

ARISE THE ANCIENTS



A METAMORPHOSIS ALPHA™ ADVENTURE BY JAMES M. WARD

METAMORPHOSIS ALPHA™

ARISE THE ANCIENTS
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MINIATURES

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GAME MASTER NOTES

All of the creatures, mutants, and humans presented in this adventure exist as miniatures especially created for Metamorphosis Alpha.

Material written in italics is for the Game Master to consider during the game.

Paragraphs written in bold should be read to the players.

A Metamorphosis Alpha Introduction:

Metamorphosis Alpha is the first science fiction role-playing game. Coming out in 1976 it has stood the test of time and now has five different versions of the game in print. In this role-playing experience you are exploring a colonization starship. A tragic event has thrown the ship far off course and killed 95% of the human crew and colonists; turning them into piles of white dust.

Three hundred years later the ship is wandering in space. Most of the creatures that were brought with the ship have mutated into intelligent beings and some plants have done the same thing. Most of the intelligent beings don't realize they are on a space ship 50 miles long and thirteen miles wide.

Can you make a difference and put the Warden back on its proper track? Only time will tell.

Game Master Note: If any of your players owns a color band from the Goodman Games kickstarter, please have them wear that band and allow them to use it in the game.

Fortress Introduction Notes

WHAT IS SUPPOSED TO HAPPEN

The group wakes up in a cryo-chamber that supports a regiment of special ops troops. The players get a choice between being mutated creatures or pure strain mutants. The basic objective is to get from the lower first level to the top most 10th level and out of the fortress. There are nine different levels; level five was never built. It's a little puzzle for the players to think on. The player characters must find more equipment, retreat away from the terrible mutated characters, and figure out when to use the broken elevator and when to use the stairs.

First Step

Begin the player characters as special operations troopers with a great deal of experience. First, have them list ten pieces of equipment that each of the troopers always take

with them into combat. The ten things should all fit in a carry on bag that the military use. You are giving them a laser pistol, and a combat knife. Their ten things should include anything else they need. They can't take anything that is alive.

Then explain to them that they have become part of an experiment that went terribly wrong. A special group of troops in a barracks next to their unit was supposed to go into a special experiment where they were put into cryogenic sleep for six months. Instead, the player character's barracks of troops was taken. Their unit was put to sleep and put into cryo-capsules.

When they wake up give them the choice, each player character can become a mutant or remain a pure strain human. If they are human give them the photocopied character sheet for humans. If they are a mutant, they pick from a random group of ten different mutants.

Then read them this text:

You wake up in a strange setting. Your limbs are cold and you are a bit dizzy. Moving slowly you step out of what you know is a cryo-chamber. You have no idea how you got in one of those. You see several of your trooper friends getting out of other egg-shaped chambers. They are each in a pool of light. The large room you are in is otherwise dark.

Each of them has a large army bag full of the equipment they wrote down at the start of the game. Each of those bags is in a compartment at the bottom of the egg that only opens with their special finger or paw prints. If any of the players has a "real" arm band they are wearing those as they get up. Now give them time to talk among themselves. If they are humans, they are in spandex tops and shorts. If they are mutants, their clothes are in tatters. They will have to figure out how to find and open the compartments in their eggs. That compartment is also where their weapons and combat knife are stored.

LEVEL 1 - CRYO AREA

CRYO CHAMBERS

You wake up from a deep sleep. With a hiss, a section of your little container opens and you quickly get up to escape the tight confines. You read the dials and gauges and discover you were in a cryo-chamber. The chamber gives you a little light, but there is darkness all around you. You hear more hisses and other chambers open up. Lights from those chambers reveal people and creatures. You find yourself dressed in tight spandex. Looking in the container you see no equipment, just the tubes and devices to keep you alive in cold sleep. There must be lights somewhere in this place, you move to find them.

The rectangular chamber holds a large number of cryo-chambers as egg-shaped units. In the unopened cryo-beds, half of them are empty and half of them are filled with dangerous mutant life. These mutants have no memory of who they were. These mutants attack the player characters if allowed to leave their compartments.

If the characters try to get the extra equipment in the other chambers, they discover the sacks are covered in intensity 10 radiation.

Each of the cryo-eggs is closed with levers, dials, and buttons making them difficult to open. Each has an item complexity of 5.

The characters combat knives have a compass in the pommel that works great. As the characters are not pacing off the chambers, I'm not giving exact dimensions. Be vague in your descriptions of distances. East and west are the long ends of the chamber. In the exact middle of the north and south walls are doors. The door to the north opens with a palm print on the right side of the door. This print responds and activates the door with any warm flesh put into the palm. The door to the south takes any color band. The characters don't have one of those bands unless a "player" owns a real band from one of the kickstarters and has brought that band to the game. Generally, the chambers are 50 yards long and 40 yards wide.

If the characters try opening other eggs they are attacked.

WASP SPIDER

Armor Class: 4
Movement in Spaces: 12
Hit Points: 52
Radiation Resistance: 11
Constitution: 11
Mental Resistance: 11
Strength: 11
Dexterity: 11

MUTATIONS

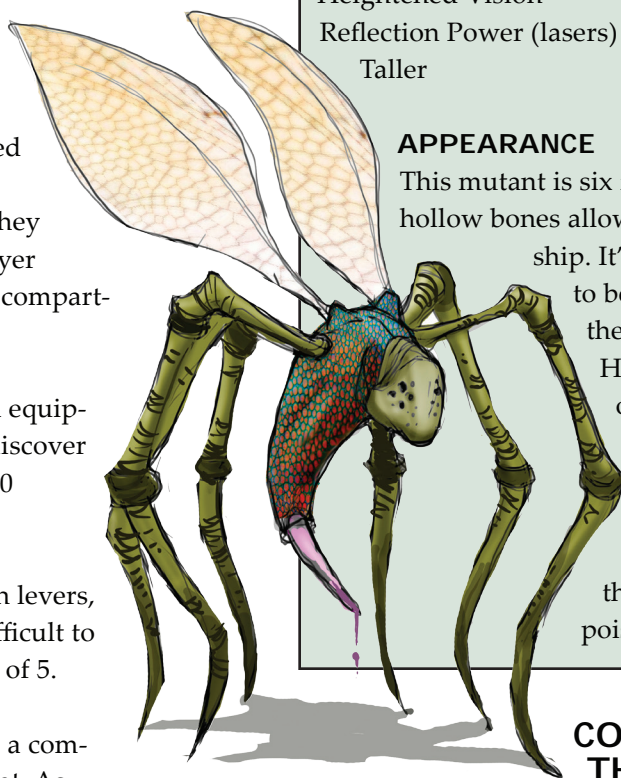
Wings
Poison Fangs (Intensity 11)
Heightened Vision
Reflection Power (lasers)
Taller

APPEARANCE

This mutant is six feet tall and five feet long. Its hollow bones allow it to fly in the gravity of the ship. It's a mixture of blues allowing it to become almost invisible when in the air with the blue sky backdrop. However, if it flies at night it sticks out in the night sky with a slightly luminescent affect.

NORMAL REACTION

The mutant purposely flies into the back of a victim and injects poison (intensity 11, WC 6).



CORRIDOR AROUND THE 5 CHAMBERS

The corridor is wide and cleaned every morning at dawn by robots coming from the northern elevator. There is nothing of interest in this corridor.

THE BOTTOM FLOOR ELEVATOR

There is a palm print beside the steel doors of the elevator. The elevator takes a minute to arrive. When the doors open they see the following:

LEVEL 1 - CRYO CHAMBERS

The double doors open into a 20 yard cube. The walls have seen a great deal of battle damage. There are slug holes in many different sizes in all the walls and ceiling of the elevator. There are black slashes and melted bits from the action of beam weapons. It's clear from the floor that grenades and other explosives have ripped up the floor a bit and exploded into the walls. On the inside of the open door is a panel with ten rectangles. One takes an arm band and presses it to a floor and the elevator doors close and the elevator is supposed to go to that floor.

The elevator is very broken. It works to some levels and doesn't work to others. What levels the elevator opens to are listed in the text of the adventure. It will only take a party to the next floor before overloading and needing 24 hours before becoming operational again.

WAREHOUSE

The chamber lights up when the doors open. There is a strong smell of moist earth in the chamber. You see row after row of equipment. On the east side at the end of one of the rows is a large mound of black earth. There is a wide corridor in the middle of the chamber that extends to another door on the other side of the chamber. The shelves of this area are filled with a wide variety of materials.

The warehouse has a great deal of equipment on ten different large shelves. Shelves A, B, C, D, and E are on the west side of the room. Shelves F, G, H, I, and J are on the east side of the room. There are doors in the middle of the south and north walls and they require an arm band of any color to open the doors.

On the west side is the following:

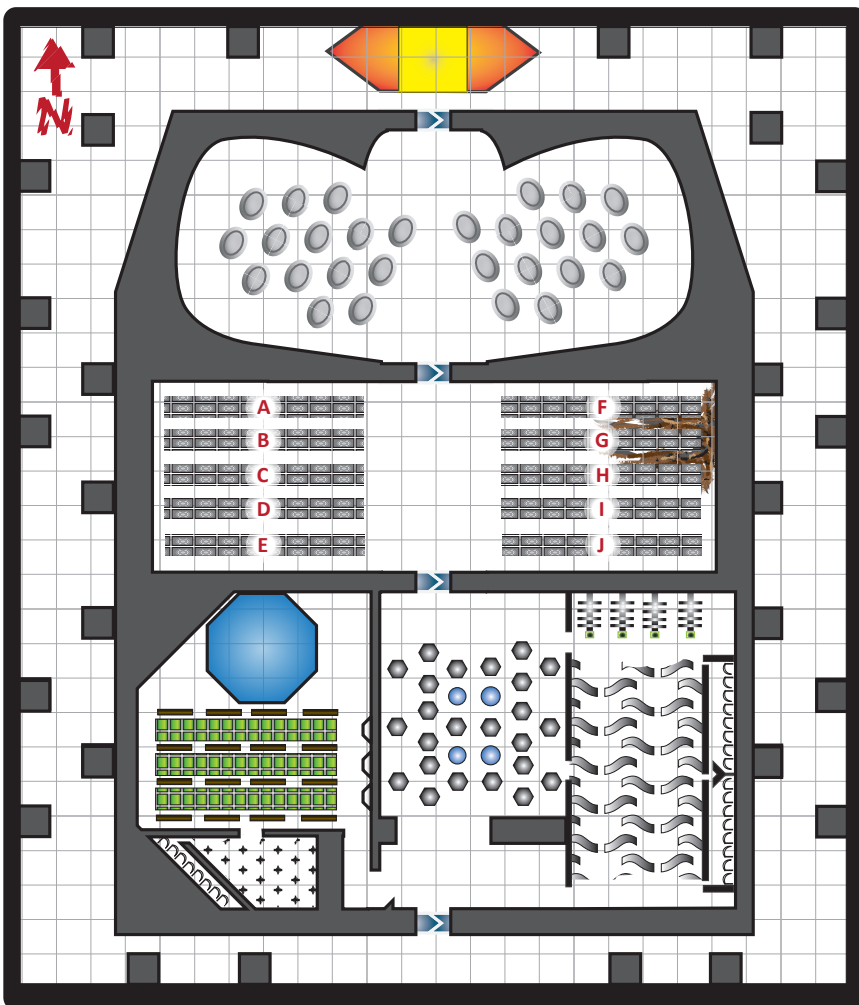
Shelf A is filled with military clothing from underwear to pants and shirts, several different types of boots, to light and heavy coats. *This clothing won't change the armor of the characters, but it is specially treated and reduces all types of puncture damage by half. Bullets doing 10 points of damage would do 5. Knives doing 6 points of puncture damage would do 3. The characters have no way of knowing this gear has this effect.*

Shelf B is filled with camping gear from metal pots and pan kits to canteens and collapsible shovels. There are machetes of duralloy (WC 5, 10 points of damage) that never need sharpening and several different sizes of duralloy axes (WC 4, 15 points of damage).

Shelf C is filled with tents from one man to ten man tents with portable heater and air conditioning units.

Shelf D is filled with batteries of all shapes and sizes from cases of charged hydrogen energy cells to large fusion batteries.

Shelf E has several different types of hover boards; including hover carts and long platforms made for carrying materials.



LEVEL 1 - CRYO CHAMBERS

On the east side is the following:

Shelf F has unarmed drones and drone controllers.

Shelf G is divided in half with canisters of seeds of many types to large sacks of compost earth. Half of those sacks are gone from the shelves and have clearly been turned into the pile of earth that is blocking the way at the end on the east side of the chamber.

There is a Ground Diver in the earth here that reaches out to grab a victim when anyone comes within five feet of the spilled earth.

GROUND DIVER

Armor Class 3

Movement in Spaces: 14

Hit Points: 66

Radiation Resistance: 11

Constitution: 17

Mental Resistance: 4

Strength: 17

Dexterity: 9

MUTATIONS

Heightened Precision

Heightened Touch

Multiple Body Parts

New Body Parts

Taller

Tangle Vines

Increased Plant Senses

APPEARANCE

Most of the mutant ground diver is below the ground. It can move slowly through

the earth, but rarely does so. The creature hides completely under the ground. As possible victims come by the mutant rises up and uses its tentacles to force victims toward its beaked maw. The tentacles are a nasty gray color and its head is the color of earth.

NORMAL REACTION

Erupting out of the ground, the tentacles of the ground diver grab onto victims (WC 3). The beak of the monster can then freely bite at the victim as long as the prey is held for 4d6 in damage a bite.

Shelf H has several types of illumination devices with a complexity of 7.

Shelf I has military backpacks and special helmets. The helmets are complexity 8 and have infra-red and ultra-violet capacity. They have inset communications gear good up to ten miles away and use two hydrogen energy cells.

Shelf J has many sizes of body armor and can change the armor class of the characters from 8 to 3.

The door on the south end of the chamber takes a color band of any type to open the double doors.

SHOWERS

You smell a shower room from the open door. You see a series of lockers before you step into the area.

There are 50 lockers in three rows with benches between the lockers. There are towel dispensers that generates large white bath towels by the hundreds at a verbal request. There is a large shower section with open water jets and dials under the jets to start and moderate the temperature.

In the middle of the chamber along the north wall there is a large Jacuzzi big enough for many people. The water is dark and smells of chlorine. If the water is disturbed a mutant leaps out of the water and attacks.



FROGOID

Armor Class: 4

Movement in Spaces: 14

Hit Points: 41

Radiation Resistance: 9

Constitution: 9

Mental Resistance: 9

Strength: 9

Dexterity: 9

Somewhere near the Ground Diver is a black arm band,

LEVEL 1 - CRYO CHAMBERS

MUTATIONS

Electrical Generation (4d6 lightning bolt)
Gills
Heightened Balance
Heightened Hearing
New Body Parts
Out-sized Body Parts (tongue)
Regeneration (3 points a combat round)

APPEARANCE

The humanoid mutant stands five feet tall. It likes watery areas and swims very well in all bodies of water.

NORMAL REACTION

The mutant attacks with a lightning bolt doing 4d6 in damage up to 35 yards away, WC 3.



The frogoid is wearing a red arm band.

KITCHEN

The kitchen area is filled with automated devices (IC 4) for making large meals for a great number of people. Under the floor of the kitchen are large duplication areas for creating named meals of hundreds of types.

DINING

This area is dark. From the lights of the kitchen one can see benches and chairs.

The lights of this area can't be fixed by the characters.

The dining area has tables and chairs. In the North there is a food station that generates napkins, some spices in small packets, and a set of 50 different types of drinks. All of the empty containers go into a disposal that recycles the materials into energy.

There are washrooms along the east wall in this area.

LEVEL 2 - PARKS & PLANTATIONS

ELEVATOR UP TO NEXT LEVEL

The elevator doesn't rise to the next level, no matter what the characters do. Once summoned from a higher level the elevator will rise. From then on it goes up only one level or goes down to any level once in a 24 hour period.

PARK

The north park door is open and jammed as the dirt from the park has spilled over into the walkway and there is no easy way to close the door. The door is supposed to function with any color arm band on the rectangle along the inside and outside of that door.

The south door opens easily when any color arm band is used on the inside or outside of the door.

The characters experience the following when they are at a park entrance:

The smell of the place is wondrous. The large chamber is filled with plants and shrubs of many different types. In the west side is a large array of huge blooming plants. There must be ten or twenty of the things reaching up above the other plants for light. The rest of the park is filled with smaller blooming plants. There is a gentle path of earth in the middle of the chamber and one can see double doors on both sides of the area. The North doors appear to always be open. The south door has a color band on the side of the steel door.

The tall blooming plants are Clutch Vines and grab at a character if they come within ten feet of the plant.

CLUTCH VINE

Armor Class: 6
Movement in Spaces: 0
Hit Points: 33
Radiation Resistance: 9
Constitution: 9
Mental Resistance: 9
Strength: 9
Dexterity: 9

MUTATIONS

Tangle Vines

Larger Than Normal
Manipulation Vines
New Senses

APPEARANCE

The mutated plant is fifteen feet tall with a huge, deep red fanged plant pod at the end of a stalk. The plant blends in perfectly with its surroundings until it is ready to attack.

NORMAL REACTION

The mouth of the mutant bites for 5d6 (WC 3); then it injects acid into the bitten victim for 3d6. It has long vines that can reach out up to 20 yards and pull in victims (WC 4).

There are other large plants in the area, but these are all relatively harmless. Big roses, huge violets, and pleasant balsam hang along the walls of the park. The light in this chamber is filled with bright sunlight 12 hours a day and moonlight for the other twelve. Every third day a gentle mist pours down from the ceiling. *Have fun and have the rain start to soak the characters.*

PLANTATIONS

A strange sight greets the characters. There are row upon row of planted crops in this chamber.

Each row is a different crop and some of them are easy to figure out. All of these plants are huge in size with six or seven in the long rows.

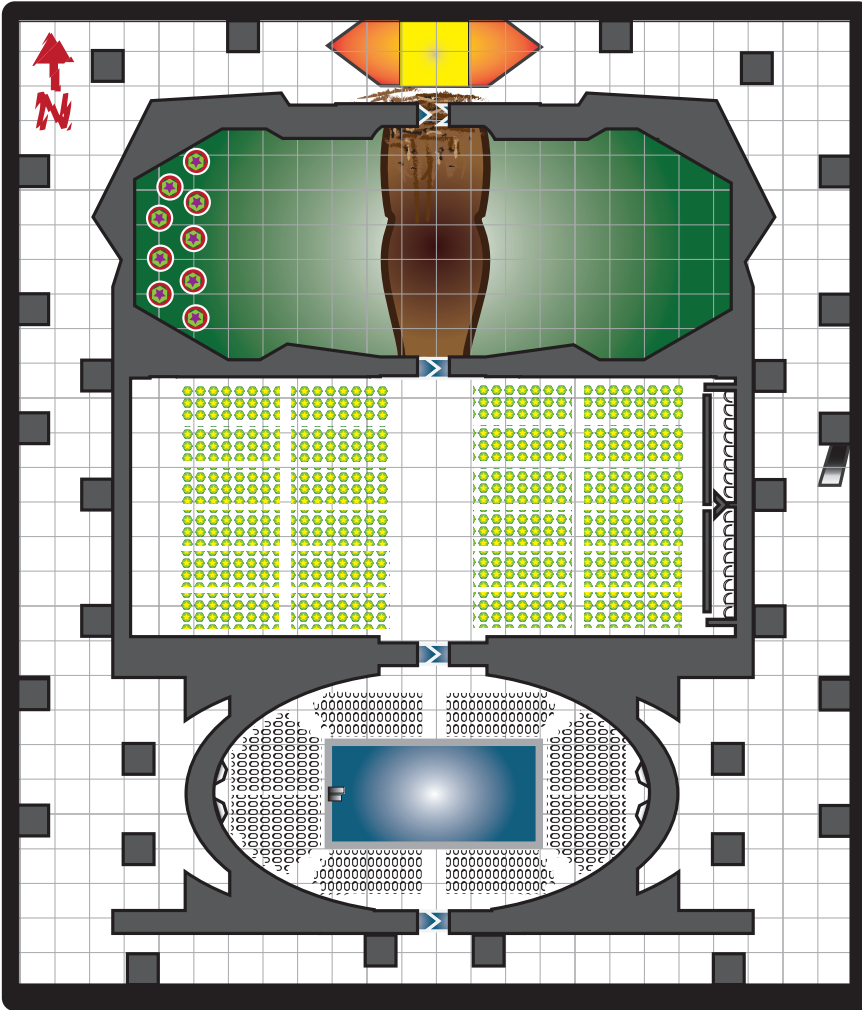
The smell of this chamber is very pungent. If the characters go among the plants they will meet new smells from every different type of vegetable.

The chamber is filled with very large vegetables of many types. All of them are ripe for the picking. There are cultivated row upon row of plants. These plants include giant versions of: angula, bok choy, chicory, snow peas, rhubarb, and yams.

There are washrooms on the east side of the chamber.



LEVEL 2 - PARKS & PLANTATIONS



use their tongues to lick the bodies of the swimmer once or twice before swimming away.

The north and south doors require an arm band of any color to open the area.

INCLINE PLANE UP TO THE NEXT LEVEL

The incline plane is in total darkness. There is no way to light up the area unless the characters bring lights from the warehouse. The incline plane twists around for several hundred yards and eventually opens up on level three. The plane area is filled with unusual amounts of garbage from paper and broken wooden crates to hides and bones of many types.

CORRIDOR AROUND THE 3 CHAMBERS

The wolfoids of level six have taken a real liking to this level. There is no way the player characters can get to the exit going up unless they defeat the band of wolfoids patrolling the corridor.

There is no danger in this chamber, but the plants can look dangerous because of their giant size.

The doors at the north and south ends require an arm band to open them.

Again a misty rain happens every three days in the chamber. The sunlight is quite bright for 12 hours and dims to moonlight for 12 hours.

SWIMMING POOL & FAST SNAILS

As the doors swing open you see an Olympic sized pool. There are lounge chairs all around the pool. There is a large white bath towel dispenser in the west wall. The pool area smells of chlorine. In the clear water you can see six very large snails crawling along the south walls. There are two diving boards on the west end.

The snails are harmless. However, the four foot tall things will swim up to whom ever has dived into the pool. They

WOLFOID (2)

Armor Class: 5
Movement in Spaces: 14
Hit Points: 59, 41
Radiation Resistance: 18
Constitution: 11
Mental Resistance: 11
Strength: 17
Dexterity: 17

MUTATIONS

Fur resistant to lasers
Regeneration (3 points per combat round)
Taller
Heightened Intelligence
Intuition

APPEARANCE

Wolfoids can be found on every level of the ship. They are teaching each other how to use the various high tech

LEVEL 2 - PARKS & PLANTATIONS

devices of the ship from computers to plasma rifles. The white wolfoids are considered the most aggressive of all wolfoids. Although they can use physical weapons, they greatly enjoy clawing and using fangs on their prey.

NORMAL REACTION

The wolfoid is very capable of using weapons of the ancients. It is able to use fangs (WC 3, inflicting 15 points of damage) and claws (WC 4, inflicting 20 points of damage).

Hidden in the thick fur of the largest wolfoid is a black arm band. The only way the characters can find the arm band is if they tell the Game Master that they are carefully searching each wolfoid.



LEVEL 3 - ROBOT SECTOR

ELEVATOR

The elevator on level three does not open no matter what.

CORRIDOR AROUND THE 3 CHAMBERS

There is an unusual amount of dead vegetation in this corridor. Partial branches, large dried leaves, and rotten fruit fills this area.

WEST INCLINE PLANE GOING DOWN

This is a darkened exit that extends down to level two. There are no lights and the corridor is filled with trash.

EAST INCLINE PLANE GOING UP

You see a well lit corridor extending upwards.

There is a constant guard of two wolfoids in this area.

WOLFOID (2)

Armor Class: 5
Movement in Spaces: 14
Hit Points: 59, 41
Radiation Resistance: 18
Constitution: 11
Mental Resistance: 11
Strength: 17
Dexterity: 17

MUTATIONS

Fur resistant to lasers
Regeneration
(3 points per combat round)
Taller
Heightened Intelligence
Intuition

Hidden in the thick fur of the largest wolfoid is a red arm band. The only way the characters can find this is if they tell the Game Master that they are carefully searching.

ROBOT CHAMBER

There are rows of three types of robots in here. They are difficult if not impossible to activate.

As the doors open on the robot chamber, one can see three different types of robots in long lines in the chamber. The chamber is large and there are doors in the middle of the north and south walls that require an arm band to open.

If the characters enter the area an Enforcer-bot rolls out and questions the group. If the characters get aggressive the bot attacks. If the bot manages to trap the entire party it dumps them in the middle of the Robot Fighting chamber and they must fight a Harvester Droid.

It is impossible to activate any of the robots in this chamber. If any of the three types are attacked they fight back until the characters leave the chamber.

MASSACRE-BOT (20)

Armor Class: 2
Movement in Spaces: 18
Hit Points: 88
Radiation Resistance: 17
Constitution: 17
Mental Resistance: 17
Strength: 17
Dexterity: 17

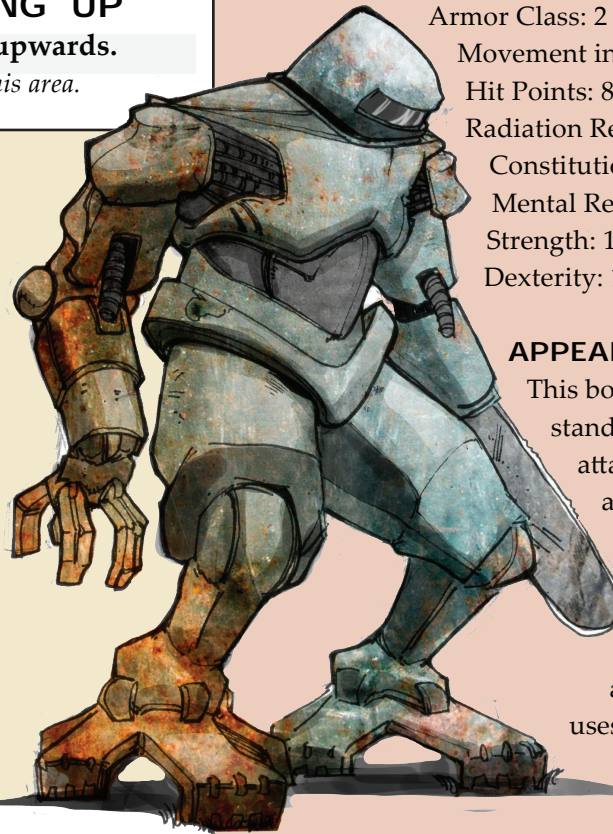
APPEARANCE

This bot is humanoid shaped, standing 10 feet tall. It is able to attach many types of weapon and defensive system so that no two versions of this bot are alike. Its sensory systems are triple that of a human in all five senses. At night it uses ultra-violet and infra-red lenses. Generally, there is always some type of vibro-weapon in its

list of weapon systems. The metal of the bot can change color to match any background it is standing near.

NORMAL REACTION

The bot has some type of vibro weapon and it is usually a vibro-ax (WC 9, inflicting 40 points of damage, IC 4). It also has many other types of weapons that can be attached to its body. Usually there is some type of slug thrower (WC 1, 5d6 in damage).



LEVEL 3 - ROBOT SECTOR

HARVESTER DROID (20)

Armor Class: 3
Movement in Spaces: 14
Hit Points: 77
Radiation Resistance: 4
Constitution: 18
Mental Resistance: 4
Strength: 18
Dexterity: 9

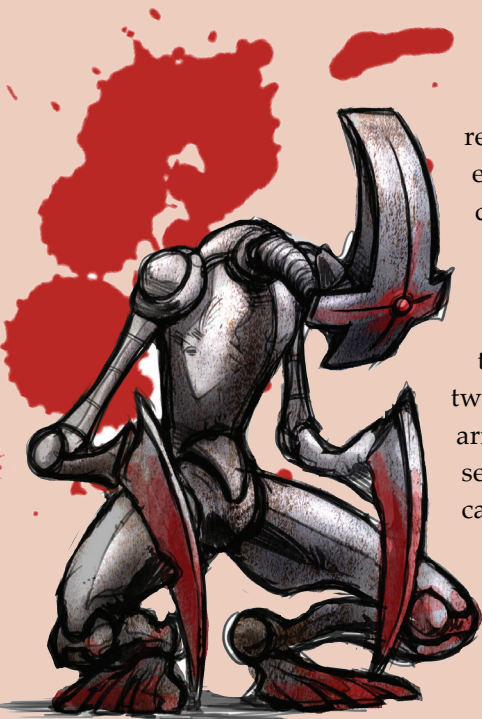
APPEARANCE

This droid can stand up to 9 feet tall with a tentacle reaching another 14 feet. It was designed to pull insects from plants and then harvest those plants when they matured. Its two manipulative arms have special sets of pincers that can cut any size insect into two halves. Its senses are acute down to micro-levels. Its optics sees into the infra-red and ultra-violet. In its knee

joints are special anti-gravity systems that allow the unit to quickly float into crop rows.

NORMAL REACTION

The chopping arms of the droid inflict tremendous damage per strike. It can attack twice in a combat round (WC 6, 5d6 per strike).



ENFORCER-BOT (20)

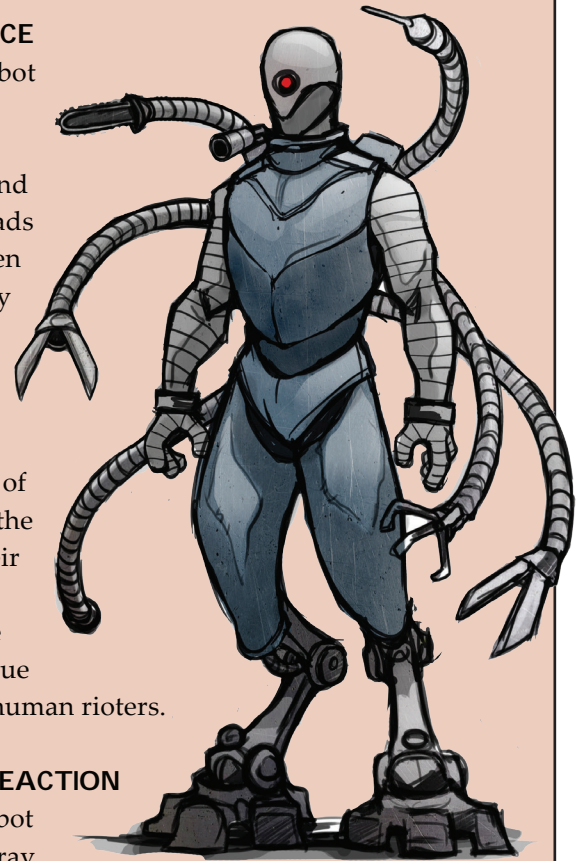
Armor Class: 3
Movement in Spaces: 16
Hit Points: 77
Radiation Resistance: 17
Constitution: 17
Mental Resistance: 17
Strength: 17
Dexterity: 17

APPEARANCE

The enforcer-bot was made especially for the Warden and there are squads of them hidden away on every level. They were for the officers of the ship to use in case of trouble from the colonists. Their many tentacle arms were made to subdue a number of human rioters.

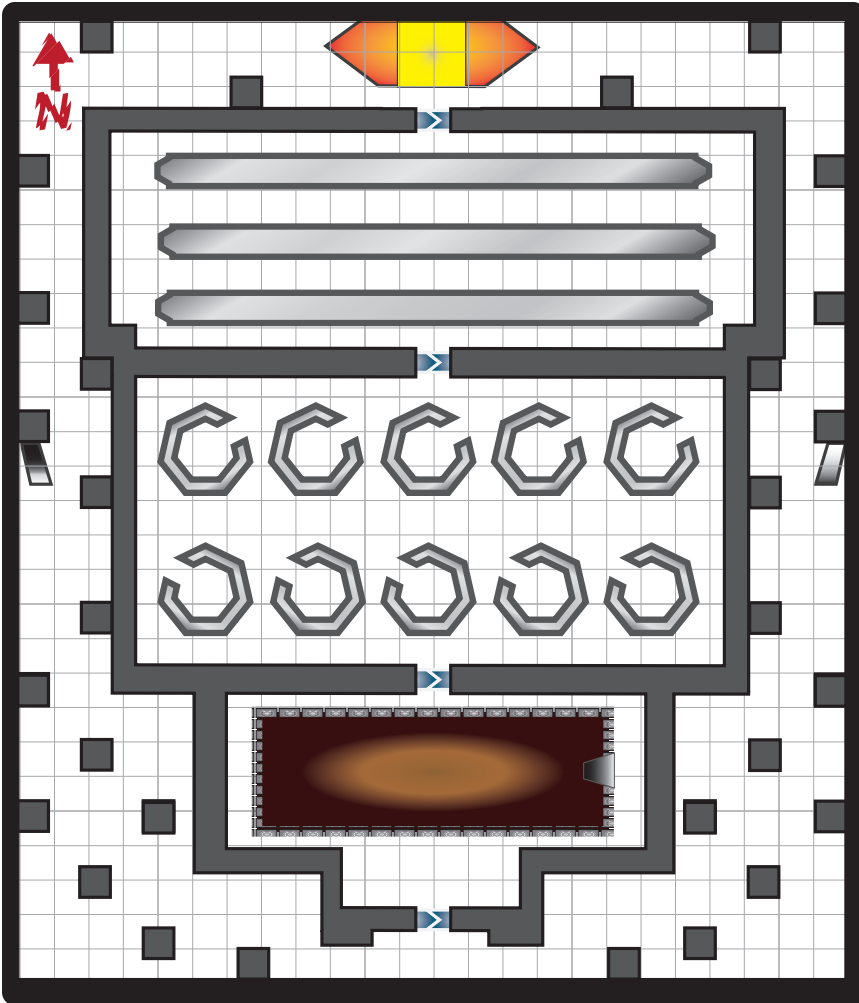
NORMAL REACTION

The enforcer bot has a wide array of defensive weapon systems. Its eight arms are made to pin down victims all at the same time (WC 7). The bot fires a misting weapon up to 30 yards away (intensity 9 paralytic poison, WC 5). At the same time it can fire a tangle plastic wrapping up a victim up to 10 yards away (WC 7).



These bots don't stay activate no matter what the characters do; however, they will fight back if attacked. Smart characters can get a hold of the vibro-ax of the Massacre-bot by taking it out of a clawed hand.

LEVEL 3 - ROBOT SECTOR



they are subject to accidental actions by the equipment in that area.

Repair Area Chart

Roll 3 six-sided dice then find the result below:

- 3 – **Erupting Paralysis Dart** – 1d6 in damage, 4 hours of paralysis as the dart hits, WC 4
- 4 – **Protein Disruptor attachment** – 5d6 if it hits, WC 7, IC 8
- 5 – **Green Goo Radioactive spill** – Intensity 9 radiation within a foot of the spill
- 6 – **CRASH!** Lots of noise occurs as robot parts fall to the floor, but no damage
- 7 – **Slug Projectile** does 2d6 with a WC 5 to hit, IC 5, 10 shot magazine
- 8 – **15 Alarm bells** ring in the area for ten minutes.
- 16 – **Acid spill** hits a random character doing 4d6 in damage
- 17 – **Green Gas** spills out of the area and covers half of the chamber. It is harmless.
- 18 – **The group finds a red arm band**

ROBOT REPAIR SECTOR

The portals open to an obvious electronic repair center. There are 10 large repair bays and most of them are filled with half put together robots of many types. As you come into the area and get near one of the stations, more lights turn on and shine on the station you are near. There are doors in the north and south ends of the chamber that require an arm band to open.

This is a place to repair robots, but it is also a dangerous place to play around. As characters go into work areas

ROBOT ARENA

The chamber opens up to reveal a deep and large pit. There are stairs on the east side that extend down ten yards into the earth pit. The place smells dry and there is a light cloud of dust in the air. There are doors in the middle of the walls on the north and south side of the rectangular chamber.

If the characters walk down the stairs and out into the pit they are attacked by one of the three robots found in this area: enforcer-bot, harvester droid, and Massacre-bot.

LEVEL 4 - COMBAT TRAINING

ELEVATOR

The elevator opens however it won't go to any higher level other than level 6. The elevator goes down to any level lower than 4.

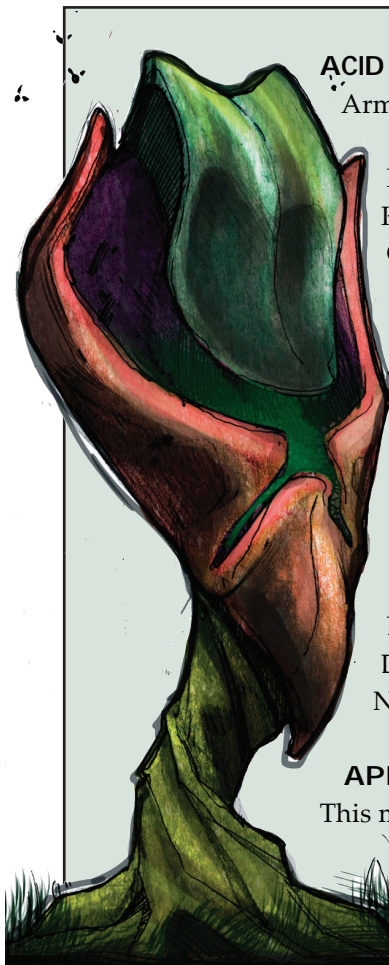
WEST SIDE INCLINE PLANE DOWN

The corridor goes down to level three.

COMBAT TRAINING LAB 1

The chamber has portals in the middle of the walls on each directional facing. Each takes a color band to open. In this area there are three circles of light. The rest of the chamber is cloaked in darkness. Lit Area 1 has a huge orchid style plant. Lit Area 2 has a floating bot of some type. As you are at the door the bot turns its lenses toward you. Lit Area 3 has a three-foot tall rabbit sitting on a stump of a tree. There are large roots spanning out from the stump at least 10 yards. It would be easy to walk between any of the lit areas to go to another of the doors.

Lit Area 1



ACID TRAP PLANT
Armor Class: 4
Movement in Spaces: 0
Hit Points: 35
Radiation Resistance: 11
Constitution: 11
Mental Resistance: 5
Strength: 11
Dexterity: 11

MUTATIONS
Heightened Touch
New Body Parts
Absorption
Aromatic Power
Larger Than Normal
Dissolving Juices
New Plant Parts

APPEARANCE
This mutant is a ten-foot tall orchid shaped plant. The petals of the plant are

closed until it senses a victim and then it releases a meaty attraction odor and blasts the victim with acid from a supply it generates from under the ground in a large pod.

NORMAL REACTION

When victims come close to the plant it releases an odor of roasting meat that many creatures find irresistible. Within ten feet the plant opens up and shoots acid at the victim (WC 7, 3d6 in damage, poison intensity 9). If the victim dies, the plant can absorb the materials of the body.

In the acid pod of the plant are a brown arm band and a pink arm band.

Lit Area 2

The device is a bomb bot. Attacking it, or touching it forces the bot to fly at the character and it explodes for 30 points of damage. (AC 6, 2 hit points, explodes in a 10 yard sphere)

Lit Area 3

This device appears to be a harmless creature on a stump. If the device is powered it would turn into a trap with the roots grabbing victims and the rabbit eating them. The device is not active.

In the bowl of the fake tree stump are dried old bones and two pink arm bands.

COMBAT TRAINING LAB 2

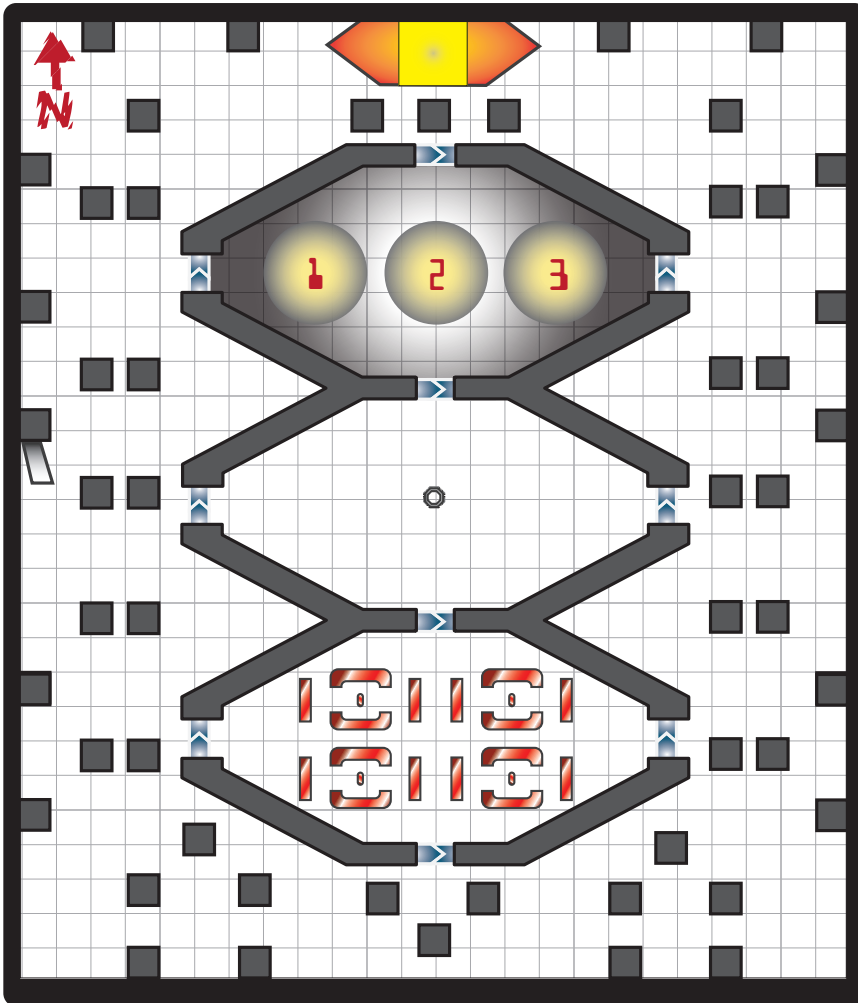
You see a large chamber. It lights up as you open the doors. There are portals in the middle of the walls on each directional facing. Each is opened with a black arm band except for the south door that opens with a pink arm band.

In the middle of the area is a rack with 20 pistols. You don't recognize what they are. Under the rack you see a pile of hydrogen energy cells.

This is a shooting gallery of sorts. However, the controlling computer is off until a pistol is removed from the rack. Once the gallery turns on, all of the doors lock tight and won't open until there are ten of the energy hologram balls shot out of the air. The weapon is a sonic pistol (6d6, WC 4, two hydrogen energy cells fire ten shots, IC 5).

The hologram balls have an AC of 7 and move about the chamber. Every time someone misses a shot that ball

LEVEL 4 - COMBAT TRAINING



comes down and smashes the shooter for one point of damage. While the range is turned on, the damage increases from 1 to 10 points. The balls grow in number until there are ten of them floating around.

The targeting room stands down when all of the weapons are racked. The characters can take weapons away if they have shot 10 holographic spheres out of the air.

MEDICAL BAY

All of the doors to this chamber must be opened with a pink arm band. Inside the lights come on brightly. There are four large operating theatres in this chamber. As the doors open two Nurse Bots hold some type of sensing devices in their tentacles and these devices shine lights all over the bodies of the characters. The bots have blood stains all over their metallic chests.

Sensing any wounded in the party the bots take them and rest them down on the beds of the operating theatre. They heal up any wounded characters. For those characters that are mutated creatures they offer to make them more human if they wish. If permission is given the nurse bots cut off limbs and turn them into cyborgs with tough tentacle arms and legs that are much better than the original limbs.

Resisting the bots causes them to attack with force scalpels.

NURSE BOT

Armor Class: 7
Movement in Spaces: 8
Hit Points: 59
Radiation Resistance: 4
Constitution: 16
Mental Resistance: 4
Strength: 16
Dexterity: 9

APPEARANCE

Generally, all of the nurse bots have gone insane as they were attached to the hospital systems that have gone insane. Each of these bots seems to be a caring, interested mechanical dedicated to healing the wounded. Actually, when these bots place wounded on the operating table the first thing they do is try and remove the heart of the wounded being. This is reflected in the blood stains that constantly cover the chest and head of the bot.

NORMAL REACTION

This bot is always designed with a vibro-scalpel (WC 9, 25 points of damage, IC 9).

The net effect is the Nurse Bots will replace the heart with a cybernetic heart, and continue to totally heal the party by converting them to cyborgs if they are allowed to do their work.

LEVEL 5 - UNFINISHED

Mysterious Level 5

The important part of level five is that it never existed. It was a mistake on the part of the designers of this fortress. While there is a level five on the elevator panel, there is no way to open the doors to that level.

Any contact with robots or the artificial intelligence of the fortress has them saying level five is filled with top secret bio-devices. That was the plan, but it never happened.

-As the Game Master you might consider designing your own level five. You could use miniatures that you have and create an interesting extension to this adventure.-



DAY 7 - THEY OFFERED HEALING... BUT DIDN'T MENTION WHAT CAME FIRST.

LEVEL 6 - WEAPON LOCKERS

ELEVATOR

The elevator takes the characters up to level seven but no higher. It goes down to all of the levels except for level 5 of course.

OUTSIDE CORRIDOR

In any given section of this level there is a roll of a d6 and a roll of a 5 or 6 sees a pair of wolfoids running down to attack the characters.

WOLFOID (2)

Armor Class: 5
Movement in Spaces: 14
Hit Points: 59, 41
Radiation Resistance: 18
Constitution: 11
Mental Resistance: 11
Strength: 17
Dexterity: 17

MUTATIONS

Fur resistant to lasers
Regeneration
(3 points per combat round)
Taller
Heightened Intelligence
Intuition

Hidden in the thick fur of the largest wolfoid is a black arm band. The only way the characters can find this is if they tell the Game Master that they are carefully searching each wolfoid.

ENERGY WEAPONS LOCKER

Any color arm band will open this door. It's a large chamber with another door in the middle of the south wall. The chamber is completely trashed and there are four large tepees in the room. As the portal door opens wolfoids begin pouring out of the four tents.

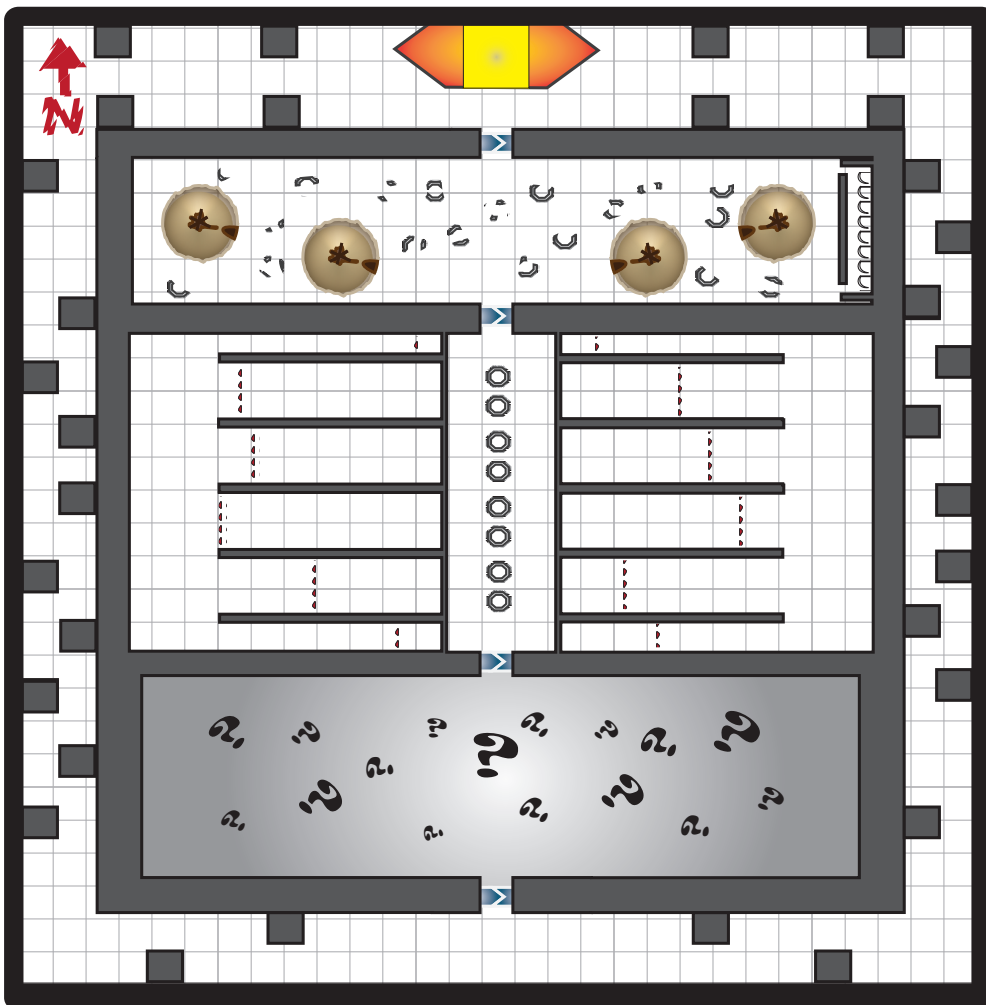
The wolfoids don't want to follow the characters if the characters retreat. If the group tries to get tricky and make attack after attack the remaining wolfoids jump them at the door. They are also capable of going through secret pathways in the walls to come around the outside of the chambers and attack that way.

WOLFOID (4)

Armor Class: 5
Movement in Spaces: 14
Hit Points: 59, 41, 39, 33
Radiation Resistance: 18
Constitution: 11
Mental Resistance: 11
Strength: 17
Dexterity: 17

MUTATIONS

Fur resistant to lasers
Regeneration
(3 points per combat round)
Taller
Heightened Intelligence
Intuition



LEVEL 6 - WEAPON LOCKERS

Hidden in the thick fur of the largest wolfoid is a black arm band. The only way the characters can find this is if they tell the Game Master that they are carefully searching each wolfoid.

Six young wolfoid cubs come running out of the tents and ignore the player characters and run out of the chamber. The rest of the wolfoids fight to kill the character party. This includes following them out of the chamber to any where else the characters might run to.

The tents are filled with thick furs and reptile hides. Spears, heavy crossbows and bolts, and shields hang on the inside of the tents.

There are washrooms on the east side of the chamber.

The doors to the north and south of this chamber require a black arm band to open them.

PROJECTILE WEAPONS LOCKER

As the chamber door opens you see several racks of slug projectors in the middle of the chamber. The walls have a type of target you have used before. There looks to be several cases of ammunition on the floor by the racks. In the middle of the north and south walls are portals needing black arm bands to open them.

The wolfoids can't use these weapons as the firing mechanisms are too small for their paws. In the past years, when wolfoids have tried to move these weapons large robots have come and taken the weapons back to this chamber. Many wolfoids have lost their lives in fighting these machines.

Two days after the characters have taken these weapons war-bots come to take the weapons back.

WAR-BOT

Armor Class: 2
Movement in Spaces: 14
Hit Points: 88
Radiation Resistance: 17
Constitution: 17
Mental Resistance: 17
Strength: 17
Dexterity: 17

APPEARANCE

The war-bot is a humanoid with many types of missile systems. When in combat there is a constant glow from the energy force fields of the unit. The senses of the bot are triple that of a human and include infra-red and ultra-violet. The unit is painted in very dark colors as it wants to battle in the dark of the night.

NORMAL REACTION

These bots will politely ask the group to give them the slug projectors they took from the chamber. If the characters don't hand them over there is a deadly fight. There are at least three different types of missile systems from mini-missiles to large blast rods. Usually the bot is equipped with 10 of each type of missile.

Racked Projectile Weapons:

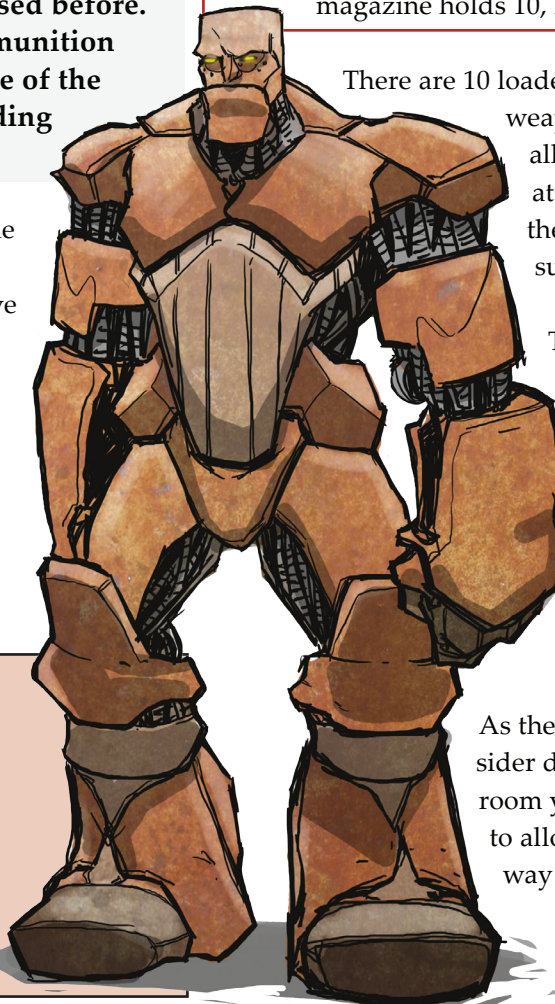
Pistol Slug Projector – 20 of them, WC 5,

15 points of damage, magazine holds 10, IC 6

Rifle Slug Projector – 20 of them, WC 4,

20 points of damage, magazine holds 10, IC 5

Shot Gun – 40 of them, WC 3, 30 points of damage, magazine holds 10, IC 4



There are 10 loaded magazines for each of these weapons. There are ear plugs to allow beings to fire the weapons at the targets on the walls. If they cover their ears they won't suffer from damage.

The doors to the north of this chamber require a black arm band to open them.

The doors to the south will not open no matter what. This room is a mystery as it seems to have been completely disabled.

As the Game Master you might consider designing any type of custom room you would like if you decide to allow the characters to find a way in.

LEVEL 7 - ENERGY & PROJECTILE AMMO VAULT

ELEVATOR

The elevator goes up to the 8th level or down to any of the other levels save for the 5th.

CORRIDOR AROUND THE 3 CHAMBERS

The outside corridor is pitch black as all of the lights are broken. The floor in the east, west, and south corridors is covered in some sort of mulch. Large white button mushrooms are growing everywhere in the muck.

About in the middle of the east and west corridors are funguslugs.

The north corridor floor has been recently swept. There are larger piles of mulch at the east and west ends of the corridor.



FUNGUSLUG

Armor Class: 7

Movement in Spaces: 4

Hit Points: 39

Radiation Resistance: 7

Constitution: 7

Mental Resistance: 7

Strength: 7

Dexterity: 7

MUTATIONS

Chameleon Powers

Gas/Spore Generation (Intensity 10 poison)

New Body Parts

Movement

Taller

Heightened Brain Talent

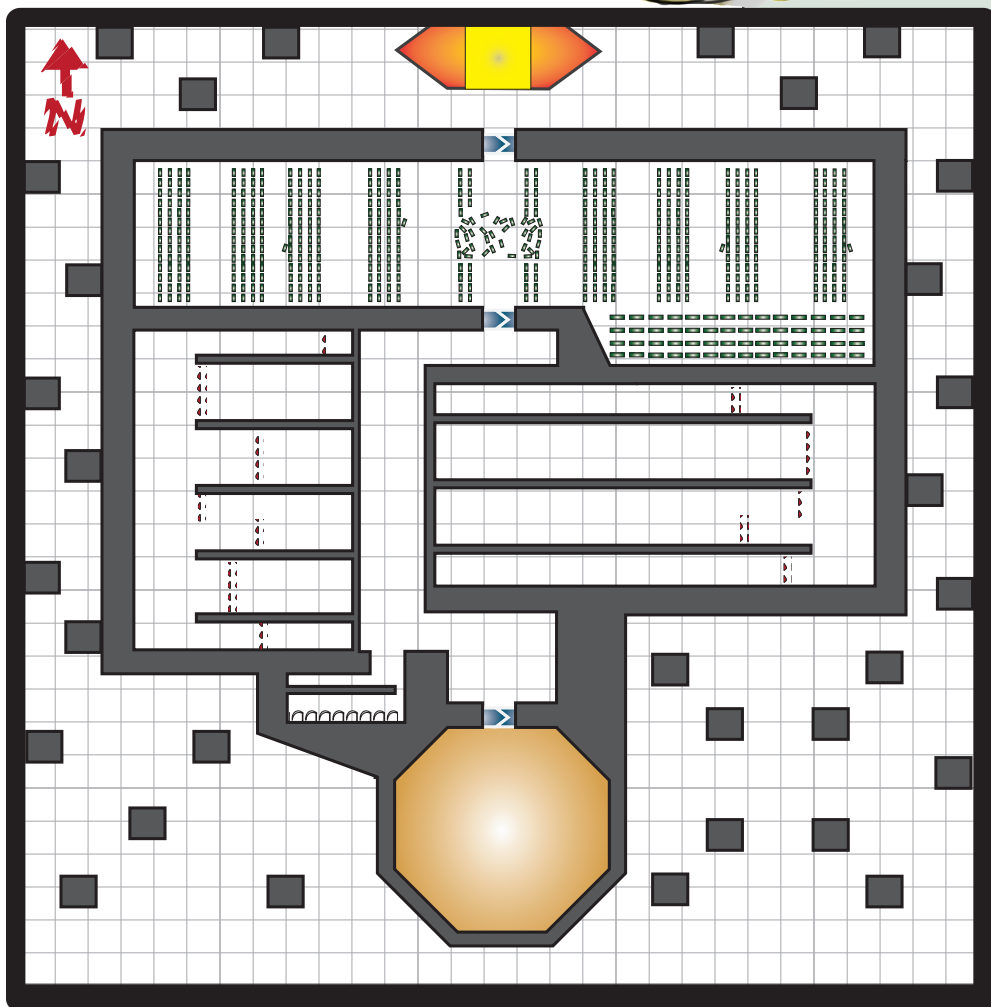
Mental Paralysis

APPEARANCE

The creature is a giant seven-foot tall, intelligent mushroom. It's made of spores and dark brown mushroom-like pieces. As it moves about, it constantly shifts the top of its body sending out large clouds of spores. It can sense these spores and as the spores hit other moving things, the mutant can sense the movement and distance of those spore covered things.

NORMAL REACTION

This mutant tries killing victims with its intensity 10 poison spores. Failing that the mutant tries to mentally paralyze a victim.



LEVEL 7 - ENERGY & PROJECTILE AMMO VAULT

ENERGY & PROJECTILE AMMO VAULT

The chamber requires a red color band to open. When opened one can see a chamber with portals on the north and south walls in the middle of those walls. There are several large piles of ammo boxes in the chamber. All you can see are open and empty. In the middle of the chamber is a strange mutant with metal parts on its body. It has just finished loading two large rifles of some strange sort.

The cyborg mutant will talk to the group and not attack first. It is ready for battle as it has loaded two powerful concussion slug projector rifles (WC 4, IC 5, 5 shell cylinder, 20 points of damage in a 10 foot area per shot). There are two cases of 100 shells for these unusual weapons. When any other creature fires the weapon they are thrown to the ground with the force of the weapon. Short Range – 1-50 yards, Medium Range – 51 – 150 yards, Long Range – 151 – 350 yards

The cyborg has a red arm band on his wrist. He isn't interested in trading for anything. He wants to be left alone.

Searching the chamber reveals hundreds of empty boxes of slug thrower ammunition. There will be a case or two of each type of ammunition for the projectors the characters may have picked up in the adventure.

SARN

Armor Class: 3
Movement in Spaces: 16
Hit Points: 66
Radiation Resistance: 17
Constitution: 17
Mental Resistance: 17
Strength: 17
Dexterity: 17

MUTATIONS

Heightened Vision
Speed Increase
Force Field Generation
Mental Blast

APPEARANCE

The Cyborg mutant was a human that survived radiation damage and mutated. He stands six foot tall with olive green skin. His cyborg parts

function normally, but can't be repaired at normal hospital facilities because of his mutant status.

NORMAL REACTION

When attacked the cyborg raises a force field and starts shooting with a laser pistol in both of its arms (WC 6, 5d6 in damage per pistol). The cyborg powers the lasers from its own power systems.

FIRING RANGE

On the north and south sides in the middle of the walls are portals that open with the use of any color band. The chamber has two obvious firing ranges, one to the east and one to the west. The east one is clearly one for knives, arrows, and other primitive ranged weapons. There are bows and arrows in holders at the top of that range. The other range is for more modern weapons as there are laser burns and bullet marks on that range. The holders for those weapons are empty at the top of that range.

On the arrow and knife range a small bot comes out and takes the missiles out of the targets and puts them on the table in front of the range. As the characters do well on this practice range the size of the targets and the distance away change to make the shots more difficult. There is a robotic voice that asks what the characters want to use for weapons. It changes the range to adjust for thrown items or bow-like weapons.

There are washrooms by the south doors.

The projectile or energy range changes depending on what weapons are used on the targets. If energy weapons are used holograms appear of various types of targets from spheres to small birds. The targets move about quickly until they are hit by weapons. There is a voice here that talks about the percentage of accuracy in firing at these types of targets. If slugs are used a holographic cowboy appears with a pistol at his hip. He cusses the shooters out and shouts "Draw!" If the characters don't raise their weapons the cowboy does nothing but laugh at the characters. If they use their weapons the cowboy puts an energy shot in each of the characters until they shoot him in the chest. The hologram's shot does 10 points of damage.



LEVEL 7 - ENERGY & PROJECTILE AMMO VAULT

CONTACT ARENA

As the doors open you note a sandy floor. The sand goes down at least a foot or more. The entire chamber is bare. There are weapon marks on the walls. Parts of the sand are black and melted from laser shots and other weapons firing into the sand. There are no other apparent doors except for the one in the middle of the north wall.

If the characters come into the middle of this chamber a female humanoid mutant enters the room from the doors. She explains in a matter of fact voice that the doors won't open until one of the characters is knocked out or she is dead. Her fingers glow brightly with electrical force and the battle is on.

TESH

Armor Class: 7
Movement in Spaces: 12
Hit Points: 88
Radiation Resistance: 16
Constitution: 18
Mental Resistance: 18
Strength: 15
Dexterity: 18

MUTATIONS

Electrical Generation
Heat Generation
Density Control Others
Heightened Brain Talent

APPEARANCE

Although she started as a pure human, she survived several contacts with radiation and was mutated so that she still looks like a human, but has mutational powers. She stands six foot tall with a classic feminine figure. Her hair is bright red and when she uses her mutational powers her eyes blaze with white luminescence.

NORMAL REACTION

The mutant can use weapons of all types. At the same time she can attack with an electrical generation attack (WC 7, 5d6) or a heat generation attack (WC 8, 6d6).



LEVEL 8 - DEADLY PLANTS & COMMAND CENTER

CORRIDOR AROUND THE 3 CHAMBERS

There are robots on the west and east corridors sweeping up leaves and mulch and making the large corridor around the three chambers clean as can be. These robots will talk to the characters about what is in the three chambers.

ELEVATOR

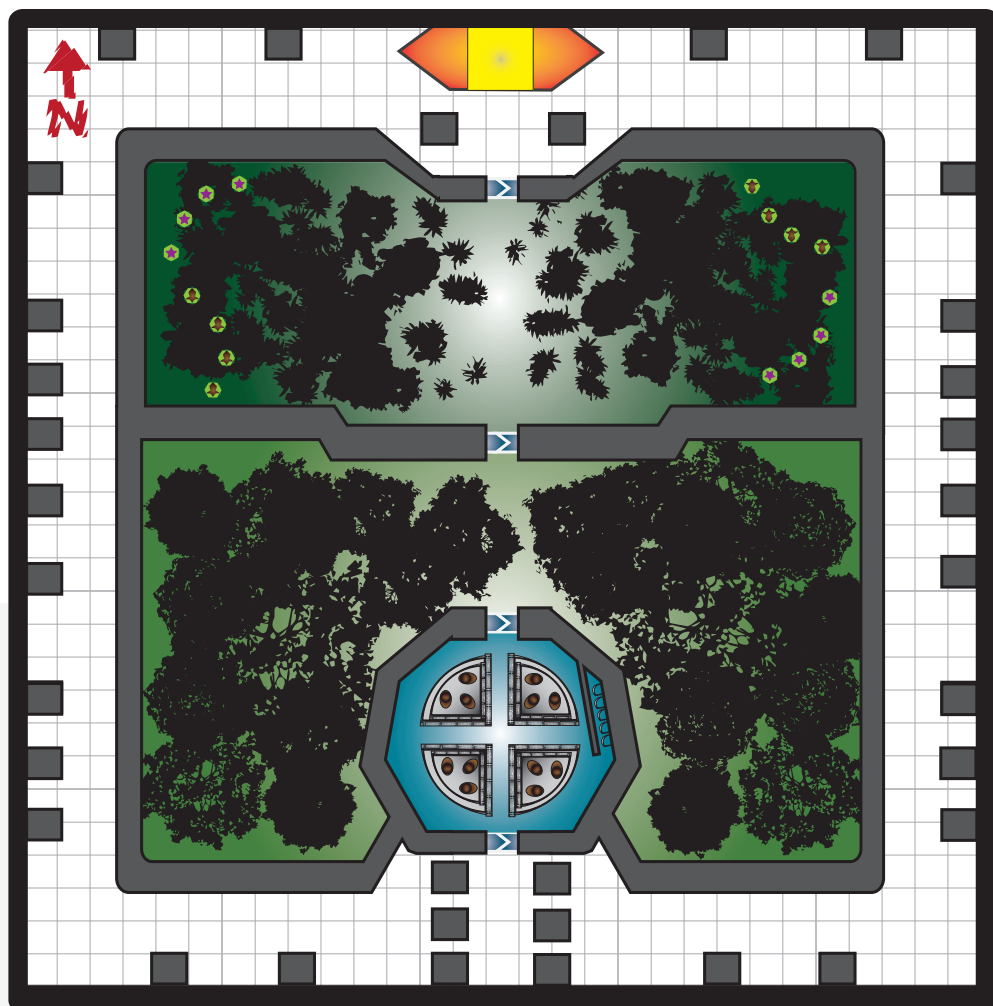
The elevator goes up to level nine but no higher unless it has been fixed. It will go down to any level.

JUNGLE

The chamber doors are wide and propped open with thick vines and dark mulch. Looking into the chamber the area is overgrown with a type of jungle. The area is deadly quiet. The chamber is very bright. There is a misty outpouring of water like a rain going down on the jungle. It would be difficult to move about in the chamber as the plants are so thick. The visible plants near the floor have huge thorns dripping with some type of green sap.

The sap is harmless, but the thorns rip and tear at anything.

In the north east and south west corners is are open ten-foot areas that smells strongly of delicious cooked meat.



ACID TRAP PLANT

Armor Class: 4
Movement in Spaces: 0
Hit Points: 35
Radiation Resistance: 11
Constitution: 11
Mental Resistance: 5
Strength: 11
Dexterity: 11

MUTATIONS

Heightened Touch
New Body Parts
Absorption
Aromatic Power
Larger Than Normal
Dissolving Juices
New Plant Parts

In the northwest and southeast corners, hiding among thick green grasses and scrub brush are Clutch Vines.

LEVEL 8 - DEADLY PLANTS & COMMAND CENTER

Clutch Vine

Armor Class: 6
Movement in Spaces: 0
Hit Points: 33
Radiation Resistance: 9
Constitution: 9
Mental Resistance: 9
Strength: 9
Dexterity: 9

Mutations

Tangle Vines
Larger Than Normal
Manipulation Vines
New Senses

FOREST

This chamber is filled with a forest with actual trees growing from floor to ceiling. The roots of the trees stick up above the mulch. There is a thick cover of branches at the ceiling level. You can hear a hissing amongst the trees from several directions. Just barely through the underbrush you note another portal door on the opposite side of the chamber.

There are several large bugs in this chamber and they are hunters looking for fresh prey. Moving just a bit to the east or west of the chamber has a mutant attack.

Wymipede

Armor Class: 7
Movement in Spaces: 12
Hit Points: 99
Radiation Resistance: 17
Constitution: 17
Mental Resistance: 17
Strength: 17
Dexterity: 17

Mutations

Taller
Physical Reflection (all radiation intensities)
Telekinesis
Mental Blast

Appearance

The Wymipede is one of the most deadly creatures on the Warden. It can burrow under the earth to rise and attack victims. The species has discovered the corridors between the levels and has learned to consume the nutrients that can be found there. This has allowed them to grow to fantastic lengths. The creature appears in many different colors considering where it was born. It can appear in the colors of the under-level floors and walls or jungle colors on various levels.

Normal Reaction

Physically the mutant rises from the ground and tries to pin a victim with its extremely sharp pincers. Failing to pin a victim, the mutant uses a mental blast on the prey.

SECURITY & COMMAND

It takes a red arm band to open this portal. There are four work stations in this chamber. As you walk into the chamber a large robot with an vibro ax comes into the middle of the chamber and challenges you.

Massacre-bot

Armor Class: 2
Movement in Spaces: 18
Hit Points: 88
Radiation Resistance: 17
Constitution: 17
Mental Resistance: 17
Strength: 17
Dexterity: 17

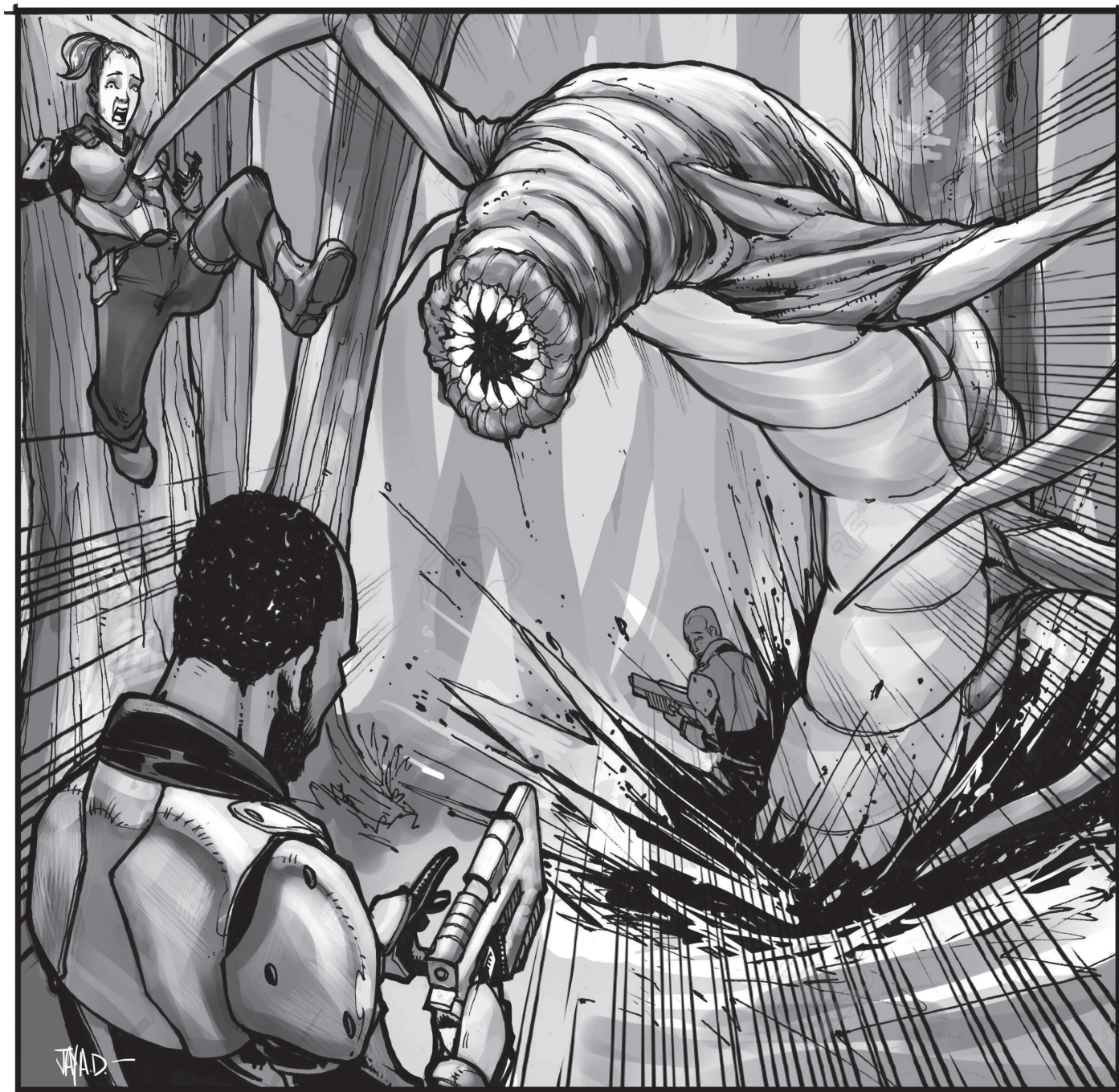
The characters can avoid attacking if they talk about repairing the complex. The bot talks about the damage on several levels and the fact that all the damage can be fixed from these four stations. There are screens showing action on the levels. The levers and keyboards at item complexity 4 can be used to send robots to repair levels and the elevator.

The characters can sit at the stations and order repair work down on the levels the cameras show them. This work will take several weeks to accomplish. Also the wolfoids will hamper repairing things and the characters would have to go down to fight them off so that the robots can do their work.

There are washrooms on the east side of the chamber.



LEVEL 8 - DEADLY PLANTS & COMMAND CENTER



**DAY 14 - THE GROUND RUMMBLED...
AND THEN IT OPENED.**

LEVEL 9 - REST & RELAXATION

OUTSIDE CORRIDOR

This wide corridor is free of obstructions.

ELEVATOR

The elevator has a ripped open palm print. There are wires pulled out of the wall and they are arching large sparks of power. The panel needs to be fixed for the elevator to open and go to ten or one of the lower levels. It's an IC of 4. The character needs to roll the first successful roll or take 10 points of sparking damage. Once successful they can open the doors and take the elevator up to level 10.

OFFICES

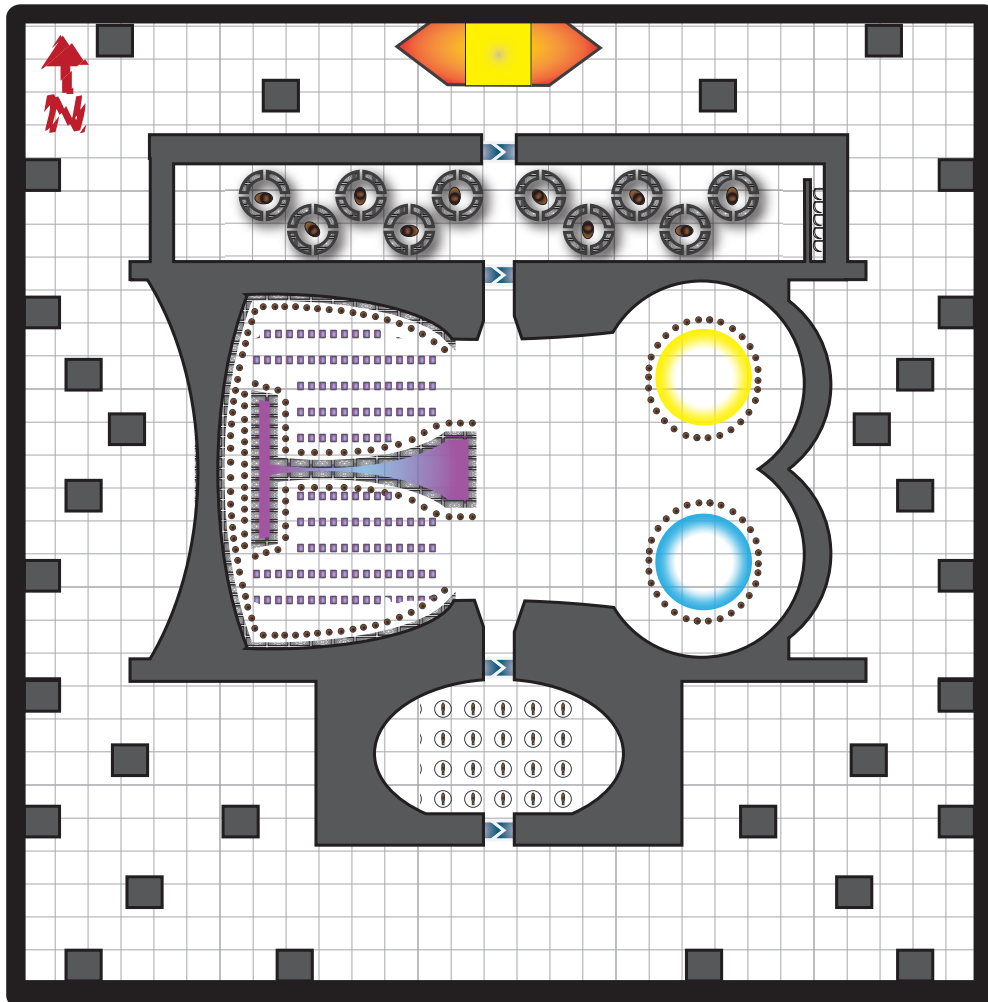
The chamber has doors in the middle of the north and south walls. They open to any color arm band. There are ten compartments with office equipment from computers, communication gear, and printers. The office chairs looked unusually comfortable. There is a quarter inch of dust on everything.

There are washrooms on the east side of the chamber.

If the characters sit in the chairs and try to use the keyboards a voice fills the office area.

"You are not authorized to use these systems. If you do not immediately leave the area security will be called."

There is a monitoring computer artificial intelligence controlling this floor. Its programming is faulty. If the characters don't leave the voice talks to them trying to make them stay 15 minutes while two bots come in to secure them and take them to the bedrooms to lock them to beds.



LEVEL 9 - REST & RELAXATION

ENFORCER-BOT (2)

Armor Class: 3
Movement in Spaces: 16
Hit Points: 77, 77
Radiation Resistance: 17
Constitution: 17
Mental Resistance: 17
Strength: 17
Dexterity: 17

If the bots can they subdue the characters and handcuff them to beds in the Bedroom and tell them proper authority will be coming. The robots leave, never to return again. The bunk-beds take 50 points of damage before they break enough for character to escape.

RECREATION AREA

There are two portals in the middle of the north and south walls. They open by using any color arm band. The sounds of music and beeping can be heard on the west side of the chamber. There are several rows of video games there. It's free to play them and their programs are easy to learn. In the east end of the chamber are two very large circles. The northern circle (circle 1) has a large staff floating in the middle of the circle. The southern circle (circle 2) has a basketball-sized robot floating in the middle of the circle. There are comfortable chairs all around each circle.

Circle One

Circle one works on dexterity. A challenger is supposed to pick up the staff. Then a hologram of a thin pole of light appears for two seconds randomly in the circle.

Every time the character hits it (WC 3 versus AC 4) a bell rings and when hit successfully ten times in five minutes the character is allowed to keep the staff (WC 3, IC 3, 10 points of stun damage). 30 minutes of exposure to the bright light powers it up for 24 hours. The character also raises their dexterity once by one point to a maximum of 18. If a character doesn't hit the light on time there is a 2 point shock to the body.

A voice explains the simple rules and rewards.

Circle Two

Circle two works on aiming. A challenger is supposed to have his pistol drawn. The voice doesn't let the challenger in the circle if they are not ready to shoot. The robot moves in all directions and is the target. A force field doesn't allow the shots to go out of the area. A miss on the robot (AC4) causes the unit to strike the shooter for 3 points of damage. The match is to continue until the bot has been hit 5 times. Winners gain a small carry bot (AC 6, hit points 20 and self repairing, IC 3, it is made to fetch and carry things as well as look around corners for its owner.)

BEDROOMS

There are portals in the middle of the north and south walls that can be opened by any color arm band. This is clearly a barracks of sorts. There are twenty double bunk beds. At each bed is a locker.

Inside each locker is: medic kit repairing 25 points of damage, hygiene kit, and a hand light that brightens a large area.

LEVEL 10 - VEHICLES!!

ELEVATOR

The elevator opens onto the large corridor. There is a coating of yellow slime covering the entire floor of the corridor in all directions.

LEVEL 10 DOORS TO THE OUTSIDE

There is no way to move down the east or west outside corridor without encountering one of these toads. The spores the toads generate stay in the air for several hours.

BELCHER TOAD

Armor Class: 6
Movement in Spaces: 12
Hit Points: 49
Radiation Resistance: 18
Constitution: 12
Mental Resistance: 4
Strength: 16
Dexterity: 9

MUTATIONS

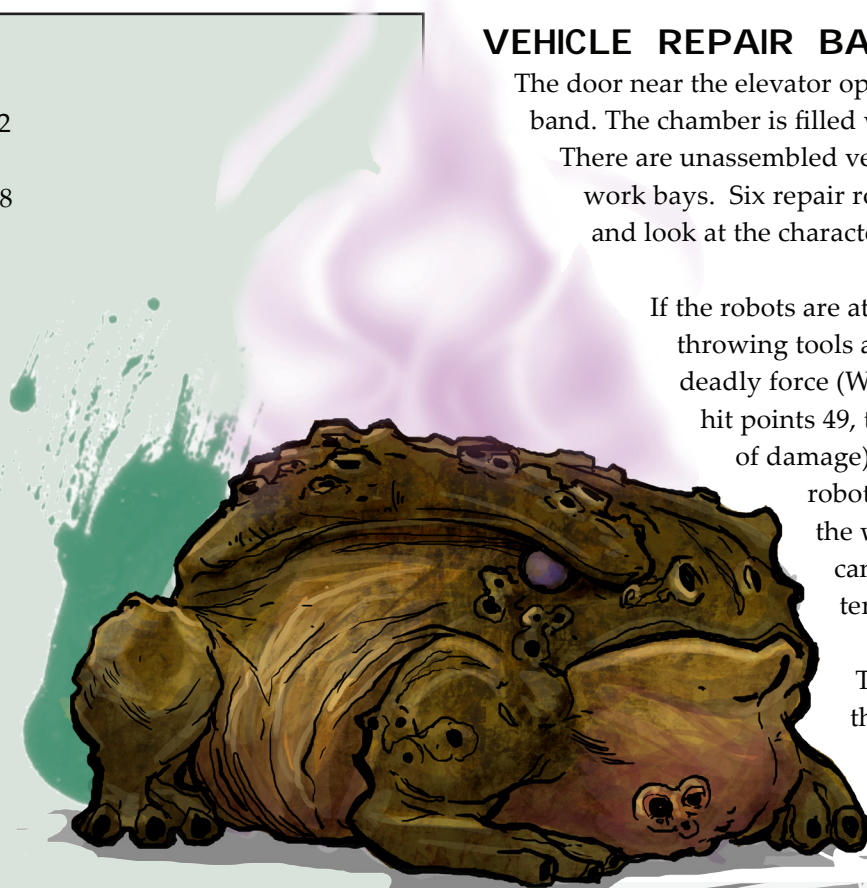
Radiation Generation
New Body Parts
Out-Sized Body Parts
Skin Structure Change
Taller
Absorption

APPEARANCE

This mutant is a huge seven-foot long and five-foot tall reptile with numerous green glowing sacks on its back. The creature hops along the swampy surface looking for all manner of prey.

NORMAL REACTION

The body has twenty pouches holding variable intensities of radiation. There is a 50% chance with every attack on the mutant that a sack is ruptured. When this happens, roll 3d6 for the intensity of the radiation. Spores cover a 20 feet area around the mutant. It is totally immune to the radiation it throws around. It also has a twenty-foot long sticky tongue that can wrap around a victim and pull it toward the mutant.



VEHICLE REPAIR BAY

The door near the elevator opens with any color arm band. The chamber is filled with six work stations. There are unassembled vehicles in each of the work bays. Six repair robots raise their heads and look at the characters.

If the robots are attacked they respond by throwing tools at the characters with deadly force (WC 2, robot AC 4, robot hit points 49, tools inflict 30 points of damage). The lower half of the robots bodies are attached to the work station so that they cannot chase the characters.

The vehicles need parts that the fortress does not have.

WALKER STORAGE

The portal doors on the north and south walls are in the middle of the walls and unusually large. Vehicles could easily drive into the chamber. There are eight large walkers in this area. You have heard of walkers but never used them yourself. These are ten feet tall suits of powered armor and made for a human body to comfortably sit in the middle of the unit and have metal and energy shields protect the unit.

LEVEL 10 - VEHICLES!!

The walker suits are the latest thing in technology and each is powered up and ready for battle. IC 1, AC 2, Weapon systems include – lasers in the arms, a protein disruptor shoulder mounted unit, and a sonic metal disruptor unit in the mouth area of the armor.

The unit moves out twice as fast as a man can walk. The fusion energy plant works the unit for 300 days of constant operation. The unit is totally resistant to all types of radiation; but must be cleaned after suffering a radiation attack. Its communication systems can talk to A.I.s within ten miles and other walker units up to 100 miles away.

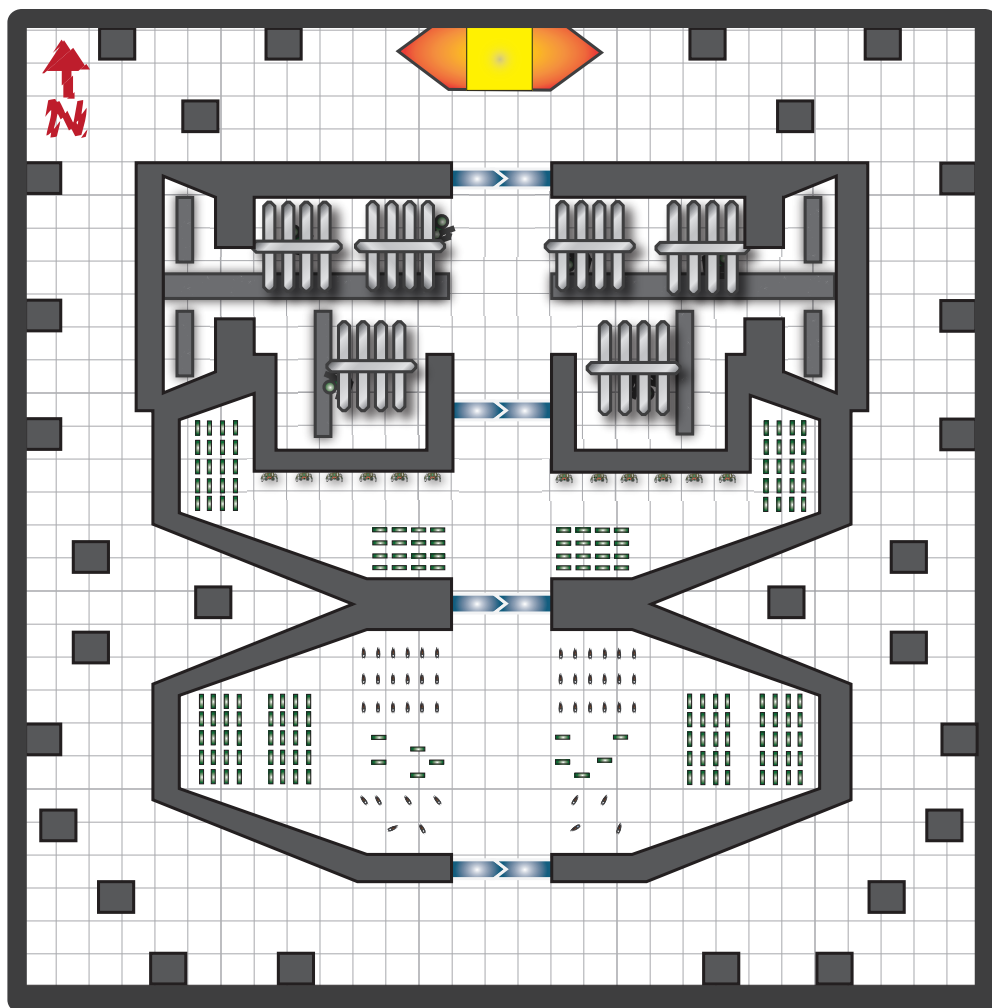
VEHICLE STORAGE

As these doors open, the characters see some type of vehicle storage area. The tracks of several large vehicles mark the floor and drive out of the south portals. All that is left in this storage area are ten combat cycles. These are hover cycles with mounted weapons on the front.

Hover Cycle

AC 2 to the front and 4 to the sides and back. Front Grenade Launcher (IC 4, WC 7, Dmg fragmentation grenades inflicting 35 in 10 yard radius, fires from the front only, but can be detached, laser canon 50 points of damage IC 5, WC 6, energized when the hover cycle is functioning. 30 point force field, moves out at 120 miles per hour in clear territory. There is a large storage container along the seat and back of the craft.

All along the walls are large storage containers with spare parts for the cycles.



LEAVING

Once the characters have killed these two toads they are free to move out onto a level of the Warden at the desire of the Game Master. Give them a well done for surviving the adventure.

CHARACTERS - AWAKENED HUMANS

Game Master Note: this should be used for every pure human coming out of the cryo-eggs – You have permission to photo copy it for your game.

Human Special Operations Trooper

CHARACTER TYPE Pure Human

Armor Class: 7

Movement in Spaces: 4

Radiation Resistance: 18

Mental Resistance: 18

Dexterity: 18

Hit Points: 66

Constitution: 18

Strength: 18

Leadership Potential: 17

APPEARANCE

This pure human stands seven foot tall with well defined muscles of a trooper used to excursing the body every day. He begins wearing camouflage clothing allowing him to blend in to any area from steel corridors to jungles.

NORMAL REACTION

He has been trained on combat and can work a combat knife or any type of laser.

EQUIPMENT Combat Knife, large combat pack, and laser pistol

The following mutant characters should be a choice the characters make at the beginning of the game. Do they play mutants or try to win as pure humans.

CHARACTERS - RABBITOID

CHARACTER TYPE Rabbitoid

Armor Class: 6

Movement in Spaces: 12

Radiation Resistance: 16

Mental Resistance: 15

Dexterity: 14

Hit Points: 57

Constitution: 17

Strength: 17

APPEARANCE A humanoid Rabbit standing seven feet tall on its hind legs. Its white fur is very thick. The face is more human looking than rabbit.

NORMAL REACTION The creature is a fighter and very at home with ancient devices of all types especially rifles.

PHYSICAL MUTATIONS

Cold Generation

Range: 10-60 ft

Duration: Instantaneous

Damage: 10d6

Area of Effect: 1-3 targets

This mutation enables the character to project a blast of cold in any desired direction, causing flash-freeze damage to any matter in the path of the blast. This happens once an hour.

Shadow Jump

Range: Line of Sight

Duration: Instantaneous

Damage: N/A

Area of Effect: Only the mutant

This mutation allows the character to move from shadow to shadow unseen, unheard, and instantaneously – almost magically, in the blink of an eye, as it were – and does not constitute a full round's action moving in this fashion.

MENTAL MUTATIONS

Telepathy

Range: 100 yards

Duration: Permanent

Damage: N/A

Area of Effect: One other entity

This mutation allows the character to communicate with friends. It also allows for a mental attack to get information from a victim with that victim getting to resist the attack.

CHARACTERS - FROGROID

CHARACTER TYPE Frogoid

Armor Class: 4

Movement in Spaces: 14

Radiation Resistance: 12

Mental Resistance: 12

Dexterity: 12

Hit Points: 51

Constitution: 12

Strength: 12

APPEARANCE Six feet tall this frogoid all in green flesh. It's highly intelligent and able to figure out the workings of ancient artifacts.

NORMAL REACTION It tends to find water and hide in the depths when fighting happens. If possible in melees foes while it is in the water. It prefers ranged weapons or melee combat.

PHYSICAL MUTATIONS

Mutation Replication

Range: Touch

Duration: Permanent

Damage: N/A

Area of Effect: Self

Upon touching another character with mutations, the mutant character with this mutation can then cause his or her body to replicate specific mutations of the touched mutant to the full extent possible for the specified mutation.

Metallic Limb Transformation

Range: Self

Duration: Up to 15 rounds

Damage: N/A

Area of Effect: Self

The mutant with this mutation is able to transform at will one or two limbs from organic, flesh and bone composition to complete duralloy composition. The mutant is able to manipulate the shape and size of the duralloy limb(s) completely while retaining absolute control of the limbs so transformed. If the duralloy limb is somehow broken before reverting to its organic state, the limb remains in its duralloy state and does not return to flesh and bone.

Rapid Healing

Range: Mutant's body

Duration: Permanent

Damage: N/A

Area of Effect: N/A

Leukocytes in the mutant's bloodstream have fused with irradiated stem cells to produce a new type of blood cell. The white stem cells flood into wounded areas of the mutant's body rapidly healing any damage. Tiny pseudo pods of flesh begin to stitch closed lacerations as soon as they are inflicted. 5 hit points are healed in the first five minutes, another 4 hit points after 15 minutes, and an additional 10 hit points ever hour thereafter.

MENTAL MUTATIONS

Telepathy

Range: 100 yards

Duration: Permanent

Damage: N/A

Area of Effect: One other entity

This mutation allows the character to communicate with friends. It also allows for a mental attack to get information from a victim with that victim getting to resist the attack.

CHARACTERS - GORILLOID

CHARACTER TYPE Gorilloid

Armor Class: 4

Movement in Spaces: 14

Radiation Resistance: 10

Mental Resistance: 17

Dexterity: 10

Hit Points: 61

Constitution: 13

Strength: 18

APPEARANCE The mutant comes from gorilla stock and stands 9 feet tall on its hind legs. Its fur is very thick and generally gray with white patches.

NORMAL REACTION This mutant enjoys battle and often rushes headlong into a fight without concern for the odds.

PHYSICAL MUTATIONS

Night Vision

Range: Mutant's body

Duration: Permanent

Damage: N/A

Area of Effect: N/A

The mutant's face is dominated by unblinking, saucer-like eyes as black as midnight. The creature can see at normal range with even the faintest of light. Even in complete darkness, the creature can see 60'.

Duralloy Skeleton

Range: Mutant's body

Duration: Permanent

Damage: N/A

Area of Effect: N/A

Whether as a product of medical experimentation, exposure to massive doses of radiation, or a birth defect, this mutant's skeleton is composed entirely from nearly unbreakable duralloy. Owing to the material's tensile strength, the damage dice from all non-mental attacks are reduced by half. This mutation is not without its downsides. The mutant takes double damage from sonic attacks due to sympathetic resonance, and the mutant is susceptible to control by magnetic forces.

Antitoxin Spittle

Range: Touch

Duration: Instant

Damage: N.A.

Area of Effect: N.A.

The mutant's salivary glands produce an antitoxic saliva capable of neutralizing poisons of Intensity 14 or less. The mutant can counteract poisonous wounds affecting either him or others by licking the afflicted area within two rounds of exposure. The mutant can safely consume poisonous edibles of Intensity 14 or less. However, this mutation provides no defense against poisonous gases or similar toxic inhaled matter.

Heat Breath

Range: 5 yards

Duration: Instant

Damage: 5d6

Area of Effect: Up to three targets

The mutant can breathe a blast of heat from his mouth or other respiratory orifice to incinerate foes. The blast creates a cone of heat 5 yards long and 3 yards wide at its maximum extent, allowing for up to three adjacent targets to be affected by the blast. This mutation grants no special heat protection to the mutant and, in special circumstances, it is possible for the mutant to be affected by his own heat blast (such as when using the mutation in a confined space).

MENTAL MUTATIONS

Telepathy

Range: 100 yards

Duration: Permanent

Damage: N/A

Area of Effect: One other entity

This mutation allows the character to communicate with friends. It also allows for a mental attack to get information from a victim with that victim getting to resist the attack.

CHARACTERS - FEMALE HUMANOID MUTANT

CHARACTER TYPE Female Humanoid Mutant

Armor Class: 7

Movement in Spaces: 12

Radiation Resistance: 16

Mental Resistance: 18

Dexterity: 18

Hit Points: 88

Constitution: 18

Strength: 15

APPEARANCE This was once a pure human, but ran afoul of radiation and took damage and mutated. She appears very human, but is not.

NORMAL REACTION She is treated as a human by all robotic devices. She tries to keep away from physical melee, but will use ranged weapons on foes.

PHYSICAL MUTATIONS

Necrotic Stench

Range: Self

Damage: N.A.

Duration: 10 minutes

Area of Effect: 3 yard radius

The mutant possesses special glands that create a noxious cloud with an odor identical to rotting meat. The vile smell is equivalent to Intensity 6 poison. Any creature possessing a sense of smell caught in the cloud suffering a result other than "" on the Poison Chart becomes nauseated by the odor, suffering a -1 penalty to attack rolls (both physical and mental). This nausea persists for five minutes after exiting the odiferous cloud.

The mutant may also use this odor to "play possum" by feigning death and emitting the foul-smelling cloud. Predatory mutants of animal intelligence will likely leave the mutant alone unless tremendously hungry. Scavenger mutants may not be so picky, however, and dine readily on such easy pickings at the referee's discretion.

Steam Form

Range: N.A.

Damage: N.A.

Duration: 10 minutes

Area of Effect: Self

This mutation allows the mutant to transform his physical body into a fine mist, making it possible for him to slip through small spaces and avoid detection. The mutant drifts slowly (3 spaces per turn) and cannot carry physical objects while in steam form. The mutation does not grant the ability to fly, but the mutant can drift over holes, pits, and other depressions safely. While in steam form, the mutant is 75% likely to avoid detection by sight and has a 4 in 6 chance of surprising enemies. The mutant cannot make physical attacks in steam form, but can use mental mutations. He is also immune to purely physical attacks (swords, claws, etc.) but is injured by electricity, radiation, heat, and similar harmful energy.

Radiation Resistance Scale

Range: Body

Damage: N/A

Duration: As long as the scales are on the body

Area of Effect: Body

A variable film of oil covers the mutant in an instant and is proof against a variable intensity of radiation. 3d6 are rolled and that is the intensity or less that the mutant is protected from. Constant exposure to the radiation increases the intensity with time. If the mutant was exposed to intensity 14 radiation and the roll was 15 they would not take radiation damage on their flesh. In the second combat round the intensity increases by 1 if the mutant stays in the area. They would not take damage in that round. When the third combat round occurs the radiation intensity has increased to 16 and the mutant would take the full effect of 16 intensity radiation on its body. The scaling happens instantly and before radiation has a chance to damage the mutant with this ability. The scaling can happen automatically twice in a 48 hour period.

MENTAL MUTATIONS

Telepathy

Range: 100 yards

Damage: N/A

Duration: Permanent

Area of Effect: One other entity

This mutation allows the character to communicate with friends. It also allows for a mental attack to get information from a victim with that victim getting to resist the attack.

CHARACTERS - HYENAOID

CHARACTER TYPE Hyenaoid

Armor Class: 5

Movement in Spaces: 14

Radiation Resistance: 13

Mental Resistance: 13

Dexterity: 18

Hit Points: 66

Constitution: 13

Strength: 13

APPEARANCE Coming from Hyena stock, this humanoid stands 7 feet tall. Its fur is quite thick and allows for camouflage in grasslands.

NORMAL REACTION The creature is a fighter and very capable at figuring out ancient technology.

PHYSICAL MUTATIONS

Sonic Dissidence

Range: 1-10 yards

Damage: Variable

Duration: 1-3 combat rounds

Area of Effect: Living Bodies

This is a noise the mutant makes inflicting damage all around it. In the first combat round it inflicts 1d6. If the battle continues and the mutant continues in the second combat round it inflicts 2d6 +8. If the battle continues and the mutant continues in the third combat round it inflicts 3d6 +12. The dissidence can't be done again by the mutant for 24 hours. All in a circle around the mutant are affected if they are composed of living flesh. This mutation does not affect androids or robots.

Physical Flinging Back

Range: Touch

Damage: Variable

Duration: Instant

Area of Effect: Body of the attacker

The mutant takes a physical attack. In the next ten combat rounds of concentration by the mutant, it throws back the exact same damage it sustained from the attacker that hit the mutant with the original attack. This effect works as long as the attacker is within sight. The damage is not striking damage, but the "effect" of the damage sustained to the mutant by an attacker. This can be done once in a 24 hour period.

Physical Damage Scaling

Range: Touch

Damage: 10

Duration: Instant

Area of Effect: Attacker

Aggressively touching the mutant with this ability automatically causes 10 points of damage to the touchier in a combat round. The touch can be anything the touchier has from a sword and finger to a ten foot pole and a car he is driving. The mutant with this mutation doesn't need to concentrate on this power for it to work. This can happen once every 24 hours.

MENTAL MUTATIONS

Telepathy

Range: 100 yards

Damage: N/A

Duration: Permanent

Area of Effect: One other entity

This mutation allows the character to communicate with friends. It also allows for a mental attack to get information from a victim with that victim getting to resist the attack.

CHARACTERS - HUMANOID MUTANT

CHARACTER TYPE Humanoid Mutant

Armor Class: 4

Movement in Spaces: 10

Radiation Resistance: 17

Mental Resistance: 15

Dexterity: 13

Hit Points: 72

Constitution: 16

Strength: 14

APPEARANCE It appears to be a pure human male, dressed on combat gear.

NORMAL REACTION Generally, this mutant tries to hide and be considered a pure human. This classification changes as the mutant uses one of his powers.

PHYSICAL MUTATIONS

Temporal Creation

Range: 10 feet

Damage: N/A

Duration: 10 combat turns

Area of Effect: Special

A carbon copy of just the mutant appears for 10 combat turns. This copy appears naked. It has all of the memories of the creating mutant and is in complete sink with the mutant. It's physical and mental condition match the mutant at the time of creation. This can happen once every 72 hours.

Physical Repair

Range: Touch

Damage: N/A

Duration: Instant

Area of Effect: Body

Once every 24 hours the mutant can repair 25 points of damage done to a mutant.

Detonating Fingers

Range: 10 yards

Damage: N/A

Duration: Instant Damage: 4d6

Area of Effect: 10' radius

The mutant has the ability to project short-ranged concussive blasts from his fingertips up to 10 times per day (or once for each finger). These miniature bomb blasts do 4d6 of explosive damage, affecting all within a 10' radius of the targeted creature or area. Both hands must be free to employ this mutation.

MENTAL MUTATIONS

Telepathy

Range: 100 yards

Damage: N/A

Duration: Permanent

Area of Effect: One other entity

This mutation allows the character to communicate with friends. It also allows for a mental attack to get information from a victim with that victim getting to resist the attack.

CHARACTERS - FEMALE MUTANT

CHARACTER TYPE Female Mutant

Armor Class: 3

Movement in Spaces: 14

Radiation Resistance: 18

Mental Resistance: 16

Dexterity: 15

Hit Points: 59

Constitution: 17

Strength: 15

APPEARANCE Often mistaken for a cyborg, this is a female mutant with metal mutations.

NORMAL REACTION She tries to avoid all types of combat and is a talker rather than a fighter.

PHYSICAL MUTATIONS

Gene Splice

Range: N/A

Damage: N/A

Duration: 1 hour

Area of Effect: Self

The mutant's genes are highly adaptable, and have the ability to temporarily reconfigure themselves for short periods of time. Upon successful contact with any other mutated life form, the mutant may temporarily copy one mutation from the sampled creature. Only one mutation may be copied at a time in this manner, and if a new mutation is copied then the last mutation taken will vanish and be replaced by the newly copied mutation.

Metallic Skin

Range: N/A

Damage: N/A

Duration: 10 rounds

Area of Effect: Person

The mutant's skin has the ability to temporarily transform into organic steel, granting the equivalent of full body armor (Armor Class 2) for 10 combat rounds, after which this power must be rested for one hour. Movement is slowed by one-half when this power is activated.

Phase Control

Range: Touch

Damage: N/A

Duration: 1 round per point of Constitution

Area of Effect: Person

The mutant has the ability to shift his or her molecular structure slightly out of phase with normal space/time, allowing the mutant to pass freely through normal matter (but not force fields or objects constructed of duralloy or blasteel). Because use of this power prevents normal respiration, the mutant can only remain out of phase for as long as his or her breath can be held (1 round for each point of constitution). When phased, all clothes, armor, and equipment drop to the ground.

MENTAL MUTATIONS

Telepathy

Range: 100 yards

Damage: N/A

Duration: Permanent

Area of Effect: One other entity

This mutation allows the character to communicate with friends. It also allows for a mental attack to get information from a victim with that victim getting to resist the attack.

CHARACTERS - MALE HUMANOID MUTANT

CHARACTER TYPE Male Humanoid Mutant

Armor Class: 3

Movement in Spaces: 10

Radiation Resistance: 10

Mental Resistance: 12

Dexterity: 14

Hit Points: 55

Constitution: 11

Strength: 13

APPEARANCE It appears to be a human in battle armor until it uses its mutations.

NORMAL REACTION It enjoys floating over the head of its enemies and firing down on them.

PHYSICAL MUTATIONS

Hive Host

Range: 25 yards

Damage: 1d4, plus poison

Duration: constant

Area of Effect: 25 yards

The mutant has grown, (somewhere on their body), a hive ready for a swarm of bees or wasps to inhabit. The mutant also secretes nectar inside the hive that bonds the swarm to his mental commands. The swarm cannot follow complex commands, but they can "scout ahead," "attack," and "come back." The swarm cannot be split up into separate groups; they are too dependent on each other. If the mutant uses the swarm to "scout ahead," then the mutant can momentarily see through the dozens of eyes in the swarm, but doing so severely weakens the mutant, and must rest for one melee round. The swarm attacks as a WC1 weapon, and they have an AC1, making them incredibly difficult to injure. The swarm also has a poison strength of 3, with a D result rendering the victim unconscious for 1d6 melee rounds.

Ballooning

Range: self

Damage: N/A

Duration: 1d6 +1 melee rounds, twice per day

Area of Effect: personal

The mutant has a pair of large flaps of skin on his back, anchored on each shoulder blade. For a short period of time, (1d6 +1 melee rounds), the mutant can generate helium that inflates the flaps into balloons. Once fully inflated, the mutant can float and drift on the air currents. A controlled release of the helium allows for limited control of the flight. The mutant's balloons can lift and carry the mutant himself and all of the weight he can normally carry. The mutant can double the amount of weight he can carry with the balloons, but it cuts the duration in half.

Acidic Vomit

Range: 1 yard

Damage: 3d6/2d6/1d6

Duration: 1 melee round

Area of Effect: 1 yard diameter

The mutant can regurgitate a quart of acid from a special organ attached to his stomach. The mutant can project the acid up to one yard away, and the quart of acid can cover a one yard diameter of surface area. Once the acid is spewed, it does 3d6 damage in the first melee round, 2d6 damage on the second melee round, and 1d6 damage on the third melee round. After the third melee round, the acid becomes inert and harmless.

MENTAL MUTATIONS

Telepathy

Range: 100 yards

Damage: N/A

Duration: Permanent

Area of Effect: One other entity

This mutation allows the character to communicate with friends. It also allows for a mental attack to get information from a victim with that victim getting to resist the attack.

CHARACTERS - MUTATED VENUS FLY TRAP

CHARACTER TYPE Mutated Venus Fly Trap

Armor Class: 6

Movement in Spaces: 6

Radiation Resistance: 18

Mental Resistance: 16

Dexterity: 14

Hit Points: 69

Constitution: 17

Strength: 15

APPEARANCE This mutant is a tentacle plant with a huge jawed pod.

NORMAL REACTION The mutant enjoys biting and trapping prey and using its powers to kill the victim.

PHYSICAL PLANT MUTATIONS

EMP Burst

Range: 40 ft

Damage: Disables electronics

Duration: 2d6 rounds

Area of Effect: 40 ft radius

This mutation enables plant to be able to emit short duration, high intensity energy bursts that disable all electronic devices within range, unless a save is made.

Explosive Spores

Range: 30 ft

Damage: 6d6

Duration: Remains for 3 rounds; three times per day

Area of Effect: 30 ft diameter area

This plant mutation enables the mutated plant to release a cloud of explosive spores 3 times per day, either when attacked physically or in response to sensed vibrations or changes in air currents. Spore cloud burst causes damage to all present in area of affect unless a saving throw for half damage is made.

Vampiric Seed Pods

Range: Within 10 ft

Damage: 6d6 seed pods, 1-2 points per pod

Duration: 2 rounds; twice per day

Area of Effect: 25 ft x 25 ft area

The mutated plant can discharge a 'swarm' of vampiric seed pods to drop onto those passing nearby, causing 6-36 seed pods to attach onto their victims and leech blood and hit points at a rate of 1-2 points per round, per seed pod.

Laser Fruit

Range: Usable up to 150 yards

Damage: 5d6 per shot

Duration: 1-2 fruit per day

Area of Effect: One target

The mutated plant grows small fruit (lemon/lime sized up to orange sized) that can be used as one-shot laser weapons by squeezing the fruit forcefully and aiming the stem end at the desired target.

MENTAL MUTATIONS

Telepathy

Range: 100 yards

Damage: N/A

Duration: Permanent

Area of Effect: One other entity

This mutation allows the character to communicate with friends. It also allows for a mental attack to get information from a victim with that victim getting to resist the attack.

Telekinetic Flight

Range: Body

Damage: None

Duration: Constant

Area Effect: Body of the Mutant

CHARACTERS - FUNGOID

CHARACTER TYPE Fungoid

Armor Class: 7

Movement in Spaces: 4

Radiation Resistance: 18

Mental Resistance: 18

Dexterity: 18

Hit Points: 66

Constitution: 18

Strength: 18

APPEARANCE It appears as a ten foot tall mushroom with a large face.

NORMAL REACTION The creature is pleased when it can attack and spread its spores over a dead body.

PHYSICAL PLANT MUTATIONS

Caterwaul

Range: N/A

Duration: Indefinite

Damage: N/A Damage: N/A

Area of Effect: 100/50 yards

When attacked or endangered, plant emits a high pitched howling wail, alerting all other creatures within a 100 yard radius. All creatures within close range of this sound (50 yards) are unable to fully concentrate owing to the deafening din emitted by the plant, and suffer a -4 penalty to melee attacks and -1d6 penalty to missile and mental attacks.

Kinetic Growth

Range: Touch

Duration: Indefinite

Damage: N/A

Area of Effect: Self

The cells of this plant have evolved to feed off of kinetic energy. Any physical blow to the plant will cause the plant to spontaneously grow, absorbing any melee damage done to the plant and immediately converting that damage into added hit points. For each dice of kinetic damage so absorbed, the plant increases in size by one-half.

Sap Trap

Range: Touch

Duration: Indefinite or 1 hour

Damage: N/A

Area of Effect: Touch

The sap excreted by this plant acts as a permanent super-glue, adhering to any object or creature that touches the surface of the plant. This glue bond is unbreakable, except by lasers, an atomic torch, or similar heat-based attacks. Killing the host plant will also cause the sap glue to slowly dissolve over the course of about 1 hour.

MENTAL MUTATIONS

Telepathy

Range: 100 yards

Duration: Permanent

Damage: N/A

Area of Effect: One other entity

This mutation allows the character to communicate with friends. It also allows for a mental attack to get information from a victim with that victim getting to resist the attack.

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