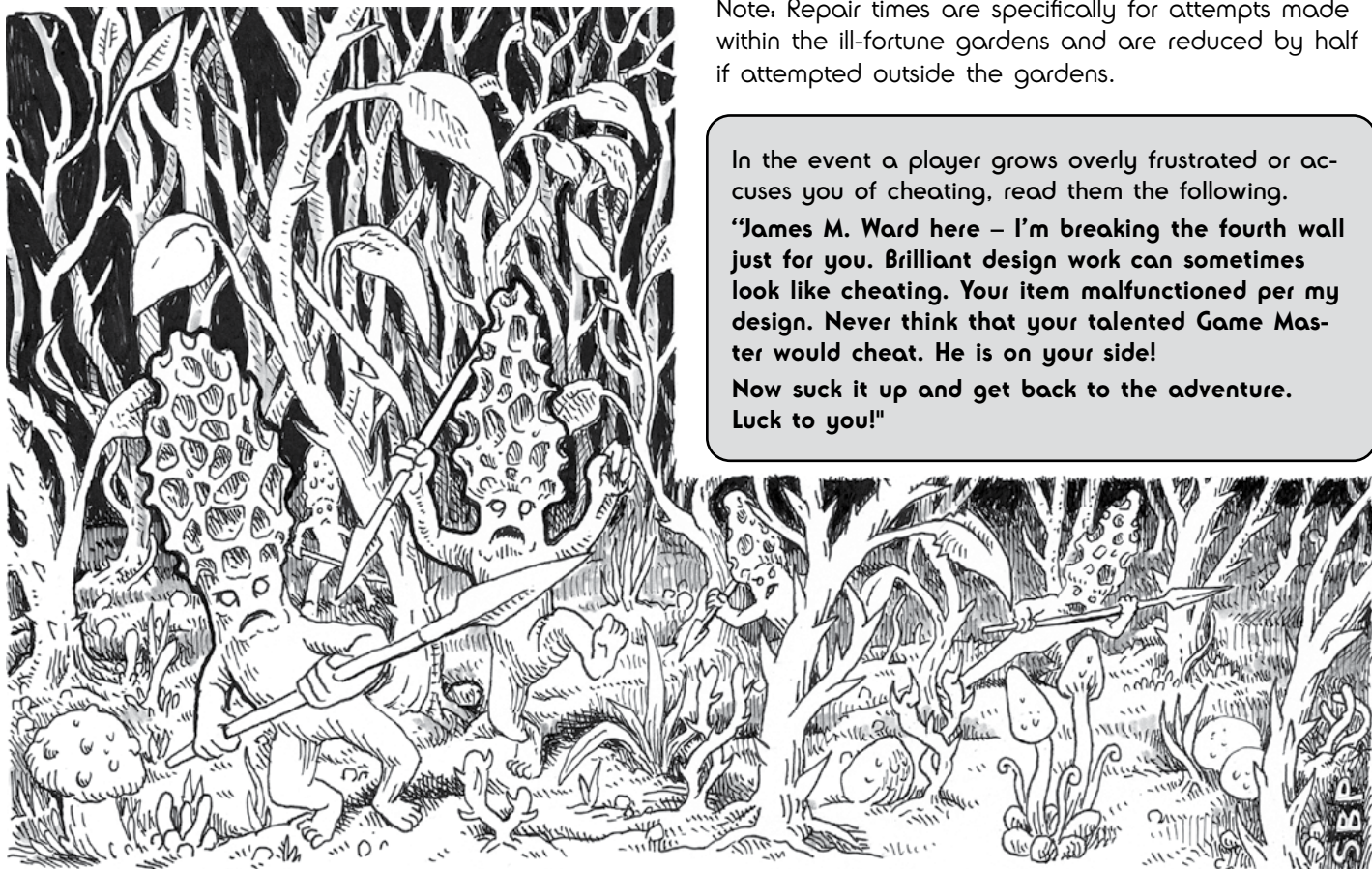
Roll	Effect
3	Item immediately and irreparably breaks.
4-7	Item functions but then suffers major damage, rendering it useless until repaired (IC in hours to repair).
8-9	Item functions but suffers minor damage, rendering it unusable (IC/2 hours to repair).
10-11	Item functions but suffers cosmetic damage (bolts fall out, casings crack) with no lasting effect.
12-13	Item functions but makes strained and/or distressing sounds.
14-17	Item functions normally.
18	Item functions flawlessly. Device requires no further rolls.

Note: Repair times are specifically for attempts made within the ill-fortune gardens and are reduced by half if attempted outside the gardens.

In the event a player grows overly frustrated or accuses you of cheating, read them the following.

"James M. Ward here – I'm breaking the fourth wall just for you. Brilliant design work can sometimes look like cheating. Your item malfunctioned per my design. Never think that your talented Game Master would cheat. He is on your side!

Now suck it up and get back to the adventure. Luck to you!"



The flowers in the garden have benefited from the efforts of the horticulture droids, with the flower stems nearly forming a forest of their own. Each bloom reaches 8' or more in height, and the air is filled with the heady perfumes of the blooms. Horticultural robots move through the areas trimming and pollinating the flowers. The bots respond to any wearer of a green arm band, gladly answering questions about the flowers (especially willing to point out those either helpful or dangerous) but will not cease their labors.

The many gardens of flowers are hundreds of yards long and wide. Over the centuries, the flower varieties have mutated — some familiar, some unique to the gardens. The patches of mutant strains are marked, while un-labeled map areas represent beds of unmutated flowers.

MUTANT FLOWER GLENS

N – Rose – Poisonous (INT 10) scent, 2d6 hours unconsciousness.

O – Tulip – Contact with flower causes powerful, 2' radius explosion (3d6).

P – Lily – The flower changes from white to red when exposed to any level of radiation.

Q – Blaster Flowers (Mutated Sunflower) – AC: 6; Move 0; hp: 32; RR: 8; CON: 8; MR: 8; STR: 8; DEX: 8; **Mutations:** Explosive Seeds (WC 3, 1d8; the plant reacts to any moving living being within 10' of the flower).

R – Dandy-lion (Mutated Dandelion) – AC: 6; Move 0; hp: 49; RR: 17; CON: 12; MR: 16; STR: 16; DEX: 10; ATK #3; **Mutations:** Branch Javelins (WC 2, 2d6+4), Sword Fronds (WC 1, 3d6); Defects: Immobilized by darkness.

S – Hell's Bells (Mutated Blue Bell) – AC: 7; Move 0; hp: 35; RR: 12; CON: 12; MR: 15; STR: 3; DEX: 10; **Mutations:** Mental Control (MR 15) via sonic attack up to 30'. Successful attack forces victim to leave all food and drink at the bottom of the flower and depart.

T – Baby's Breath – Buds (Buds (WC 2, 3d6/10) fire at targets up to 90' away. There are 11 flower buds on each plant.

U – Catcher Plant (Mutated Pitcher Plant) – AC: 4; Move 6; hp: 18; RR: 12; CON: 5; MR: 12; STR: 12; DEX: 12; **Mutations:** Dissolving Juices (plant scoops up paralyzed prey and dissolves them at the rate of 20 hp/round), Mental Paralysis (MR 12).

V – Violet – Contact poison (INT 18). Bones surround these plants.

W – Hyacinth – Poison (INT 14) scent.

X – Lilacs – The touch of these flowers and their pollen heals 5 hp, 1/day.

Y – Gazer Lily (Mutated Blue Bell) – AC: 2; Move 0; hp: 79; RR: 16; CON: 11; MR: 16; STR: 11; DEX: 15; **Mutations:** Sunflowers (WC 2, 4d6).

Z – Poppivlads (Mutated Poppies) – AC: 5; Move 8; hp: 6 per 5' patch (60); RR: 9; CON: 11; MR: 16; STR: 5; DEX: 10; **Mutations:** Hallucinatory Pollen (INT 13), Vampire Thorns (WC 1, 1d6). Targets subdued by the poppivlad's pollen do not require a to-hit roll.

AREA 3-1 – LIE LACKS: This radioactive (INT 3) lie lack patch is several hundred yards long and wide. The mutagenic radiation here causes flesh to permanently change color to bright purple.

Lie Lacks (Mutated Lilacs) – AC: 7; Move 1; hp: 33; RR: 18; CON: 9; MR: 3; STR: 3; DEX: 3; **Mutations:** Paralytic Odor (INT 9). Plants move atop and smother paralyzed victims (2d10/round).

AREA 3-2 – MUSHROOM PEOPLE SCOUTING PARTY: *Darting amongst a patch of massive rose bushes are a cluster of ten mushroom people. They signal their displeasure at being disturbed, hopping up and down and hurling tiny spears.*

Mushroom People, Morel - S (10) – AC: 7; Move: 2; hp: 7; RR: 18; CON: 9; MR: 18; STR: 3; DEX: 18; Weapons: Spear (WC: 2, 1). **Mutations:** Heightened Intelligence, Humanoidal, Reproduction Spores, Special Absorption, Telepathy

Normal Reaction: Attacks by leaping into a victim's chest and absorbing (12^s on 3d6). Spores grow 1d3 M-sized Morel People in 24 hours.

If destroyed, a band of medium-sized mushroom people will avenge their destruction one day later.

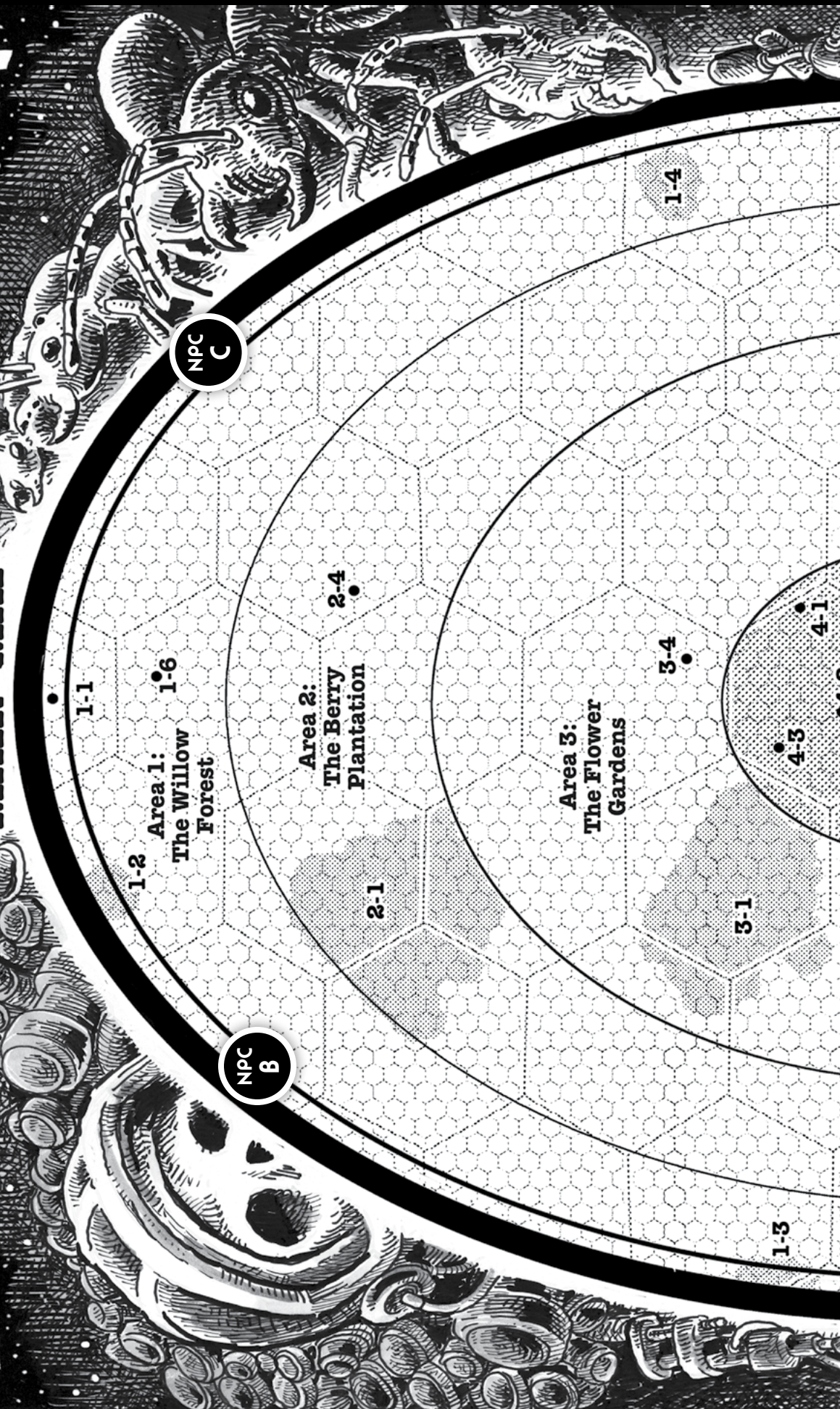
AREA 3-3 – SINGING VINES: This is a huge patch of singing vines. Their sonic attack automatically works on the characters, forcing them to leave all food and armor behind with the vines. They may continue their quest, but cannot come back for their equipment.

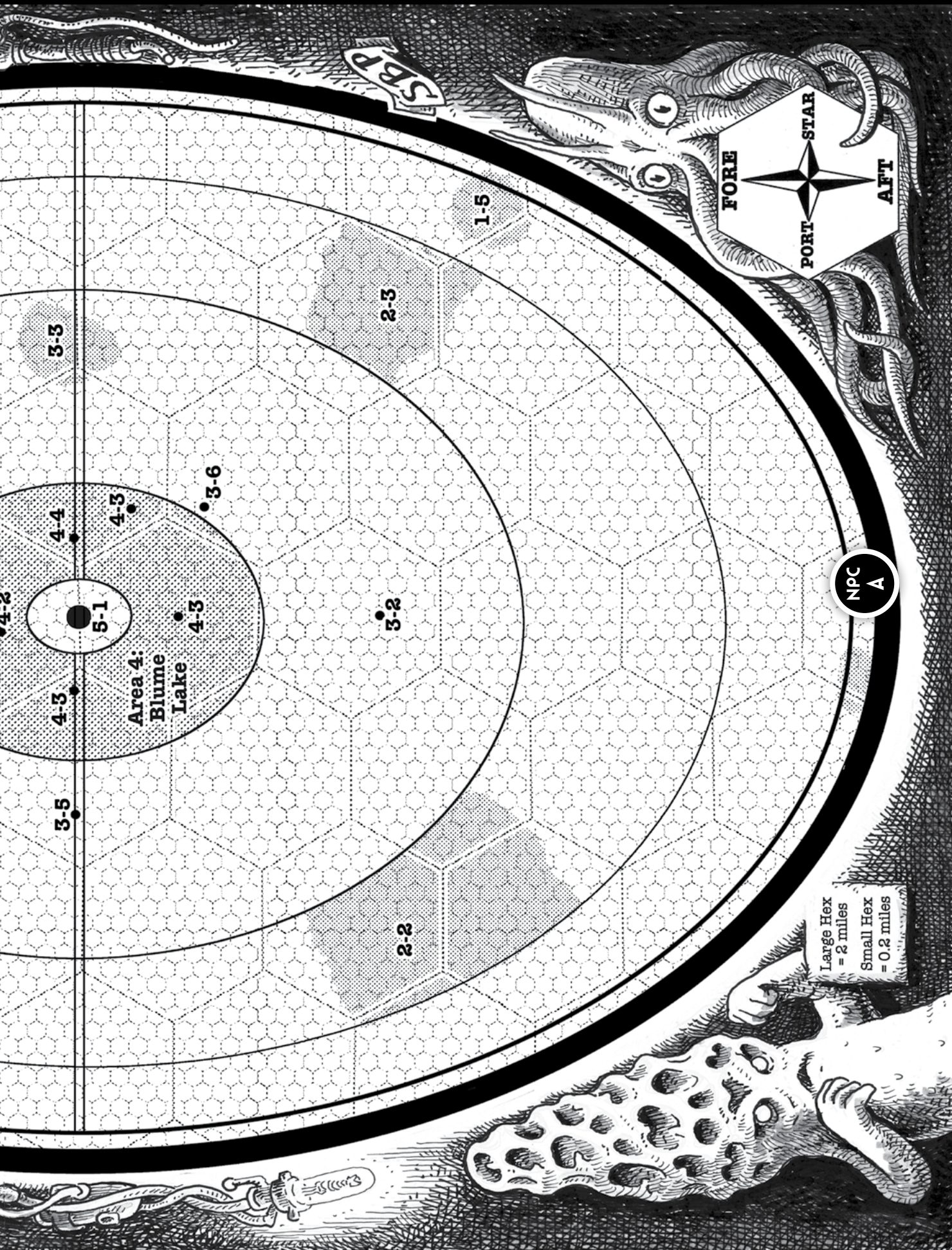
AREA 3-4 – PURPLE BEAST CAMP: *In the center of a small clearing, a massive wine-colored ape sits at a fire. He is unsurprised by your presence and calmly lifts four arms in greeting. He has no visible weapons, although a large pack rests within easy reach. He looks at you appraisingly, with six un-blinking eyes.*

Addis the purple beast has recently retreated across Blume Lake and, if told of the characters' quest, will tell them of the building in the center of the island – and its open door (5-1b).

DOOM ON THE WARDEN

MAIN MAP





NPC KEY (see page 46 for stats) A = Cpl. Staggeron B = Nomeddon C = Wroose



Purple Beast: AC: 3; Move: 6; hp:144; RR: 18; CON: 18; MR: 18; STR: 18; DEX: 17; ATK #3. **Mutations:** Electrical Generation, Heightened Dexterity, Heightened Intelligence, Heightened Strength, Immunity (fur is immune to laser fire), New Body Parts, Telepathy.

Appearance: These are nine-foot tall purple furred apes with six limbs that all act as arms. The head has six eyes spread across its skull.

Normal Reaction: If approached in a non-threatening manner, he introduces himself as Addis, offering to share his fire and food (mostly unrecognizable root vegetables). Like others of his kind, he is gentle by nature and, due to his fascination with True Humans, will not intentionally harm them. If forced to defend himself he can strike with his massive fists (WC: 2, 5d6) or channel electrical current into one powerful blow (8d6).

Among his more common trade goods (food, water, etc.), Addis has the following items for trade:

- 2 dried animal glands which, when eaten, impart invulnerability to lasers for 1 day.
- 14 hydrogen cells
- 3 atomic cells (he is unfamiliar with what might use them)
- 1 firestarter

AREA 3-5 – BROKEN SECURITY ROBOT: A 6' tall metal egg waves four tentacles about as it drifts through the air towards the walkway, pushing through the flower beds. Sparks and thin wisps of smoke vent from cracks along the robot's casing. It is repeating "You are under

arrrrhhhhhhh," at ear-splitting levels.

Security Robot Type III, damaged (#2): AC: 5; Move: 7 (fly); hp: 44; RR: 9; CON: 9; MR: 9; STR: 9; DEX: 15. **Weapons:** Tentacles (WC: 4, 3d6)

Normal Reaction: The bot has the senses of a human and three blinding bright head lamps that it is smart enough to shine in the eyes of the characters. Its tentacles are waving around but can no longer paralyze. Presenting the black or red arm band prominently causes the robot to cease attacking. However, it listens to the character with the band and then floats away, shedding sparks all the way.

AREA 3-6 – GHOST LOTUS: *The edge of the lake is tranquil here, with aromatic lotus flowers bobbing with the gentle motion of the water. The white blossoms scintillate with reds, deep blues, and purples. Looking across the lake you see a distant island at its center.*

Ghost Lotus: AC: n/a; Move: 0; RR: 17; CON: n/a; MR: 12; STR: n/a; DEX: special. **Mutations:** Insubstantial, Radiation Pollen (INT 13)

Normal Reaction: When any prey approaches the shoreline near the lotus, the flowers send out a cloud of sparkling radioactive pollen (no attack roll needed) across a 200' area. The plant is immune to physical attacks, passing through its insubstantial form, but is vulnerable to mental attacks and high level (14+) radiation.

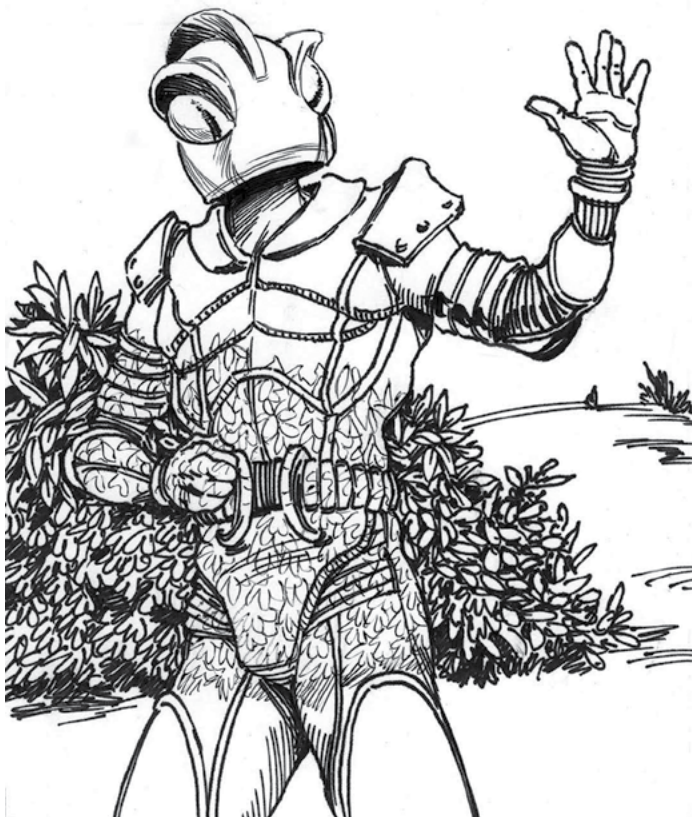
Beneath the surface, a mere 3' from shore, are the remains of a recently slain wolfoid scouting party. Their equipment is water-logged and useless.

FLOWER GARDENS – RANDOM ENCOUNTERS TABLE

Roll	Encounter
2	<p>Crimson Terror (Young) – AC: 6; Move: 3; hp: 44; RR: 11; CON: 12; MR: 6; STR: 15; DEX: 11 Weapons: Bite (WC 5, 4d10); tail (WC 4, 5d10). Mutations: Physical Reflection (electrical, laser). Notes: This T-Rex mutant stands 20' tall with a 10' long tail. It retreats if reduced to half health.</p>
3	<p>Dart Creature – AC: 4; Move: 3; hp: 11; RR: 12; CON: 12; MR: 12; STR: 12; DEX: 12 Weapons: Bite (WC 1, 1d4). Mutations: Poison Quills (WC 8, 3d6 + INT 15 poison, 20' range). Notes: Cannot be surprised; retreats when at 5 hp or less.</p>
4	<p>Winged Biter – AC: 4; Move: 5/12 (fly); hp: 12; RR: 12; CON: 5; MR: 12; STR: 14; DEX: 12 Weapons: Bite (WC 1, 1d6 + poison); spit (WC 2, poison; 30' range). Mutations: Immunity (paralysis, poison), Poison (INT 13), Precognition, Wings. Notes: Always precognitive, cannot be surprised.</p>
5	<p>Changer, Giant – AC: 4; Move: 1/4 (fly); hp: 33; RR: 12; CON: 12; MR: 12; STR: 12; DEX: 12 Weapons: Beak (WC 3, 3d6). Mutations: Chameleon Powers, Immunity (poison), Larger Than Normal, Precognition. Notes: Always precognitive, cannot be surprised.</p>
6	<p>Stabber – AC: 2; Move: 1/8 (fly); hp: 44; RR: 14; CON: 14; MR: 14; STR: 14; DEX: 14; ATK #3 Weapons: Beak (WC 3, 3d10). Mutations: Larger Than Normal, Sonic Abilities (special); Defects: Mental Block vs. Pegasus. Notes: Swoops from above surprising all non-precognitive targets. Whistle paralyzes non-intelligent targets.</p>
7	<p>Hawkoids (4) – AC: 8; Move: 6/12 (fly); hp: 40; RR: 16; CON: 10; MR: 14; STR: 10; DEX: 16 Weapons: Bow (WC 1, 1d6). Mutations: Fear Generation, Force Field Generation, Heightened Intelligence, Levitation, New Body Parts. Notes: Use their bows but, if reduced to 10 hp the hawkoids will use Fear Generation to turn the tide by forcing those affected to flee.</p>
8	<p>Blood Birds (8) – AC: 5; Move: 1/6 (fly); hp: 23; RR: 18; CON: 8; MR: 18; STR: 8; DEX: 16 Weapons: Beak (WC 3, 1d6). Mutations: Immunity (mental control, radiation), Irradiated Body (INT 10). Notes: Blood bird radiation extends 10' from the birds.</p>
9	<p>Black Ones (3) – AC: 8; Move: 4; hp: 46; RR: 8; CON: 10; MR: 4; STR: 14; DEX: 17 Weapons: Bite (WC 3, 1d6+1 + poison). Mutations: Electrical Generation (WC 6, 4d6), Immunity (mental control), Poison (INT 11). Defect: No resistance to illusions. Notes: When creatures touch their web, the pack attacks by using electrical generation before moving in to finish them off.</p>
10	<p>Dark Fungus – AC: 8; Move: 0; hp: 66; RR: 12; CON: 1; MR: 12; STR: 1; DEX: 12 Weapons: Touch (10d6). Mutations: Force Field Generation (30 points), Heightened Intelligence, Illusion Generation, Mass Mind, Telepathy Defect: No resistance to mental attacks. Notes: Uses telepathy to convince creatures to touch it. Grows 1' (11 hp) for each victim killed.</p>
11	<p>Android, Thinker – AC: 5; Move: 8; hp: 100; RR: 9; CON: 18; MR: 18; STR: 6; DEX: 18 Weapons: Laser Rifle Type 3 (WC 6, 10d6), vibro-blade (WC 9, 12/10/12/12) Notes: Wishes to aid humans but must attack all other intelligent life.</p>
12	<p>Garden Robot (#3) – AC: 3; Move: 2; hp: 80; RR: 9; CON: 18; MR: 3; STR: 6; DEX: 3 Weapons: Forestry tools (WC 3, 2d6), manipulative tentacles (WC 7). Systems: Anti-grav units, head lamps, manipulative tentacles, standard sensory receptors. Color Band Access: Green. Will listen to orders and then depart without obeying. Notes: Will attempt to "prune" the limbs from any creature it encounters.</p>

FLOWER GARDENS – RANDOM DEVICE TABLE

Roll	Device
3	Sound Elimination Headphones (ICR 5)
4	Radiant Plant Destroyer (ICR 4); WC 8, 10d6/35 – plants only
5	Kinetic Pistol (ICR 2); WC 9, 6d6/20
6	Power Seeds x5: All attributes 18 for 30 minutes followed by all attributes 3 for 2 hours
7	First Aid Kit (ICR 8): Heals a total of 25 points
8	Deflection Bracelet (ICR 2): stops 1st 10 points of energy attacks. Turns to dust after 90 min of use.
9	Life Detector (ICR 1)
10	Damaged Laser Pistol (ICR 4); WC 6, 2d6/7
11	Throwing Blades x5 (ICR 10); WC 3, 2d10/10
12	Lightning Projector Staff (ICR 4); WC 1, 4d6/15; range 50 yards
13	Essence of Sleep Flower: Poison (INT 18)
14	Chameleon Suit (ICR 8): AC 2 when 100' distant and motionless
15	Blaster Flower Seeds x10: WC 2, 1d8/5
16	Plasma Grenades x3 (ICR 2); WC 1, 12d6/40 in 10' radius. Treats all ACs as 8.
17	Jetpack (ICR 1): 100mph, 9 hours of power
18	Heat Dart Pistol (ICR 3): WC 6, 6d6/20 + 12d6/40 burn



PART FOUR: BLUME LAKE

The dark waters of the lake stretch out before you, an island visible in its center. Strange plant growths rise from the water, undulating slowly, curling and uncurling. In several places, streams of bubbles rise with regularity while, in others, sickly-looking red bubbles burst on the surface. Infrequent splashing sounds in the distance, like that of a large creature breaching the surface, warn that the lake is not unpopulated.

The waters of Irrigation Tank GMG/2001 (aka “Blume Lake”) provide the irrigation needs for the surrounding rings, as well as being home to many aquatic species. Unlike other locales on the Warden, meant to replicate natural bodies of water, the edges of the cylindrical lake drop off immediately, plunging hundreds of feet into the dark waters below.

Randomly discovered devices can be found on the body of a dead creature or otherwise floating nearby.

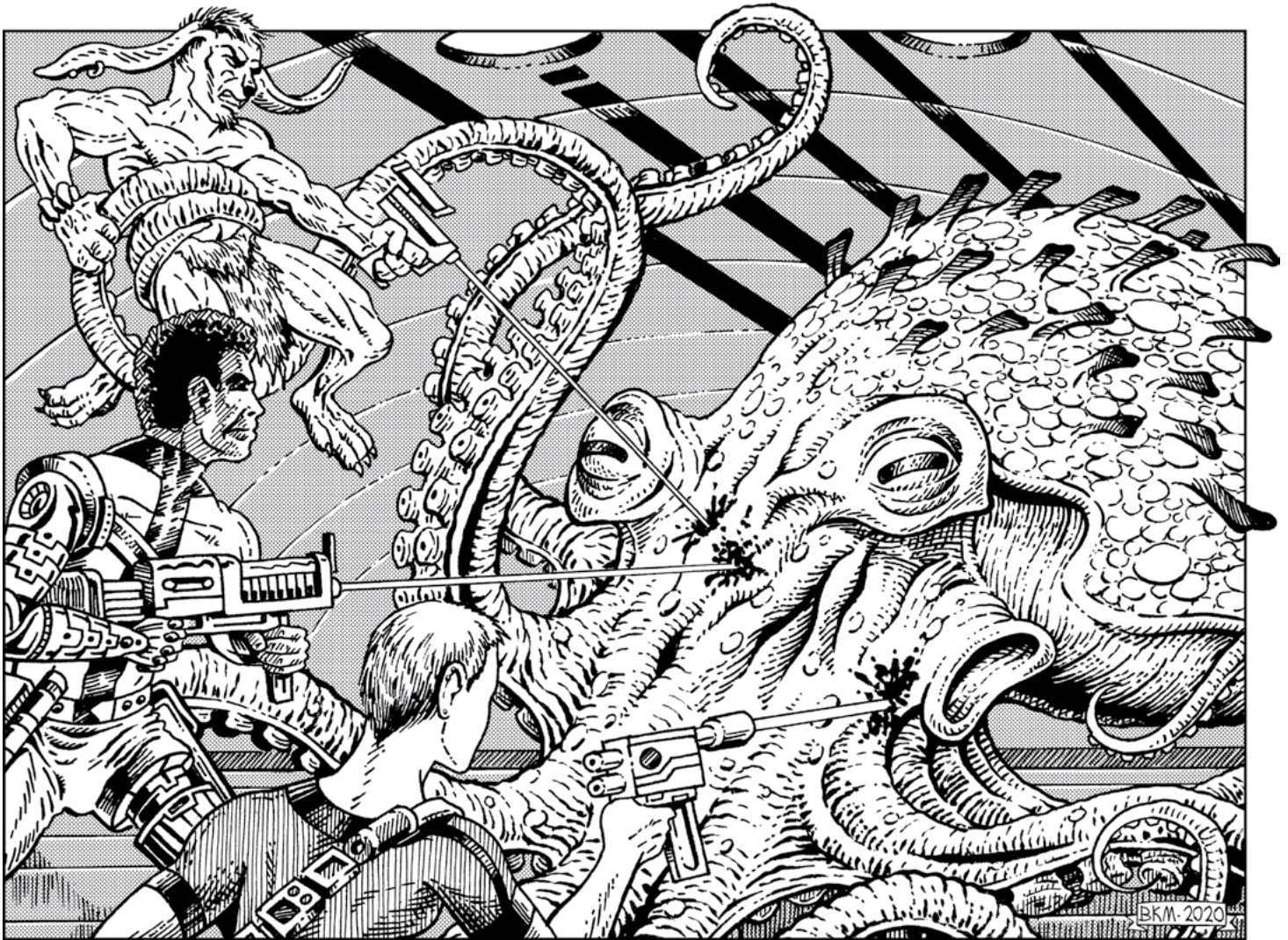
The creatures of Blume Lake should not only surprise the characters but should startle the players as well. To heighten this, use techniques such as announcing an attack mid-sentence while describing a floating technological find or by slapping the table unexpectedly before announcing the attack. In addition to any fixed encounters, crossing the lake while using the raft causes two random encounters. Using the partially submerged walkway doubles that number.

AREA 4-1 – PONTOON-BOT: *A 20-person covered pontoon boat glides across the water on an obvious intercept course. There is no visible means of steering or propulsion, yet it moves unerringly toward you. As it nears, strange sounds can be heard, perhaps some sort of music, coming from the phantom craft. Lights come on around the edge of the boat’s deck, flashing upward from near the waterline in a garishly festive display.*

The craft is an intelligent droid that enthusiastically introduces itself as the Starcraft Aqua Patio. It will gladly take the PCs to the shore of the island, or anywhere else on the lake, avoiding any further encounters on the lake unless ordered otherwise. The craft is well stocked with food and beverages and the boat will urge the PCs to partake. There is no trap; the food and drink is of high quality and well preserved. If attacked by the PCs, the boat will flee.

AREA 4-2 – BLACK TIDE: *A thick, black, tarry-looking slick rises to the surface; an ebon wound against the blue of the lake. It sits atop the water, moving with the waves. The breeze shifts and carries the stench of rotting fish to assail your senses.*

All those within 100 yds and unprotected from the fumes of the black tide begin to suffer the effects of



its poisonous (INT 16) fumes; eyes redden and swell, lungs begin to burn, victims become short of breath. Beneath the black tide lurks an octoid, ready to prey on any creature falling into the water after being overwhelmed by the toxic algae bloom.

Octoid – AC: 8; Move: 1/3 (swim); hp: 33; RR: 15; CON: 13; MR: 15; STR: 12; DEX: 12; ATK# 3. **Mutations:** Chameleon Powers, Energy Regeneration (laser), Grasping Tentacles (WC 8), Heightened Brain Talent, Heightened Intelligence

Notes: A ten-foot tall, pink Octopus that can use its tentacles to walk on land. If two tentacles strike a victim in a round, the target is held – the mutant automatically bites (WC 3, 3d6). Lasers heal damage to octoids rather than injuring them.

AREA 4-3 – SEA-MINE: A metal dome bobs in the water. Looking large enough to hold a single individual, perhaps it is some sort of small craft, although you can see no hatch. It begins drifting closer, as if steered by some intelligence.

Several sea-mines were launched into the lake by the military A.I., to protect itself from attackers that nev-

er came. The mine is drawn by thermal differences in and on the water (such as body heat). Touching the mine causes detonation, inflicting 250 points in a 100 yd radius.

AREA 4-4 – THE KRAKEN: There is no warning – the Kraken immediately attacks from below the partially submerged walkway in a flurry of massive tentacles, each the size of a shuttlecraft.

Kraken – AC: 3; Move: 10/20 (swim); hp: 125; RR: 10; CON: 12; MR: 18; STR: 28; DEX: 16; ATK# 9. **Mutations:** Larger Than Normal, Total Carapace

Like its namesake this mutated is very large (100 feet long). Its massive size and heavily armored carapace make it a true nightmare of the deep.

Normal Reaction: The Kraken floats in the waters beneath the walkway, watching for a shadow to be cast from above. The Kraken strikes at the first target it sees. Once a Kraken has identified its prey (or a floating source of prey) it attacks with all eight of its tentacles (WC: 5, 1d6+14; 8 attacks/round) as well as biting with its beak (WC: 3, 4d10+14).

BLUME LAKE – RANDOM ENCOUNTERS TABLE

Roll	Encounter
2	Pontoon-bot – AC: 2; Move: 3 (swim); hp: 44; RR: 10; CON: 10; MR: 10; STR: 10; DEX: 10 Systems: Outboard motor. Color Band Access: Black, green.
3	Blood Birds (4) – AC: 5; Move: 1/6 (fly); hp: 23; RR: 18; CON: 8; MR: 18; STR: 8; DEX: 16 Weapons: Beak (WC 3, 1d6). Mutations: Immunity (mental control, radiation), Irradiated Body (INT 10). Notes: Blood Bird radiation extends 3 yards from the birds.
4	Imitators (2) – AC: 7; Move: 1/5 (fly); hp: 19; RR: 18; CON: 12; MR: 18; STR: 11; DEX: 18 Weapons: Beak (WC 5, 15), claw (WC 4, 4d6), laser pistol type 3 (WC 6, 10d6). Mutations: Immunity (lasers), Radiated Eyes (INT 10), Shapechange.
5	Water Snake Droid – AC: 6; Move: 2 (swim); hp: 20; RR: 11; CON: 11; MR: 11; STR: 17; DEX: 11 Systems: Pruning jaws (WC 1, 2d6+3). Color Band Access: Green.
6	Octoid – AC: 8; Move: 1/3 (swim); hp: 33; RR: 15; CON: 13; MR: 15; STR: 12; DEX: 12; ATK# 3 Mutations: Chameleon Powers, Energy Regeneration (laser), Grasping Tentacles (WC 8), Heightened Brain Talent, Heightened Intelligence. Notes: A ten-foot tall, pink Octopus that can use its tentacles to walk on land. If two tentacles strike a victim in a round, the target is held and the mutant automatically bites (WC 3, 3d6). Lasers heal damage to octoids rather than injuring them.
7	Flying Fish (6) – AC: 4; Move: 3/4 (fly); hp: 45; RR: 9; CON: 9; MR: 9; STR: 9; DEX: 18 Weapons: Beak (WC 3, 5d6) Mutations: New Body Parts (beak), Wings. Notes: The creature is ten feet long when adult and silver in color. It has a razor sharp beak it uses for ramming. If the prey is killed, the fish lands on it and feeds. If the prey is not killed, the fish swims a distance away and takes another attack on the same prey.
8	Turtloid – AC: 3; Move: 1/2 (swim); hp: 56; RR: 11; CON: 11; MR: 11; STR: 11; DEX: 6 Weapons: Bite (WC 2, 4d6), claws (WC 3, 3d6). Mutations: Immunity (mental control, paralysis, poison), Telepathy, Teleportation. Notes: A mature turtloid is ten feet long and four feet tall at the shoulders with a thick shell. If encountered while using the raft, it will begin its assault by tearing out the bottom of the raft. Characters will likely be forced to drop equipment to be able to stay afloat and swim to shore (+2 random encounters).
9	Fin – AC: 4; Move: 1/4 (swim); hp: 66; RR: 14; CON: 14; MR: 18; STR: 14; DEX: 14 Weapons: Charge (WC 4, 3d6). Mutations: Force Field Generation, Heightened Intelligence, Immunity (poison, radiation), Mental Blast, New Body Parts (arms), Telepathy. Notes: If not attacked, it will attempt to peacefully communicate.
10	Manling – AC: 5; Move: 1/3 (swim); hp: 66; RR: 15; CON: 15; MR: 15; STR: 15; DEX: 15 Weapons: Spear gun (WC 2, 2d6 + poison INT 13). Mutations: Force Field Generation, Gills, Heightened Senses, Life Detection (intelligent life, 50 yards), Life Leech, Mental Control, New Body Parts, Telepathy. Notes: At six-foot-tall, the flesh of the manling is bright green. In most ways it looks human save for special flesh lenses over its eyes, a set of gills on its chest, and webbing between its hands and feet. The creature attacks with its spear gun. If that fails it uses its mental life leeching ability.
11	Salamanders (3) – AC: 4; Move: 2/4 (swim); hp: 77; RR: 10; CON: 17; MR: 17; STR: 17; DEX: 17 Weapons: Spear gun (WC 2, 2d10+3). Mutations: Force Field Generation, Heat Generation, Heightened Balance, Heightened Touch, Larger Than Normal, New Body Parts. Notes: At ten feet tall, these mutants are at home in the water and on land. They are humanoid with bright green scaled flesh. Their over large hands and feet are webbed, and they display a very powerful build. They begin battle using their large two shot spear rifles before roasting their targets alive with their heat generation.
12	Water Grabber – AC: 6; Move: 0; hp: 55; RR: 11; CON: 11; MR: 11; STR: 15; DEX: 3; ATK # 2 Mutations: Heightened Senses, Manipulative Fronds, New Body Parts (root system). Notes: A 50-foot tall willow tree with an unusually vast root systems When the water grabber senses creatures with range, it grabs them with its plant tentacles and attempts to drown the bodies in the water (treat drowning as poison INT 1). Its roots press the bodies into the side of the shore and feeds off the nutrients.

BLUME LAKE – RANDOM DEVICE TABLE

Roll	Device
3	Life Ring (ICR 10), trails 15' of bloody rope.
4	Half empty jar of peaches, still fresh.
5	Waterlogged hat with a white armband tucked into the brim.
6	First Aid Kit (ICR 8): Heals a total of 25 points.
7	Bottle of Plutonian Brandy, Poison (INT 18) reduces Dex to 4 for 24-CON hours.
8	Flask of Strawberry Juice x4: Heals 20 hp.
9	Emergency Container holding radioactive waste (INT 18).
10	Floating Red Ball (ICR 10): just a plain kickball.
11	Canoe (ICR 10), damaged but serviceable.
12	Sea Mine: touching it causes detonation 250 points in 100 yd radius.
13	Chameleon Suits x4 (ICR 8): Decrease AC by 2 at 100'.
14	Military Flashlight (ICR 7)
15	Combat Gloves x2 pairs (ICR 8)
16	A jagged, broken-handled oar.
17	Robot Neutralizer (ICR 1); WC 8, special
18	A.I. Communications Link (ICR 1), attached to a severed hand. A.I. will warn of the Military Dome.



PART FIVE: MILITARY COMMAND DOME

AREA 5-1 – BUNKER ENTRANCE (BLACK): *At the center of the island is a RHMDU (Round House Modular Dwelling Unit), although this particular building is slightly larger than most you have previously encountered, and it lacks the outer walkway area around the front. The air here is completely still.*

Disguised as an RHMDU is the military command bunker. Beneath its ordinary-looking exterior are reinforced duralloy walls, military-grade weaponry, and a number of potent security measures. When characters approach within 30 yards of any of the doors, the bunker's defenses activate. The computer will only voice a warning the first time a door is approached. The laser cannons act at Dex 10. Retreating to a distance of 30 yards or more disengages the cannons. Opening any of the four entrance hatches requires use of a black armband.

Massive laser cannons rise from beneath the soil, flanking the door to the unit. A calm and friendly voice breaks the silence. "Laser batteries on-line and preparing to fire. You may feel some discomfort." A disquieting humming comes from the weapons.

What happens next depends on which bank of cannons the characters are facing:

5-1a: Cannons overcharge, exploding for 250 points in a 100' area.

5-1b: Cannon batteries dead, the weapons glow briefly before going quiet. The door here is damaged, leaving an accessible gap.

5-1c: Damaged cannons leak radiation (INT 15, 50') and fire (AC: 2; hp 25; WC: 6, 6d6/20).

5-1d: Both cannons function normally (AC: 2; hp 100; WC: 6, 20d6/75).

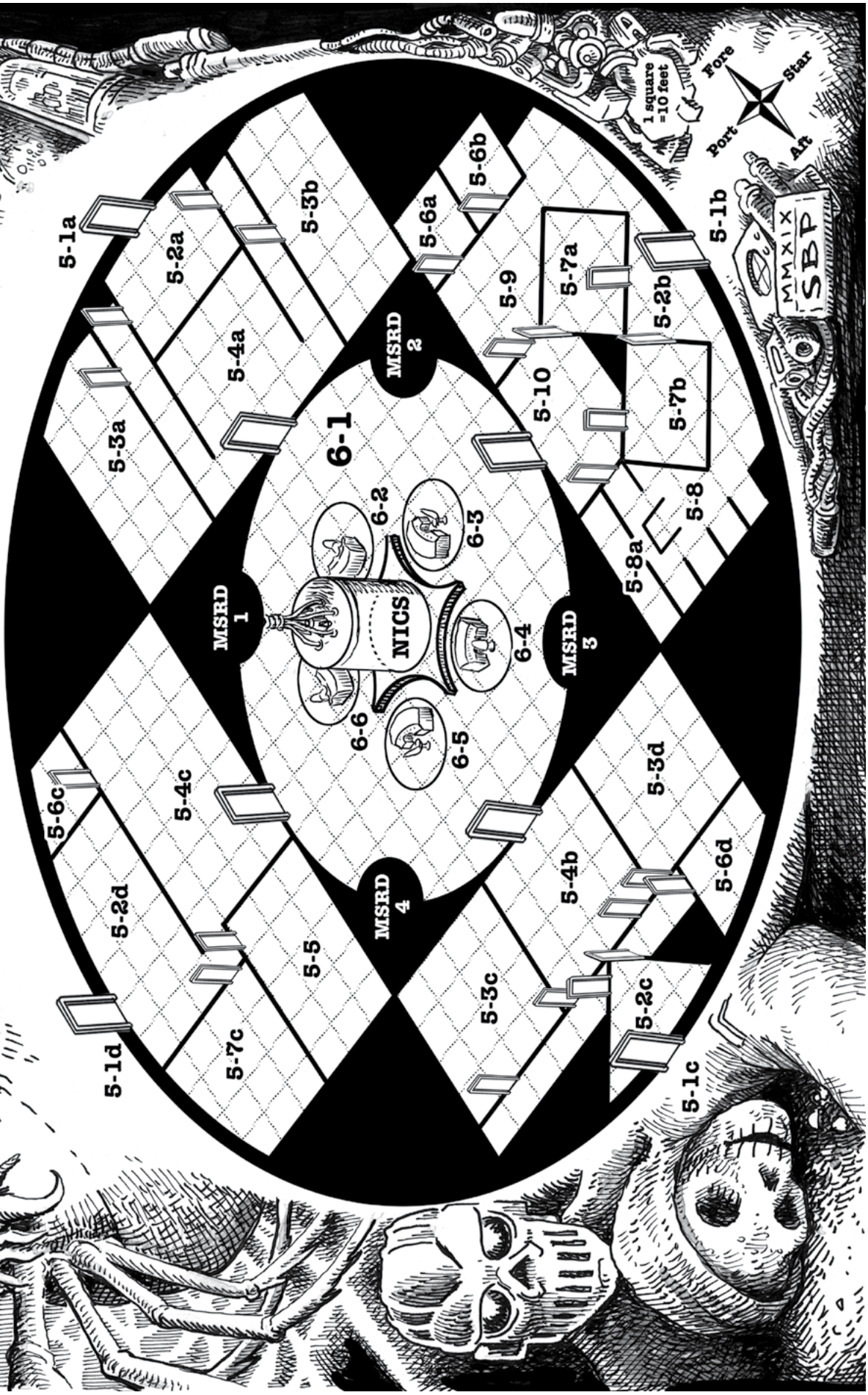
Within the dome, the inconsistent red lighting paints everything in shades of red and black. A computerized voice repeats "Omicron Protocols are in effect – shelter in place" every five minutes.

AREA 5-2 – SECURITY STATIONS: *Signs on the wall of this security checkpoint read "Unauthorized access strictly forbidden. Use of lethal force is authorized." Fake potted plants and a security podium are the only furnishings here.*

5-2a: Destroyer robot, damaged and lacking security overrides. This unit **cannot** be stopped by use of an armband.

5-2b: Two skeletons, clad in black uniforms with red piping lie on the floor, each with its bony fingers clasped around the throat of the other. Each skeleton wear both

AREA 5: MILITARY COMMAND DOME





a black and a red armband. A discarded gamma revolver (ICR: 2, WC: 8, radiation – INT 15) lies on the floor behind a plastic potted plant in the far corner.

5-2c: The floor here is charred and bits of robot are embedded in the walls. The remains of nine military security officers are spread around the room.

5-2d: Destroyer robot, will only respond to a green/red armband (military command).

Destroyer Robot: AC: 4; Move: 9; hp: 190; RR: 11; CON: 11; MR: 10; STR: 36+; DEX: 11.

Appearance: Standing 7' tall, there is no pretense that the figure at this guard post is human. Each physical detail seems meant to accentuate that the body beneath the black-and-red uniform is artificial; its form is enlarged to an exaggerated degree, exposed surfaces are polished to high sheen, and its eyes glow softly. Other than a combat knife on its belt, the robot appears unarmed. It looks at you dispassionately.

Weapons: Fists (WC: 4, 2d10+20), laser rifle type 2 (WC: 6, 7d6 – built into right arm), sonic disruptor rifle (WC: 7, 15d6 – built into left arm); vibro-combat knife (WC: 9, 25 + 4d10).

Normal Reaction: Upon the announcement from NICS, the robot immediately moves to engage the characters using both of its weapon arms. It remorselessly attacks the characters, following them should they retreat.

AREA 5-3 – DUTY OFFICER'S QUARTERS: Each of these areas is a near-identical living suite, decorated in military fashion and complete with dining nook and private washroom. Each door opens for combined black and listed colored armbands, although all open for either the combination of black and red armbands or a green/red armband (announcing “security override” as the door unlocks). The doors are marked with nameplates.

5-3a (gray): (Limited Duty Officer) LDO Porter – On the bed lies a mummified corpse clad in a black uniform with gray piping. Matching armbands have rolled under the bed. On the nightstand is a sonic disruptor pistol (WC: 7, 15d6), an empty drinking glass, and a small pill bottle (poison, INT 18, 10 pills).

5-3b (blue): (Chief Warrant Officer) CWO Harrington – Furnishings are piled up just inside the door. A skel-

etal figure, the back of its skull crushed, lies behind the barricade. It holds a protein disrupter pistol type 1 (WC 8, 5d6/15d6/20d6, flesh only) in one hand and is clad in a black uniform with blue piping. Black and blue armbands are hidden beneath the washroom sink. A hole in the wall in the dining area leads into the adjoining arms locker (5-6a).

5-3c (blue/red): (Lieutenant) Lt. Penn – The suite has been covered in strips of star charts, torn lengthwise and then affixed to the walls. Trapped in the shower cubicle is a robot owl which obeys the commands of the first being to touch it. It is otherwise indistinguishable from a real owl.

5-3d (green): (Lieutenant Commander) LCdr. Cooper – 11 goliath vine seeds. When planted, a seed will grow to a maximum height of 200 yards in an hour.

AREA 5-4 – ADJUTANT'S STATIONS: These office stations were used by the duty officer's adjutants for the handling of incoming communications, filing, and day-to-day scheduling. Each has a large, U-shaped desk with several independent computer workstations and dumb terminals (to allow communications to and from the bunker to go unnoticed by the Warden's main A.I.). The underside of each desk has a small security button which must be pressed at the same time a black band is presented to access area 6-1.

5-4a: The desk here has been blasted into fragments, making access to area 6-1 from this area impossible.

5-4b: This enclosed room is filled with a bomb cactus, which rooted in a body lying near the desk. Even the gentlest of movements will cause it to release a shower of thorns (WC: 1, poison – INT 11). A locked desk drawer holds a kinetic pistol (ICR: 2, WC: 7, 6d6/20). The key to the drawer is in the remains of the uniform beneath the cactus.

Bomb Cactus: AC: 5; Move: 0; hp: 150; RR: 9; CON: 18; MR: 3; STR: 3; DEX: 3.

5-4c: This area is untouched, due to the presence of a MLRSD (Military Long-Range Security Droid). Requisition reports and other documents (now meaningless) are still neatly stacked with handwritten notes scrawled across their folders marking their individual priority levels. Concealed behind a hidden panel in the desk is an EMP pistol (ICR: 8, WC: 8, 75% to deaden targeted power cell) with 2 shots remaining.

MLRSD: AC: 3; Move: 10; hp: 100; RR: 18; CON: 18; MR: 18; STR: 18; DEX: 18; Atk # 2. **Weapons:** Plasma rifle (ICR: 2, WC: 5, 30d6/100)

Normal Reaction: Ordered to secure the area when the bunker went into lock-down, the MLRSD demands intruders leave immediately or be subject to

summary execution. It ignores all armbands.

AREA 5-5 – MILITARY COMMANDER'S QUARTERS (GREEN/RED BAND): *As the door opens, a genteel voice emerges from the darkness. "Welcome back Admiral. Omicron protocols have been enacted. It has been 116,371 days since you left. I was getting worried. I detect that you have brought guests. I will set extra places for dinner." A robotic butler can be seen in the gloom, moving to turn on lights and make the room ready.*

This room is a more poshly-appointed version of the other officer's quarters. During an Omicron emergency, the commander's quarters have been set to initiate a complete "apocalypse lockdown" to maintain the safety of the military chain of command. One minute after the door opens it will slam closed again (followed by massive blast doors) and will remain closed until the Omicron protocols are no longer in effect. Those attempting to move through the doorway as it closes must roll beneath their Movement on 2d6.

The sealed emergency supplies within the room can sustain a single person for ninety days. The robotic butler is an ever-present companion, doing all he can to keep spirits running high. After the supplies run out, the robotic butler will apologize profusely as those trapped slowly starve to death in great comfort. The butler will do no harm to any "guest" of the admiral's and, if need be, will allow himself to be disassembled or destroyed.

AREA 5-6 – ARMS LOCKERS (BLACK): *"You are accessing restricted weapon systems without authorization; that doesn't seem very fair."*

Despite the words of the computer, things seem fairly picked over, either grabbed in the initial emergency or in the time since.

5-6a: Riot Gear – 10 slug projectors type 3 (WC: 5, 5d6/20 subdual); 10 slug projector rifles type 3 (WC: 5, 5d6/20 subdual); 1 case of paralysis grenades x20 (ICR: 6, poison – INT 10 paralyzes for 4 hours). A hole in the wall here leads into area 5-3b.

5-6b: Small Arms – 1 plasma pistol (ICR: 2, WC: 5, 25d6/85); 6 plasma shells.

5-6c: Heavy arms – 2 bio-rifles (ICR: 2, WC: 8, paralysis in 2 minutes, death in 5 minutes); 10 gamma grenades (ICR: 2; WC: 1; radiation – INT 15, treats all armor as AC 8).

5-6d: Mobile Armor Storage – Medium mobile defense armor. The armor power systems are unstable and, once activated by its wearer, will explode for 100 points in a 5' radius.

AREA 5-7 – ADJUTANT'S QUARTERS: These doors of these small efficiency suites are unmarked (save for

c) and will open for any black band unless secured from within.

5-7a: Both doors have been electronically disabled from within but are repairable by using a hand-held programming analyzer. Inside, a pure white human figure, clad in black, stands in the center of the room before the shifting air currents disturb the room and cause the form to crumble to dust. Sifting through the dust turns up a tiny counterfeit communications device (tuned to a now-dead frequency originating from Epsilon City).

5-7b: The door leading to 5-10 is damaged and unable to close. This has allowed a bio-creature to gain access. It lurks on the ceiling in the center of the room, ready to feast on anything that should pass beneath it.

Bio-Creature: AC: 2; Move: 1; hp: 50; RR: 16; CON: 16; MR: 16; STR: 16; DEX: 25. **Mutations:** Acidic Vomit, Chameleon Powers, Dissolving Juices, Grasping Tentacles, Heightened Dexterity, Heightened Precision, Life Detection (150'), Mental Transparency, Taller

Normal Reaction: The bio-beast moves more quickly than the eye can follow, lashing out with its tentacle (WC: 1, 20 – treats all armor as AC 8) and pulls them into its body to float in a pool of acid and digestive juices (incidentally damaging/destroying armor/weapons/equipment). It can also regurgitate its stomach acids as a ranged attack (WC: 3, 3d6/2d6/1d6 done over three rounds).

5-7c: Name plate reads “AG Young” (Adjutant General) The door has been booby trapped with a hover claymore mine (50 points in a 30-yd radius). The detonation of the claymore destroys all of the room’s contents.

AREA 5-8 – ENLISTED BARRACKS: “Shh....they’re sleeping. You wouldn’t want to wake them, would you?” The A.I.’s voice startles you, eerie in its soft laughter.

Row upon row of bunks, stacked three high, fill this barrack space. Half of the beds are still occupied by the skeletal figures of the humans who dwelt here. Everything in the room is coated with a layer of fine dust and the air smells faintly of wildflowers. As you watch, there is a disturbance, as if from something moving swiftly through the room. The dust swirls into the air, and humanoid-shaped voids move within.

The bodies are of those who did not stir in time to grab protective gear as NICS went mad and flooded the compartment with chemical “pacification” agents. The traces still linger in the form of the highly poisonous (INT 12) powder that coats everything here. If searched, the footlockers contain ordinary possessions (photos of family, clean socks, and other

personal effects). This area is also the lair of a family of Invisible Attackers.

Invisible Attacker (4): AC: 5; Move: 12; hp: 14; RR: 11; CON: 11; MR: 11; STR: 11; DEX: 21. **Mutations:** Immunity (energy, poison), Invisible, Radiated Eyes (INT 12), Regeneration (5/round)

Normal Reaction: These creatures attack without mercy, killing for both food as well as pleasure. They commonly concentrate their radiated gaze on a single target in hopes of taking it down quickly. When using their gaze, the eyes of the invisible attackers become visible, glowing a baleful red.

5-8a: *The disembodied voice calls out from the room behind you, “Hiding will not aid you. Security forces are in route.”*

This area is subdivided between the head and a shower area. Everything here is still functional, and the showers easily wash away any residual poisonous dust. Steam from the sinks will fog the mirrors above, revealing the message “NICS killed us.”

AREA 5-9 – LOUNGE: *Overturned chairs and couches litter the area, and the walls are stained by scorch marks and ancient bloodstains. Amidst the wreckage stands a squat robotic form. As you watch, the shape blends into its surroundings, vanishing. A voice comes from empty air, ordering you to place your weapons on the floor and step away.*

MMRSD (Military Medium-Range Security Droid): AC: 3; Move: 2; hp: 55; RR: 18; CON: 11; MR: 11; STR: 18; DEX: 11; ATK# 2

Appearance: Five feet long, two feet tall, and covered in camouflage paint changing with its surroundings.

Weapons: Laser pistol (WC: 6, 10d6), tranquilizer darts (WC: 2, poison – INT 13, causing 3 hours unconsciousness)

Normal Reaction: The MMRSD, operating independently, is investigating a prior breach of the bunker. If the characters follow its orders and surrender, it will “arrest them” and remove them from the bunker, leading them to the edge of Blume Lake where they are released with a warning. Any resistance is met with tranquilizer darts and – failing that – laser fire. It will remove ALL military and security armbands prior to releasing the characters.

AREA 5-10 – OPERATIONS CENTER: *Long rows of blinking computer stations fill this room, along with mummified figures slumped over their terminals. The red light from above casts everything in a sinister glow, and flickers of light from between the rows give evidence that you are not alone.*

For security purposes, this door to the military com-

mand bridge will only open if a black band is presented while all other doors to this room are closed. The damage to the door leading to 5-7b currently makes further access impossible. An engineering robot is moving along the floor examining the underside of the consoles and appraising the damage to the room, prior to commencing repairs on the door to area 5-7b. Left to its own devices, it will have the door functional within thirty minutes.

Tech Droid: AC: 2; Move: 2; hp: 60; RR: 18; CON: 12; MR: 18; STR: 18; DEX: 10

Normal Reaction: If undisturbed it will ignore the characters, moving around them as it replaces burned out systems, installs new circuitry, and bends the door back into working order. It will accept orders from anyone with a gray band but prioritizes them lower than repairing the operations center. If attacked it will retreat and summon four MSRSD from area 6-1.

PART SIX: MILITARY COMMAND BRIDGE

AREA 6-1 – MILITARY COMMAND BRIDGE: *As the bulkhead hatch swings open, the prior automated warnings cease, and an alarm pierces the air. Before you stretches an open area with five command chairs sitting in front of shimmering holographic displays. The stations are assembled surrounding a towering cylinder filled with a bubbling luminescent liquid. From a speaker on the cylinder comes a calm voice.*

“Welcome to the military command bridge of the starship Warden. No military bridge access has been made in...” the computer trails off for a moment before continuing, “I cannot even say how long. Starship Warden is currently experiencing an Omicron emergency. Per Omicron protocols, each of the security locks at each command station have been opened for inspection and repair. I am NICS, and as the Warden’s ranking A.I., I require assistance in effecting repairs to the ship and resuming course. Quantum travel is available for reaching the affected areas at your command.”

Use a slow, soothing voice for the military A.I. Nothing short of using an atomic weapon can damage the cylinder. Damage done to the bridge is repaired within hours, and any silly talk of repairing or destroying the A.I. results in NICS releasing two military security droids from holding to eliminate the threat.

If asked about the voice heard in Part 5, NICS will explain that part of his programming became fragmented when the bridge was sealed off. He has had no contact with that portion of himself since the disaster. NICS is lying. He enjoys tormenting fleshies but, now that

the PCs have made it to the bridge, playtime is over.

Military Short-Range Security Droid: AC: 4; Move: 2; hp: 50; RR: 18; CON: 18; MR: 3; STR: 18; DEX: 12; ATK# 2

Systems: Anti-grav, human-level senses, infrared lenses

Appearance: These robots are four-foot-tall eggs, with two slug projector type 3s extending from their casings.

Normal Reaction: Upon activation by NICS, they immediately enter the bridge and attack, firing their slug projectors independently (WC: 5, 5d6).

Note: These units normally respond to black arm bands but are have been placed into security override by NICS. They will show no mercy.

QUANTUM TELEPORTATION

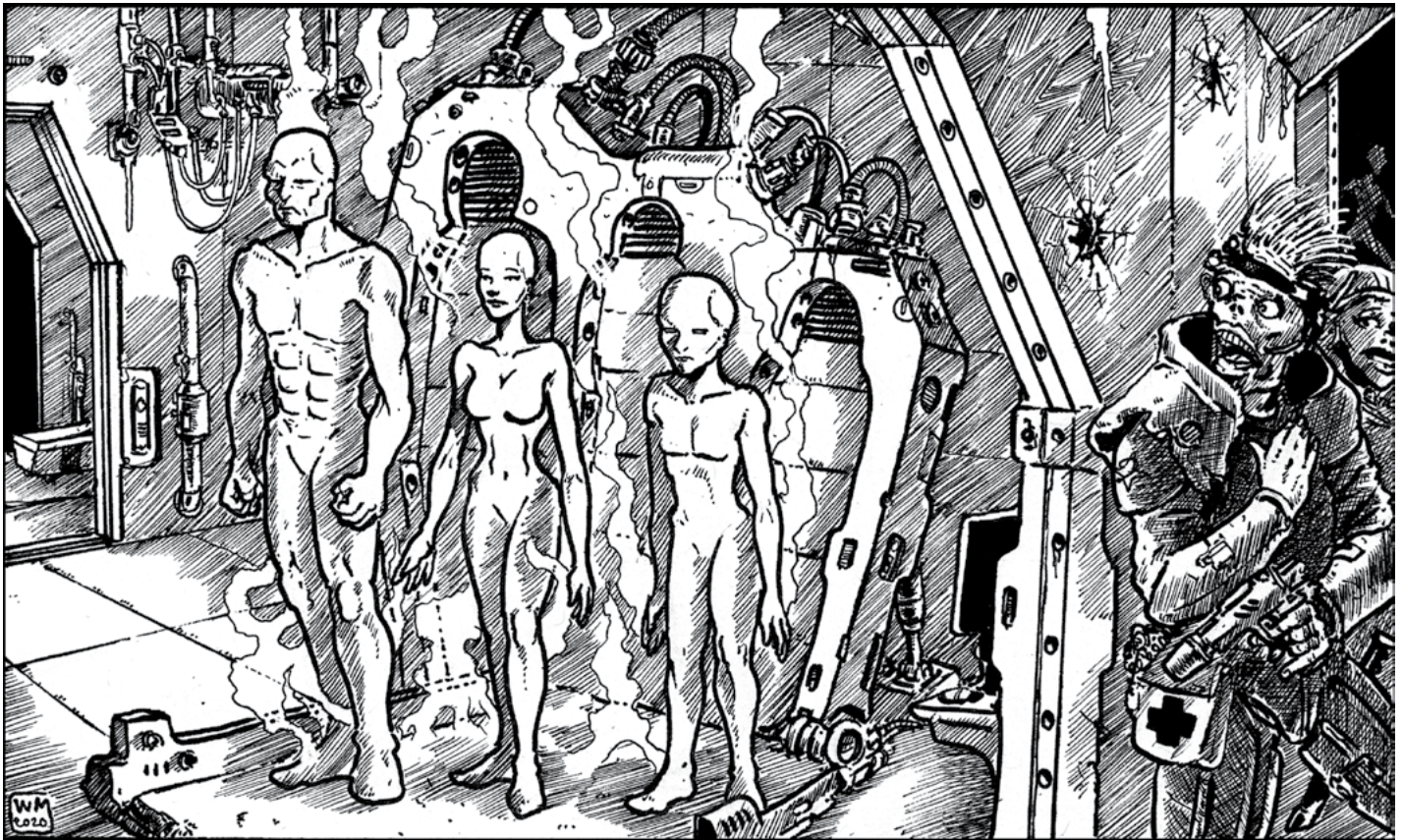
Quantum travel was originally meant for emergency troop deployment and was categorized as Classified by the military forces. Its use puts a serious drain on the ship’s systems; lights on the bridge, and across the Warden, dim while it is engaged. For this reason, only one entanglement portal can be open at any given time. When the characters decide on a location to visit, NICS will activate the quantum systems and a shimmering portal appears in both places, allowing two-way travel. Alternately, the referee is welcome to force the characters to physically travel to each location, stretching the adventure into a mini-campaign of its own.

Each of the duty stations is of similar design, having both manual controls as well as cerebral interfaces accessed by the donning of a metal headband.

AREA 6-2 – ENGINEERING STATION (GRAY) – LEVEL 17: *The holographic screen shows the interior of a massive turbine, stuffed with some type of porous earth. A warning flashes “Turbine #7/14-c obstructed, engine shut down.” Looking at the viewscreen, the turbine is clogged with mud.*

If the characters request quantum travel to the depicted location, they appear near a large mud wall that is evidently obstructing the turbine’s functioning. Six engineering robots, all equipped with huge scoops, stand at the ready to shovel the muck away. They need a character with an arm band of some type to order them to work. Once they begin, they quickly break through the wall – alerting a colony of giant fire ants that pour through the breach.

Giant Fire Ants (20): AC: 4; Move: 6; hp: 22; RR: 17; CON: 9; MR: 9; STR: 18; DEX: 18



Mutations: Larger Than Normal, New Body Parts (massive mandibles), Poison Sting (INT 10, 5 on following round)

Appearance: The ants are three feet long, with their over sized mandibles accounting for half of that. A vinegar-like odor hangs in the air around them, growing stronger as they are killed.

Normal Reaction: The ants swarm the robots, using their mandibles (WC: 3, 2d10) and stingers (WC: 2, 3d6 + Poison) to great effect. If unchecked, the ants will destroy the robots. If attacked, the ants immediately scent-mark the characters as a threat to the nest and wholly focus on them. The response to the threat is disorganized, and only one ant at a time will attack any given target while the others rush about to get a better angle of attack. Only once all twenty ants are killed can the engineering bots safely clear the muck.

Once all ants and obstruction are cleared (undisturbed, it takes the robots a mere five minutes), the turbine spins back up to speed. Characters still present must roll 3d6 beneath their Dexterity or be turned to mist by the massive blades. Back on the bridge, the station's holographic display shows no further warnings and all levels are green.

AREA 6-3 – SCIENCE STATION (BLUE) – LEVEL 6: *The holographic screen shows a factory center with a vat pouring some sort of red goo into a large mold. The mold spins for a few minutes before opening to release*

a trio of androids; a worker, a thinker, and a companion. The three androids walk out of sight as several hoses descend from above to refill the vat. Warning text reads "Programming failure – Safety Interlock Error."

Quantum-traveling characters appear in the middle of a large manufacturing center, filled with material for the manufacture of androids. This is the source of the red androids, scourge of the Warden. None of the androids manufactured here receive the four primary laws of android programming. Unfortunately, the characters do not have the skill required to correct this malfunction, leaving the destruction of the vat and mold as the only option. Both items must be destroyed (requiring 100 points of damage each) before the manufacturing station will read clear. Destroying the vat and mold must be handled carefully, as both represent grave risks.

The vat will refill the mold 10 rounds after the characters arrive, and new androids will emerge from the mold 10 rounds after (they will depart, ignoring the characters completely). Destroying the mold while it is spinning sends shards of razor-sharp shrapnel through the area (WC: 3, 10d10). Energy attacks against the vat cause a chemical explosion doing 50 points damage to all within the area, igniting a chemical fire among the supplies. Characters have three rounds after the explosion to escape before the chamber is flooded with inert gas, suffocating all remaining within.



AREA 6-4 – ENVIRONMENTAL STATION (GREEN) – LEVEL 10: The holographic screen shows a large grill, covered in webbing. A number of cocooned forms hang from the grill. Warning text reads “CO2 Scrubber Obstruction – Cascade Failure Imminent.”

The characters arrive in the midst of the massive ductwork of one of the primary air purification centers. A group of 10 engineering bots idle, chainsaws at the ready, while behind them lies a pile consisting of the destroyed forms of at least twice as many bots. The webbing has completely fouled this filter, and over time, the strain has damaged the others.

The robots will accept orders from anyone wearing an armband but are utterly useless for combat. Interfering with the webbing causes the bulkhead spider to erupt from its den, easily destroying any engineering bot it attacks. Only once the spider has been dealt with may the bots clear the obstruction and clear the warnings at the environmental station.

Bulkhead Spider: AC: 2; Move: 8; hp: 88; RR: 18; CON: 18; MR: 9; STR: 18; DEX: 18

Weapons: Bite (WC: 1, 3d8+3 + poison), cocoon (WC:

1, Strength 16+ or vibro-blade to escape in 1d6 rounds)

Mutations: Immunity (paralysis), Larger Body Parts, New Body Parts, Poison (INT 12, paralysis), Resistance (energy ½), Special Webbing

Appearance: The mutant is ten feet tall and wide with a heavy carapace.

Normal Reaction: Upon emerging, the spider immediately attacks its nearest prey, seeking to bite it, cocoon it, and drag it back into the web. If the characters retreat, any cocooned characters are devoured.

Among the cocooned bodies is that of the military navigation officer. She wears a blue/red armband, which signifies ship’s command personnel.

AREA 6-5 – NAVIGATION STATION (BLUE/RED) – OBSERVATION DOME: The displays of the Navigation station are meant to show multiple inputs (including visual) of the space around the *Warden*. The visual display shows massive shapes, spiked black orbs, that blot out the unmoving stars. A pair of warnings read “Proximity Alert – Collision Imminent” and “Power Failure – Navigation Shutdown.”

Arriving on scene, the characters find themselves in the ship's observation dome looking out into the stars beyond. *The Warden* is stationary, and several ominous-looking ships hang in space alongside the Warden joined together by the same sort of umbilical that connects the Warden to level 0. Within the dome, massive fungal spores cling to large telescopes and other sensory systems, while others float in the dome and begin drifting through the air toward the characters.

Spiked Fungus: AC: 7; Move: 1 (float); hp: 11; RR: 7; CON: 7; MR: 7; STR: 7; DEX: 7 **Mutations:** Contact Poison Spores (INT 18), Energy Drain

Appearance: The fungus appears as beach-ball-sized spiked spheres.

Normal Reaction: The spores are attracted to power sources, clinging to them while draining their power. When the fungus is reduced to zero hit points it explodes into a cloud of fine black spores. The spores cover everything within 10 yds, making any skin contact (such as pulling off gloves) potentially fatal.

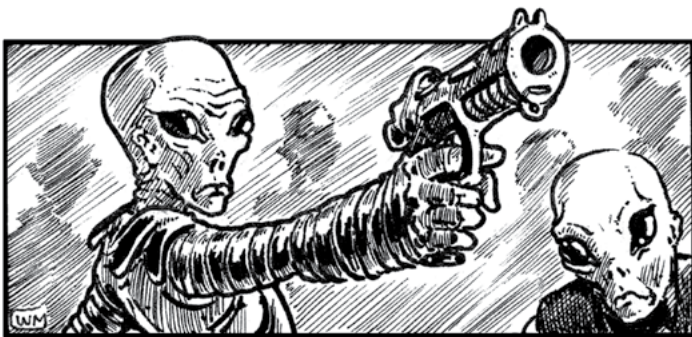
Two sprays of plant defoliant will wither all of the

fungus without triggering the release of spores.

AREA 6-6 – COMMAND STATION (GREEN/RED) – LEVEL 13: *The holographic display is partially blocked by a corpse lying across the console. The remains are not wearing a recognizable uniform, and it wears a green/red armband of unknown function. A closer look at the display shows a hull breach. Atmosphere vents into space as engineering bots attempt to effect repairs using duralloy plating. Weapons fire from the left forces the bots to retreat. Bold-face security warnings scroll repeatedly across the display: “PROXIMITY ALERT!! – UNKNOWN VESSEL DETECTED!! – HULL BREACH!! – ATMOSPHERIC PRESSURE LOSS!! – SECURITY ALERT!! – BOARDING IN PROGRESS!!”*

Arriving on scene, the characters immediately begin taking fire from a space-suit-clad gray alien as the atmosphere around them vents into space. Characters without other means of remaining in place must roll 3d6 under their Strength score to grab onto something and prevent themselves from being ejected into space. Outside the *Warden* a small scout-ship hangs in space, with a larger craft beyond. Merely killing the gray scout allows for the engineering bots





to repair the damage, but five rounds later the hull is blasted open again and two grays attempt to establish a beachhead. Only by dealing 100+ points of damage to the scout vessel will the grays be forced to abandon their salvage attempt. Once the craft has retreated and the bulkhead is secured, the display shows the scout-ship returning to the mothership and departing (for now).

Little Gray: AC: 2; Move: 6; hp: 66; RR: 18; CON: 18; MR: 18; STR: 9; DEX: 9 **Weapons:** Disintegration beamer (ICR: 0, WC: 9, 25, 10 shots per clip).

Abilities: Heightened Senses, Immunity (mental control, paralysis), Telepathy

Appearance: These aliens stand four feet tall with over-sized heads and black eyes. They wear space suits and carry strange, bulbous weapons.

FINAL ENCOUNTER

Once the characters have been successful in making all needed repairs, NICS makes its move to eliminate the “intruders.” The conflict between the warring A.I.s has finally come to the forefront. NICS stutters and hiccups as it speaks, a sign of its struggle with the Warden’s primary A.I. NICS will release its military security droids to enforce “order.”

“Well d-d-d-done. The ship will be able to resume its course thanks to your efforts. I only wi-wi-wi-wish you hadn’t breached security to accomplish your tasks.” There is an audible pause before the computer continues, slurring “Omicron proto-to-to-cols must be followed.” As the computer speaks, the lights in the room change from their warm glow to a deep red.

“I must ask you t-t-t-o leave the bridge – leave the bridge.” A quantum portal opens as the lights dim toward darkness; panels around the bridge open, expelling armed military droids into the room. “I’m afraid I cannot-cannot-cannot ask you again.”

NICS seeks to avoid potential damage to the ship’s systems during its conflict and will attempt to quickly shepherd the characters out via the portal. If asked where the portal leads, NICS honestly answers that it leads to the forest on level 11. If asked to send the characters elsewhere, NICS agrees to redirect the por-

tal. NICS is quite insistent that the characters leave immediately and, should the characters depart via the quantum portal, NICS destabilizes the quantum bridge as they depart. Those PCs stated to be hurrying through the portal may attempt to roll under their Dexterity on 4d6. Those who fail have their atoms scattered across the *Warden* while those who succeed emerge unharmed with the dying screams of their comrades echoing in their ears.

A refusal to use the portal leads to NICS ordering the bots to clear the bridge (which they attempt to do with indiscriminate firepower).

- A human wearing a green/red military command armband may force NICS to stand down by ordering the A.I. to terminate Omicron Protocols. Forced to comply, NICS begins to reboot and restore – repairing the damages caused by the conflicting commands.
- Characters in possession of both gold programmer bands and a programming analyzer (from previous adventures) can halt NICS’s programming, or even delete the A.I. With NICS disabled, the Warden’s primary A.I. assumes control of the military command bridge. The primary A.I. is still quite sane.
- Five characters sitting in the command chairs may attempt cybernetic link-up and pit their combined MR against that of NICS (50). Success forces NICS to shut down, while failure results in NICS sending 200 points of energy directly through the neural links and frying the characters’ brains.

No matter the outcome of the confrontation, the level reattaches to the ship and the *Warden* finally resumes its long-interrupted journey. Over the next two decades, long dormant ship’s systems power up, and security attempts to establish control of the starship. It will be a hard ten years as cryo-chambers release emergency personnel to bring the main bridge back on-line. Armed forces sweep across the ship, attempting to pacify the natives and leading the way for others to initiate repairs, fix corrupted programming, and establish a semblance of normalcy. In the medical bays across the Warden, med-bots begin experimenting to find a “cure” for mutationally afflicted creatures.

There are whispered rumors of the Captain walking among the people, spreading hope in the darkness.

It will be a long twenty years before the *Warden* enters orbit; the planet below wondrous and filled with strange and magical creatures.

What will happen then?

APPENDIX A – TOURNAMENT PLAY

One of the options for *Doom on the Warden* is to run it tournament style, in the classic fashion of *Tomb of Horrors*. For referees wishing to recapture the old school feel of such an event, three groups of pre-generated characters are provided in this section, as well as special introductory text and information to customize the adventure to each individual group.

Allow the players to select the type of group that they wish to play: human, wolfoid, or mutant. Hand out the appropriate character sheets and give everyone a few minutes to devise what equipment they would like to take with them. Then, read the players the starting information and allow them to discuss the dead crewmen in the access tube. In each of the outdoor areas (forest, berry bushes, flower glen, and blue lake), the group should face exactly two random encounters, and the horror element of the area should be strictly adhered to.

Access through the Command Post leads to identical encounters no matter which entrance is taken (1-4), leading the party to the heart of the command post. Once there, the group performs their five individual quests for repairing the ship before finally facing the crazed A.I. and its attempt to kill them all.

STARTING EQUIPMENT

Each player selects a predetermined number of items that their character is carrying with them. A good portion of the fun for the players is that there is no list of equipment to limit them, only their creativity and the referee's good humor. If information is not available for a requested piece of equipment, simply make it up, or counter with a similar item. Resources such as *The Warden Armory*, *Creatures & Gadgets*, and others may be helpful in this regard but are not required.

- Humans of the militaristic Vigilist tribe may request any equipment that they can think of.
- Wolfoids may request any type of equipment that they can think of, up to current technology.
- Mutants may request any type of equipment, up to the technological level of the 1700s.

HUMAN TOURNAMENT INFORMATION

The Vigilist tribe dates back to the first METAMORPHOSIS ALPHA campaign and has long sought to repair the Warden so as to resume its proper course. The end of the adventure plays out as normal.



INTRODUCTION: *You are all pure human members of the Vigilist tribe with a great deal of military equipment. For hundreds of years your elders have known that you are aboard a colonization spaceship. The tribe has studied the old texts and can read the language of the ancients. After hundreds of years your study has revealed the almost mythic access tube to heaven. You have been sent to challenge the unknown and to return the ship to its original course so that, someday, the Vigilists will walk upon the soil of a planet as their ancestors once did.*

WOLFOID TOURNAMENT INFORMATION

Like the humans, the wolfoids seek to repair the Warden and resume her course. This scenario runs just like the human scenario. Unlike the humans, wolfoids are not hurt at all by laser fire, but that doesn't stop devices from firing lasers at them in an attempt to halt their progress.

INTRODUCTION: *You are wolfoids from Epsilon City. Recently, your clans have been united under a powerful new wolfoid leader, Lucanerny. For a decade your group has known they are on a colonization spaceship and has studied the old texts and can read the language of the ancients. Years of study has revealed the location of the almost mythic access tube to heaven. Lucanerny has ordered that you find the command dome and do whatever is necessary to put the starship back on course. Many elder wolfoids believe that your clans can grow and prosper much better with the freedom of an entire world.*

MUTANT TOURNAMENT INFORMATION

The mutants seek to wreck the plans of the ancients and prevent the Warden from resuming its course. The adventure runs as normal until the mutants get to the dome. Inside, the mutants' attempts at destruction will be repeatedly thwarted as holograms and force fields quickly repair the non-essential systems being destroyed. Engineering robots guard each of the five command areas. Once the PCs have destroyed these robots, they will have successfully blocked the quest to get the ship back on course. Further, they can also

add to the messes they find to increase the danger and diminish the likelihood of later repair.

The main ship's A.I. will seem to agree with their course of action. Once the five systems have been sabotaged, it will ask them to sit down in the chairs (even supplying more chairs if more than five PCs remain) to initiate the final memory core shutdown. The A.I. still plans on killing the group, and in this case, the dome does not attach to the ship. Give the players extra marks for blocking up the hatch of the "access tube to heaven."

INTRODUCTION: *You are mutants from several different levels of the starship. Your villages have just realized that you are on a starship and this thought scares them all terribly. Your group has studied the old texts and can read the language of the ancients. Years of study has revealed the almost mythic access tube to heaven. You are part of a group dedicated to challenging its dangers and stopping the ship from ever reaching its final location. Your agenda is simple: You are to find the command dome and do whatever is necessary to ruin the plans of the human creators of the ship. Your leaders feel that your villages can grow and prosper much better on the ship that you control.*



MUTANT CHARACTER SHEETS

METAMORPHOSIS ALPHA GAME		DEVICES DECIPHERED																															
NAME: JASON URSINE																																	
ARMOR CLASS	HIT POINTS	CURRENT HIT POINTS																															
ARMOR: _____	MOVEMENT: <u>20</u>																																
CONSTITUTION	DEXTERITY																																
STRENGTH	RADIATION RESISTANCE																																
DAMAGE MODIFIER <u>+4</u>	<input type="checkbox"/> HUMANOID <input checked="" type="checkbox"/> CREATURE CREATURE TYPE: <u>Bearoid</u> PHYSICAL MUTATIONS ROLL <u>4</u> MENTAL MUTATIONS ROLL <u>3</u>																																
MENTAL RESISTANCE																																	
ATTACKS RESISTED <u>○○○○○</u>																																	
MODIFIED SCORE _____																																	
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Claw	3	3d6+4																															
Detonating Fingers	1	4d6	10'	10/day																													
PHYSICAL MUTATION		RANGE																															
Bone Guard																																	
Detonating Fingers		10'																															
Husk																																	
Magnetic Beam		15'																															
PHYSICAL DEFECT:																																	
MENTAL MUTATION		RANGE																															
Apathy Field																																	
Combat Adaptation																																	
Find Fault																																	
MENTAL DEFECT:																																	
SPECIAL SKILLS OR ITEMS Write down five items a mutant will find useful that are not powered																																	
NEXT OF KIN: _____		MORALE (FOLLOWER): _____																															

MUTANT CHARACTER SHEET

APPEARANCE: As a humanoid bear you walk on your back two feet and stand ten feet tall. You weigh 400 pounds and have all the normal senses of a golden bear.

NORMAL REACTION & ATTACKING: bite WC 1--2d6, WC 1--claw 3d6, you can manipulate weapons, but your large paws give you many problems.

MUTATIONS

Bone Guard – The chest and head are covered in ridges of thick bone. It increases the AC by 1 and gives a +2 resistance to mental attacks.

Detonating Fingers – projecting short-ranged concussive blasts from each fingertip once a day per finger for 4d6, WC 1, and explosive damage with a 10-foot range.

Husk – The mutant turns a wounded area into a dried husk and it drops off their body. They can heal 4 points every hour with this power. They must concentrate on nothing else to accomplish this effect.

Magnetic Beam – With a range of 15 yards the mutant can focus a beam to pull or repel a metallic object of 25 pounds or less.

Apathy Field – Up to 4 times a day the mutant makes a ranged mental attack that causes living things to lose focus and they stop what they are doing.

Combat Adaption – For every melee round a mutant physically battles a foe they add 1d6 to their damage ability. It is cumulative for that battle for their claw attack.

Find Fault – When this mutant begins melee they assess the integrity of a creature or object and are able to do 1d6 in extra damage with every successful strike or missile attack. This is not cumulative in that it just adds to their other claw attack.

METAMORPHOSIS ALPHA [®] <small>GAME</small>		DEVICES DECIPHERED																										
NAME: <u>SEMANTHA FELINE</u>																												
ARMOR CLASS	HIT POINTS	CURRENT HIT POINTS																										
3	95																											
ARMOR: _____	MOVEMENT: <u>20</u>																											
CONSTITUTION 18	DEXTERITY 12																											
STRENGTH 18	RADIATION RESISTANCE 10																											
DAMAGE MODIFIER <u>+4</u>	<input type="checkbox"/> HUMANOID <input checked="" type="checkbox"/> CREATURE CREATURE TYPE: <u>Tigeroid</u>																											
MENTAL RESISTANCE 12	PHYSICAL MUTATIONS ROLL <u>3</u>																											
ATTACKS RESISTED ○○○○○	MENTAL MUTATIONS ROLL <u>4</u>																											
MODIFIED SCORE _____																												
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Headache																												
MENTAL DEFECT:																												
SPECIAL SKILLS OR ITEMS																												
MUTANT CHARACTER SHEET																												

APPEARANCE: This 10-foot tall humanoid tiger walks on its back legs. It has all the senses of a tiger. It's smart enough to manipulate devices, but its paws are large and cause problems as it tries to work things.

NORMAL REACTION & ATTACKING: its bite does WC 1--2d6 +4, its claw swipe does WC 1--3d6 +4.

MUTATIONS

Heightened Speed – Makes two melee attacks in a combat round.

Jumper – Can jump up to 50 feet in the air and 75 feet in a straight line. It can do a death from above attempt to strike down on a foe for 1d6 per ten feet of distance moved.

Metallic Limb Transformation – The mutant can take 1 combat round and turn a limb into a duralloy limb. It can stay that way without concentrating on it for 2d6 rounds.

Taller – This mutant is 10' tall.

Combat Adaptation – the mutant concentrate on killing a foe and does an extra 1d6 with every successful strike.

Deactivation – With a range of 40 yards the mutant can attempt to mentally turn off a powered device in sight of the mutant on a roll of 14 or higher on a 3d6 once per object.

Gravity Negation – Once a day, with a range of 25 feet, the mutant can strip the gravity of an object or being that fails their mental resistance roll and send them to the ceiling for an hour.

Headache – On a successful mental attack the headache disables the living victim for 1 combat round and subtracts 1 hit point times 3d6.

METAMORPHOSIS ALPHA

DEVICES DECIPHERED

NAME: **PETER CANIS**

ARMOR CLASS HIT POINTS



CURRENT HIT POINTS

ARMOR: _____

MOVEMENT: 16

CONSTITUTION **16**

DEXTERITY **18**

STRENGTH **11**
DAMAGE MODIFIER _____

RADIATION RESISTANCE **15**

MENTAL RESISTANCE **17**
ATTACKS RESISTED ○○○○○
MODIFIED SCORE _____

<input type="checkbox"/> HUMANOID	<input checked="" type="checkbox"/> CREATURE
CREATURE TYPE: Dogoid	
PHYSICAL MUTATIONS ROLL	4
MENTAL MUTATIONS ROLL	2

WEAPON	CLASS	DAMAGE	RANGE	CHARGES

NEXT OF KIN: _____ MORALE (FOLLOWER): _____

PHYSICAL MUTATION	RANGE
Manipulative Paws	
Taller	
Temporal Creation	
Web	

PHYSICAL DEFECT: _____

MENTAL MUTATION	RANGE
Life Leech	
Phase-Shifted Physical Attack	

MENTAL DEFECT: _____

SPECIAL SKILLS OR ITEMS

Write down five items a mutant will find useful that are not powered

MUTANT CHARACTER SHEET

APPEARANCE: The mutant began life as a large Irish Wolfhound. It now stands 11 feet tall on its hind legs. It is able to grasp things and is unusually intelligent in figuring out human devices.

NORMAL REACTION & ATTACKING: The mutant likes to shoot out webs to tie up victims. It has often life leeched victims to death.

MUTATIONS

Manipulative Paws – The paws of the mutant are able to manipulate any object a pure human can grab.

Taller – This mutant is 11’ tall.

Temporal Creation – The mutant generates a naked copy of itself that lasts for 10 combat rounds. This can happen every 72 hours and lasts for one battle.

Web – The web shoots out up to 20 yards from the paws of the mutant. It adheres to anything for a 2d6 +6 hit point toughness. It remains sticky for one week. It takes two combat rounds to break free of the webs. Such webs can be used once a day.

Life Leech – The mutant can mentally attack all within 30 yards to grab 6 hit points from each body. This can be done twice a day.

Phase-Shifted Physical Attack – The mutant can attack those phased victims as if they weren’t phased.

METAMORPHOSIS ALPHA [®] <small>GAME</small>					DEVICES DECIPHERED																																											
NAME: <u>JANIS FELINE</u>																																																
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STRENGTH		RADIATION RESISTANCE																																														
DAMAGE MODIFIER _____		<input type="checkbox"/> HUMANOID <input checked="" type="checkbox"/> CREATURE CREATURE TYPE: <u>Cougaroid</u>																																														
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ATTACKS RESISTED ○○○○○		MENTAL MUTATIONS ROLL		4																																												
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Physical Reflection: Lasers																																																
Physical Reflection: Paralysis																																																
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Aversion Field																																																
Deactivation																																																
Mental Bomb																																																
Mental Immunity																																																
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MUTANT CHARACTER SHEET																																																

APPEARANCE: Coming from cougars, this humanoid now stands six feet tall. She still has the Cougar markings.

NORMAL REACTION & ATTACKING: She attacks with mental powers. She bites doing WC 1--2d6 or a claw does WC 2--3d6.

MUTATIONS

Physical Reflection - Its fur is resistant to paralysis, lasers, and electrical energy.

Aversion Field – Once a day the mutant touches a living being. A field of force surrounds that being for 24 hours. A foe trying to melee that being must make a mental resistance roll. If it fails, the foe can't get within one yard of the force field being. If it succeeds the being misses, but the field is destroyed.

Deactivation – With a range of 40 yards the mutant tries to turn off a device battery powered unit. This mutation works once in a 24-hour period. If the roll fails, they can try again until it does work. This power does not work on androids.

Mental Bomb – This is a mental attack that can be made once an hour. If successful it does 6d6 in damage to a living being.

Mental Immunity – Its brain is completely resistant to any form of mental attack.

METAMORPHOSIS ALPHA[®]

DEVICES DECIPHERED

NAME: **JIM FELINE**

ARMOR CLASS HIT POINTS



CURRENT HIT POINTS

--

ARMOR: _____

MOVEMENT: 12

CONSTITUTION **12**

DEXTERITY **18**

STRENGTH **9**
DAMAGE MODIFIER _____

RADIATION RESISTANCE **11**

MENTAL RESISTANCE **17**
ATTACKS RESISTED ○○○○○
MODIFIED SCORE _____

HUMANOID CREATURE
CREATURE TYPE: Jeget
PHYSICAL MUTATIONS ROLL 1
MENTAL MUTATIONS ROLL 5

WEAPON	CLASS	DAMAGE	RANGE	CHARGES
Bite	1	2d6		
Claw	1	2d6		

NEXT OF KIN: _____ MORALE (FOLLOWER): _____

PHYSICAL MUTATION	RANGE
Manipulative Paws	

PHYSICAL DEFECT:

MENTAL MUTATION	RANGE
Fear Generation	
Force Field Generation	
Levitation	
Telekinesis Telepathy	

MENTAL DEFECT:

SPECIAL SKILLS OR ITEMS

Write down five items a mutant will find useful that are not powered

MUTANT CHARACTER SHEET

APPEARANCE: The creature comes from the jaguar breed. It now stands on its hind legs and is two feet tall. It has manipulative paws.

NORMAL REACTION & ATTACKING: It can claw and bite in the same round for WC-1--2d6 each.

MUTATIONS

Fear Generation – With a successful mental attack it can put great fear in the mind of a living foe.

Force Field Generation – The invisible shield surrounds the body of a mutant. It takes 30 points of damage and then is destroyed. It takes no effort to maintain the field as long as the mutant doesn't move away from the spot where it was created.

Levitation – It's able to rise as high in the air as it wishes.

Telekinesis – With a range of 30 yards, it can lift up to 30 pounds of material or try and pull an object away from a foe.

Telepathy – It can read and message any friendly mind. Making a mental resistance roll it can read the mind of a foe.

METAMORPHOSIS ALPHA[®]

DEVICES DECIPHERED

NAME: **HUMANOID 100**

ARMOR CLASS **7(5)** HIT POINTS **88**



CURRENT HIT POINTS

ARMOR: _____

MOVEMENT: 20

CONSTITUTION **17**

DEXTERITY **18**

STRENGTH **10**
DAMAGE MODIFIER _____

RADIATION RESISTANCE **15**

MENTAL RESISTANCE **15**
ATTACKS RESISTED ○○○○○
MODIFIED SCORE _____

HUMANOID CREATURE

CREATURE TYPE: _____

PHYSICAL MUTATIONS ROLL _____

MENTAL MUTATIONS ROLL **5**

WEAPON	CLASS	DAMAGE	RANGE	CHARGES
2-Handed Sword	2	3d6+9		
Aerokinetic Blast	6	3d6	150'	

NEXT OF KIN: _____ MORALE (FOLLOWER): _____

PHYSICAL MUTATION	RANGE

PHYSICAL DEFECT: _____

MENTAL MUTATION	RANGE
Aerokinesis	150'
Combat Adaption	
Electromagnetic Pulse	60' R
Find Fault	Headache

MENTAL DEFECT: _____

SPECIAL SKILLS OR ITEMS

Write down five items a mutant will find useful that are not powered

MUTANT CHARACTER SHEET

APPEARANCE: The humanoid stands 5 feet tall. Its flesh is solid black. In all ways it looks like a human.

NORMAL REACTION & ATTACKING: This mutant enjoys making mental attacks on foes. It also has additions to melee attacks. The humanoid has a huge two-handed sword WC 2—3d6 +9.

MUTATIONS








Aerokinesis – With a range of 50 yards, the mutant can create a micro-burst doing 1d6 +1 in a wide area or a mini-tornado doing 3d6 with either one having a weapon class of 6.

Combat Adaption – In a melee this mutant adds one die for every combat round it attacks the same foe.

Electromagnetic Pulse – In a 20-yard radius this mutation turns off any electric running items for 1d6 combat rounds. Robots or computers are not influenced by this attack.

Find Fault – This adds 1d6 to any successful melee or ranged attack the mutant makes and is cumulative with other attacks the mutant makes.

Headache – This mutant, twice a day, makes a mental attack causing a living foe to have a headache. When successful the foe is disabled for the next melee round and the mutant does 1 hit point for every Mental Resistance point the attacker has.

METAMORPHOSIS ALPHA [®] <small>GAME</small>					DEVICES DECIPHERED																															
NAME: HUMENOID 101																																				
ARMOR CLASS	HIT POINTS	CURRENT HIT POINTS																																		
																																				
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CONSTITUTION 		DEXTERITY 																																		
STRENGTH 		RADIATION RESISTANCE 																																		
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MENTAL RESISTANCE 		<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th colspan="2" style="text-align: left; padding: 5px;">PHYSICAL MUTATION</th> <th style="text-align: left; padding: 5px;">RANGE</th> </tr> </thead> <tbody> <tr><td style="height: 20px;"></td><td></td><td></td></tr> <tr><td style="height: 20px;"></td><td></td><td></td></tr> <tr><td style="height: 20px;"></td><td></td><td></td></tr> <tr><td style="height: 20px;"></td><td></td><td></td></tr> </tbody> </table>					PHYSICAL MUTATION		RANGE																											
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Fist	1	10+4																																		
Hydrokinetic Blast	2	2d6	120'																																	
Mental Bomb	M	6d6	150'	1																																
NEXT OF KIN: _____		MORALE (FOLLOWER): _____																																		
MUTANT CHARACTER SHEET																																				

APPEARANCE: The mutant is four feet tall and just as wide. It's a massive creature weighing a great deal. Its arms and legs are as massive as its overall body.

NORMAL REACTION & ATTACKING: This mutant enjoys making mental attacks on foes. It also has additions to melee attacks. The humanoid has a huge two-handed sword WC 2—3d6 +9.

MUTATIONS

Hydrokinesis – The mutant has a range of 40 yards and can manipulate four times its weight in water. The formed water must maintain a contact to the original water body. The water can be manipulated in any form with the imagination of the mutant. A slam of the water does WC 2—2d6.

Mental Bomb – This is a mental blast doing 6d6 using their mental resistance. It can be attempted once in any 24-hour period. The range is 1-50 yards.

Negate Radiation – With a range of 10 feet this mutant can negate the damage from radiation in three different bodies or a 10-yard by 10-yard patch of earth in a 24-hour period. All damage but one point is removed from three different bodies in a 24-hour period.

Phantom Hand – With a 10-yard range a human-like hand appears. This hand cannot be damaged by heat or radiation or other energy forces. The hand can last for 60 minutes once in a 48-hour period. The mutant must see the hand to work it. The hand can lift whatever the mutant could have lifted with his strong hand.

Phasing – Twice in two different combat rounds, within a single hour's time, the mutant can phase and not be touched by anything or touch anything itself. This can be done twice in any 48-hour period.

Power Leech – In making direct skin-on-skin contact, the mutant can absorb 1 random mutation from another mutant for 1d6 combat rounds. The mutant loses that power after a battle.

METAMORPHOSIS ALPHA [®] <small>GAME</small>					DEVICES DECIPHERED																																											
NAME: HUMANOID 102																																																
ARMOR CLASS HIT POINTS		CURRENT HIT POINTS																																														
ARMOR: _____		MOVEMENT: <u>20</u>																																														
CONSTITUTION		DEXTERITY																																														
STRENGTH		RADIATION RESISTANCE																																														
DAMAGE MODIFIER +1		<input checked="" type="checkbox"/> HUMANOID <input type="checkbox"/> CREATURE																																														
MENTAL RESISTANCE		CREATURE TYPE: _____																																														
ATTACKS RESISTED ○○○○○		PHYSICAL MUTATIONS ROLL 2																																														
MODIFIED SCORE _____		MENTAL MUTATIONS ROLL 5																																														
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SPECIAL SKILLS OR ITEMS Write down five items a mutant will find useful that are not powered																																																
<div style="text-align: right; font-weight: bold; font-size: 1.2em; margin-top: 10px;">MUTANT CHARACTER SHEET</div>																																																

APPEARANCE: This mutant appears as a 9-foot-tall perfectly formed human female. She has an hourglass figure and long red hair. She commonly dresses in a skin-tight red jump suit.

NORMAL REACTION & ATTACKING: This mutant enjoys using large bludgeoning weapons in battle. She traditionally carries 3 balanced throwing war hammers WC 1—2d6, and a very large morning star WC 1—4d6.

MUTATIONS

Skin Suckers – This mutation influences the hands and feet of the mutant. The effect allows them to climb up most surfaces as long as they are not carrying twice their weight in objects. The suckers are not formally visible if not being used.

Flying – Three times a day for up to 90 minutes a time this mutant can fly up to 25 miles an hour.

Gravity Negation – Within 25 feet this mutant can negate gravity on several unresisting nonliving objects. Those objects fly into the sky as high as they can go for 90 minutes. This power can be used once an hour.

Technology Amnesia – Within 10 yards the mutant makes a mental attack. If it succeeds the victim forgets how to properly use a single item of technology as observed by the attacking mutant. The lost knowledge returns to the victim after one hour.

Total Healing – Once every 48 hours this mutant can heal all the damage done to it including amputations.

Warp Wood – Within 30 yards this mutant can twist and warp wood with a thickness less than the attacking mutant’s body dimensions. Warping a living wooden mutant does 15 points of damage and can only be done once a day.

VIGILIST CHARACTER SHEETS

Growing out of a barbarian tribe, the Vigilists believe that “all Intelligence is to be honored.” They hold mankind (not true humans) above all others. As they have gained power the tribe has learned that they are aboard a starship. They have set about “cleaning house,” maintaining a constant vigil against the usurpation of mankind as the masters of the vessel. That doesn’t mean that there are not mutants, and even robots, among the tribe – far from it. Humanoid mutants are accepted as “human,” so the tribe’s definition of mankind is certainly looser than others – although true humans are “more human” than others. The Vigilist fortress is a haven for the most intelligent among them, man, mutant, or machine, protecting those who could most easily decipher the devices and weapons that were found.

METAMORPHOSIS ALPHA

GAME

NAME: _____

ARMOR CLASS: **5(3)**

ARMOR: Riot Armor

CONSTITUTION: **17**

STRENGTH: **11**

MENTAL RESISTANCE: **11**

HIT POINTS: **88**

MOVEMENT: 2

DEXTERITY: **18**

RADIATION RESISTANCE: **11**

LEADERSHIP POTENTIAL: **14**

CURRENT HIT POINTS

WEAPON	CLASS	DAMAGE	RANGE	CHARGES
P55 Rifle	3	10/20/30	150'	50

DEVICES DECIPHERED

FOLLOWERS				
NAME	AC	HP	DEX	WEAPON

SPECIAL SKILLS OR ITEMS

Write down ten things that this human has in a backpack.

NEXT OF KIN: _____

MORALE (FOLLOWER): _____

HUMAN CHARACTER SHEET

APPEARANCE: Each human trooper of the Vigilist tribe stands about 6’ tall and is very muscular. They are dressed in black riot armor with an assortment of military equipment.

NORMAL REACTION & ATTACKING: These troops are all outfitted with military weapons. P55 rifle (WC 3, 50 shot magazine, inflicting 10 points of damage, can shoot one, two, or three shot bursts. In shooting a two shot burst subtract 1 from the die roll. A three shot burst subtracts 2 from the die roll for all three bullets.

WOLFOID CHARACTER SHEETS

METAMORPHOSIS ALPHA <small>GAME</small>					DEVICES DECIPHERED																																											
NAME: OGAMI ITTO																																																
ARMOR CLASS		HIT POINTS		CURRENT HIT POINTS																																												
ARMOR: _____		MOVEMENT: _____ 2																																														
CONSTITUTION		DEXTERITY																																														
STRENGTH		RADIATION RESISTANCE																																														
DAMAGE MODIFIER		<input type="checkbox"/> FERAL <input checked="" type="checkbox"/> EPSILON CITY																																														
MENTAL RESISTANCE		CLAN: Ninja																																														
ATTACKS RESISTED ○○○○○		PHYSICAL MUTATIONS ROLL																																														
MODIFIED SCORE		MENTAL MUTATIONS ROLL																																														
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<p style="text-align: center;">SPECIAL SKILLS OR ITEMS</p> <p>Write down six nonpowered things that this wolfoid has in a backpack.</p>																																																

APPEARANCE: This mutant stands 6' tall on its hind legs. It has used the ship's resources to take up the ancient historical Japanese Ninja ways. The duplicators of Epsilon city give this mutant all the Ninja equipment it wants. It is dressed all in black.

NORMAL REACTION & ATTACKING: Uses a triangular sword (WC 1, 2d6 +6), 4 ninja throwing stars that it always reclaims after a battle (WC 1, 1d6 +2 and it can throw two a turn and it never hits an ally even in combat. When down to ten or less hit points they throw tear gas grenades that act like INT 12 poison, to blind an enemy's eyes thus allowing them to run from combat.

MUTATIONS

Heightened Precision – The mutant does an extra 2 dice of damage over and above his or her normal damage with any weapon used.

Physical Resistance – Their fur is immune to laser fire.

Radiated Eyes – Mutant's eyes to emit a damaging blast of INT 10 radiation. This power is limited to once every 4 melee turns and has an effective range of 10 yards.

Regeneration – 5 hit points a combat round for a total of 20 points a day

Telepathy – Mutant may translate another creature's thoughts and/or emotions and send their own to them. This power works regardless of whether the mutants speak the same language, and it works on all beings up to 25 feet away from the mutant.

METAMORPHOSIS ALPHA <small>GAME</small>		DEVICES DECIPHERED																															
NAME: MOCTEZUMA																																	
ARMOR CLASS	HIT POINTS	CURRENT HIT POINTS																															
ARMOR: _____	MOVEMENT: <u> 2 </u>																																
CONSTITUTION	DEXTERITY																																
STRENGTH	RADIATION RESISTANCE																																
DAMAGE MODIFIER: _____	<input type="checkbox"/> FERAL <input checked="" type="checkbox"/> EPSILON CITY CLAN: <u>Aztec</u> PHYSICAL MUTATIONS ROLL: _____ MENTAL MUTATIONS ROLL: _____																																
MENTAL RESISTANCE																																	
ATTACKS RESISTED: ○○○○○																																	
MODIFIED SCORE: _____																																	
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SPECIAL SKILLS OR ITEMS																																	
Write down six nonpowered things that this wolfoid has in a backpack.																																	
WOLFOID CHARACTER SHEET																																	

APPEARANCE: This mutant stands 9' tall on its hind legs. It has used the ship's resources to take up the ancient historical Aztec Indian ways. The duplicators of Epsilon city give this mutant all the Aztec equipment it wants.

NORMAL REACTION & ATTACKING: It commonly uses a heavy club (WC 1, 2d6 +4), 3 throwing war hammers (WC 1, 2d6, can be thrown in battle and never strikes an ally) and a large shield in battle. They always strike to subdue as they want to take victims hearts from their bodies to give to their gods in Epsilon city.

MUTATIONS

Heightened Precision – The mutant does an extra 2 dice of damage over and above his or her normal damage with any weapon used.

Physical Resistance – Their fur is immune to laser fire.

Radiated Eyes – Mutant's eyes to emit a damaging blast of INT 10 radiation. This power is limited to once every 4 melee turns and has an effective range of 10 yards.

Regeneration – 2 hit points a combat round for a total of 20 points a day

Telepathy – Mutant may translate another creature's thoughts and/or emotions and send their own to them. This power works regardless of whether the mutants speak the same language, and it works on all beings up to 25 feet away from the mutant.

NAME: **GAA ONMO**

ARMOR CLASS HIT POINTS



CURRENT HIT POINTS

--

ARMOR: _____

MOVEMENT: 2

CONSTITUTION

DEXTERITY

STRENGTH

DAMAGE MODIFIER

RADIATION RESISTANCE

MENTAL RESISTANCE

ATTACKS RESISTED ○○○○○

MODIFIED SCORE

FERAL EPSILON CITY

CLAN: **Apache**

PHYSICAL MUTATIONS ROLL

MENTAL MUTATIONS ROLL

WEAPON	CLASS	DAMAGE	RANGE	CHARGES
Long Spear	1	3d6+8		
Long Bow	2	3d6+5	210'	
Radiated Eyes	M	INT 10 R	30'	

NEXT OF KIN: _____ MORALE (FOLLOWER): _____

PHYSICAL MUTATION	RANGE
Heightened Precision	
Physical Resistance: Lasers	
Radiated Eyes	30'
Regeneration (3pt/rd - 20pt/day)	
PHYSICAL DEFECT:	
MENTAL MUTATION	RANGE
Telepathy	25'
MENTAL DEFECT:	

SPECIAL SKILLS OR ITEMS

Write down six nonpowered things that this wolfoid has in a backpack.

APPEARANCE: This mutant stands 8' tall on its hind legs. It has used the ship's resources to take up the ancient historical Apache ways. The duplicators of Epsilon city give this mutant all the native equipment it wants.

NORMAL REACTION & ATTACKING: It commonly uses a long bow (WC 2, 3d6 +5) and a long spear (WC 1, 1d6 +8) in battle. When the spear is used this wolfoid always strikes first in a combat round.

MUTATIONS

Heightened Precision – The mutant does an extra 2 dice of damage over and above his or her normal damage with any weapon used.

Physical Resistance – Their fur is immune to laser fire.

Radiated Eyes – Mutant's eyes to emit a damaging blast of INT 10 radiation. This power is limited to once every 4 melee turns and has an effective range of 10 yards.

Regeneration – 3 hit points a combat round for a total of 20 points a day

Telepathy – Mutant may translate another creature's thoughts and/or emotions and send their own to them. This power works regardless of whether the mutants speak the same language, and it works on all beings up to 25 feet away from the mutant.

NAME: **BRUTUS**

ARMOR CLASS HIT POINTS



CURRENT HIT POINTS

--

ARMOR: _____

MOVEMENT: 2

CONSTITUTION

DEXTERITY

STRENGTH

DAMAGE MODIFIER

RADIATION RESISTANCE

MENTAL RESISTANCE

ATTACKS RESISTED ○○○○○

MODIFIED SCORE

FERAL EPSILON CITY

CLAN: Roman Legionnaire

PHYSICAL MUTATIONS ROLL

MENTAL MUTATIONS ROLL

WEAPON	CLASS	DAMAGE	RANGE	CHARGES
Roman Gladius	2	3d6		
Javelin	3	3d6+4	100'	
Radiated Eyes	M	INT 10 R	30'	

NEXT OF KIN: _____ MORALE (FOLLOWER): _____

PHYSICAL MUTATION	RANGE
Heightened Precision	
Physical Resistance: Lasers	
Radiated Eyes	30'
Regeneration (4pt/rd - 20pt/day)	
PHYSICAL DEFECT:	
MENTAL MUTATION	RANGE
Telepathy	25'
MENTAL DEFECT:	

SPECIAL SKILLS OR ITEMS

Write down six nonpowered things that this wolfoid has in a backpack.

WOLFOID CHARACTER SHEET

APPEARANCE: This mutant stands 8' tall on its hind legs. It has used the ship's resources to take up the ancient historical Roman Legionnaire society. The duplicators of Epsilon city give this mutant all the Roman equipment it wants.

NORMAL REACTION & ATTACKING: It commonly uses the Roman Gladius (WC 2, 3d6) and a Javelin (WC 3, 1d6 +4). The javelin can be thrown in melee and never hits an ally.

MUTATIONS

Heightened Precision – The mutant does an extra 2 dice of damage over and above his or her normal damage with any weapon used.

Physical Resistance – Their fur is immune to laser fire.

Radiated Eyes – Mutant's eyes to emit a damaging blast of INT 10 radiation. This power is limited to once every 4 melee turns and has an effective range of 10 yards.

Regeneration – 4 hit points a combat round for a total of 20 points a day

Telepathy – Mutant may translate another creature's thoughts and/or emotions and send their own to them. This power works regardless of whether the mutants speak the same language, and it works on all beings up to 25 feet away from the mutant.

METAMORPHOSIS ALPHA

NAME: **BLACK BARK**

ARMOR CLASS

HIT POINTS

CURRENT HIT POINTS

ARMOR: _____ MOVEMENT: 2

CONSTITUTION

DEXTERITY

STRENGTH

RADIATION RESISTANCE

DAMAGE MODIFIER

MENTAL RESISTANCE

ATTACKS RESISTED ○○○○○

MODIFIED SCORE

FERAL EPSILON CITY

CLAN: **Pirate**

PHYSICAL MUTATIONS ROLL

MENTAL MUTATIONS ROLL

WEAPON	CLASS	DAMAGE	RANGE	CHARGES
Large Cutlass	2	4d6+6		
Pistol (x2)	3	10	100'	12
Radiated Eyes	M	INT 10 R	30'	

NEXT OF KIN: _____ MORALE (FOLLOWER): _____

DEVICES DECIPHERED

PHYSICAL MUTATION	RANGE
Heightened Precision	
Physical Resistance: Lasers	
Radiated Eyes	30'
Regeneration (6pt/rd - 20pt/day)	
PHYSICAL DEFECT:	

MENTAL MUTATION	RANGE
Telepathy	25'
MENTAL DEFECT:	

SPECIAL SKILLS OR ITEMS

Write down six nonpowered things that this wolfoid has in a backpack.

WOLFOID CHARACTER SHEET

APPEARANCE: This mutant stands 9' tall on its hind legs. It has used the ship's resources to take up the ancient historical pirate of the Caribbean and his ways. This creature has gained pirate equipment from the duplicators of the ship.

NORMAL REACTION & ATTACKING: It commonly uses an over large cutlass (WC 2, 2d6 +6) and 2 black powder pistols. (WC 3, 10 points a shot with 12 shots). Using up all its shot it can make a WC 1, 25 hit point grenade, given two combat rounds. These creatures have a strict code of honor that will not allow them to attack obvious females of any specie unless those females attack first.

MUTATIONS

Heightened Precision – The mutant does an extra 2 dice of damage over and above his or her normal damage with any weapon used.

Physical Resistance – Their fur is immune to laser fire.

Radiated Eyes – Mutant's eyes to emit a damaging blast of INT 10 radiation. This power is limited to once every 4 melee turns and has an effective range of 10 yards.

Regeneration – 6 hit points a combat round for a total of 20 points a day

Telepathy – Mutant may translate another creature's thoughts and/or emotions and send their own to them. This power works regardless of whether the mutants speak the same language, and it works on all beings up to 25 feet away from the mutant.

METAMORPHOSIS ALPHA <small>GAME</small>					DEVICES DECIPHERED																															
NAME: ANUBIS																																				
ARMOR CLASS	HIT POINTS	CURRENT HIT POINTS																																		
ARMOR: _____		MOVEMENT: <u>2</u>																																		
CONSTITUTION		DEXTERITY																																		
STRENGTH		RADIATION RESISTANCE																																		
DAMAGE MODIFIER _____		<input type="checkbox"/> FERAL <input checked="" type="checkbox"/> EPSILON CITY CLAN: Egyptian PHYSICAL MUTATIONS ROLL _____ MENTAL MUTATIONS ROLL _____																																		
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Physical Resistance: Lasers																																				
Radiated Eyes	30'																																			
Regeneration (5pt/rd - 20pt/day)																																				
PHYSICAL DEFECT:																																				
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NEXT OF KIN: _____			MORALE (FOLLOWER): _____																																	
WOLFOID CHARACTER SHEET																																				

APPEARANCE: This mutant stands 9' tall on its hind legs. It has used the ship's resources to take up the ancient Egyptian Sun worshipping culture of mankind.

NORMAL REACTION & ATTACKING: In the dark or night time it only defends itself as Ra would be offended if it did battle in its honor. It uses a power staff (WC 5, 15 points a strike per combat round and if it hits the same target a second time that second strike does 30 points of damage). It has a Khopish sword at its hip, but rarely uses it (WC 2, 2d6 +4).

MUTATIONS

Heightened Precision – The mutant does an extra 2 dice of damage over and above his or her normal damage with any weapon used.

Physical Resistance – Their fur is immune to laser fire.

Radiated Eyes – Mutant's eyes to emit a damaging blast of INT 10 radiation. This power is limited to once every 4 melee turns and has an effective range of 10 yards.

Regeneration – 5 hit points a combat round for a total of 20 points a day

Telepathy – Mutant may translate another creature's thoughts and/or emotions and send their own to them. This power works regardless of whether the mutants speak the same language, and it works on all beings up to 25 feet away from the mutant.

PREGENERATED CHARACTERS INSPIRED BY BACKERS

Doom on the Warden was Kickstarted in early 2020. Thanks to the support of many backers, this book came to be. Three backers in particular put forth a special effort to sponsor their own pregenerated characters. These were designed by James M. Ward based on input from the backers. Here are those three pregenerated characters, with the names of the backers who sponsored them.

NPC A: Cpl. Staggeron (True Human)

Inspired by Michael Malin

AC: 1; Move: 3; hp: 60; RR: 9; CON: 17; MR: 9; STR: 17; DEX: 18; LP: 18

Normal Reaction: The battle armored trooper will be extremely helpful to the player characters when they discover him.

Weapons: Laser Rifle Type 3 (ICR: 2, WC: 6, 10d6/35; 10 batteries), Protein Disruptor Pistol Type 3 (ICR:8, WC:8, 10d6/35; 5 shots remaining)

Trooper Staggeron is 6'-tall, brown-haired, blue-eyed muscular human was placed in cryo-sleep at the beginning of the voyage. Upon his awakening in the military barracks three years ago, he made his way to the dome level — knowing it was the safest place on the Warden. He knows how to work all technology on the ship (robots are especially helpful to this character) and hates wolfoids, attacking them on sight. Since being activated, he has sought out and collected armbands and now has black, red, white, green, and brown.

NPC B: Nomeddon (Mutated Plant)

Inspired by Shaun Smith

AC: 3; Move: 2; hp: 55; RR: special; CON: 17; MR: 9; STR: 17; DEX: 15

Mutations: Heightened Intelligence, Immunity (lasers, poison, radiation), Larger than Normal, Manipulation Vine, Mutation Replication, New Body Parts (amoeboid form), Shapechange

Defect: Body Structure Change

Normal Reaction: When Nomeddon encounters a group, it remains unseen for an hour while it alters form to vaguely resemble the strongest looking member of the group. It offers to help the group, but freely admits that it hasn't been in this area very long. When faced with a dead creature, Nomeddon moves

to “pray” over the body — laying seeds in the dead body that sprout in two days to create a new Nomeddon. In combat it uses the abilities and mutations of the form it is copying and instinctively knows how to use energy weapons.

If struck by electricity, Nomeddon reverts to its true form for one hour. While rarely seen in this form, the mutant is 9'-long with a long tentacle extending from its amoeba-like body.

NPC C: Wroose (Mutated Moose)

Inspired by Andrew Scott Perry

AC: 6; Move: 5; hp: 85; RR: 12; CON: 17; MR: 18; STR: 18; DEX: 15

Mutations: Dual Brain, Heightened Intelligence, New Body Parts (durable hide, manipulative digits, vocal cords), Mental Transparency, Taller, Telekinesis, Warden Sense (precognition: weather – will eventually evolve into Weather Control)

Weapons: hooves (WC: 1, 7d6/25), trample (WC: 1, 15d6/55)

Normal Reaction: Wroose is adventurous, curious and constantly hungry, prone to asking, “are you going to eat that?” He will approach and join any group that doesn't appear openly hostile, fighting alongside them to aid them in surviving level 0. The exception to this is wolfoids, which Wroose distrusts, but who can still win him over.

The moor suffer from a complete mental block for robots and other forms of technology – and thus do not understand the plight of the ship (Wroose is an exception, due to his undergoing mutation of his dual brain). The moor are greatly beloved by bearoids, and lepusoids often scout areas on behalf of moors herd leaders.

Wroose is a 12'-tall, intelligent looking moor who normally protects “Greatfall”, the largest forest area on the Warden (located on deck 9). Unlike others of his species, Wroose's expression is not that of a dumb animal, but instead is bright, driven, and fierce. He can separate his fore-hooves into four finger-like keratinized digits. Combined with his telekinetic ability, Wroose can handle any human object with ease.

METAMORPHOSIS ALPHA GAME

NAME: CPL. STABBERON (INSPIRED BY MICHAEL MALIN)

ARMOR CLASS HIT POINTS



CURRENT HIT POINTS

--

ARMOR: Battle Armor

MOVEMENT: 3

CONSTITUTION

17

DEXTERITY

18

STRENGTH

17

RADIATION RESISTANCE

9

DAMAGE MODIFIER +4

MENTAL RESISTANCE

9

ATTACKS RESISTED ○○○○○

MODIFIED SCORE

LEADERSHIP POTENTIAL

18

MUTANT CREATURES: 25%

MUTANT HUMANOIDS: 45%

MAXIMUM FOLLOWERS: 12

WEAPON	CLASS	DAMAGE	RANGE	CHARGES
Laser Rifle Type 3	6	10d6/35	150/300/1000'	7 (10)
Protein Dis. Pistol Type 3	8	10d6/35	10/24/50'	5

NEXT OF KIN: _____ MORALE (FOLLOWER): _____

DEVICES DECIPHERED

FOLLOWERS

NAME	AC	HP	DEX	WEAPON

SPECIAL SKILLS OR ITEMS

HUMAN CHARACTER SHEET

METAMORPHOSIS ALPHA GAME

NAME: NOMEODON (INSPIRED BY SHAWN SMITH)

ARMOR CLASS HIT POINTS



CURRENT HIT POINTS

--

ARMOR: _____

MOVEMENT: 2

CONSTITUTION

18

DEXTERITY

15

STRENGTH

17

RADIATION RESISTANCE

*

DAMAGE MODIFIER +3

MENTAL RESISTANCE

9

ATTACKS RESISTED ○○○○○

MODIFIED SCORE

HUMANOID CREATURE

CREATURE TYPE: Mutated Plant

PHYSICAL MUTATIONS ROLL 4

MENTAL MUTATIONS ROLL 3

WEAPON	CLASS	DAMAGE	RANGE	CHARGES

NEXT OF KIN: _____ MORALE (FOLLOWER): _____

DEVICES DECIPHERED

PHYSICAL MUTATION

RANGE

Immunity (lasers, poison, radiation)	
Larger than Normal, Manipulation Vine	10'
Mutation Replication	
New Body Parts (amoeboid form), Shapechange	

PHYSICAL DEFECT: Body Structure Change

MENTAL MUTATION

RANGE

Heightened Intelligence	

MENTAL DEFECT:

SPECIAL SKILLS OR ITEMS

* Immune to radiation

MUTANT CHARACTER SHEET

METAMORPHOSIS ALPHA GAME

NAME: WLODZE (INSPIRED BY ANDREW SCOTT PERRY)

ARMOR CLASS **6** HIT POINTS **85**



CURRENT HIT POINTS

--

ARMOR: _____

MOVEMENT: 5

CONSTITUTION **17**

DEXTERITY **15**

STRENGTH **18**
DAMAGE MODIFIER +4

RADIATION RESISTANCE **12**

MENTAL RESISTANCE **18**
ATTACKS RESISTED OOOO
MODIFIED SCORE _____

HUMANOID CREATURE
CREATURE TYPE: Mutant Moose
PHYSICAL MUTATIONS ROLL 4
MENTAL MUTATIONS ROLL 3

WEAPON	CLASS	DAMAGE	RANGE	CHARGES
Hooves	1	7d6/25		
Trample	1	15d6/55		

NEXT OF KIN: _____ MORALE (FOLLOWER): _____

DEVICES DECIPHERED

PHYSICAL MUTATION	RANGE
New Body Parts (durable hide)	
New Body Parts (manipulative digits)	10'
New Body Parts (vocal cords)	
Taller	
PHYSICAL DEFECT:	
MENTAL MUTATION	RANGE
Dual Brain, Heightened Intelligence	
Mental Transparency	
Telekinesis	
Warden Sense (Weather Precognition)	
MENTAL DEFECT: Mental Block: Robots & Technology	

SPECIAL SKILLS OR ITEMS

MUTANT CHARACTER SHEET



BKM-2020

DOOM ON THE WARDEN

By James M. Ward

An all-new adventure for **METAMORPHOSIS ALPHA**, the first sci-fi RPG created by James M. Ward in 1976!

In 2290, mankind launched its first colonization ship, the Warden. It encountered a radiation storm and disaster struck. The stricken Warden drifted through uncharted space for over 300 years. Over the centuries, primitive civilizations arose as the ship's human crew mutated. Tribes struggle to survive in a metal world they cannot comprehend.

In *Doom on the Warden*, humans, mutants, and even wolfoids must fight their way across an untamed and previously undiscovered section of the Warden in time to save their world. The moment has come to repair the Warden and return it on its course – or to disable it forever.

Doom on the Warden includes materials for both campaigns and tournament play. Players may take on the role of mutants bent on stopping the Warden from being repaired; or for the first time ever, they may take on the role of wolfoids.

Since the release of *Metamorphosis Alpha*, the story of the starship Warden has continued unchanged, but that ends now. *Doom on the Warden* is the first-ever official *Metamorphosis Alpha* adventure that continues the story and answers the question... *What next?*



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DOOM ON THE WARDEN

MAIN MAP

