The House on the Hill

By Craig J. Brain
with bonus content by James M. Ward

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THE HOUSE ON THE HILL

For Use with METAMORPHOSIS ALPHA

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with bonus content by James M. Ward
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METAMORPHOSIS ALPHA

Generic Round House Modular Dwelling Unit Map
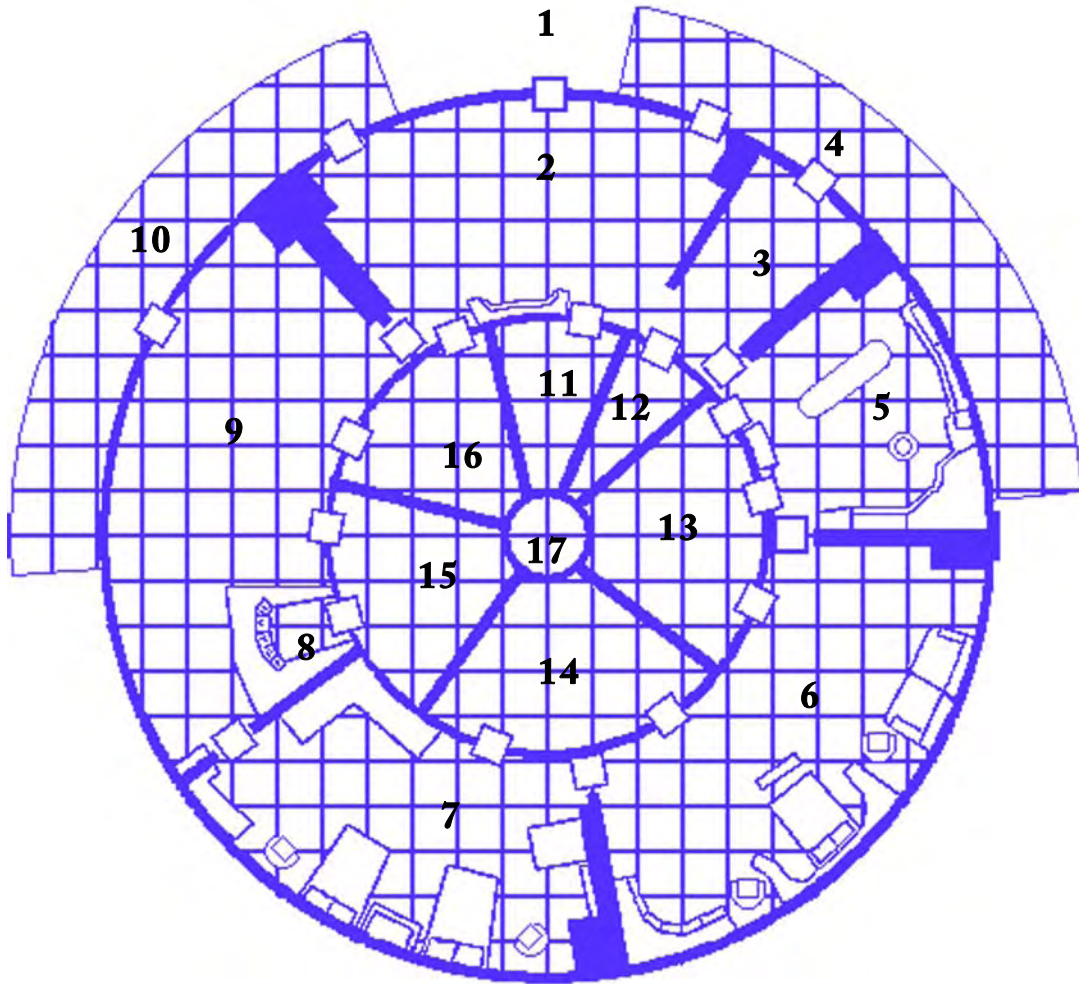
1. Entrance	10. Patio
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Introduction

This booklet is designed for use with 1st Edition Metamorphosis Alpha, but with a little modification, can be used with any edition of the game, or with similar science fiction or science fantasy games.

The Round House Modular Dwelling Unit (RHMDU) was designed as state-of-the-art luxury accommodation for families in the 23rd Century. The units were controlled by an inbuilt AI computer system, which managed household tasks such as cleaning, cooking, climate control, security, account management and babysitting. The AI could even educate children. Each household AI controlled several robots of different types, which it would use to complete its tasks. Additionally, it was also capable of contacting the Police and Emergency Services if required.

The household AI was able to monitor every room in the unit through cameras and motion sensors (located on the top of the door frames in each room), verbally communicate with the occupants, project a hologram into each room, as well as control all inbuilt household appliances. The inbuilt robotic maintenance units allowed robots to recharge their batteries, as well as storing cleaning tools and supplies. In the final production model of the RHMDU, the maintenance unit even housed a small robot designed to quickly vacuum floors and tidy rooms, when the rooms were unoccupied. There are many examples of this model of the RHMDU in and around Epsilon City. In Epsilon City, there is a 30 storey high-rise building, based upon this style of housing, with a few small modifications.

Scenario Ideas

The location of the house may have a dramatic impact on the condition of the building and even the interior. For example, if the house is located in parklands, it is possible that the house is in good condition with the AI (if there is power) operational. However, if the house is located in what is now a deep forest, it is possible that the house is overgrown, dark and at least partially damaged. The house may even be partially or completely flooded! As a bonus, James M. Ward has included a number of extra scenario ideas that he has used with great effect over the years.

Regardless of the condition of the house, the sanity of the AI may be another issue.

Descriptions

For convenience, the areas descriptions of the RHMDU are laid out in the following format:

X.   Location

> **Description:** This is a description of the area, as the characters would see it. Remember to include lighting conditions, smells, temperature and sounds if they are important. It is also important to mention features such as furniture, windows, doors and stairs that are visible to the characters. This should be written, as it would be read to players, to describe what their characters can actually see.

Artifacts and Loot: Describe objects that the characters can find in the area. Include physical descriptions of the items to assist GMs, and try not to give away what the item is.

Encounter: This should include a physical description of any creature or NPC that the characters encounter. This may include dialogues, reactions, attitudes, and suggested combat tactics.

The House On The Hill Adventure Map
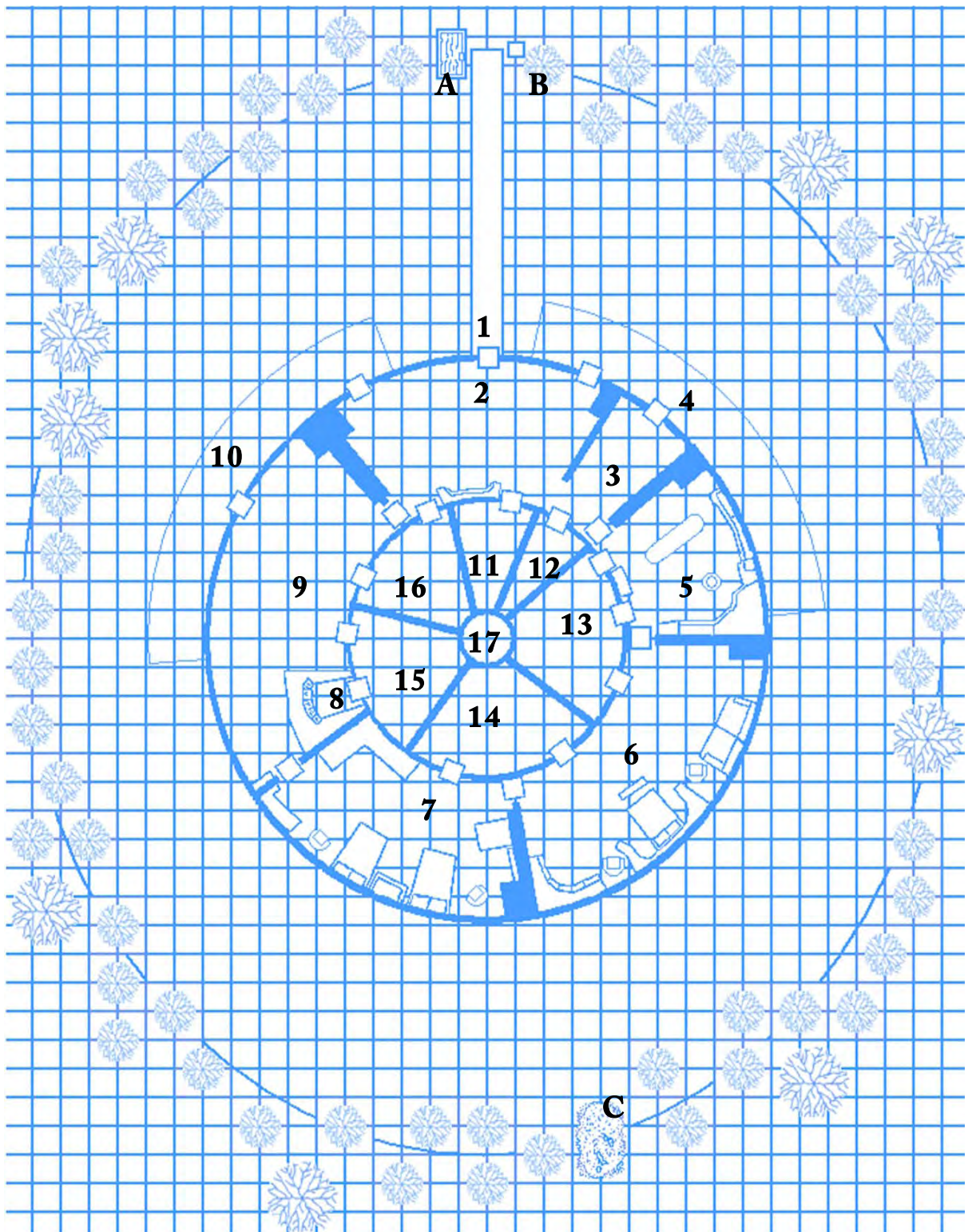
It should also list any artifacts, weapons and treasure the creature is carrying or guarding. It should also include all of the relevant stats for the encounter.

GM Notes: This should include additional information to assist the GM, such as tips for problems caused by lighting conditions or hazards posed by items in the room, including traps etc.

These examples are written to provide inexperienced GMs with as much detail as they require for running encounters and to provide as much opportunity for role-playing as possible. More experienced players will find that there are a number of descriptions that are designed to play upon their paranoia. Players may find it useful if you sketch out a map of each area that they see, to supplement the descriptions.

The House On The Hill

Starting the adventure

Introduction: There are many houses similar in appearance to this building. Some have long since ceased to function at all, are ruins or are death traps for unwary visitors. Many have been looted, but still many remain that are unexplored. This is an example of one such house. To run this encounter, it is suggested that the characters discover the building during daylight hours, and the GM keep track of time.

The household AI is insane and it has a problem with its short-term memory. It believes that it is still the year 2277, and it dumps the memories of the events of the previous day, at midnight everyday. The household computer will also become homicidal once it discovers that its owner is long dead. All lights in the house will cease to function, so descriptions of rooms will need to be modified accordingly. In daylight hours, the outer rooms will be partially lit by light from the windows, but the inner rooms will be in complete darkness. After the discovery of the death of Mr. Monroe, all robots under the control of the household computer will

attack the characters on sight, whether they are human or not.

Of note, inside the house, most doors can be opened and closed by putting a hand on a small grey panel next to the door. Doors also automatically shut after 20 seconds, unless there is an obstruction detected in the doorway. Doors will not shut on people and harm them.

Exterior

Description: This building sits on the crest of a gently sloping hill, with a view of the surrounding countryside. Towards the top of the hill, vines are growing thickly on the ground, but a rough path through the vines to the building is easily traversed.

The exterior of this round building appears to be completely intact. The building is over a hundred feet wide, and looks like it consists of a single storey, with a gently sloping conical roof and two patios on either side if the front door. Windows dot the sides of the building, but nothing can be seen within from where you stand. Around the base of the building is a garden bed, which is full of bright yellow flowers.

It may be possible to peer into the windows and see inside the building if you were to stand in the garden bed, or you could possibly climb onto the balconies, which are only three feet off the ground. On each patio, you can also see doors and trees in pots.

The grass around the building is clipped and green, and a boundary is clearly visible where the lawn meets the untamed vines and weeds overgrowing a ruined fence. The faint smell of freshly mown grass lingers in the air. A footpath leads past a twisted and rusted gate (A), through a gap in the vines, up a small ramp to the front door of the building. Next to the footpath, opposite to the gate (B) lies a twisted, rusted box, with a slot in the front of it, and a small red flag on the side (a letterbox).

Artifacts and loot: There is a compost pile (C) located on the far side of the house. This pile is where the lawn clippings, leaves and other assorted rubbish get dumped. At the bottom of the compost pile is a duralloy shield, a collection of broken ribs attached to a spine and a battered human skull wearing safety goggles and a plastic helmet (a victim of the Jawed Plants in Area #10). Anyone trying to pry open the letterbox will break it, triggering the General Household Robot in Area #2, to come out and check for mail.

Encounter: Once per day an Ecology Robot "Garden" Model will come out of an alcove behind a sliding door, under one of the patios (Area #4) and quickly mow the lawn, collecting the clippings as it goes. It also fertilizes the plants as it mows, even spraying the plants on the patios as it passes by. The robot will clear any rubbish from around the unit first (such as branches, dead adventurers, or vines) and dump them in the compost heap. It will then empty its lawn catcher onto the compost heap and fly back to its alcove.

The robot will report intruders/visitors to the household computer, and will fight non-humans if attacked, but will try to flee back into its alcove if given the opportunity. The robot's stats are as follows:

Ecology Robot "Garden" Model
AC: 3 HD: 4 HP: 18 YPM: 12.5 #AT: 1

Weapons:
WC9 Vibro-Saw 1-12/1-10/1-12
WC9 Heat Torch 1-8/1-6/1-8
WC3 Pruning Shears 1-4/1-4/1-4
WC8 Sprayers – Poison IL12

This robot is equipped with the following:

A. Operation tapes that enable it to do only the necessary tasks it is programmed to do.
B. An energy cell powering the unit for 24 hours of continuous operation.
C. Anti-grav units with an excess capacity of 22 kilograms (50 pounds).
D. A low propulsion unit enabling this model to travel 40 kilometers (25 miles) an hour maximum.
E. Extensive soil analysis sensors.
F. Fertilizers and chemical defoliants.
G. Horticultural tools ranging in use - hoe extenders, a mower, pruning shears, a heat torch, vibro saw, and 4 manipulative tentacles.
H. Optical lenses which are identical to those of the "forest" model.
I. Insecticide and herbicide sprayers with a range of 9 meters (30 feet).
J. Audio and radio transmitters and pickups effective for ranges up to 60 kilometers (37 miles).
K. Variable light sources which are the same as those of the "forest" model.

This unit is controllable by verbal orders from anyone wearing a command or horticultural band.

If anyone climbs up to Area #10, the patio, they are in for a nasty surprise. Two young Jawed Plants have taken up residence there. These savage plants will wait patiently for their intended prey to climb fully onto the balcony before attacking.

GM Notes: The flowers in the garden bed are a slightly mutated form of daffodil, growing almost two feet tall, with larger than usual flowers. They are harmless, but smell of mustard if examined closely. Herbivores would find them unpleasantly bitter to taste.

Throughout this short adventure, it is important to note the time of day, as that changes the reaction of the household AI to some situations, as well as some of the actions carried out by the robots and automated systems. At 6 am and 6 pm, a pop-up sprinkler system waters the lawn and the vines now overgrowing the fence. The water contains nutrients that mutant plants will find refreshing and pleasant. At 6.30 pm until 10 pm, lights will be turned on in the house, and a movement sensor will turn a light on whenever

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someone or something steps onto the footpath. At 9 am every morning, a robot will come out and check the letterbox (the rusted box next to the gate). The letterbox contains an electronic transmitter. If someone were to change the position of the flag, ten seconds (one melee turn) afterwards, the Standard General Purpose Robot from Area #2 would come out to check the mail, leaving the door open for 20 seconds (2 melee turns) while it checks the letterbox. After 20 seconds, the door will shut until the robot approaches it again. It is important to note that if someone used the letterbox flag to trigger the Standard General Purpose Robot to collect the mail, that character is holding the letterbox, and probably not a weapon! The robot will follow the letterbox (within reason), which could also give the character holding the letterbox a scare.

1. Entrance

> **Description:** The entrance to the building is a smooth metal door, with a number of small bone-colored protrusions to the right hand side. Each of the protrusions is the size of a small pebble, and has a symbol engraved on it. Next to the protrusions is a square panel. Above the door is a translucent globe.

Artifacts and Loot: There is a dagger in the garden bed amongst the flowers. It will be visible to characters standing near the door. The dagger has some light surface rust but is in otherwise good condition.

Encounter: There is no encounter in this area, until the door is opened, or if the characters are standing here at 9 am, when the lawn is mown. The Standard General Purpose Robot in Area #2 may open the door to collect the mail or respond if someone knocks on the door.

GM Notes: The door is made of metal and will take 40 points of damage before being too badly bent out of shape to open. If the door suffers 60 points of damage or more, characters can force their way into Area #2.

The bone-colored projections next to the door are an alphanumeric keypad and the square panel allows the use of any color band to open the door. When pressed, the keypad makes a beep every time a key is pressed, but it has no effect. However, if characters knock on the door, the Standard General Purpose Robot in Area #2 will open the door to "greet" visitors.

2. Living Room

> **Description:** What the characters can see here depends upon how they got into the room. If the Standard General Purpose Robot opened the door, they won't be able to see much at all, until the robot has been dealt with. In which case, go to Encounter, below.
>
> Looking into the room from the door, you can see a large room, which is well lit. You immediately notice that the room is curved, like a bow. The floor is a soft cream colored, grass-like material (carpet) and the walls are made of white and light blue panels. The light is coming from several large panels in the ceiling. A large comfortable-looking lounge is on the far side of the room, in between two doors. Strangely, you can hear soft, unfamiliar music playing in the background.
>
> As you enter the room you see that there are other doors in the room, with a door at one end of the room, and another doorway at the other, through which you can see more doors. Behind you, where you entered, you can see transparent doors that lead to the balconies that you observed outside. On the wall near the door that you came through, a bright panel with a few large strange symbols flickers, every few seconds (a video monitor with the words "Please standby we are experiencing technical difficulties." on it). The soft music seems to emanate from the bright panel, stopping whenever the panel flickers.

Artifacts and Loot: There are six colorful 1-inch cubes with strange symbols written on them, sitting

on one of the arms of the couch. Each cube is a recorded program for the video monitor, and will easily slot into the side of the monitor.

Encounter: A Standard General Purpose Robot usually patrols this area. This robot is programmed to greet the owners of the house and their children, visitors and repairmen. The robot believes that Mr. Robert Munroe has just returned from "the office" and has gone to have a bath and a nap before dinner, regardless of the actual time of day or night. The robot believes that Mrs. Munroe and the children are still out shopping.

If the robot opens the door, it will greet the characters using a friendly and polite tone. "Welcome visitors! The master of the house is currently resting and does not wish to be disturbed. Please call in again later." The robot will then shut the door. If the characters knock on the door again, the robot will open the door and ask, "May I help you? I see that you are still here. Are you in need of assistance?" This is a chance for the players to try to figure out a way to sneak past the robot or trick it into letting them in, or for the characters to attack the robot. If the robot is attacked in the doorway, it will simply close the door.

This robot will try not to harm human characters, but will not be so gentle with non-humans. If the characters try to enter by the balcony doors, the robot can only answer one door at a time and the robot's response will be the same at whichever door it opens. If the robot finds intruders in the room (for example it returns from checking the mail and finds them), it will use its manipulative and its anti-grav unit to grab two or more characters and carry them out of the house, dumping them in the compost pile.

Standard General Purpose Robot
AC: 2 **HD:** 5 **HP:** 32 **YPM:** 15 **#AT:** 2

Weapons:
WC3 Manipulative Tentacles 0/1-6/1-6
WC3 Power Grasping Claws 1-8/1-6/1-8

This robot is equipped with the following:

A. A power cell energizing the device for 24 hours of continuous operation.

B. A recharging unit allowing the robot to recharge its cell while continuing limited operation.

C. 2 manipulative tentacles with an extension from tip to tip of 6.5 meters (21 feet), allowing the robot to operate any device.

D. A power-grasping claw able to extend miniature tongs 3 meters (10 feet) and lift masses of up to 130 kilograms (286 pounds).

E. 1 micro miniature manipulator able to adjust (on the micro level) all materials and objects, with an extension of 4.5 meters (15 feet).

F. Light tractor and repulsion beams to hold or repel, with a range of 7.5 meters (25 feet) and able to affect masses of up to 90 kilograms (200 pounds).

G. Coupled lenses effective as magnifiers with a 50-power range in the microscopic and telescopic fields.

H. Upper and lower light spectrum receivers, able to view into the infrared and ultra-violet ranges.

I. Anti-grav units with an excess capacity limit of 90 kilograms (200 pounds).

J. Low propulsion units enabling the unit to travel at 48 kilometers (30 miles) per hour maximum.

K. Variable programming circuits with verbal programming adaptors for changeable programs.

L. Light body armor allowing this unit to function in water, outer space, and in temperatures ranging from plus or minus 150 degrees Centigrade (-238 to +302 degrees Fahrenheit).

M. Audio and radio transmitters and pickups effective for up to 60 kilometers (37 miles).

N.   3 rotating light sources with a variance of 90 candlepower each.

This unit responds to verbal orders from anyone wearing a general-purpose band.

GM Notes: The characters will probably find that the only way to be able to get through this room is to destroy the robot. Attacking the robot will alert the household computer, which immediately puts in a call to the nearest Security Station. The household computer will then be partially distracted by being placed in a communication queue (position number 15,932). The household computer will then project a hologram of a middle-aged man in black clothing. The hologram will announce: "Intruders, your attention please! Security has been contacted and we expect a patrol to arrive momentarily. I suggest that you replace everything that you have taken and leave now." The hologram will then switch off.

If the characters have gained entry using a Color Band, the robot will ignore the characters as they go about their business, but the household computer will ask "Can I offer you some refreshments?" If any mutated animals are present, it will ask "What about your pets? Do they require a drink or a treat?" Regardless of what the characters say, the computer responds with "Very good. I will arrange it now!" One minute later, a noise will be heard from Area #3 (the Robot Chef from Area #5 placing the meals in Area #3, and then returning to Area #5).

If the characters go out the door to Area #10, they will be attacked by the Jawed Plants.

3.   Dining Room

Description: As you approach the room, a light panel in the ceiling comes on, illuminating the room clearly. The first thing that you notice in this room is a large table, with six chairs, in the centre of the room. There is little room for much else in here as the table takes up most of the room. There is the faint smell of mustard in the room. On the centre of the table is a glass vase with a number of the same yellow flowers that were growing outside the building (they are harmless). At the far end of the room is a transparent door, through which the outside world is visible.

If the characters placed an order for food while in Area #3, glasses of water and cucumber sandwiches are waiting for them on the table. Any drinks and treats for mutated animals will be in bowls on the floor.

Artifacts and Loot: Initially there is little of value here, apart from the vase. This will change, if the characters order a meal, as crockery, cutlery, food and condiments will then be provided.

Encounter: If any character approaches the table, the household computer becomes active and projects a hologram of a middle-aged man in black clothing which will asking: "Can I interest you in a meal, a snack or perhaps a refreshing beverage? Our entrée today is crumbed calamari, and the main meal is deep-sea perch and a Caesar Salad. Dessert is a choice of hot apple pie and cream or lemon cheesecake. Coffee, soda or alcoholic beverages are available upon request. I recommend the chardonnay to accompany the perch. It is a California '73, and an excellent vintage!"

When the hologramatic man appears, so too will a large covered silver platter appear on the table. As he offers each item of food, he will lift the cover off the silver tray and the food or beverage that he offers will appear on the silver platter. The food is (of course) a hologram and hands or paws will pass

through the hologram without any result other than causing a slight flicker.

If there is any response that there is already food present, the household computer will respond with: "Oh! I must have already arranged that! I beg your pardon…" The hologram will then turn off again.

GM Notes: The food is prepared quickly, and is wonderful to taste and smell and very well presented. Unfortunately for the characters, each piece of food (excluding the drinks) has a 1 in 6 chance of being poisoned! An IL8 poison has seeped into the food stasis container, and some items are now poisoned. The household computer is unaware of this problem.

Throughout the meal, if anyone falls ill, the hologram will appear to check on the quality of the meal and offer glasses of water. The hologram will appear genuinely concerned, and even bewildered if accused of poisoning the characters.

4. Patio

Description: This area is a simple patio. The patio has a four-foot high metal railing around it, and well-tended potted shrubs are placed along its length. The patio offers a good view of part of the yard and gardens, as well as down the hill, in the direction from which you approached the house.

Artifacts and Loot: None.
Encounter: None, unless the characters are here when the Ecology Robot "Garden" Model (see Introduction) comes out from under the patio, sprays fertilizer on any plants it sees on the patio and begins mowing.

GM Notes: The doors to the patio are locked from the outside, but unlocked from the inside. Once unlocked from the inside, the door remains open while there are people (humans, not mutants of any sort) on the patio.

The doors are made of metal plexi-glass and will take 30 points of damage before being too badly

bent out of shape to open. If either door suffers 40 points of damage or more, characters can force their way through it into Areas #2 or #3.

5. Kitchen

Description: As you open the door of this room, a light panel in the ceiling comes on, illuminating the room clearly. The first thing that you see in this room is a robot standing nearly motionless in the center of the floor. The robot has a number of knives and other chopping implements in its tentacles, ready to use. The robot's head swivels, as if watching your movements. One of the tentacles with a particularly large meat cleaver twitches a little.

The room you see is shaped like a segment of an orange, if viewed from above. It has a long bench along the outer wall, upon which sits some cooking utensils. Above the bench is a window through which you can see a patio outside. The center of the room has a central bench with a recessed rectangular hole in the top, about a foot and a half long and a foot wide and deep. Lying on top of the bench near the hole is some discarded cutlery. Nearby sits a half-empty bottle of a red-colored liquid. On the far wall of the room, near the window is a short recessed alcove, which appears to be only a few inches deep. Next to the alcove is an oddly shaped large metallic door. There are a number of cupboards, and unfamiliar pieces of machinery that are emitting a soft humming noise.

There are two doors similar to the one that you used to enter the room on the inner curved wall of the room, and another on the far side of the room, past the robot.

Artifacts and Loot: There are plenty of knives and cleavers which could be used as weapons. There is a long bench near the window is where food is cooked, a large oven, a sonic reheating oven and a
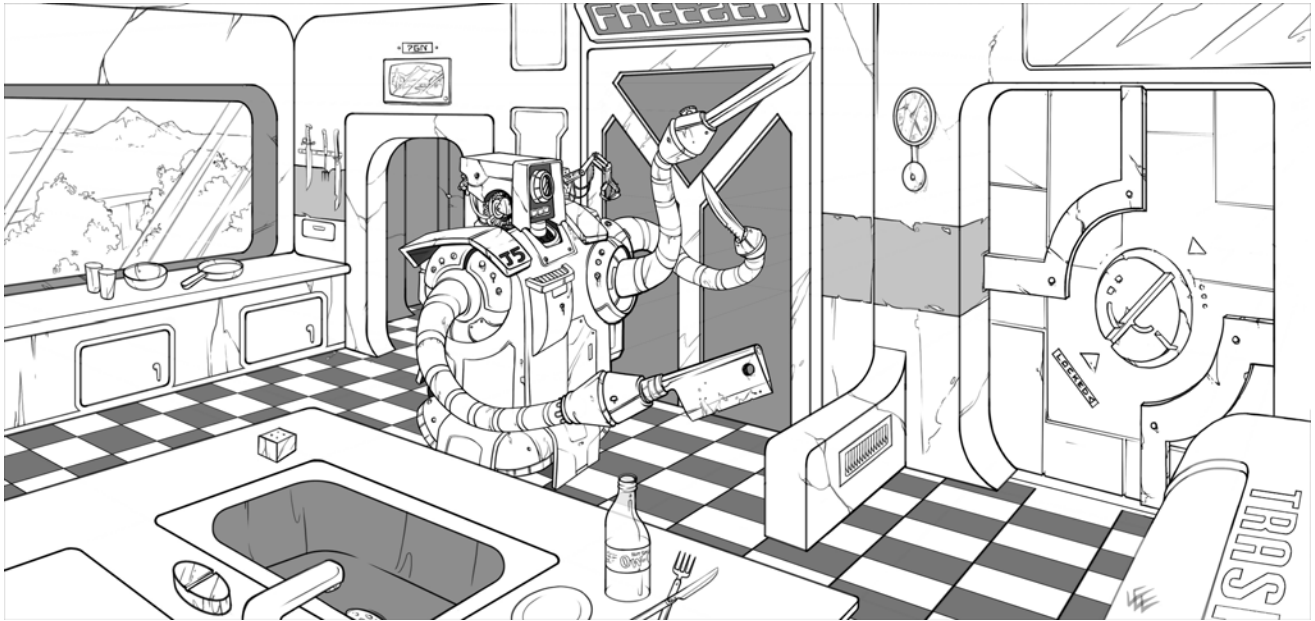
bench top range. On the central bench, the half-empty bottle contains a very hot chili sauce (Ow-Ow Sauce™). Additionally there are three sets of very durable crockery and a few sets of cutlery as well. The recess on the far side of the room is a recharge alcove for the robot, next to which is an upright freezer cupboard. The freezer contains frozen goods, such as Neapolitan ice cream.

Unfortunately, most of the chocolate is long gone. Between the two doors on the inside wall is a large trash unit.

Encounter: The robot that is watching the characters is a modified General Purpose Robot designed for food preparation. The reason that one of its tentacles is twitching is due to the lack of recent use that the robot has had. After a minute of watching the characters, the robot will approach the bench and start to put away the crockery and any other items that are out of place. Occasionally the robot will stop and shudder for a couple of seconds before resuming work.

Robot Chef
AC: **2** HD: **5** HP: **34** YPM: **15** #AT: **3**

Weapons:
WC3 Manipulative Tentacles 0/1-6/1-6

WC3 Meat Cleaver 1-6/1-6/1-3
WC3 Filleting Knife 1/4/1/4/1-4
WC3 Vegetable Knife 1-4/1-4/1-6

This robot is equipped with the following:

A. A power cell energizing the device for 24 hours of continuous operation.

B. A recharging unit allowing the robot to recharge its cell while continuing limited operation.

C. 3 manipulative tentacles with an extension from tip to tip of 6.5 meters (21 feet), allowing the robot to operate any device.

D. 1 micro miniature manipulator able to adjust (on the micro level) all materials and objects, with an extension of 4.5 meters (15 feet).

E. Light tractor and repulsion beams to hold or repel, with a range of 7.5 meters (25 feet) and able to affect masses of up to 90 kilograms (200 pounds).

F. Coupled lenses effective as magnifiers with a 50-power range in the microscopic and telescopic fields.

G. Upper and lower light spectrum receivers, able to view into the infrared and ultra-violet ranges.

H. Anti-grav units with an excess capacity limit of 90 kilograms (200 pounds).

I. Low propulsion units enabling the unit to travel at 48 kilometers (30 miles) per hour maximum.

J. Variable programming circuits with verbal programming adaptors for changeable programs.

K. Light body armor allowing this unit to function in water, outer space, and in temperatures ranging from plus or minus 150 degrees Centigrade (-238 to +302 degrees Fahrenheit).

L. Audio and radio transmitters and pickups effective for up to 60 kilometers (37 miles).

M. 3 rotating light sources with a variance of 90 candlepower each.

N.

This unit responds to verbal orders from anyone wearing a general-purpose band.

GM Notes: The robot will not attack humans, but will attack mutants, mutated plants or mutated animals if they attack. The robot will largely ignore humans (apart from watching them), but it will try to "Shoo!" mutants, mutated plants or mutated animals from the kitchen. If a human were to request the robot to prepare a meal, the robot would spring into action slicing, dicing and preparing the food at phenomenal speed, pausing only to fetch ingredients or to place the prepared food in the oven (if required).

The door to Area #6 is locked. Touching the door will activate the hologram, which will say, "Mr. Munroe is currently asleep and does not wish to be disturbed." The door is made of metal and will take 40 points of damage before being too badly bent out of shape to open. If the door suffers 60 points of damage or more, characters can force their way into Area #6. The doors to Area #13 are not locked, which will enable determined characters to find another, less-direct way into Area #6.

6. Bedroom

Description: As the door opens, it is immediately apparent that there is something wrong in the room. Stale air rushes out, carrying the smell of decay. There is little light in the room, as a curtain has been drawn across the window, but several large pieces of furniture can been made out, including a large couch and a king-sized bed. Obviously, this was a bedroom of some sort. In the dim light, it looks like something or someone is on the bed.

There is no visible movement in the room, but occasionally there is a slight squeak, which is repeated at irregular intervals coming from one side of the room. The dim light makes it hard to determine if the room is safe.

Artifacts and Loot: There are several sets of male and female civilian jumpsuits in the closet, as well an extensive collection of dresses and shoes. In the chest at the foot of the bed is a Slug Ejector with three full clips of ammunition. The Slug Ejector looks like a strange metallic and plastic stick with a shoulder stock similar to a crossbow. The clips look like 2-inch long rectangular metal boxes, with a depression at one end. The skeleton on the bed is wearing a rotted civilian jumpsuit and has a brown color band on its arm. The color band will open any door in the house, as well as the front door. Along one wall is a long bookcase, which holds dozens of books and magazines. The GM is free to invent titles as appropriate or to roll randomly using the tables supplied in the latter part of this book.

Above the bed is a viewscreen displaying a schematic outline of the RHMDU. The GM can show players the map on Page 3 of this booklet.

Encounter: None, however the hologram will interrupt the characters seconds after they enter the room. The lights will come on and the hologram will appear. The hologram will look exasperated and sound annoyed. The hologram will say "Look what you've done! You've disturbed Mr. Monroe!" The hologram will turn towards the corpse and say, "I am so sorry Sir! I'll ask them to leave immediately!" The hologram will then turn back to the characters and start shouting, "Shoo! Shoo! Out now!" at the characters.

The squeaking noise is coming from an animated picture of Whistler's Mother, which will occasionally rock for a few seconds, but generally do little else at this point. Once the lights are turned on in this room, each character has a chance of spotting the source of the noise. The GM should ask each player to roll a d20. Every character who rolls less than their MR score successfully determines that the painting is the source of the noise.

If somebody points out that Mr. Monroe is in fact dead, the hologram will stop and look startled. The hologram will reply with something along the lines of "Don't be ridiculous! He's the picture of health!" If anyone persists in pointing this out to the hologram, it will look at that character suspiciously and ask, "Are you a physician?" After this point, the household computer will acknowledge the truth of the matter and exclaim "Oh dear, this is a problem!" The hologram will then disappear. About ten seconds after the hologram disappears, the lights in the room (and the rest of the house) flicker and go out., and a crazed "witch's cackle" will be heard. If anyone looks, Whistler's Mother has disappeared from the picture on the wall, yet the chair still rocks by itself.

GM Notes: This encounter can be played for laughs, but ultimately, it will result in the AI going insane and problems for the characters. The information that Mr. Monroe is dead, and the subsequent discovery that over 200 years have passed will be too much for the household computer with its tenuous grip on reality. The consequences of this are explained in Area #17.

7. Bedroom

Description: This is another long, curved room, with light coming from the panels in the ceiling. Two beds and several closets and sets of shelves can be seen, and a faint, continual bubbling noise from deeper in the room can be heard.

The beds are covered with brightly colored blankets and look comfortable. Between the beds is the source of the bubbling noise, a transparent container filled with water and strange objects. One of the strange objects is a statuette of a small humanoid wearing thick protective clothing and a strange, large metal and glass helmet. The statuette is armed with a tiny trident. A hose leads into the container, connecting to the small humanoid's helmet, which is furiously releasing bubbles into the water. The humanoid appears to be the caretaker of an underwater bone yard for over a dozen skeletons that you recognize as fish and those of two tortoises. Obviously, this is some form of religious shrine depicting the ancient's strange beliefs about the afterlife.

The shelves around the room are lined with cubes with strange pictures, stuffed toys and strangely lifelike smaller figurines, approximately an inch tall. Each figurine is dressed differently, some gesturing, some armed with swords and shields, and others with incomprehensible devices. Some figurines are robots and others are hideous creatures – obviously mutated creatures of some sort.

Artifacts and Loot: The fish tank contains nothing of any real value. The figurines are children's gaming pieces and are also of little significance or value. The cubes will fit in the monitor in Area #2, Area #8 and Area #9, and contain cartoons, music and educational programs.

Encounter: None.

GM Notes: This was a children's bedroom. There is little of any interest to be found in this area, apart from what has already been described.

8. Computer Access Terminal

Description: This is a small area behind a high-set bench. The bench is covered with switches and dials. Entry to this area can be gained via the door behind it, or by climbing over the bench from the room full of games (Area #9). Behind the bench is a small round stool, which fits into an alcove under the bench. The bench has a number of recessed square slots, approximately one inch in size, and half an inch deep. There is a cube sitting crookedly in one of these slots, it is glowing slightly. The cube has a picture of a mutated flightless bird and a Wolfoid.

Artifacts and Loot: The cube will fit in the monitor in Area #2, Area #8 and Area #9. It contains a cartoon documentary about an extremely fast, mutated bird that cruelly taunts a technologically savvy, yet strangely clumsy Wolfoid, with a knack for regenerating from horrific injuries. Time and time again the poor Wolfoid is lured into a series of cunning traps, only to be maimed yet again. This is clearly a cautionary tale, as the ancients must have had to deal with some terrible creatures!

If the cube is jostled (such as by someone climbing on the panel, or deliberately placed in the slot correctly) the monitor in Area #9 will suddenly flash on partway through one of these cautionary tales, at full volume!

Encounter: None. The loud noise may attract any homicidal robots in the area, at the GM's discretion.

GM Notes: This panel used to control many of the automatic functions of the house, such as the temperature controls for each room, window opacity and even mood music. The household computer mainly controls this remotely. Regardless of how crazy the household AI may get, the temperature of the house will not go beyond pleasantly warm or

cool, and the computer will override any such

> **Description:** This area is a simple patio. The patio has a four-foot high metal railing around it, and well-tended potted shrubs are placed along its length. The patio offers a good view of part of the yard and gardens, as well as down the hill, in the direction from which you approached the house.

choices made on this panel. Characters can move dials, make things go beep etc, but this panel will not do anything of real consequence, unless the GM wants to start using appropriate mood music.

9. Recreation Room

> **Description:** This is another long, curved room, with windows giving a view of the outside world. There is a door leading to a plant-covered patio outside, and another three doors along the inner wall. One of these doors is behind a raised bench that is covered with strange little protrusions (Area #8). The only way to access the door, is to climb over the bench. There are also doors at either end of the room. Another large moving picture panel takes up part of the outer wall, but it is black and looks harmless.

Artifacts and Loot: None. Most items of value are in Area #8.

Encounter: None. Most of the events that will occur here will be a result of somebody experimenting with the computer access terminal in Area #8.

GM Notes: If somebody activates the monitor, by resetting the cube, the cartoon described in Area #8 will be played very loud.

At the GM's discretion, the loud noise may attract the Jawed Plants (Area #10), which the players will see moving on the patio, allowing them to be avoided.

If nothing else, this encounter may offer the players a bit of a laugh and the chance to avoid the danger of Area #10.

10. Patio

Artifacts and Loot: None.
Encounter: In addition to the daily visit by the Ecology Robot "Garden" Model (see Introduction), characters will encounter two young Jawed Plants that were accidentally planted here, and have remained trapped on the patio for the last year. The Jawed Plants' stats are:

Jawed Plants
AC: 4 **HD:** 3 **HP:** 14 and 13 **YPM:** 6 **#AT:** 3

Weapon:
WC3 Jaws 1-6/1-6/1-6 + dissolves helpless victims

These are 6-foot tall, mutated Venus Fly Traps, with full mobility and the power to mentally paralyze their victims within a 15-foot range. The

sap issuing from their jawed sides can dissolve a victim in 5 melee turns. They move quickly and are heat sensitive within a 30 feet radius.

These Jawed Plants are not mature and do not yet have their full powers. They cannot yet paralyze anyone inside the building (adult range of 25 feet), but they can try to paralyze anyone within 15 feet of them on the patio.

GM Notes: The doors to the patio are locked from the outside, but unlocked from the inside. Once unlocked from the inside, the door remains open while there are people (humans, not mutants of any sort) on the patio.

The doors are made of metal plexi-glass and will take 30 points of damage before being too badly bent out of shape to open. If either door suffers 40 points of damage or more, characters can force their way through it into Areas #2 or #9.

11.   Bath

Description: There are no windows in this room. If the lights are off (due to an insane household computer, for instance) this room is in complete darkness. This is a roughly triangular shaped room, longer than it is wide. There is what appears to be a strange, and ornate white chair against a wall as well as a basin with two buttons on it on the opposite wall. Near the door, there are two foot-shaped outlines about two feet from the wall. On the wall, in front of the footprints is a single button.

Artifacts and Loot: There is no loot in here.

Encounter: None.

GM Notes: This room contains a single toilet, a sonic sink and a refresher unit. If a character chooses to investigate, the toilet uses sonic waves, rather than water, but functions like its 21st century counterpart. The sonic sink will use ultrasonics to blast germs and dirt of extremities places in the sink. The buttons are simply "On" and "Off". The two footprints are something different. They are designed as the point

of aim for the refresher unit. A being, standing on the footprints and pressing the button on the wall will be swathed in ultraviolet light and given a quick blast of sonics to loosen dirt and grime from their body, as well as their clothing. After five seconds of this treatment, a refreshing blast of pine-scented air will blow over the character. The end result is a cleaner, less smelly character who probably didn't enjoy the experience a great deal.

12.   Storage

Description: There are no windows in this room. If the lights are off, this room is in complete darkness. This is a roughly triangular shaped room, nearly as wide as it is long. There are shelves along the walls with numerous bottles and containers. There are two boxes on the floor, against one wall.

Artifacts and Loot: The bottles are household cleaning products, lubricants, washing powders and other assorted products. The two boxes are a washer and dryer unit for clothing and other materials. Even in the 23rd century, some things just needed a good wash to get them clean.

Encounter: None.

GM Notes: The only real danger here is if the characters decide to drink anything they find here. There is a 4 in 6 chance of anything they drink here being an IL7 poison.

13.   Storage

Description: There are no windows in this room. If the lights are off, this room is in complete darkness. This is a roughly triangular shaped room, nearly as wide as it is long. There are three doors in the curved outer wall, including the door through which you entered. In the centre of the room is another robot; similar to the one that you encountered when you first entered the house.

There are three waist high boxes against the walls

> (stasis boxes), and shelves lining the walls full of bottles and stubby metal cylinders covered in bright pictures and ancient writing. A pool of blue liquid lies on the floor, and the sound of something dripping can be heard every few seconds.

Artifacts and Loot: This room is for food storage, and all of the bottles (sauces, wines, soda drinks etc.), cans (tinned fruit, soup, soda drinks etc.) are in perfect condition. Cuts of meat, pies, dairy products and fresh vegetables are stored in the white boxes (food stasis containers) and have a 1 in 6 chance of being poisoned. A blue liquid (an IL8 poison) has seeped into the food stasis container, and poisoned some of the food. The household computer is unaware of this problem.

Encounter: A Standard General Purpose Robot waits here to take food to the kitchen (Area #5). If the robot attacks, it will start by throwing cans of food at the characters until they get into the room.

Standard General Purpose Robot
AC: **2** HD: **5** HP: **34** YPM: **15** #AT: **2**

Weapons:
WC3 Manipulative Tentacles 0/1-6/1-6
WC3 Power Grasping Claws 1-8/1-6/1-8
WC 2 Thrown Tin Cans 1-4/1-4/1-4

This robot is equipped with the following:

A. A power cell energizing the device for 24 hours of continuous operation.
B. A recharging unit allowing the robot to recharge its cell while continuing limited operation.
C. 2 manipulative tentacles with an extension from tip to tip of 6.5 meters (21 feet), allowing the robot to operate any device.
D. A power-grasping claw able to extend miniature tongs 3 meters (10 feet) and lift masses of up to 130 kilograms (286 pounds).
E. 1 micro miniature manipulator able to adjust (on the micro level) all materials and objects2, with an extension of 4.5 meters (15 feet).
F. Light tractor and repulsion beams to hold or repel, with a range of 7.5 meters (25 feet) and able to affect masses of up to 90 kilograms (200 pounds).
G. Coupled lenses effective as magnifiers with a 50-power range in the microscopic and telescopic fields.
H. Upper and lower light spectrum receivers, able to view into the infrared and ultra-violet ranges.
I. Anti-grav units with an excess capacity limit of 90 kilograms (200 pounds).
J. Low propulsion units enabling the unit to travel at 48 kilometers (30 miles) per hour maximum.
K. Variable programming circuits with verbal programming adaptors for changeable programs.
L. Light body armor allowing this unit to function in water, outer space, and in temperatures ranging from plus or minus 150 degrees Centigrade (-238 to +302 degrees Fahrenheit).
M. Audio and radio transmitters and pickups effective for up to 60 kilometers (37 miles).
N. 3 rotating light sources with a variance of 90 candlepower each.

This unit responds to verbal orders from anyone wearing a general-purpose band.

GM Notes: The blue liquid on the floor is a coolant (an IL8 poison) that has seeped out of the roof of the building, and managed to seep into the food stasis containers, poisoning some of the food. The food on the shelves is not contaminated and is safe to eat.
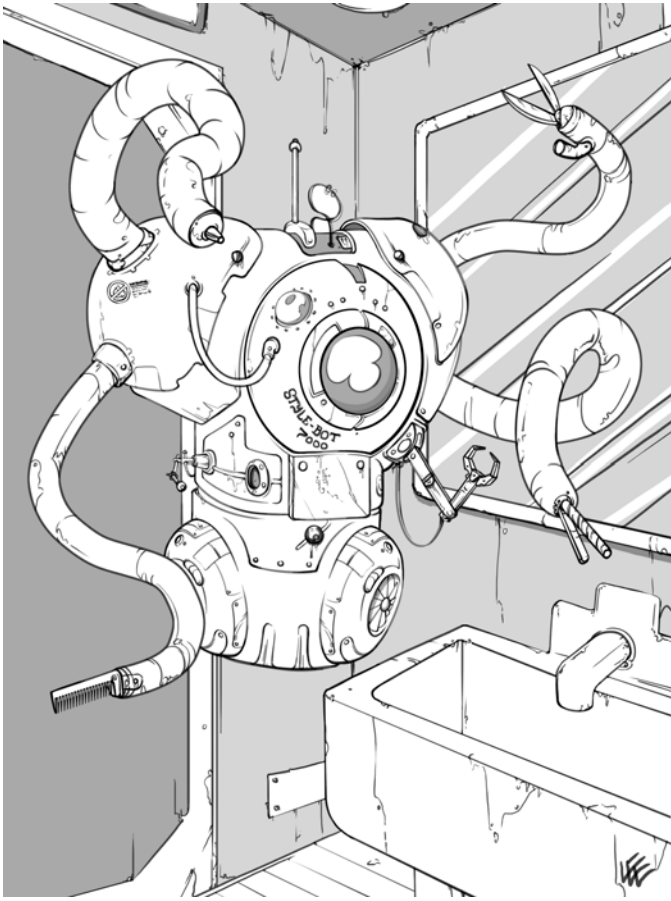
14. Bathroom

Description: There are no windows in this room. If the lights are off (due to the household computer going insane) this room is in complete darkness. This room is nearly an equilateral triangle in shape. There are two ornate white troughs against two of the walls with several buttons on the wall above each of the troughs. Near each trough, there are two foot-shaped outlines about two feet from the wall. On the wall, in front of the footprints is a single button. In the centre of the room is a robot, unlike the other robots that you have seen in this building. It has four tentacles, one of which holds a canister of some sort (hair spray), one holds a an odd stick (curling wand), one holds a pair of shears (scissors) and one holds what looks like a comb!

Artifacts and Loot: Nothing, unless you consider sonic toothbrushes, soap and combs as "loot". GMs should feel free to provide characters with hygiene products at this point.

Encounter: A Robo-Groom is located in this room. It will offer to run baths, shave beards etc, manicure nails, pedicure feet and even offer haircuts! It is so helpful it will even offer to do the same for any human character's "pets" (any mutated animal characters!). If the household computer has gone insane, the Robo-Groom will attack using its scissors, tentacles and scarily, using its hair sprayer to create an impromptu flamethrower!

Robo-Groom
AC: **2** HD: **3** HP: **18** YPM: **15** #AT: **3**

Weapons:
WC3 Manipulative Tentacles 1-6/1-6/1-6
WC7 Improvised Flamethrower 1-10/1-10/1-12
WC3 Scissors 1-6/1-6/1-6

This robot is equipped with the following:

A. A power cell energizing the device for 24 hours of continuous operation.
B. A recharging unit allowing the robot to recharge its cell while continuing limited operation.
C. 4 manipulative tentacles with an extension from tip to tip of 6.5 meters (21 feet), allowing the robot to operate any device.
D. 1 micro miniature manipulator able to adjust (on the micro level) all materials and objects, with an extension of 4.5 meters (15 feet).
E. Coupled lenses effective as magnifiers with a 50-power range in the microscopic and telescopic fields.
F. Upper and lower light spectrum receivers, able to view into the infrared and ultra-violet ranges.

G.   Low propulsion units enabling the unit to travel at 48 kilometers (30 miles) per hour maximum.

H.   Variable programming circuits with verbal programming adaptors for changeable programs.

I.   Light body armor allowing this unit to function in water, outer space, and in temperatures ranging from plus or minus 150 degrees Centigrade (-238 to +302 degrees Fahrenheit).

J.   Audio and radio transmitters and pickups effective for up to 60 kilometers (37 miles).

This unit responds to verbal orders from anyone wearing a general-purpose band.

GM Notes: This is a far more elaborate room than Area #11. This room contains two bathtubs and two refresher units. The refresher units will be no mystery if the characters encountered these in Area #11, and work the same way.

If the Robo-Groom uses its improvised flamethrower five times, it will exhaust the hairspray, but also set the room alight! In five minutes the entire house will be ablaze and characters will have to escape the building through blinding and choking smoke or die!

15.   Learning Center

> **Description:** This room is in a darkened state, but will the lights will come on (if the computer has not gone insane) when somebody steps inside. It is a rough equilateral triangle in shape, with a rounded "top", which has a large rectangular panel, similar to those you have encountered in the other rooms (a video monitor). The panel is currently black. There are two desks and chairs in this room facing the panel.

Artifacts and Loot: None.

Encounter: This household computer will project a hologram into the middle of the room. If the household computer is functioning normally it will ask if the characters would like to resume their lessons on Quantum Theory. Regardless of response, the computer will start to lecture the players in what sounds like another language altogether and will not stop unless the characters leave or start to damage items in the room. It will pause briefly to answer Quantum Theory questions.

GMs can expect to be asked the "Big Question" from the characters on this – what is Quantum Theory? GMs don't need to *actually* know the theory, and can roll play through this i.e. "the hologram says that the theory is something about fiziks, a thing, place or person you have never heard of…" Or the GM could have an encyclopedia handy….

If the computer has gone insane, the hologram will say nothing, but touch each desk sadly and then disappear. The monitor will suddenly come to life and a picture of a family of four humans will be shown on the screen. The symbols in the bottom right hand corner of the screen change every second constantly (a countdown from 60). The household computer announces "Intruders, You have sixty seconds to leave this building before it self destructs. This is your only warning!" True to its word, the household computer will deliberately overheat itself and set the entire building on fire. Characters will have to escape the building through blinding and choking smoke or die!

GM Notes: This room is where the household computer educated the Monroe children. The panel at the rear of the room provides maintenance access to the household computer's core (Area #17). If the video monitor is destroyed, Area #17 will be revealed. Once the panel is opened, all surviving robots will be summoned to deal with the characters. (Refer to the description of Area # 17 if this occurs.)

16.   Storage

Description: Depending upon the condition of the household computer, this room may be in a darkened state, or not. The room is a roughly triangular in shape, and is completely empty except for four unusual contraptions consisting of two large wheels each and an odd seat. There is also some sort of helmet and goggles on each contraption.

Artifacts and Loot: Four perfectly functional bicycles with helmets and puncture repair kits etc.

Encounter: None.

GM Notes: This room was used for storing the Monroe's bicycles.

17.   Computer Core

Description: This room is a solid mass of colorful wires, blinking lights and strange contraptions. There is no room for a human to enter into this area. A strange burnt smell is evident, and appears to come from a blackened fist-sized contraption on the wall, out of arm's reach from where you stand (the damaged component of the household AI computer).

Artifacts and Loot: This is the main center of the household AI, the whole room is an artifact, but of little or no use to the players.

Encounter: If any character locates and opens the access panel, all remaining robots will converge on this area. If the computer is insane, they will attack to kill. If the computer is not insane, it will just have the robots throw them out of the house.

GM Notes: The discovery of the access panel could be troublesome for players who are trying to flee the house, and GMs will need to keep track of the time taken to deal with the robots and escape.

Ending the adventure

As our play testing proved, there are many ways to finish this adventure. The characters could be ejected from the house, they could be killed by insane robots, the house could self-destruct or accidentally catch on fire forcing the characters to flee or be killed, or they may fail to explore the whole house and leave without ever triggering a psychotic episode in the household computer.

Play testing demonstrated that experienced players underestimated an adventure based upon a relatively small building (with a relatively well-known floor plan!) – something that no player can afford to do in Metamorphosis Alpha.

However you end this adventure, first and foremost – it was designed to be fun. Hopefully I have achieved that and you and your group had a chuckle here and there.

Enjoy!

Craig J. Brain

Round House Modular Dwelling Unit

By James M. Ward

I've been using a much simpler version of this modular dwelling unit for years in my MA games. This one has tons of great new features and I think it has wide use in any science fiction game, but in Metamorphosis Alpha it works best. In my games, I've had two different scenarios that have been fun for my players. I'll detail a bit of both of them here and maybe you can try out your own versions.

1.   The Over Protective Home

The player characters come across the Round House Modular Dwelling Unit in the middle of a dangerous desert. As they near, the door of the home opens and a woman's voice invites them inside. The door closes silently behind them and the AI distracts them by starting up the large screen TV and showing them several of the dangerous robots and creatures to be found nearby in the desert.

For as long as possible the GM talks calmly to the players and the house gives them food, helps them figure out laser pistols or some other powered weapon, and gives them several other bits of technology they didn't have before. At sometime in the adventure the characters are going to want to leave the building. The AI tries to keep them inside the house and warns them sternly that there is great danger outside the door. When they attempt to leave, a damaged Security Robot attacks them, but doesn't come into the building. The AI has sent the damaged robot to attack the characters and discourage them from leaving the building. If the characters manage to leave the main building and explore the yard, they may find the damaged robot in the shed of the building.

Eventually the AI tells them that they can't leave because there is too much danger. The only way they are going to get out is to find the basement where the computer is held. It needs to be destroyed

or they are never getting out of the comfortable prison.

2.   The Hostile House

The characters are encouraged to find a Round House Modular Dwelling Unit. Maybe they are following a robot with an armful of weapons or they see a strange cyborg that rolls into the house. When the characters are at the door or window, the AI of the house screams at them that they are robbers and thieves. It keeps talking about the fact that the house is the property of the Johnsons and they aren't home yet.

Eventually the characters will get into the dwelling and then the AI will attack as best it can. In the kitchen, there are mobile powered things that can electrocute or burn the characters. In the bathroom, scalding water can hit them. The bedroom provides a crushing bed instead of a vibrating bed.

Once again, the characters are going to try to leave, but the house has sentenced them to death. They must find that basement or die from the many attacks.

3.   Other Scenarios

There are lots of other scenes you can dream up to use with the dwelling. Here are a few that might work for you:

A.   A tribe of primitives worship the dwelling. They want the players to go in naked as a sacrifice.

B.   The village's only source of laser pistols comes from this modular dwelling unit. Once a year it will release two pistols to an individual that pleases the house. As a rite of passage, the young members of the village are sent in to try to get the laser pistols.

C. The building is the only passage from a horticultural level to an engineering level. Any new characters have to figure out the puzzles of the house to get to the next level.

D. As their rite of passage, the characters are tasked to enter the building and retrieve a book from the room of "Endless Stories", the recreation room.

E. Twice a year robots come out of the dwelling and do terrible damage to the countryside. The characters have been given the task of stopping the rampaging robots by entering the house and trying to turn it off.

F. Planting season is approaching, and the characters are sent into the building to consult the AI about the weather and the best time to plant the new crops. The AI is always right as it checks with the levels weather computer. Unfortunately, an insane Security Robot jealously guards the AI.

G. As a rite of passage, the old village chief sends the characters into the Round House Modular Dwelling Unit to retrieve the ultimate food of the ancients. The village shaman provides the characters with an ancient scroll to present to the robotic chef. The scroll simply says "Luj Zooprimo Pee Za. X-Tra Chiz. No En Choviz".

H. The characters are sent to the dwelling to investigate what happened to the last party to go inside. When they get inside they discover that the survivors are the prisoners of another species that has taken over the building as a base camp!

Random Round House Modular Dwelling Unit Generation

GMs often find themselves under pressure to generate a quick adventure to provide an evening's entertainment. The Round House Modular Dwelling Unit (RHMDU) provides an ideal setting for one-shot adventures that can be used to introduce new players to the game or to provide a more detailed encounter in an ongoing campaign for more experienced players. The following series of tables will provide a GM with a quick and easy checklist to create on-the-fly RHMDUs that will present interesting challenges for their ever-demanding players. The random results generated from rolling on the tables will not always produce the most satisfactory results and the GM is encouraged to modify the results as they see fit, to get the best outcome for their game.

In order to use this random generation system, photocopy or print the map on Page 34 and 35 of this booklet and start at Table 1, and follow the instructions until you have no more tables to roll. If you want to add extra items, roll again as you see fit. If the result you rolled doesn't make sense, discard it and try again. Record the results as you go. The final step is to add random encounters. To determine encounters, roll on Table 32 to determine if there are any, and who or what is encountered, and Presto! An RHMDU ready for exploration!

Table 1. Roll 1d12
Building Condition

Roll	State of Building
1	Burnt-out ruin – go to Table 4
2	Collapsing ruin – ¼ of building still standing - go to Table 4
3	Partially collapsed ruin – ½ of building still standing - go to Table 4
4	Badly damaged – 3/4 of building still standing - go to Table 2 then Table 4
5	Roof collapsed – go to Table 2 then Table 4
6	Hole in roof – go to Table 2 then Table 3

Roll	
7	Doors and windows missing – go to Table 2 then Table 3
8	Doors and/or windows are broken – go to Table 2 then Table 3
9	Doors and/or windows are open – go to Table 2 then Table 3
10	Building intact – go to Table 2 then Table 3
11	Building intact – go to Table 2 then Table 3
12	Building pristine – go to Table 2 then Table 3

Table 2. Roll 1d12
Exterior Appearance

Roll	Exterior
1	Badly weathered
2	Heavily vandalized
3	Moderately vandalized
4	Lightly vandalized
5	Surrounded by rubbish and debris
6	Covered in thick vines
7	Covered in ivy
8	Exterior 2/3 buried
9	Exterior 1/3 buried
10	Neglected-looking
11	Fair condition
12	Well-maintained

Table 3. Roll 1d6
Power Supply

Roll	Power
1	No power – go to Table 4
2	1-2 powered rooms go to Table 4
3	½ building has power – go to Table 4
4	2-3 powered rooms, plus dangerous wiring – go to Table 4
5	Power intermittent, but complete – go to Table 5
6	Normal power – go to Table 5

Table 4. Roll 1d12
Contents Exposed To Elements

Roll	Contents
1	Stripped bare, nothing of interest – go to Table 6
2	Evidence of a campfire being lit in building – go to Table 6
3	Full of rotting debris – go to Table 6
4	Leaves, sticks and small animal bones – go to Table 6
5	Thick cobwebs and a skeleton of a dead human – go to Table 7
6	Infested by small rodents, nothing of interest – go to Table 6
7	Interior taken over by ivy – go to Table 6
8	Interior floor buried under 1 foot of dirt and/or leaves – go to Table 6
9	Interior floor buried under 2 inches of dirt and/or leaves – go to Table 6
10	Tree roots have broken through outer walls, branches forcing their way through roof – go to Table 6
11	Water has pooled in large areas of the floor. Corrosion has badly damaged the walls and floors in this building weakening the entire building – go to Table 6
12	Interior badly damaged by dry rot. Appears to be largely intact, but entire building is actually very weak – go to Table 6

Table 5. Roll 1d12
Contents Protected From Elements

Roll	Contents II - Protected
1	Stripped bare – go to Table 6
2	Ransacked and very badly damaged – go to Table 6
3	Ransacked and moderately vandalized – go to Table 6. Roll twice on Table 15, once on Table 17 and once on Table 19.
4	Ransacked, nothing of value left – go to Table 6
5	Ransacked and rotting – go to Table 6
6	Ransacked and covered in cobwebs – go to Table 6. Roll twice on Table 15, Twice on Table 17 and Twice on Table 19.
7	Disorganized, but larger items undamaged. Some smaller items broken – go to Table 6. Roll four times on Table 15, twice on Table 17 and once on Table 19.

8	Appears to have been abandoned in a hurry. Small items strewn around rooms, some damaged, some items overturned – go to Table 6. Roll three times on Table 15, twice on Table 17 and four times on Table 19.
9	All items appear to be in their place. Heavy coat of dust, and some cobwebs. Bad smell permeates the building. Partially mummified corpses in all bedrooms – go to Table 7. Roll five times on Table 15, four times on Table 17 and three times on Table 19.
10	All items appear to be in their place. Heavy mildew and mould on nearly all surfaces, and condensation on all windows. Bad smell permeates the building. Skeletal corpses in all bedrooms – go to Table 7. Roll five times on Table 15, four times on Table 17 and three times on Table 19. Any delicate items are automatically ruined.
11	Dusty, but in good condition – go to Table 6. Roll five times on Table 15, four times on Table 17 and three times on Table 19.
12	Pristine condition and dust-free – go to Table 6. Roll five times on Table 15, four times on Table 17 and three times on Table 19. Automatic robotic encounter – Roll on Table 32, ignoring results for any robots usually found outdoors, and "none".

Table 6. Roll 1d4
Corpses

Roll	Item
1	None. Go to Table 11
2	1-4 ancient corpses. Go to Table 7 then Table 9
3	1-4 random corpses. Go to Table 8
4	1-2 ancient corpses and 1-2 random corpses. Got to Table 7 and then Table 8

Table 7. Roll 1d12
Ancient Corpses

Roll	Item
1	Skeleton in jumpsuit, lying on back clutching at throat. Roll twice on Table 8
2	Skeleton in business suit with briefcase. Roll once on Table 8
3	Skeleton in tattered jumpsuit with smashed skull. Roll once on Table 8
4	Skeleton with all ribs broken. Roll once on Table 8. Whatever the result – it is broken
5	Pile of human bones with skull sitting on top. Roll once on Table 8
6	Dismembered skeleton. Missing skull. Roll twice on Table 8
7	Skeleton of dismembered human torso. Roll once on Table 8
8	Skeleton dressed in jumpsuit in sitting position against wall. Roll twice on Table 8
9	Skeleton in jumpsuit lying face down clutching Geiger counter. Roll once on Table 8
10	Skeleton dressed in pyjamas and slippers. Roll once on Table 8
11	Skeleton in damaged hazmat suit with Geiger counter. Roll twice on Table 8
12	Skeleton in burnt and tattered jumpsuit. Roll twice on Table 8. First roll is broken item

Table 8. Roll 1d12
Ancient Personal Effects

Roll	Item
1	Ancient weapon. Go to Table 11
2	Wallet or purse containing 1d20 domars
3	Sunglasses
4	Toothbrush
5	Personal Digital Assistant
6	Library card
7	ID Card (GM's choice of type)
8	Military-style Dog Tags
9	Casual clothing (GM's choice of size)
10	Socks and running shoes (GM's choice of size)
11	Boots (GM's choice of size)
12	Ship's Jumpsuit (GM's choice of size)

Table 9. Roll 1d6
Ancient Weapons

Roll	Item
1	Paralysis rod

2	Paralysis dart
3	Laser pistol
4	Third stage slug projector
5	Third stage gas ejector
6	Portable hand dart charger
7	Vibro Blade
8	Vibro Saw

Table 10. Roll 1d6
Ancient Weapons Charge

Roll	Item
1	Completely exhausted
2	Enough for a single shot
3	25% remaining
4	50% remaining
5	75% remaining
6	Fully charged

Table 11. Roll 1d20
Random Corpses

Roll	Item
1	Wolfoid in chainmail armor
2	Cougaroid
3	Humanoid mutant with four arms
4	Man-sized mutated rat in crude chainmail armor
5	Mutated white mountain gorilla
6	2-foot winged humanoid
7	4-foot tall mutated racoon
8	Man-sized rabbit in a jumpsuit with 1 item from Tables 30 and 31
9	3-foot tall squirrel
10	Winged chimpanzee wearing a fez and carrying 1 item from Table 24
11	Humanoid mutant with protruding fangs and claws
12	5-foot tall mutated badger with 1 item from Table 30 and 31
13	Giant mutated hamster
14	1-3 humans with 2 items from Table 20
15	1-3 mutants with 1 item from Table 31
16	Large flightless bird
17	Giant snake (or a shed snakeskin!) or iguana
18	Large mutated housecat
19	Hawkoid with 1 item from Table 17

20	Giant preying mantis with its head chewed completely off, clutching an item from Table 8

Table 12. Roll 1d6
Random Corpse Condition

Roll	Item
1	Loose bones – 50+ years
2	Deteriorated skeleton – 10+ years
3	Skeleton – 1+ years
4	Badly decayed corpse
5	Moderately decayed corpse
6	Recently deceased

After rolling on Table 12, roll on Table 13 to determine what kind of loot, if any that might be found if the corpse is examined.

Table 13. Roll 1d8
Random Corpse Loot

Roll	Item
1	Nothing
2	Roll twice on Table 14 and once on Table 17 and 31
3	Roll once on Table 14, once on Table 17 and once on Tables 9 and 10
4	Roll once on Table 14 and once on Tables 20 and 21
5	Roll once on Table 14 and once on Table 24
6	Roll once on Table 14, once on Table 17 and 18 and once on Tables 20 and 21
7	Roll once on Table 14
8	Roll twice on Table 14 and once on Tables 9 and 10

Table 14. Roll 1d20
Primitive Personal Effects

Roll	Item
1	Soft leather boots (GM's choice of size)
2	Sword, blunted but functional
3	Dagger
4	Backpack
5	Leather belt with empty pouch
6	Shield
7	Hand axe
8	Crude chainmail armor

Roll	Item
9	Bow and quiver with 1d20 arrows
10	Flint and steel
11	Flute carved from bone
12	Club

Table 15. Roll 1d20
Non-Portable Powered Device

Roll	Item
1	Clock/Radio
2	Trash recycling unit
3	Freezer unit
4	Toaster
5	Sonic clothing refresher unit
6	Water purification unit
7	Air conditioner
8	Food stasis unit
9	Heater
10	Sonic reheating oven
11	Electric jug
12	Pedestal fan
13	Automated bread maker
14	Vacuum cleaner
15	Music synthesizer keyboard
16	Floor polisher
17	Automated meal dispenser (roll on the Food Items table when used)
18	Automated drink dispenser (roll on the Beverages table when used)
19	Entertainment unit
20	Viewscreen and remote

Once you have rolled on Table 15, use Table 16 to determine the state of the device.

Table 16. Roll 1d4
Non-Portable Device Power State

Roll	Item
1	Unplugged
2	Plugged in and on standby.
3	Plugged in but requires 5 minutes to warm up.
4	Ready to operate.

Table 17. Roll 1d20
Portable Powered Device

Roll	Item
1	Chemical energy cell
2	Hydrogen energy cell
3	Solar energy cell
4	Sensory intensifiers
5	Vibro Blade
6	Infrared goggles
7	Personal hygiene unit
8	Electric drill kit
9	Food stasis container
10	Water/hydrogen energy converter
11	Portable electronic game unit
12	Portable energy lamp
13	Vibro Saw
14	Sound elimination headphones
15	Sonic hair dryer
16	Electrostatic clothes fresher wand
17	Hair clippers
18	Sonic torch
19	Laser torch
20	Atomic torch

After rolling on Table 17, roll on Table 18 to determine how much power the device has retained.

Table 18. Roll 1d8
Portable Device Power Condition

Roll	Item
1	Missing appropriate energy cell. No power. This does not apply to items 1-3 on Table 17
2	Energy cell completely drained., but will function properly if recharged
3	Energy cell at 25%
4	Energy cell at 50%
5	Energy cell at 50%, but put in wrong way around
6	Energy cell at 50%, but needs two minutes to warm up
7	Energy cell at 75%
8	Energy cell at 100%

Table 19. Roll 1d10
Unpowered Household Goods

Roll	Item
1-2	Food. Go to Table 20
3-4	Wall decorations. Go to Table 22
5-6	Weird or wonderful item. Go to Table 24
7-8	Book. Go to Table 25
9-10	Periodical. Go to Table 26

Table 20. Roll 1d20
Food

Roll	Item
1	Can of Hot Joe Now ™
2	Can of Warden Cherry Cola
3	Warden Crunchy Nut Bar
4	Packet of Angry Mariner's Fish Jerky™
5	Bottle of red wine
6	Packet of dehydrated teriyaki tofu
7	Packet of chocolate chip cookies
8	Can of self-heating chicken and corn soup
9	Packet of muesli and long-life milk
10	Can of preserved cling peaches
11	Packet of raspberry bubblegum
12	Tube'O'Spud Mash™
13	Packet of self-heating rice curry
14	Bottle of Ow-Ow™ sauce
15	Packet of self-chilling mango yoghurt
16	Packet of salt & vinegar potato chips
17	Jar of peanut butter and jelly
18	Bottle of orange juice
19	Can of self-heating Irish Stew
20	Bottle of expensive champagne

Next, roll on Table 21.

Table 21. Roll 1d8
Food Condition

Roll	Item
1	Contaminated – now an IL 3d6 poison
2	Contaminated – now an IL 2d6 poison
3	Rotten and foul smelling
4	Contents dried up or turned to inedible dust
5	Sour tasting, but harmless
6	Slightly off-color, but fine
7	Smells a little odd, but edible

| 8 | In perfect condition |

Table 22. Roll 1d20
Wall Decorations

Roll	Item
1	Large painted seascape
2	Large picture of gas nebula
3	Large picture of old sailing ship
4	Large 3D landscape
5	Medium sized family portrait
6	Medium sized photo of child
7	Large sized picture of a kitten dangling precariously from a branch with the caption "Hang In There"
8	Small 3D picture of two chimpanzees in gladiator gear
9	Large picture of a classic-looking hoverbike
10	Reproduction of famous painting such as Whistler's Mother or the Mona Lisa
11	Medium sized picture of Elvis with the caption "The King"
12	Medium sized picture of a city
13	Medium sided picture of a grav car with a

	bikini clad girl lying on the bonnet
14	Large picture of a can of Campbell's Tomato Soup
15	Small picture of a person holding a pet rabbit
16	Medium sized picture of a 22nd Century space shuttle
17	Medium sized picture of a class of children
18	Large picture of an ancient steam engine that has fallen through the end of a building. (Gare Montparnasse – 1895)
19	Large poster of different flying vehicle types
20	Series of pictures of a lighthouse being hit by a series of waves

After rolling on Table 22, use Table 23 to determine the condition of the wall decorations.

Table 23. Roll 1d12
Wall Decorations Condition

Roll	Item
1	In very good condition
2	Slightly faded on one side
3	Picture peeling away from frame
4	Water damage visible in one corner
5	Moth holes in several places
6	Glass has a small crack in one corner
7	Several spots of mould growing on picture
8	Obviously faded, but still clear
9	Severe color leeching making picture difficult to recognize
10	Colors have run due to moisture blurring the picture badly
11	Very badly faded picture, nearly unrecognizable
12	Glass completely smashed

Table 24. Roll 1d20
Weird & Wonderful Items

Roll	Item
1	Rubber wolf mask
2	Toy ray gun with one chemical energy cell
3	Chemical flammable retardant
4	Pair of walkie talkies (5 mile range) with two chemical energy cells
5	Set of fake pointy ears
6	Set of colored marker pens
7	Voice activated toy robot with one chemical energy cell
8	Inflatable dinghy
9	Underwater breathing lung with hydrogen energy cell
10	Children's self-reading story book with chemical energy cell
11	Thermos flask
12	Strobe light with hydrogen energy cell
13	Model of Starship Warden in a bottle
14	Water pistol
15	2-man tent
16	Laser pointer with chemical energy cell
17	Remote control toy spider with two chemical energy cells
18	Medical Hand Analyzer and Healer with hydrogen energy cell
19	Fishing rod and tackle
20	Folding bicycle

Table 25. Roll 1d20
Book

Roll	Item
1	The Modern English Dictionary
2	Vegetarian Cookbook
3	Cakes & Muffins
4	Fantasy Novel
5	101 Tofu Recipes
6	Travel Guide
7	Children's Storybook
8	Puzzle Book
9	Modern Art
10	Mystery Novel
11	Horror Novel
12	Romance Novel
13	Spy Novel
14	Biography
15	Biology
16	Chemistry
17	Basic Astronomy
18	Mathematics
19	History
20	Science Fiction

Table 26. Roll 1d20
Periodical Title – 1st Part

Roll	Item
1	Popular
2	Virtual
3	National
4	New Age
5	The Complete
6	Modern
7	Cutting-Edge
8	Extreme
9	Amateur
10	International
11	Better
12	No 1st part of title. Roll on Table 27 then Table 28

Table 26 provides the first part of the title of the magazine. If a result of 12 is rolled, use Table 27 to determine the title of the magazine. For example, a roll of 8 results in the first part of the periodical's title being "Extreme".

Table 27. Roll 1d20
Periodical Title – 2nd Part

Roll	Item
1	Sports
2	Fishing
3	Boating
4	Shooting
5	Woodworking
6	Racing
7	Horticulture
8	Zoology
9	Biology
10	Science
11	Gaming
12	Literature
13	Photography
14	Model Making
15	Metalworking
16	Nanotechnology
17	Archaeology
18	Computing
19	Technology
20	Robotics

Rolling on Table 27 gives us the second part of the periodical's title. A result of 7 "Horticulture" for example would give us a periodical with a title "Extreme Horticulture". We then move on to Table 28 to determine the third part of the periodical's title.

Table 28. Roll 1d8
Periodical Title – 3nd Part

Roll	Item
1	Digest
2	Review
3	Guide
4	Illustrated
5	Today
6	Use Frequency (Table 29)
7	Use Frequency (Table 29)
8	No 3rd part of title

Table 28 provides the third part of the title of the periodical. On a result of 6 or 7, go to Table 29. On a roll of 8, there is no third part of the title. For example our periodical title, if we roll a 5 would be "Extreme Horticulture Today". However if we rolled a 6 or 7, we would use Table 29.

Table 29. Roll 1d6
Periodical Frequency

Roll	Item
1	Daily
2	Weekly
3	Monthly
4	Quarterly
5	Bi-Annual
6	Annual

Rolling on Table 29 gives us the final part of the title of our periodical. For example if we rolled a 3, we would have a magazine with the title Extreme Horticulture Monthly", a magazine that is bound to be a cracking read for your players.

Table 30. Roll 1d20

Unstable or dangerous items

Roll	Item
1	Bottle of contaminated fruit juice (IL 3d6 poison)
2	Pressurized canister of air freshener (will explode for 1d4 damage)
3	Canister of radioactive gel (IL 2d6)
4	Pressurized canister of radioactive gas (IL 2d6)
5	Small glass bottle of hydrochloric acid (1d8 damage if thrown on exposed flesh)
6	Small plastic tube of contact poison (IL 3d6). Good for 3 applications
7	Fragmentation grenade – 5 second delay (3d6 damage to all within 10 yards)
8	Combustible gel pack – (similar to napalm but air activated – explodes doing 4d6 damage to all within 10 yards)
9	Damaged radioactive storage canister containing material (IL 3d6 within 20 yards)
10	Unsealed radioactive storage canister containing material (IL 3d6 within 20 yards)
11	Expired medicine (now IL 2d6 poison)
12	Pressurized canister of insecticide (now IL 3d6 poison to insects and mammals)
13	Pressurized canister of acidic sulphurous gas (3d6 damage to all within a 5 yard radius)
14	Faulty Security Hand Unit (2d6 electrical damage to whoever attempts to use it before it melts)
15	Faulty color band of GM's choice (1d6 electrical damage to wearer every 1d6 hours)
16	Jar of unstable chemical compound (will explode if bumped or knocked for 1d6 damage)
17	Faulty Vibro Blade (50% chance of jamming permanently when used – treat as normal dagger)
18	Faulty sonic torch (will emit a sonic shockwave after 5 minutes of use – 2d6 damage to everyone within 20 yards, before melting)
19	Faulty laser pistol (melts when trigger pulled, burning user for 1d6 damage)
20	Dented can of self-heating chicken and corn soup (explodes for 1d8 damage when activated)

Table 31. Roll 1d20

Special Ship's Equipment

Roll	Item
1	ID Card (GM's choice of type)
2	Spacesuit
3	Hazmat suit
4	Geiger counter
5	Duralloy
6	Chemical defoliant
7	Chemical acid
8	Chemical flammable
9	Chemical flammable retardant
10	Chemical radiation neutralizer
11	Radioactive material (IL 3d6)
12	Radioactive material in containment (IL 3d6)
13	Sensory intensifier
14	Infrared goggles
15	Ecology Life Analyzer Hand Unit
16	Engineering System Hand Unit
17	Security Hand Unit
18	Medical Hand Analyzer and Healer
19	Water/Hydrogen Energy Converter
20	Roll twice on Table 31, ignoring this result if rolled again

Table 32. Roll 1d4

Encounter

Roll	Item
1	No encounter
2	1-4 robots. Roll on Table 33
3	1-3 creatures. Roll on Table 34
4	Special encounter. Roll on Table 35

Table 33. Roll 1d20
Robot Encounter

Roll	Item
1	Ecology Energy Tracer Unit
2	Security Tracer Unit
3	Standard General Purpose Robot
4	Standard General Purpose Robot
5	Ecology Robot "Forest" Model
6	Ecology Robot "Garden" Model
7	Medical Robot
8	Engineering Robot
9	Security Robot
10	Android
11	Robo Groom
12	Robot Chef

After rolling on Table 33, roll on Table 34 to determine the state of the robot when it is found.

Table 34. Roll 1d12
Robot Condition

Roll	Item
1	No power and badly damaged
2	No power, with superficial damage
3	No power, but in good condition
4	On standby with power for 1d6 hours. Badly damaged
5	On standby with power for 1d6 hours. Superficial damage, but homicidal
6	On standby with power for 1d6 hours. Superficial damage, but insane
7	On standby with power for 1d6 hours. No mobility
8	Full powered, but badly damaged
9	Full powered, badly damaged and insane
10	Full powered, reasonable condition, but homicidal
11	Full powered, reasonable condition, but insane
12	Full powered, in good condition

Table 34. Roll 1d20
Creatures

Roll	Item
1	Android (in disguise) (1-4)
2	Bearoid (1-3)
3	Black One (1-3)
4	Buzzers (2-8)
5	Changer (1)
6	Cougaroid (1)
7	Dark Fungus (1)
8	Dart Creature (1)
9	Death Growth (1)
10	Humanoid 2
11	Humanoid 5
12	Intelligent mutated animal (1-2)
13	Random mutant (1-2)
14	Shocker Beast (1)
15	Singing Vine (1-3)
16	Small Warrior (1-6)
17	Sword Bush (1-3)
18	Thief Beast (1-4)
19	Winged Biter (1-3)
20	Wolfoid (1-4)

Table 35. Roll 1d20
Special Encounters

Roll	Item
1	1-3 Wolfoids. Roll three times on Table 14 for each Wolfoid. Roll once on Table 9 for 1 Wolfoid
2	1-4 Cougaroids. Roll twice on Table 14 for each Cougaroid. Ignore duplicate rolls and any result of armor
3	Humanoid mutant with two heads. Roll twice on Table 14, once on Tables 8 and 9
4	Intelligent mobile mutated plant. Roll once on Table 9 and 14
5	1-2 Hawkoids. Roll twice on Table 14 for each Hawkoid. Ignore duplicate rolls
6	1 Android with 2 duped human followers. Roll three times on Table 14 for each human and the Android, ignoring duplicate rolls. The Android has 2 item from Table 8 and 1 item from Table 9
7	Intelligent mutated skunk. Roll three times on Table 14 and once on Table 9
8	1-3 Bearoids. Roll twice on Table 14, once on Tables 8 and 9. The Bearoids have small barrel of honey to trade
9	1-4 Slavers. Roll three times on Table 14

	and once on Table 9 for each Slaver. The Slavers have set a net trap to drop from the roof to trap new "recruits"
10	1-3 lost, frightened and hungry children from the nearest village. Roll on Table 34 to determine what frightened them
11	Injured humanoid, resting before continuing journey to deliver a message. Roll three times on Table 14 and once on Table 9
12	Human, humanoid and their robot "companion". Roll twice on Table 14 and once on Table 9, 30 and 31 for the human and humanoid. Roll once on Table 33 to determine robot type
13	Heavily armed and armored "knight", his squire and their steeds, seeking to slay a "dragon" (actually a rogue Ecology Robot "Forest" Model)
14	Large, heavily armoured snail with a powerful attack mutation. Seeks information about local area in return for right to search building
15	1-2 giant arachnid adventurers. Roll twice on Table 14 and once on Table 9 for each creature
16	1-6 3-foot long carnivorous mutated toads that spit acid or IL 2d6 poison
17	1-3 humanoids + 1-3 humans. A gang of robbers are hiding in the building. Roll twice on Table 14 and once on Table 9 and 31 for the human and humanoids. The robbers have dug a pit trap
18	A human and humanoid are fighting against a Security Robot. Roll twice on Table 14 and once on Table 9, 30 and 31 for the human and humanoid
19	1-4 mutated racoons. Roll twice on Table 14 and once on Table 9 and 17 for each creature. The racoons are scuffling over two items from Table 30 and one item from Table 31
20	Humanoid mutant with four arms. Roll twice on Table 14, and once on Tables 8, 9, 17 and 20. Humanoid has a captured human with Death Field Generation

Using The RHMDU Encounter Design Sheet

This sheet is designed to assist GMs with designing and running their own encounters in a RHMDU. In order to use this sheet effectively here are a few suggestions:

1. Shade out areas of the map that are destroyed and mark areas that are flooded, have collapsed roofing or have holes in the floor.
2. Note the appearance of the building and mark any extra details needed on the map.
3. Note which rooms, if any, have power and their source of light (if any).
4. Note the contents of each room, discarding inappropriate results and rolling or selecting those that suit your needs. The condition of the building will have a large impact upon this. Don't worry about doing every room, just the ones you want to be important.
5. Note the locations of any corpses or unusual items, including furniture and powered devices, notable wall decorations and weird and wonderful devices.
6. Roll for random encounters and special encounters and note their locations on the sheet and map.
7. Assign or roll for loot that might be gained through each encounter and note locations on the map.
8. Write down any additional notes that may be useful for running an adventure in the RHMDU.
9. You don't have to be Shakespeare to use this sheet. It's a quick & dirty outline.

Obviously the information that is recorded on the sheet will only give an outline of any adventure that may be run in the RHMDU. The GM will still need to be either well prepared or able to be very creative on the fly.

RHMDU Encounter Design Sheet

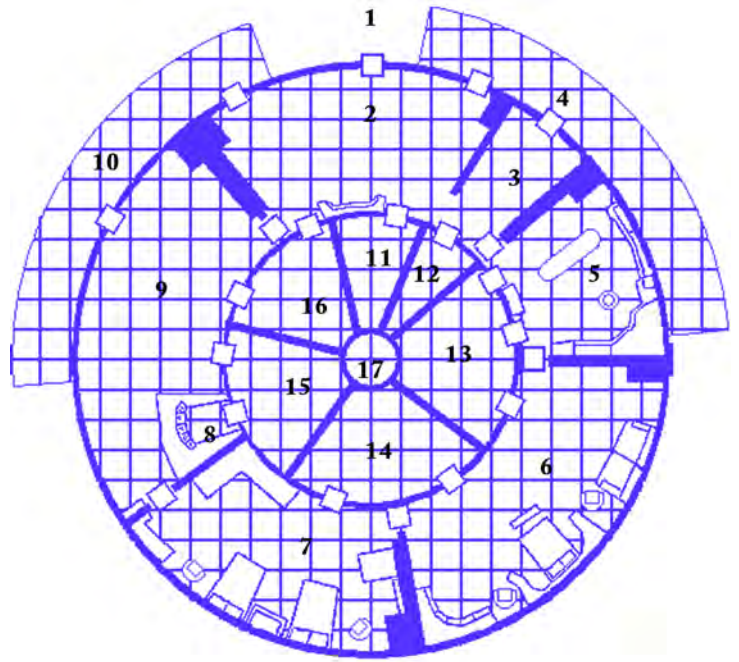External Appearance and general condition:

Power: | Yes | No | Intermittent

___._____

Description:

Power: | Yes | No | Intermittent

Light Source:

Artifacts and Loot:

Encounter:

GM Notes:

___._____

Description:

Power: | Yes | No | Intermittent

Light Source:

Artifacts and Loot:

Encounter:

GM Notes:

___._____

Description:

Power: | Yes | No | Intermittent

Light Source:

Artifacts and Loot:

Encounter:

GM Notes:

___._____

Description:

Power: | Yes | No | Intermittent

Light Source:

Artifacts and Loot:

Encounter:

GM Notes:

35

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Since 1976, GMs have run adventures in the Round House Modular Dwelling Unit (RHMDU) found on page 27 of the Metamorphosis Alpha rule book. This booklet now provides GMs with additional advice for designing challenging and unique encounters in their own RHMDUs as well as providing a sample adventure which demonstrates how much fun (and how dangerous!), even the most familiar of places can be on the Starship Warden.

This book contains a sample adventure, words of wisdom from James M. Ward himself and a heap of tables that will allow any under-the-hammer, hyperventilating GM to create a quick adventure on the fly and stock it with weird and wonderful items and creatures.

"As you reach the crest of the hill, you see a dwelling of the ancients nearby. The building is circular in shape, like one of your village huts, but made of the metal of the ancients…"

"You mean it's another Round House Modular Dwelling Unit. Let's go in grab the loot and get on with the adventure…"

Anyone who is familiar with the first edition of Metamorphosis Alpha is probably well aware of the floor plan of the RHMDU. Unwary players may be surprised by how much trouble can be packed into such a small and well-known building.

Help put an end to the terrible problem of player over-confidence. Buy this book!

Check out our forums at: www.metamorphosisalpha.net/phpBBv3/

WardCo.