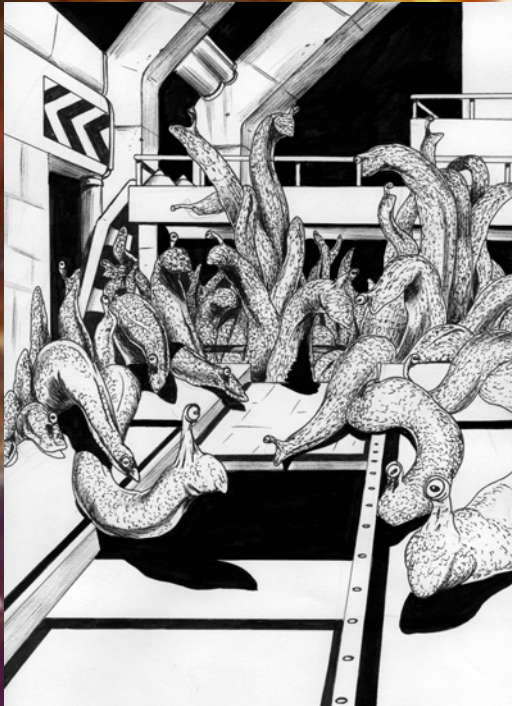


JAMES M. WARD'S
**METAMORPHOSIS
ALPHA**
UNIVERSE™

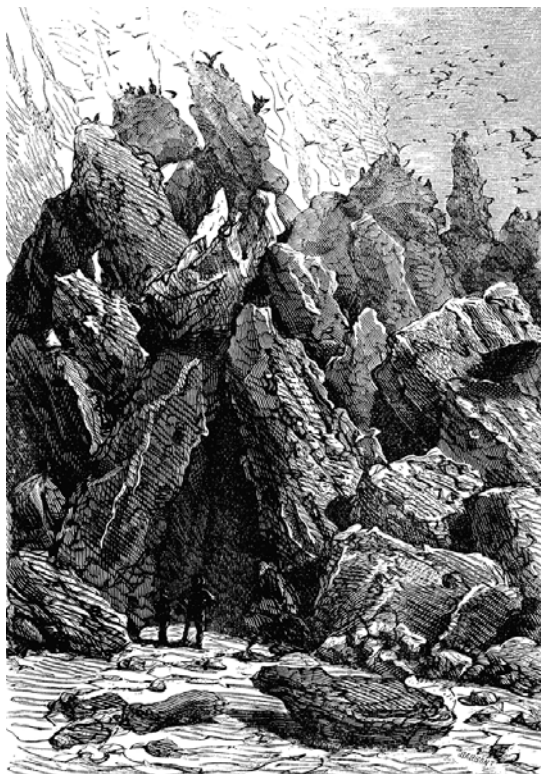
A METAMORPHOSIS ALPHA®
ADVENTURE

THE LONG HARD MILE
BY
JAMES M. WARD





A METAMORPHOSIS ALPHA® ADVENTURE



THE LONG HARD MILE

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Visit our forums at:

www.metamorphosisalpha.net/phpBBv3/

Or our official website at:

www.metamorphosisalpha.net

Players of this product are expected to have a version of the METAMORPHOSIS ALPHA game system to play with and use for rules.

GAME MASTER'S INTRODUCTION

I have never written an MA adventure like this one before. In the fourth version of the MA rules I presented a storyline where the ship runs into an invisible asteroid filled with mushroom and crystal life forms. That storyline has always needed a transition piece that ties the starship Warden into the asteroid. This is that adventure. Take any of your characters from pure strain humans to androids or robots and introduce them to the little valley where the new hole in the ship is presented.

One of the unusual features of this product is that this game can be run solo. All you have to do is use a strong character and pay attention to the numbers and you can test out the adventure all by yourself. You can then turn around and run it for any number of friends.

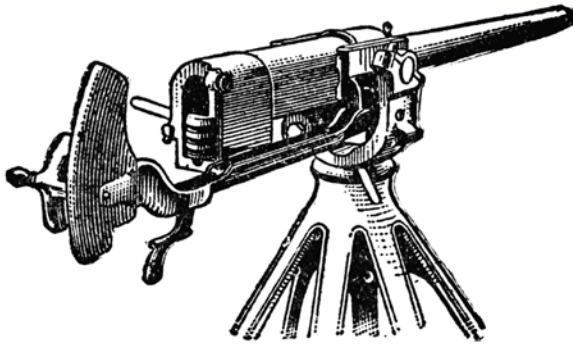
James M. Ward

PLAYER'S INTRODUCTION

The world shakes and no one knows why. For weeks later, talk in all the lands is about the shaking and the sudden changes in the ship. New plant creatures are roaming and killing. Intensive searching reveals a vast change in a formerly wooded valley. Now the trees have been replaced with huge mushrooms, taller than the former trees. Deadly plants are everywhere. There must be some reason for this and you are just the ones to find out. You gear up in the best equipment your village can give you and surround yourself with trusted friends. It's time to explore the strange, mile long valley and the reasons for the change. How hard could it be? If you don't have a character of your own, take one of the two at the back of this book and use that page to subtract hit points and use the other abilities when it is necessary in the game.

Go to entry 1: Ray Rifles on the next page to start the adventure.

Note: Throughout the adventure, your character may be injured. If your character's injuries become too much to go on, turn to the back of the book and read "A VIOLENT END".



1: RAY RIFLES

At the valley's entrance are three high tech weapons ready to fire.

You've never seen them before. Finding the weapons mounted on tripods reveals they must be potent and heavy weapons. In front of them for up to a hundred yards into the valley are burn marks from what you suspect are shots from the rifles.

Do you take the time to figure them out? Do you move down the wide trail into the valley? Or do you move off the trail in hopes there will be less traps that way?

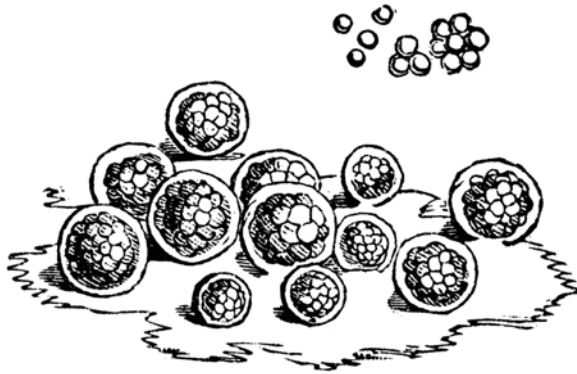
2: You try to figure out the energy rifles.

3: You ignore the rifles and move down the trail.

4: You move off the trail and creep into the fungi forest.

2: FIGURING OUT THE ENERGY RIFLES

Your characters are going to try and fire one of these weapons. It's heavy and not easy to carry. Use whatever system you wish, but basically it has a 20% chance of hitting a character in your group and an 80% chance of getting figured out. Firing it twice brings out the Circle Renders.



Appearance: Round spheres, they come in batches of ten and are fist sized. They roll, bounce, and fling themselves into the air at victims. They come in all colors of the rainbow.

Demeanor: These are round and incredibly hard spheres of fungus bent on destroying anything making the energy signatures of the rifles. Attracted to energy, they attack the rifles and those that fire the rifles. If characters cut and run, the renders pound the rifles fired into parts and ignore rifles not fired.

Usually Appearing: 10

Armor Class: 3

Movement: 15

Hit Dice: 2d6, 8 x10

Damage: They strike every third combat round doing 1d4 points of damage.

If the rifles are figured out, they can be carried into the danger of the valley and used to protect the party. The weapons strike for 20 points of damage. A hydrogen energy cell powers the rifle for 4 shots.

The Circle Renders are a terrible menace. After several melee rounds, the characters can make a new choice. However, they have to defeat the Renders to take the energy rifles away from their current position.

If you die from the battle, go to the back of the book and read, THE VIOLENT END.

The surviving characters can do the following:

3: You ignore the rifles and move down the trail.

4: You move off the trail and creep through the fungi forest.

3: YOU MOVE DOWN THE CENTRAL TRAIL.

The trail is nice and wide and you walk in the middle, as you want to avoid all of the very unusual fungi now growing in all parts of the valley floor. Half a mile into the valley the paved trail splits with one path going North and the other going East. You have to pick one.

You go East, to 10.

You go North to 11.

4: YOU MOVE OFF THE TRAIL CREEPING INTO THE FUNGI FOREST

Moving off of the trail thrusts you into a surprising amount of huge fungi and other large plants. As you travel along, the giant growths groan and lean toward you in many different ways. You try to keep your distance, but doing so is difficult because of the thickness of the fungi growths. Eventually, you have a choice between heading into a mass of greenery or into a new forest of mushrooms.

5: Head toward the greenery.

6: Head into the forest of mushrooms.

5: HEAD INTO THE GREENRY



Spear Weed

Appearance: In row after row you see hundreds of these twenty feet tall weeds in the shape of spears. The closest ones bend down and hurl their leaves at you.

Demeanor: The weeds can sense the blood in the bodies of the characters. The spears fly from the plant and have a 19% chance to strike. There are two of these plants in every hundred yard section along this trail.

Usually Appearing: 2 at a time for several hundred yards

Armor Class: 5

Movement: 0

Hit Dice: 6d8, 30 each

Damage: A striking spear does 1d6 however once struck it's difficult to remove from the flesh. There is a vine rope pulling back the spear and the victim into the plant and drags a

victim closer so that instead of throwing spears, the plant can thrust spear leaves and cut the victim to pieces gushing blood all over the plant.

If you die from the battle, go to the back of the book and read, THE VIOLENT END.

If the characters survive the first attack they can do the following:

2: You try and figure out the energy rifles and leave this greenery area.

3: You ignore everything in this area and move down the central trail.

6: Head into the forest of mushrooms.

6: HEAD INTO THE FOREST OF MUSHROOMS

The giant thirty-yard tall mushrooms ahead make you feel very uncomfortable. They look like giant brains and for some reason it seems like they are watching you.

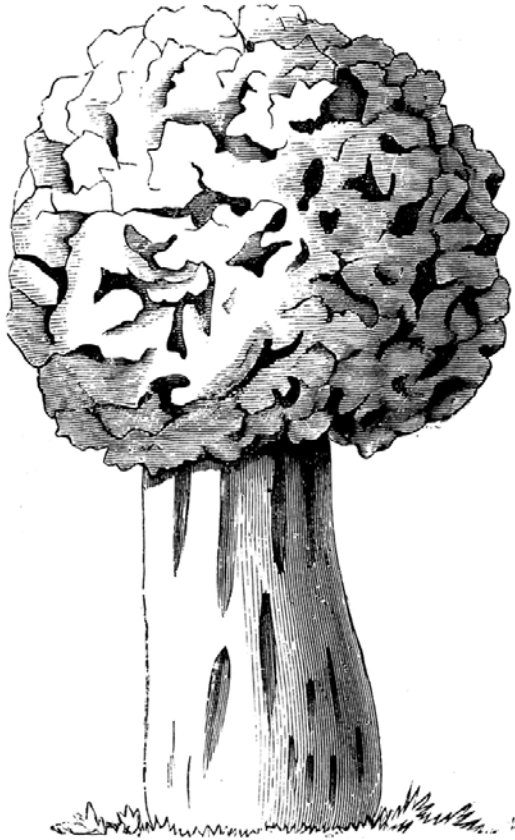
"We are watching you," the mushrooms think into your brains!

"We mean you no harm. All we want to do is live and grow."

Unknown to the intelligent mushrooms, their telepathy reveals much more than what their words tell you. The mushrooms want to see your bodies stretched out around them decomposing and giving the mushrooms nutrients they need for growth.

Now that you are looking around you can see a mass of dead wolfoids laid out in the center of the mushroom ring.

"Do not be alarmed by those dead creatures. They wouldn't talk to us at all. They attacked and we had to put them down. We are sure we won't have to do that with you."



Brain Fungi

Appearance: Ten feet tall, the head of the mushroom has a gray structure like a human brain, but much larger.

Demeanor: The creature is telepathic. All of them try to get other creatures to bring waste material and put it around the mushrooms so they can grow taller. If creatures don't favorably respond, the mushrooms use life leech and try to kill the creatures for their body materials. The largest of the mushrooms is always the leader of the group.

Usually Appearing: 1d10

Armor Class: 1

Movement: 0

Hit Dice: 10d8

Damage: life leech mutation

You go and inspect the pile of dead wolfoids. There are five functional laser pistols and two laser rifles in the mash of dead bodies. As you know how to use such weapons you pick these up. Each wolfoid has a belt pouch holding several human hands with some of the fingers bitten off.

If you want to help out the fungi go back into the other levels of the Warden and bring back waste material for the fungi to grow.

7: Helping the fungi allows you to go to a new part of this valley.

5: Head toward the greenery.

8: If you don't help the fungi you must fight it.

7: EXPLORE A NEW PART OF THE VALLEY

While exploring a new part of the valley, you come to the mountainside and discover a door with a palm print opening lock. These always have dangerous technology behind the door. Sometimes they provide fantastic equipment and at other times ravaging robots come out and destroy whole villages.

Even just looking inside can have deadly results as there are guardians that the most powerful mutant or android couldn't fight. The last two doors like this were opened and the metal creatures raiding out forced your village to move far away.

8: Go fight the fungi.

9: Use your own hand and open the way to this new technology.

3: You ignore everything in this area and move down the central trail.

8: ATTACKING THE FUNGI

Who would have thought the fungi would have a secret weapon. Not only do you get attacked by life leech you get attacked by strange blasting plants that hurl huge chunks of plant kernels at you.

You thought you were walking on a bed of gravel. It turns out the gravel was alive. Throwing you to the ground, a giant stalk plant rises up. You fall to the ground and note the gravel has turned into kernels of the plant. The plant stalk bends down and begins shooting these kernels at you! If that wasn't bad enough the brain fungi is mentally attacking with a very deadly mutation called "Life Leech". You know that mutation has a short range and you can escape that attack by running. The brain fungus has a Mental Resistance number of 9.



Blaster Flower

Appearance: The plant rests on the ground and appears more like a jumble of stones, than a flowering plant.

Demeanor: When trod on or attacks on other plant are made nearby, the flower rises up to its full twenty feet in height and begins blasting kernels of heavy plant material at foes.

Usually Appearing: 2

Armor Class: 6

Movement: 0

Hit Dice: 9d6

Damage: Kernels do 8 points of damage per strike. They continue shooting until the foe leaves the area.

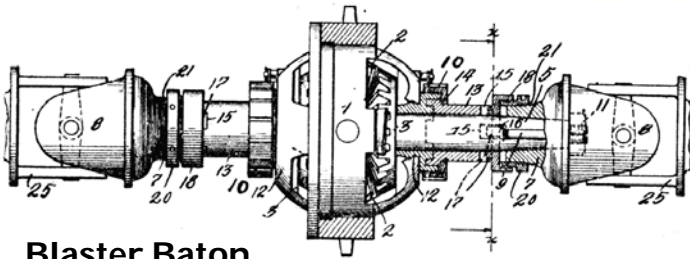
If you don't resist the life leeching you each take 6 points of damage. Then the kernels have a chance to strike you. Roll three dice and every score of 9 or more on the dice does 8 points of damage to each of your party members. There is no way you can survive this type of battle.

If you die from the battle, go to the back of the book and read, THE VIOLENT END.

You run to the central trail and try that path, go to 3.

9: OPEN THE NEW DOOR

The door way opens and you are greeted by name. From the timber of the voice you know the greeter is some type of artificial intelligence. The machine seems quite friendly. You see a large factory and dozens of robots are putting together a strange type of mechanical rod.



Blaster Baton

The artificial intelligence explains, "It has been many cycles since humans have come to this factory. We have produced 921 blaster batons and will be out of materials by the end of this work week. We need direction on what we should produce next as well as raw materials. Do you have a suggestion?"

You have no idea what they should make. You have them teach you how to use the Blaster Baton. It shoots an ion beam doing ten points of damage or it generates a force field sphere around the holder protecting them for up to 19 points of physical or energy damage. One hydrogen energy cell works for 9 shots or 15 minutes of continuous force field operation. You are very happy with this result.

10: YOU GO EAST.

You know what fungus is as you have eaten many a mushroom in your day. You have also seen some very large plants in your day. However, this valley is filled with the weirdest plants you have ever seen in your life. Most of them are 20 or 30 yards tall. All of them seem to be able to move on their own.

You are moving East in the hopes that the mountain slopes on this side of the valley show you less dangerous life. Your hopes are dashed, when this tall spiked plant raises its head and seems to be looking right at you even though it's not showing any eyes stalks. You have no doubt the plant creature could swallow you whole. That's to be avoided at all costs. You try and go around the thing, but there is a complication as you see a door hiding behind the plant.



Spiked Shell Grabber

Appearance: This is a ten-yard tall pod with razor sharp spikes all over it. The pod moves on a wide stalk plant allowing it to shoot in all directions. It can sense movement and also energy signatures.

Demeanor: The plant is constantly hungry and attacks any warm-blooded creature coming within fifty yards.

Usually Appearing: 1

Armor Class: 4

Movement: 0

Hit Dice: 10d4

Damage: Pod Spike (1d8)

Special: The pod is able to use its flower head like a club and smash 1d6 spikes into a nearby foe. Killing a victim allows the pod to scoop up

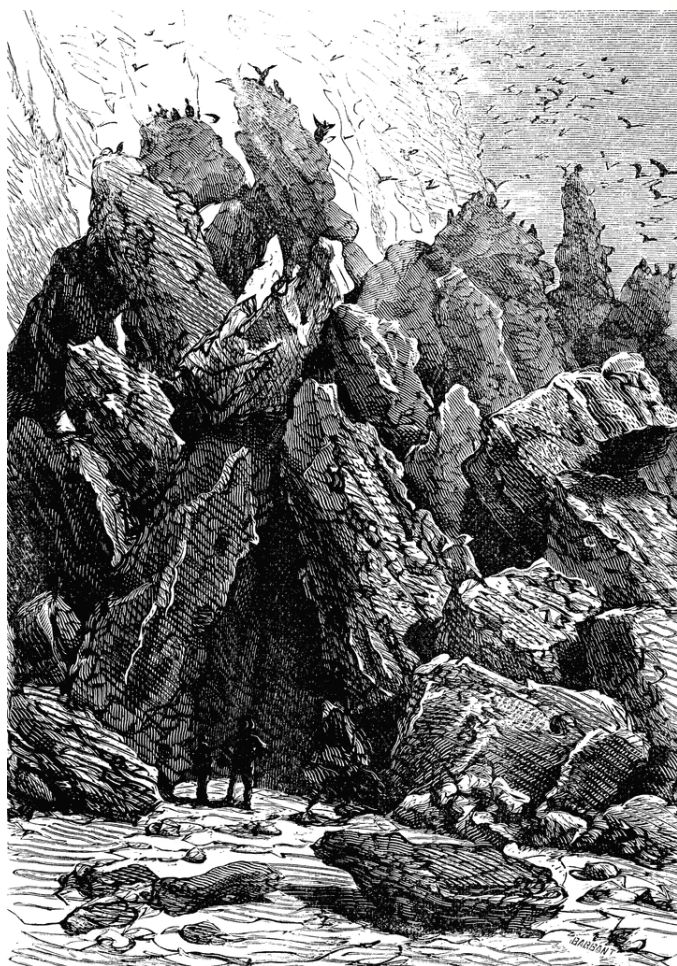
the body. The plant uses its natural acids to digest the victim.

This pod and its green plant material are blocking a door on the east wall of the valley. Once the plant is destroyed the door can be investigated.

Fight the pod plant and if you win go to section 12.

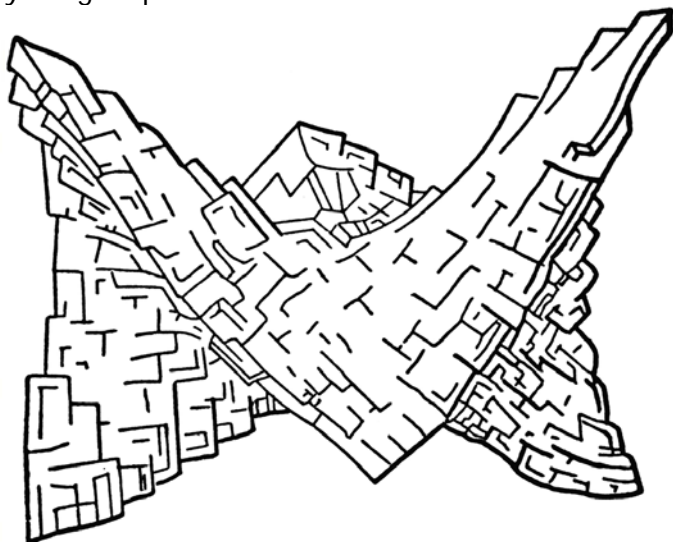
If you fail to destroy the plant go to the back of the book and read THE VIOLENT END.

11: MOVING DOWN THE MIDDLE OF THE VALLEY



This path is the best way to move into the valley. There are lots of strange new growths in the area, but they have all been cut away from the wide center valley road.

"We are glad you like the new road. It wasn't made to make travel easier into the valley. The road was made by us to make traveling easier for our people to get out of the valley." A strange crystal creature floats out of the cave at the end of the valley moving toward your group.

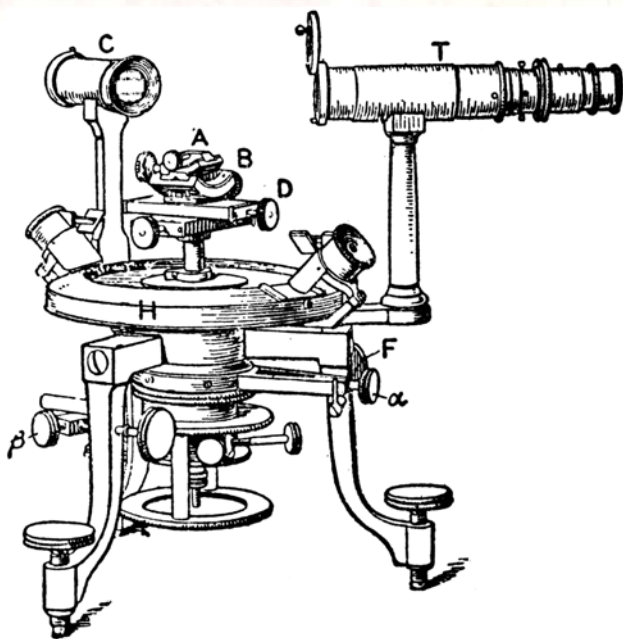


"I am Dryz of the Mitzdrani. Your starship struck our den. Now we have to come into your dens and bring our essence."

As the creature communicates with you there is a great deal of emotion and other extraneous thoughts coming from its telepathic messages. These crystal creatures intend to eat all life on the ship and replace it with crystal and fungi life of their own! You have to do something.

17: You charge the crystal creature and attack with all of your might.

18: You run from the valley intent on communicating what you have found out so that your leaders can organize a major attack.



12: INTELLIGENT CANNON

Getting through the door is unusually easy. You see a massive chamber filled with hundreds of mobile cannon. There is an assembly line making more of the cannon devices. As you approach the machines, you discover the cannon uses an artificial intelligence and is able to talk.

"I am C-1 made first in the series of intelligent plasma cannons. I will follow your directions and fire at targets you designate. To show my potential, there is a foot thick block of stainless steel two hundred yards from my position to the East. Please observe my effort."

The cannon fires a blue beam and puts a seven-inch hole clear through the block of steel.

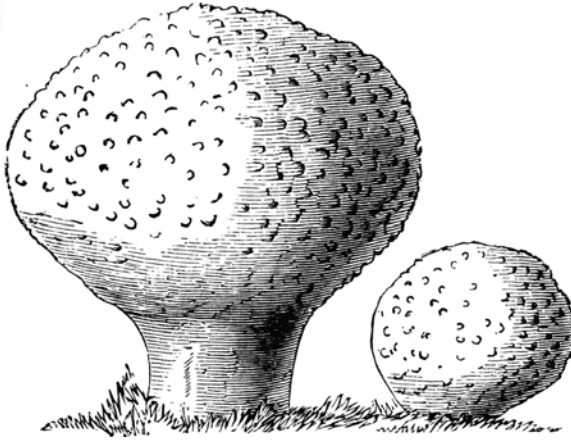
"I can do that 47 times before needing a recharge. Shall we begin?"

You are in heaven. This looks like the answer to all your attacking needs. You order the cannon to follow you and fire upon anything you point at. This adventure just got a whole lot easier.

You head off on this side of the valley and walk North into a maze of very strange fungi, go to 13.

For some reason you don't trust this talking cannon and think it could be far more trouble than it is worth. You ignore the pleas of service from the cannon and leave it behind. You head toward the center of the valley again and move North that way, go to 11.

13: MOVING INTO THE PUFF BALL FOREST



Puff Ball Mushroom

Appearance: The full-grown version is fifteen feet tall and that wide as well.

Demeanor: Puncturing the ball causes a mass of red spores to pour out of the puff ball and fill the area with spores, making it very difficult to breathe.

Usually Appearing: 10 to 15 of them in a hundred yard area

Armor Class: 3

Movement: 0

Hit Dice: 5d6

Damage: The spores pouring out of the mushroom make it difficult to breathe for hours unless a breeze pushes the cloud away.

Quite by accident you point toward the Puff Ball fungi and your cannon fires a shot and blasts holes in two of the giant mushrooms. Suddenly, the air is filled with dense clouds of spores. Roll 3d6 and if you roll your constitution or higher you get out of the area safely. If you don't resist the effects of the poison spores, you take 14 points of damage from the cloud.

If you die from the battle, go to the back of the book and read, THE VIOLENT END.

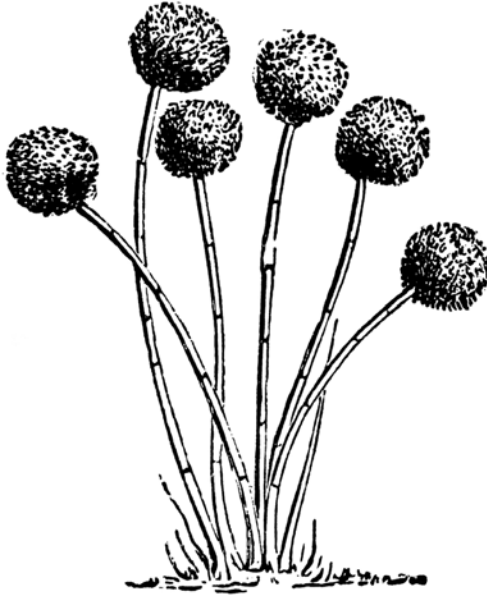
Surviving, you have a long talk with the cannon. It replies that it just followed your orders. You realize there could be a great deal of danger in allowing the machine to follow you. After some thought you –

11: You leave the machine behind and head toward the center of the valley, trying to get deeper into the area.

14: You know it's foolish to leave a useful weapon like the cannon behind. You continue along the East wall of the valley, taking the cannon with you.

14: KEEP THE CANNON AND TRAVEL EAST AND NORTH

The new forms of plants and fungi are constantly amazing you.



Each of the plants in front of you looks like the foot tall dandelions you are familiar with around your village. These are at least twenty yards tall. The heads of the dandelions are like the puff balls you played with as kids. In front of you is a forest of the plants. You don't want the mass of weedy plants to stop your forward motion, but you also don't want them to surprise you with some sort of attack.

15: You try to rush through them.

16: You use the cannon and explode a path through them.

15: YOU TRY TO RUSH THROUGH THEM

Moving through the new plants you make an ugly discovery. The plants are able to bend and smash you with their crystal heads. Roll 3d6 and rolls of 10 or higher strike you doing 3d6 in damage.

If you survive you see your cannon destroyed by these plants and you rush toward the center of the valley, go to 11.

Pounder Shrooms

Appearance: Each one of these has a 30-yard tall stalk. The pounder head looks just like the dandelion fuzz you have blown into the air as kids. They don't look dangerous at all.

Demeanor: The heads are actually crystal spikes. These spikes reflect energy and the stalks can bend down and smash against foes. The plant wants to gather blood to its head for food.

Usually Appearing: 10d6

Armor Class: 4

Movement: 0

Hit Dice: 9d6

Damage: Smashing Head (3d6)

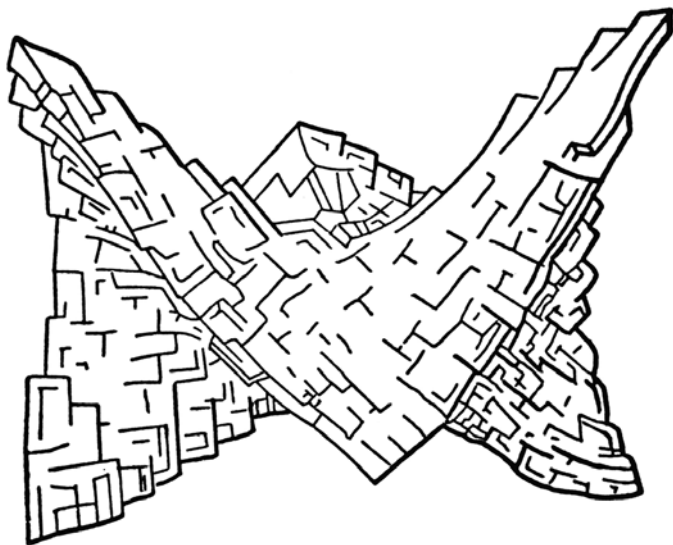
16: YOU USE THE CANNON TRYING TO EXPLODE A PATH THROUGH THEM

You point to three of the large plants and the cannon quickly sends three energy pulses that way. Much to your horror the pulses strike the crystal heads of the plants and are completely reflected back at you. The first blast strikes and destroys the cannon. Roll 3d6 twice. Rolls of 13 or higher determine you are struck and take 20 points of damage with each strike.

If you die from the battle, go to the back of the book and read, THE VIOLENT END.

If you survive you run toward the middle of the valley to get away from those monstrous plants, go to 11.

17: YOU CHARGE THE CRYSTAL CREATURE AND ATTACK WITH ALL OF YOUR MIGHT



Crystal Creature

Appearance: The crystal creature floats in the air and changes colors as it speaks to your mind.

Demeanor: When you attack, the being attacks back by sending laser flashes at you.

Usually Appearing: 1

Armor Class: 8

Movement: 12

Hit Dice: 12d6

Damage: Laser beam for 5d6

In this struggle, you quickly realize that you don't have a chance. Attack after attack

fails to hurt the crystal while it has started making mental attacks on you with orders to stand still. You only have two choices.

18: You run from the valley.

20: You run into the cave, hoping a surprise like that will stop the crystal creature from attacking.



Cone Shrooms

Appearance: 9 foot tall cones of fungus glow bright blue just before they release their energy blasts. Each cone can store energy and fire one blast in a 10 hour period. They often grow in highly radiated ground.

Demeanor: The cones respond to intelligence and fire their bolts at the most intelligent member of any group.

Usually Appearing: 10 in a 200 yard radius

Armor Class: 2

Movement: 0

Hit Dice: 9d6

Damage: The energy blast has a long range of 180 yards and does 6d6 in electrical damage.

18: RUN FROM THE VALLEY



In trying to run from the crystal creatures and the valley filled with the new life from the asteroid, you discover the infestation is further along than you thought. You are doing one more battle. The slugs use radiation on you.

Roll 3d6 to determine the intensity and compare it with your Radiation Resistance. If you survive go to 19.

19: YOU SURVIVED!

You survive the terrible attacks of the slugs and are able to escape their danger. Through this long adventure you discovered a deadly new danger in the valley. Getting back to your village, you report all that you found and collected. Mutants, robots, androids, and pure strain humans all band together for the first time in the history of the ship to fight this terrible menace.

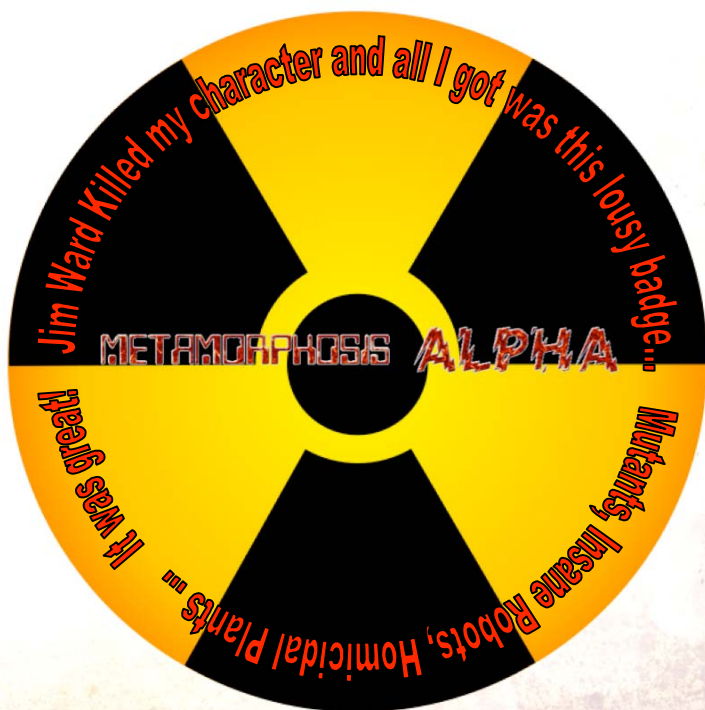
No one knows what will happen for sure, but all consider you a hero for your brave act.

Well Done!

THE END

20: YOU RUN INTO THE CAVE, HOPING A SURPRISE LIKE THAT STOPS THE CRYSTAL CREATURE FROM ATTACKING

Going into the darkened cave mouth was a mistake. You can't see anything as you move down a darkened passage. In minutes the passageway lights up in a strange blue glow. It's coming from man-tall cones all over the area including in the ceiling above you. As you raise your weapons, energy bolts are released from the cones and several strike you. Turn to the end and read, A VIOLENT END.



Scar-Lock Human Character

Radiation Resistance: 16

Mental Resistance: 18

Dexterity: 7

Constitution: 9 – Hit Points 30

1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15,

18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30

Strength: 12

Leadership Potential: 17

Equipment

The character has the normal equipment for a primitive village, including:

Long Sword, Dagger, Canteen, Backpack, Ground Cloth, Sleeping Bag, Travel Food, Fire Starter, Shield, Extra Books, Cloak

Lock-Scar Mutant Humanoid Character

Radiation Resistance: 18

Mental Resistance: 6

Dexterity: 17

Constitution: 5

1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 18,
19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30

Strength: 18

Mutations:

Poisoned Claws (intensity 15)

Radiated Eyes (intensity 10)

Physical Reflection

Regeneration (2 points an hour)

Mental Control

Mental Blast

Equipment

The character has the normal equipment for a primitive village, including:

Long Sword, Dagger, Canteen, Backpack,
Ground Cloth, Sleeping Bag, Travel Food, Fire
Starter, Shield, Extra Books, Cloak

A VIOLENT END

You tried your best, but there was just too much power positioned against you and your group. Your spirit watches as crystal aliens and powerful fungi monsters move from the asteroid into the ship.

Seemingly able to breed anywhere on the Starship Warden, the life forms only take several weeks to completely take over three levels of the ship.

Worried android thinkers and intelligent robots become concerned for the ship and wake the few remaining human combat troops who were stored on an island on the water level.

The troops are coordinated and well led. They begin to make inroads into the levels the asteroid life took over.

Hopefully it will be enough. Your spirit passes on to the great beyond without knowing the final answer to the fate of the Starship Warden.

THE END



The first
METAMORPHOSIS ALPHA®
Solo Adventure

A formerly wooded valley has been transformed almost over night into a fungi jungle. On top of that concern, adventurers can see a huge hole at the end of the valley where there wasn't one before.

Someone needs to go and check things out.

That someone would be you.

This adventure allows you to play all by yourself as you go from numbered encounter to numbered encounter. You roll the dice for battles and record your lost hit points on a character sheet provided at the back of the book.

When you are done playing and replaying the adventure once or twice you can run the entire quest for a group of friends.

Suitable for use with any of the MA rules systems; this game is easily adaptable to any set of science fiction or science fantasy rules.