

# MAJOR

THE METAMORPHOSIS ALPHA JOURNAL & ONLINE RESOURCE



ISSUE 3 - DECEMBER 2006

## A WORD FROM THE CREATOR

*It's the holiday season and the one great thing about that is the ability to play a few more games. Currently I'm hot into the Texas Hold'em craze and play every Friday night with a few friends. The one amazing thing about that game is the "instant feedback" on your game play. If you aren't winning season after season you are doing something wrong. I'm a very aggressive personality in general and that style of Hold'em play works until everyone else at the table realizes what type of person you are and then it doesn't work. I'm hot into changing my playing style, I'll report back to tell you how well I'm doing.*

*Just recently Craig sent over some color MA maps from a skilled graphics person. I found them wonderful and as I printed them off I find I can't wait to do a couple MA sessions using the new maps. One is a forested section with a few mutated trees and some radiation areas. The other is a water level with islands here and there. In my current MA game I use a water level as the home base for the few surviving humans on the ship. I'm going to instantly take this new map and make that my new level.*

*Lately I've been doing a lot of game design. [www.margaretweis.com](http://www.margaretweis.com) is printing a dragon board game that I did with Tom Wham, the game is called DRAGON LAIRDS and it comes out in January. I've also got a present stealing game called MY PRECIOUS PRESENT coming out from them as well. That company has printed a pick-a-path story called SETE-KA'S DREAM QUEST YA book and I'm happy to say the sales on that are great. I just finished a lot of products from [www.astrobirdz.com](http://www.astrobirdz.com) and all of those should come out in 2007.*

*My first love is still METAMORPHOSIS ALPHA and I have a fun series of 'one night' scenarios starting in this issue and the plan is to do a lot more of them in the future. Please tell me what you think of this one and feel free to give me ideas for future adventures.*

*We would like to sell a lot more of the MA hardbound, so consider buying one and showing it to your gaming friends.*

*Happy holidays!*

*James M. Ward*

## INTRODUCTION

Welcome to the third issue of the Metamorphosis Alpha Journal & Online Resource, our Christmas Extravaganza!

Jim Ward has given us an adventure for this issue – The Atomic Knights! It is a short adventure designed to be played in a single session, which should be an evening of fun. Enjoy!

This issue provides several brand new plant mutations that will take unsuspecting players by surprise, as well as a system for making use of plants for medical, nutritional and offensive purposes. This will also introduce an expanded explanation system for mutated plants.

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We also continue our series of conversions of classic era MA1e creatures to MA4e so that enterprising GMs can run adventures in that setting ©

On top of all of this, we are also including a Mutated Animal character sheet and two Mutated Plant character sheets (one incorporating the expansions from this edition of the journal), which players and GMs alike will find useful.

But wait, there's more! How about our first independently submitted article from Christopher Hinderliter and Isaiah James Hubert, who have also illustrated their article and given me a picture to use for the Botanist's Guide. Thanks Guys!

Please be aware that the new mutations included in all issues of MAJOR are not official for the setting described in the rules, but may be incorporated into other products at a later date. All new mutations are officially endorsed for the MA4e conversion of the MA1e setting being covered in this journal, and many will be used in converting the creatures of that setting to the new game system. GMs are free to use or ignore them as they wish.

Submissions can be sent to me at:  
[major\\_submissions@metamorphosisalpha.net](mailto:major_submissions@metamorphosisalpha.net)

We are still looking for additional contributors, if you have the urge to try your hand, please contact us!

This journal is a free download, and it intended that it will remain so. This journal can be subscribed to or downloaded from our forums:  
[www.metamorphosisalpha.net/phpbb/](http://www.metamorphosisalpha.net/phpbb/)

Once again, we hope you enjoy this issue and find the contents of some interest.

Craig J. Brain  
Editor

# THE ATOMIC KNIGHTS

By James M. Ward

## PREFACE

A long time ago, I read a series of comic books called the Atomic Knights. It was a fun comic about a holocaust earth (one of my interests for some unknown reason). In the story line, the world erupted in war and there was a group of scientists who survived. They started wearing middle ages knight's plate mail to help stave off the danger of radiation. Of course, the premise was silly, but the stories were fun to read. In several of the stories there were weapons being used on the knights where their plate mail gave them excellent protection. The weapons were like lasers and death rays that needed to strike cloth or flesh to be the most effective and didn't hurt their armor at all.

A little light went off in my head the other day when I thought about the Atomic Knights. Imagine a lost starship and a group of marines fresh out of cryo-sleep. The fabrication computer they have access too is broken and all it will produce is Middle Ages gear and equipment. The area where the marines are located is under constant attack by fungi and crystal aliens. The marines think to themselves, fine if we can't have power armor and electro-swords we will make do with what the stupid computer gives us until it gets fixed. While the marines have a long tradition of technological skill, they are never going to get that poor fabrication computer fixed, but they don't know that yet.

My Atomic Knights are an honorable group of warriors, but they don't like or understand intelligent plants and animals. At best, they will not attack mutants instantly. Talking rabbits or intelligent sheep would be allowed to just go away. Normally, plants and animals of all types and sizes, no matter how intelligent are for eating.

These scenario/stories are designed for one night of RPG fun for referee and players. I'm going to try to give enough game material for the referee to be able to play the scenario in a night with any type of MA player's group.

## ATOMIC KNIGHTS — CRYSTAL SCENARIO

### The Creature -- Mutated Sticky Fungus

CN	12	D	10	LP	3	MR	15	RR	21	hp	72
AC	15	Move:	It's able to move with any breeze. When there is no wind it is able to slowly ripple its structure to move at a snails pace.								

**Description:** This fungus looks like a lacy bit of crystal. When fully mature it stands four feet tall and wide with razor sharp crystals looking a bit like a snowflake. It is able to produce a powerful adhesive allowing it to stick on to anything but liquid. It's the purpose of the fungus to stick on a living thing and then have that thing rip itself to pieces splashing blood all over the razor sharp pieces of the fungus. If a bird would land on a piece, the bird's talons would be sliced off.

It's a fairly hard growth, but when pieces of it are broken off those pieces begin to grow into mature plants. Blood or any other rich source of protein causes the fungus to grow at alarming rates. It can sense blood and often allows itself to float toward food sources. Often it grows in clusters of hundreds of the fungus snowflakes. Explosions in the area cause thousands of the fungus pieces to begin growing. Acid, intense heat, defoliants, and herbicides all work to destroy the growth. Generally, each slash at touching the fungus does d6 +2 in damage.

## THE SETTING — SNOW FLAKE GLADE

This is a wooded glade set in a series of rolling forested hills. As player characters move into this area they see the bark off the tall trees has been ripped and scarred in many places all at the four feet or less level. While traveling they come to a path between steep wooded hills. Hidden in the second ring of trees are numerous fungi. They sense the characters and begin rolling to close the entrance to the valley. In just a few minutes, the entrance to this valley is closed by rows of fungi.

At the center of the valley is a large glade with a 300-yard diameter. There is only grass in the glade except for the center. At the center is a mass of broken equipment. There are lots of things there from normal swords and spears to laser pistols and slug throwers. Most of the technical equipment has been ruined by the cutting action of the fungus. The referee should feel free to put some useful things like a backpack or two filled with equipment.

## THE ACTION

Coming at the player characters at a snails pace is the encircling snowflake fungus rolling into the center of the glade. The threat comes at the characters at least three rows deep and in some sections even deeper, but again at a snails pace.


Touching the fungus causes the growth to stick to whatever is touched. It is possible to take some of the destroyed equipment and make the fungi stick to it and force a hole through the rest of the fungus by throwing the fungus out of the way. Each plant weighs about fifty pounds.

If the characters can fly, they discover that the fungus can actually take to the air as a stiff wind picks up the creature and heads it toward the flying characters.

If they blow up the fungus, problems arise as the bits and pieces begin growing on character clothes and equipment.

Fungus spores can do very nasty things and if the player characters don't take great pains to clean their equipment and clothing and flesh, they will see more of the fungus in any camp they make for the next several days.

**Remember when playing games didn't require  
a math degree and a swiss bank account ?**



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## THE BOTANIST'S GUIDE TO THE STARSHIP WARDEN



Radiation and mutagenic substances have had an impact upon the plants found on the Starship Warden. This article outlines a selection of possible side-effects which may only be the tip of the iceberg when it comes to what players may find if they use the appropriate survival skills or are shown by somebody or something more knowledgeable about plants than themselves.

Players and GMs may also find these sample plants useful as the basis for characters or NPCs. GMs should feel free to modify any of these plants, and create additional plants of their own to help add a little diversity to their own Starship Warden. It should also be noted that the uses of the different plants are not just dependant upon mutations.

The plants described here vary from wandering mutants to useful sources of medicine or deadly poisons. All plants are fully described and are based upon the rules described in *Creating Your Mutated Plant Character* on Page 89 of the *Metamorphosis Alpha* rulebook and the new Plant Mutations found later in this article.

While the plants in this article are based upon actual plants, the uses and methods of preparation are for gaming use only and no attempt to replicate any of these uses should be attempted.

To help make the range of plants more diverse and assist GMs and players alike with creating individual plants the following information has been added:

**Native Terrain:** This is the terrain type where the plant would grow best and most likely be found or encountered. Such terrain might include (but not be limited to) the following types:

- a. Arctic Conditions
- b. Caves/Underground
- c. Desert
- d. Forest
- e. Grassland
- f. Jungle
- g. Mountains
- h. Riverbanks
- i. Shorelines
- j. Swamp
- k. Water, Fresh
- l. Water, Salt

**Adapted Terrain:** This is terrain where plants have mutated and adapted to in order to survive. This is a small selection of possible areas:

- a. Air Ducts
- b. Batteries
- c. Carpets
- d. Computers
- e. Coolant Tubing
- f. Cryogenic Storage

- g. Electrical Conduits
- h. Electrical Panels
- i. Fuel Lines
- j. Garbage Bins
- k. Insulation
- l. Life Support
- m. Machinery
- n. Metal
- o. Monitors
- p. Plastics
- q. Reactor Shielding
- r. Refrigerated Areas
- s. Robots
- t. Shower Stalls
- u. Solar Panels
- v. Steam Pipes

**Plant Uses:** This is a short explanation of what the plant might be used for. Depending upon preparation, one plant may have several uses, or may change use after a length of time has passed since being harvested. Below are a number of suggested uses for GM designed plants:

- a. Acid
- b. Anesthetic
- c. Anti-Inflammatory
- d. Antiseptic
- e. Bait/Lure
- f. Food
- g. Hallucinogenic
- h. Immunity
- i. Irritant
- j. Pain Killer
- k. Poison
- l. Poison Antidote (Specific)
- m. Radiation Absorber
- n. Radiation Antidote
- o. Radiation Emitter
- p. Repellant
- q. Sedative
- r. Stimulant

**Parts:** This list provides a number of usable parts of trees, plants and fungi which the GM may select from to determine which may be useful or dangerous:

- a. Bark
- b. Berries
- c. Branch
- d. Bud
- e. Bulb
- f. Flower
- g. Fronds
- h. Fruit
- i. Husk
- j. Juice/Oil
- k. Leaves
- l. Nuts
- m. Petals
- n. Pollen
- o. Roots
- p. Sap
- q. Seeds/Seed Pod/Beans
- r. Shoot
- s. Skin
- t. Spike
- u. Spores
- v. Stalk

- w. Stems
- x. Thorn
- y. Tuber
- z. Wood

**Seasons:** This describes the time that the plant is in season for different uses. The Seasons on the Starship Warden are in the same order as on Earth, with various levels with nature reserves, operating in different seasons. Additionally, in some hydroponic areas and green houses, seasons are irrelevant as the environment is controlled to optimize growth of specific plants.

- a. Spring
- b. Summer
- c. Fall/Autumn
- d. Winter
- e. Perennial

**Shelf Life:** This describes how long the fresh plant can be stored for, prior to being prepared. If the plant's Shelf life has expired, any resulting preparation will result in a mix with the same result as listed in the Spoilage Results.

**Use By:** Refers how long the prepared plant can be stored before becoming spoiled.

**Spoilage Results:** Refers to what happens if the plant is used after the Use By has expired.

- a. Ineffective, but harmless
- b. Ineffective, Intensity Level 1d6 Poison
- c. Ineffective, Intensity Level 2d6 Poison
- d. Ineffective, Intensity Level 3d6 Poison
- e. Ineffective, but acts as an irritant
- f. Ineffective, but causes cramps and nausea
- g. Effective, Intensity Level 1d6 Poison
- h. Effective, Intensity Level 2d6 Poison
- i. Effective, Intensity Level 3d6 Poison
- j. Effective, but acts as an irritant
- k. Effective, but causes cramps and nausea

**Preparation Method:** This is a short description of how the plant is prepared for a particular use. Some uses may require several stages of preparations, such as drying and ingesting etc. Suggested preparation methods are listed below:

- a. Ash
- b. Balm/Salve
- c. Cooked
- d. Dried
- e. Fermented
- f. Fresh
- g. Infusion
- h. Ingested
- i. Inhaled
- j. Liniment (alcohol based)
- k. Maceration
- l. Paste
- m. Poultice
- n. Powdered

**Storage Requirements:** How the prepared plant must be stored to remain potent. Prepared mixtures may require a combination of these methods.

- a. Frozen
- b. Refrigerated
- c. Air-tight container
- d. Away from direct light
- e. Kept cool

- f. Kept warm
- g. Kept moist

## NEW PLANT MUTATIONS

The mutations discussed below are useful for GMs who wish to surprise players with something unexpected, and are also very useful for adding just a dash of mystery to some encounters.

**Addictive Substance:** A substance produced by the plant has addictive properties. This means that the sap, pollen, roots, fruit etc. of the plant will cause a chemical addiction if ingested, inhaled or upon entering the blood stream as appropriate. When chosen as a mutation, the GM or player (if it is chosen for a PC) rolls 3d6+3 to determine the Intensity Level of the substance and the result is recorded.

Resisting addiction is treated as though trying to resist a poison of that level. To determine if a creature is can break their addiction (except for some substances with notes to the contrary) the creature must abstain from the substance for 72 hours, but must check every 24 hours for withdrawal symptoms. The creature must a conduct check vs the Intensity Level of the substance with a "D" result meaning that the user suffers from headaches, cramps and nausea, leaving them incapacitated for 24 hours after failing to take more of the stimulant. The addicted creature then works their way through the lesser failure results. Any other lesser failure result reduces the users CN and LP by 2 points for 1d6 days, until their addiction is cured, after which their CN and LP scores return to normal.

**Adhesive Sap:** The plant produces an adhesive sap that will adhere to most common surfaces, with a CN score of 1d6+3 while wet, gaining an additional 1d6 when it dries. The sap can be diluted or washed off with water. The sap can also be collected and stored, if an air-tight container is used.

**Attraction Odor:** The plant emits a fragrance designed to attract certain species types, such as avians, carrion eaters, herbivores, carnivores etc. Any such creature that is downwind from the plant (range of 30 yards) must make a check on the Poison Table, using their MR score instead of their CN score vs 3d6+3 Intensity Level poison. Failure to resist means that the creature is drawn towards to the plant, while a "D" role means that the creature will try to eat or touch the plant (as long as it is not apparent that it is dangerous).

**Bioluminescence:** The plant glows faintly in the dark due to a chemical reation within its cells. This reaction gives off no heat and will not interfere with infravision. The light is soft and not likely to be mistaken for an electric light or candlelight. This mutation might be applied to fungal spores, which might stick to surfaces that come in contact with them, leaves of plants, sap or even the insides of fruit. This should be at the GM's discretion.

**Environmental Change:** Plants with this mutation can survive and even thrive in unusual conditions, such as in air steam vents instead of tropical swamp or in air conditioning vents lands instead of a cave.

**Exploding Seeds/Flowers:** The fruit of the plant now has explosive seeds. Each piece of fruit has 1d6 explosive seeds. (WC 17 and will do 1d6 damage to anything within 6 feet). Flowers with this mutation will produce 3d6 seeds. The seeds may be set off at will by the plant (while still attached), by sudden impacts or by extreme heat, such as fire. Each piece of fruit dropping from a plant to the ground or similar surface has a 3 in 6 chance of exploding.

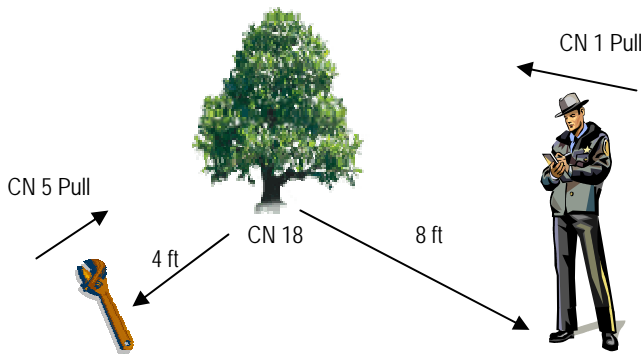
**Hallucinogenic:** The plant now possesses hallucinogenic properties. The hallucinogen may be released by touch/contact, scent, contained in the fruit, sap, seed, leaves, roots or spores. The hallucinogen is treated as an Intensity Level 3d6 poison. Failure means that the hallucinogen takes effect.

The hallucinogen has one of the following effects for the next 5d6 minutes upon the victim's perception:

Roll	Hallucination
2	All other creatures are turning into hostile "monsters".
3	All other creatures are laughing at victim.
4	Victim is shrinking and all other creatures are becoming monsters.
5	Victim's skin is starting to melt and every other creature is talking very slow and loud.
6	Colors become very bright to victim and everything has blurry outlines.
7	Victim becomes "giggly" and wants to talk nonsense.
8	Victim wants to sit and stare at the "bright lights"
9	Victim is confused and moves at half normal rate.
10	+1 MR, -2 LP. Victim can not stop fidgeting and feels "itchy".
11	+2 MR, -4 LP. Victim can hear "a voice telling them to do something..."
12	+3 MR, -3 LP. Victim is slightly skittish and paranoid.

**Inflammable:** The plant produces inflammable oil (which may be stored in the roots, the leaves, any fruit, nuts etc, depending upon species). The oil can be used to lubricate, waterproof or burn. The plant itself may also be highly flammable and exposure to fire or other sources of extreme heat will cause it to burn rapidly. This may set of any stored oils or explosive seeds etc.

**Magnetism:** The plant produces a magnetic field which may attract iron and steel objects. Intelligent plants may activate and turn off this mutation at will, while unintelligent plants may at the discretion of the GM use it only during the day, night or seasonally. The strength of the field varies with the size (CN) of the plant. The radius of the magnetic field is 1/2 of the plant's CN score, and the strength of the field is 1/2 of the plant's CN score, decreasing by 1 point for every foot away from the plant.



For example: A tree with this mutation and a CN of 18 would have a magnetic field with a radius of 9 feet and an effective CN score of 9 at its base, but only CN 1 just 8 feet away. Officer Taylor (above) will have no difficulty keeping his belt buckle and badge, but would feel the effect. However, for a wrench, at a distance of 4 feet from the tree, the magnetic attraction would be equivalent to a CN of 5, and it would be dragged towards the tree at an accelerated rate as it got closer.

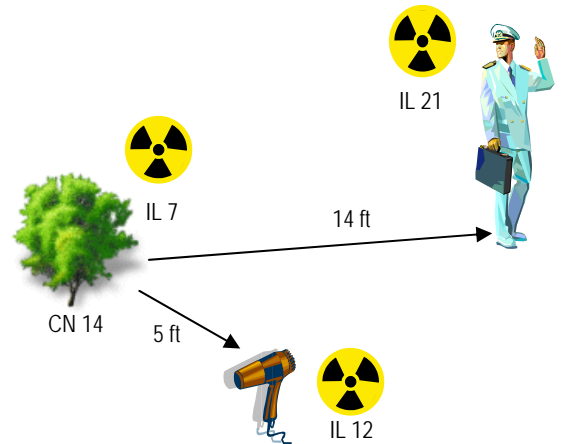
**Mood Altering Substance:** A substance produced by the plant has mood-altering properties. This means that the sap, pollen, roots, fruit etc. of the plant will cause a mood alteration if ingested, inhaled or upon entering the blood stream as appropriate. When chosen as a mutation, the GM or player (if it is chosen for a PC) rolls 3d6+3 to determine the Intensity Level of the mood-altering substance and the result is recorded. The duration of the resulting mood is 3d6 minutes, per instance of occurrence.

The type of mood is determined when the mutation is chosen by rolling on the following table:

Roll	Mood
1	Anger
2	Apathy
3	Arousal
4	Despair
5	Euphoria
6	Fear

**Oxidizing Tendrils/Sap:** This mutation allows the plant to use its roots, vines or sap to break down a particular metal at an accelerated rate, doing 1d6 hp damage per day to objects made of the selected metal. The oxide may or may not be consumed by the plant.

**Radiation Absorption:** The plant absorbs and neutralizes radiation from the surrounding area. Plants with this mutation do not require sunlight to survive, and grow at three times the normal rate. The radius from which the plant absorbs the radiation varies with the size (CN) of the plant. The radius of the absorption is equal to 1 foot per point of the plant's CN score and the strength of the radiation in that area is reduced by 1 Intensity Level for every point of the plant's CN, decreasing by 1 Intensity Level for every foot away from the plant. A small grove of plants with this mutation could effectively create a radiation-free area.



For example: A shrub with this mutation and a CN of 14, located in an Intensity Level 21 radioactive area, would reduce radiation in a radius of 14 feet from its base, with the Intensity Level of radiation at its base being reduced to Intensity Level 7 and a mere 14 feet away it would remain at Intensity Level 21. The Warden's XO (above) is probably feeling unwell, while the weapon of the ancients that he has spotted which is only 5 feet from the shrub's base is being exposed to Intensity Level 12 radiation.

**Repulsion Odor:** The plant emits a smell or stench designed to deter certain species types, such as avians, carrion eaters, herbivores, carnivores etc. Any such creature that is downwind from the plant (range of 30 yards) must make a check on the Poison Table, using their MR score instead of their CN score vs 3d6+3 intensity poison. Failure to resist means that the creature is uncomfortable in the presence of the plant, while a "D" role means that the creature will try to flee the plant (in any suitable direction, as long as it is not obviously dangerous).

**Shielding Bark/Skin:** This mutation improves the plants Armor Class by 2 classes. The bark or skin of the plant acts as radiation shielding effective against 2d6 Intensity Level radiation. Two layers of the same type of bark or skin will double its effectiveness; three levels will triple the effectiveness and so on. If the plant has the radiated plant fiber mutation, it will be exposed if the plant takes more than 6 points of damage.

**Sticky Pollen/Spores:** The spores or pollen produced by the plant are now coated in a thick mucus-like substance which contains serves to ensure that the spores or pollen are carried by creatures to other areas. The spores mucus

and spores or pollen will soak into clothing and dry on exposed skin, flaking off after two or three days, if not removed by bathing thoroughly and washing all clothing or by using a sonic shower. The plant can either shoot (WC 17, Range 15 yards) or burst (WC 17, Range 5 yards) a pollen or spore pod at or over a target. Each plant can do this once per week. This attack does no harm, however when the spores hatch, damage may result.

**Stimulant:** The fruit, nut, beans, pods, leaves or other produce of the plant contains a strong stimulant. The stimulant adds +2 MR and +1 LP and increases alertness to the user's scores for 5d6 minutes. During this time, the user is immune to any attempts to make them sleep using mental attacks, and will effectively neutralize (and be neutralized by) a single dose of a sedative. If used more than once per day for more than two consecutive days, the user must check to see if they have become addicted.

For the purpose of checking for addiction, the stimulant is treated as an Intensity Level 2d6+6 poison. Failure means that the user is addicted. A "D" result means that the user will suffer from headaches, cramps and nausea, leaving them incapacitated for 24 hours after failing to take more of the stimulant. The user then goes through the lesser failure results. Any other lesser failure result reduces the users CN and LP by 3 points for 1d6 days, until their addiction is cured, after which their CN and LP scores return to normal.

## SAMPLE NEW PLANTS

### Name: Death Lily (Mutated Water Lily)

CN 8 D - LP - MR - RR 11 hp 32  
AC 19 Runs: No Movement

**Plant Mutations:** Attraction Odor, Larger Than Normal, Manipulation Vines

**Native Terrain:** Still fresh waters, ponds and by the edges of lakes

**Description:** Death Lilies, like their original stock, the common Water-Lily float on the surface of water, with roots extending into the soil below. The leaves of the Death Lily leaves are round, with a radial notch and easily distinguishable from its non-mutated forbear Water Lily and it emits a scent that herbivores find difficult to resist (Attraction Odor). The Death Lily is twice as large as a normal Water Lily.

Any creature touching a Death Lily will find itself grasped by 1d6 Manipulation Vines (treat as CN 15 each) and dragged into the water under the plant. The Death Lily drowns its victims to enrich the soil at the bottom of its pond.

**Uses:** Bait/Lure – Herbivores  
**Preparation:** The pollen from the flower of the Death Lily can be used to attract herbivores (as per the Attraction Odor mutation, but only as a 2d6+3 Intensity Level poison).

**Season:** Spring **Shelf Life:** 2 days  
**Storage Requirements:** Airtight container  
**Use By:** 2 days **Spoilage:** Ineffective, but harmless

**Uses:** Repellant – Insects  
**Preparation:** The roots of the Death Lily can be boiled, and the resulting water mix can be used as an insect repellant.

**Season:** All year round **Shelf Life:** 2 days  
**Storage Requirements:** Airtight container  
**Use By:** 7 days **Spoilage:** Ineffective, but acts as an irritant

### Name: Corpse Flower (Mutated Titan Arum)

CN 9 D 8 LP 3 MR 5 RR 10 hp 45  
AC 19 Runs: No Movement

**Mental Mutations:** None.

**Plant Mutations:** Attraction Odor, Increased Senses, Electrical Generation

**Native Terrain:** Rainforest or Jungle

**Description:** The Corpse Flower can grow to a height of almost 10 feet tall. This mutated plant may grow in small groups of five or six plants. The Corpse Flower consists of a fragrant spadix of flowers wrapped by a single, leaf-like giant petal called a spathe. In the case of the Corpse Flower, the spathe is green with purple blotches on the outside and a dark burgundy red on the inside with deep furrows. The spadix (partially inside the spathe) is pale yellow in color and hollow, approximately three to four feet in length. The upper, visible portion of the spadix is coated in sticky pollen, while its lower part is covered with bright red-orange carpels.

The Corpse Flower emits a "fragrance" resembling rotting meat, which is treated as an Intensity Level 14 Poison against scavengers and carrion-eaters. Failure results in the creature being lured to the plant. Once the creature has touched the plant and come into contact with its pollen, the plant loses interest and will stop emitting the fragrance, and zap the creature for 2d6 points of electrical damage. Other nearby Corpse Flowers sensing the presence of living beings may then begin to emit their attraction odors in an attempt to cross-pollinate.

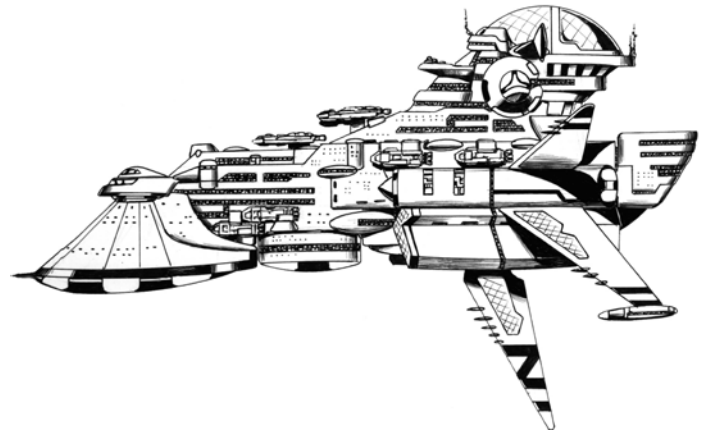
**Uses:** Bait/Lure – Carrion Eaters and Scavengers  
**Preparation:** The pollen from the Corpse Flower acts as a Intensity Level 14 lure upon carrion eaters and scavengers.

**Season:** Every two months **Shelf Life:** 2 days

**Storage Requirements:** Airtight container.  
**Use By:** 2 days **Spoilage:** Ineffective, however becomes an Intensity Level 4 contact poison.

**Uses:** Sedative  
**Preparation:** If dried and infused or put into food or drink, the spathe of the Corpse Flower can be as a mild sedative (treat as an Intensity Level 9 Poison) which will put most mammals to sleep for 1d6 hours.

**Season:** All year around **Shelf Life:** 6 months  
**Storage Requirements:** Airtight container  
**Use By:** 6 months **Spoilage:** Ineffective, but harmless

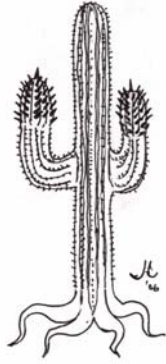




## NEW MUTANT PLANTS FOR THE STARSHIP WARDEN

by Christopher Hinderliter and Isaiah James Hubert

Many mutant plants can be found throughout the decks of the Warden that can serve the role of guards for secure areas, individual random encounters, or adventure hooks. Presented below are six new plants and three new plant mutations that may be adapted to the needs of the individual Game Master.

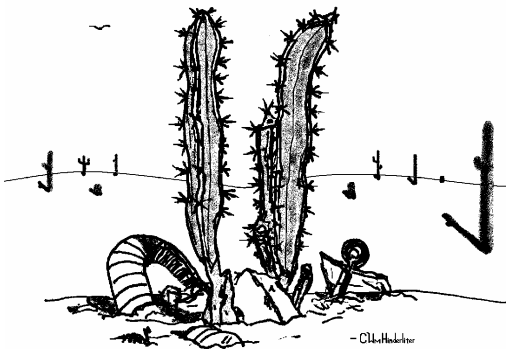


### Walking Saguaro Cactus (Mutated Saguaro Cactus)

CN	2d6+3	D	2d6	LP	1d6	MR	2d6+3	RR	2d6	hp	x
AC	19			Runs:	15 yards per second						

**Plant Mutations:** Increased Senses, Mobility, Spikes, Poison Throwing Thorns

**Description:** The walking saguaro has mutated from the familiar stoic guardian of the desert into a highly mobile plant. Possessing increased senses and mobility, these cacti are able to roam the desert at will in search of water. In combat, these cacti are able to use their increased senses to fire 1-3 poison needles per round at targets within a 20 yard radius from their central stalks (treat as poison throwing thorns). Additionally, every mature mobile saguaro also possesses 1d6 spike-topped arms, which they use to strike opponents in combat as if wielding a flail or punching with spiked gloves coated in a 2d6 Intensity Level poison. When resting, they bury their mobile roots under the sand (or soil) and are only distinguishable from other saguaro cacti by the large spikes on their arms. Walking saguaro cacti have a strong hatred of cactus wrens.



### Night Blooming Cereus (Mutated Cereus)

CN	2d6	D	2d6	LP	1d6	MR	2d6	RR	2d6	hp	x
	+3						+3				1.0
AC	19			Runs:	N/A						

**Plant Mutations:** EMP Generation\*\* Magnetism\*, New Sense (Sense all electrical devices), Oxidizing Tendrils/Sap\*

**Description:** The night blooming cereus is a robot killing plant that blooms once per year, and is similar in appearance to the night blooming cereus commonly found throughout the Arizona desert. Unlike those columnar cacti however, these mutant cacti generate small magnetic fields, can sense all electrical devices within a 1 mile radius, and have the ability to emit a powerful EMP blast any time an electrical device comes within 5 yards. In combat, the EMP blast of a night blooming cereus has the same effect as an EMP grenade (See *Metamorphosis Alpha* rulebook Page 136). After releasing an EMP blast, the plant then uses its long, mobile root to locate any disabled electrical devices, which it then breaks down by oxidizing.



### Faux Rose (Mutated Vine)

CN	1d6	D	3d6	LP	1d6	MR	2d6	RR	2d6	hp	x
	+3						+3				1.0
AC	19			Runs:	7 yards per second						

**Plant Mutations:** Aromatic Powers, Mobility, New Body Parts (Flowers), Squeeze Vines, Acidic Secretion (from the bottom of its stem.)

**Description:** As its name indicates, the faux rose is not actually a rose but a mobile, intelligent carnivorous vine that grows large flowers, which resemble a rose. These flowers also possess aromatic powers that produce a scent similar to that of a rose. Faux roses use their vines to scurry about quickly, and have been known to climb trees with them.

In combat, faux roses tend to prefer stealth, using their aromatic powers to render their victims unconscious before attacking or springing out at victims from tree branches or from behind other foliage. When a faux rose attacks, the plant will grapple its victim with its squeeze vines and then secrete a strong digestive acid on him or her (from the bottom stem of the faux rose). The faux rose uses this acid attack (treat as a WC 20 touch attack for 1d6 damage) to dissolve the organic matter of the victim for its nourishment, healing 1 point of its own damage for every 3 points of damage inflicted.

Due to the nature of its eating process, a faux rose cannot excrete acid and do crushing damage to the victim at the same time, but may continue to hold the victim in the squeeze vines while using the acid to eat. As a result, faux roses tend to avoid using their acid attacks until their victims are unconscious or dead.

Should a faux rose choose to alternate between doing crushing damage and making acid attacks that plant will have to make a new attack to initiate crushing damage on the round after the acid attack, as it tends to loosen its hold in order to eat. In such cases, a failure to hit merely indicates that the victim remains held without suffering damage that round, while a successful attack indicates that the plant does 3d6 damage and can continue to do 4d6 damage from crushing attacks on the subsequent rounds (see *Metamorphosis Alpha* rulebook page 103).



**Tangle Rose (Mutated Rose)**

CN	2d6	D	2d6	LP	1d6	MR	2d6	RR	2d6	hp	x
	+3						+3				1.0
AC	19			Runs:	No Movement						

**Plant Mutations:** Infravision, Manipulation Vines, Poison Thorns, Squeeze Vines

**Description:** Tangle roses are hardy, mutant plants common to many areas (on decks 6-8) of the Warden. Anything which touches or brushes against this sweet smelling bush will be viciously attacked by 1d6 supple, thorn-covered branches (treat as if squeeze vines with a 30 foot reach, intensity 12 poison thorns, and an 11 WC). When a branch successfully strikes a victim, it will do 2d6 + 4 points of damage and inject Intensity Level 12 poison while whipping about the victim in order to entangle him. Once a victim is entangled, the plant may choose to immobilize the victim (causing no further damage that round) or crush the victim for 3d6 points of damage on each continuing round, without having to make another attack.

Tangle roses have a tendency to use their manipulative branches to randomly remove equipment from immobilized victims and to release live victims that stop struggling (allow a 50% chance of releasing a victim who does not attempt to strike back). Stories are told of people being beaten with their own weapons by these bushes (treat as clubs) and rumors persist of a breed of intelligent tangle roses that steal equipment, use stolen weapons, and bury the bodies of their victims in the soil around them. Tangle roses have been cultivated as guardians by some primitive tribes.



**Ronaldo Mushroom (Mutated Mushroom)**

CN	1d6	D	2d6	LP	2d6	MR	3d6	RR	2d6	hp	x
	+2						+2				1.0
AC	19			Runs:	No Movement						

**Plant Mutations:** Bioluminescence\*, Hallucinogenic Spores\*\*

**Description:** This orange-capped mushroom can grow up to 1 foot tall. When disturbed, the mushroom will release a 10-foot wide cloud of glowing, hallucinogenic spores that will obscure vision and make breathing difficult for three combat turns. Exposure to the spores of this cloud may induce visual, tactile, gustatory, and auditory hallucinations or death (see the Hallucinogenic Spores mutation below). When properly prepared, Ronaldo mushrooms are said to have great medicinal powers.



**Name: Giant Lily**

CN	1d6	D	2d6	LP	2d6	MR	3d6	RR	2d6	hp	x
	+3		+2						+2		1.0
AC	19			Runs:	No Movement						

**Plant Mutations:** Increased Senses, Size Change, Radiation Sensitivity and Imitation, Radioactive Blast\*\*

**Description:** This mutated giant lily typically grows between 3 to 18 feet in height. Due to the plant's radiation sensitivity and increased senses, it shares a link with the surrounding environment enabling it to detect any radiation source or intelligent creature within a 300 foot radius, and preventing it from being surprised.

Although firmly anchored to the soil, the giant lily is able to open, close, and rotate its flower at will. Up to three times per day, the plant is able to emit a cone-shaped burst of radiation from its flower (up to a maximum distance of 30 yards and width of 10 yards) that it may use in a manner similar to the radiated eyes mutation (see *Metamorphosis Alpha* rulebook page 94). Giant lily flowers are said to be a great delicacy and are used in the treatment of radiation poisoning.

**NEW MUTATIONS:**

**EMP Generation:** This plant has the ability to emit an Electromagnetic Pulse capable of causing an electrical system overload that will shut down a Robot, AI, Android, or any unshielded electronic system for 1-6 minutes. This pulse has a blast radius of 5 yards from the center of the plant, and can be used once every 24 hour period for every MR point the plant has

**Radioactive Blast:** The plant is able to send a cone shaped burst of radiation up to 10 yards wide and a distance of 30 yards. The intensity of the radiation is based on the MR of the plant, up to a maximum of 12 and can be used every four combat turns, up to three times per day.

**Hallucinogenic Spores:** The plant possesses 1d6+4 chambers filled with hallucinogenic spores which can be ejected at will. When ejected from the plant, the spores will fill a 10 yard radius area with glowing spores that will obscure normal vision and make breathing difficult for 1d6 combat turns. Additionally, anyone caught within the spore cloud is treated as if exposed to intensity 3d6 poison, in which \* indicates no effect, numbers from 1-5 indicate that the character is suffering hallucinations, and a D result indicates that the character will die in 60 seconds unless the substance is neutralized. Any being suffering hallucinations will spend the next 5d6 minutes either sitting and babbling incoherently or wandering around aimlessly, while experiencing visual, auditory, gustatory, and tactile hallucinations.

\* New Mutation from The Botanist's Guide to the Starship Warden

\*\* Mutation included in this article.



## MORE NEW MUTATIONS FOR MA4E

The following mutations will be used in future issues of MAJOR. It is suggested that readers keep a copy of these mutations for their own reference. These mutations will be particularly useful for the accurate conversion of MA1e to MA4e creatures and mutants, as without them, many of the original peculiarities of the original creatures would be lost.

## PHYSICAL MUTATIONS

**Increased Energy Reflection:** A creature with this mutation will reflect most electrical and energy attacks away from themselves. The reflected energy is doubled to twice the strength at which they received it, and the mutant will suffer no damage (except as at the GM's discretion described below). If the damage potential reaches three times the mutant's Hit Point score or more, the mutant is vaporized. The mutant has no control of this power, with the energy being reflected back at the original source.

Unlike the Energy Reflection mutation (Metamorphosis Alpha rulebook Page 93) the reflected energy, at the GM's discretion, may damage anything that the mutant is carrying or wearing.

**Metal Skin:** A creature with mutations has a high metal content in their skin, scales or feathers. This improves their Armor Class by 3, but lowers their Dexterity by 1. Creatures with this mutation make noise when they move, which requires a successful Dexterity Check to avoid. Creatures with this mutation add 2 points to any attacks that they make using natural weapons, except for biting attacks.

**Poor Vision:** The mutant is shortsighted or longsighted and requires glasses or corrective treatment to restore normal vision.

Shortsighted creatures can see nearby objects clearly but distant objects appear blurred. Creatures with this mutation suffer a -2 penalty to hit anything at medium range and -4 to hit targets at long range.

Longsighted mutants can see distant objects clearly, but have difficulty focusing on closer objects. Longsighted creatures suffer a -2 penalty to hit objects that are at short range and within melee range, have difficulty reading without visual assistance and have a -2 penalty applied when trying to figure out new items.

**Radiated Energy:** The mutant is capable of storing energy gained during radioactive exposure. While storing energy gained from radiation exposure, the mutant will give off a faint glow. For every turn spent in a radioactive area over Intensity Level 12, the mutant can emit a blast of heat from one part of their body with a range of 20 feet every turn. This blast will do 4d6 damage.

If the mutant is in physical contact with another creature, three times per day (as long as it has been within an Intensity Level 12 area for at least an hour) the mutant can emit a high intensity heat wave which will inflict 6d6 damage upon the creature touching it.

**Sensory Deficiency:** The effect of this mutation is that the mutant lacks a particular sense. The GM will need to work out penalties on a case-by-case basis. It is suggested that this mutation be restricted to the following senses, which can be determined randomly:

Roll	Sense
1	Vision
2	Hearing
3	Taste
4	Touch
5	Smell
6	Direction

**Susceptibility:** The mutant suffers twice the normal amount of damage, or effects last for twice the normal duration from one of the following types of attacks:

Roll	Mood
1	Gases
2	Paralysis
3	Electricity
4	Heat
5	Cold
6	Sonics

**Thick Skinned:** The mutant's skin is far thicker than normal for its species. This has the effect of improving the mutant's Armor Class by 2, but reducing its Dexterity by 1. The mutant also treats their Constitution as being 2 points higher when resisting paralysis attacks.

## MENTAL MUTATIONS

**Blood Fury:** A creature with this mutation must make a Mental Resistance check whenever they suffer an injury, or they will retaliate. If in combat, and they fail the check, they will attempt to close with an opponent and inflict as much damage as possible. All melee attacks during this time do an additional 3 Hit Points damage. They will not surrender after failing the check, and will not retreat. The fury will subside once until all opponents are dead, but there is a 1 in 6 chance that they will not realize who their allies are and continue fighting.

**Clarity:** This mutation has a ten yard range, but is more powerful if used while in contact with a creature (treated as though the mutant's Mental Resistance score is 2 points higher). This mutation will abate fears, confusion and rage that are a result of a mutation or mental attack. The mutant must succeed against their target in a normal mental attack.

**Fear Impulse:** The mutant suffers from an irrational fear of something. If confronted with the object of their fear, the mutant must make check versus their Leadership potential on the Doing Things Table. The GM determines the difficulty level, as appropriate to the circumstances. *For example: A small trapdoor spider might be considered a Difficulty Level 6 check, but a Black One might be a Difficulty Level 18 check for a mutant with a fear impulse of arachnids.*

The GM can choose from the following list or roll 3d6 to determine the object of the mutant's fear:

Roll	Object of Fear
2	Avians
3	Arachnids
4	Canines
5	Felines
6	Intelligent Animals
7	Mutants
8	Robots
9	Computers
10	Electricity
11	Heights
12	Water
13	Intelligent Plants
14	Large Animals
15	Amphibians
16	Reptiles
17	Open Spaces
18	Darkness

**Mental Block:** The mutant is unable to acknowledge or fathom the existence of a particular creature or object type. The mutant may see the subject of the block, but ignore it completely, or avoid it. If confronted directly, the mutant will become confused (treat this as though the mutant has been attacked using the Confusion mutation by a creature with a Mental Resistance of 14, as listed in the Metamorphosis Alpha rulebook Page 96). The subject of the block can be selected from the list below or rolled randomly:

Roll	Block Type
1	Specific species of creature or mutant
2	Robots
3	Als
4	Intelligent Plants
5	Intelligent Animals
6	Aliens/Other

**Predator Shield:** This mutation creates an invisible field of energy completely surrounding the mutant, just inches from its body. The shield is only effective against creatures that are natural predators of the mutant. The force field will absorb 60 points of damage before collapsing. While this mutation is in use, the mutant can't do anything else but concentrate on the force field. The field can be maintained for ten minutes and can be used up to three times per day.

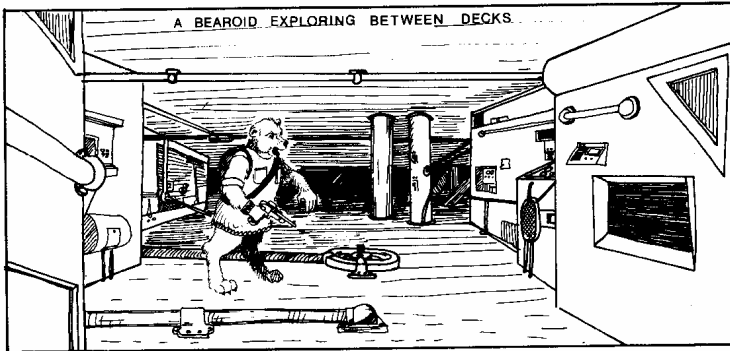
## MAIE TO MA4E CREATURES AND MUTANTS PART 2

This issue we cover a number of other commonly encountered, classic era creatures on the Starship Warden. Over the years since the Warden encountered the Id and their alien allies, some species have come and gone, and the remaining creatures are *generally* tougher and better equipped to survive on the Starship Warden, having developed societies, such as in the case of the Wolfoids, or gained additional mutations, such as precognition in the case of the Winged Biter. However, some mutations have crept into the gene pools that are less beneficial over the years.

The descriptions below provide guidance on the score ranges that these creatures may have. Of note, hit points for these creatures are rolled using the CN score, while the hp stat lists any modifications to that roll, as a result of mutations that the creature may have.

Enjoy,

Craig J. Brain



### Bearoid / Golden Bear (Mutated Grizzly Bear)

CN 4d6+3 D 2d6 LP 1d6+8 MR 1d6+9 RR 2d6+5 hp x 1.0  
AC 18 Runs: 15 yards per second

**Mutations:** Heightened Intelligence x 2, Teleportation, Precognition, Telepathy, Mental Control, True Breed, New Body Parts (Manipulative Paws), Speech, Poor Vision: Nearsightedness\*, Susceptibility (Gases)\*, Susceptibility (Paralysis)\*

**Attacks:** 2 x WC 19 Omnivore Large Foreclaws  
1 x WC 19 Omnivore Bite  
1 x weapon

**Skills:** Combat: Unarmed, Combat: Primitive: Melee, Combat: Primitive:

Ranged, Hunting, Stealth, Survival, Tracking

**Description:** This creature is about 12 feet tall, is intelligent and is known to be very curious, often found exploring new areas of the Starship Warden. These mutants are particularly vulnerable gas and paralyzing attacks. While Bearoids retain their natural weapons (bites and claws - damage as per the Metamorphosis Alpha rulebook Page 87), they prefer using bows and clubs in battle, but are also known to be partial to advanced weaponry when they can get it.

Bearoids have 8 points to allocate in Skill Levels with no skill score being higher than 2 levels.

### Unicorn (Mutated Horse)

CN 4d6+5 D 1d6+6 LP 1d6 MR 1d6+2 RR 2d6+5 hp x 0.6  
AC 10 Runs: 21 yards per second

**Mutations:** True Breed, Shorter x 2, Immunity (Radiation), Radiated Energy\*, New Body Part (Horn)

**Attacks:** 1 x WC 20 Medium Horn  
2 x WC 21 Hooves (1d6 damage)

**Description:** This creature is about 3 feet tall, with a horn projecting from its head (damage as per the Metamorphosis Alpha rulebook Page 87), and skin that gives off a silvery light. Using its Radiated Energy mutation, the Unicorn can emit a blast of heat from its horn with a range of 20 feet every turn. This blast will do 4d6 damage. The Unicorn is immune to radiation and therefore able to spend sufficient time in radioactive areas to regain any energy expended when it uses its Radiated Energy attack. When any being tries to touch or tame a Unicorn, (as long as it has been within an Intensity Level 12 area for at least an hour that day) the mutant can emit a high intensity heat wave which will inflict 6d6 damage upon the creature touching it.

Unicorns are hardy creatures and when exposed to poisons, the poison is treated as being 2 Intensity Levels lower. Because of the nature of the beast, it lives in or near centers of high radiation.

### Pegasus (Mutated Horse)

CN 4d6+5 D 1d6+6 LP 1d6 MR 1d6+2 RR 2d6+5 hp x 0.6  
AC 8 Runs: 21 yards per second  
AC 3 D 1d6+11 Flies: 21 yards per second

**Mutations:** True Breed, Shorter x 2, Wings, Thick Skinned, Predator Shield\*

**Attacks:** 2 x WC 21 Hooves (1d6 damage)

**Description:** This creature is about 3 feet tall and usually white in color. It is much lighter than its non-mutated cousin because of its hollow bone structure. This feature makes it very fragile, but nature has provided for this by giving the creature an unusually tough skin that is extremely difficult to pierce. While in the air, this creature is far more dexterous than on the ground, and a far more difficult target to hit.

These creatures can be domesticated but due to their small size, only very small intelligent beings can take advantage of this fact. This flying creature has never been known to be attacked by any other flying creature. Its feathered wingspan is approximately 5 feet across and it attacks using its hooves.

### Jeget (Mutated Jaguar)

CN 2d6-1 D 3d6+2 LP 1d6+12 MR 1d6+13 RR 2d6 hp  
AC 19 Runs: 30 yards per second

**Mutations:** True Breed, New Body Parts (Manipulative Paws), Speech, Susceptibility (Poison)\*, Heightened Intelligence x 3, Confusion, Levitation, Telepathy, Precognition, Force Ladder, Telekinesis, Force Field Generation, Fear Impulse (Intelligent Plants)\*

**Attacks:** 2 x WC 19 Carnivore Large Foreclaws  
1 x WC 19 Carnivore Bite  
1 x weapon

**Skills:** Combat: Unarmed, Combat: Primitive: Melee, Combat: Primitive: Ranged, Hunting, Stealth, Survival, Tracking

**Description:** Jegets came from the large pride of jaguar being raised on the *Warden*. They bred true after wildly mutating, becoming highly intelligent and highly capable. Only 2 feet long, these bipedal creatures have powers far exceeding their small stature. Jegets can use weapons, but prefer to hunt prey using their natural weapons (damage as per the Metamorphosis Alpha rulebook Page 87) as a display of skill. When outmatched, they will not hesitate to use heavier weaponry. Jegets have 9 points to allocate in Skill Levels with no skill score being higher than 3 levels.

**Dart Creature (Mutated Porcupine)**

CN 1d6+3 D 2d6+3 LP 1d6+2 MR 1d6 RR 2d6 hp x 1.0  
AC 16 Runs: 6 yards per second

**Mutations:** True Breed, Taller, Quills, Poison Glands

**Attacks:** 1d6 WC 19 Poison Quills (1d6 damage, plus poison)

**Description:** This beast appears as the non-mutated cousin, but its quills are much different. These are hollow and filled with a toxic poison. Due to the sheer number of quills, the Intensity Level of the poison will remain at intensity level 15, rather than being reduced with use. The creature is able to cast 1d6 of these a range of 10 yards once per melee turn. Quills that miss the target ooze red, blood-like poison that becomes harmless after two hours of exposure to air.

**Thief Beast (Mutated Raccoon)**

CN 1d6+2 D 3d6 LP 1d6 MR 1d6 RR 2d6 hp x 1.0  
AC 19 Runs: 7 yards per second

**Mutations:** True Breed, Heightened Intelligence x 3, Heightened Brain Talent, New Body Parts (Manipulative Paws), Speech, Telepathy, Illusion Generation, Telekinesis, Repulsion Field, Empathy, Light Generation

**Attacks:** 1 x Weapon

**Skills:** Animal Training, Combat: Small Arms, Hunting, Medicine Primitive, Medicine: First Aid, Riding: Animal, Stealth, Survival, Tanning, Tracking

**Description:** This highly intelligent creature uses its mental mutations to create illusions that will be the most effective in frightening its enemies. It has manipulative paws which allow it to use many devices designed for human hands and it can generate a dazzling light from its skin. It constantly seeks out technological devices and studies them. Of all the animal mutations of the ship, it uses these devices the most. The Thief Beast is also known to tame smaller to mid-sized animals for mounts.

**Winged Biter (Mutated Python)**

CN 1d6+2 D 2d6 LP 1d6+4 MR 1d6+4 RR 2d6 hp x 1.0  
AC 18 Flies: 25 yards per second

**Mutations:** True Breed, Wings, Immunity (Poison), Immunity (Paralysis), Heightened Intelligence, Precognition, Poison Glands

**Attacks:** 1 x WC 20 Omnivore Bite, plus poison

**Description:** This snake averages only 3 feet in length with a feathered wingspan of 4 feet. This snake is resistant to all forms of paralysis, and poison. This snake is omnivorous and has a poison bite (Intensity Level 13). It displays the power of precognition not just when it is concentrating on that power, but all the time without the seeming need to concentrate. When it is in its early developing state it is possible to tame it and use it for protection, as it will always give warning before an attack. Its favourite egg-laying place is on or near a mirror oak.

**Wolfoid (Mutated Timberwolf)**

CN 2d6 D 2d6+4 LP 1d6 MR 1d6 RR 2d6+4 hp x 1.0  
+10 +11 +13  
AC 19 Runs: 14 yards per second

**Mutations:** True Breed, Taller x 4, New Body Parts (Manipulative Paws), Speech, Regeneration, Radiated Eyes, Heightened Intelligence x 4, Energy Reflection (Radiation), Energy Reflection (Laser Light), Energy Reflection (Electrical Energy), Energy Reflection (Paralyzation), Sensory Deficiency (Touch)\*, Immunity (Contact Poison)

**Attacks:** 1 x WC 19 Carnivore Bite  
1 x weapon

**Skills:** Animal Training, Combat: Unarmed, Combat: Blade, Combat: Primitive Melee, Combat: Small Arms, Hunting, Medicine Primitive, Medicine: First Aid, Riding: Animal, Stealth, Survival, Tanning, Tracking

**Description:** This biped stands about 8 feet tall\*\* and has manipulative paws, allowing it to use tools and weapons designed for humans. A Wolfoid's fur reflects nearly all types of energy and the creature is immune to contact poison. Wolfoids are intelligent, and can regenerate damage at a rate of 1 point of damage for every 3 points of Constitution (rounded up to the nearest multiple of 3) every 10 minutes. Wolfoids have no sensory nerve endings and many have taken to wearing heavy plant fiber clothes to prevent being injured and not knowing it. This race has been able to master many of the mutated beasts and use them as guards and protectors, which they surround their living area with.

Wolfoids have 9 points to allocate in Skill Levels with no skill score being higher than 3 levels.

\* New Mutation from The Botanist's Guide to the Starship Warden

\*\* In MA1e this was originally listed as 4 feet, however in play this never seemed to be the case and I have opted for 8 feet as per MA4e.

**NEXT ISSUE**

We hope you enjoyed this issue. The contents of the next issue should (but may not due to unforeseen circumstances) include the following:

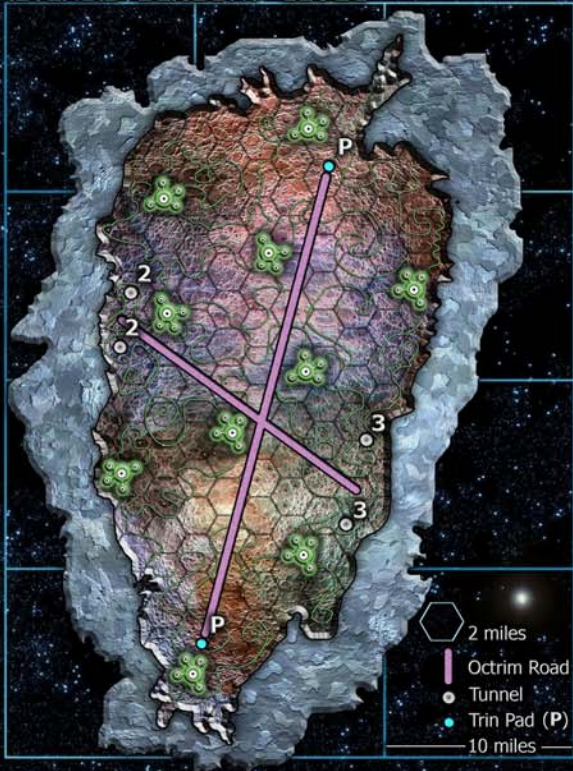
- MA1e to MA4e Creatures and Mutants Part 3
- Alien Autopsy Report: The Stone Aliens
- Skills in 2525
- Another map by Ryan Wolfe
- News and previews of future MA products

If you have any suggestions or submissions for articles, please contact me.

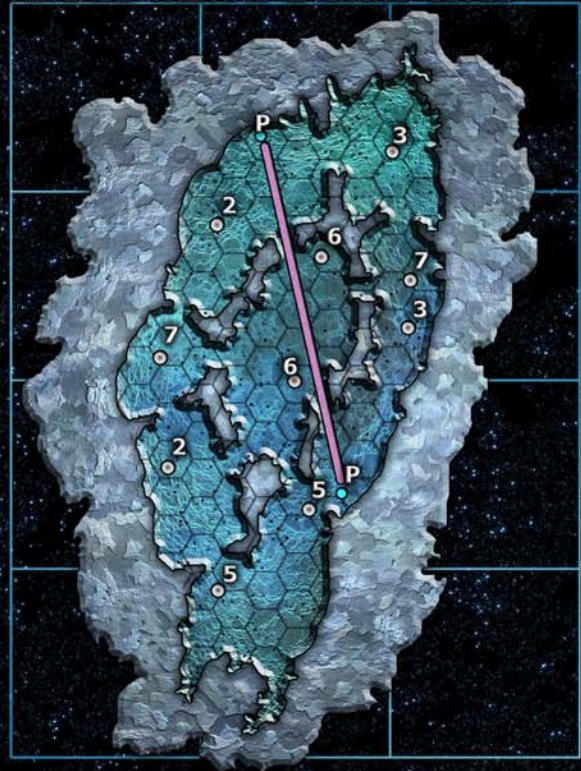
Craig J. Brain  
Editor



A1: ASTEROID SENSORY LEVEL



D4: ASTEROID MENTAL CALMING LEVEL



B2: ASTEROID BREEDING LEVEL



E5: ASTEROID ID LEVEL



C3: ASTEROID GROWING LEVEL



F6: ASTEROID STONE ALIEN LEVEL











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