

STARSHIP WARDEN

SAVING WREN
AND DECK EXPANSIONS



Welcome to the

Saving Wren And Deck Expansions

*An adventure for running campaigns using the Metamorphosis Alpha, Siege Engine,
or almost any other role playing game system.*



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STARSHIP WARDEN



AUTHOR'S NOTES

45 years ago I was a happy gamer going over to Gary Gygax's house and playing AD&D every Thursday night. In the course of those halcyon times, Gary had allowed me to design Metamorphosis Alpha, the first science fiction role-playing game and that was doing well and Gary enjoyed the chance to be an MA player character instead of a DM. One Thursday night Gary told us ahead of time that we were playing some of our lower-level flunkies. That was all right as often we were lucky to be playtesting Gary's latest module adventure.

I hauled out my half-elf Thief/Wizard levels 8/9 character and we were on our way. We adventured into a new section of Gary's great dungeon. That place was so much fun and there were always new and magical things to find and avoid. This time we discovered a portal to another place. We had all played in the TOMB OF HORRORS and so no new hole in the wall was going to kill us. We ran all sorts of tests.

We threw stones on ropes in the portal and pulled them out okay. We put in a living plant and a rat and they came back fine. A *wizard eye* revealed metal walls and chambers. We sent in a character with a one wish ring that could send him back if needed. She came back fine. All right, we all entered the portal excited to explore the brand new area.

In the middle of the game, Gary asked me, "Jim did you bring your MA material?"

I told him it was in the car. He asked me to go and get it. I brought it in and found Gary not sitting in his usual DM chair at the head of the table. He was sitting in my chair. There was a character sheet in front of him and he had a huge grin on his face. He ordered me into his chair.

That might seem like a simple request, but it wasn't a simple action for me. For years I had watched and enjoyed Gary sitting in that chair and Dming his grand castle. For me to sit in a chair was a nerve-wracking event. I sat in the chair and Gary explained that the fantasy group had been transported to the Starship Warden.

Oh, no, my eyes grew wide. My favorite half-elf Wren was trapped on a world of my own making.

For several weeks they adventured with those characters and my half-elf was dragged along. I was tense the entire time as I had to present truly deadly encounters to the group. Several of the characters died in an encounter and we had to use the wish ring to bring them back. If fate and dice rolls hadn't gone my way, I could have easily lost that character to a mutated plant among the least aggressive things they met.

We set up certain rules that helped my half-elf survive. Spells like fireball did maximum damage and there was no saving throw for Warden-based characters. Charm Person and Charm Monster worked every time. Unfortunately for my half-elf, mutations didn't result in a saving throw for the fantasy characters.

For over forty years my half-elf has been trapped on the Warden and trying to survive. Hopefully, the players of this game can right that horrific wrong and take Prince Wren back to his woodland kingdom.

CASTLE KEEPER/SHIP KEEPER NOTES

There are certain things that must be considered as the C&C characters move about the starship Warden.

- 1 – magical spells and illusions work on the Warden. Warden NPCs have the possibility of a saving throw.
- 2 – damage spells inflict maximum damage so that a wand casting a 6d6 fireball inflicts 36 points of damage every time.
- 3 – all magical weapons of any type inflict maximum damage when they successfully strike a target.
- 4 – magically summoned creatures are at maximum hit points and always inflict maximum damage with their strikes.
- 5 – Most creatures noted in this adventure are totally explained in THE WARDEN product on levels 11 and 12.
- 6 – IMPORTANT NOTE: C&C characters trying this adventure should be 9th level or higher and have powerful magic items.
- 7 – *POSSIBLE RESOLUTION – If the players use their own characters and things go very wrong, consider telling them it was all a dream and have the elf queen summon them for a great adventure just like in their dream.*
- 8 – All robots, droids, and artificial intelligences are considered clockwork creatures.

Now For The Ugly Part

- 1 – mutational energies influence the fantasy characters at maximum effect
- 2 – control and illusion mutational energies always control the fantasy characters
- 3 – poison and radiation use the constitution number of the character to check resistance, there are two charts covering these situations.
- 4 – energy weapon strikes do normal damage
- 5 – useful devices on the ship work fine for the fantasy characters and they never have to roll to figure out any of the weapons on the Warden

STARSHIP WARDEN

- 6 – fantasy characters never mutate on the Warden
- 7 – The damage for radiation and poison is very problematic in many ways and the two charts help the Castle Keeper in dealing with those problems.
- 8 – Animals of all types totally refuse to enter the portal and no amount of control gets them to enter. If forced, those animals have heart attacks and die as they pass through the portal.

Radiation Resistance can be used with Constitution or Radiation Resistance

For C&C characters use their constitution and all the numbers are expressions of a d6 while the D listing is instant death. This effect takes place in a melee round. If the character is exposed to the same radiation in the next ten minutes bump up the intensity by one number as an 11 would go to a 12 and inflict its damage.

Radiation Intensity
Con or Radiation Character State

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
18	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
17	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	2
16	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	2	3
15	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	2	3	4
14	0	0	0	0	0	0	0	0	0	0	0	0	0	1	2	3	4	5
13	0	0	0	0	0	0	0	0	0	0	0	0	1	2	3	4	5	6
12	0	0	0	0	0	0	0	0	0	0	0	1	2	3	4	5	6	7
11	0	0	0	0	0	0	0	0	0	0	1	2	3	4	5	6	7	8
10	0	0	0	0	0	0	0	0	0	1	2	3	4	5	6	7	8	D
9	0	0	0	0	0	0	0	0	1	2	3	4	5	6	7	8	D	D
8	0	0	0	0	0	0	0	1	2	3	4	5	6	7	8	D	D	D
7	0	0	0	0	0	0	1	2	3	4	5	6	7	8	D	D	D	D
6	0	0	0	0	0	1	2	3	4	5	6	7	8	D	D	D	D	D
5	0	0	0	0	1	2	3	4	5	6	7	8	D	D	D	D	D	D
4	0	0	0	1	2	3	4	5	6	7	8	D	D	D	D	D	D	D
3	0	0	1	2	3	4	5	6	7	8	D	D	D	D	D	D	D	D

Poison Intensity Chart
Intensity Number
Constitution

	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
18	*	*	*	*	*	*	*	*	*	*	*	*	1	2	3	D
17	*	*	*	*	*	*	*	*	*	*	*	1	2	3	D	D
16	*	*	*	*	*	*	*	*	*	*	1	2	3	D	D	D
15	*	*	*	*	*	*	*	*	*	1	2	3	D	D	D	D
14	*	*	*	*	*	*	*	*	1	2	3	D	D	D	D	D
13	*	*	*	*	*	*	*	1	2	3	D	D	D	D	D	D
12	*	*	*	*	*	*	1	2	3	D	D	D	D	D	D	D
11	*	*	*	*	*	1	2	3	D	D	D	D	D	D	D	D
10	*	*	*	*	1	2	3	D	D	D	D	D	D	D	D	D
9	*	*	*	1	2	3	D	D	D	D	D	D	D	D	D	D
8	*	*	1	2	3	D	D	D	D	D	D	D	D	D	D	D
7	*	1	2	3	D	D	D	D	D	D	D	D	D	D	D	D
6	1	2	3	D	D	D	D	D	D	D	D	D	D	D	D	D
5	2	3	D	D	D	D	D	D	D	D	D	D	D	D	D	D
4	3	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D
3	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D

Poison is deadly in this environment. Clerical cures do nothing to stop death. However, poison cures and the like are totally effective and if delivered in a timely manner, those save the poisoned character from death.

SAVING WREN — A LEVEL 12 ADVENTURE

Player Introduction

The queen of the elves summoned you to the palace. She wants you to rescue her son Prince Wren. It seems he walked into a portal many years ago. The queen wants him back. You are given this quest with the promise of becoming lords of the elves if you succeed in bringing him back to the elf lands. The queen allows you ten things each that will be made by the engineers of the elves. These objects must fit in a large backpack and be possible in a medieval world. You fill up on supplies and follow your map to the ancient castle where the portal lies. Your cleric casts a special scroll spell. A golden thread appears before all of your eyes. The cleric says all you have to do is follow that thread right to the side of the prince. You enter the castle and quickly find the portal to the other dimension.

As the characters come onto the level, through the portal, present them with a wandering encounter from the list of level 12 encounters. They can retreat back through the portal if they are so inclined and that works to avoid that encounter. If they defeat the encounter, have them find a strange backpack of equipment. In the pack is the following: a blue wrist band of metal (*useful in opening the elevator door if they figure that out*), a laser pistol (4 shots inflicting 5d6, the characters know how to use it right away, but not how to give it another energy cell), a leather sack with some type of berry juice (an 11 point healing potion that also totally heals a poison attack), and a small device that starts clicking rapidly when radiation is near.) If they ran from that fight, have them find the pack at the first opportunity.

You find yourself in a jungle. The vegetation is thick and there isn't a path through the tangled mass of green anywhere that you see. The atmosphere is hot and very humid. As you look around you note that the plants are unusually large, but at least you recognize ferns, vines, and trees. At the top of many of them are very large spider webs. There is a mist falling and you are getting thoroughly wet.

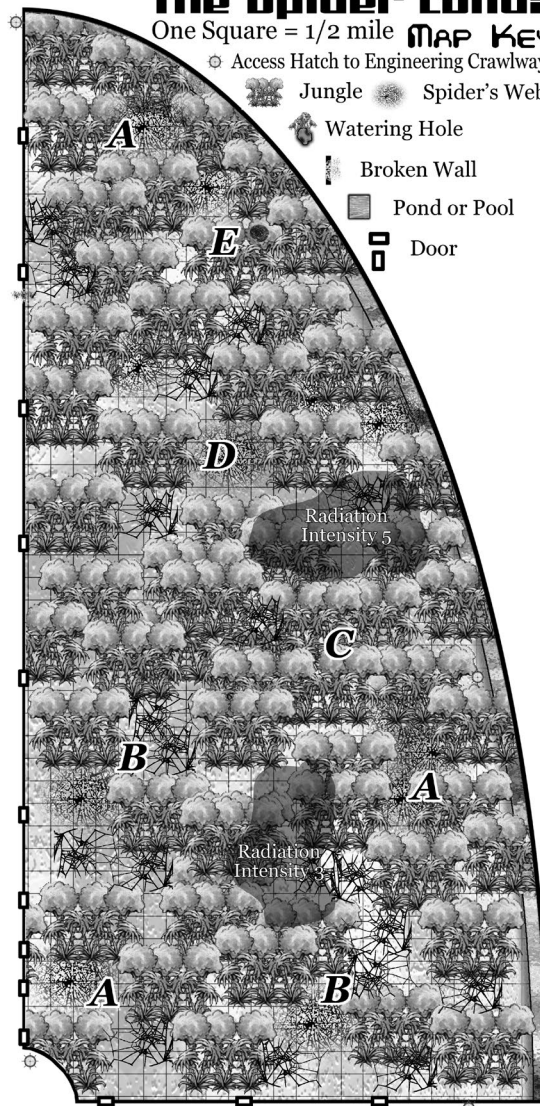
The most alarming thing is the golden thread you are to follow. That thread is still floating in the air in front of you, but it has turned jet

The Spider Lands

One Square = 1/2 mile

MAP KEY

- Access Hatch to Engineering Crawlway
- 🕸 Jungle
- 💧 Watering Hole
- 🚧 Broken Wall
- 🏊 Pond or Pool
- 🚪 Door
- 🕸 Spider's Web



black. You have no idea what that means. You are clearly going to have to chop through the jungle to follow the dark enchanted thread.

The magical swords and daggers of the character's party cut through the jungle like a hot knife through soft butter.

WANDERING CREATURES on LEVEL 12

2 – Chimpoid, Blue

HD 17, HP 55, AC 12, MV 20, EXP 1,520

Prime – Physical – fist strikes inflict 10 points of physical damage, WC 1

3 – Fungus Cabbage

HD 11, HP 44, AC 9, MV None, EXP 900

Prime = Physical – leaf envelops for 4d6, WC 1, if that works acid striking is automatic inflicting 4d6 of damage.

4 – Red Flame Beetle

HD 5, HP 20, AC 17, MV 10', EXP 370

Prime = Physical – bite 2d6, WC 1, when hurt it ejects flame inflicting 15 points of damage, WC 2

5 – Red Lightning Spider

HD 4, HP 11, AC 9, MV 20', EXP 270

Prime = Physical – a large number of these 1 inch long spiders can generate a 9d6 lightning bolt, WC 2

6 – Robot, Crazy Garden

HD 10, HP 32, AC 15, MV 25', EXP 405

Prime = Mental – pruning shears 2d6, WC 1

7 – Robot, Crazy Horticultural

HD 20, HP 100, AC 15, MV 25, EXP 405

Prime – Mental, paralysis tentacle attack, WC 1 or bladed attack 2d6, WC 1

8 – Robot, Security, Broken

HD 10, HP 40, AC 10, MV 25' flying, EXP 405

Prime = Mental, paralysis tentacle, WC 3 must touch flesh, two slug throwers 2d6, WC 3

9 – Spider, Giant Mutant

HD 18, HP 111, AC 17, MV 30', EXP 1,520

Prime = Physical – 1 sticky strand of entangling web, WC 1, bite 1d6 + intensity 6 poison

10 – White Brain Bugs

HD 10, HP 33, AC 10, MV 24', EXP 810

Prime = Mental – contact poison at a touch intensity 9, WC 2

11 – White Air Spiders

HD 5, HP 12, AC 8, MV 20', EXP 240

Prime = Mental – 3 or more fist-sized spiders can do a brain blast inflicting 9 hit points of damage

12 – Yellow Acid Beetles

HD 11, HP 52, AC 12, MV 20', EXP 900

Prime = Physical – acid blast 5d6, WC 2, pincer 4d6, WC 2

ENCOUNTER “A” OF THE 12TH LEVEL

You see masses and masses of thick white webbing. It spreads for a great distance in all directions.

At the stroke of a web with a sword, the action draws the attention of the ten feet long and tall spider. Once the spider is dead, the party can see a single nest in several trees. Trying to burn the webs won't work as it is so wet.

IMPORTANT NOTE: The black enchanted floating thread they are to follow doesn't follow the group if they move away from the path that is being marked on the Castle Keeper map. In that case, hit them with wandering creatures until they come back on the path where the thread extends.

After encounter “A” let them follow the black magical path for a few miles.

Giant Mutant Spider

(HD 18, HP 111, AC 17, MV 30', Experience 1,530)

Radiation Resistance: 12

Constitution: 18

Mental Resistance: 11

Strength: 18

Dexterity: 11

[Prime – Physical] The spider spews out a very sticky rope of webbing. It tangles up a character. If they have an 18 strength, they can get out in three melee rounds. With less strength, it takes longer. When all of the characters are trapped the spider comes down out of the trees and tries to bite them. The bite does a point of damage and paralyzes each character.

DARKNESS

Night occurs on the level and it goes pitch dark. Naturally, the black thread of energy vanishes for the night. If the group tries to move in the darkness they should encounter several wandering encounters.

Two and three feet long bugs should come into their camp and give them grief.

The rain stops during the darkness and starts up again at sunrise.

If they light up the area, this attracts wandering encounters every hour.

ENCOUNTER “B” OF THE 12TH LEVEL

The jungle thins and you instantly become suspicious. What could have made an entire jungle thinner? You note some crates in the

middle of the more open area. As you look carefully around you blow some type of red hair from your face. You note that there are more of those almost invisible strands. Then you see fist-sized red spiders flowing down those gossamer hairs toward you. Do you rush headlong through the new webbing and hope to get away from these tiny spiders? Do you stand and fight them?

Running is the best idea and the characters get past the challenge.

Fighting the spiders is dangerous. Four spiders come down per melee round and each one attacks with lightning for 2d6. Three sets of four spiders come down to attack.

It is possible to grab one of the four crates and run away.

FOUR CRATES

The first crate has five, foot long and wide cubes of wrapping. In the wrapping are ten crimson one-inch by one-inch jelly-like cubes. Eating one of these allows the eater to see in the dark for ten hours.

The second crate has five, foot long and wide cubes of wrapping. In the wrapping are ten dark blue one-inch by one-inch jelly-like cubes. Eating one of these allows the eater to move twice as fast (and attack two times in a melee round) for ten minutes.

The third crate has five, foot long and wide cubes of wrapping. In the wrapping are ten emerald green one-inch by one-inch jelly-like cubes. Eating one of these cures all poisons entering the body for ten minutes.

The fourth crate has five, foot long and wide cubes of wrapping. In the wrapping are ten bright yellow one-inch by one-inch jelly-like cubes. Eating one of these cures ten hit points of damage.

Spider, Red Lightning

(HD 4, HP 11, AC 9, MV 20' Experience Points: 270)
Radiation Resistance 11 Constitution 4
Mental Resistance 11 Strength 4
Dexterity 18

[Prime=Physical] When there are hundreds of these spiders, they can generate a 9d6 lightning bolt, WC 1, range 30'. This can be done every three combat rounds

as long as the prey stays in the area.) These fist-sized, bright red, spiders generate bright red webbing. When

prey disrupts a red web, it alerts the spiders, and they start gathering around the prey. They form swarms numbering hundreds of individuals and gather at the rate of 60 [additional] spiders per combat round. Mutations— Mass Mind, Electrical Generation[bolt], and Heightened Intelligence.

ENCOUNTER "D" OF THE 12TH LEVEL

You've traveled several miles in the dense jungle when you hear some type of wiring chopping noise. You come across a cleared area in the jungle. Four clockwork metal things are working to cut away the jungle. Your black pathway thread extends right between the dangerous-looking metal clockwork creatures. Each appears ten feet tall and wide. They are floating a foot off the ground and are covered in cut pieces of the jungle. Two of them have glowing shears that are easily cutting through the thickest vegetation. The other two have single glowing tentacles that are bashing the plants down.

Robot, Crazy Garden (2)

HD 10, HP 32, AC 15, MV 25', EXP 405
Prime = Mental – pruning shears 2d6, WC 1
Robot, Crazy Horticultural (2)
HD 20, HP 30, AC 15, MV 25, EXP 405

Prime – Mental, paralysis tentacle attack WC 1 or bladed attack 2d6, WC 1

If the tentacle strikes flesh, that character is out of the battle for 30 minutes.

IGNORING THE ROBOTS – If the characters ignore the robots, the robots ignore them. The group can go right past the units with no problem.

TALKING TO OR DEALING WITH THE ROBOTS – The robots can talk with the characters, but they show a good bit of anger at being stopped in their cutting. Use a fun robot voice and start arguing with the player characters. Eventually, it escalates into a shouting match, and the four robots attack. They won't follow the characters if they run. The tentacles don't strike very often and need to strike flesh to work their effect.

TRYING TO GO AROUND THE CLEARING

This effort gains them a random encounter from the list for level 12.

BETWEEN D AND A GIVE THE CHARACTERS A WANDERING CREATURE FROM THE LIST.

SECOND "A" ENCOUNTER FOR LEVEL 12

You see masses and masses of thick white webbing, exactly like the webbing of the giant spider you faced when you came through the portal. It spreads for a great distance in all directions.

At the stroke of a web with a sword, the action draws the attention of the ten feet long and tall spider. Once the spider is dead, the party can see a single nest in several trees. Trying to burn the webs won't work as it is so wet.

IMPORTANT NOTE: *The black enchanted marking doesn't follow the group if they move away from the path that is being marked. In that case, hit them with wandering creatures until they come back on the path.*

After encounter "A" let them follow the black magical path to the elevator.

Giant Mutant Spider

(HD 18, HP 111, AC 17, MV 30', Experience 1,530)
Radiation Resistance: 12 Constitution: 18
Mental Resistance: 11 Strength: 18
Dexterity: 11

[Prime – Physical] The spider spews out a very sticky rope of webbing. It tangles up a character. If they have an 18 strength, they can get out in three melee rounds. With less strength, it takes longer. When all of the characters are trapped the spider comes down out of the trees and tries to bite them. The bite does a point of damage and paralyzes each character.

This spider nest has three shotguns that the character knows how to use. The guns inflict 7d6 in damage, but only have two shots each.

THE ELEVATOR

You go from a thick jungle tangle to an open metal, well-lit corridor with no vegetation at all. You look back into the jungle and you can see hundreds of huge bugs, but none of them move into the open area. The black thread of magic flows across the empty opening to a wall. Looking at the wall there is a large panel of metal that is different from the other metal walls in the area. Alongside the panel is a strange rectangle that appears to be seven inches long and two inches wide on the wall four feet above the floor.

Night comes again to the area and it becomes pitch black. Expose the characters to another wandering creature from the list. In the middle of the night, the panel on the wall opens to reveal two huge wolf humanoids. They

immediately attack. If a player character gets killed by the wolfoids, the creatures stop everything and cut off the hands of the dead player character.

Wolfoid, Ninja (2)

(HD 18, HP 60, AC 14, MV 40' Experience Points: 1955
Radiation Resistance 17 Constitution 18
Mental Resistance 10 Strength 18
Dexterity 10

[Prime=Physical] one triangular sword attack inflicting 4d6 damage, WC 3, or 3 throwing star attacks inflicting 1d6+1 damage each, WC 2, range 30'.) These 6' tall mutated wolves have human intelligence, stand on their hind legs, and have discovered the ways of the Ninja from the Warden's data banks. They now pattern their lives after the teachings of the ninjutsu warriors and dress in dark camouflage clothing. This, combined with their Heightened Precision, allows them to blend in with their surroundings, becoming virtually invisible and surprising their enemies 85% of the time. Ninja Wolfoids also have Radiated Eyes, and Regenerate 5 health per combat round. When faced with overwhelming opposition, Ninja Wolfoids prefer to drop gas canisters and escape amid the resulting smoke. Mutations— Radiated Eyes, Immunity to Lasers, Regeneration [5 damage per turn, Telepathy, Heightened Precision, Heightened Dexterity, Heightened Constitution.

They each have green armbands on their wrists that only appear if the group searches them. Each has a backpack with the following: 3 bottles of berry juice (9 points of healing potions), two baseball hardballs, large black capes, four large sealed bottles that when smashed on the ground raise a huge plume of black smoke, and gas masks designed to work on the muzzle of a wolf.

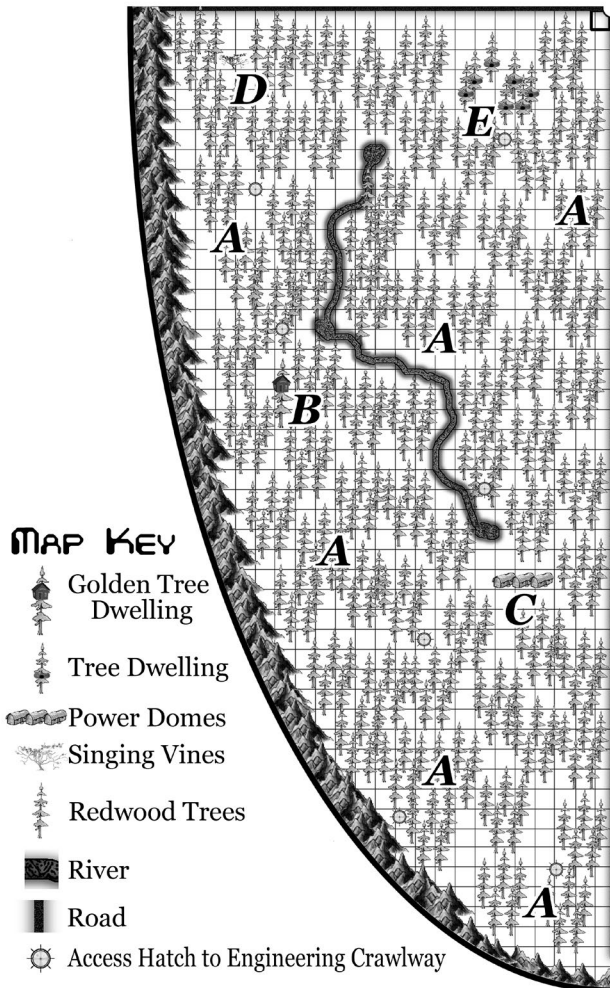
Note: the wolfoids don't use radiated eyes until they are near death. They will not retreat from the combat.

Although the elevator door closed, the group should be able to figure out the use of the armbands if they searched the bodies of the wolfoids. When they get the elevator door open, using an armband, they can see a panel of 18 rectangles on the wall beside the open door. The black thread of energy flows into the 11th rectangle on the wall. Using the armband takes them to the 11th level.

Note: The rogue can pick the elevator lock with a 25% chance of success. If he doesn't get it on the first try he won't have a chance for 24 hours. Picking the lock doesn't allow them to move up and down in the elevator. They must deal with the panel of 18 rectangles inside the elevator and only armbands work to move the lift.

The Redwood Forest

One Square = 1/2 Mile



MAP KEY

- Golden Tree Dwelling
- Tree Dwelling
- Power Domes
- Singing Vines
- Redwood Trees
- River
- Road
- Access Hatch to Engineering Crawlway

WANDERING CREATURE LIST FOR LEVEL 11

2 – Blood Draining Thorn Stinger

HD 10, HP 44, AC 12, MV None, EXP 540

Prime = Physical -- 5 thorn attacks inflicting 2d6 +5 blood draining, WC 1, range 90'

3 – Carnivore Willow

HD 18, HP 100, AC 16, MV None, EXP 1020

Prime = Physical – 1d6 manipulation vines grab at the victim, WC 1, 2d6 crushing damage once grabbed

4 – Forest Lizard

HD 15, HP 55, AC 15, MV 40'/leap 30, EXP 980

Prime = Physical – claw inflicts 10d6 in damage, bite inflicts 4d6 in damage and both are WC 2.

5 – Fungus Red Puff Ball

HD 3, HP 5, AC 4, MV None, EXP 150

Prime = Physical – poison intensity 8 spores also inflict 10 hit points of damage at a touch

6 – Hawk, Giant Mutant

HD 13, HP 55, AC 14, MV 10'/flying 30', EXP 1560

Prime = Physical – Mental Control, Mental Blast, Mental Defense Shield, Force Field, Illusion Generation, Taller, New Body Parts

7 – Hornet, Giant Mutant

HD 10, HP 44, AC 8, MV 30'/30' hopping, EXP 540

Prime = Physical – intensity 10 poison sting, WC 3

8 – Panther, Giant Mutant

HD 12, HP 66, AC 12, MV 30', EXP 770

Prime = Physical – one claw inflicts 10 damage and a bite inflicts 4d6 each, WC 2

9 – Robot, Horticultural

HD 10, HP 50, AC 15, MV flying 96 kph, EXP 405

Prime = Physical – No attacks

10 – Squeeze Vines

HD 17m HP 90, AC 15, MV None, EXP 1,520

Prime = Physical – 1d6 fanged vines inflict 1d6 each in damage, WC 2.

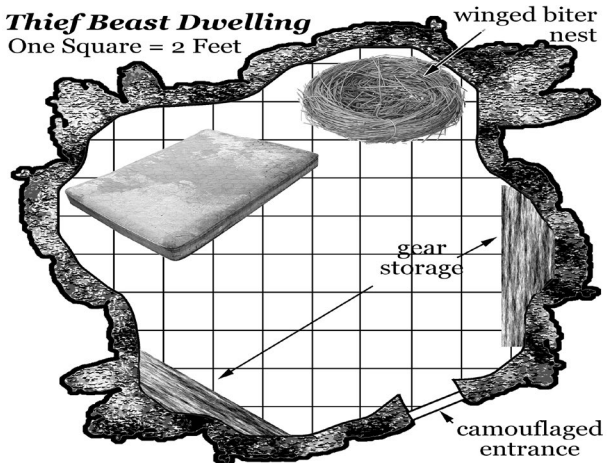
11 – Three-Headed Lynx

HD 10, HP 44, AC 11, MV 30, EXP 880

Prime = Mental – bite 2d6, WC 2, if a bite strikes on the next melee round all three bites automatically strike

Thief Beast Dwelling

One Square = 2 Feet



12 – Zap Bird

HD 5, HP 11, AC 10, MV 30' flying, EXP 360

Prime = Mental – Beak damage inflicts 5d6

ENCOUNTERS FOR LEVEL 11

As the elevator door opens on the 11th level present them with a random encounter for that level. It is nighttime on this level so they cannot see the black magical thread in the darkness. The lights from the elevator opening show the creature coming at them.

The elevator opens up into darkness. You find yourself in another large corridor. There are piles of junk all over the metal floor of the area. You are attacked as soon as the elevator door opens.

Insert a wandering encounter from the level 11 list.

If they ignite some lights in the corridor after the battle, they attract lots of wandering creatures every 2 hours of darkness. After ten hours the lights come on to reveal a lot of metal junk. There are the pieces of several types of robots (clockwork beasts to the characters) and two wooden wagons. There is a broken laser pistol, but it has a hydrogen energy cell half in and half out of the weapon which tells them how to power it up. Eventually, in a metal case, they find ten hydrogen energy cells which allow them to fire their laser four times per cell.

When the lights come on they see the black enchanted thread extending into the distance. After a couple of hundred yards, the area opens up into a forest. The forest smells fresh and clean. There is one strange feature. All of the forest creatures have two heads. The birds, squirrels, other animals, and insects all have two heads.

NOTE: Insert a wandering encounter between the elevator and encounter E.

ENCOUNTER “E” FOR LEVEL 11

The forest seems well taken care of. There are no lower branches as they have all been sawed off. The ground cover consists of fragrant flowers and short grasses. It's easy to navigate through the forest among the trees. The black enchanted thread extends through the forest.

ENCOUNTER “E” FOR LEVEL 11

You travel several miles into the forest. Suddenly the forest ceiling changes. You note

large, crudely built huts twenty feet up in the branches of the redwoods. There must be thirty or forty of those and the enchanted black thread extends all the way through the trees on the ground of the forest under those huts.

GO AROUND THE VILLAGE AND KEEP TRACK OF THE THREAD OF MAGIC IN THE DISTANCE

Hit the characters with a wandering creature from the list as they slink by the village.

FIGHT IN THE VILLAGE

If the characters go slowly through the hut area, they are attacked by many thrown spears. Roll 6d6 dice for each of the player characters as spears are being thrown at them from the huts. On any roll of 6 on a die, the spear strikes the character for 1d6 in damage. Three flights of spears will be thrown at the characters and then the creatures hide in their huts.

NOTE: these spears are very special. Made of metal, if the characters pick them up they discover the well-made weapons strike for 2d6 and they are not magical, just unusually well made and balanced with a razor-sharp spearhead.

On the idea that the group goes into those huts to fight they encounter two Metal Ones ready for battle in each hut.

Metal One

(HD 6, HP 19, AC 12, MV 14', Exp 575)

Radiation Resistance: 10

Constitution: 6

Mental Resistance: 14

Strength: 10

Dexterity: 10

[Prime = Mental] 2 claws inflicting 2d6, WC 1, or a mental paralyze attack up to 6 feet away. These are three feet long badger humanoids. Mutations: telekinesis, fear of intelligent plants, near-nearsightedness, mental paralysis.

RUN THROUGH THE VILLAGE AS FAST AS YOU CAN

Roll four d6 for each of the characters. Any “6” hits a character for 1d6 in damage.

WANDERING CREATURE: Between “E” and “A” give them a wandering creature from the list.

ENCOUNTER “A” FOR LEVEL 11

After an hour of travel, the forest widens and you see a very large log cabin. The black thread leads right to the front door. Could this be the goal you seek?



The wise players check out the other side of the cabin. They discover the black thread goes through the cabin and extends on. They wouldn't have to check out the cabin at all if they wanted to avoid the hassle.

You come up to the door. Do you bash it down, being ready for battle? Do you politely knock on the door and hope for the best? Do you use stealth and try to open the door a crack to look inside?

As you decide what to do the door swings open. An armored humanoid creature of some type stands in the doorway with some type of rifle pointed at you. In your mind, you feel a question forming. *Why are you at my door?*

The thief beast is not happy to see the group. It won't let them enter the cabin. It is trying to protect four kits. If the player character group tries to explain themselves the thief beast tells them to leave and slams the door in their faces. The black thread still goes into the cabin door.

Fighting this creature causes problems for the C&C group. It generates an illusion of itself and all of the C&C characters must attack that illusion. Only area effect attacks will touch the beast.

If they kill the beast, they can enter the cabin. Suddenly two fragmentation grenades fall from the loft where the baby thief beasts are hiding. The grenades inflict 6d6 in damage. The kits have four more of those grenades.

The group quickly notes that the magical thread goes through the building and out the back.

Thief Beast

(HD 5, HP 18, AC 12, MV 30' Experience Points: 460)
 Radiation Resistance 12 Constitution 5
 Mental Resistance 12 Strength 10
 Dexterity 10

[Prime=Mental] by weapon/equipment, which can vary). This 6' tall mutant raccoon is highly intelligent and has studied and understands most of the equipment found aboard the Warden. They are avaricious but prefer looting to violence. Thief Beasts walk upright and have the following Mutations— Taller, Telepathy, Illusion Generation, Telekinesis, Repulsion Field, and Empathy. Their fur can also generate a dazzling light once per day which stuns those who fail to avoid its effect for 1d6 combat rounds.

A quick search of the body reveals a strange crossbow with ten bolts. The bolts are smeared with a green poison (intensity 8) inflicting 2d8, WC 2 in damage plus poison.

Special Wandering Encounter:

Mushroom Person, Small

(HD 4, HP 10, AC 10, MV 6' Experience Points: 225
 Radiation Resistance 10 Constitution 4
 Mental Resistance 10 Strength 6
 Dexterity 10

[Prime=Physical] one attack by leaping onto a victim's chest and then melding with the flesh of the victim [roll a 12 or greater on 3d6 per Mushroom to determine a successful leap.] If successful, this attack results in four mushroom men popping out of the chest of the victim five days later inflicting 5 damage per mushroom man.) These 6"-tall, human-shaped,

intelligent mutated mushrooms have heads resembling the top of a white mushroom with a ring of eyes around the top. Each is equipped with a 5" wooden spear that these creatures made from fallen branches and twigs. Mushroom People are intelligent, communicate telepathically, and work to control others to bring them their favorite food: blood. If creatures refuse their telepathic demands for food, the mushrooms attack. Mutations— New Plant Parts, Telepathy. NOTE: If these Smaller, New Plant Parts, Telepathy. NOTE: If these Small Mushroom People are destroyed, a day or so later a band of Medium Mushroom People hunt down the perpetrators and attack.

If any of the smallest mushrooms are touched by the characters the spores of the mushrooms rub off on the characters. An hour later the next largest mushroom creatures attack.

Mushroom Person, Medium

(HD 10, HP 30, AC 12, MV 9' Experience Points: 900
Radiation Resistance 13 Constitution 10
Mental Resistance 13 Strength 10
Dexterity 10

[Prime=Mental] one spear attack inflicting 1d4 damage + electrical generation for an additional 3d6 damage, WC2, range 5'.) These creatures resemble their smaller cousins in all respects except they tower to 2' in height and carry a 2'-long spear. Mutations— Increased Senses, Symbiotic Attachment, Electrical Generation [inflicting 3d6 in damage], and New Plant Parts. NOTE: If these Medium Mushroom People are destroyed, a day or so later a band of Large Mushroom People hunt down the perpetrators and attack.

SPECIAL NOTE: *The third size of mushroom men only appear if the player characters attacked the second set of mushroom men. After this battle, there will be a white paste all over the characters' feet.*

Mushroom Person, Large

(HD 16, HP 80, AC 15, MV 15' Experience Points: 1725)
Radiation Resistance 18 Constitution 16
Mental Resistance 17 Strength 10
Dexterity 10

[Prime=Physical] one spear attack inflicting 3d6 damage, WC 2, range 10', or a mental ability [see below].) These creatures resemble their smaller cousins in all respects except they tower to 7' in height and carry a 7'-long spear. Mutations— New Plant Parts, Heightened Intelligence, Mental Paralysis, Force Field

Generation, and Heightened Brain Talent. NOTE: If these Large Mushroom People are destroyed, a day later a Gigantic Mushroom Person appears and attacks.

ENCOUNTER C FOR LEVEL 11

As you come into a large clearing, you see a log fort ahead of you. Twenty feet tall logs surround some type of area. There are strange-looking humanoids with rifle weapons walking a parapet. You walk back into the woods and out of sight. You see the thread extend outside the fort and into the woods on the other side. You could go around the clearing and match up with the thread on the other side. You could stop at the fort and try asking for direction.

GOING INTO THE VIGILIST VILLAGE

Some type of strange clockwork creature opens the front gate of the fort and beckons you forward. It speaks in an odd machine voice. "All are welcome in the Vilgilst camp. Your wounds will be healed and you will be given food. Come and enjoy our company."

You note over fifty small cabins. There is a central area. In that place tables of food are being put out. You can see children peeking from around corners at you. There are several more clockwork beings moving around. You are welcomed to the center of the complex by a giant human-looking being.

Everyone sits down to eat. Your wounds are all healed by a strange little talking black box.

You can run out of the village at this point or sit down and eat and possibly find out where exactly the elf prince may be.

If they run, nothing harmful happens. They can continue their quest and follow the thread.

If they stay they discover the prince is in a huge tree five miles away. While they eat they all place their magical weapons on the table. The player characters don't know why they do this, but they are being mind-controlled. They are given razor-sharp katakana to replace their weapons. They are being mentally commanded to like giving up their weapons. The new swords inflict 1d12 in damage when striking. However, they do not strike creatures needing magical weapons to hit them. The cleric is given a strange mechanical hammer that strikes for 3d6 damage and will strike enchanted creatures normally requiring a magic item to strike them. The player characters leave the village forcefully liking all the members of the Vigilists.

Have the mushroom men encounter happen. Then have a wandering encounter happen just before they come to the Glenn of the giant golden tree.

HALF-ELF TREE OF GOLD

Elf-Tree Introduction

As you break out of the woods and see the amazing tree in front of you, the size of the thing is startling. Just on the half you can see the bottom of the tree is hundreds of yards wide. There is some type of stairway zig-zagging up the tree. The black glow of the magical trail flows to the bottom of the tree and up into the trunk along what appears to be a wide set of stairs carved into the side of the tree. Unfortunately for you, there is some type of dragon sleeping at the foot of the staircase and you know you aren't getting past it without a fight.

Elf Tree Encounter "6"

The characters might try to climb up the tree not using the stairs. Such attempts were planned for by the makers of the tree. All over the trunk and branches from top to bottom are cones of fungi that are sensitive to the slightest movement nearby.

As you climb up the side of the tree, ignoring the stairs up the tree, you notice a quick movement. Suddenly a fog of something spews out at you. You begin coughing in the nasty cloud.

Spewer Fungi

(HD 4 HP 12, AC 15, MV None)

Radiation Resistance 18

Constitution 4

Mental Resistance 3

Strength 3

Dexterity 3

[Prime=Physical] This two-foot-long cone of fungi is brown in color and grows from any dead flesh. It senses movement within 30 yards and blasts forth with poison spores that drift in the air (Intensity 5 poison, WC 1). If the spores kill the prey, the spores grow on the body to make 1d6 more Spewers.

Mutations: Heightened Senses, Poison Spores, Plant Movement

Experience: 510

Elf TREE ENCOUNTER "5"

The dragon is huge. At least 60 feet long, it appears to have a thick purple flesh. Its clear weapons are going to have difficulty piercing the flesh of the monster. It has a huge frill of horn on its skull and a large horn that could do a lot of damage. Right now it appears to be



sleeping, but no one doubts that walking near the thing won't wake it up.

Around the tree is 200 yards of grassy meadow with unusually large wildflowers. The Saurus can easily be distracted and led away from the stairs extending up into the tree.

Purple Saurus

(HD 18, HP 130, AC 25, MV 20')

Radiation Resistance 17

Constitution 18

Mental Resistance 4

Strength 18

Dexterity 10

[Prime=Physical] It's a huge mutant dinosaur moving on four massive legs. At 60 feet long its hide is thick and the purple coloring has several defensive features. Edged weapons, bites, and fangs inflict half damage in a strike. Its massive bite inflicts 6d6 in damage (WC 1). Weapon strikes to the hooded head of this mutant only inflict 5 hit points of damage to the beast.

Mutations: Heightened Strength, Heightened Constitution, Energy Reflection allows the mutant to take the damage of an energy attack, but then it casts the exact same attack back at the attacker.

Experience: 2,989

Elf Tree Encounter "4"

You see an amazing sight coming down the carved stairs. One after another two very strange clockwork creatures are moving slowly down the stairs. Each has a long tentacle coming out of a small black box to the front of the creature. Out the creature's back is a large purple bladder that wiggles as the thing comes down the stairs. Each one of these completely fills the stairway. What to do, what to do?

Physically attacking these robotic units causes the bladder to rupture and spew out glowing purple dust at radiation intensity 11. If they think of it, the characters can either go all the way down the stairs to face the saurus again or they can hang on the sides of the stairs while the units climb past.

If they hang off the side they must face the spewer fungi.

Radiation Retrieval Robot

(HD 5, HP 21, AC 45, MV 20')
Radiation Resistance 18 Constitution 5
Mental Resistance 3 Strength 3
Dexterity 3

[Prime=Physical] The unit is a black, square box at one foot on all sides. Behind it, the unit drags a special bladder that can increase in size from a foot by a foot to ten yards by ten yards. A ten-foot-long collapsible tentacle works the front of the unit. Although that tentacle starts out harmless, it quickly generates a 1d6 intensity radiation touch. The unit is searching for irradiated areas. In its search, it uses its tentacle to detect problems. There are usually 2d6 of these units in operation in an area. The danger of the unit is that the tentacle reaches out and touches victims and irradiates them. The unit is easy to destroy, but breaking the bladder spreads radiation dust all over the area of the bot. Once the bladder is full the unit moves to the nearest outside port and spaces the bladder.

Experience: 800

Elf Tree Encounter 4

You see some type of metal thing sitting on the side of the stairs as you climb up and following the black energy trail. As you reach two steps below the metal thing it rises out of the alcove and blocks the stairs. The unit says in a loud metallic voice, "You may not pass. Go and not be destroyed." Strange tubes on the metal thing roll and point at you all.

If the characters are invisible, the unit ignores them. The battle will be deadly. The first laser blasts don't do any damage on plate armor, but the second and all other blasts inflict laser damage. The unit talks right along with the characters and tells them it is the guardian of the way and for one hundred years nothing dangerous has passed this way.

Military Laser Robot

(HD 18, HP 100, AC 45, MV 45')
Radiation Resistance 10 Constitution 18
Mental Resistance 10 Strength 10
Dexterity 10

[Prime=Physical] This military unit is an independent attack device. It stands five feet tall and wide with its power plant and program chips at the center of the unit in the most armored section. The programmer sets up the attack perimeters and the unit advances on treads and attacks. It has six functioning laser tubes and each tube can fire every other melee round. The unit usually targets and fires three of its tubes and alternates until the target is destroyed. Equipment includes: Laser range finder, AI programming, fusion power source, armor, treads moving the device up to 45 MPH, sensors detecting infra-red and ultra-violet spectrum, radiation detectors, and communication equipment. NOTE: In the case of laser energy not being effective the unit is capable of retreating and signaling for support units. Each tube is WC 4, Short-range = 40 yards, Medium range = 41-100 yards, and long-range - 101 - 500 yards, strikes for 5d6 with each tube.

Experience: 2,400

Elf Tree Encounter 2

On the stairs and blocking the passage up is an assembly of the oddest looking plants you have ever seen. They look like the dandelion heads that grow the fluffy seeds and are blown in the wind. But each one is five feet wide and floating a few inches above the stairs. As you see them, they start to float toward you. You count one giant weed for each of you and there is an extra one behind the others.

These are slow-moving obstacles. There is no way to go around them as they attach to the bodies of their prey. The characters might or might not have powered devices to be sucked dry of power. The characters feel an uncomfortable grasp of the weed and could think they need to fight for their lives.

Heat Weed

(HD 7, HP 39, AC 15, MV 40')
Radiation Resistance 8 Constitution 7

Saving Wren

Mental Resistance 8
Dexterity 8

Strength 8

[Prime=Physical] This is a two-foot in diameter seed pod that floats in the area trying to sense for heat sources up to 1,000 feet from the weed. Once sensed the weed floats toward the heat. The plant comes up to the source and enfolds it with its seed spines and inflicts 12 points of damage and continues to cling to the victim. If the prey can't force the weed off their body they take more damage until they die. On death, the weed injects the body with seeds that sprout in a few days. Mutations: Increased senses, flying, seed sting

Experience: 790

Elf Tree Encounter 1

You see an astounding home in the trees. It's two stories tall and quite large. There is a huge portal to the front of the building. To the side of that portal is a strange spiky red bush. There are no windows in the building.

Spiked Plant

(HD 10, HP 50, AC 20, MV None)

Radiation Resistance 18 Constitution 10
Mental Resistance 18 Strength 18
Dexterity 18

[Prime=Physical] The plant appears on the ground as a three feet tall quill-filled red ball. It reacts to movement within 20 yards and launches 2 quills inflicting 2d6 with each quill (WC 1). The quills are like seeds. If they kill the victim they sprout in the body and feed off of those nutrients. There are commonly 3d6 of these in a dry area of sand. Mutations: Heightened Senses

Experience: 390

After the two spikes are launched at each character, the plant ignores them.

Naturally, the door is locked. Knocking or bashing brings the dwarf to the door.

Gro-org the Dwarf

(HD 18, HP 48, AC 9, MV 20', Experience: 1,615)
Radiation Resistance 18 Constitution 18
Mental Resistance 7 Strength 18
Dexterity 16

[Prime=Physical] He uses a specialized plasma war hammer that can be thrown and after it misses or strikes comes back to the hand of the thrower (inflicts 6d6, WC 4, phosphorous grenades inflict 5d6 of burn damage WC 4.

Mutations: Heightened Strength, Heightened Heightened Senses, Heightened Dexterity, Immunity to all poisons, and illusion generation.

He has enchanted +3 plate mail and uses a flying carpet for 4 beings. He uses a small drone that generates the phosphorous grenades if fed metal and sulfur.

The dwarf opens the door and notes the group. He growls, "I don't like elves." He then slams the door closed.

More knocking has Wren come to the door. The half-elf is overjoyed to see his kin at the door. He invites them in and gives them a wonderful meal. He heals up all the damage any of them have taken by giving them a strange red fruit. He is overjoyed at the prospect of going home.

Elf Prince Wren o' the Blade

(HD 18, 58, AC 18, MV 40' / flying 60')

Radiation Resistance 10 Constitution 18
Mental Resistance 10 Strength 17
Dexterity 18

[Prime=Mental] Weapons include: Laser pistol (inflicts 10d6, WC 5, 5 shots on a hydrogen energy cell and he has lots of both), energy dagger made for throwing (10d6, WC 6. fully charged lightning bolt wand 36 points of heat damage.

The half-elf is wearing power armor with a 50 points force field and the ability to see invisible objects and radiation intensities. It allows the wearer to fly.

Mutations: Heightened Dexterity, Heightened Constitution, Heightened Strength, Life Leech (drains 6 hit points for all life in a 30 feet area around the mutant)

Demeanor: The half-elf doesn't trust anyone coming up into his tree. He will go a couple of rounds with the characters to see what they are made of.

Experience: 1,055

The group has accomplished its mission. They have brought the prince and the dwarf back to the elf lands. The fantasy world is going to be very shocked when the equipment of the Warden starts being used in the lands of magic.

TOURNAMENT STYLE CHARACTERS

Wizard

This 9th level neutral elf's vital statistics are HD 9d4, HP 36, AC 18, BTH +3, and MOVE 30 feet. Primary attributes are wisdom and intelligence. Significant attributes are dexterity 17, constitution 18, and intelligence 18. Spells known: 5/6/5/4/2/1. Equipment: Robes, Bag of Holding, Potions of Cure Critical Wound, Invisibility and Neutralize Poison. Amulet of Natural Armor that grants +5 AC, Dusty Rose Prism Ioun Stone that grants +1 AC, Necklace of Fireballs with 6 missiles and a +3 Staff. You have a backpack of ten things, list them on this sheet on the back.

Spells

5 cantrips: Detect Magic, Detect Poison, Light, Mage Hand, Open/Close

5 (6) first level spells: Burning Hands 9X1d2, Charm Person, Feather Fall, Magic Missile (4 missiles 1d4 +1), Shocking Grasp (1d8 +1 X9)

4 (5) second level spells: Darkness, Fog Cloud, Knock, Protection from Arrows, Web

3 (4) third level spells: Dispell Magic, Fireball, Haste, Lightning Bolt

2 fourth level spells: Charm Monster, Remove Curse

1 fifth level spell: Hold Monster

Knight

This 9th level neutral elf's vital statistics are HD 9d10, HP 90, AC 22, BTH +8, and MOVE 30 feet. Primary attributes are charisma and strength. Significant attributes are strength 17, dexterity 19, constitution 18, intelligence 14, wisdom 14, and charisma 17. Equipment: Full Plate, Steel Shield, Bag of Holding, Potions of Remove Disease, Remove Paralyzation, Haste and Cure Critical Wounds. Deep Red Sphere Ioun Stone that grants +2 dexterity, +3 Sylvan Sword and functions all over the Warden and a Flying Hammer – throw it into the air and it attacks for 4 melee rounds inflicting 2d8 +4 and strikes as the characters that tossed it in the air. The hammer knows the foes of the wielder. Special: Demoralize ability is not effective on the Starship Warden. You have a backpack of ten things, list them on this sheet on the back.

Abilities

Tell all players they are at a +3 to strike while you are in the battle, Tell all players they are at +2 to all saving throws while you are in the battle, Remind the Castle Keeper enemies are at a -1 to strike.

Cleric

This 9th level neutral elf's vital statistics are HD 9d8, HP 70, AC 20, BTH +4, and MOVE 30 feet. Primary attributes are wisdom and intelligence. Significant attributes are strength 18, dexterity 18, constitution 19, intelligence 15, wisdom 18, and charisma 17. Spells known: 5/5/5/4/2/1. Equipment: Banded Mail, Steel Shield, Bag of Holding, Potions of Neutralize Poison, Cure Critical Wounds and Detect Traps as the cleric spell. Pink Rhomboid Ioun Stone and grants +2 Constitution, 4 Scrolls, each containing the cleric spell Flame Strike, cast at 5th level and a +3 Sylvan War Hammer and functions all over the Warden, Special: Turning – Not possible on the Starship Warden. You have a backpack of ten things, list them on this sheet on the back.

Abilities

Turn Undead

Spells

5 Orison level spells: Detect Evil, Detect Chaos, Detect Poison, Light, Light

4 (5) first level spells: Bless, Cure Light Wound (1d8), Detect Undead, Sanctuary, Shield of Faith

4 (5) second level spells: Augury, Darkness, Delay Poison, Detect Traps, Hold Person

3 (4) third level spells: Cure Serious Wounds (3d8), Cure Serious Wounds (3d8), Remove Curse, Remove Disease

2 fourth level spells: Divination, Neutralize Poison

1 fifth level spells: Flame Strike (9d6)

Fighter

This 9th level neutral elf's vital statistics are HD 9d10, HP 90, AC 20, BTH +9, and MOVE 30 feet. Primary attributes are wisdom and strength. Significant attributes are strength 17, dexterity 18, constitution 19, intelligence 13, wisdom 13, and charisma 13. Equipment: +2 Elven Chain, Bag of Holding, Potions

of Cure Critical Wounds, Invisibility, and Gaseous Form. Vibrant Purple Prism Ioun Stone that contains the 3rd level wizard spell Fireball, +3 Sylvan Sword and functions all over the Warden+2 Composite Long Bow, 3 Arrows of Acid, treat as the wizard spell Acid Arrow cast at 5th level and 3 Javelins of Lightning. You have a backpack of ten things, list them on this sheet on the back.

Abilities

+2 to strike and +2 on damage, Fighters gain 3 attacks at 9th level

Rogue

This 9th level neutral elf's vital statistics are HD 9d6, HP 55, AC 16, BTH +3, and MOVE 30 feet. Primary attributes are dexterity and wisdom. Significant attributes are strength 17, dexterity 17, constitution 18, intelligence 17, and charisma 16. Equipment: +2 Leather Armor treat as a Cloak of Elvenkind, Bag of Holding, Potions of Heal, Cure Critical Wounds, Cure Serious Wounds and Cure Light Wounds. Iridescent Spindle Ioun Stone that sustains creature without air, +4 Short Sword and 4 Darts with Type IV poison. You have a backpack of ten things, list them on this sheet on the back.

Abilities

Backstab – +4 to strike and inflicts quadruple damage, Climb, Decipher Script, Hide, Listen, Move Silently, Open Locks, Pick Pocketse, Find and Disarm Traps

Ranger

This 9th level neutral elf's vital statistics are HD 9d10, HP 88, AC 18, BTH +8, and MOVE 30 feet. Primary attributes are wisdom and strength. Significant attributes are strength 17, dexterity 19, constitution 17, and intelligence 16. Equipment: Chain Mail Hauberk, Bag of Holding, Potions of Invisibility, Levitating, Flying, Cure Critical Wounds. Pale Lavender Ioun Stone that absorbs spells of 4th level or lower with 20 spell levels limit, +3 Sylvan Sword and functions all over the Warden, +3 Sylvan Composite Long Bow and 5 Arrows of Fire, treat as the wizard spell Acid Arrow cast at 5th level doing Fire damage instead. You have a backpack of ten things, list them on this sheet on the back.

Abilities

Combat Marauder – Inflicts +9 to wolves and wolf-like creatures, Conceal, Delay Poison, Move Silently in Wilderness, Detect Traps and Build Traps in Wilderness, Survive in Wilderness, Track in Wilderness, Favored Enemy (wolves and wolf like creatures).

STARSHIP WARDEN Deck EXPANSIONS



DOME BOSS ENCOUNTER:

The Kraken Weed of McKinley Lake (Area 5)

Kraken Weed

(HD 18, HP 96, AC 18, MV 0'/none
Radiation Resistance 11 Constitution 18
Mental Resistance 9 Strength 8
Dexterity 7

[Prime=Physical] 6 tentacle-like vine attacks inflicting 2d6 damage, WC3, range 60' with 60'-long and then either pull "out of water" prey into the water or pull "in water" prey closer to the maw of the plant.)

This massive, 20'-diameter ball of vegetation is an ambush predator that lies totally hidden in water. The weed is able to sense alpha wave patterns [brain activity] and searches for victims to grab with its tentacles. Once a victim has been grabbed by the tooth-like barbs of the Kraken's vines, it is drawn 20' per turn closer to the maw if in water, and some lesser amount dependent on circumstances if out of the water. If it doesn't find other things to grab, the Kraken Weed begins adding other tentacles, one at a time, to the first grabbed victim. The maw and digestive system hide in the center mass. The Kraken Weed is also able to communicate with data processors via AM broadband signals produced in its brain. That communication is a simple shut down command. This

means horticultural robots, seaweed clearing robots, and garden robots all shut down before they can cut away at the growth of the Kraken Weed. Mutations—New Body Parts, Heightened Intelligence, Heightened Dexterity, Moving Parts, Aromatic Sap, Larger Than Normal, and Physical Reflection [lasers].

DECK III BOSS ENCOUNTER

Area #6E ~ Military Special Equipment Storage

A security locked 20' container (made ready for transit on a Condor Class Shuttle) is filled with (4) Military SRSR Robots, (4) Military LRSR Robots and (1) Military MRSR Robot (to grab a prisoner for interrogation. The container should be labeled "Counter Insurgency Protocol" and it should only open if properly hacked or a specific black wristband is used. The robot's current program can be "kill anyone not in possession of that wrist band" as, of course, the human commander in charge of this force would be wearing that, and they should be re-programmable by anyone able to hack the robot (once shut down) or via verbal commands from someone wearing that specific black wrist band. You could also put a military hacking device in the area if you want (I am adding one to the gear list called the 'Can Opener').

Deck Expansions

Robot, Military LRSR

(HD 10, HP 60, AC 20, MV 80 kph
Experience Points: 405 Radiation Resistance 15
Constitution 10 Mental Resistance 10
Strength 10 Dexterity 14

[Prime=Physical] one energy blast cannon inflicting 50 damage to all in a direct line from the barrel, WC 7, range 900'. This heavy combat unit is designed to soak up punishment and deal out death in all directions. It is a 10' cube, floating on anti-grav pods at up to 80 kph. Its sensors scan 3600 and are three times as good as a human's senses, noting even radiation and infra-red emissions. It can communicate with other data processors to acquire new targets. Its fusion energy system allows it to fire the cannon every other combat round. Special— its programming allows it to communicate with intelligent devices of all types and turn them on and off.

Robot, Military SRSR

(HD 10, HP 40, AC 13, MV 20' Experience Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 12
Dexterity 12

[Prime=Mental] 2 shotgun-like blasts inflicting 4d6 damage each, WC 4, range 75'. This military-grade guardian robot stands 4'tall and attacks any non-command or security personnel [identified by red or red/blue wristbands] that enter a given area [whatever area the robot was programmed to protect]. The unit has optical sensors that are the equivalent of human vision and infra-red sensors with a range of 300'. It is also able to detect power sources/signatures at up to one mile.

Robot, Military MRSR

(HD 10, HP 50, AC 16, MV 30' Experience Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 15
Dexterity 12

[Prime=Mental] one tranquilizer dart [Intensity 15, causes sleep], WC3, range 300'. The unit is 5' long and 2' tall and is covered in camouflage paint that changes with its surroundings. A capture machine designed to inject victims and carry them back to base, it has tentacles that allow it to pick up neutralized targets. Its senses are twice as powerful as a human's, and it has the ability to see in the dark with infra-red sensors. There are fifty darts in its magazine. Special— its programming allows it to communicate with intelligent devices of all types and turn them on and off.

Deck #2 Boss Encounter

Area #5G Mountain Holosuite – Attack of the Yeti

I'd give them a dozen or more of these guys, attacking as a tribe.

Yeti Mutant

(HD 12, HP 52, AC 14, MV 40'
Exp. Points: 1430 Radiation Resistance 10
Constitution 12 Mental Resistance 10
Strength 18 Dexterity 10

[Prime=Physical] one claw attack inflicting 1d20 damage, WC 1, and a bite attack inflicting 1d12, WC 1. This humanoid creature is 10' tall with thick white fur and large fangs jutting from its mouth.

Mutations— Heightened Smell, Heightened Hearing, Heightened Strength, Force Field Generation, Telekinetic Arm, and Intuition.

Deck #3 Boss Encounter

Area #5 – Defenders of the Temple of Ra

Put in some traps, add lots of wolfoids, and then of course the high priest. Remember, due to the conflicts on this level – the wolfoids might use automated defenses (tho' rarely), but are unlikely to use anything that has sentience (like a robot). There's space here for a few hundred acolytes, and 3-4 head priests.

Wolfoid, Egyptian

(HD 12, HP 59, AC 14, MV 30' Exp.Points: 1265
Radiation Resistance 13 Constitution 12
Mental Resistance 13 Strength 13
Dexterity 13

[Prime=Mental] one recurve bow attack inflicting 2d6 damage, WC 2, range 210', or a javelin inflicting 2d6 damage, WC 1, range 12'. This 9'-tall wolf mutant stands on its hind legs, Regenerates 4 damage per combat round, has Radiated Eyes and fur that is Immune to laser attacks. Egyptian Wolfoids have used the ship's resources to adopt the ancient Egyptian Sun worshiping culture of mankind, and to create authentic Egyptian equipment, including war chariots pulled by non-mutant horses. These Wolfoids never initiate battle an hour before or after high noon. Most Egyptian Wolfoids carry both javelin and bow. Mutations— Radiated Eyes, Immunity to Lasers, Regeneration [4 damage per turn], Heightened Intelligence.

Wolfoid Elder

(HD 13, HP 70, AC 14, MV 30' Exp. Points: 1560
 Radiation Resistance 11 Constitution 13
 Mental Resistance 14 Strength 11
 Dexterity 11

[Prime=Physical] one ceremonial staff energy bolt attack inflicting 8d6 damage, WC 4, Tech 3.) These 9'-tall wolf mutants stand on their hind legs and wear long ceremonial robes. Wolfoid Elders have Radiated Eyes, fur that is Immune to laser attacks, and they Regenerate 6 damage per combat round. Highly intelligent, these Elder Wolfoids are concerned primarily with power: its acquisition and proper dispersal to those they favor. Mutations— Taller, Radiated Eyes, Immunity to Lasers, Regeneration [6 damage per turn], Heightened Intelligence, Mental Control.

Staff of Ra (*because I knew you'd ask*)

WC4 Tech Level 6 Experience: 800
 Power Requirement: 1 Hydrogen Fuel Cell
 Power Cell Life: 20 discharges
 Size: 6' overall length x 4" diameter
 Weight: 5 lbs./2.2 kgs.
 Range: touch
 Damage: 10d6
 Area of Effect: 1 target

Description: This metallic staff strikes both with great impact (3d6) and with an electrical discharge (7d6) for a total of 10d6 damage.

Deck #4 Boss Encounter

Area #4F – The Haunted Communications Tower

The Communications Tower at this location has a resident: an Imitator that has become slightly insane. It will wait until the party has set up to rest for a while at this location and then kill the characters off one at a time, imitating them once the bodies have been disposed of....

Imitator

(HD 4, HP 17, AC 10, MV 10' / 50' [flying]
 Experience Points:
 Radiation Resistance 10 Constitution 4
 Mental Resistance 10 Strength 10
 Dexterity 10

[Prime=Mental] one laser pistol inflicting 10d6, WC 6, range 225', or using the powers of the creature it transforms into.)

This 5' tall mutated Golden Hawk has Radiated Eyes and the ability once a month to transform into any type of creature it has touched in the past. Once

changed, it takes on the attributes of its new form and is immune to any form of attack from the imitated creature or others of the same species. Mutations— Taller, Radiated Eyes, Shapechange [see above].

Deck #5 Boss Encounter

Area #5 – Inside the Hornet's Nest

I have made you a map of the interior of the hornet's nest, and fans should eat this up. The 'second floor' of the nest is a large domed chamber containing only the queen. Stats for workers are the standard we have in the book, drones are actually weaker, as are larvae, but the queen is definitely our 'boss'. I have denoted encounter areas on the map – you may populate them as you see fit. All of the passages are less than 5' diameter irregular tubes.

Hornet, Giant Mutant Worker (standard)

(HD 10, HP 44, AC 8, MV 30' / 30' [hopping]
 Experience Points: 540 Radiation Resistance 10
 Constitution 10 Mental Resistance 10
 Strength 10 Dexterity 10

[Prime=Physical] one poison [Intensity 10] sting, WC 3, that kills the target.)

Too large to fly, this 2'-long jet black mutant hornet can hop up to 30' in its effort to attack. Mutations— Taller, Poison [Intensity 10].

Hornet, Giant Mutant Larvae

(HD 8, HP 24, AC 10, MV 10'
 Experience Points: 420 Radiation Resistance 10
 Constitution 8 Mental Resistance 10
 Strength 10 Dexterity 10

[Prime=Physical] one bite causing 1d8 damage, WC 1.)

These white 1'-3' white worms have large pointed teeth. They sense their food by smell and have limited visual capacity (near-sighted human). Mutations— Taller, Poison [Intensity 10].

Hornet, Giant Mutant Drone

(HD 10, HP 38, AC 8, MV 30' / 50' [hopping]
 Experience Points: 520 Radiation Resistance 10
 Constitution 10 Mental Resistance 10
 Strength 10 Dexterity 10

[Prime=Physical] one poison [Intensity 10] sting, WC 3, that kills the target.)

Too large to fly, this 2'-long jet black mutant hornet has larger wings and hops up to 50' in its effort to attack. Mutations— Taller, Poison [Intensity 10].

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Hornet, Giant Mutant Queen

(HD 12, HP 72, AC 8, MV 30' / 20' [hopping]
Experience Points: 1120 Radiation Resistance 10
Constitution 12 Mental Resistance 10
Strength 10 Dexterity 10

[Prime=Physical] one poison [Intensity 16] sting, WC 3, that kills the target.)

Too large to fly, this 2'-long jet black mutant hornet can hop up to 30' in its effort to attack. Mutations—Taller, Poison [Intensity 10]. Note: If attacked, the Queen is able to emit a high-pitched cry for help by buzzing her wings. This cry brings all remaining Giant Hornets to her chamber.

Deck #6 Boss Encounter

Area #2F4 – Castle of the Giant Mushroom King

Beneath a hatch camouflaged to look like a giant mushroom cap lies a ladder leading to the Citadel of the Giant Mushroom King. There are 15 alcoves for guards, and the king's throne room. There is a communal blood pool from which all feed, and fresh kills are bled into the pool by returning hunters. Have some fun with this one!

Mushroom Person, Gigantic

(HD 17, HP 96, AC 18, MV 20' Exp.Points: 2480
Radiation Resistance 18 Constitution 17
Mental Resistance 17 Strength 12
Dexterity 9

[Prime=Mental] one spear attack inflicting 7d6 damage, WC 4, range 20', or via mental mutation attack.)

These 15'-tall, human-shaped, intelligent mutated mushrooms have heads resembling the top of a white mushroom with a ring of eyes around the top. Each is equipped with a 15' wooden spear that these creatures make from fallen tree trunks. Mushroom People are intelligent, communicate telepathically, and work to control others to bring them their favorite food: blood.

Mutations—New Plant Parts, Heightened Intelligence, Force Field Generation, Mental Blast, Mental Defense Shield, Pyrokinesis, Mental Transparency.

Mushroom Person, Gigantic, King

(HD 19, HP 111, AC 18, MV 30' Exp.Points: 2940
Radiation Resistance 18 Constitution 17
Mental Resistance 17 Strength 14
Dexterity 11

[Prime=Mental] one spear attack inflicting 8d6 damage, WC 4, range 20', or via mental mutation attack.)

This 18'-tall, human-shaped, intelligent mutated mushroom has a head resembling the top of a white mushroom with a ring of eyes around the top. He is equipped with an 18' wooden spear that made from a fallen oak trunk. The King is highly intelligent, communicates telepathically, and commands the other Giant Mushroom People found within the citadel.

Mutations—New Plant Parts, Heightened Intelligence, Force Field Generation, Mental Blast, Mental Defense Shield, Pyrokinesis, Mental Transparency, Cryokinesis.

Deck #7 Boss Encounter

Area #3C – The Alien Commander

Concerned over the lack of progress in eliminating the pesky Humanoid Rabbits, the Crystal Alien Commander decided to inspect the testing laboratories where Warden technologies are being studied and reverse-engineered. He is there when the party arrives, as is his personal bodyguard of (4) Red Crystal Aliens. The commander is a royal purple in color.

Crystal Alien, Red

(HD 16, HP 33, AC 18, MV 30' Experience Points: 900
Radiation Resistance 15 Constitution 16
Mental Resistance 4 Strength 16
Dexterity 16

[Prime=Mental] 3 power spike shots inflicting 11 damage, WC 2, range 30'. It can blast these spikes every other melee round.)

This 9' tall alien appears to be a conglomerate of deep red spikes of crystal. Three spikes protrude from this mass which the alien uses for locomotion. The spikes are very sticky, and as it 'walks', any loose objects, items, or creatures become stuck to the spikes. The alien eats anything stuck to the spikes. All melee weapons attacking the alien stick to it after the first successful strike and cannot be removed by the weapon wielder until the creature is dead. Once the creature has fed several times, it grows three additional spikes, shooting the first three into the earth where they grow into new adults in 9 days.



Crystal Alien, Purple [Commander]

(HD 18, HP 52, AC 19, MV 30'
Experience Points: 1350 Radiation Resistance 15
Constitution 18 Mental Resistance 10
Strength 16 Dexterity 16

[Prime=Mental] 1 spike cloud inflicting 12d4 damage to all within its 30' diameter sphere, WC 2, range 30'. It can blast this cloud of spikes every other melee round.)

This 11' tall alien appears to be a conglomerate of deep purple spikes of crystal. Three large spikes protrude from this mass which the alien uses for locomotion. The spikes are very sticky, and as it 'walks', any loose objects, items, or creatures become stuck to the spikes. The alien eats anything stuck to the spikes, and all melee weapons attacking the alien stick to it after the first successful strike and cannot be removed by the weapon wielder until the creature is dead.

This species of crystal alien reproduces by growing a bulbous mass at the base of one of its three spikes. When mature [takes one full melee round] the bulbous protrusion explodes, shooting forth spores in a 30' diameter spherical cloud that may penetrate [a roll 'to hit' is required] almost any surface, including duralloy.

Creatures that suffer damage from the spores noticeably expand. The mass of the victim doubles every hour, and the victim explodes within two hours if the growth of the crystal alien spores remains unchecked. None have yet survived this hellish ordeal, and so there is as yet no known cure, although medical personnel have had luck applying heat to the affected area. It is known that the crystal aliens dislike all forms of heat.

Deck #18 Boss Encounter

Area #4C — The Red Android Commander

The Red Android Commander here oversees the human cloning experiments being conducted in this area. Unlike others of his ilk, he is an improvement on the 'thinker' design and has built-in wireless communication that allows him to control robots and other Red Androids at a distance of up to 3 miles. If there are any humans in a party entering this section of the manufacturing facility, he wishes to capture them to further his cloning experiments. This android is also outfitted in the best gear (two plasma pistols and powered armor) that has been seized by the Red Androids from the stockpiles of the Warden. He is surrounded by Red Android scientists when encountered.

Android Commander, Red

(HD 11, HP 60, AC 18, MV 90' [Powered Armor is AC18, HP 100 and takes all damage first]
Exp.Points: 1155
Radiation Resistance 13 [10 +3 from Powered Armor]
Constitution 11 Mental Resistance 16
Strength 14 [11+3 from Powered Armor]
Dexterity 15 [12 + 3 from Powered Armor]

[Prime=Mental] two plasma pistol attacks inflicting 6d10 damage [plus it melts a 4" diameter sphere] each, WC 7, 10 shots per battery, range 50'/75'/100').

This 6' tall red-skinned android is extremely intelligent and has human-like senses but displays a faceless head, communicating instead from a voice box

in his chest, as well as via microwave transmission using binary (3 mile range). This android is

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programmed to kill or capture humanoids and is able to work all Warden devices.

Android Thinker, Red (5)

(HD 10, HP 60, AC 18, MV 30'

Experience Points: 405 Radiation Resistance 10

Constitution 10 Mental Resistance 16

Strength 10 Dexterity 10

[Prime=Mental] one attack with a heavy caliber slug thrower, inflicting 40 damage, WC 4, 5 shots in a magazine, range 150').

These 5' tall red-skinned androids are extremely intelligent and have human-like senses but display a faceless head, communicating instead from a voice box in the chest. These androids are programmed to kill humanoids and are able to work all devices but tend to specialize in one specific area. They have only limited memory capacity [short-term memory].

Deck #9 Boss Encounter

Area #4C — T-rex Hunting Pack

After centuries of survival in space, the T-rex mutants found outside the prison on Deck #9 have learned to work in unison, herding prey into a kill zone where their large size and fearsome jaws make short work of any opponents or prey. All kills are then shared amongst the 6 members of this hunting pack.

T-Rex Mutant (6)

(HD 18, HP 100, AC 15, MV 40'

Experience Points: 1190 Radiation Resistance 10

Constitution 18 Mental Resistance 10

Strength 18 Dexterity 15

[Prime=Physical] one bite per combat round inflicting 9d6 damage, WC 3.)

This 50'-tall predatory lizard is the ultimate carnivore and is highly territorial. Its reptilian hide is so thick that it resists all forms of energy attacks, and its sense of smell is so keen that it is able to track any prey, by smell, that comes within 50' of its lair for up to a week afterwards. Mutations— Taller, Heightened Constitution, Heightened Speed, Heightened Smell, Immunity to Energy Weapons.

Deck #10 Boss Encounter

Area #3K — Giant Tentacle Horror

The plants in this area have been mutating for centuries, and one has risen to the top of the malformed food-

chain: a gigantic Tentacle Horror. This monstrosity has 130'-long by 2'-3' diameter tentacles and is capable of crushing even powered armor. Thank goodness it has not found the means to open the door to this area as yet. When an explorer opens this door, this predator senses a new source of nourishment and sends its tentacles to retrieve it immediately.

Giant Tentacle Horror

(HD 16, HP 80, AC 13, MV 0'/None

Experience Points: 1160 Radiation Resistance 18

Constitution 16 Mental Resistance 3

Strength 18 Dexterity 11

[Prime=Physical] this plant attacks 4 times per combat round with its enormous tentacles inflicting 12d6 damage via constriction per combat round, WC 2, range 130'.) Only the first attack requires a 'to hit' roll as a hit indicates that the target has been encircled by a constricting tentacle. On subsequent rounds, the plant simply squeezes its opponent in an effect to crush them utterly.

Note: the 130' range of this creature's tentacles is indicated by the shaded area of the map. Anything within that area is within range of a tentacle attack.

Deck #11 Boss Encounter

Area #2B — Old King Willow

A radioactive source at the base of one Carnivore Willow has caused it to grow to an enormous size, and to develop sentience. It uses its trailing, vine-like branches to invade the central nervous systems of other creatures and control them in order to being it the food it craves the most: blood. The tree is more than 120' tall and its trailing branches grow to lengths greater than 250 yards (750'). It launches these vines at passing prey, entering the nervous system through an ear, at the base of the spine, or even directly through the skull and into the brain. Blood is then slowly siphoned from the creature through these vines, and the electrical impulses of the King Carnivore Willow override those of the creature. Eventually the creature is completely drained of life-giving fluids, and the carcass is then abandoned by the willow at whatever spot it ceased to be of use.

The King Carnivore Willow currently has three such puppets. One is nearly drained and huddles on the ground near its trunk, but the other two are active and do their best to attract, and attack other prey that might be passing. The two effective zombie hunters employed by the willow are:

Zombie Giant Mutant Panther

(HD 9 [remaining], HP 41, AC 12, MV 10'
 Exp. Points: n/a Radiation Resistance 18
 Constitution 9 Mental Resistance 3
 Strength 12 Dexterity 11
 [Prime=Physical] one claw inflicting 6 damage, WC2,
 and one bite inflicting 2d6 damage, WC 2)

Standing 15' tall at the shoulder, this emaciated panther-like creature is the green color of the jungle around it. Hunting mainly at night, it senses its prey via motion and vibrations in the ground and surrounding atmosphere.

Mutations—Immunity to Radiation & Lasers, Taller.

Zombie Forest Lizard

(HD 11 [remaining], HP 33, AC 15, MV 10'
 Exp. Points: n/a Radiation Resistance 17
 Constitution 11 Mental Resistance 3
 Strength 12 Dexterity 9
 [Prime=Physical] one claw inflicting 3d6 damage,
 WC 2, and one bite for 2d6 damage, WC2.)

This emaciated Forest Lizards is 40' long with thick faded green scales. The head is 5' long and filled with deadly fangs. Its six legs have razor sharp talons.

Mutations— New Body Parts, Taller.

The radioactive source is a faulty plasma rifle that was dropped here centuries ago by a patrolling military security crewmember, and it, and a black band, lie among a tangled cluster of roots at the base of this tree. If the party actually attacks the tree and kills it, the two controlled zombie hunters (listed above) simply die. It is, however, a formidable enemy.

King Carnivore Willow

(HD 30, HP 188, AC 16, MV 0'/none
 Exp. Points: 2680 Radiation Resistance 18
 Constitution 30 Mental Resistance 14
 Strength 18 Dexterity 11
 [Prime=Physical] 1d6 control vines seek to stab through the outer skin of prey, or find a convenient body opening that provides access to its central nervous system. When these vines [WC 1, range 750'] hit, they do only one point of damage, but the victim must avoid the takeover of their nervous system via a successful check against Mental Resistance. They must then spend the next turn removing the vine from their anatomy while avoiding further successful attacks. Only one vine may be safely removed per person per turn. Attempts to remove additional vines cause 4d6 damage per vine so haphazardly removed.

Any victim failing to avoid the mental takeover of the King Carnivore Willow immediately loses another d6, and of course, control of that character (as it passes to the willow). The character may still have the vines removed safely for up to one hour after such control is established, but any held in thrall for more than one hour simply die if the control vine is removed. Characters controlled by the willow lose 1d6 points of health each day until they perish.

If recovered, the plasma rifle can be repaired, but its Hydrogen Fuel Cell is irradiated and exposes any attempting to extricate this rifle to Radiation Level 6.

Note: The King Carnivore Willow may control up to 6 zombie hunters at one time. Victims beyond 6 are dragged (by these zombie hunters, whatever they might be) to the maw of this plant for consumption at the rate of 2d6 crushing damage per round.

Deck #12 Boss Encounter

Area #4B — The Green Queen

A casual observer passing the ruined laboratory here sees little but a ravaged building covered by a mass of weeds, bushes, and climbing vines. Those who look very carefully might note occasional movement within this mass — the presence of feeding Green Pincer Beetles, several of them, well camouflaged as they feast upon the abundant vegetation. Those approaching to a distance closer than 150' get an up-close view of these ravenous predators as they are omnivorous, and prefer the taste of meat.

Green Pincer Beetles (6)

(HD 10, HP 30, AC 18, MV 20'
 Exp. Points: 630 Radiation Resistance 10
 Constitution 10 Mental Resistance 5
 Strength 12 Dexterity 10
 [Prime=Physical] one bite inflicting 4d6 damage, WC 2.)

This 4' tall beetle is difficult to spot as its shell changes in a chameleon-like manner to match the colors and textures of its surroundings. Consumers of plants and meat, Green Pincer Beetles whistle loudly when they hunt, betraying their presence. Mutations— Taller, New Body Parts, Immunity to Lasers, Heightened Balance.

If a party investigates further, they discover one of the three entrances (**Area A** on the map) to this ruined laboratory. These entrances were once enclosed hallways but are now tunnels made from the remaining standing structure of the building, and the intertwined branches of the encroaching foliage. The



tunnels seem out of place as they are level and free from the greenery that has invaded all other visible areas of the building (to this point).

Characters that follow these tunnels find that they open into a smaller partly ruined space (**Area B** on the map) that is filled with crawling Green Pincer Beetle Larvae.

Green Pincer Beetle Larvae (20)

(HD 3, HP 9, AC 12, MV 10')

Exp. Points: 110 Radiation Resistance 10
Constitution 3 Mental Resistance 5
Strength 5 Dexterity 5

[Prime=Physical] one bite inflicting 1d6 damage, WC 2.)

This 2' long white, soft, legless worms have a large mouth filled with jagged, tooth-like protuberances that allow it to bite off chunks of meat or vegetable matter. If disturbed while feeding (food is taken away, or they are attacked), these larvae emit an ear-piercing scream that brings all adult Green Pincer Beetles within 1000 yards to their defense. Mutations— Taller, Larger.

The screams of the larvae attract 10 Green Pincer Beetles 30 seconds after the first is disturbed.

Green Pincer Beetles (10)

(HD 10, HP 30, AC 18, MV 20')

Exp. Points: 630 Radiation Resistance 10
Constitution 10 Mental Resistance 5
Strength 12 Dexterity 10

[Prime=Physical] one bite inflicting 4d6 damage, WC 2.)

This 4' tall beetle is difficult to spot as its shell changes in a chameleon-like manner to match the colors and textures of its surroundings. Consumers

of plants and meat, Green Pincer Beetles whistle loudly when they hunt, betraying their presence. Mutations— Taller, New Body Parts, Immunity to Lasers, Heightened Balance.

An inner wall that has been left intact but that is missing its doors (only doorways remain), then leads to the center of the original building (**Area C**), a giant vat sunken into the floor several feet used to generate a new type of 'living building material' that could be programmed to grow into the shape of any desired structure. The vat now contains the immense body of the Pincer Beetle that runs this colony, and the control unit for this vat, although completely intact, is covered by climbing vines and moss. Sealed plasteel containers containing both 30-year-old growth medium, and the algae-like plant that was under development, may be found via a thorough search beneath this foliage as well.

The path to all of this equipment, unfortunately, is guarded by the Queen Green Pincer Beetle whose bulk fills the entire growth vat.

Queen Green Pincer Beetle

(HD 20, HP 70, AC 18, MV 10')

Exp. Points: 1890 Radiation Resistance 10
Constitution 10 Mental Resistance 10
Strength 16 Dexterity 8

[Prime=Physical] one giant bite inflicting 10d6 damage, WC 2.)

This 7' tall, 22' diameter beetle is easily spotted as its shell is a permanent shade of dirty green. It whistles loudly if disturbed by any other than Green Pincer Beetles, calling for aid from its colony. Green Queens only create male offspring infrequently — generally only once every three years, and then consume them after mating. Typical fertilized egg production

is therefore no more than 3-36 every three years (or there would be a real problem on this deck). Mutations— Taller, New Body Parts, Immunity to Lasers, Heightened Balance.

The whistling of this queen brings the remainder of her colony to her defense: 22 Green Pincer Beetles. They arrive on the third combat round through all of the doorways to this area.

Green Pincer Beetles (22)

(HD 10, HP 30, AC 18, MV 20'

Exp. Points: 630 Radiation Resistance 10

Constitution 10 Mental Resistance 5

Strength 12 Dexterity 10

[Prime=Physical] one bite inflicting 4d6 damage, WC 2.)

This 4' tall beetle is difficult to spot as its shell changes in a chameleon-like manner to match the colors and textures of its surroundings. Consumers of plants and meat, Green Pincer Beetles whistle loudly when they hunt, betraying their presence. Mutations— Taller, New Body Parts, Immunity to Lasers, Heightened Balance.

Characters that unearth the equipment here are highly unlikely to have the skills necessary to reproduce the algae-like plant that was genetically designed by Warden biologists 300 years ago. Using the growth medium and plant seed provided in the sealed containers will allow the characters to construct/grow one or more buildings covering no more than a total of 6,000 square feet (557.4 square meters). **Note:** as the building is comprised of plant material (much like the ruined laboratory at Area #4b), it will attract creatures that predate upon plants in the same fashion as did the original ruined laboratory.

Deck #13 Boss Encounter

Area #5 (and throughout the level) — The Smashed Security Door

Characters investigating the hallway the leads to Area #5 of Deck #13 find the hallway partially blocked by the twisted remains of a duralloy security door. The 'door' is a twisted hunk of inch-thick duralloy measuring 12' across and 15' in height, although if it were straightened and returned to its original form it would likely be twice that size. Observant or determined characters note, after a short inspection, that the doorway that this twisted hunk of metal once apparently occupied is indeed 24' wide and 30' tall. The frame surrounding this door is intact, if somewhat bent and dented.

Characters with a biological background may further discover that the marks made upon the twisted duralloy door and the somewhat mangled doorframe are from large, 3-fingered claws and teeth that must measure no less than 2' in length. Those with training in paleontology (or related skills) note that these types of marks found in the fossil record were associated with the rampages of a unique and deadly predator of that era: the Tyrannosaurus Rex. They will further remark that duralloy is tougher than stone, and that whatever mutant made these marks must be both fiercer, and stronger, than a historic Tyrannosaur.

The escapee from Area #5 is indeed a fearsome Mutant T-Rex with a large appetite and a disagreeable temper, As Game Master you could place this creature, potentially, at any point on this level as it has, after all, escaped.

Characters delving more deeply into Area #5 of this deck note a path of destruction that leads to a large bone-filled cave at Area #5G, and, even more disturbing, the cave contains the near-mummified corpse of a T-Rex Mutant. Investigation of the corpse leads to the inevitable conclusion that, despite its great size, whatever killed this deadly predator was larger still.

T-Rex Mutant, Strong Variant

(HD 18, HP 100, AC 15, MV 40' Exp. Points: 1190

Radiation Resistance 10 Constitution 18

Mental Resistance 10 Strength 20

Dexterity 15

[Prime=Physical] one bite per combat round inflicting 9d6+20 damage, WC 3.)

This 50'-tall predatory lizard is the ultimate carnivore and is highly territorial. Its reptilian hide is so thick that it resists all forms of energy attacks, and its sense of smell is so keen that it is able to track any prey, by smell, that comes within 50' of its lair for up to a week afterwards. It is able to deform duralloy as though it were but weak tin and companionway walls (duralloy) of a thickness less than 2" are at risk from this creature. Mutations— Taller, Heightened Constitution, Heightened Speed, Heightened Smell, Heightened Strength, Immunity to Energy Weapons.

Deck #14 Boss Encounter

Area #3, Theme Park and Lake — The Guardian and His Master

At the center of Epsilon City lies Lake Brue, although none alive now remember this name. Within this lake is an island containing a medieval theme park

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that once (many portions are no longer functional) recreated many of the legends of medieval Europe and Britain. On occasion, in the evenings (when the ceiling lights would cycle to evening mode), a great show and display was presented with the mock medieval castle that is the showpiece of the theme park as its central attraction.

The show was populated by androids manufactured to look every inch the part of medieval legendary folk, and the show was entirely automated. A hidden door sequestered within the outer curtain wall of the castle provided entry to the activation relay. Once this relay was triggered, all boats on the lake were guided to docks via the artificial intelligence that controlled the show, although passengers were allowed to remain on board for viewing. Once the last boat was clear of the lake's surface, the show would commence. *Note: the pirate ship used by the Pirate Wofloids of this level is one such automated vessel, and it returns to the dock despite any effort they might put forth to prevent such an occurrence.*

The show began with A great display of laser lights from the wizard's observation tower that rises to nearly 100' from the center of the castle courtyard began the performance. A grand display of pyrotechnics ensued that lasted for 6 minutes after which the 'good wizard', Merlin was seen to flee while the 'evil wizard' Morgana stood triumphant atop the tower. She would then stride forward to the edge of the tower and command various magical effects from its lofty peak. Merlin would then return and defeat her using a combination of both magic and swordplay.

The show now malfunctions.

The show begins as it always did, once activated. Boats are automatically steered back towards their docks, and a fantastic pyrotechnic display rages atop the central observation tower of the castle. It is at this point, however, that the program governing the performance is corrupted, and the artificial intelligence regulating the show ceases to function. The evil Morgana is free to wreak havoc among any spectators that might have gathered to view this historic Warden spectacle.

Morgana is a fearsome adversary in her own right, but one of her 'magical abilities' allows her to summon and command a horrific guardian from the depths of Lake Brue: Nessie. Nessie always appears if the system is activated.

Nessie (Giant Animatronic Plesiosaurus)

(HD 18, HP 140, AC 14, MV 120' [swim only]
Exp. Points: 1190 Radiation Resistance 15
Constitution 18 Mental Resistance 12
Strength 20 Dexterity 17

[Prime=Physical] one bite per combat round inflicting 10d6 damage, WC 3.)

This 60'-long aquatic robot resembles the plesiosaurus of ancient Earth. It attacks any creatures that are within 25' of the shoreline, or that are either in the water or floating on the lake (in a boat, etc.). Unlike the dinosaur it was modeled after, this mythic robotic creature is also able to breathe fire in a 10' wide by 40' stream that ignites flammable materials and causes 4d6 damage to any living tissue that is unable to avoid its path. This robot, like others of its kind, is highly susceptible to electro-magnetic attack, taking double damage from these attacks. Nessie always obeys commands from the android Morgana.

Android, Morgana

(HD 12, HP 68, AC 15, MV 30'
Experience Points: 495 Radiation Resistance 14
Constitution 12 Mental Resistance 14
Strength 15 Dexterity 14

[Prime=Physical] various pyrotechnic attacks, see list below, WC 5, range variable.)

This android is programmed to cause pain and to relish evil deeds (those that cause needless harm to others). She attacks once per combat round with any one of the following mechanisms that are implanted in her torso:

Lightning Discharge: 6d6 damage along a 5' wide path extending to 200' from Morgana.

White Phosphorous Slug: (from a built in slug projector) 3d6 impact damage and then a burst of white flame for an additional 3d6 and ignition of flammable materials, range 100'/150'/200'

Spark Shower: shoots forth a cloud of burning steel splinters that rapidly oxidize and grow cold. Covers a 60'x60'x60' area and causes 5d6 to any caught within that area, range 0'(60')

Laser Beam: 5d6 damage to one target, range 225'/340'/450'

In full combat mode, Morgana has only enough power for 12 combat rounds. This power regenerates in one hour, and normal, non-combat activities cause little drain on this power source.



Deck #15 Boss Encounter

Area #4G, The Self-Repairing Megalodon Robot

A malfunction in the recirculation system for the salt water reservoir aboard the Warden caused the Vortex, a character-killing whirlpool that reaches 112' to the seabed below. The crushing strength of this gyre has captured many survivors of the catastrophe over the years, but to date none of them have been human. One such creature was originally created to serve as a hunting and fishing target for vacationing crewmembers: a 12'-long, self-repairing shark. It was meant to thrash wildly if either shot or hooked, finally freeing itself amid its theatric death throes. It would then sink to the bottom to be repaired by its nanobots and become, once again, available for the sport of the crew.

The designers of this particular entertainment device had not taken into account the formation of the Vortex.

The Vortex captured and crushed the shark soon after it formed. Its nanobots dutifully rebuilt it only to have it crushed once again, immediately, by the pressure of the Vortex. This continued for decades, even centuries before the nanobots realized that the shark would have to be redesigned in order to escape the Vortex. Decades more passed, but the shark slowly grew in strength and size until finally, some 12 years before it is encountered by the characters, it achieved its current form.

The shark, once created for entertainment purposes, measures 52' in length and is more than 12' in width.

So large is this predator that its shadow may be seen even when it is cruising near the 112'-deep bottom of this massive salt water reservoir.

This robot has no need to feed; it is simply a robot. It has been programmed, however, to treat all boats and divers it sees with both curiosity and aggression, as these traits made for a thrilling hunt when the shark was a mere 12' in length. For characters that chance upon this robot in the vicinity the Vortex, it now brings death to those it encounters.

Megalodon Robot

(HD 20, HP 160, AC 15, MV 120' [water only])

Experience Points: 1140 Radiation Resistance 10

Constitution 20

Mental Resistance 10

Strength 18

Dexterity 18

[Prime=Physical] one bite for 12d6 damage, WC 3, with a critical hit [natural 20] indicating that the shark has swallowed any prey that is twice the size of a man or smaller).

This 52' long robot is designed to move towards any shadow cast by a boat or swimmer [curiosity] and to then act aggressively in the presence of either a human or a Warden-issue wristband. In combat the Megalodon is able to cause half its normal damage to boats and structures as well as its standard attacks against individual (or groups) of adversaries. If the robot nears defeat in combat, 4 health or less, it also thrashes about wildly causing an additional 6d6 damage to all within 50' should this occur. Those within the affected area may avoid the thrashing via a standard check against Dexterity or like statistics.

Deck #16 Boss Encounter

Area #7, New Developments

The master Artificial Intelligence of the Warden (located on Deck #9) took over the management of this level of the Warden some time ago, and has found the facilities here to be of great use. Harried in its constant battle to maintain control of the Warden despite increasingly powerful resistance from various groups (Wolfoids, Aliens, Humanoid Rabbits, etc.), the Warden's main A.I. has tasked the factories in Area #7 of this deck with the creation of a new, and improved, Security Robot. They have, in fact, accomplished this task, although only one prototype, currently being tested in Area #7, currently exists.

When characters arrive here, the A.I. hopes to improve the robot still further based on any outcomes the new Security Robot experiences while attempting to destroy the character party.

Deck Expansions

Robot, Stealth Security

(HD 12, HP 72, AC 15, MV 80' [flight]
Experience Points: 960 Radiation Resistance 10
Constitution 12 Mental Resistance 10
Strength 16 Dexterity 14

[Prime=Physical] three Paralysis Darts inflicting 1d6 damage + unconsciousness for 3-18 hours [avoidable], range 230'/250'/270', WC 4, or two Sonic Protein Disruptors inflicting 15d6, range 70'/120'/180', WC 7).

This 9'-tall spherical robot is equipped with visual sensors with a 6-mile range, sound receptors capable of picking up sounds of 1db up to 295' away, three Paralysis Dart Projectors with 10-dart magazines, an improved anti-grav propulsion unit that is faster and allows the robot to easily achieve any altitude during flight, a force field that absorbs 50 points of energy damage, two Sonic Protein Disruptors that are authorized for use on any target refusing to surrender [immediately], a hologram projector that grants the robot chameleon-like abilities and makes it invisible to the human eye 75% of the time, a radio capable of broadcasting to any point on a given deck, 2 padded restraint tentacles to be used on securing targets that do surrender, and lenses that adapt its visual capabilities to the infra-red, ultra-violet and electro-magnetic spectrum. Characters captured by these robots are generally taken to a secure area (see Deck #9).

Given the chameleon-like abilities of this robot, and it's extremely quiet anti-gravity propulsion system, it is generally only noticed by characters making use of scanning equipment, or on those occasions where the robot finds the firing of its Sonic Protein Disruptors necessary.

Deck #17 Boss Encounter

Area #6F, Well-Armed Manling

A small tribe of Manlings has been living in a settlement amid the exothermic testing laboratories (Area #6A of this deck) for many decades. One of their number, searching for food stumbled into the high energy physics laboratory and was outfitted by well-intentioned but misguided engineering robots with a newly developed suit of powered body armor. The suit is buggy, as all prototypes tend to be, and has mutated the Manling while driving it insane with pain due to a neurologic interface malfunction. This Manling is now found in the seed propagation laboratory where he subsists upon the plants that grow there. His insanity causes him to attack any that enter this area of deck #17.

Manling

(HD 12, HP 58, AC 18, MV 140'
Experience Points: 1705 Radiation Resistance 12
Constitution 12 Mental Resistance 14
Strength 20 Dexterity 16

[Prime=Physical] two rail cannon attacks inflicting 4d6 damage each, range 150'/600'/2400', WC6.)

This 6'-tall mutated human has been driven insane by being forcibly encased in a prototypical suit of untested powered armor. The suit has a built-in nuclear battery that lasts for up to 1000 years, and the suit is armed with both hydraulically-augmented limbs and hands, and arm-mounted Rail Rifles with 50-shot magazines. The suit is sealed, with a recirculating oxygen supply that is meant to last for up to 25 years (altho he has been thus trapped for 23 of those years, an airlocked waste extractor, and an airlocked mouth opening to allow for the ingestion of food. The Manling is in great pain and is irrevocably paranoid.

Manlings appear human except for their bright green flesh, a set of gills on its chest, webbing between its fingers and toes, and the special flesh lenses that cover its eyes. Its senses are sharper than a human's, and it always perceives nearby [150' range] intelligent life.

Mutations— Gills, New Body Parts, Telepathy, Mental Control, Force Field Generation, Life Leech.

In the event that the suit of Powered Armor is not irrevocably damaged (is retrievable):

Prototype Powered Armor

Tech Level 7 Experience: 400
Power Requirement: Nuclear Fuel Cell
Power Cell Life: 1000 years
Size: bulky human
Weight: 73 lbs./17 kgs.
Improved Carrying Capacity: 6911 lbs./3135 kgs.
Improved Armor Class: 18/2
Improved Top Speed: 26 mph/42 kph

Armaments: (2) arm-mounted Rail Rifles with 50-round magazines that are charged by the nuclear battery, 4d6 damage each, range 150'/600'/2400', WC6.

Description: This armor may be worn over a typical space suit and augments the strength, speed, and agility of its wearer as well as providing armor and radiation protection.

Note: This suit malfunctions and causes indescribable pain to the user. Although this pain causes no actual damage, the user must make an avoidance roll every 5 minutes in order to retain his sanity and ability to reason.

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