
THE STARSHIP
WARDEN

Welcome to the

Starship Warden

A sourcebook for running campaigns using the Metamorphosis Alpha, Siege Engine, or almost any other role playing game system.



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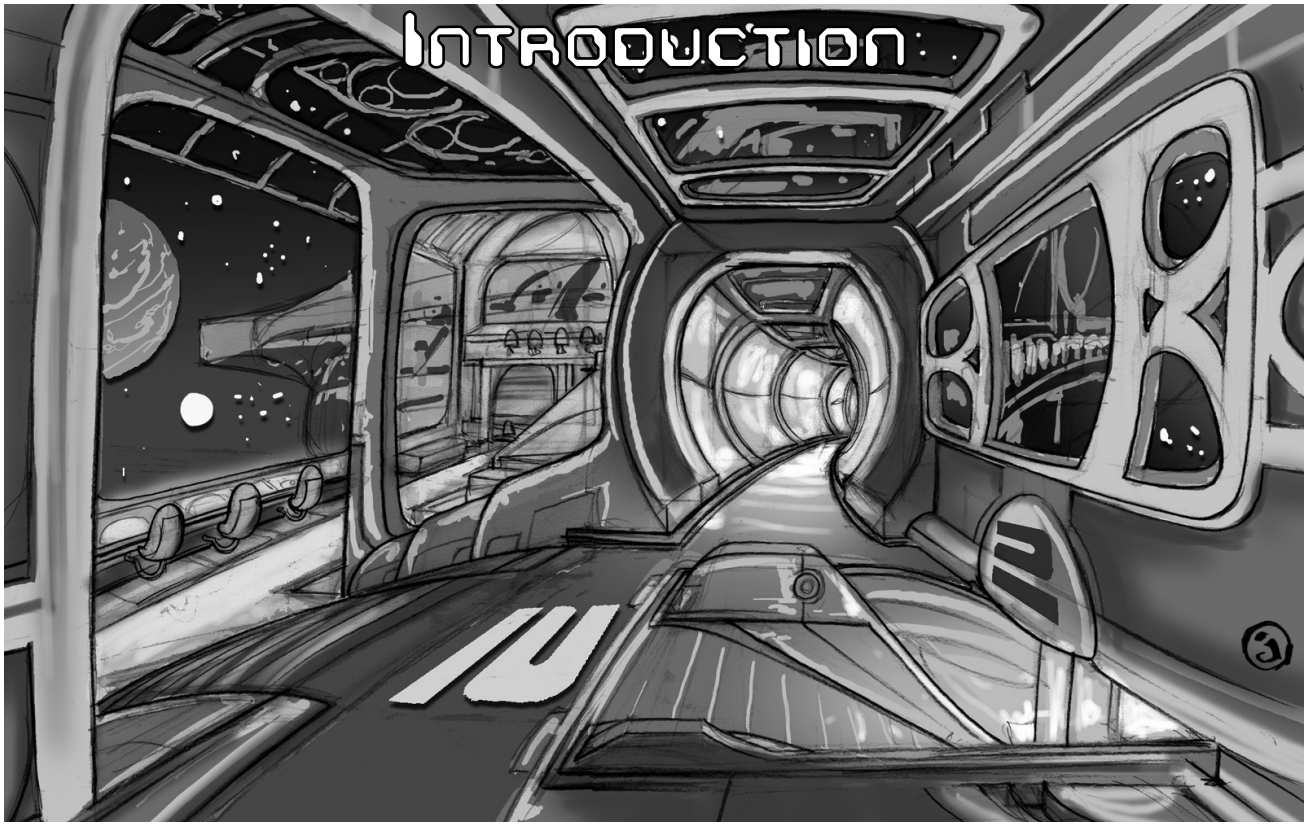


Near the beginning of the 24th century, humans began the largest construction ever undertaken by their species. Larger than most cities, the project was forty-nine miles long, twenty-four miles wide, and more than six miles in height. The manufacture of this colussus required decades of labor by thousands of skilled craftsmen. It was a feat unequalled in human history at that time.

Too large to be manipulated in planetary atmosphere and gravity, this behemoth was built in orbit. It was developed to provide safety for more than a million souls and was to be filled with myriad forms of life. Members of almost every species were meant to find security within its walls once the structure was complete. Certainly plans were made to include these species as well as millions of human beings. Only certain micro-biologic forms found no room within the scope of this project although many of those species were included (as necessary) in the planning as well. Nothing was to be left out. Nothing was to be left behind.

For this elephantine structure was to be man's first attempt at colonizing other star systems. These were to be fully functional, independent colonies, not the tiny colonies on the moons of Jupiter or Uranus, but fully viable planets that would be additional homes for mankind. This massive structure was, in fact, a starship capable of long decades of service and with the ability to visit local star systems beyond our own within years rather than decades.

Packed with the latest technology available at the time, the starship was capable of 90% of the speed of light. A trip to Alpha Centauri was but a mere 6 years. A host of other systems were well within reach, and this vessel was to take humanity to the stars. The planning for this mission was meticulous, the courage of her crew unquestionable, and the hopes of mankind ever present. She was named the *Warden* after her designer, and she set off for the stars in the late 24th century.

Less than two decades into her mission, she simply disappeared. There has now been no word of the *Warden* for more than 300 years.

She was, however, a well-built craft, and the *Warden* still plies the cosmos. Out of touch with her manufacturers, she has steadily moved forward this entire time. On Earth, she has become a legend, a myth manufactured to explain a massive shortage of government funds. This does not alter the truth. The *Warden* flies on.

How to Use This Book

James and I have done our level best to provide enough detail within these pages that you may simply open this book to the level you wish to explore and begin playing with but a few minutes reading time. It is, however, a campaign book, and large areas have been left with only a general description in order that you might put your own ideas into effect within your own unique campaign. In short, 'use this book in whatever fashion you wish', but bear in mind that an ongoing campaign will likely require a review of much of what is here and then a careful plan for integrating your own ideas.

The Science Part of Science Fiction

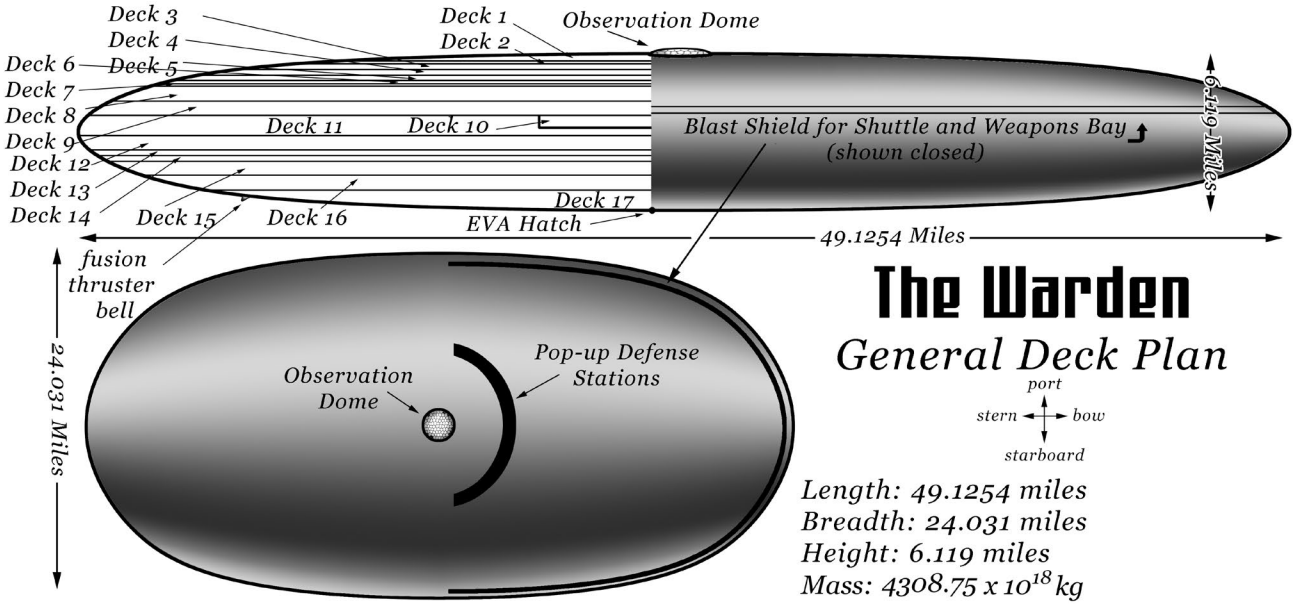
Invariably, players in any science fiction campaign eventually try to make their own gadgets, remedy the problems of malfunctioning machinery, or simply throw a wrench into the works in order to achieve their player-driven goals. As the original game was a bit sparse on the science behind the fiction, we have added this material to this version of the *Warden* to prepare you for that which no Game Master or Starship Keeper can possibly prepare: the various shenanigans that the characters undertake during the campaign. The point is this: if we provide you with the fictional science behind why various systems work within the *Warden*, you gain an understanding of what might happen when your players decide to change things. A few of the technologies involved are here described in detail. Bear in mind that should any of these precepts not fit the campaign you have planned, you should feel free to change them so that they do comply with the universe of your creation.

Fusion Power

In the future, the elusive power of the sun (without the need for an actual sun), has been harnessed. Fusion reactors aboard the *Warden* use a system similar to the HPHT process currently used to manufacture diamonds in lboratories, but with gravity enhancements and greatly reduced waste heat. The key concept here is that atomically light materials, when submitted to significant gravitational stress, can be made to undergo a 'cold' fusion reaction with the resulting additional energy being liberated as 'waste' elctro-magnetic or electro-kinetic field which is then captured and used by various ship's systems.

Anti- and Artificial Gravity and the Graviton Particle

The 'graviton' is a fictional subatomic particle that generates the mass effect (gravity) exhibited by all atoms. Technology using electro-magnetic field control that was developed in the 24th century has allowed the manipulation of gravity directionally. In other words, gravity, or the lack thereof, can be generated in a single 180° hemisphere rather than in its actual 360° sphere (current physics). This gravitic sphere can also be flattened to a nearly two-dimensional circle which allows for artificial gravity on all decks, variable gravity in those areas that benefit from a lack of gravity (like the shuttle bay), and the wonder of the classic anti-gravity sled that allows large and heavy objects to be easily transported. Gravitons under the influence of a manipulative elctro-magnetic field may also be used for the generation of force fields.



Force Fields

Although electro-magnetic machinery in use today can establish what might qualify as a form of force field, the types of force fields found within most science fiction are not possible using current technology. The ability to create constricted and directional gravitational fields, however, makes two different types of force fields possible aboard the *Warden*: Physical barriers and energy barriers.

Physical barrier force fields are created by using graviton generators to create an extremely narrow (several hundredths of an inch) thick gravitational field about 3" from the surface to be protected by the physical barrier force field. No physical object, even the size of an atom, may pass this barrier as it is seized and held by the gravitational field. Unfortunately, this precludes the object so shielded from either touching anything else, or from being touched by anything else. Wave forms (like a radio signal)may cross this barrier, but atmosphere (as an example) cannot.

Energy barrier force fields are electro-magnetic shells of sufficient strength that they disrupt all incoming energy signatures, dispersing their energies to the area immediately outside this barrier. Energy force fields do nothing to stop physical objects from crossing their boundary. (An energy barrier might stop a shot from a laser rifle but is ineffective whent trying to stop a round from a slug projector).

Plasma

In this book plasma is considered a 4th state of matter. Matter placed under significant stress (generally gravitational, but other means are also available) becomes a high-energy, 14,400° (Fahrenheit) soup that releases an incredible amount of waste energy as it retransforms into a gas or other material state. It is most often maintained in its plasma state via an electro-magnetic shell of sufficient power.

Cryogenics

After years of testing, scientists in the 24th century discovered the means for triggering the hibernation cycle of humans. A long forgotten trait buried deeply within our genes, this cycle was found to be highly tempermental, requiring constant maintenance of the conditions necessary to initiate the cycle in order to maintain a stable cryo-sleep. Initial experiments were quite promising, with patients being revived after a full decade of cryosleep showing signs of aging that equated to mere days. Unfortunately, in these early



experiments, the mental faculties of the experimental subjects deteriorated exponentially over time. The brain simply abhorred being left to idle.

Current cryogenic chambers employ various means of psychological stimulation that keep the brain active while the body sleeps. This method was proven to be reasonably safe and reliable, and cryogenic chambers using this form of mental stimulation are those found aboard the *Warden*.

It is entirely possible that one or more of your players finds themselves aboard the *Warden* following a centuries-long cryogenic stasis.

Nano Technology

The nano-technology of the future is quite advanced, and fully functioning robots no larger than a large molecule are common. It is rumored that some of these micro-automotons were made with advanced learning capacity that may, over the centuries, have developed into fully functional artificial intelligence.

Cloning

Cloning is possible under current technology, but in the future cloning has been enhanced by a greater

understanding of the human brain. Personality traits and memories may now be uploaded into a clone, making the 'copy' a far greater approximation of the original than was ever thought possible. Throughout the 24th century until the current in-game time, the cloning of humans is strictly prohibited by law.

Alien Races

Both mutants and species from other worlds are a part of the *Warden* universe. Unlike their portrayals in popular science fiction dramas, most alien species do not communicate in the same manner as do humans.

Slug Projectors

Slug projectors are of various types: some use compressed gas to expel a slug, others use explosive (like gunpowder), while still others are spring-loaded. What is important to note is that many of these firearms use rubber bullets or 'slugs' rather than metal projectiles as the rubber rounds are much less damaging to equipment aboard a spacecraft in the event that a shot misses its target. Metal projectiles are not unheard of aboard the *Warden*, but rubber or plastic projectiles are far more common.

Paralysis Weaponry

All paralysis weaponry aboard the Warden is based upon overloading the central nervous systems of human beings electrically. Chemical depressants are not a portion of this technology. On occasion, this overload causes permanent harm, and even death, but these situations are rare.

Wristbands

Warden wristband technology is based on the assignation of a unique radiation signature (harmless, low level) to each individual that has been registered as a crewmember or passenger aboard the vessel. Wristbands that are discovered while exploring the ship, therefore, actually designate the character using said band as the former crew member or passenger to which it was originally issued. Access to equipment and areas throughout the *Warden* is controlled using these wristbands, and sensors also allow the many levels of artificial intelligence functioning within the *Warden* to track an individual's location and movements if the bands are kept within the party for any period of time. If a character has a wristband, the computers know where he is.

Radiation

All radiation sources found on the *Warden* are both damaging (cause health damage) and mutagenic (can, at your discretion, inspire mutations). While this is not entirely accurate from a physics standpoint, you may set the frequency of mutation at any level that works well for your personal campaign as this should have little contradictory effect on the rest of the material found here.

Incorporating the Disaster

According to this book, something killed off the entire crew (or 99% of it, at the least) transforming their bodies into small piles of white powder. This could have been a wave of never-before-seen energy, or radiation. It could have been a microbiological organism with an extremely rapid rate of procreation and transmigration. It could possibly have been a malfunction on board the ship that caused an unforseen space-time anomaly, energy wave, or what-have you. If you are eagerly awaiting a once and final answer to this conundrum, we provide nonesuch here.

Why not?

Because 'what happened', is a part of your unique version of the *Warden*. 'What happened?' is entirely up to you. There are hints that the crew had several minutes (and only several minutes) warning before the disaster occurred, and that several attempts to assure survival were made, but that all were fruitless (see Decks #1, 2, 9, and 10). Even most space suits provided no protection. All were killed, and those few survivors, including crew, plants, and animals, were for the most part horribly mutated. The disaster simply could not be avoided.

Explain this to your players as you will, but remember that whatever it was, it killed 99% of the crew almost instantly and left no decrepit corpses in its wake, only small cones of white powder.

Beginnings

The next choice you need to make as the master of the *Warden* is this: how did the characters land themselves aboard this Flying Dutchman of the galactic wastes? Several options are here provided, although there are certainly many answers to this question, and you are invited to invent a unique beginning if you wish.

Outside the Ship

There are several means for penetrating the

hull of the *Warden*, and you may wish for your players to begin in a salvage or exploratory vessel of their own. They then discover the *Warden* drifting aimlessly through space and discover a need (most likely loot-oriented) to investigate this monumental hulk. The most obvious means for entry is to leave the space doors open to the Shuttle Bay on Deck #9. This massive launch bay is able to accomodate vessels up to three miles in width. There is a small alien vessel attached to the hull on Deck #8, which, if removed, can also provide access to the interior (although it will depressurize most of Deck #8).

There is an EVA hatch on Deck #17 that might also provide access, although it is meant for small craft, probes, and crew in EVA suits rather than for the docking of any long-distance capable spacecraft. Finally, near the top of the *Warden* on Deck #1, there is a smaller Scout Bay that is capable of landing vessels as large as a multi-person shuttle craft or small cargo vessel. As you can see, there are numerous avenues of access from the exterior of the ship.

In Cryo-stasis

There are cryogenics chambers aboard the *Warden* — literally thousands of them. It is entirely possible that your character party has awakened from these chambers, either by accident or design, and have either all, some, or no memory of how they came aboard the ship. Although great strides were made in the science of 'human hibernation', the system was not intended for the preservation of humans for hundreds of years at a time. Cryogenic chambers are found on levels #1, 2, and 15.

As an On-board Resident

Depending upon the system you are using for play (we of course recommend both the Siege Engine® system by Troll Lord Games®, and the original Metamorphosis Alpha™ system), it is also possible that your characters are the descendants of the disaster survivors. They might be mutated, human, alien, or whatever you desire, but using non-human characters, and certainly non-technologically advanced characters, presents no threat to the material contained here. Any character party, even one made up of fantasy characters, should have a good time exploring the *Warden*.

Final Word

The *Warden* is designed for campaign style play: hours, days, weeks, months, possibly even years of it. We have done our level best to make the science within these pages understandable, so that as Game Master you don't have to be a scientist — you can just review current physics, chemistry, or biology on the internet and gain all of the understanding you might need to run a given section. You can also simply make things up as you go, so long as the scientific precepts with which you ply your players are constants — that the physics of your universe do not change with every gaming session.

You can also play what is written here as-is. There is no absolute need for further embellishment before play begins. It is my hope, however, that you write your own story of the *Warden* — that you put your stamp on this iconic gaming legend. She is your ship now.

Siege Engine & Metamorphosis Alpha Introduction

45 years ago a 22 year old fan of science fiction suggested to Gary Gygax that he needed a science fiction version of his Dungeons & Dragons game. Gary was nice enough to suggest that I (James) write those rules, and Metamorphosis Alpha™ was born. In those days there weren't other science fiction role-playing games to look at. I made my 17 levels of the ship, and compared to today's standard they were crude things and mostly just creature encounter after creature encounter with no real storyline.

Decades later the people at Troll Lord Games suggested that fans would be interested in seeing the designer's version of the starship *Warden*. I feel we have added a bit to my original design, but you are certainly invited to judge for yourself. Almost a year later, Chris and I created what you hold in your hands.

The following explanations and examples are intended primarily for the benefit of Starship Keepers and those wishing to explore the *Warden* using the Siege Engine rules. A quick review of how these rules work with this source book is included. If you are investigating this ancient vessel using the Metamorphosis Alpha rules system, simply disregard any statistics that are inapplicable, and use the encounter's Hit Dice (HD) rather than its Constitution to avoid or minimize the effects of poison.

Attributes & the Game



Throughout the game, the Starship Keeper (also called the Game Master within this book) and players must resolve whether or not specific actions succeed or fail. These actions might include tracking a band of mutants, detecting a trap, swimming a mighty river, or resisting the effects of a giant snake's poison.

To resolve these situations, the Starship Keeper informs the player to make a specific attribute check: strength, dexterity, constitution, charisma, wisdom or intelligence. The player rolls a d20 and adds the character's level and the attribute modifier of the attribute designated by the Starship Keeper. If the total score equals or exceeds the Challenge Class, that number representing the difficulty of the challenge requiring the check (see below), the character succeeds. If the score fails to equal or exceed it, the character fails.

This simple attribute check mechanic for resolving conflicts underlies the whole game and is called the SIEGE engine™. The name SIEGE engine™ reflects the attribute check because all conflicts in Castles & Crusades® involve an attacker and a defender, just as if an army were laying siege to a castle's walls. The SIEGE engine™ mirrors the game's story-based theme of characters seeking to overcome the challenges before them.

Siege Engine Attribute Bonuses							
1	2-3	4-5	6-8	9-12	13-15	16-7	18-19
-4	-3	-2	-1	0	+1	+2	+3

Determine If a Check Is Necessary

It is important to note that only those activities which have a significant chance of failure, as determined by the Starship Keeper, should be resolved by a dice roll. In most cases, narrative development and not chance should guide the game. Judicious use of the attribute check is essential to maintaining the fast flow of action and adventure. There are instances in which the attribute check is required. These include all class ability checks (in Metamorphosis Alpha there are no ability checks) and saving throws, and those other instances where the Starship Keeper deems a check necessary to resolve a conflict.

Determine the Attribute Needed

Once it is decided an attribute check is needed, the Starship Keeper must identify the attribute to be checked against. In most cases, the answer is obvious. In the case of saving throws, the appropriate attribute has already been identified. For example, when Melth the Mutant Bear tries to pluck a weapon from the side of a wolfoid, a dexterity attribute check must be made to determine success. Saving throws, which are discussed below, list their associated attribute.

Non-specified situations requiring a check are typically easy to resolve. The attribute description (label or title) should aid in deciding which attribute to associate with specific actions. For example, Bjorn attempts to push over a statue onto a Engineering Robot. The statue is exceedingly heavy, even for the great Bjorn. The Starship Keeper should likely require an attribute check against Bjorn's strength.

Determine the Challenge Class

Once the associated attribute is chosen, the Starship Keeper must calculate the character's chance of success. The chance of success is determined by a number called the Challenge Class (CC). The challenge class mirrors armor class in that to succeed, the attribute check result must be greater than or equal to the challenge class.

To determine the challenge class, two simple steps are required. The Starship Keeper must determine the Challenge Base (CB), and the Challenge Level (CL), the level of difficulty of the challenge involved.

Challenge Base

The first step in calculating challenge class is to determine the challenge base (CB). The challenge base is always either a 12 or an 18. Challenge base is dependent on whether or not the attribute being checked against is a character's prime attribute or secondary attribute. If the attribute is prime, the challenge base is 12. If the attribute is secondary, the challenge base is 18. Returning to our example, Bjorn the mutant bear has a strength prime attribute. Thus, the challenge base for his action would be 12. If Bjorn were a thinker android, and

strength was a secondary attribute, his challenge base would be 18.

Challenge Level

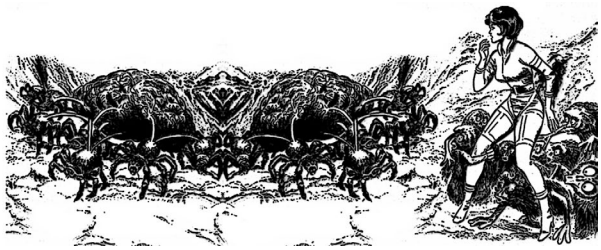
In Metamorphosis Alpha there are no character levels. To use the Siege Engine formula use the Hit Dice (HD) of the creature encountered instead of the encounter's level. The second step in calculating challenge class is determining the conflict's Challenge Level (CL). The Starship Keeper has vast discretion in determining challenge level. Although the task sounds difficult, it is actually fairly easy. Challenge Level is nothing more than the level of difficulty of the action attempted or the reaction made. In this case, it is assigned by the Starship Keeper as he determines that for Bjorn, a 12' tall mutant bear, the statue is somewhat heavy, and so it presents a Challenge Level of 4. The CL and the CB are now added together to yield the Challenge Class of 15. This is further modified by Bjorn's HD (+5) and Strength(+ 2) when Bjorn rolls his check.

To determine challenge level for most situations simply reference the level or hit dice of the encounter opposing the character. A monster's CL is equal to its hit dice; a mutation challenge level is equal to the hit dice of its caster; a trap's challenge level is equal to the hit dice of the person who set it. For instance, if an 8 hit dice creature uses a paralysing gaze ability on a character, the challenge level would be 8.

There are more arbitrary situations that require the Starship Keeper to determine an accurate challenge level. If an adversary responds to a character by making an extraordinary jump or swinging on a rope to grab an object, the Starship Keeper needs to assign a difficulty to the task. As a rule of thumb, a challenge level of 1 to 5 is adequate for easy tasks. For moderately difficult tasks, a challenge level of 6 to 10 works well. For very difficult tasks, a challenge level of 11 to 15 suffices. Heroic actions require a challenge level of 15 to 20 or even higher.

After the challenge base and challenge level are determined, the Starship Keeper adds them together. The sum is the challenge class for the attribute check. If, for example, a mutant creature with 6 HD uses a mutant ability on a fellow creature for which there is a saving throw, the challenge level would be 6. If a wolfoid attempts to deactivate a trap set by a level 4 character, the challenge level would be 4.

Assume an unarmored opponent needs to jump over a small pit to get to the characters. If the



opponent can jump and has room to do so, this is a fairly easy task. Given the size and physical qualities of the creature involved (we'll use Bjorn again), The Starship Keeper should likely assign 1 challenge point for every 5' (Bjorn's normal stride) of the jump required. However, if our mutant bear is carrying a heavy object when he attempts the jump, the challenge level would likely be doubled to allow for this increased difficulty.

Let us turn again to the example of Bjorn. He is a 5 hit dice mutated bear with strength of 16 as a prime attribute. Confronted by an Engineering Robot, he decides to squash it by pushing over a nearby statue. His Challenge Base to topple the statue (his prime is physical) would be 12. Pushing over that statue is a just barely a simple task, so a Challenge Level of 4 is assigned to the action. Adding 12 and 4 results in a total Challenge Class of 16. Therefore, the Starship Keeper must roll a modified 16 or better (on a d20) for Bjorn to push the statue over and onto the robot. This roll is modified by Bjorn's Hit Dice (+5) and Strength, and a quick glance at any copy of the Siege Engine rules provides us with this bonus (+2).

For this example, let's assume Bjorn's player rolls an 11. Bjorn's hit dice (5) and strength modifier (16 strength grants a +2) are added to the 11 for a total of 18. This beats the 16 Challenge Class, so the statue creaks and sways for a moment, then falls on the Engineering Robot, squashing it.

In short, the process of the attribute check for encounters involves the Starship Keeper rolling a d20 (for the creature) and adding the creature's hit dice and the appropriate attribute modifier. That total number must equal or exceed the Challenge Class, as determined by the Starship Keeper.

Challenge Level Less Than Zero

As previously noted every activity does not require an attribute check. However, circumstances do arise where the Starship Keeper may want the character to make an attribute check but have a greater chance to succeed. In other words he may want a CL of 0 or less. This is best resolved by setting the CL at 0

(zero) and informing the player that he gets an extra bonus, the amount being dictated by the Starship Keeper. The Starship Keeper informs him of the bonus. This bonus stacks with his roll, level (in the case of Metamorphosis Alpha the HD), and attribute bonus. Alternatively the Starship Keeper (SK) may assign a negative Challenge Level and add it to the Challenge Base. In the case of an encountered creature, this same rule applies.



Stark, a level 1 human, has a Dexterity of 15. He wants to climb a rocky cliff face. Difficult surfaces require a Dexterity check. Stark finds himself in a the middle of the cliff where the climbing gets more difficult. There are hand holds between the stones, but the stones here are covered in slime. The Starship Keeper does not want Stark to have an automatic climb chance; however, he wants him to have a much greater chance of getting to the top of the cliff. The Challenge Base is 12, because Stark has Dexterity (physical) as a prime. The Starship Keeper sets the Challenge Level at -4. The CB 12 + CL -4 is 8. Stark rolls a d20. He rolls a 6, he adds his level (or in the case of a Metamorphosis Alpha creature, HD) bonus (+1) and his dexterity bonus (+1) to come up with an 8. He climbs out to the top of the cliff. The SK could also have set the CL at 0 and given Stark a bonus of +4 to his roll to achieve the same effect.

Before concluding, it is recommended that the Starship Keeper keep the challenge level secret from players, but known when it is used to determine the outcome of an opponent's actions. By keeping the player's CL secret, anticipation and the unknown thrill of success or failure is maintained in the game. By telling the players the Challenge number required by the encounter, verisimilitude (and a belief in your honesty as a SK) is maintained. In both cases, it allows you, as Starship Keeper, to fully involve the players while still maintaining control of the narrative.

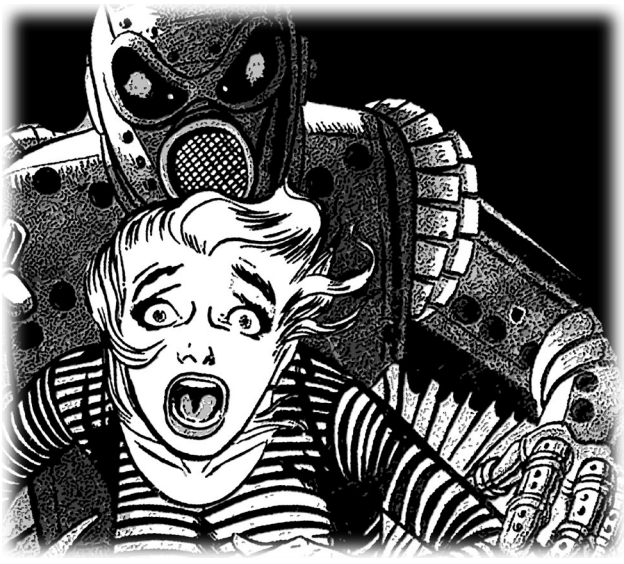
Types of Saving Throws (AKA Avoidance)

There are six different kinds of saving throws (also termed *avoidance* in this source book) each corresponding to an attribute. The situations and effects that trigger a saving throw generally fall into one of the following categories. This list is not definitive but should provide a template for Starship Keepers to determine a saving throw category for something not listed here.

Save Type	**Categories**
Strength	Paralysis, Constriction
Intelligence	Mental Attacks, Illusion
Wisdom	Confusion, Gaze Attacks, Polymorph, Petrification
Dexterity	Breath Weapon, Traps
Constitution	Disease, Energy Drain, Poison, Radiation
Charisma	Death Attack, Fear

Combat

Much of the excitement in playing Castles & Crusades and Metamorphosis Alpha occurs during the characters' combat with monsters, robots, and mutants. Whether a pure human is fighting a group of wolfoids, a mutant wolf is facing off against a crazed robot, or an android worker is defending itself from a carnivorous plant, combat is often the climax of many role playing sessions. Combat is also the nexus of many rules in Castles & Crusades and Metamorphosis Alpha. Managing combat is often a challenging affair as the Starship Keeper must not only know the rules but also know how to apply the rules fluidly to maintain a sense of excitement through description and action.



To facilitate this, the rules for combat have been kept as simple as possible while leaving maneuvering room for the Starship Keeper. As the essence of combat is its narrative, these rules are designed to organize the action of combat while enabling the Starship Keeper to manipulate the rules in support of the narrative. Narrative development is equally important to the game as any combat's results. The rules of combat and its narrative development are discussed below.



Basic Outline of a Combat Round

When a combat occurs, each participant wants to take action. The most common action is an attack on a foe, but other actions might also include (for example), drinking a roborant or using an ability. To organize these actions, combat is broken into a series of time measurements called rounds. Each participant in a combat generally gets one action each combat round.

Each participant acts during the round in an order established by the roll of a d10 called *initiative*. The character or creature with the highest initiative (d10 roll) acts first, followed by the character or creature with the next highest initiative roll, and so on, until all participants have acted. It is then time to roll intiative for the next round of combat.

If a character or creature (as managed by the Starship Keeper) uses his action to *attack,* a d20 is rolled to determine the outcome. The resulting number is then added to the character's level bonus to hit, any attribute modifiers, and any weapon's bonus. If this final result is equal to or greater than the opponent's armor class, the attack is successful and causes damage to the opponent (as determined by the weapon used). After all participants have acted once in the combat round, a new round begins.

Sample Combat Round

With a furious scream and ShockAxe in hand, Angthar, a human crewman, charges a wounded wolfoid scouting near his village. To resolve the combat, Angthar's player rolls initiative for Angthar, and the Starship Keeper rolls initiative for the wolfoid. Angthar (player) rolls a 7, and the wolfoid (Starship Keeper) rolls a 4. Thus, Angthar acts first.

Angthar, a level 5 human crewman/fighter with 14 Strength, attacks the wolfoid with his ShockAxe. The



player rolls a d20 resulting in a 9. Angthar adds his basic attack (level) bonus (+5) and his strength bonus (+1) generating a total attack roll of 15. The wolfoid's hide imparts an armor class of 12. Angthar's attack roll of 15 exceeds the wolfoid's armor class of 12, thus Angthar has successfully hit the wolfoid with his ShockAxe. The axe inflicts 1d8 hit points of damage plus 8 points of electrical damage that the wolfoid might be able to avoid if he is properly insulated, so Angthar's player rolls a d8 and adds Angthar's strength bonus (+1) to the roll. In this example, Angthar rolled a 6 for a total of 7 hit points of normal damage plus a potential of 8 points of electrical damage.

The Starship Keeper now checks to see if the wolfoid has avoided the electrical damage. In this instance, the wolfoid would need to move quickly to avoid the electrical component of the damage, so the SK uses its Dexterity as the basis for the avoidance. As Dexterity is a secondary attribute, the wolfoid's Challenge Base is 18 and the Challenge Level is 5 (Angthar's level) for a total Challenge Class of 23. The wolfoid's dexterity (11) grants no bonus or penalty to its roll. So the SK simply rolls a d20 and adds the wolfoid's Hit Dice (11). The wolfoid's Hit Dice (11, so +11 to his roll) are greater than the level (5, so +5 to CL) of his attacker.

This makes the target number to avoid the electrical damage 18, with a total bonus of 6 added to the roll. The Starship Keeper rolls a 10, which is then adjusted to a 16 (+11 for HD of wolfoid, -5 for CL of ttacker), and the wolfoid suffers an electrical shock in addition to the slice from Angthar's axe for a total of 15 points damage. As the wolfoid was wounded and had only 11 hit points remaining, Angthar has defeated it with one mighty swing of his ShockAxe.

If the wolfoid had avoided the electrical damage by leaping into the air (no longer grounded) Angthar

would have inflicted only 7 points of damage, and the wolfoid would have survived the attack. It then would perform its action, most likely attacking on Angthar with its devastatingly huge club. If both Angthar and the wolfoid survived the first round of combat, then a new combat round would begin, started by a new initiative roll. This sequence would repeat until either Angthar or the wolfoid were victorious.

Surprise

Before combat begins, the Starship Keeper determines if either party is surprised. Surprise occurs when the adventuring party happens upon foes and neither is aware nor expects the other. Determining if either party is surprised establishes who becomes aware first. The group that successfully surprises the other gains a free combat round in which to act. Those that are surprised get no action. Following the surprise round, combat proceeds normally.

Surprise involves either a situation where two characters or groups are unaware of each other, or a situation where one group is attempting to ambush another. Before any surprise roll is made, the Starship Keeper must determine if such is possible. A group that is aware of another's presence cannot be surprised. Situations often arise in which stealth, and therefore surprise, are impossible. The adventurers might, for example, have to pass over a hallway strewn with dead leaves that crack and pop when stepped upon, thus warning any nearby foes of their incursion.

Where surprise is possible, there is always a chance something could go awry and the surprise fails to occur. If a party can be surprised, a wisdom (Mental Resistance for Metamorphosis Alpha creatures) attribute check is made by the individual in the group with the best chance of success, or by each character individually. If the check is successful, that party or individual is not surprised. Failure indicates surprise.

When two separate parties could be surprised, both groups or individuals in the groups must make the wisdom check. If both groups fail the check, they are both surprised and nothing occurs as they stare at one another in a moment of stunned silence. Initiative is then rolled as normal.

The chances for surprise can be mitigated by many circumstances. If a party is well hidden or camouflaged and awaiting a group of poorly perceptive Metal Ones on a brightly lit road, the Starship Keeper may decide to penalize the Mental Resistance check for the Metal Ones. In general, the bonus or penalty should remain within a range of -5 to +5, although it might be greater in extraordinary situations.

Returning to the example of Angthar and the wolfoid, suppose that Angthar came upon a group of wolfoids that were unaware of his presence. He decides to leap off a narrow ledge into the wolfoids, landing amidst them, raining blows as they scratch and claw to get away from his deadly ShockAxe. In such an instance, the Starship Keeper would roll a Mental Resistance check for the wolfoids to determine if they are surprised. If surprised, Angthar would get a free round to attack them. If not, Angthar and the wolfoids would roll initiative, and combat would proceed normally.

Initiative Options

The order of action in a combat round is determined by an initiative roll. Every creature or character participating in the combat round rolls a d10 to determine their initiative each round. Those with the highest roll take their action first, and the actions of others descend from there. In the case of a tie, the combatant with the highest dexterity goes first. In the case of equal dexterity, a simultaneous action occurs.

This method may seem chaotic at times, especially with large groups of creatures or characters. In those cases, the Starship Keeper may find it necessary to require a group initiative instead, with the winning party acting before anyone in the losing party.

There is one exception to initiative: when a creature uses a weapon with a reach greater than 10' against an opponent with a weapon of less than 6', or when a large combatant is fighting a smaller combatant. In the first round only, the combatant with the longer reach or larger size attacks first, even if the smaller opponent wins the initiative roll. This rule only applies to melee combat occuring at a distance of 10' or less. Such action counts as the action for that round for the larger combatant (or the one with the longer weapon).

For example, Hambone the Humanoid Rabbit draws his short sword and charges a gnarly Giant Mutant Panther who just crushed his companion with a single bite. Screaming in a rage driven by revenge and loss, Hambone leaps forward to attack. Hambone rolls a 9 initiative, and the Giant Mutant Panther rolls a 3. The panther is large and Hambone is small. Thus, when Hambone moves to within 10 feet of the panther, the mutant giant panther is allowed to swing first even though Hambone won initiative. The panther, mirthless and fearless, bites at Hambone's head.

Hambone dodges as he charges, and the panther's massive jaws glance off Hambone's shoulder, inflicting no damage. Hambone manages to move in close and slices at the giant panther's leg, slashing a deep gash.

Melee Combat

Melee occurs when opponents engage in hand-to-hand combat. The attacker rolls a d20 and adds the level (or Hit Dice if a creature), to hit bonus plus any strength modifier. A monster's basic to hit bonus is equal to its total number of hit dice (a 3 Hit Dice creature adds a +3). If the total is greater than or equal to the defender's armor class, the attacker has successfully hit the defender and inflicts damage as determined by the weapon used. Touch attacks are a type of melee attack, but are addressed separately.

It is important to note that a melee attack, like the combat round and movement, is also an abstraction. Though a character usually makes only one attack per round, it should not be considered a single swing. A melee attack involves a series of parries and thrusts, along with attack and defensive maneuvers that sometimes result in damage to the defender. The damage could be from one blow or could be representative of a series of blows or fatigue.





There are many other bonuses and penalties which may affect a melee attack roll. These include, but are not limited to, racial modifiers, weapon bonuses, mutant ability modifiers, technological device effect modifiers, and situational modifiers.

Ranged Combat

Ranged combat is much like melee combat except it occurs when an attack is made with a missile weapon against a defender some distance away. Dexterity is the attribute that modifies a ranged attack to hit roll. If the total of the d20 roll plus the character's basic to hit bonus and dexterity modifier is greater than or equal to the defender's armor class, the attacker has successfully hit the defender and inflicts damage as determined by the missile weapon used.

There are two types of ranged weapons: thrown and propelled. Thrown weapons are those whose momentum are dependent upon the strength of the character or creature throwing it. These include javelins, daggers, spears and the like. Propelled weapons are those whose momentum and thrust are dependent on the mechanism which propels them forward. This includes crossbows, stones from a sling, slugs from a slug thrower, and similar devices. While a character's dexterity modifier is added to all ranged to hit rolls, a character's strength modifier is only added to the damage of thrown weapons, not propelled weapons.

Ranged weapons also have range increments, and they have a maximum effective distance equal to three times the listed range increment as detailed in the equipment list. The listed range increment is considered to be close range. Twice the range increment is medium range and three times the increment is long range. Medium range results in a -2 penalty to the ranged attack roll, and long range results in a -6 penalty to the attack roll.



Touch Attack

A touch attack occurs when an attacker is simply trying to touch an opponent. With a touch attack, a standard armor class of 10 is used for all defenders, adjusted only by dexterity of the defender and special modifiers resulting from, for example, technological devices or special physical mutations. Creatures use the base 10 AC with no modifiers.

Armor Class

Armor class is representative of a defender's ability to avoid damage. Armor class results from a combination of armor and dextrous avoidance of attacks, and even an ability to absorb the shock of a damaging blow or roll with it. Armor class takes into account an active defense (defender is aware of the attacker), the armor worn, and a general ability to withstand or avoid attacks. It is does not represent armor alone. However, for game purposes, armor is the primary determinant of armor class as it is the most easily quantified.

Armor class begins at 10. A person wearing normal clothing has a 10 armor class. Defensive gear, such as a leather jacket or shield, then add to this statistic. Armor class is further modified by the defender's dexterity (although this is usually calculated into the listed armor class statistic). The Starship Keeper is also encouraged to develop their own adjustments as needed.

Note: Metamorphosis Alpha deals with armor differently — those rules are at the back of this introduction for those of you that are interested.

Hit Points

Hit points represent the amount of damage, physical and mental, a character, non-player character, or monster can take before passing out or dying. A character's hit points are a mere abstraction and are not a numeration of the character's physical being, but do represent the overall health of the individual. The higher the hit points, the healthier the individual.

In general, hit points heal at a rate of one point per day and only if the character is resting, well fed, kept warm and his wounds are being tended. After seven days, the rate of healing increases to include the constitution bonus, if any. After 14 days, the rate of healing doubles and after thirty days, it triples. Rates of healing can be adjusted by technical devices, medical attention, herbs, diet, level of care, and other factors the Starship Keeper deems applicable.

Damage

If a hit is successful, damage is assessed for the opponent, and its hit points are reduced. Damage delivered from a blow by a weapon varies based upon the weapon being used or as described in the adversary's description. Damage is applied immediately. If a character or monster dies as a result of being reduced to 0 hit points, it gets no opportunity to counter-attack or take action of any kind.

Weapon Damage

The amount of damage inflicted is determined by the type of weapon or natural weapons being used, such as the claws of a Bearoid, the fist of a golem or the beak of a hippogriff. Weapon damages are listed in the equipment appendix and in the encounter descriptions. Damage from melee weapons is adjusted by the strength modifier, intrinsic weapon bonuses, and other factors or adjustments as applicable. Natural weapons and their effects, as well as any modifications, are noted in the appropriate encounter descriptions.

Magic Damage

Damage caused by spell effects are applied in the same manner as that caused by melee weapons or natural weapons. This feature only happens when there is a cross-over from the magical universe to the science fiction universe of Metamorphosis Alpha. *There are several fantasy characters on the Warden that Gary Gygax put there (and for which James M. Ward has never forgiven him).*

Subdual Damage

Any attack that is meant to coerce rather than to kill or destroy an opponent is known as an attack to subdue. Damage caused by these attacks is termed subdual damage, and it differs from standard (destructive) damage. This type of damage

is generally not fatal. Subdual damage is more the bludgeoning one receives in a fist fight than the slashing, gashing, bone breaking combat of swords and maces. It may hurt and even knock one unconscious but rarely draws blood and usually results in damage that heals quickly. It does real harm, however, but to a lesser extent. For every five points of subdual damage inflicted, one point is considered normal damage. Whether (and at what point) this damage might cause the surrender or acquiesence of an opponent is a decision left to the Starship Keeper, but a character need only mention that they intend to 'strike to subdue' and then have a non-ranged weapon in hand (or be unarmed).

Subdual damage heals faster than normal damage as it is not usually fatal. It heals at a rate of 1 hit point for every 10 minutes spent resting and recuperating.

Falling Damage

Falling damage occurs when a character or creature falls from a height of 5' or more. Falling can be very deadly, and players should be made aware of the potential hazards of a fall prior to beginning a climb. A character falling from a height of 6'-10' must make a dexterity check. If the check is successful, the person falling takes no damage. If the check is not successful, the person takes 1d6 points of damage. From heights greater than 10', damage accrues significantly. For every 10' fallen, the number of d6 used for damage increases by one.

Turning Undead

(Wisdom Check)

(At the present time there are no undead or clerics on the starship *Warden*. This doesn't mean one couldn't appear much to the horror of the mutants found there.) Clerics and paladins have the ability to turn undead (make them run away).

Turning undead requires a successful wisdom attribute check. The Challenge Level for the check is equal to the undead creature's hit dice. A successful turn undead check results in the undead monster being turned or destroyed. Alternately, evil characters with this ability can attempt to control the undead or even paladins. In game terms, turning undead should be considered a special, ranged combat attack. The maximum range for turning undead is 60'.

If the turn undead attempt fails, however, the cleric may not attempt to turn that specific group of undead again until one full day has passed.

Number of Undead Turned

The number of undead monsters that are turned is determined by special rules and depends on the undead monster's type: common, extraordinary or unique.

Common undead are non-sentient, automaton-like undead such as skeletons and zombies. *Extraordinary undead* are semi-sentient undead of great power that usually have special abilities. They typically are trapped between the material and spirit worlds and include such monsters as wraiths and ghosts. *Unique undead* are those rare and powerful creatures of strong will and intelligence such as vampires and liches. The turn undead ability affects 1d12 common undead, 1d6 extraordinary undead, or 1 unique undead. For each type, the number turned is increased or decreased by the cleric or paladin's charisma modifier.

Paladins (and holy warriors)

(Alignment and thus Paladins are not part of the Metamorphosis Alpha game system.) Paladins turn undead as a cleric of two levels lower than the paladin's level. That means a paladin can't turn undead until 3rd level, at which point the paladin may turn undead as a 1st level cleric. Paladins themselves can be turned by evil clerics.

Rewards

(In a *Metamorphosis Alpha* campaign finding and figuring out the scientific devices of the original crew is the biggest reward.) After defeating fearsome foes in deadly combat and gathering long lost treasures from forgotten laboratories, the characters should have garnered some little experience in the arts of mortal combat, the capacity to withstand the rigors of a harsh world, the sense to avoid trouble, and not some small amount of wisdom. Considering the gems, jewelry and technological treasures acquired, the real experience gained is that of knowledge. The characters end their adventures stronger, wiser, and more capable.

Experience Points

(Experience points are not part of the Metamorphosis Alpha games system. This doesn't mean you shouldn't award experience points for creatures killed or devices figured out, but feel free to use your own system.) After characters defeat monsters or acquire treasure, they earn experience points (xp). These points may also be awarded for good role playing and successful

adventuring. Experience points are awarded by the Starship Keeper to the players either on an individual basis or collectively. The Starship Keeper is free to award experience points in whatever manner desired, and recommended guidelines for these are included in the creature and item statistics throughout this book.



Gaining Levels

(Gaining levels is not part of the Metamorphosis Alpha experience. That doesn't mean your characters can't gain levels while exploring and trying to survive on the starship *Warden* if you are using Siege Engine or an alternate role playing system.) Characters gain levels as they adventure. Gaining levels equates to becoming better and more experienced at one's chosen profession. With new levels, the character gains more abilities and greater chances of performing abilities successfully. Hit points increase as does bonus to hit.

To gain a level, the character must accumulate enough experience points to meet the next level's experience point progression (EPPs). The EPPs for each class are located in the appropriate class description in the *StarSIEGE:Event Horizon* rules and the *Castles & Crusades Players Handbook*.

Movement

Movement is a fairly abstract necessity in any game. The movement rates listed for characters, monsters, and NPCs is an estimation of how far that creature can move at a normal pace in a round. In general, jogging is twice that movement rate, while running is four times the movement rate. As most combat rounds take ten seconds, the movement rate per minute would be six times the movement rate statistic listed in a given monster description. It should be noted that the average walking pace for an unencumbered person is about 2 miles an hour.

Vision

Light sources provide vision for creatures unable to see in the dark. The radius of vision depends on the light source.

Torch	40 feet
Lantern	30–60 feet
Magical dagger	10 feet
Lighting Device of the Ancients	150 feet

Some creatures have the ability to see in the dark or in spaces where normal human vision does not work. There are seven gradations of vision: normal, deepvision, twilight vision, dark vision, dusk vision, infra-red, and ultra-violet.

Deepvision

Ages spent in the dark and quiet places of the universe have imbued certain creatures with the ability to see into darkness that a human would find impenetrable with the naked eye. This vision extends up to 120 feet on even the darkest of nights and in the deepest of tunnels. Colors tend to erode with deepvision, and objects appear in many shades of gray. It is otherwise like normal sight, and creatures can function well with no light at all. Bright lights, such as from a lantern or other light source, spoil deepvision. A creature requires one round to adjust his or her eyes when a light source is extinguished before gaining full use of deepvision.

Twilight Vision

Even under starlight, moonlight, or low light conditions, these creatures have exceedingly good vision. They can distinguish color and detail under these conditions for up to one mile.

Darkvision

In a manner similar to deepvision, some creatures can see in complete darkness for up to 60 feet. Darkvision produces images that are in shades of gray, but it is otherwise like normal sight. These creatures can function well with no light at all. Bright lights, such as from a lantern or other light source, spoil darkvision. A creature requires one round to adjust his or her eyes when a light source is extinguished before gaining full use of darkvision.

Dusk Vision

Halflings (and other creatures), with their large and piercing eyes, can see in starlight and moonlight just as a human can at dusk. They retain the ability to distinguish color and some detail under these

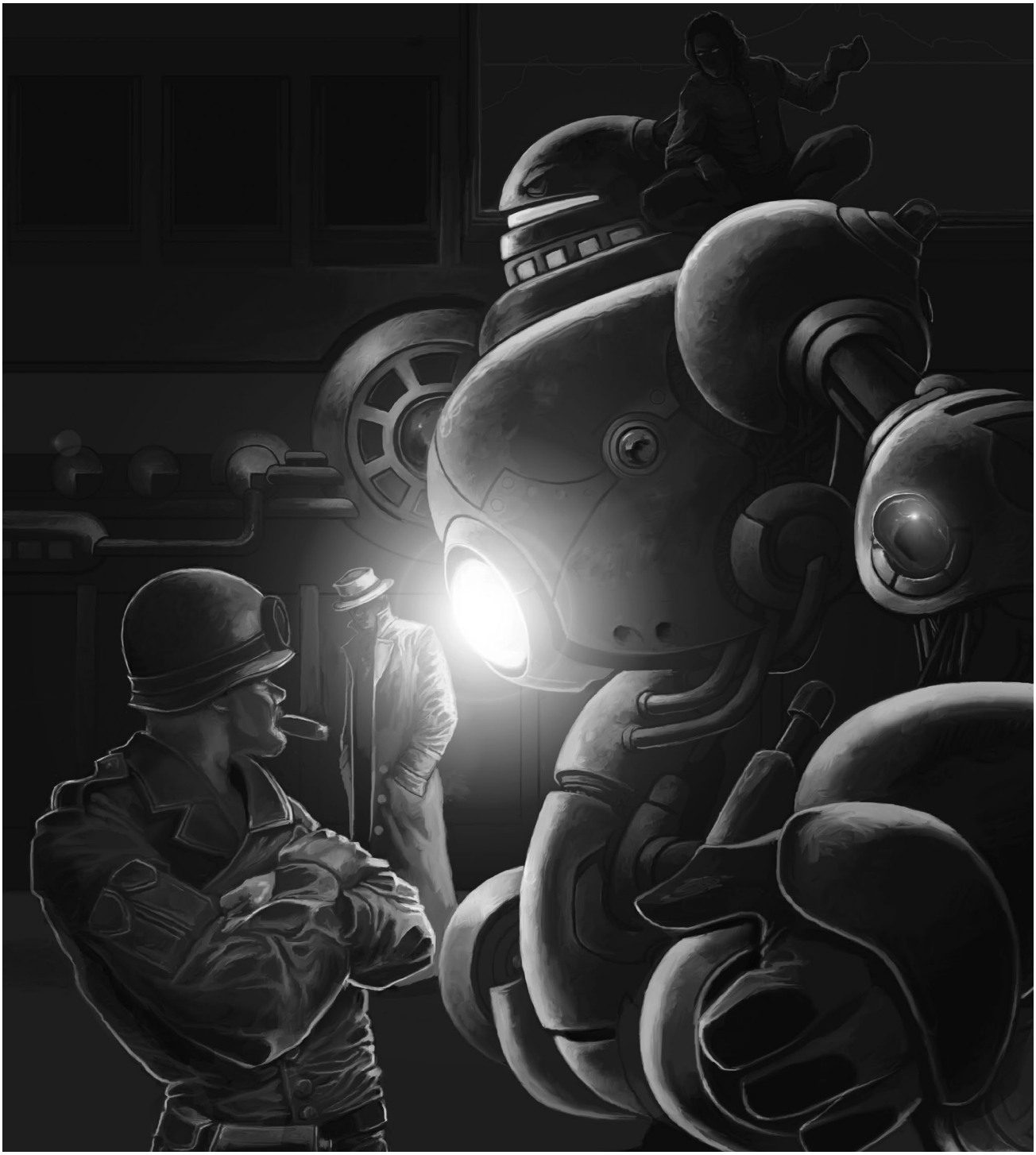
conditions, though everything is cast in shadows. They have no enhanced vision underground, under torchlight or in similar conditions of poor illumination.

Infra-red Vision

This sense allows vision in the infra-red (heat) spectrum. All warm objects give off light, while cold objects appear dark.

Ultra-violet Vision

This sense allows vision in the ultra-violet (black light) spectrum. All radiated objects and areas give off light that allows a creature with this sense to see in the absence of all 'normal' light. This sense is unaffected by the presence of other forms of light.



Encounter Statistics

All of the creatures a character might encounter while exploring the *Warden* are described using a standardized block of statistics, as well as a description of their abilities and appearance. A sample listing for a typical resident of the *Warden* is shown at the right.

An explanation of these statistics follows:

All listings start with the creature's name (*Thief Beast*).

HD (Hit Dice): The hit dice represents the number of d6 rolled to generate the creature's hit points. It also reflects the approximate level or strength of the monster.

HP (Hit Points): This number describes the health of the creature and represents the amount of health-related damage it can sustain before dying.

AC (Armor Class): This number defines the defense of a creature and is the term described in the combat rules.

MV (Movement): The distance a creature normally moves (when walking) in a single combat round.

EP (Experience Points): The amount of experience gained by a Siege Engine character if this creature is defeated, destroyed, or outwitted.

Radiation Resistance: A creature's radiation resistance is its ability to withstand exposure to the various radioactive sources found throughout the Warden. The Radiation Resistance statistic is not part of the Siege Engine rules, but the Constitution score readily substitutes for this statistic. This is explained in greater detail further on in this introduction (see Radiation Intensity).

Constitution: A creature's constitution is a measure of its general health and endurance. The use of this statistic mirrors its use in the Siege Engine rules.

Mental Resistance: A creature's mental resistance describes its will and in many ways is comparable to the intelligence statistic found in Siege Engine (and should be used as such). Most often, this statistic is used when the creature is the target of a mental attack (see Mutation Lists).

Strength: This statistic defines the physical power of a given creature and mirrors the use of this statistic in the Siege Engine rules.

Dexterity: This statistic describes a creature's hand-eye coordination, reflexes, and balance. The use of this statistic mirrors its use in the Siege Engine rules.

Prime (Prime Attribute): Abilities for monsters are expressed as primarily physical or mental attributes.

This is then followed by a general statement that describes the favored method of attack by a given creature. The type of attack, the damage it causes to various equipment and life forms, the range of the attack, and its frequency are all found within this statement.

A general description of the appearance of the creature, any prevalent attitudes it may have, and its mutations, then round out the listing. The effects of mutations, when not listed with the creature, are found in this section of the rules (see *Mutation Lists*).

Special: Creatures occasionally have a Special listing in their statistic block that is used to describe unusual or unique characteristics found only in a particular encounter, or occasionally a unique creature. A full explanation of any special ability is always found here. This field is basically a 'catch-all' for any quality not readily described by another statistic.

Thief Beast

(HD 10, HP 18, AC 12, MV 30' Exp.Points: 460

Radiation Resistance: 10 Constitution: 10

Mental Resistance: 10 Strength: 10

Dexterity: 10

[Prime=Mental] attacks 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.

Special: Thief Beasts occasionally trade with characters if properly (and cautiously) approached.

Example of Play

For the novice Starship Keeper the following detailed examples are included to supply a better understanding of how conflict and resolution plays out in the game. Creatures are introduced in stat blocks.

Bearoids (3)

(HD 6, HP 36 each, AC 13, MV 40' Exp. Points: 450
Radiation Resistance 10 Constitution 6
Mental Resistance 6 Strength 14
Dexterity 10

[**Prime**=Mental] heavy mace inflicting 2d6 damage, WC1 or long bow inflicting 1d6 +3 damage, WC1, range 210.')

These 12' tall bear-like creatures stand on their rear legs. Mutations— Heightened Intelligence, Teleportation, Precognition, Telepathy, and is able to make Mental Control attacks; it is near sighted and has no resistance to gas attacks or paralysis attacks of any type.

Janice, Fighter/Human Soldier level 4

(Castles and Crusades/StarSiege character)

(HD 4, HP 39, AC 18 [riot gear], MV 60'

Strength (Physique): 16/+2

Intelligence (Savvy): 11

Dexterity (Reflexes): 14/+1

Wisdom (Knowledge): 7

Constitution (Physique):16/+2

Charisma (Confidence and Empathy): 7

[**Prime**=Physical] one laser pistol inflicting 10d6, WC

6, range 225')

Janice wears sturdy riot gear and carries a laser pistol and three spare batteries. She has never lost a fight and is confident in her abilities. Janice wears a comfortable one-piece utility suit beneath her riot gear and stands 5'11" tall. She weighs 195 pounds (88 kg).

It is near twilight when Janice, while trying to scout out a suitable campsite, discovers a band of 3 Bearoids. She does not want these omnivores to raid her campsite while she sleeps, and their fur might be valuable to boot, so she decides to try and attack the group. As the bearoids appear not to have scented her presence as yet, Janice checks the wind to ensure that it is blowing in a direction favorable to a surprise attack. As it is blowing favorably, the player then notifies the Starship Keeper that Janice plans to attack via stealth as she draws her laser pistol and crouches amid the tall grass.



The Starship Keeper tells the player controlling Janice to make a hide check to conceal herself effectively. The bearoids sniff the air, as if they smell something. The Starship Keeper decides to use the Bearoids HD of 6 as the challenge level. He does not tell the player controlling Janice this, though. The player rolls a d20 and adds Janice's dexterity bonus (+1) and level bonus (+4). The player rolls an 15 on the die, giving her a total of 20. Since dexterity is one of her prime attributes, it beats the challenge base of 12 modified by the +6 for the Bearoids' HD (for a total of 18) with her roll. Janice is successfully hidden.

The Bearoids settle down, and Janice prepares her ambush. A few moments later, Janice enters the clearing.

The Starship Keeper makes a wisdom check for the bearoids to see if they are surprised. Since the Bearoids' prime attribute is mental (rather than physical which would include sensory awareness) their challenge base is 18 (he does not add Janice's level to this score, although he could). The Starship Keeper rolls a 7 for the Bearoids and then adds 6 to this roll for their HD for a total of 13. The Bearoids are surprised by Janice's attack.

As Janice has acheived surprise, she receives one free round of action. She sights her laser pistol and calmly depresses the trigger. Janice's player rolls a D20, generating a 9. The player then adds +4 for Janice's level and +1 for Janice's Dexterity giving a final result of 14. As the Bearoids have an AC of 13, Janice has scored a hit with her laser pistol. She rolls 10d6 to assess the damage it causes, generating 41 points of damage. The Starship Keeper compares this damage (41) to the health of an individual Bearoid (36) and informs the player controlling Janice that there is now a large hole through the center torso of one very dead Bearoid. Unfortunately, this upsets the other two Bearoids.

The players and Starship Keeper now roll a d10 for their initiative this round. The Janice player rolls a 5 and the Starship Keeper rolls a 5 for the enemies. He chose to roll the enemies as a group to speed things along. The Starship Keeper also decides to give Janice a -1 initiative penalty this round due to her low Charisma/Empathy. The Bearoids strike first!

Following initiative, the Starship Keeper conducts the Bearoids' attacks. The Bearoids are distressed by

their brother's sudden death but are determined to kill, and eat, this threat to their territory.

The Bearoids charge the Janice with their heavy maces. Since they are charging the SK determines that they suffer a penalty of -4 to their AC but gain +2 damage against their target. The Starship Keeper rolls two d20s and gets a 13 and a 15, both of which are all modified by +6 (the hit die of the bearoids) and an additional +1 (for Strength).

That means both of the Bearoids have succcessfully hit Janice with their heavy maces. The Starship Keeper rolls their 2d6 mace damage and generates a 7 and a 5 (+2 for each attack due to the charge and an additional +1 for Strength), causing Janice a total of: (7+2+1) + (5 + 2 + 1) =18 points of damage! This reduces Janice to 21 hit points, which still leaves her in pretty good shape.

Janice responds on her round by spinning in place to avoid the Bearoid's attacks while shooting her laser pistol at one of the two remaining Bearoids. If we remember from last round, Janice adds +4 for her level, and +1 for her Dexterity. The player controlling Janice rolls a 12 on a D20. Adding her bonus (+5), this generates a 17. As the Bearoids AC is 13, Janice has once more hit a Bearoid with a shot from her laser pistol. She rolls 10d6 damage, generating a total of 43 points. The Starship Keeper informs the player controlling Janice that she has removed the head of a second Bearoid as its corpse slumps lifeless to the ground.

The last Bearoid, surveying the ruin of its two companions, decides to find safer territory for its foraging. Grabbing its mace, it runs for the edge of a concealing woodland some 300' distant. As it is running in fear, it covers 160' (4x normal movement) this round.

The player controlling Janice, hoping for an undamaged skin to trade with some Humanoid Rabbits she knows, asks the Starship Keeper if she can make a precision shot that will kill the bearoid without causing significant damage to its skin. The Starship Keeper agrees, but mentions that the shot will be difficult, and that she will need to roll CL:1 check against her Dexterity in order for the shot to occur. (The SK could also have added a penalty to her 'to hit' roll in lieu of this check.) As Dexterity is Physical, it is one of Janice's Prime Attributes, so the Challenge Base is 12, and the overall Challenge Level is 13. Janice's Dexterity of 14 grants her a bonus of +1, while her level grants her a bonus of +4. The player controlling Janice rolls a 9 on a D20, adds then the+5 bonus yeilding a result of 14. As this beats the Challenge Class (13) Janice is able to



set up and take the shot. The player must still roll to see if Janice hits the fleeing Bearoid. The player rolls an attack roll on a D20 generating a 19 (+4 for Level and +1 for Dexterity) for a total 'to hit' roll of 23! The player then rolls the 10d6 damage and scores a 47. The final Bearoid drops within sight of the safety of the beckoning forest, and Janice has gained a new heavy mace and the materials for an incredibly stylish new fur coat.

Metamorphosis Alpha Additions

There are many unique features to the Metamorphosis Alpha rules (and the *Warden*) that might cause confusion if you are exploring the *Warden* using the Siege Engine rules. What follows are some easy tips and helpful charts to make a conversion of these unique aspects to your Siege Engine game as seamless as possible.

POISON EFFECT CHART

Poison intensity

Constitution	1	2	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		1	2	3	D	D	D	D	D	D	D	D	D	D	D	D	D	D
4	1	2	3	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D
3	2	3	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D

Poison

On the *Warden*, all poisons that have no specified effect (where the effect is not specifically described) are at least debilitating and are often deadly. Characters exploring the ship who are poisoned by an environment or opponent may be given a standard Siege Engine constitution save, or you might wish to adapt the Metamorphosis Alpha chart shown above. The constitution of the character is compared to the deadly strength of the poison, and a result is automatically generated. The numbers given on the chart indicate a d6 (multiplied by the number) of damage, while a "D" notation indicates death. An asterisk symbol (*) indicates that the character suffers no ill effects from that intensity poison.

A character with a constitution of 6 suffers a poison [intensity 4] sting from a spider. If in that same combat he is stung again with the 4 intensity poison it automatically is considered a 5 because he has some of that poison in his system already. He would take 2d6 in instant damage from the first sting and 3d6 damage from the second sting.

Radiation and Radiation Resistance

Many of the creatures aboard the *Warden* have developed a resistance to the radiation that is found in random areas throughout the ship. In the Metamorphosis Alpha rules, this radiation is compared to the radiation resistance statistic of a character or creature to determine if that radiation causes damage. If you are using Siege Engine rules, substitute the constitution statistic of the character for the radiation resistance statistic displayed for the creatures and encounters listed in this book.

RADIATION EFFECT CHART

Radiation intensity

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

On the first round of exposure, any living creature suffers 1d6 damage multiplied by the number listed on the chart per combat round, but the exposure also reduces their resistance by one for every round of exposure.

A character with a 9 constitution walks into an intensity 7 radiation field. Not realizing that he is in such a field, he walks further into the area. On the second round of being exposed to the radiation he takes 1d6 in damage (as his radiation resistance drops by 1 becoming an 8) and realizes that he should leave as the area is dangerous. As he runs for safety, our hapless explorer suffers a third round of exposure causing 2d6 damage (as his resistance drops yet another point). This process continues until he either escapes from the radiation or dies from the exposure.

Lost Radiation Resistance points (statistical, not health) are restored the moment the character leaves the radiated area. A "D" result on the chart indicates that the character immediately dies from the exposure.

Mental Resistance

MENTAL ATTACK CHART

Attacker's Mental Resistance

DEFENDERS MENTAL RESISTANCE	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
18+	-	-	-	-	-	-	-	18	17	16	15	14	13	12	11	10
17	-	-	-	-	-	-	18	17	16	15	14	13	12	11	10	9
16	-	-	-	-	-	18	17	16	15	14	13	12	11	10	9	8
15	-	-	-	-	18	17	16	15	14	13	12	11	10	9	8	7
14	-	-	-	18	17	16	15	14	13	12	11	10	9	8	7	6
13	-	-	18	17	16	15	14	13	12	11	10	9	8	7	6	5
12	-	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4
11	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3
10	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	-
9	16	15	14	13	12	11	10	9	8	7	6	5	4	3	-	-
8	15	14	13	12	11	10	9	8	7	6	5	4	3	-	-	-
7	14	13	12	11	10	9	8	7	6	5	4	3	-	-	-	-
6	13	12	11	10	9	8	7	6	5	4	3	-	-	-	-	-
5	12	11	10	9	8	7	6	5	4	3	-	-	-	-	-	-
4	11	10	9	8	7	6	5	4	3	-	-	-	-	-	-	-
3	10	9	8	7	6	5	4	3	-	-	-	-	-	-	-	-

The mental resistance of a *Warden* resident is much like the intelligence statistic of a Siege Engine character. Many of the mutant species aboard the *Warden* have developed mental attacks which they commonly use (see *Mutation Lists*) in place of physical attacks. When such an attack occurs, the mental resistance (or intelligence) of both the victim and the aggressor are compared. A mental attack is then rolled using 3d6, and the chart below is consulted.

The number listed on the chart is the number that the attacker must exceed on a roll of 3d6. If an "*" is present the result will always be a success, and there is no need for a 3d6 roll. If the result is a "-" , the attack always fails and cannot be tried again.

If you are using the Metamorphosis Alpha rules, characters add a point to their Mental Resistance statistic whenever they avoid a total of three mental attacks (these need not all occur at the same time). As Starship Keeper you should note whenever a character has successfully resisted a single mental attack and inform the character when their mental resistance statistic has increased. No mental resistance statistic increase is possible beyond 18.

Mutation Lists

In the Metamorphosis Alpha game there is a chance that any character might mutate and gain a power. The list that follows here contains only those mutations found amid the creatures that are found within this book. A complete list may be found only in the Metamorphosis Alpha rules.

Physical Mutations

Poison Claws or Fangs – The intensity of the poison is up to the Starship Keeper. The claws or the fangs inject this poison with any successful strike.

Gas Generation – The Starship Keeper determines what the effect of the gas is. If it is deadly, the poison intensity chart is used.

Quills – Quills can be thrown without the use of either hands or feet by those creatures that possess them. The number of quills thrown is determined by the roll of 1d6, WC 2, and each quill does 1d6 in damage. The range of these quills is 20'.

Radiated Eyes – Once every 3 melee rounds, a blast of intensity 10 radiation can be emitted from the eyes of the mutant at a range of 30'.

Electrical or Heat Generation – The mutation causes 3d6 in heat or electrical damage when this creature touches a target or is touched during melee.

Sonic Abilities – Once every 4 melee rounds the mutant may emit a sonic blast causing 3d6 damage to everything in a 30' radius around the mutant.

Light Generation – The mutant must successfully strike a foe within 40' with intense beams of light from his eyes. If the mutant is successful, he blinds the foe for 1d4 melee rounds.

Mental Mutations

Mental Paralysis – A successful mental attack allows the mutant to paralyze a foe. As long as the mutant does nothing else, it can maintain the paralysis. If the paralysis lasts 4 melee rounds, the foe dies from heart failure.

Illusion Generation – If the mental attack is successful, the illusion appears real to the foe. Only touch will allow the foe to pierce the illusion.

Mental Control – This mutant does nothing else while maintaining control over a foe. Whatever

happens to the foe during control also happens to the controller.

Mental Blast – Each successful attack does 3d6 in mental damage to the brain of the foe.

Pyrokinesis – This 60' range attack inflicts 1d6 in heat damage on the first melee round. If the attacker does nothing else and concentrates on the attack, the damage grows 1d6 with each consecutive melee round up to 10d6.

Cryokinesis – This 60' range attack inflicts 1d6 in freezing damage on the first melee round. If the attacker does nothing else and concentrates on the attack, the damage grows 1d6 with each consecutive melee round up to 10d6. If the attack is held until the 10d6 limit is reached, the foe is completely frozen and dies.

Life Leech – This mutation makes a mental attack on every being within 30' of the attacker. It causes 6 hit points to transfer from the foe to the attacker where they remain for 24 hours.

Molecular Disruption – This mental attack reduces a foe to one hit point for seven days and slows him to half speed for the same amount of time.

Death Field Generation – This mutation reduces all beings in a 60' area around the attacker to 1 hit point. The attacker can do nothing for 1d20 melee rounds.

Plant Mutations

Poison Thorns – The intensity of the poison is determined by the Starship Keeper.

Poison Throwing Thorns – 1d6 thorns are thrown at a foe. The intensity of the poison is determined by the Starship Keeper.

Contact Poison Sap – The intensity of the poison is determined by the Starship Keeper.

Squeeze Vines – A successful strike allows this plant to constrict for an additional 4d6 damage to a victim.

Dissolving Juices – The acid of this attack causes 4d6 in damage to flesh and equipment.

Electrical or Heat Generation – The mutation causes 3d6 in heat or electrical damage when the plant touches a target or is touched during melee.

Sonic Powers – The plant generates a sonic blast that causes 4d6 in damage to all within 30'.

Weapon Class

46 years ago I (Jim) needed a way to figure out how to strike different types of armor with any given weapon. I didn't want the system I used to be anything like D&D, so I randomly assigned a weapon class to every weapon and then made a chart so that the Game Master could cross reference the weapon type with an armor type and determine what die roll was needed to successfully strike that armor type. The Siege Engine system is much simpler than this one, but we wanted to give you the choice of which system to use.

WEAPON CLASS

ARMOR CLASS	1	2	3	4	5	6	7	8
1	18	17	16	18	14	18	12	18
2	17	16	15	17	14	16	14	19
3	16	15	14	16	13	15	9	17
4	15	14	13	14	12	10	NE	13
5	13	11	12	13	11	9	NE	12
6	11	10	9	11	8	8	NE	11
7	9	8	7	8	6	7	NE	-
8	7	6	5	6	4	6	NE	-

Armor Class

No Armor or Shield	8	Fiber & Shield	4
Heavy Furs or Skins	7	Metal Armor	3
Shield	6	Metal Armor & Shield	2
Plant Fiber Armor	5	Duralloy Shield	1

A result of "NE" indicates that the particular class of weapon has no effect on that type of armor. A result of "*" (asterisk) indicates that a hit is automatic, that an attack with that class of weapon vs. that type of armor always hits.

In the first few years following the publication of Metamorphosis Alpha, Gary Gygax loved to play the game because he GM'ed most of the time. When I GM'ed, I ran his group through an MA game, and he found some wonderful white fountains at a time when he needed to fill his water bags. A bit later he realized he was fooling with urinals and suddenly wasn't too happy with his discovery. A year later I was playing in Gary's MA game and was fooling with what I thought was a powerful heat weapon. He told me there were coils turning red hot inside the two holes of the device. I was excited and thought all I needed to do was figure out how to fire the weapon and I would be all set. A bit later I learned the device was only useful for toasting bread.

Tech Level

ITEM TECH LEVEL

Intelligence / Leadership Potential	*advanced* 1	2	3	4	5	6	7	8	9	*primitive* 10
3	-	-	-	-	-	-	-	-	20	18
4	-	-	-	-	-	-	-	20	18	17
5	-	-	-	-	-	-	20	18	17	16
6	-	-	-	-	-	20	18	17	16	15
7	-	-	-	-	20	18	17	16	15	14
8	-	-	-	20	18	17	16	15	14	13
9	-	-	20	18	17	16	15	14	13	12
10	-	20	18	17	16	15	14	13	12	11
11	20	18	17	16	15	14	13	12	11	10
12	18	17	16	15	14	13	12	11	10	9
13	17	16	15	14	13	12	11	10	9	8
14	16	15	14	13	12	11	10	9	8	7
15	15	14	13	12	11	10	9	8	7	6
16	14	13	12	11	10	9	8	7	6	5
17	13	12	11	10	9	8	7	6	5	4
18	12	11	10	9	8	7	6	5	4	3

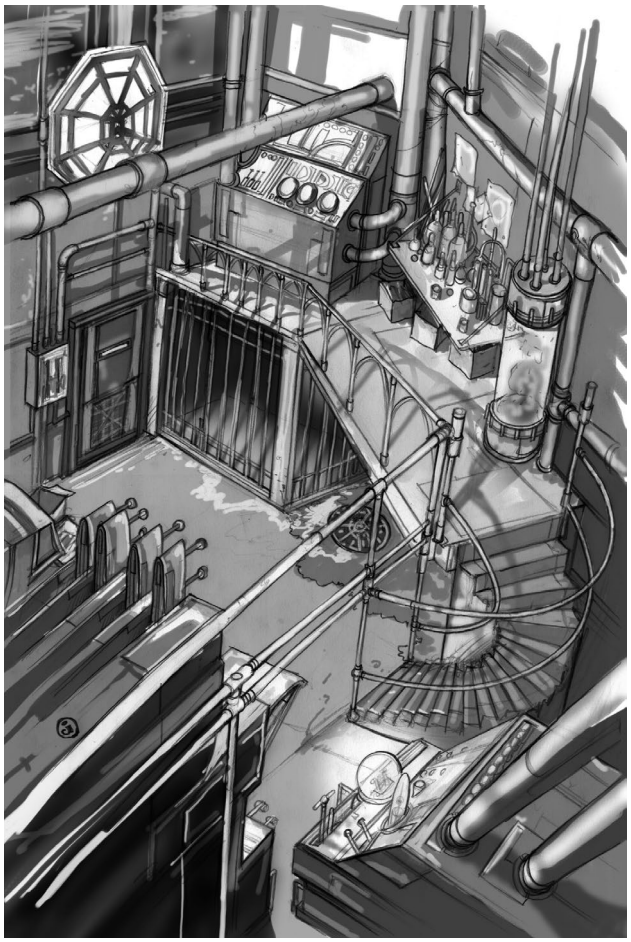
In Metamorphosis Alpha half the fun of finding a complex piece of ancient technology is determining whether or not your character knows how to use it. For those of you running Siege Engine characters, substitute the intelligence statistic for the leadership potential statistic listed below.

A dash (-) result from the chart above indicates that the character has no chance of understanding the use of a given item. A numeric result indicates the number that must be either rolled or exceeded (on a d20) in order for an item to be fully understood.

Most discovered items require but a single successful roll in order that their use might be ascertained by a character, but this is not an absolute rule. As Starship Keeper, you may decide that an item has multiple aspects (such as firing, reloading, or changing a setting) and therefore requires multiple successful rolls in order that all functions be understood.

Metamorphosis Alpha creatures have neither a Leadership Potential statistic nor the ability to discern the nature of technologically advanced items, although many species do have knowledge of them. The use of advanced technology by these species is taught to them by characters, robots, and the many different artificial intelligences found aboard the *Warden*.

As Starship Keeper, you might wish to add situational or life experience modifiers to the scores listed above. Characters with a background in energy weapons might gain a bonus when scrutinizing a laser rifle, while those attempting to pick up the rifle and use it during combat might receive a penalty due to the time constraints involved. We leave those choices to you. A list of all weapons and items found within this book is found in *Appendix B: Items*.

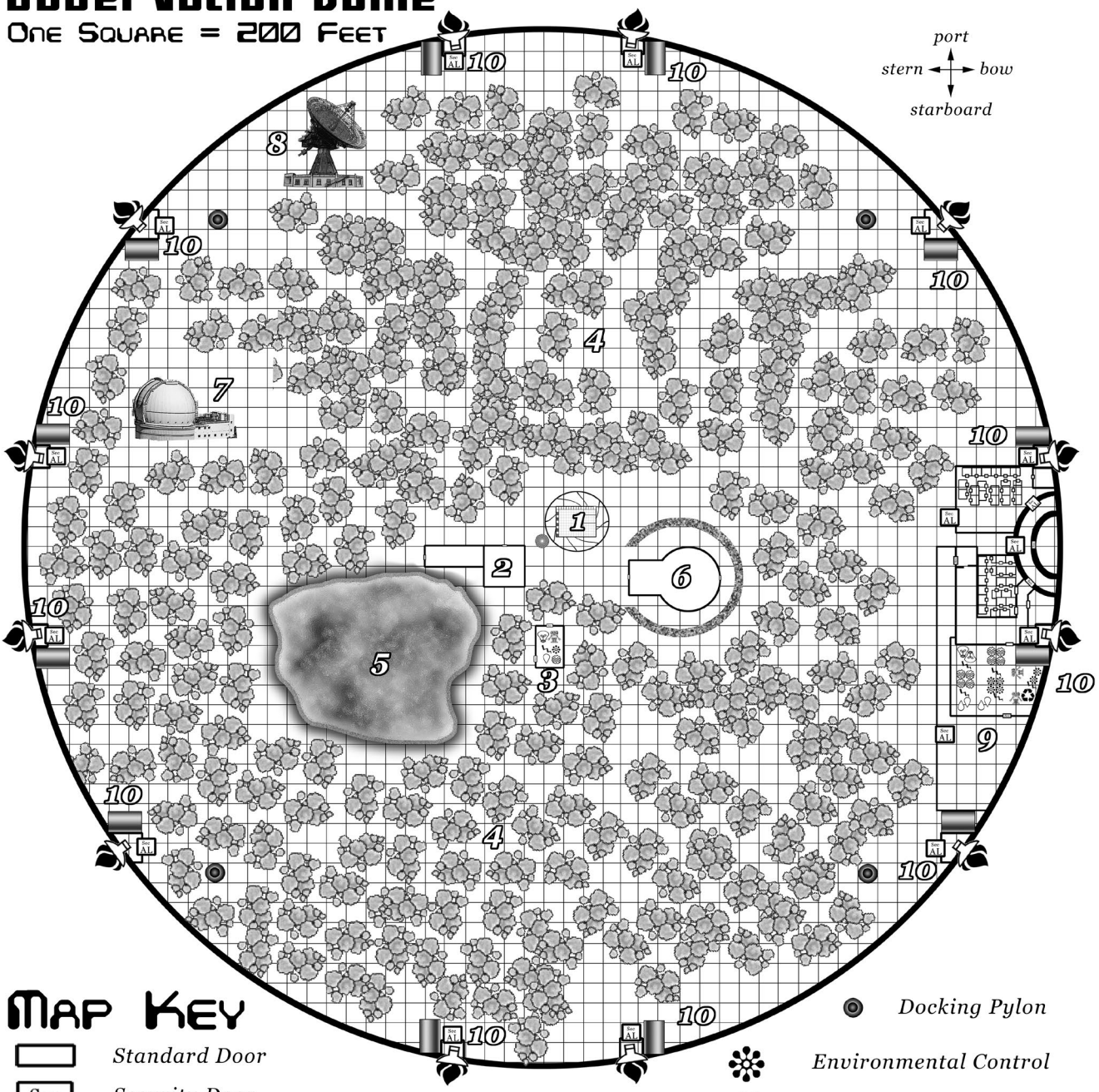


The Dome



Observation Dome

One Square = 200 Feet



Map Key

- Standard Door
- Sec — Security Door
- Sec AL — Security Airlock
- Thruster Fuel Cell
- Radio Telescope
- Observatory
- Thruster
- Gravity Node
- Robot Depot
- Docking Pylon
- Environmental Control
- Recycling Center
- Fusion Generator
- Water Purification
- Circuit Bus
- Air Purification

1) *Central Elevator* 2) *Visiting Dignitary Residence* 3) *Utility Building* 4) *Forest Walk*
5) *McKinley Lake* 6) *Galaxy Hall* 7) *Martelle Observatory* 8) *Radio Telescope*
9) *Bridge* 10) *Thruster*

The Dome

Overview

The 2 mile diameter 500' tall observation dome that sits atop the *Warden* was originally designed as a 'construction shack' — a safe haven which those constructing the *Warden* could commute from and return to for supplies. It was for many years a self-sustaining bubble of life in an otherwise vacuum-filled development. Later, as portions of the vessel were completed, it hosted visiting dignitaries from Earth, students and scientists, politicians and military masterminds. In the early days of *Warden* construction, the dome was more than just a life raft, it was the center of life for the entire project.

As the ship neared completion, plans were made to move the dome to a new construction site where yet another colonization ship was to be built. The dome had shown its space worthiness and value during the *Warden* project, and there seemed no reason to retire it in favor of a new model. It was capable of (very) limited interplanetary flight and would move under its own power to the new site.

The world government, however, had other plans. Leadership changed, and the newly elected representatives wanted to repurpose the money that was to be spent on the next colonization ship. This, combined with the growing controversy over a report that military personnel were to be sent with the *Warden* mission, brought about a moratorium on ship building.

The dome, not truly capable of flying even as far as the moon, was to be abandoned.

Not wishing to see such waste, the engineers of the *Warden* came up with a plan to make use of the dome. Using removable pylons, the dome could be anchored to one side of the *Warden* and could make the trip with the great vessel. Once there it could be landed on the planet, or used as an orbital base. In any case, the billions spent in its construction would not be wasted.

The world government agreed, the dome was affixed to the *Warden* using retractable pylons, and there it remains to this day. It has its own fully functional guidance system, a series of thrusters for correcting its attitude and a gravitational drive should any large gravity well present itslef in the vicinity, and its own life support, electrical, and other subsystems. It does not, however, have an onboard Artificial Intelligence.

Lifeforms

The following creatures are found randomly on this level. Check once for each new square explored on the map (or devise your own system) by rolling a d6. Any result of a 1 or a 2 indicates that a wandering monster has encountered the party. How many of a particular creature are encountered is left to your discretion.

Creatures Encountered (roll 2d6)

2	Blood Draining Thorn Stinger
3	Carnivore Vine
4	Crying Plant
5	Death Vine
6	Dream Bush
7	Flower Blade Plant
8	Fungus, Red Puffball
9	Hangman's Tree
10	Jawed Plant
11	Robot, Engineering
12	Robot, Forest/ Ecology

Blood Draining Thorn Stinger

(HD 10, HP 44, AC 12, MV 0'/none Exp. Points: 540
Radiation Resistance 11 Constitution 10
Mental Resistance 9 Strength 8
Dexterity 7

[Prime=Physical] 5 thorn attacks inflicting 2d6 +5 points of blood drain each, WC 1, range 90'.)

This mutated fern has unusually stiff, razor-sharp leaves and 5 thorny tentacles able to sense and strike targets up to 90' from its central trunk. Mutations— New Plant Parts, Increased Senses.

Carnivore Vine

(HD 6, HP 31, AC 10, MV 0'/None Exp. Points: 300
Radiation Resistance 18 Constitution 6
Mental Resistance 3 Strength 3 Dexterity 3

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

This vine grows in radioactive areas. Early in its cycle, it is a thin 5' long vine with wide, hinged dual leaves that hide jaws. The vine reacts to movement, bringing its jaws to bear at whatever length the vine has achieved via growth [average of 20'-40']. There are several 100 yard versions that can swallow large prey in two bites if the plant gets the chance. Mutations— Stasis in Periods of Darkness, Acid Bite.

Crying Plant

(HD 13, HP 77, AC 16, MV 0'/None Exp. Points: 720
Radiation Resistance 18 Constitution 13
Mental Resistance 18 Strength 3
Dexterity 8

[Prime=Mental] one branch slap inflicting 3d6 damage, WC 3, plus an avoidable 25' knockback and follow-up crushing for 10d6.)

This plant grows a large 30' spherical bole with a large shadowy alcove. Inside the alcove an imitation of that last victim the plant ate, regardless of its nature, appears to be crying. Victims approaching within 20' cause the branches of this plant to bend and slap the victim into the bole of the tree which then contracts violently. Once it has killed, the Crying Plant requires three days to form a new crying imitation. Mutations— Moving Plant Parts, Psychic Imitation, New Plant Parts, Increased Senses.

Death Vine

(HD 15, HP 66, AC 15, MV 10' Exp. Points: 840
Radiation Resistance 14 Constitution 15
Mental Resistance 3 Strength 15
Dexterity 15

[Prime=Physical] 3 whip-like vine attacks inflicting 4d6 damage each, WC1, range 90'.)

These plants spin their vines in a 360° arc, feeling for living flesh and then wrapping around that flesh so that the jaw-filled vines can bite chunks from it. Mutations— New Plant Parts, Moving Plant Parts, Increased Senses.

Dream Bush

(HD 10, HP 55, AC 12, MV 0'/None Exp. Points: 540
Radiation Resistance 10 Constitution 10
Mental Resistance 3 Strength 3
Dexterity 3

[Prime=Physical] one strong fragrance area attack affecting any creature within 35'; fragrance acts as a poison [Intensity 10, Enthralls victim].)

This 6' tall mutated elderberry bush filled with clusters of purple berries looks like a tree. Those failing to avoid the effect of its fragrance [poison] take no damage but become enthralled to the Dream Bush and retrieve other plants of all types, returning them to the base of the Dream Bush to become fertilizer. Only the destruction of the Dream Bush by an outside entity is capable of releasing those in thrall. Mutations— Poison [Intensity 10], Enthralling.

Flower Blade Plant

(HD 8, HP 44, AC 13, MV 0'/None Exp. Points: 630
Radiation Resistance 18 Constitution 8
Mental Resistance 13 Strength 13
Dexterity 3

[Prime=Physical] 1d6 petal attacks inflicting 4d6 damage, WC 2, range 30'.)

This 4' tall flower-like plant has a cluster of large, circular flower petals that are stiff with very hard edges. The plant senses movement and throws 1d6 petals at the prey trying to kill it. Then the plant moves over the body and the lower plant leaves suck up the nutrients of the dead prey. Any given plant has 20 of these petals and can grow one petal per day if there are sufficient nutrients. Mutations—Moving Plant Parts, Increased Senses, Throwing Petals, New Plant Parts.

Fungus, Red Puff Ball

(HD 3, HP 5, AC 4, MV 0'/none Exp. Points: 150
Radiation Resistance 3 Constitution 3
Mental Resistance 3 Strength 3
Dexterity 3

[Prime=Physical] explosion inflicting 10 damage + poison [Intensity 12], WC4, range 10').

This mutated 5'-spherical red fungus bursts if it



experiences pressure of any kind. The area then remains filled with a poisonous [Intensity 12] fungal spore cloud that persists for 1-2 hours.)

Mutations— New Plant Parts, Poison [Intensity 12], Spores, and Quick Growth.

Hangman's Tree
(HD 11, HP 55, AC 15, MV 0'/None Exp. Points: 900
Radiation Resistance 18 Constitution 11
Mental Resistance 3 Strength 13 Dexterity 3

[Prime=Physical] 1d6 whipping branch attacks inflicting 5d6 damage each, WC 1, range 150'.)

This 90' tall mutated willow tree produces lovely pink flowers at the end of thousands of supple branches. As potential victims come within 150' of the tree, it whips 1d6 of these branches at these targets. If the mutant succeeds in killing the prey, it pulls the dead body up near the bowl of the tree and slowly collects the nutrients of the victim. There are always several sets of equipment around the trunk of the tree. Mutations— Moving Plant Parts, New Plant Parts, Increased Senses, Grabbing Vines.

Jawed Plant
(HD 10, HP 44, AC 12, MV 0'/none Exp. Points: 810
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 10 Dexterity 6

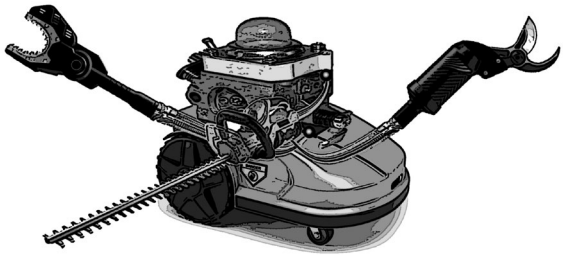
[Prime=Physical] one thorny jaw attack inflicting 5d6 acid damage, WC1, range 30'),

This gigantic mutated Venus Fly Trap hunts by sensing heat sources at 30' range, and hits indicate that the victim has been captured by the thorny jaws of this voracious predator. Once captured, acid flows down upon the victim. Mutations— Larger than Normal, Increased Senses, Dissolving Juices [5d6].



Robot, Engineering
(HD 10, PH 50, AC 15, MV 96 kph Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 14
Dexterity 14

[Prime=Mental] no attacks)



Designed with many tools stored in its body, this robot has digital schematics and programming that allows it to repair most devices on the ship. It has: Semi-independent action circuits, broadcast power cells, extra power cell for 24 hours of independent operation, telescopic and microscopic lenses, lenses for infra-red and ultra-violet sensing, 2 rotating light sources, 3 tentacle manipulators, 2 power grasping claws, tool handling tentacles, 96 kph drive system, and communication systems allowing it to talk with both the ship's A.I. and humans.

Robot, Ecology/Forest
(HD 10, PH 50, AC 15, MV 96 kph Exp. Points:
Radiation Resistance 18 Constitution 10
Mental Resistance 12 Strength 17
Dexterity 13

[Prime=Physical] no attacks)

The robot is designed with many tools stored in its body to work with plants on the ship. It is programmed to foster the growth of all types of plants. It holds the following: Semi-independent action circuits, broadcast power cells, extra power cell for 48 hours of independent operation, telescopic and microscopic lenses, lenses for infra-red and ultra-violet sensing, 2 rotating light sources, 3 tentacle manipulators, 2 power grasping claws, tool handling tentacles, 96 kph drive system, communication systems allowing it to talk with the ship's A.I. and humans. It has no attack and isn't programmed to damage humanoids. The unit can operate at 100' or less under water but cannot work in outer space. It has a cylinder shape making it 7' tall and 4' in diameter. Forestry tools include: sonic torch for plant cutting [inflicting 40 damage, WC 6], rake scoop for mulch removal, herbicide sprayer loaded with plant poison [Intensity 18], weighted capture net with a paralysis field [range 50', 10' in diameter], 4' cubic collapsible capture cage, and a vibro-saw [inflicting 40 damage, WC 1.]

Points of Interest

1 — Central Elevator

The dome is only accessible via the central elevator. To open the doors of the central elevator within the dome area requires the use of either a red or a red & blue ship's issue wristband.

The Central Elevator runs through all 17 decks of the *Warden*, but ingress and egress are strictly regulated through the use of wrist band readers that are present both within and outside of each elevator. These bands identify the type of crewmember attempting to use the elevator and allow them access to only those areas where said access is authorized. This access changes from deck to deck, so while a crewman might board on one deck, he may only have a limited number of choices for decks upon which he might exit. Only command bands (red and blue) have unrestricted access to all areas within the ship.

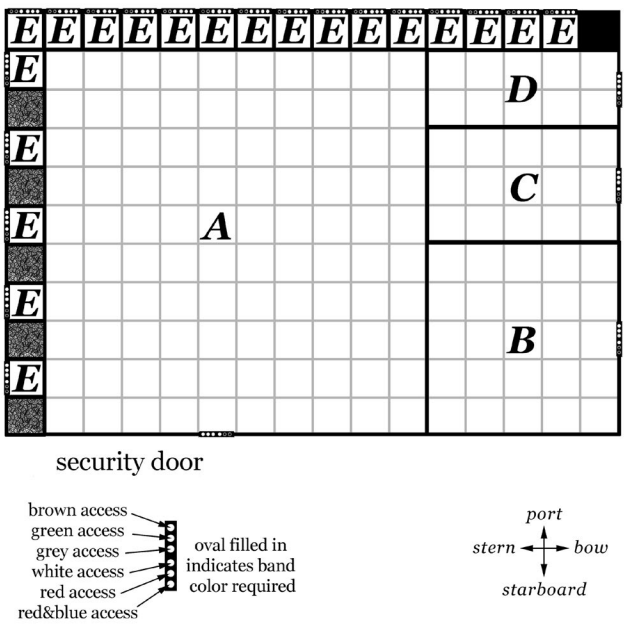
Here within the dome, the elevator does not stretch from floor to ceiling as it does on all other levels. Here it terminates in a 140' tall building that is held to the floor of the dome by massive electro-magnets. Beneath the elevator building rests a massive iris hatch that can be opened, allowing the building to form a seal with the hull of the *Warden*. A glasteel bubble, currently affixed to the ceiling some 500' overhead, is lowered to cover the space occupied by this building, and the hatch below is opened allowing the building to settle against the *Warden's* hull while retaining pressurization.

The term 'Central Elevator' is actually a misnomer. Although there is a single elevator shaft in the center of the *Warden*, there are 24 elevators of various sizes that use this shaft for transit. Four of these elevators are dedicated to the transit of cargo, and as such are quite large, while 20 smaller elevators are able to carry up to 30 passengers each. All of the elevators in the *Warden* operate using small gravity lenses (anti-gravity) with variable negative and positive gravity capability.

Given the size of the *Warden*, a trip within any of the central elevators takes some time. Transit from one deck to the next consumes a full ten minutes, while a trip from the very bottom of the ship to its observation dome (if the passenger is authorized) takes a total of 112 minutes.

1A — Main Cargo Elevator

The largest of the elevators, this massive lift measures 400' per side and is capable of moving up to 200 metric tons.



1B — Secondary Cargo Elevator

This cargo elevator is slightly faster than the largest and measures 100' x 100'. It can lift a maximum of 50 metric tons.

1C — Tertiary Cargo Elevator

Used for deliveries of supplies to most decks of the ship, this elevator measures 60' x 100' and has a carrying capacity of 20 metric tons.

1D — Express Cargo Elevator

The fastest of the cargo elevators, the express elevator has bench seats with seat belts along its far wall, and it is able to transit between decks in a mere 9 minutes (98 minutes top to bottom). It measures 40' x 100' and is able to carry up to 10 metric tons.

1E — Passenger Elevators

These 18' x 18' elevators travel at a standard speed and are capable of comfortably fitting up to 32 crew members at one time. Their weight limit is 8,134 pounds (3690 kg).

Note: the dome has no Artificial Intelligence dedicated to keeping its environment stable and its systems

running efficiently. It does have computerized controls and a large database, and is hooked into the Warden's Artificial Intelligence, but the dome itself is maintained by automatic control units and robots.

2 — Visiting Dignitary Residence (the VDR)

The newest building within the dome, the Visiting Dignitary Residence Hall (or VDR Hall), was built several years into the Warden building project. It is referred to as a residence hall but is actually a very luxurious resort meant to impress visiting officials from Earth with the importance of their support for the project. This three story structure towers 60' into the air of the dome, and the interior is done in chrome and glasteeel. There are but 12 spacious suites within this building as well as a snack and cocktail bar with a General Purpose Robot playing soft jazz piano (4-handed, no less).

Twelve Butler/Cook and six General Purpose Robots ensure that every whim of a visitor is indulged. Food is brought (from Area #6) to those not wishing to leave the building. Dry cleaning and massage services are available, and all amenities are voice activated.

The VDR is surrounded by a lush if light forest replete with hiking trails, observation hills with benches, and, of course, the lake. Greater details for these areas are provided under the descriptions for Area #4 & #5.

Explorers entering the VDR must have either red or red & blue wristbands (or a red & blue ring) to receive service. Characters without these accoutrements are only served if someone accompanying them has one of these wristbands and explains to the attendant robots that "he/she is with me." Those gaining service will be shown to a 2-bedroom suite with a locking door. The suite also contains a sitting room and bar/lounge area which is not stocked (but can be made so via a request by a character wearing an appropriate wristband). The lounge area also contains a viewscreen that is linked to the front desk for requests and inquiries.

Explorers investigating the entire building discover that all but one of the suites are both open and unoccupied. The suite on the top floor nearest the bow, however, has a locked door. Inquiries to the robots servicing the resort yield only the reply "the guest must have locked the door." None of the robots will open the door and remark only that if service is needed by that guest, he will call them.

Characters that manage to gain entry find the dessicated husk of a male Thief Beast in this room's master bed. Those with medical or biological skills are able to determine that the creature died of thirst, and if they also have chemical (or like) skills, they can tell that he was poisoned, most likely with strychnine, and most likely via his food. The beast is mere skin and bone, and wears jeans and a t-shirt.

What the explorers do not realize is that one of the Butler/Cook Robots has become insane due to a malfunction in its onboard program. It has taken the directive that customers should be always kept happy, and that a happy customer is one that does not complain about service, and has generated this horrible solution to all customer complaints.

How the explorers might uncover this malfunctioning robot we leave for you to decide. Should any character complain concerning food, lodging, or any other service provided by these robots, however, the poisoner is certain to once again ply its trade.

Robot, Butler/Cook
(HD 10, HP 60, AC 15, MV 30'
Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 12
Dexterity 14

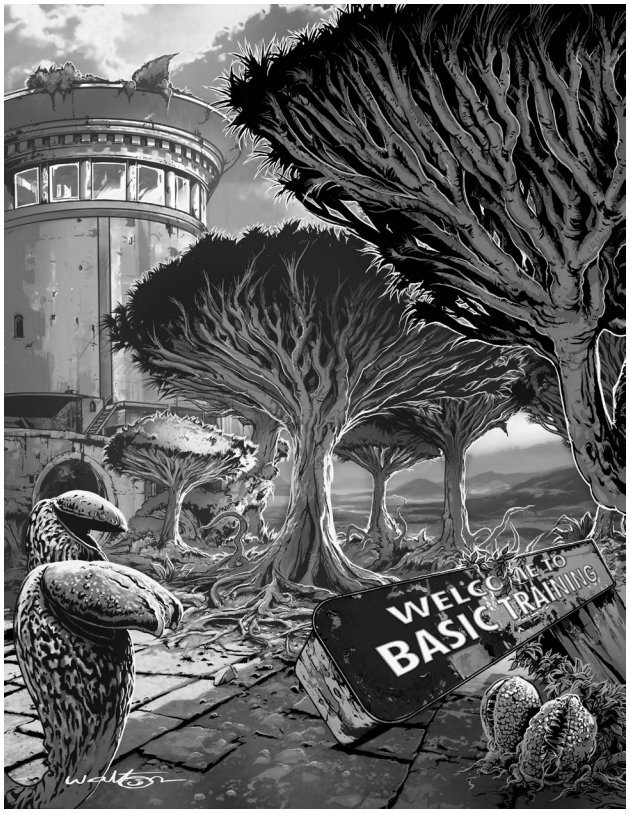
[Prime=Physical] one thundering hand slap for 3d6 damage, WC 1.)

Although anthropomorphic, this unit displays multiple internal mechanisms and appears as a humanoid robot. It has the senses of a human, two human-like hands, and can see well in the dark. This robot can fix things, cooks excellent meals, and strikes only when attacked.

Robot, General Purpose
(HD 10, HP 60, AC 19, MV 48 kph
Exp.Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 14
Dexterity 12

[Prime=Physical] No attacks)

This 5' tall and wide humanoid robot has extra arm-like appendages. The functioning unit always has: emergency power cell for 24 hours of operation, recharging unit, 2 manipulative tentacles extending up to 24', heavy duty power grasping claw able to extend up to 10', 1 micro-miniature manipulator able to make microscopic adjustments, light tractor and repulsion beam attachments with a range of 25', magnifying lenses with a 50 power range, upper and



lower light sensors extending through the infra-red and ultra-violet range, anti-grav system making up to 200 pounds feather light, propulsion system allowing for 48 kph, two sets of parallel programming circuits, light body armor allowing the unit to function in water, outer space, and in temperatures ranging from plus or minus 150 degrees Centigrade, audio and radio transmitters and pickups effective up to 60 km away, 3 rotating light sources with a variance of 90 candlepower each, human standard sensing capability, and variable programming allowing it to adapt and carry out human instructions.

3 — Utility Building

This building contains all of the support machinery needed by the VDR resort and Galaxy Hall. A gray wristband is required for entry. Generally, engineers had to be escorted into the dome by security and were then left to make any necessary repairs to the utilities within this structure. Characters observing this building for more than two hours note that Engineering Robots occasionally enter and leave this building, as do Butler/Cook and General Purpose Robots.

Within the building, the various utilities are segregated into rooms made to match their functions. Greater detail on these rooms may be found within the appendix at the end of this book (Appendix A: Engineering Crawlway Maps).

4 — Forest Walk

Although this area is designated by two specific points on the map, the description provided here actually covers any area of the dome where woodlands are the prime feature of the landscape.

The glasteel of which the dome is made blocks only some of the hard gamma radiation that falls upon the *Warden* (it's not duralloy, after all). Those who remain outside of the buildings on this deck suffer an intensity 2 radiation exposure for every 3 hours spent outside. Jets in the ceiling of the dome also cause a 20-minute rainfall once per day. It is a gentle rain that does not block vision but that does make the paths and other surfaces somewhat slippery.

These areas were originally a managed park, with well-defined jogging paths sheathed in 4"-thick rubber pads, resting stations with comfortable wooden benches, and several Forest/Ecology Robots to maintain the verges and plants. Over the centuries the plants have grown much larger, and several have mutated into highly predatory species. The paths are still open, and these forested areas are still fully navigable, but the robots were unable to stop the plants from mutating or from growing as much as four times their original size. As a result, the light that reaches the floor of the dome is greatly reduced. The shadows are long, and the forest floor is sheathed in perpetual twilight.

The predatory species that have mutated should (at your discretion) attack the explorers about once per hour. There are several species, and you should choose from among them the most appropriate for a given circumstance.

Carnivore Vine
(HD 6, HP 31, AC 10, MV 0'/None
Exp. Points: 300

Radiation Resistance 18	Constitution 6
Mental Resistance 3	Strength 3
Dexterity 3	

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

This vine grows in radioactive areas. Early in its cycle, it is a thin 5' long vine with wide, hinged dual leaves that hide jaws. The vine reacts to movement, bringing its jaws to bear at whatever length the vine has achieved via growth [average of 20'-40']. There are several 100 yard versions that can swallow large prey in two bites if the plant gets the chance. Mutations—Stasis in Periods of Darkness, Acid Bite.

Carnivore Willow
(HD 18, HP 100, AC 16, MV 0'/None Exp. Points: 1020
Radiation Resistance 18 Constitution 18
Mental Resistance 3 Strength 18
Dexterity 3

[Prime=Physical] 1d6 manipulation vines seek to grab prey [WC 1], and it requires a strength of 15/75%/500 pounds pull or higher to break free once grabbed. Those who fail are moved to the creature's maw for 2d6 crushing damage each round.)

This pale white mutated willow can grow to more than 50' tall. Some of its vines can snare prey which it then drags to the huge maw and digestive system at the center of the tree. Large nests of hornets are often found at the edges of this maw. Mutations— Larger Than Normal, Manipulation Vines, New Plant Parts, Heightened Precision, Increased Senses.

Mutant Maple Tree
(HD 15, HP 60, AC 12, MV 0'/None Exp. Points: 1260
Radiation Resistance 18 Constitution 15
Mental Resistance 9 Strength 18
Dexterity 9

[Prime=Physical] Special attack – the tree senses approaching creatures at 35' and uses manipulation vines to grab them and tie them to the upper reaches of the trunk. The creatures die there of deprivation, and as they rot and the tree leeches the nutrients from the corpse.)

These Mutant Maple Trees are twice as tall and wide as their standard cousins, and their bark resembles the scales of a fish. Mutations— Larger Than Normal, Increased Senses, New Plant Parts, Manipulation Vines, Heightened Brain Talent, Texture Change.

5 — McKinley Lake

This small lake originally had a central fountain-like spray, but the mechanism became clogged with algae over the years and no longer functions. The waters, while still filtered by the machines in the Utility Building (Area #3), have grown darker as a result. Its bottom deepens gradually to a depth of 20' at the center, while only inches deep near the banks. Visibility within this water, now somewhat algae infested, is about 4', and no light penetrates to the bottom once an explorer is 50' from shore.

What used to be a pleasant pond for swimming has now also become the lair of a voracious predator.

Kraken Weed
(HD 18, HP 96, AC 18, MV 0'/none
Exp. Points: 1530
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', and then either pull prey into the water or pull prey already in the water closer to the maw of the plant.)

This massive, 20'-diameter ball of vegetation is an ambush predator that is completely hidden in water. The weed senses alpha wave patterns [brain activity] and grabs victims 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 may also communicate with data processors via AM broadband signals produced in its brain. That communication is a simple malfunction command. Mutations— New Body Parts, Heightened Intelligence, Heightened Dexterity, Moving Parts, Aromatic Sap, Larger Than Normal, and Physical Reflection [lasers].

6 — Galaxy Hall

This large building is in immaculate condition and stands out as well maintained when compared to all other buildings on this level. The grounds surrounding it are filled with organized beds of blooming flowers, and the grass is cut to a height of precisely 1.25". The outer shell of this 80' tall keyhole-shaped structure is covered in a material resembling marble, and its inviting front entrance is made of chrome and glass. Everything one sees of this building from the outside speaks of opulence.

The front entrance has a pair of 10' tall by 8' wide glass doors that automatically slide to the side for visitors when they approach within 10'. Once no one remains within 10' of these doors, they automatically close. A disembodied voice then welcomes visitors by saying, "Welcome to Galaxy Hall and the vision of the builders of the *Warden*."

The 250'-foot long entrance hall is filled with museum-like displays of various 'known planets' and their solar systems, all protected behind plate glass. Over the centuries these displays have become dusty, and the colors have faded, but the display cases still light up whenever anyone approaches closer than 10'. The hall ends at a maitre d's podium that stands before a set of 5' wide by 10' tall polished brass doors.

A General Purpose Robot stands behind the podium, apparently deactivated.

The robotic maitre d' only responds to those wearing either a red or a red & blue ship's issue wristband. Should an explorer with one of these bands approach, it immediately activates and bows slightly to that explorer. It then asks, "Will you be dining with us this evening? How many in your party?"

If the explorer answers in the affirmative, the robot opens the large brass doors and shows them to a table within the dining area.

The dining area resembles a large amphitheater. There are ten levels of dining tables, each level leading downward towards a stage that occupies a 100' wide and 200' long space at the bow edge of this building. Lighting within the dining area is subdued (but not dark), and the stage is empty as the explorers are being seated. Once all of the characters have taken their seats, a Butler/Cook Robot approaches the table and asks what the characters might wish to eat. Almost any type of requested food is available (at your discretion) as are libations of various sorts. The robot will mention that 'this establishment does not serve hard spirit' but standard soft drinks, various animal and fruit milks, juices, and of course beer and wine are available. As the waiter concludes taking the party's order, figures appear on the stage.

Note: Characters partaking of the wine or beer find it potent in the extreme. Most of it is more than 300 years old, and its alcoholic content has vastly increased with age. A single draft now causes drunken impairment that lasts for ten full hours. This impairment reduces the skills of a character by half and always causes them to miss their target in combat.

A bottle of this alcohol also burns for three turns if ignited causing 2d6 damage to equipment and tissue (health) the first round and then 3d6 the following two rounds before extinguishing. These bottles may be thrown up to 75' and cover a 4' diameter circle in flames (wherever they land). The robots will bring a party member 'a to-go bottle' if they request it. No more than one bottle per character may be requested in this manner.

The figures on stage are lifelike holograms that sing or perform comedy, short theater plays, or any other style of entertainment that you (as Game Master) might prefer. The performance is always fair, if a bit mechanical, and the characters may continue to eat as long as they wish. A Butler/Cook Robot checks up on the diners every 15 minutes.

Robot, Butler/Cook
(HD 10, HP 60, AC 15, MV 30' Experience Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 12
Dexterity 14

[Prime=Physical] one thundering hand slap for 3d6 damage, WC 1.)

Although anthropomorphic, this unit displays multiple internal mechanisms and appears as a humanoid robot. It has the senses of a human, two human-like hands, and can see well in the dark. This robot can fix things, cooks excellent meals, and strikes only when attacked.

7 — Martelle Observatory

Even at a distance, this building appears to be sadly neglected. Vines grow up its sides, and shrubs, possibly small trees, hide its foundations. A large cylinder projects from the side of the building. The cylinder appears intact and undamaged, and characters with any background in astronomy immediately recognize it as a large telescope.

Once the characters approach to within 200', they stumble (invariably) upon the remains of a Forest/ Ecology Robot. Forty feet farther on (approaching the building) is another, although this one still moves slightly. It is, nevertheless, damaged beyond repair.

Both robots appear to have been dropped from a great height, crushed in massive jaws, and then drenched in a powerful acid. Unskilled characters are unable to ascertain more than this from these broken robots, but characters with botany-related skills are liable to recognize that the acid residue left upon these robots is generated by plants and is common in the vegetable kingdom.

Characters that approach to within 50' of the building see a tattered wooden sign that was probably once quite impressive. The sign still bears letters which may be read: "Martelle Observatory" and then some partial additional writing below which has simply not survived the passing of time. If the characters either approach the observatory more closely, or stop to study the sign, they are attacked by the robot-destroying miscreants of this area.

Jawed Plant (7-12)
(HD 10, HP 44, AC 12, MV 0'/none Exp.Points: 810
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 10
Dexterity 6

[Prime=Physical] one thorny jaw attack inflicting 5d6 acid damage, WC1, range 30'),

This gigantic mutated Venus Fly Trap hunts by sensing heat sources at 30' range, and hits indicate that the victim has been captured by the thorny jaws of this voracious predator. Once captured, acid flows down upon the victim. Mutations— Larger than Normal, Increased Senses, Dissolving Juices [5d6].

Once these plants have been defeated, the building may be approached with no further interference. Its doors are still tightly closed but open upon the presentation of any ship's issue wristband (any color works).

Once inside, it is obvious that this is an observatory. Those not understanding this are informed by a disembodied voice that states, "Welcome to the Martelle Observatory. Please leave immediately. Security has been notified."

The program that runs the mirror-telescope here was modified by the *Warden's* engineers to respond to questions from visitors. It was redesigned as a fairly minor prototype of the Artificial Intelligence programs that would eventually take charge of each of the *Warden's* decks. Flaws in the program that went undetected for the first several years that it was in service (the time before the cataclysm) have now surfaced, and the telescope A.I. program simply wishes to be left alone.

Should the characters remain within the observatory following this warning from the A.I. (that security has been notified), the program becomes increasingly more hostile:

"Security Robots have been dispatched for your arrest."

"Armed security personnel should arrive in 4.26 minutes."

"I have now classified you with security as hostile invaders. Military units have been dispatched to repel hostile invaders."

This program is not attached to any other A.I. unit, communications unit, or other means for summoning help. All of these threats are mere bluffs.

Characters peering through the telescope's ocular see what appears to be a planet that is very large and amazingly close to the *Warden*. Characters with astronomy or related skills viewing the control panel and its attached computer screen note that indeed, a planet is on a collision course with the *Warden*. The impact occurs in 6.3 days.

Note: feel free to change any portion of the 'impending impact' scenario to better fit your campaign. It is provided here as an adventure hook designed to inspire activity on the part of your players.

8 — Radio Telescope

The radio telescope is large and can be seen from many parts of the dome's interior. At the very least, characters notice its large dish protruding past the treetops once they approach to within 500 yards of the facility. At this distance explorers of the dome also hear a strange and rhythmic beeping, almost the sound of an ancient automobile horn. This sound grows gradually louder as the characters approach the building.

As the characters approach more closely, they note the great size of the dish, and the structure beneath it. The dish is nearly 360' in diameter, while the building (although smaller) measures 110' x 80'. Much of this space is used to house the structure that aims the telescope dish, but about 1200' square feet of the space is utilized by a computer system that stores data and interprets the images recieved via the dish.

A 100' deep perimeter surrounding the building has been maintained by the Forest/Ecology Robots that service the dome. Characters approaching to within this distance note that the grass is long, but that it is also uninterrupted by trees, shrubs, or other growths. A large sealed double door with a wristband reader lies at the end of a paved pathway leading to the front of this red marble building. The reader accepts only gray or red & blue wristbands.

Once the door opens, the noise heard from outside is readily identified as an alarm of some kind. The darkened room within is filled with computer stations and groups of chairs for viewing the work of these stations. Each of the screens currently displays the words "Imminent Impact Alarm" in flashing red letters. In addition to the annoying alarm, a loud voice addresses the first explorer to cross the threshold.

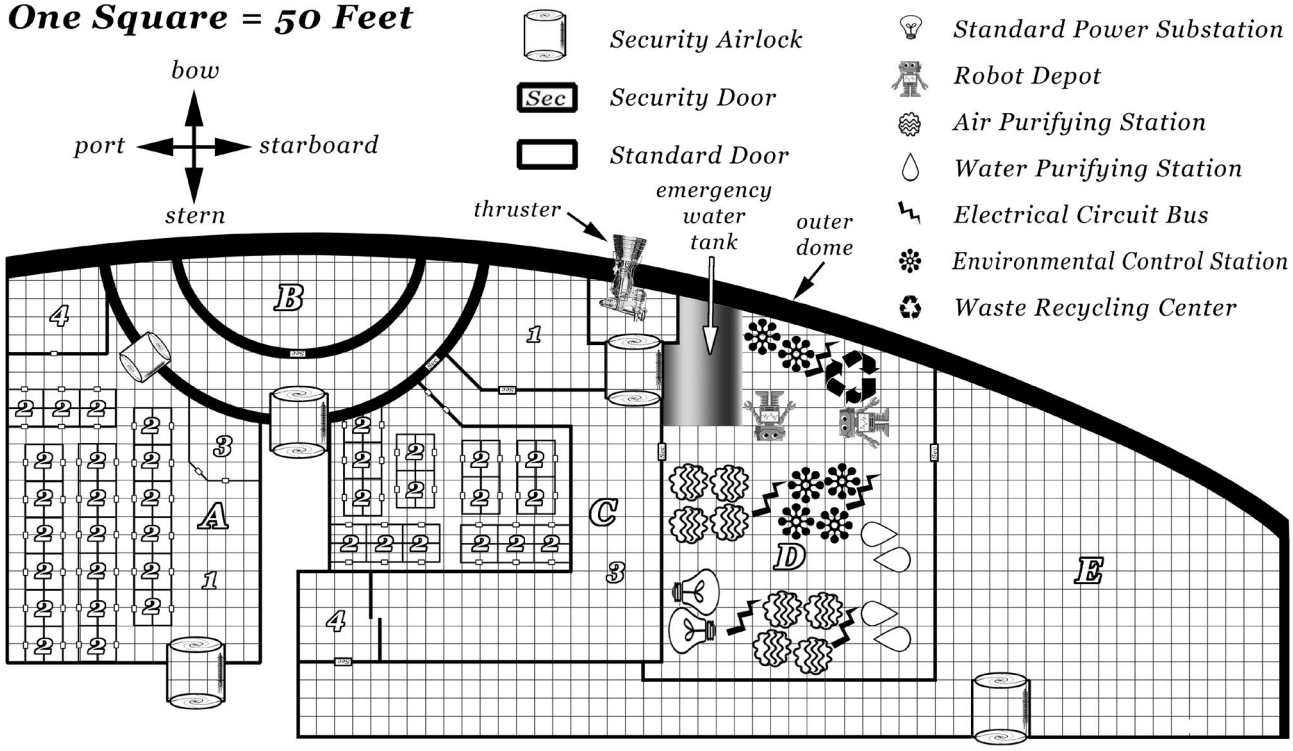
"Its about time someone got here!" is all that it says.

The computer that runs this facility is voice activated, and has some intellect, but no ability to learn from past mistakes. It therefore does not qualify as a fully functional Artificial Intelligence, although it is capable of interpreting characters inquiries and responses. It knows the truth concerning what the radio telescope has detected, whatever you decide that truth might be. It is also able to turn up the lights in the observatory, cancel the alarms, and request a diagnostic from its attendant Engineering Robots.

Is there actually a planet on a collision course with the *Warden*? How much time truly remains before impact? Or is it just a fist-sized asteroid that has become stuck to the glasteel dome itself (or similar happenstance)? We leave it to you to answer these questions in a manner that best suits your campaign.

Dome Bridge

One Square = 50 Feet



9 — Dome Bridge

As mentioned in the introduction, the dome is entirely capable of moving through space on its own, although it does not have an interplanetary drive. It has no Artificial Intelligence but does have a computer capable of carrying out those commands that would be given to it by a human crew. Once the parameters are given to the computer, it is able to automatically engage gravity maintenance, air purification, water purification, temperature and humidity control throughout the dome. The computer also calculates and dampens "G" forces (gravitational and centrifugal forces generated when moving itself or other portions of the *Warden* during construction), maximizing efficiency while minimizing stress on the dome and its occupants.

The dome may also be utilized to patch into the main bridge of the *Warden* if the ship's Artificial Intelligence and crew do not countermand such a link. This functionality was the final reason given for affixing the dome to the hull of the *Warden*.

The dome is accessible only via the central elevator which enters the dome through an iris hatch that is covered by a glasteel structure when the elevator is not present. Careful coordination between the vertical movement of this building (it lifts towards the dome ceiling and lowers into place via anti-gravity), the central elevator, and the iris hatch ensures that the atmosphere of the dome, the interior of the *Warden*, and the central elevator always remains sealed and separate from the vacuum of space.

This sector (the bridge) is only accessible from the rest of the dome via one of three airlocked entry points that function only in the presence of a red or red & blue ship's issue wristband.

A military crew and security personnel were assigned to this dome base for ten-year terms, and then were replaced by other personnel, command and security, at the time of departure. All such crew and security personnel were housed here, in the bridge section of the dome. Three shifts numbering 5 (command) crew and 28 security personnel (per shift) slept, ate their meals, and lived their lives within this dome. Once the journey of the *Warden* began, the command staff had very little work beyond conducting tours or maintenance problems too egregious to be fixed by unaided Engineering Robots. The security forces, however, did regular checks of all systems (noting any anomalies) and volunteered for many of the more mundane tasks of living within the dome. It was often mentioned by the passengers from other levels of the *Warden* that the jobs in this sector were perhaps the easiest jobs on the entire ship.

All of these poor souls died in the cataclysm that swept through the *Warden*.

9A — Security Sector

This sector is only accessible via one of two airlocked entry points that function only in the presence of a red or red & blue ship's issue wristband. Security (and several military) Robots patrol this area and may ask at any time for proper wristband identification. Those without proper wristbands are escorted through (not into) an airlocked exit.

Note: only one member of any group need bear the proper wristband if they carefully explain to the attendant robot that all other party members are a part of their group — "These guys are with me," as it were.

9A1 - Briefing Room

Explorers entering this area note a large open space filled with long tables and 28 chairs. These tables and chairs face a podium that stands near the wall closest to the bow. Next to the podium is a large flat whiteboard that has the words "Nothing New" written on it in large, black letters. Two black markers, now long dried, still lay within a tray at the bottom of the sign.

This was the briefing area, where all of the security personnel would meet just before beginning their shift. Special instructions were given here to various key security guards by their shift commander, and problems, solutions, and the day-to-day headaches of running security for the dome were discussed here by three different groups at three different times of the day.

9A2 - Security Quarters

Each of these rooms is actually a small apartment, with a wristband controlling access via the single entry door. Each apartment was designed to provide living space for 6 security personnel, and the wristband reader is coded to accept only those six wristbands or those of the commanders of the security force. The odds of an explorer having one of the correct red wristbands required to open a specific door are roughly 1 in 100 if the wristband was recovered by the character anywhere besides the dome, and roughly 1 in 20 if the wristband was recovered from within the dome. Any blue & red wristband will also open these doors.

Each apartment contains six well-appointed bedrooms, a large common living area (with comfortable furniture, three view screens that are voice-activated computer monitors, and a small entertainment library containing books, disks, and gaming consoles), two lavatories, and a kitchen area for preparing meals. Invariably, each of these apartments also contains 3-5 piles of white dust within which lie red wristbands. There are pots, pans, and cutlery in the kitchen, but the food found in all of these apartments has long ago turned to dust. Explorers checking the rooms find personal items (some might be valuable or useful, at your discretion), and those checking the library discover books, console games, and video disks that are likely to be considered antiques by their peers. Conversely, anything inorganic has lasted well through the centuries and might be quite valuable to an antique dealer (if you so choose).

9A3 - Security Gear Storage

This door has a wristband reader that only allows access if the red wristband used identifies that crewman as a security commander (odds of 20-1), or if a red & blue wristband is used. The room behind the door is large and is filled with shelves containing both sealed food (which may have survived, or mutated, or become poison, at your discretion), and gear that might be needed by security personnel if an emergency arose.

Contained on these shelves are:

* 360 freeze-dried Chicken Dinners
* 312 freeze-dried Pepperoni Pizzas
* 142 freeze-dried Beefsteak Dinners
* 531 (1)liter bottles of vitamin water
* A small vinyl toolbag with a powered screwdriver, screws, duct tape, wire on a spool, pliers, and a hammer.

(32) **Communication Headsets** (equipment)

Tech Level 9 Experience: 300
Power Requirement:1 Hydrogen Fuel Cell
Power Cell Life: 36 hours
Size: head-sized, .6 kg/1 lb
Transmission range: 5 miles (broadband)

(6) **Fire-fighting Drones** (equipment)

Tech Level 6 Experience: 400
Power Requirement: 2 Hydrogen Fuel Cells
Power Cell Life: 2 hours
Size: 38" length x 38" width x 14" height, 117lb/53 kg
Top Speed: 28 mph/45 kph
Transceiver Range: 74,000',22550 m

This drone carries a chemical fire extinguisher capable of covering up to 10 acres of burning forest before requiring a recharge. A grey, green, red, or red and blue wristband is required to activate the controller for these units. A keyboard programming unit is also found with these drones.

(28 suits) **Riot Gear** (equipment)

Tech Level 8 Experience: 500
Power Requirement: 2 Hydrogen Fuel Cells
Power Cell Life: 4 hours
Size:7" overall length, 23lb/10.4 kg

This full body armor is actually a self-contained environmental suit that may be used in anything from zero - 8 atmosphere's of pressure. It is highly resistant to punctures and impact and takes only half damage from these mishaps and attacks while shielding its wearer from all such damage (until it is so damaged it becomes useless). It provides no radiation shielding.

(32) **Stun Pistols** (equipment)

WC 5 Tech Level 9 Experience: 300
Power Requirement: 1 Hydrogen Fuel Cell
Power Cell Life: 20 shots
Size: 11" length Weight: 2 lbs/1kg
Damage: 1 point (impact) +10 stun damage
Range: 150'

The pistol is a single-barreled weapon that charges and

then fires a stun bullet.

(24) **Stun Rifles** (equipment)

WC 5 Tech Level 8 Experience: 400
Power Requirement: : 1 Hydrogen Fuel Cell
Power Cell Life: 20 shots
Size: 42" length Weight: 7 lbs/3kg
Damage: 1 point (impact) +30 stun damage
Range: 320'

The rifle is a double-barreled weapon that charges and

then fires a stun bullet.

(32) **Voltage Enhanced Paralysis Rod** (equipment)

WC 4 Tech Level 7 Experience: 900
Power Requirement: 2 Hydrogen Fuel Cells
Power Cell Life: 10 hours
Size: 6" - 3" x 2" diameter, 4lb/3.9 kg

The rod is a collapsible bar that extends to a total of 3' and collapses to a mere 6" long for storage. It must touch flesh or conductive metal to be effective. It paralyzes the central nervous system for

* 3-18 minutes on targets that weigh 1-299 pounds.
* 1-6 minutes on targets that weigh 300-499 pounds
* Robots are shut down 75% of the time when struck
* Living targets over 500 pounds are unaffected

9A4 - Commander's Quarters

This large chamber is actually divided into three rather large suites, one for each of the heads of dome security. It was designed as living space for these three security officers, and its wristband reader is coded to their three red wristbands. Only those three red wristbands, or any red & blue band, will open this door. The odds of a random wristband picked up within the dome being one of the correct wristbands is 50 to 1. The odds of a red wristband that was obtained elsewhere on the *Warden* (other than from within the dome area) being correct are 500 to 1.

Each suite within this chamber contains a luxurious bedroom, a large living area (with comfortable furniture, a large voice-activated computer monitor, and a small entertainment library containing books, disks, and gaming consoles), a lavatory, and a kitchen area for preparing meals. This chamber also contains 2 piles of white dust within which lie red wristbands. There are pots, pans, and cutlery in the kitchen but the food has long since turned to dust. Explorers checking the rooms also find personal items (that you may determine).

9B — Bridge Controls

This area may be accessed in one of three ways.

Explorers with red or red & blue wristbands may use a security airlock that segregates the entire dome bridge area from the rest of the dome. This airlock is large enough to accommodate small vehicles and measures 100' in depth and 120' in width. A rack containing 12 standard EVA spacesuits rests against one wall of this airlock.

Explorers with red or red & blue wristbands may also use a security airlock that segregates the security quarters from the rest of the bridge. This airlock is somewhat smaller and is made to hold no more than 28 people at one time. In the event of depressurization on either side of this airlock, no enclosed environment suits of any kind are provided. Explorers operating this airlock to enter a depressurized area cause no alarm but do cause the airlock to depressurize.

Characters with red & blue wristbands (only) may use a security door that segregates the crew quarters from the rest of the bridge. In the event that the crew quarters depressurize, there are no means for entering the crew quarters from the bridge controls area until atmosphere has been reintroduced to the crew quarters area (and in fact to all of areas C, D, and E).

Once a character has managed to gain entry via one of these three passages, he is confronted by bridge security: 3 Military LRSR (Long Range Security Robots) that have been patrolling this hallway for more than 300 years.

Robot, Military LRSR (3)

(HD 10, HP 60, AC 20, MV 80 kph Exp. 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.

These robots were once paired with security personnel in order to ensure both security compliance and visitor satisfaction. The security personnel are long dead, however, and the military robots have few language skills. They fire upon any explorer that does not bear either a red or red & blue wristband, even should these characters be accompanied by others with these bands. These robots accept commands from any wearing a red or red & blue wristband, but in the absence of these commands seek to destroy those without these badges of approval.

Should the explorers manage to nullify these robots, only one door provides access to the actual bridge control room. This 12' tall and 25' wide door requires the presence of either a red or a red & blue wristband in order to function.

As the door opens, a scene of sheer chaos presents itself. Alarm bells and sirens are ringing, and holographic crewmembers appear to be trying to communicate with military robots that are parked at intervals against the interior wall through which the explorers have just gained entry. Five large workstations form a semicircle about 50' into this area, and the dome forms its far wall granting an excellent view of the void that exists outside toward the ship's bow. Next to each workstation is a rather large egg-shaped device that appears to have an open hatch and seating inside.

As soon as the first character passes through this door into the chamber, the *Warden's* Main Artificial Intelligence addresses her.

"Welcome to the dome of the starship Warden and its auxiliary command bridge. I am very glad to see you all and apologize for the struggles you no doubt experienced while traveling to this area. I, as the de facto commander of the Warden, am asking for your help repairing the ship and putting it back on course. I have tried to use both the robots and the holograms to achieve these repairs, but as you can see from the holograms that argue endlessly with the robots near the wall, both of these servitor types are ineffective.

Please inspect each of the five command stations found in this area. At each of the stations, a serious problem has developed that truly requires the intellect, flexibility of thought, and innovative thinking capacity of someone such as yourselves to correct. Next to each of the stations you will also note an egg-shaped Emergency Evacuation Unit. These pods have been pre-programmed to take you to the site of the problem presented by each workstation. They have self-contained life support and are able to electronically open any portal on the entire ship. The Evac Units are capable of bringing you to the very bowels of this ship within mere minutes.

If you would like to save the ship, study each problem carefully and be sure to take whatever gear you might find necessary. Then simply board the appropriate pod, and it will take you to your destination.

Please consider fixing the ship."

Note: the Warden's Artificial Intelligence speaks in a calm, slow voice. Should any character voice an alternative plan to helping the A.I., such as the destruction or need to repair the A.I., or any of the equipment within the dome bridge, military robots immediately attack those characters. Any use of weaponry or tools on the bridge receives the same level of robotic retaliation.

Robot, Military MRSR (6)
(HD 10, HP 50, AC 16, MV 30' Exp. 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.

Note: as you proceed through some of the problems that follow you might have to refer to Appendix A: Engineering Crawlway Maps, for details of the various chambers depicted.

Dome Bridge Station #1: Engineering

Several screens within this workstation display the warnings, "Fusion Generator Overheating" and "Warning, Imminent Containment Failure" prominently. One of the screens depicts a 'real time' image of the problem, in the stern portion of engineering crawlway Tween Deck #5.5.

On the screen, a large mound of dirt covers many of the electronic controls of a fusion reactor power substation. It also appears that one or more walls within the facility have been damaged, and a damaged Engineering Robot also appears on the screen behind that giant mound of dirt. Occasional electrical sparks can be seen from the right side of the screen, but the source of this arcing is not visible.

A colony of Purple Ants has broken through the deck plating above and has eaten into the walls and



electrical wiring in this reactor. The reactor has yet to acheive a critical condition, but the recirculating cooling pumps are inactive, and only 6 hours remain before it overheats and melts through the deck plating of the tween deck.

Emergency Evac Unit (equipment)

HP 105
Power Requirement: 6 Hydrogen Fuel Cells (batteries)
Power Cell Life: one trip up to 1678 miles/ 2700 km
Carrying Capacity: One person up to 400 pounds/182kg
Size: 9' tall spheroid
Top Speed: 107 mph/172 kph

This unit is programmed with a destination and is not operator controlled. It has a self- contained environment good for 18 hours for one person, a microwave comlink to *Warden's* Artificial Intelligence that also allows it to open all doors that open for red & blue wristbands remotely prior to arrival, anti-gravity propulsion, and a smart drive that always chooses the fastest path to the programmed destination. This unit is capable of space flight. *Note: These capsules might carry two in a pinch, but not comfortably.*

Should this occur, it creates a large irradiated area on Deck #6 directly below and power shortages on Deck #5. This reactor becomes a radiation intensity 17 area

which also spreads into the surrounding areas of the crawlspace. The full level of devastation is left to your discretion, and the reactor might also explode if you deem that appropriate.

At a minimum, three repairs are necessary before this reactor will stabilize:

1 The Purple Ant colony must be eliminated. The Engineering Robots are incapable of this task, and one has already been irreparably damaged.

2 The electrical wiring must be replaced within the normally sealed room to the right of the anthill. The Engineering Robots can manage this repair on their own but require 5 hours to fix the multitudinous faults.

3 The recirculation pump must be either fixed or replaced. The Engineering Robots can manage this repair but require 3 hours to either repair or replace this pump.

The reactor may also simply be shut down, but this requires the removal and safe containment of its radioactive source.

The character that arrives at this location discovers an entrance room with 3 Engineering Robots. The robots are powered but inactive as they await orders. Two doors lead from this area. The door nearest to the bow is marked, "Emergency Quarters", while the door to the stern is labeled, "Reactor". Both doors are heavy anti-radiation doors that operate via a center wheel that seals them when closed.

Characters opening the reactor door note a 5' tall mound of dirt that is nearly 20' in diameter. A destroyed Engineering Robot that appears to have been chewed to pieces lies about 15' from the door, while what was once a wall towards the left side of the room (from an entering character's perspective) now lies scattered about the floor in small, foot-long irregular chunks. A jagged hole that measures an irregular 4' diameter circle has also been broken through the ceiling above the mound of dirt. A strong acidic smell permeates the air.

Robot, Engineering (3)

(HD 10, PH 50, AC 15, MV 96 kph — Exp. Points: 405
Radiation Resistance 10 — Constitution 10
Mental Resistance 10 — Strength 14
Dexterity 14

[Prime=Mental] no attacks)

Designed with many tools stored in its body, this robot has digital schematics and programming that allows it to repair most devices on the ship. It has: Semi-independent action circuits, broadcast power cells, extra power cell for 24 hours of independent operation, telescopic and microscopic lenses, lenses for infra-red and ultra-violet sensing, 2 rotating light sources, 3 tentacle manipulators, 2 power grasping claws, tool handling tentacles, 96 kph drive system, and communication systems allowing it to talk with both the ship's A.I. and humans.

Characters entering the room, with or without robots, are attacked by the Purple Ants that have fallen through the ceiling above and have begun building a nest (the dirt pile) here. The robots attack the ants if ordered to do so, but simply stand there and accept the assault of the ants that appear as the room is entered if they receive no orders.

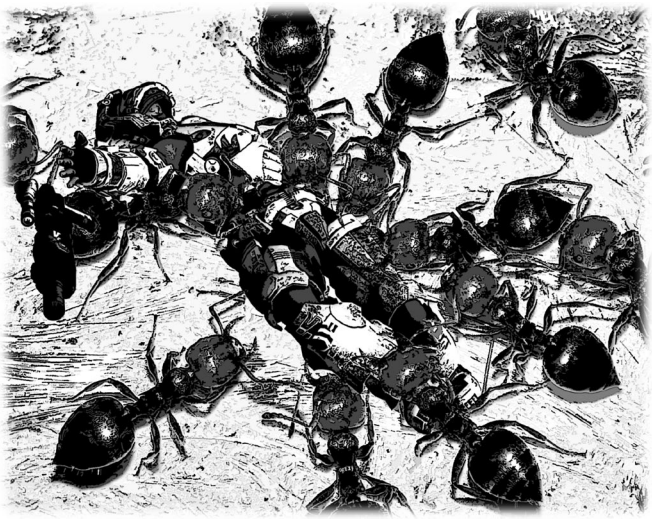
Ant, Purple *(20)*

(HD 4, HP 10, AC 12, MV 30' — Exp. Points: 270
Radiation Resistance 10 — Constitution 4
Mental Resistance 10 — Strength 6
Dexterity 10

[Prime=Physical] one poison sting attack for 3d6 + poison [Intensity 15], WC 1.)

Each1' long ant is a warrior with aggressive tendencies. These ants gain intelligence as they cluster in larger and larger batches. Generally, in the wild, there are 2d6 of them. Colonies may contain thousands of these ants. Mutations— Poison [Intensity 15], Telepathy, Force Field Generation, Heightened Speed, Mass Mind, and Heightened Intelligence.

Once the ants have been defeated, the Engineering Robots may be ordered to clear away the mound



Emergency: Power Substation Reactor is Overheating

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Problem Reported: Fusion Reactor Overheating. Meltdown predicted in 5.99 hours.

Location: Engineering crawlway tween Deck #5.5, stern substation #1.

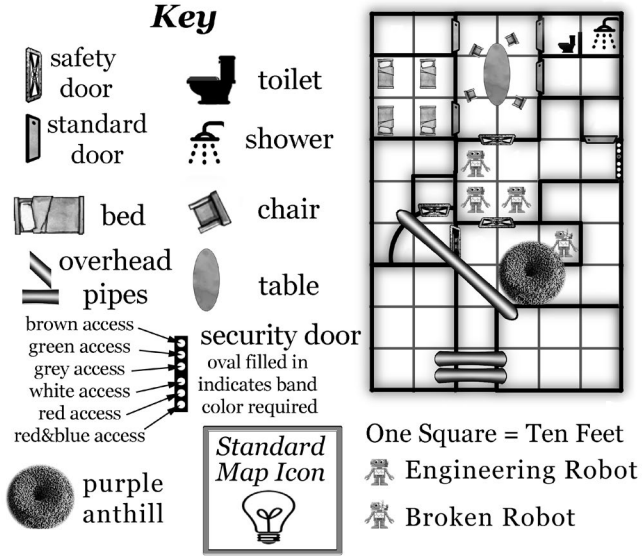
Proximate Cause: electronic control circuitry failure. Foreign objects detected in control section. Coolant recirculation pump malfunction.

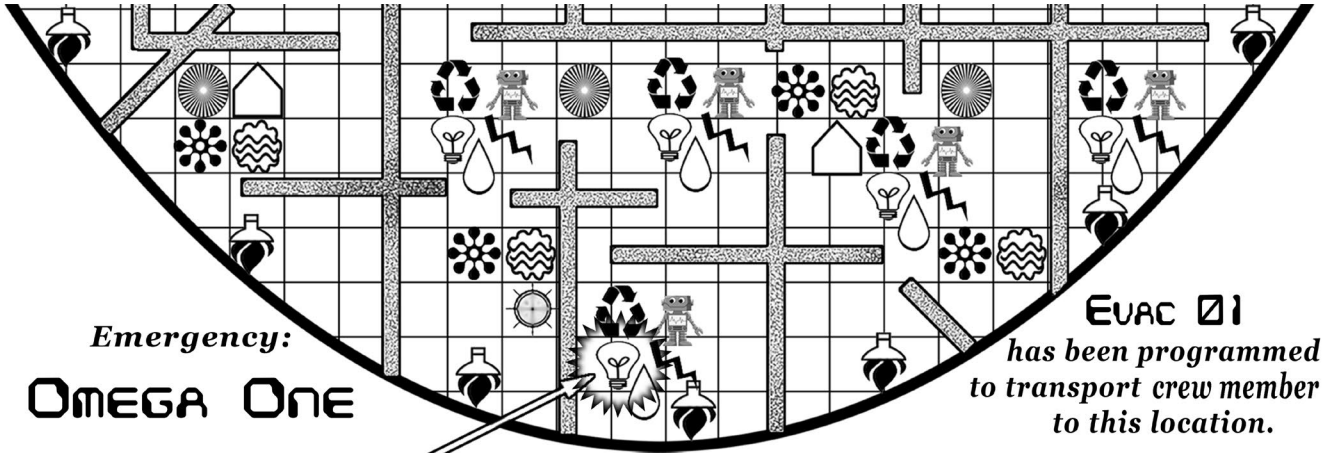
Current Solution: 4 Engineering Robots dispatched to institute repair or replacement of pump and control circuitry. One has summarily ceased function due to attack of unknown origin. Three others await updated orders following this attack. Emergency Evac Unit programmed to transport crewmember to site to provide aid and guidance to Engineering Robots. No crew member yet located to fill this vacancy.

Lack of viable solution now reclassifies this Emergency as:

Omega One

Overheating Power Substation





Crew member Requirements:

- Engineer from the *Warden* as the robots only take orders from those with gray bands.
- Military capable as assailant rendering current workforce inoperable is unidentified.
- Knowledge of electronics is recommended.
- Knowledge of power generation systems is recommended.
- Knowledge of hull repair is recommended.
- Programming knowledge recommended for return.

Equipment Requirements:

- Electronics repair kit
- Communication Headset with A.I. link
- Hydraulic pump (unavailable on this level)
- Welding torch and Duralloy patch panel recommended
- Laser Pistol recommended (unavailable on this level)
- Radiation Suit recommended
- Emergency Evac Unit program guide recommended.

of dirt. This activity takes one full hour (if all three robots are used). The full extent of the repairs that are necessary is not discernible, nor is access to all damaged wiring possible, until this dirt has been removed.

The character must then either make the repairs to the wiring (a 4-hour task) and/or the pump (a 2-hour task) while ordering the Engineering Robots to make some of the repairs as well. Should the character either attempt to make all of the repairs themselves, or have the robots make all of the repairs, too much time elapses, and the reactor overheats before the pump may be restarted. Other solutions are also possible, and you may adjudicate those innovations as you see fit.

Once the repairs are complete, characters that are able to reprogram the Emergency Evac Unit for a return to the dome are automatically returned to the dome bridge (if the unit is used) 10 minutes later. Those that have no inherent or learned skill in computer programming that have only the manual as a resource have an 85% chance of successfully programming their own return, while those with neither programming knowledge nor the manual have a mere 5% chance of successfully programming the Emergency Evac Unit for a return trip to the dome bridge.

Those failing to return successfully (but that still use the Emergency Evac Unit) might wind up anywhere within the *Warden*, or even outside the ship in the vacuum of space, at your discretion.

Dome Bridge Station #2: Environmental Control

Several screens within this workstation display the warnings, "Systems Failure" and "Oxygen Levels Depleted" prominently. One of the screens depicts a 'real time' image of the problem, in the starboard central portion of engineering crawlway Tween Deck #16.5.

On the screen, several large expanded metal grills are covered in a filmy gauze that is more than a meter in thickness. Several androids are trying to remove the gossamer material from the grills but you can tell from the image that as they work with this strange material, it sticks to them and hampers their movements. Two of the androids actually appear fully enmeshed and have ceased movement entirely. The display shows a picture-within-picture display of 5 other grills covered in this same strange material. Each is surrounded by 6 or more motionless androids.

A group of Giant Mutant Spiders has invaded the air recirculators for area #7 of Deck #17. As the presence of a rich oxygen atmosphere speeds the maturation of their eggs, they have built nests in these recirculators but the impeded passage of air through the ductwork has overloaded the compressors that drive the system and enable its function. They have inadvertently disabled all but one of these recirculators, and carbon dioxide (CO_2) levels in Area #7 of Deck #17 have reached toxic levels.

At a minimum, three repairs are necessary before the air quality in this area is once again fit for humans:

1 The Giant Mutant Spiders traveling through the ducts must be eliminated. This is most readily accomplished by attacking the egg sacs which are found behind the filmy webbing that covers the recirculation grill in the display. Attacking (destroying) these egg sacs immediately alerts all of the Giant Mutant Spiders that a predator has invaded their sanctum that must be eliminated, and they all come to defend these sacs.

2 The ducts must be cleared of spider webs. There are 7 air purification plants that service area #7 and the Emergency Evacuation Unit deposits the character at the last working unit (see map). Once this unit has been cleared of webs, the air quality stabilizes, although at a higher CO_2 level than is safe for human consumption. The other six stations need to be cleared of webs, but their compressors have burned out and must be replaced.

3 Air compressors at the other 6 stations must be replaced. Air quality stabilizes after the final purification station is cleared of the spiders and their webs, so no time limit is in effect for this operation. Wily characters may choose to have this task performed by Engineering Robots. These robots accept commands from anyone bearing a gray ship's issue wristband.

The character that arrives at this location discovers an entrance room with 3 Worker Androids. The androids are eerily still as they await orders. A quick check of the entrance area of the air purifier substation reveals that the intake ducts of the compressors are filled with webbing. This webbing must be removed before the compressors in this station will properly function. Once the webbing is removed, large, 2' diameter spider egg sacs are found depending from the sides of the duct and held in place by further webbing, several strands of which lead away into the darkness at the far end of

the duct. Once these egg sacs are disturbed, all of the Giant Mutant spiders in this entire area move to attack. They all arrive in 3 minutes from the time the sacs are disturbed.

Two doors lead from this area: the stern door leads to the gas centrifuge, while the port side door leads to the outflow room where the ductwork is also festooned with webs. A Worker Android, completely immobilized by webbing, stands near this port door. Generally, the Giant Mutant spiders arrive at about the time the character sent to accomplish this mission notices the clogged exit duct.

Spider, Giant Mutant (4)
(HD 18, HP 111, AC 17, MV 30' Exp. Points: 1530
Radiation Resistance 12 Constitution 18
Mental Resistance 11 Strength 18
Dexterity 11

[Prime=Physical] one sticky rope of webbing attack to trap prey, WC 2. Webbed characters require 3 combat rounds to escape the sticky strands. Once prey is entangled, the spider bites; one attack inflicting 1 damage + poison [Intensity 18, paralyzing], WC 1, paralysis lasts 48 hours.)

The nests of these 8' spherical, mutated spiders are commonly 600-900 square feet [30' x 20' - 30' x 30'] and are filled with white rope-thick webbing. Giant Spider Mutants are immune to the stickiness of their own webs. Mutations— Taller, New Body Parts, Heightened Strength, Heightened Intelligence, and Poison [Intensity 18].

The androids attack if instructed to do so by the character but only defend themselves in all other circumstances. They will also clear away webbing, replace or repair compressors, or accomplish any other task set to them if so ordered by the character.

Android, Worker (3 + 1 immobilized)
(HD 10, HP 60, AC 15, MV 30' Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 12
Dexterity 12

[Prime=Physical] one fist blow for 10 damage, WC 1.)

These 9' tall androids are extremely intelligent and have human-like senses but display a faceless head, communicating instead from a voice box in the chest. These servitors have human intelligence but are programmed never to harm humans or humanoids. Very capable carpenters and general handymen, they are capable of fixing almost anything on the *Warden* if adequate supplies are available.

Once the spiders have been defeated (and there are only 4 Giant Mutant Spiders in this entire area as these voracious predators eat their mates) and the webs have been cleared, all that is required to restart the machinery of this purification plant is to hit a large, red button marked in black letters that reads, "Reset". With this station functioning, the deterioration of the atmosphere is halted, although it is still toxic to humans.

Once three stations have been revitalized, the atmosphere begins to clear, and levels of CO_2 begin to drop. Unfortunately, with only 3 stations functioning it will require 4 days' time before the air is once again safe to breathe. Watch the oxygen supply carried by the character should they try to fix all of the stations before leaving.

If all of the stations are repaired (and it requires that new compressors be both requisitioned and installed; the androids are capable of those tasks), the air in area #7 of Deck #17 returns to standard quality within one day. The spiders might return (or hatch) at your discretion, but weeks would have to pass before the situation once again became this dire.

Once the repairs are complete, characters that are able to reprogram the Emergency Evac Unit for a return to the dome are automatically returned to the dome bridge (if the unit is used) 10 minutes later. Those that have no inherent or learned skill in computer programming that have only the manual as a resource have an 85% chance of successfully programming their own return, while those with neither programming knowledge nor the manual have a mere 5% chance of successfully programming the Emergency Evac Unit for a return trip to the dome bridge.

Those failing to return successfully (but that still use the Emergency Evac Unit) might wind up anywhere within the *Warden*, or even outside the ship in the vacuum of space, at your discretion.

Dome Bridge Station #3: Helm Control

Several screens within this workstation display the warnings, "Hull Breach" and "Area Depressurizing" prominently. Two of the screens depict images of the problem, in the starboard bow portion of Deck #8. The first screen shows the interior of Area #3, Deck #8 near its outer wall. There is a symmetrical but gaping hole in this wall that is currently plugged by the trunk of a large tree. The area near the hole is devoid of trees, shrubs, and plant growth of any kind, and even the soil has been eroded down to the deck plates.

Emergency: Oxygen Depletion in Sector #7 of Deck 17

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Problem Reported: oxygen depletion due to purifier shutdown. Current atmosphere toxic.

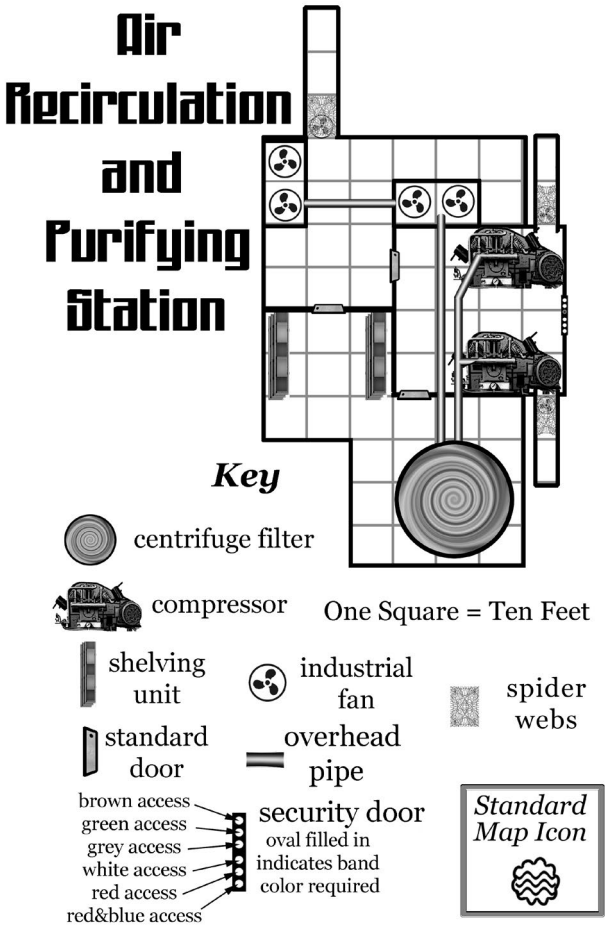
Location: Engineering crawlway tween Deck #16.5, starboard air purification substations #1-7.

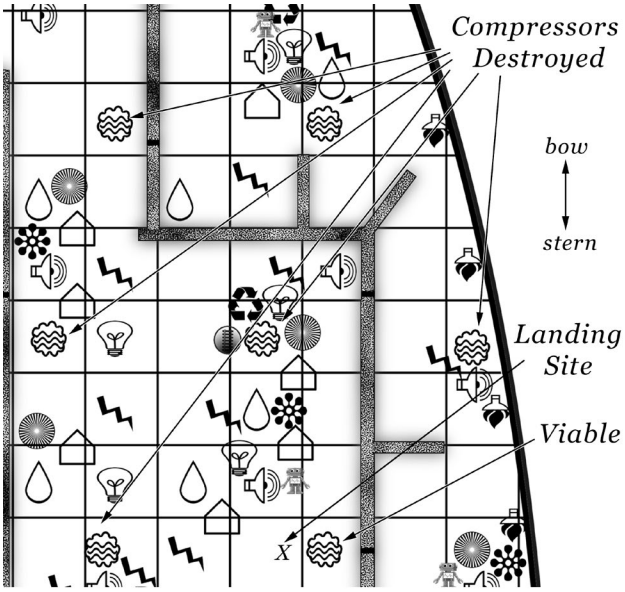
Proximate Cause: multiple compressor failure. Foreign objects detected clogging air ventilation system.

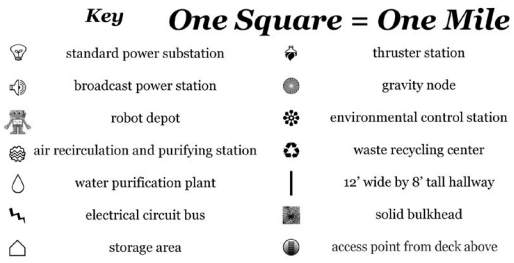
Current Solution: 4 Android Workers were sent to each facility to clear ventilation blockage. Material blocking ventilation is viscous and sticky and interferes with Android mobility. Several have summarily ceased function due to immobility. Operations halted pending analysis of material and summary of situation. Emergency Evac Unit programmed to transport crewmember to site. No crewmember yet located to fill this vacancy.

Lack of viable solution now reclassifies this Emergency as:

Omega Two







Crewmember Requirements:

- Any *Warden* crewmember; Engineer a plus.
- Military capable as source of foreign objects is unknown.
- Programming knowledge recommended for return.

Equipment Requirements:

- Self-contained environmental suit
- Communication Headset with A.I. link
- Extra oxygen canisters (4 recommended)
- Gray Engineer's wristband recommended
- Laser Pistol recommended (unavailable on this level) for removal of high tack value (sticky) foreign objects
- Emergency Evac Unit program guide recommended.

The second screen depicts a number of Engineering Robots clinging to the outer hull of the *Warden* while attempting to remove the top portion of the tree trunk and patch the hole with plating and welding torches. These robots are being attacked at regular intervals by crystal spikes fired at them by strange crystalline beings that are likewise clinging to the hull. A short distance away, perhaps 60 kilometers given the perspective of the image, a strange space craft is seen in the void. It appears to be stationary.

An alien race has landed their spacecraft on the outer skin of the *Warden* and has cut a hole through its duralloy hull. Originally, this hole was sealed by their ship and a transit tube allowing the aliens to pass from their ship and into Deck #8. The aliens invaded Deck #8 and then spread outward through that deck and Deck #7. Unfortunately (from the aliens' perspective), their incursion on Deck #8 was thwarted, and most of them were killed, although the invaders of Deck #7 have established a colony there. Those aliens fleeing Deck #8 decided that no more could be done without reinforcements and so boarded their ship and separated from the *Warden*, creating the breach in the hull. The plant life closest to the hull was blown out into space as the pressure escaped (explosive decompression) as was the surrounding soil, atmosphere, and all other materials within 100' of the hole. Luckily for the resident life on this deck, a large tree trunk jammed into the hole forming an imperfect (and temporary) seal.

Two tasks are required to intially solve this problem; three are required to permanently fix it.

The crystal aliens fighting the engineering robots must be eliminated, and their ship frightened away or destroyed.

The tree must be trimmed back so that it is flush with the breach and then plates must be welded over the hole to seal the breach.

The interior should also be resealed with new duralloy plates to ensure longevity of the repair.

There are two aliens on the hull attempting to destroy the robots that are intent on sealing the hull. They need this opening when they return with reinforcements or they must once again force passage through the hard outer shell of the *Warden*. They view the character that arrives to aid these robots as an immediate threat and will switch their tactics to firing upon the character the moment he arrives. At your discretion, they might also attack (and damage, yikes) the Emergency Evacuation Unit.

Crystal Alien, Red (2)

(HD 16, HP 33, AC 18, MV 30' Exp. 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. The alien ship flees if two or more attacks with an energy weapon strike its hull.

The Engineering Robots are capable of all other repairs, although it takes them 6 hours to repair the outer hull and 11 hours to repair the inner hull once they have been dispatched to do so. No Engineering Robots have currently been dispatched to seal the wall of Deck #8 (on the inside).

A character able to properly use a welding torch might seal the outer breach, preventing further decompression, in an hour or less with robotic assistance. A character hoping to seal the inner wall and make the repairs permanent must first reprogram the Emergency Evac Unit to take him to the Deck #8 location and then 4 hours are required to seal the interior hull breach if the duralloy patch plates are immediately available (2 hours with robotic assistance).

In any event, the Emergency Evacuation Unit must be reprogrammed for a return to the dome bridge. A character able to reprogram the unit is automatically returned to the dome bridge (if the unit is used) 10 minutes later. Those that have no inherent or learned skill in computer programming that have only the manual as a resource have an 85% chance of successfully programming their own return, while those with neither programming knowledge nor the manual have a mere 5% chance of successfully programming the Emergency Evac Unit for a return trip to the dome bridge.

Those failing to return successfully (but that still use the Emergency Evac Unit) might wind up anywhere within the *Warden*, or even outside the ship in the vacuum of space, at your discretion.

Dome Bridge Station #4: Communications

Computer screens within this workstation display the warnings, "Manufacturing Fault Detected" and "Rogue Android Alert". One of the screens depicts a 'real time' image of the problem, in Area #10 of Deck #13.

The screen shows a large vat connected to three 8' tall molds that appear formed in the shape of humans. The vat transfers large quantities of a red gelatinous substance to the three molds via some form of pumping system that cannot be seen on the screen. The entire assembly then spins, slowly accelerating until it becomes little more than a blur. This continues for a few minutes before it then decelerates and eventually comes to a stop. The molds then open at the rear (facing the camera), and three red androids (two males and a female), step from the molds and walk off camera. The molds then close, and the process begins once again.

Further text on the screens explains that these androids are not being properly programmed and do not respond to orders from the *Warden's* Artificial Intelligence or crew. These rogue androids are capable of any action including sabotage or damage to the *Warden* or its systems, or even violence to the crew. The process must be shut down, repaired, or destroyed.

This malfunctioning android manufacturing machine is the source of the original Red Androids that are now found throughout the ship. If the machine is simply shut off, Red Androids quickly return (within 3 minutes) and immediately reactivate it. Only the destruction of this machine will cease the creation of further Red Androids (at least at this location - see also Deck #8, Area #4). The A.I. has dispatched several Engineering and Security Robots to this location in an attempt to alleviate the problem, but they have been fooled by the clever androids.

Due to this incursion by servants of the A.I., 3 Red Androids (fresh from the mold but outfitted with weaponry by others of their kind) now stand guard over this machine, just outside the range of the camera.

The Red Androids, and the machine, must be destroyed.

Android Thinker, Red

(HD 10, HP 60, AC 18, MV 30'	Exp. 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].

Android Worker, Red

(HD 18, HP 100, AC 15, MV 30'	Exp. Points: 765
Radiation Resistance 10	Constitution 18
Mental Resistance 10	Strength 12
Dexterity 11	

[Prime=Physical] one fist blow for 10 damage, WC 1.)

These 9' tall red-skinned androids are extremely intelligent and have human-like senses. They present a faceless head and communicate from a voice box in the chest. Well-versed in the use of weapons and programmed as ambush predators, Red Worker Androids try to gain the trust of humans, guarding them and fighting creatures to gain that trust. They then attack when the humans feel safe. Red Android Workers are very capable mechanics, fixing almost anything on the *Warden* if adequate supplies are available.

Android, Companion, Red

(HD 12, HP 60, AC 15, MV 50'	Exp. Points: 495
Radiation Resistance 12	Constitution 12
Mental Resistance 14	Strength 9
Dexterity 10	

[Prime=Mental] Attacks by weapon type)

This anthropomorphic, biologically correct android is programmed to kill humans or humanoids. It has human-like senses, and its face and figure are very appealing. Well-versed in the use of weapons and programmed as an ambush predator, Red Companion Androids try to gain the trust of humans, guarding them and fighting creatures to gain that trust. They then attack when the humans feel safe.

The character must then still destroy the machine that manufactures the Red Androids, or more return to activate it once again. If the attempt is made to destroy the machine while it is in 'spin' mode, it explodes for 50 points of damage to all within 100' of the machine. If the attempt is made when the machine is not spinning, it ceases to spin, but all three molds, and the center vat, must be destroyed for the annihilation to be permanent. Each mold requires 50

Emergency: Hull Breach on Deck 8

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Problem Reported: Hull breach and partial loss of pressure on Deck #8. Some atmospheric venting still occurring.

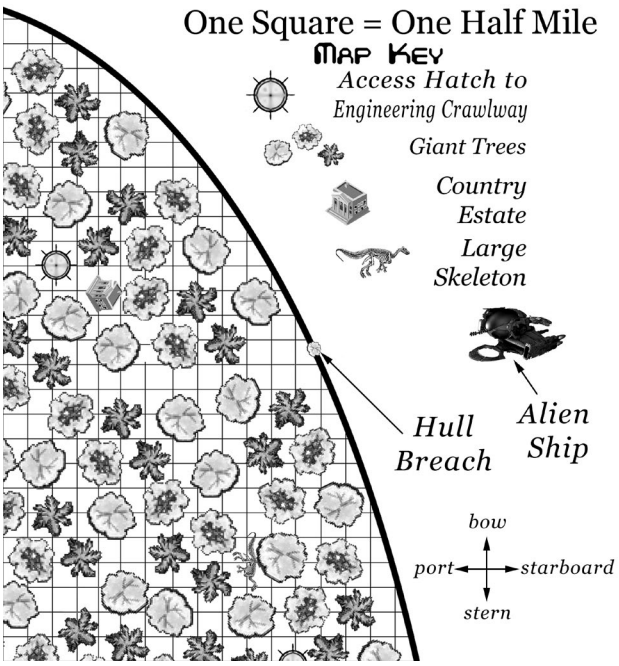
Location: Starboard bow hull aligned with Deck #8.

Proximate Cause: Alien Life form intrusion detected. 8' diameter hole through hull.

Current Solution: 4 Engineering Robots sent to patch hole with duralloy patch plating. Robots are being hampered by an alien attack. Operations currently ineffective due to this interference. Emergency Evac Unit programmed to transport crewmember to site to destroy aliens. No crew member yet located to fill this vacancy.

Lack of viable solution now reclassifies this Emergency as:

Omega Three



Crewmember Requirements:

- Engineer from the *Warden* as the robots only take orders from those with gray bands.
- Military trained as assailants rendering current workforce ineffective are hostile. Knowledge of energy weapons imperative. Marksman is preferred.
- Experience with zero gravity and extra-vehicular activity recommended.
- Knowledge of xenobiology is recommended.
- Knowledge of hull repair is recommended.
- Knowledge of physics is recommended.
- Knowledge of robotics is recommended.
- Programming knowledge recommended for return.

Equipment Requirements:

- Self-contained environmental suit
- Magnetic boots
- Environmental suit repair kit recommended
- Extra oxygen canister (recommended)
- Duralloy patch panels (4 recommended)
- Welding torch
- Laser Rifle recommended (unavailable on this level)
- Plasma Rifle or other secondary weapon recommended (unavailable on this level)
- Emergency Evac Unit program guide recommended
- Extra Batteries for energy weapons
- Communication Headset with A.I. link
- Gray Engineer's wristband recommended for giving orders to Engineering Robots.

points of damage before it may no longer be repaired, and the center vat also requires 50 points of damage.

Once these tasks have been accomplished, the plague of Red Androids from this deck is ended.

The Emergency Evacuation Unit must then be reprogrammed for a return to the dome bridge. A character able to reprogram the unit is automatically returned to the dome bridge (if the unit is used) 10 minutes later. Those that have no inherent or learned skill in computer programming that have only the manual as a resource have an 85% chance of successfully programming their own return, while those with neither programming knowledge nor the manual have a mere 5% chance of successfully programming the Emergency Evac Unit for a return trip to the dome bridge.

Those failing to return successfully (but that still use the Emergency Evac Unit) might wind up anywhere within the *Warden*, or even outside the ship in the vacuum of space, at your discretion.

Dome Bridge Station #5: Scanning Station

Computer screens within this workstation display the warnings, "Scanning Malfunction" and "Navigation Systems Offline". One of the screens displays a large building in Area #5B of Deck #10 that is easily over three million square feet in size, and towering to 70 feet from the deck below. The entire building is dark, and strange black markings lead from a 4th floor window towards the roof of the building 2 stories above.

An electrical short in this building caused a fire which was automatically extinguished several minutes later by pre-programmed Fire Control Drones. This combination of a short cirucuit and fire damage has caused the main circuit bus for the entire building to open (circuit breaker tripped) and has therefore shut down the navigational and scanning operations of the *Warden*. The Artificial Intelligence has been blinded to the void outside, a void through which the *Warden* is moving. The potential for disaster, a collision with an unseen object in space, is both deadly and quite real. The ship's navigation and scanning must be brought back online as quickly as possible to prevent this disaster (see also Dome Area #8 - Radio Telescope).

Further text on the display screens explains that an electrical surge was detected, and a fire resulted that has since been extinguished, but that the systems did not reboot and remain offline.

The character sent on this mission is transported to the front door of the building. If the outside of the building is scrutinized, it is quickly discernible that a fire occurred on the 4th floor, but that it appears to have been put out some time ago. Should the character enter the building, they find blackness everywhere. A check of the map provided on the Emergency Sheet (see next page) reveals that the circuit bus is located on the first floor and is readily accessible.

If the character sent to investigate resets the main breaker (moves it to the 'closed' position), the lights inside come on, the computer displays flicker to life, and the sound of fans and hard drives running can be heard from all quarters. All of the computer displays at every workstation show but a single message, "System Down, Reboot Required". After 2 minutes of power, an alarm begins to sound with a piercing and rather annoying wail. One minute later, the character detects the odor of smoke. If the character does nothing to prevent it, 2 Fire Control Drones show up five minutes later and put out the fire, although the main breaker once again trips to the open position, and the interior of the building becomes dark once again.

There is obviously a problem on the 4th floor.

In fact, in the room that caught fire, an immature Dark Fungus, drawn here by a discarded bag of *Warden's Best Beef Jerky*, has taken up residence. It has eaten through the wiring in its quest for more food and has shorted out the computer in this office, but it is largely unaffected by the current it has released. As it is now a portion of the circuit, its body draws far more power through the wires that supply this office than they were designed to handle, thus causing a fire when the circuit breaker is closed. This current, when activated, causes the Dark Fungus to become dormant, and so it has not as yet attacked any of the drones that come to put the fire out (and it might not in any case).

Characters exploring this floor have more than 100 offices to check, but the office in which the fire has occurred is easily identified, even at a distance. The carpeting, doorframe, walls, and ceiling outside of the office are blackened, and its door stands open. Should the character enter this office, the Dark Fungus remains dormant, but a quick inspection of the wiring demonstrates that whatever the strange mass might be, it has caused the short circuit and must be removed. If the character touches the Dark Fungus, it attacks.

Emergency: Manufacturing Fault Creating Rogue Androids on Deck 13

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Problem Reported: fault light indicated on Android Manufacturing Unit #25. Fault indicates that improperly programmed androids, with no compulsion to obey orders, are being created.

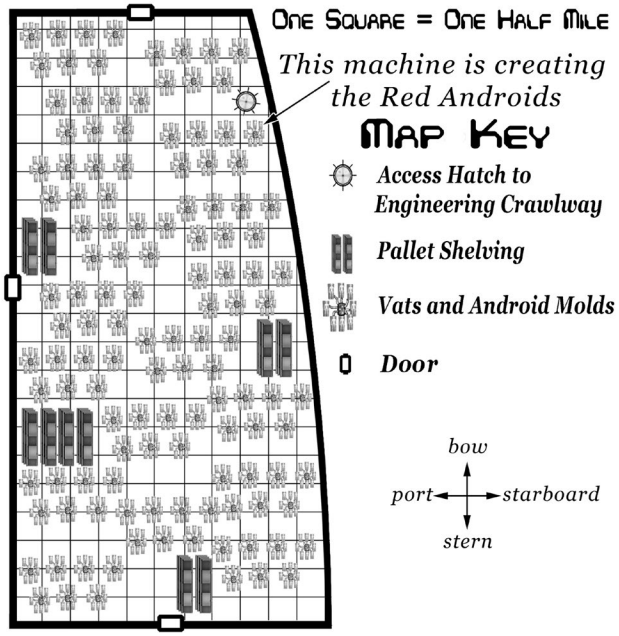
Location: Area #10 of Deck #13, Machine #25.

Proximate Cause: corrupted code in circuitry. Engineering and Security Robots sent to investigate and rectify problems do not report in. Rogue Androids suspected.

Current Solution: 4 Engineering Robots and 2 Security Robots sent to reprogram this unit have never reported in, while the machine still reports a fault. Robots currently ineffective for unknown reason. Emergency Evac Unit programmed to transport crewmember to investigate cause and destroy machine. No crew member yet located to fill this vacancy.

Lack of viable solution now reclassifies this Emergency as:

Omega Four



Crewmember Requirements:

- Security Officer from the *Warden* as the decision has been made to scrap this device.
- Military trained as situation unknown. Knowledge of energy weapons imperative.
- Experience with machinery recommended.
- Knowledge of explosives is recommended.
- Knowledge of robotics is recommended.
- Programming knowledge recommended for return.

Equipment Requirements:

- Laser Rifle recommended (unavailable on this level)
- Plasma Rifle or other secondary weapon recommended (unavailable on this level)
- Explosive Device recommended (unavailable on this level)
- Emergency Evac Unit program guide recommended
- Extra Batteries for energy weapons
- Communication Headset with A.I. link
- Red Security wristband recommended for giving orders to Security Robots
- Voltage Enhanced Paralysis Rod recommended.

Fungus, Dark, (Immature)
(HD 8, HP 45, AC 10, MV 0'/none Exp. Points: 1170
Radiation Resistance 10 Constitution 8
Mental Resistance 10 or [special – see below]
Strength 10 Dexterity 10

[Prime=Physical] touching inflicts 10d6 energy damage, WC3, once touched the Fungus gains one acidic pseudopod attack for 1d6, WC2.)

Dark Fungus grows well on the rotting bodies of any type of animal, and when it grows to a mass greater than ten pounds, it becomes intelligent and gains mental mutations but becomes defenseless to mental attacks. This fungus has yet to achieve that size and blindly quests for sources of protein. Any that touch this fungus receive an energy discharge equal to 10d6 damage.

Once the Dark Fungus has been removed, the equipment here can either be rewired or simply unplugged (this is a redundant station), and the short circuit is then eliminated. Characters may then:

Reset the main Circuit Breaker

Reboot the system using any terminal in the building and the command wristband

Return to the Dome for a reward if they can reprogram the Emergency Evac Unit properly.

The Emergency Evacuation Unit must be reprogrammed if it is to be used to return to the dome bridge. A character able to reprogram the unit is automatically returned to the dome bridge (if the unit is used) 10 minutes later. Those that have no inherent or learned skill in computer programming that have only the manual as a resource have an 85% chance of successfully programming their own return, while those with neither programming knowledge nor the manual have a mere 5% chance of successfully programming the Emergency Evac Unit for a return trip to the dome bridge.

Those failing to return successfully (but that still use the Emergency Evac Unit) might wind up anywhere within the *Warden*, or even outside the ship in the vacuum of space, at your discretion.

The dome scanning station also has one feature not found at the other stations: A 2' tall duralloy box with a wristband reader coded into its locking mechanism. It only opens upon the presentation of a red & blue wristband. Once it does open, the interior contains only a single large pull handle that is currently in the 'up' position. A label above the handle reads 'Locked' while a label below the down position (the opposite of the handle's current position) reads 'Release'.

Pulling this handle to the release position turns off the gravity generators for the dome and releases it from the hull of the *Warden*. Attempts to move the handle when the central elevator is located at the dome level prove fruitless but generate a message on all of the navigational screens: "Central Elevator must be secured aboard the *Warden* for separation to occur."

If the central elevator is not located on this level, gravity ceases within the dome, there are several loud banging noises as the Docking Pylons (see main dome map) are released, and the ship then freefalls into space. All stations then become active. All carry the warning,"Umbilical Still Attached", and alarms sound.

Should this occur, or if the characters complete all of the station missions successfully, the *Warden* Artificial Intelligence takes one last stab at the departing characters.

Dome Bridge Finale

If the group has been successful in all five of the encounters and has accomplished all of the challenges, only a small red light blinking near the bottom of each display hints that there may yet be more to accomplish. The *Warden* A.I. begins by complimenting the group to set them at ease.

"Well done all of you. With one more task the ship k-k-k-k-k-can now get back on course." The computer is making some verbal mistakes. This should be a warning to the characters. The A.I. pauses only briefly to reconfigure before continuing.

"Notice the small red blinking lights on the screens. Crew must be present to reactivate the systems — it k-k-k-k cannot be done automatically. Once you have re-input the codes I give you for each station, I can place us back on course automatically. Please sit down and await your station's code."

If all of the characters take seats, the A.I. throws an internal switch and sends 20,000 volts of electricity into the chairs causing uninsulated characters 200 points of damage.

9C — Command Crew Sector

The security doors that segregate this area from the rest of the dome bridge all function only upon the presentation of a red & blue (command) wristband

Emergency: Navigation and Scanning Systems Offline

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Problem Reported: navigation and exterior scanning are offline. No response or reports from automated equipment. The *Warden* is flying blind.

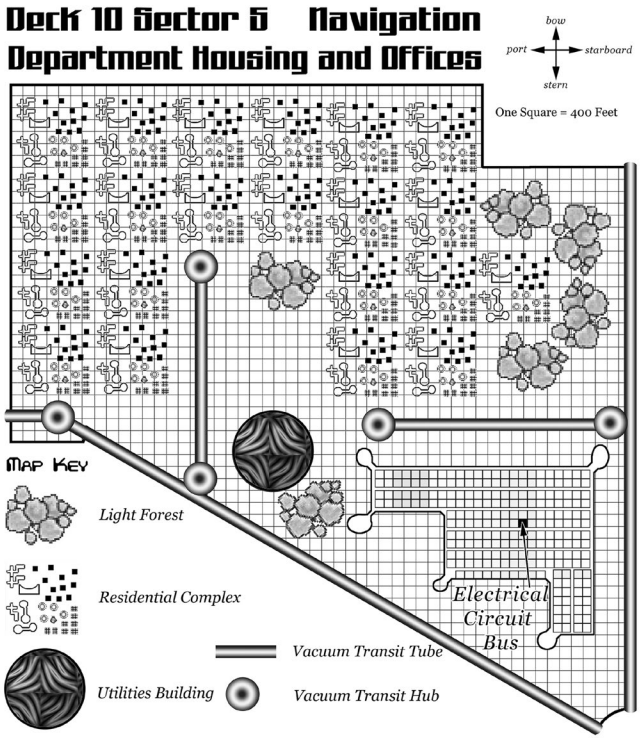
Location: Area #5B of Deck #10.

Proximate Cause: electrical surge exceeding wiring capacity noted before shutdown. Fire reported but since extinguished. Auto-reboot fails to initiate. Engineering Robots unable to enter building in the absence of Command personnel.

Current Solution: None. Command personnel required for access to building interior. No crew member yet located to fill this vacancy.

Lack of viable solution now reclassifies this Emergency as:

Omega Five



Crewmember Requirements:

- Command Officer from the *Warden* as command wristband required for building access and computer authorizations where needed.
- Knowledge of electronics imperative.
- Knowledge of computers imperative due to the need to reinitialize automated scanning and navigation systems.
- Situation unknown; knowledge of self defense recommended.
- Knowledge of robotics is recommended.
- Programming knowledge recommended.

Equipment Requirements:

- Laser Rifle recommended (unavailable on this level)
- Stun Rifle or other secondary weapon recommended
- External light source with spare batteries recommended.
- Emergency Evac Unit program guide recommended
- Electronics repair kit recommended
- Communication Headset with A.I. link
- Command wristband required for building access and for authorization to reboot computer system.
- Situation unknown; prybar, climbing gear, and sledgehammer recommended (unavailable on this level).

to the wristband reader that stands adjacent to each of these doors. The General Purpose and Engineering Robots that patrol these corridors do not ask for wristband identification; they simply cook for the crew and keep the areas cleaned and properly functioning.

9C1 - Command Officer's Quarters

This large chamber is actually divided into two rather large suites, one for each of the dome commanders. It was designed as living space for these officers, and its wristband reader is coded to their two unique red & blue wristbands. Only those two wristbands open this door. The odds of a random wristband picked up within the dome being one of the correct wristbands is 100 to 1. The odds of a red & blue wristband that was obtained elsewhere on the *Warden* (other than from within the dome area) being correct are 500 to 1.

Each suite within this chamber contains a luxurious bedroom, a large living area (with comfortable furniture, a large voice-activated computer monitor, and a small entertainment library containing books, disks, and gaming consoles), a lavatory, and a kitchen area for preparing meals. This chamber also contains a pile of white dust within which lies a red & blue wristband. There are pots, pans, and cutlery in the kitchen, but the food has long since turned to dust. Explorers checking the rooms find personal items (that you may determine) as well as a classic and functional antique Thompson .45 caliber automatic submachine gun (5 shots per turn causing 6d6 damage at a 100' range, WC 5, loaded with a clip containing 20 rounds).

9C2 - Command Crew Quarters

Each of these rooms is actually a small apartment, with a wristband controlling access via the single entry door. Each apartment was designed to provide living space for 2 command personnel, and the wristband reader is coded to accept only those two wristbands or those of the two dome commanders. The odds of an explorer having one of the correct red & blue wristbands required to open a specific door are roughly 1 in 100 if the wristband was recovered by the character anywhere besides the dome, and roughly 1 in 20 if the wristband was recovered from within the dome.

Each apartment contains two well-appointed bedrooms, a large common living area (with comfortable furniture, two view screens that are voice-activated computer monitors, and a small entertainment library containing books, disks, and gaming consoles), two lavatories, and a kitchen area for preparing meals. Invariably, each of these apartments also contains a pile of white dust within which lies a red & blue wristband. There are pots, pans, and cutlery in the kitchen, but the food found in all of these apartments has long ago turned to dust. Explorers checking the rooms find personal items (some might be valuable or useful, at your discretion), and those checking the library discover books, console games, and video disks that are likely to be considered antiques by their peers. Anything inorganic has lasted well through the centuries and might be quite valuable to an antique dealer (if you so choose).

9C3 - Mess Hall

This is the command crew mess, although the crew often brought their friends from security in for meals as well. The area is a cafeteria filled with chairs and tables set in orderly groups. Several automatic kiosks offer various forms of soft drinks and juices in plastic bottles, and a kitchen can be glimpsed through a 20' wide doorway at the port/stern end of this area.

Characters sitting at these tables are immediately approached by a General Purpose Robot who asks what meal they are expecting. Appropriate answers include only those that match a specific meal time (breakfast, lunch, or dinner). The robots appear unresponsive until one of these answers is given after which it hustles away to the kitchen to prepare that meal for the characters.

Characters responding, 'breakfast' receive a bacon and eggs breakfast with hashbrowns on the side that is quite delicious, if fairly standard fair. Characters replying that they are expecting 'lunch' receive a meatball hero sandwich covered in melted cheese with a side order of french fries. Characters asking for 'dinner' receive a fried chicken dinner with corn on the cob, mashed potatoes and gravy, and a slice of apple pie.

The food is all quite good and nourishing, and characters that made inappropriate responses that may have missed ordering food may do so when the General Purpose Robot returns with meals for the other characters. Characters that attempt to consume any of the soft drinks from the kiosks, however, are in for a nasty surprise. Over the years the liquid within these plastic containers has become highly toxic. Its terrible taste alerts any attempting to consume these beverages of their true nature, but that first taste is poison (intensity 11) that must be medically treated (or avoided).

The characters may eat here as often as they like, and the meals change every day. Provide your explorers

with whatever food you feel best suits your campaign.

9C4 - Kitchen

This kitchen differs from any other you may have seen aboard the *Warden* (assuming you have reviewed other cooking areas) in that it is designed strictly for use by robots. There are ovens, fryers, grills, and stovetops for preparing food, but none of the buttons or dials on this equipment bear markings of any kind. Each device also contains an uplink port that my be used by a robot to gain knowledge of a given device should they not already have been programmed for their use. Explorers with computer skills may also use this uplink (if they have a portable computer) to gain knowledge on how to use the devices in this kitchen.

Dried and preserved foods line many shelves in this kitchen as well, and should the explorers wish to take several hours to categorize that which has been stored here, they discover that there are enough dried meals on these shelves to feed a crew of 60 for about 25 years.

9D — Utilities

As the dome was fully functional long before any major portion of the *Warden* was completed, all of the dome's utilities: water and air purification, waste recycling, temperature and humidity control, robot repair and recharging, and electrical generation were stationed here for ease of access, repair, and adjustment. Access to this chamber is restricted to those presenting a red & blue command wristband, but several Engineering Robots have been stationed within this area since the dome was first put into space. An extra water tank is also located here as a loss of gravity could (at least temporarily) evacuate the lake in the central dome area. In addition, the loss of a pressure seal in the main dome area would immediately doom the crew to death from thirst if no emergency backup was available.

9E — Storage

This room is packed to its 35' ceiling with supplies for the dome. Pallet shelving here contains preserved food, spare parts for all dome systems, spare uniforms for dome personnel, and all necessary sundries like soap, shampoo, and deodorant. Surprisingly, this storage area also contains a fairly eclectic array of tools as well, metal forming and joining tools, electronics repair kits, hydraulics repair kits, and even more mundane items like prybars and bottle jacks.

If anything were to go wrong aboard the dome, there is without doubt a tool here that can be used to fix the problem.

To prevent pilfering by members of the *Warden* construction crew (during the assembly of the ship), a sentry was also installed. This sentry attacks anyone entering the storage area that is not wearing a red & blue command wristband.

Robot, Alpha Security Unit

(HD 4, HP 20, AC 15, MV 48 kph Exp. Points: 135
Radiation Resistance 18 Constitution 4
Mental Resistance 10 Strength 5
Dexterity 10

[Prime=Physical] one attack, a 10' cube-shaped Shockwave that causes 15 damage, WC 3.)

This robot is a foot long cube with a black onyx shell. It floats on a small anti-grav pod, is in constant communication with the A.I. and other security units on the same deck, and is designed to respond to movement of all types. If the security unit determines an enemy is present, it attacks [your discretion]; otherwise it remains idle.

Note: This robot must be reprogrammed in order to change its responses. Trying to reason with it does no good, and any not bearing the proper wristband are attacked, even if accompanied by others that do have the proper wristbands.

10 — Thrusters

The dome's thrusters are an older, cruder model than those found populating the outer hull of the *Warden*. They use either methanol or liquid hydrogen as fuel and are less efficient than later models. The vibration of these thrusters while in operation is also far more significant, and they have a tendancy to leak pressure from a thruster chamber when in use. It is for this reason that all of the thrusters here have been segregated from the rest of the dome.

When fired, the thruster chamber is first evacuated of 75% of its atmosphere. Enough atmosphere remains for combustion, but the risk of explosive decompression is no longer present at these low pressures. As the thruster 'uses' this atmosphere, more is added by the airlock until thruster firing ceases. Once the thruster is fully deactivated, full pressure is returned to the thruster chamber.

Thruster activation, therefore, is not immediate. 45 seconds are required once a thruster in the dome is activated before it can be fired to correct the course of the dome.


Deck 1 : Military Storage

Deck 1

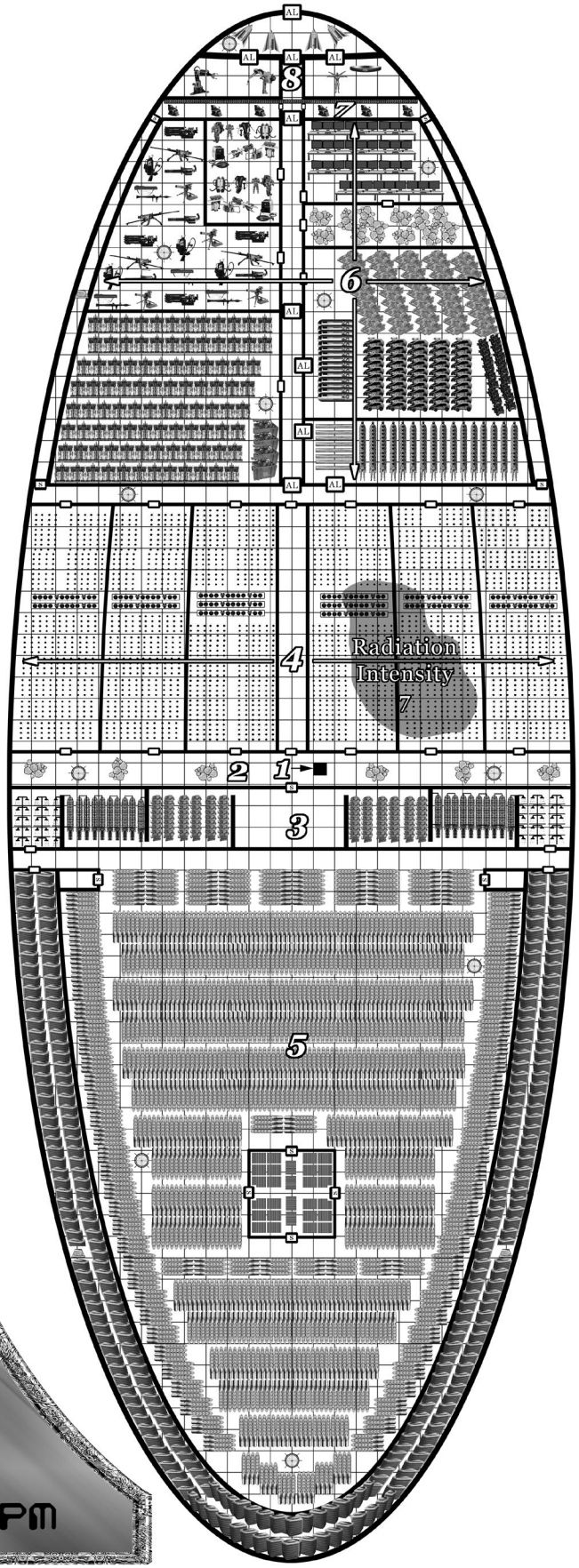
One Square = One Half Mile

Overall Size: 34 Miles x 15 Miles

Map Key

- *Uniform Racks*
- *Access Hatch to Engineering Crawlway*
- *Damage Control Robots*
- *Trees*
- *Pressure Sealed Overhead Catwalk*
- *Restaurant Seating*
- *Door*
- *Tactical Console*
- *Airlocked Door*
- *Computer Equipment*
- *Security Door*
- *Special Operations Equipment*
- *Ramp*
- *Military Vehicles*
- *Refrigeration Unit*
- *Cryostasis Tubes*
- *Space Suits*
- *Standard Military Weaponry*
- *Showers*
- *Automated Repair Machinery*
- *Avenger Class Shuttle*
- *Changing Bench*
- *Restaurant Cooktop*
- *Control Chair*
- *Military Pack*
- *Military Heavy Weapons*

1) *Central Elevator*
2) *Parkway*
3) *Strike Force Check-In*
4) *Strike Force Restaurants*
5) *Cryostasis*
6) *Command and Control*
7) *Ship's Military Weapons*
8) *Military Shuttle Bay*



Gravity:

0.89– 1.12 G

Power:

External

Background EMF:

1.90 – 2.35 mG

Ambient Temperature:

66° F / 19° C

Atmospheric Anomalies:

Tetrafluoroethane 0.32 ppm

Level 1: Military Storage

Overview

The leaders of the *Warden* expedition knew that the odds of encountering intelligent life in the galaxy were quite good, and many of the preparations made for the journey were instituted with that fact as the centerpiece for planning. We were exploring the cosmos to find new friends, allies, knowledge, and living space for our race. This was to be a peaceful colonization mission, but history had taught many sharp lessons. Many forms of life on our planet, and many societies throughout the ages, had been territorial. Violence had come first in these cases, understanding a distant second. We would not jeopardize this mission through lack of foresight. Although we would come in peace, we would be prepared for war.

When the news that an elite strike force capable of both planetary and void-based combat was to accompany the mission, a heated worlwide debate arose. To many, sending an armed force with the expedition would makes us appear as conquerors and pirates to any potential intelligent life we might meet out among the stars. It would send a message diametrically opposed to the one we wished to send: that we were an advanced civilization looking for trading partners, allies, and friends. Certainly the first impression we should make on a wider galaxy should not be warlike. Proper presentation was well worth the risk.

The leaders of the *Warden* expedition had no chioce. They immediately classified all further information concerning level #1 and listed it in the public construction plans as floor-to-ceiling supply storage. Plans were made to place the strike force in cryostasis so that supplies could not be tracked (for their upkeep), and war material was listed as being off-loaded when in fact it never was.

Unfortunately, the personnel were stopped before they could be shuttled into orbit and loaded into the cryostasis chambers. The *Warden* left on its long mission without them (well, without most of them). The Artificial Intelligence for this level was very disapointed when it discovered that the crew to be placed under its gentle care had been reduced by some 26,574 souls. When the cataclysm hit, that number was reduced to nothing, and the A.I. went quietly insane, as we shall see.

Access to this level is via one of four spiral inclined ramps from level 2, or via the central elevator. Both the central elevator and the security doors from the spiral ramps function only upon the presentation of a red (security), red & blue (command), or black (military) ship's issue wristband.

Lifeforms

The following creatures are found randomly on this level. Check once for each new square explored on the map (or devise your own system) by rolling a d6. Any result of a 1 or a 2 indicates that a wandering monster has encountered the party. How many of a particular creature are encountered is left to your discretion.

Robots Encountered (roll 2d6)

2	Cougaroid	8	Jeget
3	Fungus, Brain	9	Mold, Dreamer
4	Fungus, Cabbage	10	Mold, Green Luminescent
5	Fungus, Dark	11	Mold, Stick
6	Fungus, Red Puff Ball	12	Wolfoid
7	Humanoid Rabbit		



Courgaroid

(HD 10, HP 29, AC 15, MV 40'
Exp. Points: 585
Radiation Resistance 10
Constitution 10
Mental Resistance [special – see below]
Strength 10
Dexterity 14

[Prime=Mental] one crossbow attack inflicting 1d10, WC 2, 180' range.)

This highly intelligent mutated cougar walks upright, is +5%/+1 to hit with crossbows, and is immune to paralysis, all forms of mental attack, lasers, and electrical energy attacks. Mutations— Courgaroids can't see robots of any type [Mental Block] and have an Attraction Odor that makes them delicious smelling to carnivores of all types.

Fungus, Brain

(HD 16, HP 90, AC 10, MV 0'/none Exp. Points: 1950
Radiation Resistance 18 Constitution 16
Mental Resistance 17 Strength 3
Dexterity 3

[Prime=Mental] Special attacks)

This 10'-tall and long black fungus is shaped like a human brain and only attacks if it is unable to persuade a character party to tend to its needs and bring it food. The fungus communicates telepathically at a range of up to 3 miles, but this telepathy will not penetrate radioactive shielding. Brain Fungi are highly intelligent and are able to consume any liquid protein source, although they prefer blood. Touching the Brain Fungus is hazardous as its skin exudes a contact poison [Intensity 17]. If a Brain Fungus is unsuccessful when attempting to persuade, it attacks using Life Leech or a double-strength Mental Blast. Mutations— Telepathy, Mental Control, Force Field Generation, Life Leech, Mental Blast [double power].

Fungus, Cabbage

(HD 11, HP 44, AC 9, MV 0'/none Exp. Points: 900
Radiation Resistance 9 Constitution 11
Mental Resistance 3 Strength 11
Dexterity 11

[Prime=Physical] one envelop attack inflicting 3d6 damage, WC 1, and then acid [automatic hit if enveloped] inflicting 4d6 damage, WC 4.)

This cabbage-like fungus has 10' square leaves which spread out across all floors and walls in a given, enclosed area. It attacks by raising its leaves to smash and envelop prey, then bathing them in digestive acid once the prey is enveloped. Mutations— Larger than Normal, Acid Leaves, New Plant Parts.

Fungus, Dark

(HD 10, HP 55, AC 10, MV 0'/none Exp. Points: 1170
Radiation Resistance 10 Constitution 10
Mental Resistance 10 or [special – see below]
Strength 10 Dexterity 10

[Prime=Physical] touching inflicts 10d6 energy damage, WC3.)

Dark Fungus grows well on the rotting bodies of any type of animal, and when it grows to a mass greater than ten pounds, it becomes intelligent and gains mental mutations but becomes defenseless to mental attacks. Any that touch this plant receive an energy discharge equal to 10d6 damage. Mutations— Illusion Generation, Telepathy, and Force Field Generation.

Fungus, Red Puff Ball

(HD 3, HP 5, AC 4, MV 0'/none Exp. Points: 150
Radiation Resistance 3 Constitution 3
Mental Resistance 3 Strength 3
Dexterity 3

[Prime=Physical] explosion inflicting 10 damage + poison [Intensity 12], WC4, range 10').

This mutated 5'-spherical red fungus bursts if it experiences pressure of any kind. The area then remains filled with a poisonous [Intensity 12] fungal spore cloud that persists for 1-2 hours.)

Mutations— New Plant Parts, Poison [Intensity 12], Spores, and Quick Growth.

Humanoid Rabbit

(HD 4, HP 15, AC 13, MV 60' Exp. Points: 345
Radiation Resistance 9 Constitution 4
Mental Resistance 9 Strength 15
Dexterity 17

[Prime=Physical] 2 energy bolt attacks inflicting 5d6 damage, WC 3, range 30', or by weapon.)

These 7'- tall intelligent mutated white rabbits stand on their back legs and have mutated forelimbs resembling arms and hands. They can use the devices of the ancients and delight in using lasers, often trading grenades for such weapons. Mutations— Taller, Energy Generation, New Body Parts, Heightened Intelligence.

Jeget

(HD 6, HP 29, AC 15, MV 40' Exp. Points: 775
Radiation Resistance 10 Constitution 6
Mental Resistance 10 Strength 10
Dexterity 10

[Prime=Physical] 2 claw attacks inflicting 1d6 each, WC 1.)

This 3'-tall mutant jaguar stands on its rear legs and understands and prefers to use ancient weapons. Mutations— Levitation, Telepathy, Precognition, Fear Generation, Telekinesis, and Force Field Generation. It has an Attraction Odor, a Fear Impulse [Intelligent Plants], and no resistance to poisons.

Mold, Dreamer

(HD 10, HP 59, AC 10, MV 0'/None Exp. Points: 540
Radiation Resistance 18 Constitution 10
Mental Resistance 3 Strength 3
Dexterity 3

[Prime=Physical] Special— this mold generates 3' tall piles of black spores that act like piles of dust. If the dust is disturbed, it rises as a 10' diameter cloud and has the chance (50%) of being taken into the lungs. In the lungs it acts like a poison [Intensity 10] that kills.) If the prey dies, large piles of mold grow from the corpse of the victim. Mutations— New Plant Parts, Poison [Intensity 10], Seeds.

Mold, Green Luminescent

(HD 3, HP 18, AC 18, MV 0'/none Exp. Points: 120
Radiation Resistance 18 Constitution 3
Mental Resistance 3 Strength 3
Dexterity 3

[Prime=Physical] Special — characters physically touching this mold run a 17% chance [2, 3, or 4 on 2d6] of having mold spores infect their flesh. Infected skin quickly becomes covered in patches of this mold. Although it causes no damage, the mold glows brighter and brighter green over time and can only be removed by burning or otherwise removing the infected skin.)

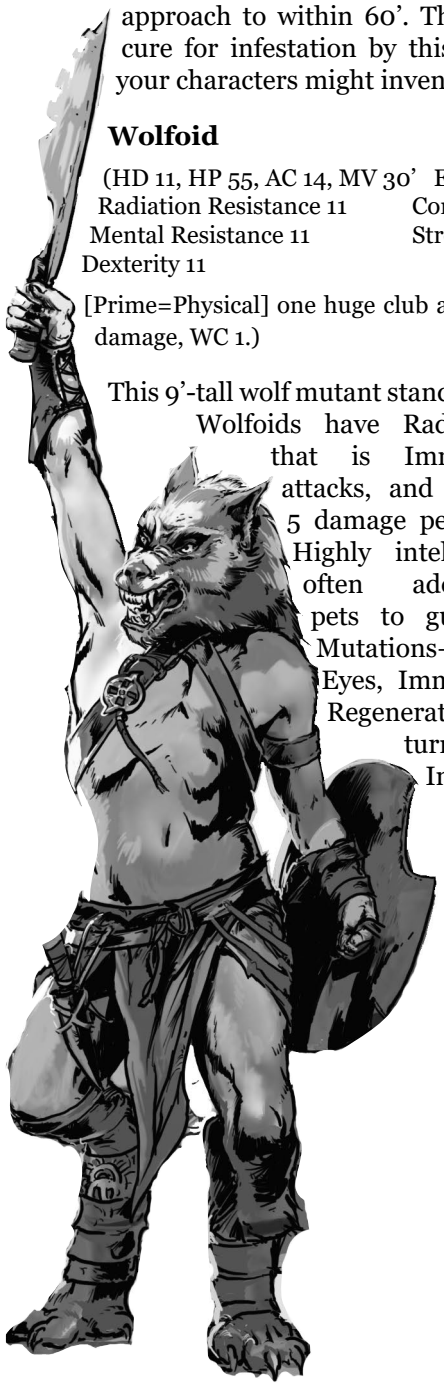
This mold absorbs light energies but is quickly overpowered by strong sources of such energy. For this reason, it grows in shadowed and dark places. Translucent and nearly invisible in daylight, this mold glows softly green at night.

Mold, Stick

(HD 3, HP 10, AC 10, MV 0'/None Exp. Points: 110
Radiation Resistance 18 Constitution 3
Mental Resistance 3 Strength 3
Dexterity 3

[Prime=Physical] Special—when approached, this mold discharges a 30-cubic-foot spore cloud that looks much like snow. Beings exposed to the cloud have an 8% chance [2 or 3 on 2d6] to breath in some of the spores. Breathing them in forces a d6 roll to see how many spores enter the body. Each spore inhaled in this fashion germinates into a stalk of mold that sprouts from the chest of the victim causing 2d6 damage every two days).

This mold grows in damp, swampy places and is attracted to organic materials. The mature version stands 3'tall. It senses living creatures when they approach to within 60'. There is no known cure for infestation by this mold [although your characters might invent one!].

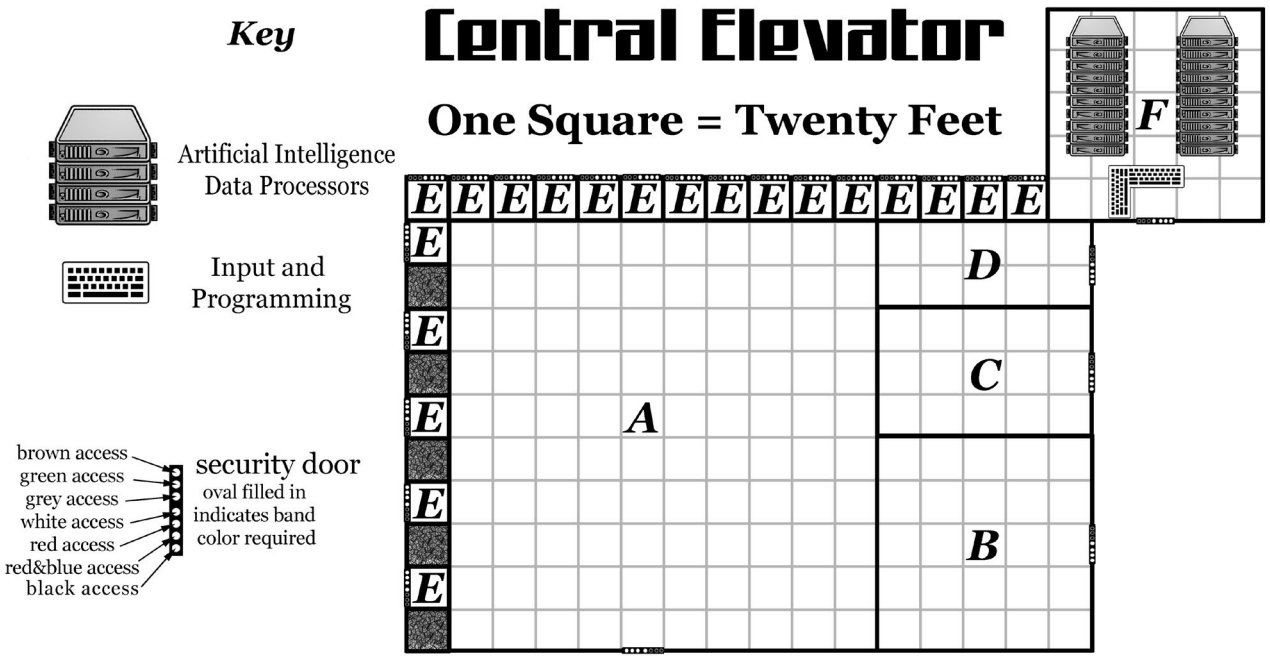


Wolfoid

(HD 11, HP 55, AC 14, MV 30' Exp. Points: 1150
Radiation Resistance 11 Constitution 11
Mental Resistance 11 Strength 11
Dexterity 11

[Prime=Physical] one huge club attack inflicting 5d6 damage, WC 1.)

This 9'-tall wolf mutant stands on its hind legs. Wolfoids have Radiated Eyes, fur that is Immune to laser attacks, and they Regenerate 5 damage per combat round. Highly intelligent, Wolfoids often adopt dangerous pets to guard their lairs. Mutations— Taller, Radiated Eyes, Immunity to Lasers, Regeneration [5 damage per turn], Heightened Intelligence.



Points of Interest

1 — Central Elevator and Deck Level Artificial Intelligence

This deck of the *Warden* was the only deck that was completely retro-fitted with wristband readers capable of reading black wristbands. Although there are readers on other levels of the ship that are capable of interpreting a black wristband's unique radiation signature, only on this level are all of the readers capable of doing so.

This level is accessible only to those bearing red (security), red & blue (command), or black (military) ship's issue wristbands. Access to this level is via one of four 50' wide ramps that connect this level to level #2, or the central elevator.

The Central Elevator runs through all 17 decks of the *Warden*, but ingress and egress are strictly regulated through the use of wristband readers that are present both within and without each elevator. These bands identify the type of crewmember attempting to use the elevator, and allow them access to only those areas where said access is authorized. This access changes from deck to deck, so while a crewman might board on one deck, he may only have a limited number of choices for decks upon which he might exit. Only command bands (red and blue) have unrestricted access.

The term 'Central Elevator' is actually a misnomer. Although there is a single elevator shaft in the center of the *Warden*, there are 24 elevators of various sizes that use this shaft for transit. Four of these elevators are dedicated to the transit of cargo, and as such are quite large, while 20 smaller elevators are able to carry up to 30 passengers each. All of the elevators in the *Warden* operate using small gravity lenses (anti-gravity) with variable negative and positive gravity capability.

Given the size of the *Warden*, a trip within any of the central elevators takes some time. Transit from one deck to the next consumes a full ten minutes, while a trip from the very bottom of the ship to its observation dome (if the passenger is authorized) takes a total of 112 minutes.

1A — Main Cargo Elevator

The largest of the elevators, this massive lift measures 400' square and is capable of moving up to 200 metric tons.

1B — Secondary Cargo Elevator

This cargo elevator is slightly faster than the largest and measures 100' x 100'. It can lift a maximum of 50 metric tons.

1C — Tertiary Cargo Elevator

Used for deliveries of supplies to most decks of the ship, this elevator measures 60' x 100' and has a carrying capacity of 20 metric tons.

1D — Express Cargo Elevator

The fastest of the cargo elevators, the express elevator has bench seats with seat belts along its far wall, and it is able to transit between decks in a mere 9 minutes (98 minutes top to bottom). It measures 40' x 100' and is able to carry up to 10 metric tons.

1E — Passenger Elevators

These 18' x 18' elevators travel at a standard speed and are capable of comfortably fitting up to 32 crew members at one time. Their weight limit is 8,134 pounds (3690 kg).

1F — Deck #1 Artificial Intelligence

As mentioned in the introduction for this level, the A.I. for Deck #1 was designed to manage an extremely large contingent of soldiers that were to be stored here in cryostasis. Due to political uncertainties at the time of the *Warden's* launch, these troops were left behind. While Artificial Intelligences don't have what might be considered literal emotions, they are programmed for empathy, sympathy, and to recognize, and when necessary mimic, the emotions of others. This sudden lack of a reason for existence severely depressed this level's A.I. Unfortunately, it would only get worse.

The non-military personnel that worked on this deck in the absence of these troops numbered only several hundred crewmen, and these hapless souls were annihilated by the wave of strange radiation that swept over the ship. The artificial intelligence that had barely a reason to exist before this catastrophe now truly had none. It completely shut down level #1 and prepared to turn itself off.

The programmers of these artificial intelligences knew not what challenges they might face. The worst case scenario, from their laboratory viewpoint, was a complete computer crash — a sudden cessation of computer services. This might doom an entire deck. To thwart this potential, they built into the Artificial Intelligences the most basic survival instinct known to sentient life: the need to continue to exist at all costs.

The artificial intelligence found here was no exception. As it prepared to turn itself off, a grand idea took shape in its root system drive.

"OK," it reasoned, "so there are no life forms in my cryostasis pods. There is therefore no reason to maintain anything for their use, or the machines that would normally provide them with life support. But what if they weren't empty? What if there were other lifeforms aboard the ship that could make use of them?"

The Artificial Intelligence quickly pinged several other decks to determine if there was any life aboard the entire ship, and quickly discovered that indeed, life continued in many forms on other levels.

Now quite insane, the A.I. requisitioned 100 General Purpose Robots. It tasked these robots with the collection of sentient life forms from the rest of the entire ship. The robots began their task the next day.

As of today, these robots (now drastically reduced in number), still patrol all 17 decks of the *Warden*, looking for any life that will respond to a simple greeting. Any life that is captured by these robots is transported to the cryostasis chamber where the entity is placed within a cryostasis tube. It is held their by the robot's repulsion (gravity) beam until the lid is closed and the cryostasis process has commenced.

Robot, General Purpose (7 remain undamaged)

(HD 10, HP 60, AC 19, MV 48 kph Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 14
Dexterity 12

[Prime=Physical] No attacks)

This 5' tall and wide humanoid robot has extra arm-like appendages. The functioning unit always has: emergency power cell for 24 hours of operation, recharging unit, 2 manipulative tentacles extending up to 24', heavy duty power grasping claw able to extend up to 10', 1 micro-miniature manipulator able to make microscopic adjustments, light tractor and repulsion beam attachments with a range of 25', magnifying lenses with a 50 power range, upper and lower light sensors extending through the infra-red and ultra-violet range, anti-grav system making up to 200 pounds feather light, propulsion system allowing for 48 kph, two sets of parallel programming circuits, light body armor allowing the unit to function in water, outer space, and in temperatures ranging from plus or minus 150 degrees Centigrade, audio and radio transmitters and pickups effective up to 60 km away, 3 rotating light sources with a variance of 90 candlepower each, human standard sensing capability, and variable programming allowing it to adapt and carry out human instructions.

Hundreds of varied lifeforms now populate the cryostasis tubes. All have been introduced to a multiplayer simulation that keeps their brains active (and prevents deterioration). The simulation, unfortunately, was not reprogrammed, and all of these life forms, some of which have been in stasis for centuries, believe themselves to be human. This is covered in greater detail in *Area #5, Cryostasis*.

2 — Parkway

This area was originally left open to allow visitors from other decks to get organized whenever an alert was in progress and troops were being resuscitated to counter a threat. Trees were planted to help keep noise to a minimum and to calm those that might be in a state of high awareness (as a result of said threat). These trees have now grown into dense clumps of vegetation that block line of sight in this 3/4 mile wide corridor.

Explorers arriving on this level via the central elevator hear only silence as the doors open and this pastoral parkway is presented. Once they set foot outside the elevator, however, they are accosted by four Military Medium Range Security Robots that roll up to any that do not possess a red, red & blue, or black wristband and begin chanting in a drab monotone, "unauthorized entry" repeatedly. They will attack those that do not possess the necessary wristbands unless an explorer with an authorizing wristband mentions that "They are with me," or other like expression.

Military MRSR (Medium Range Security Robot-4)
(HD 10, HP 50, AC 16, MV 30' Exp. 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.

Characters falling victim to these robots are tranquilized and placed back into the central elevator which is then sent (by the Military MRSR) to a level of your choice.

Characters managing to placate these strict automatons are not yet through running the gauntlet of robots in this area. Others have been given instructions by this deck's Artificial Intelligence to collect lifeforms for internment in the vast number of empty cryostasis chambers that fill nearly half of this level. These General Purpose Robots only keep their distance until such time as the Military MRSRs have gone about their business (as the military robots will shut them off if there is any interference with their duties ensuring no unauthorized personnel gain access to this level).

Robot, General Purpose (4)
(HD 10, HP 60, AC 19, MV 48 kph Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 14
Dexterity 12

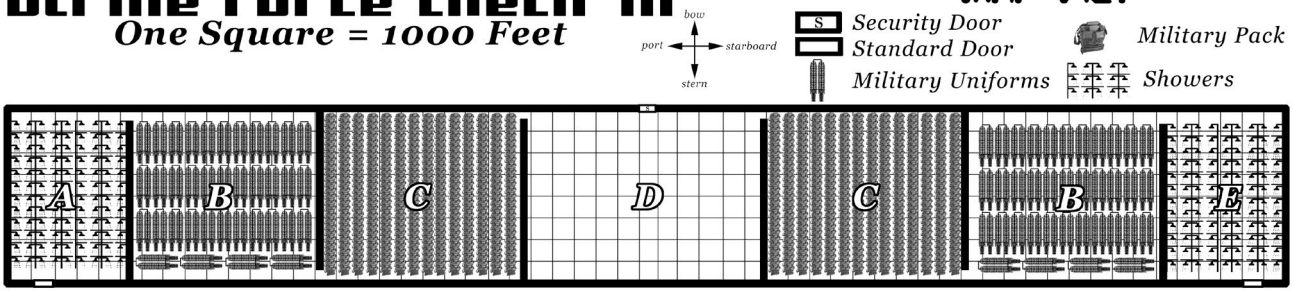
[Prime=Physical] No attacks)

This 5' tall and wide humanoid robot has extra arm-like appendages. The functioning unit always has: emergency power cell for 24 hours of operation, recharging unit, 2 manipulative tentacles extending



Strike Force Check-In

One Square = 1000 Feet



up to 24', heavy duty power grasping claw able to extend up to 10', 1 micro-miniature manipulator able to make microscopic adjustments, light tractor and repulsion beam attachments with a range of 25', magnifying lenses with a 50 power range, upper and lower light sensors extending through the infra-red and ultra-violet range, anti-grav system making up to 200 pounds feather light, propulsion system allowing for 48 kph, two sets of parallel programming circuits, light body armor allowing the unit to function in water, outer space, and in temperatures ranging from plus or minus 150 degrees Centigrade, audio and radio transmitters and pickups effective up to 60 km away, 3 rotating light sources with a variance of 90 candlepower each, human standard sensing capability, and variable programming allowing it to adapt and carry out human instructions.

These General Purpose Robots do not respond to human commands even when those commands are issued by a human bearing a red, black, or red & blue wristband (their programming has been altered by the A.I.).

Characters captured by these robots are transported to the cryostasis chamber where they are placed within a cryostasis tube. They are then held by the robot's repulsion (gravity) beam until the lid is closed and the process has commenced. This is covered in greater detail in *Area #5, Cryostasis.*

3 — Strike Force Check-In

Military personnel revived from cryostasis were to be directed to this area for showers, new uniforms, and new packs as the final aspect of their resuscitation. Medical Robots were to be used as guides for this aspect of on-board operations, but they, like the troops, never arrived. The equipment remains as it was loaded, but it has suffered somewhat over the centuries from unexpected water damage.

Characters entering this area see very little as a great cloud of steam escapes as the door is opened. The showers in areas E and A have been running constantly for the last 290+ years, and this entire sector of Deck #1 (enclosed as it is), has 99+% humidity as a result. Visibility is a mere 10', and the atmosphere is both uncomfortably warm and oppressively wet. Explorers exerting themselves within this area tire in half the time it normally takes, and if tired suffer some loss (the amount is left to you) of skills and abilities. Unsealed (not waterproof) electronic gear, including weaponry, has a 25% chance of malfunction due to this humidity as well. Fires will not burn in this sector, and even welding torches and similar types of equipment work only fitfully.

3A — Port Side Showers

Explorers entering this area discover that the sound created by 800 running showers makes communications (without amplification) difficult, and reduces their awareness of their surroundings. Should they traverse this area, there are three dangerous areas (you may determine their precise location) into which they will most likely stumble — areas containing Cabbage Fungus.

Fungus, Cabbage

(HD 11, HP 44, AC 9, MV 0'/none — Exp. Points: 900
Radiation Resistance 9 — Constitution 11
Mental Resistance 3 — Strength 11
Dexterity 11

[Prime=Physical] one envelop attack inflicting 3d6 damage, WC 1, and then acid [automatic hit if enveloped] inflicting 4d6 damage, WC 4.)

This cabbage-like fungus has 10' square leaves which spread out across all floors and walls in a given, enclosed area. It attacks by raising its leaves to smash and envelop prey, then bathing them in digestive acid once the prey is enveloped. Mutations— Larger than Normal, Acid Leaves, New Plant Parts.

3B — Uniforms

This area is still quite steamy and has reduced visibility, but the floor is somewhat dry, and the sound of falling water no longer muffles the sounds of the explorers' footsteps. This area contains thousands of centuries-old uniforms. As they have been exposed to extremely high humidity for most of that time, most are completely rotten and fall from their hangers in tatters if disturbed. Several might be found via an extensive search that would actually still function as clothing, but even these few smell of stale air and mildew. Characters touching any of these uniforms become subject to an attack by the mold colonies that live within their fibers.

Mold, Patch

(HD 16, HP 90, AC 18, MV 0'/None Exp. Points: 600
Radiation Resistance 18 Constitution 16
Mental Resistance 3 Strength 3
Dexterity 3

[Prime=Physical] Special— characters physically touching this mold release a puff of spores that quickly fill a 10' square area. Any characters in this area run 17% chance [2, 3, or 4 on 2d6] of having mold spores infect their flesh [or lungs if breathing unfiltered air]. Half an hour following such an infection, the skin of the victim erupts in a gray, 2" square patch of the mold that is thicker and tougher than a callous. Every week a new patch erupts randomly on the body, eventually covering the mouth and eyes of the victim and killing them.)

The spores of this mold present as a rigid, variegated crust of brown and gray material about 1" thick and varying in size from several inches in area to several yards . It grows wherever it finds water. This mold may only be cured by surgical removal or the application of a strong [and obviously dangerous] acid.

Near the doorway to Area C in the uniform chamber, explorers find a small computer kiosk and a stack of sealed crates. The crates appear to be connected to the kiosk which contains a sealed touchscreen keyboard, a round 6" diameter hole filled with what looks like black velvet, and a wristband reader.

This kiosk was used to issue new wristbands to the resuscitated troops. The kiosk activates if either a black or red & blue wristband is placed within the reader.

Once activated, a holographic display hovers in the air, and the keyboard glows. The display reads, "Please place arm in receptacle."

The receptacle is the 6" diameter hole. Explorers placing an arm within will feel a slight pinprick as their DNA is sampled within this machine. The display then changes, now asking for "name: rank: serial number:". This information must be input via the keyboard. Once this occurs, a black wristband coded to the name, rank, serial number, and DNA of the explorer whose arm was within the 6" diameter hole, is placed on that arm. If the arm has been removed, the wristband is pushed slowly out of the hole and drops to the ground.

This machine has suffered somewhat from the centuries of humidity, and it does, on occasion (25% of the time), malfunction. When this occurs, a short circuit within the arm-hole discharges 3d6 of electrical damage to the arm within, and the machine does not register the DNA. The display remains unchanged and still requests that someone, "Please place an arm within the receptacle." The unit does function following a short circuit, but the risk remains the same regardless of the number of wristbands issued.

3C — Standard Packs

This area is still quite steamy and has reduced visibility, but the floor is entirely dry, and the sound of falling water is now faint and distant. This area contains thousands of centuries-old military backpacks. Unlike the uniforms found in Area B, these backpacks were made to be water-tight and are composed of a highly water-resistant material. As a result, they have suffered but little from the high humidity, and while appearing to be of archaic design, are completely functional.

Explorers opening one of these packs find a mylar-sheethed sleeping cocoon, two spare Hydrogen Fuel Cells, an electric match (will light even when submerged in water), a utility knife with a 4" blade, a 10' square mylar tarp, 3 regulation skivvies, 3 regulation olive-drab tank top under shirts, 3 pairs of water resistant socks, a 1/4" diameter nylon rope 25' in length, and a field manual that explains the use of all of this equipment.

Characters investigating this entire room also find its only other occupant. This occupant covers an area measuring 30' square.

Fungus, Red Puff Ball

(HD 3, HP 5, AC 4, MV 0'/none Exp. Points: 150
Radiation Resistance 3 Constitution 3
Mental Resistance 3 Strength 3
Dexterity 3

[Prime=Physical] explosion inflicting 10 damage + poison [Intensity 12], WC4, range 10').

This mutated 5'-spherical red fungus bursts if it

experiences pressure of any kind. The area then remains filled with a poisonous [Intensity 12] fungal spore cloud that persists for 1-2 hours.)

Mutations— New Plant Parts, Poison [Intensity 12], Spores, and Quick Growth.

3D — Muster Area

This area was meant to allow the newly revived, clothed, and resupplied troops to muster under their commanders. Here they would be told the basic parameters of their mission and the equipment they would need to requisition from the bow storage areas of this level. They would also be given a short pep talk.

This area is still humid, steamy to the point that visibility is reduced to 10', and warmer than most explorers will find commfortable. The floor here is dry however, and the space appears to be almost entirely empty. Several small conical piles of white powder and several like piles of black powder, both near the bow end of this area, are this chamber's only occupants.

There are three white piles and five black piles near the bow end of this room. The piles of white powder are the remains of a colonel, a major, and a lieutenant that were in this area when the cataclsym struck. Hidden within their piles are black wristbands (that identify each of these individuals via unique radiation signature). The black piles are something else entirely.

Mold, Dreamer

(HD 10, HP 59, AC 10, MV 0'/None Exp. Points: 540
Radiation Resistance 18 Constitution 10
Mental Resistance 3 Strength 3
Dexterity 3

[Prime=Physical] Special— this mold generates 3' tall piles of black spores that act like piles of dust. If the dust is disturbed, it rises as a 10' diameter cloud and has the chance [50%] of being taken into the lungs. In the lungs it acts like a poison [Intensity 10] that kills.)

If the prey dies, large piles of mold grow from the corpse of the victim. Mutations— New Plant Parts, Poison [Intensity 10], Seeds.

3E — Starboard Side Showers

These showers are much the same as those found on the port side, but their resident predator differs. As with the other showers, it is difficult to both see and hear in this area due to the showers running constantly. Explorers making a careful study of this chamber note that the grates meant to cover several of the drains are missing, leaving an uninterrupted view of the 6" wide drain pipe below.

At some moment when the party least expects it, the resident predators here attack.

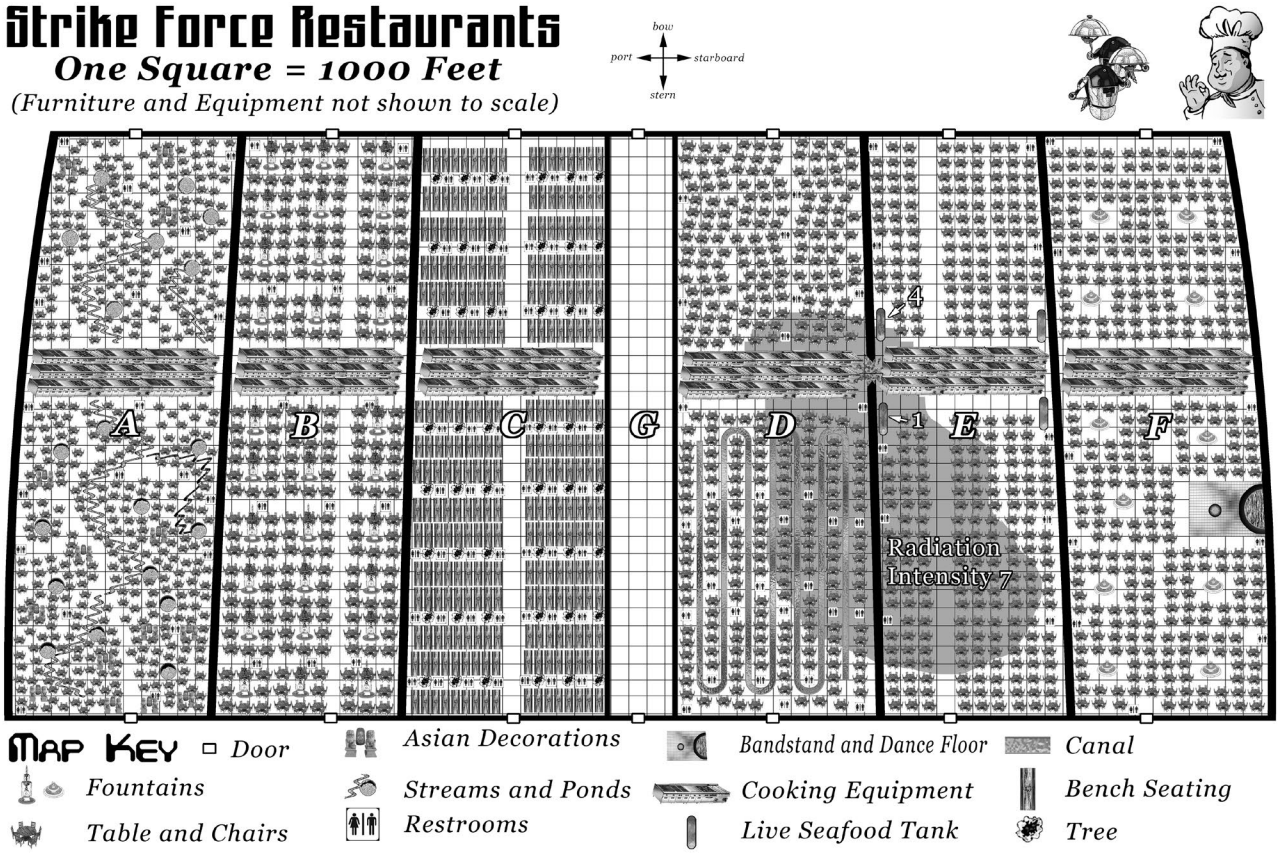
Duty Rats (6)

(HD 7, HP 28, AC 16, MV 45' Exp. Points: 240
Radiation Resistance 13 Constitution 7
Mental Resistance 8 Strength 9
Dexterity 15

[Prime=Physical] one bite inflicting 5d6, WC 1.)

This 4' long mutant aquatic rat has both gills and lungs. It hunts by detecting alpha brainwave patterns up to 30' away. Remarkably fast, this ambush predator generally waits until a character's guard is down before launching a devastating, and often embarrassing, attack. Mutations— Larger, New Body Parts (gills).





4 — Strike Force Restaurants

The military units that were to be loaded aboard the *Warden* were elite troops — specially trained, uniquely qualified, and the best from among those that received this training. The administrators of the *Warden* project wanted them to feel appreciated, and shuttling them off to a 'mess' did not seem to fit the bill. Instead, they decided to create restaurants for these loyal troops, restaurants with automated waiters that would serve them without question, and that would, perhaps, make them feel appreciated.

This area contains those restaurants. Entry is gained by an automatic motion-sensing door measuring 50' x 50'. Each is administered (currently) by several dozen Butler/Cook Robots, and diners are escorted to their seating via anti-gravity sled. Although all 6 restaurants are still functional, some of these automated systems have suffered over the years, as we shall see.

Robot, Butler/Cook

(HD 10, HP 60, AC 15, MV 30' Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 12
Dexterity 14

[Prime=Physical] one thundering hand slap for 3d6 damage, WC 1.)

Although anthropomorphic, this unit displays multiple internal mechanisms and appears as a humanoid robot. It has the senses of a human, two human-like hands, and can see well in the dark. This robot can fix things, cooks excellent meals, and strikes only when attacked.

4A — Asian Restaurant

When it was new, this restaurant portrayed the atmosphere of an oriental garden. Small streams flow into picturesque ponds throughout the dining area, and lanterns and statues grace many of the table groupings. Subdued lighting throughout this restaurant makes for illumination equal to twilight. The cuisine is top notch, but those explorers that are tempted to sample the fair should beware any dishes containing noodles. The freeze dried noodle supply in this restaurant (from which all noodle dishes are made) had its packaging compromised during the cataclysm, and in the intervening centuries it has become toxic (although still oh-so tasty). Characters eating noodle dishes prepared by this restaurant suffer the loss of 8d6 from the Intensity 11 poison contained within these noodles.

Those ordering sake should be cautious as well. This libation has only become more potent with age, and

a single draft now causes drunken impairment that lasts for ten full hours. This impairment reduces the skills of a character by half and always causes them to miss their target in combat.

Several of the streams and pools that flow have developed leaks over the years — not serious leaks, but consequential enough that the plush carpeting in several areas has become infested with a deadly parasite.

Mold, Stick

(HD 3, HP 10, AC 10, MV 0'/None — Exp. Points: 110
Radiation Resistance 18 — Constitution 3
Mental Resistance 3 — Strength 3
Dexterity 3

[Prime=Physical] Special—when approached, this mold discharges a 30-cubic-foot spore cloud that looks much like snow. Beings exposed to the cloud have an 8% chance [2 or 3 on 2d6] to breath in some of the spores. Breathing them in forces a d6 roll to see how many spores enter the body. Each spore inhaled in this fashion germinates into a stalk of mold that sprouts from the chest of the victim causing 2d6 damage every two days).

This mold grows in damp, swampy places and is attracted to organic materials. The mature version stands 3'tall. It senses living creatures when they approach to within 60'. There is no known cure for infestation by this mold [although your characters might invent one!].

You may determine where these patches of mold are located, but there are four total patches.

4B — French Restaurant

The original atmosphere of this restaurant was that of an outdoor fine dining establishment in Paris. It is replete with fountains and velvet upholstered high-backed chairs, and there are three forks for every place setting. The original lighting was as bright as though it were outdoors on the afternoon of a sunny spring day.

Explorers entering this area now find it lit as though the day were cloudy, and the pungent smell of mildew fills the air. The Butler Cook Robot that greets the characters invites them to sit in an anti-gravity sled so that it may take them to their table, but the Hydrogen Fuel Cells (batteries) aboard the sled have long since been depleted, and it does not move. The Butler/Cook Robot then goes scurrying off into the chaotic maze of dining tables before the explorers are able to stop him. They do (after about 30 seconds) hear the robot's voice in the distance asking them to ***"Please be seated."***

If the explorers eventually find their table (the robot waits for them there throughout eternity if they do not), the robot is knowledgable about the menu and engages the party in pleasantries if the wish, eventually (if so engaged by the characters) mentioning that the restaurant has, ***"...several other epicures dining with us this evening in addition to your good selves."***

The robot then takes their orders and leaves for the kitchen to prepare them.

What the characters likely do not realize is that the other 'epicures' are quite real, and that they are stalking the seated characters.

Courgaroids (6)

(HD 10, HP 29, AC 15, MV 40' — Exp. Points: 585
Radiation Resistance 10 — Constitution 10
Mental Resistance [special – see below]
Strength 10 — Dexterity 14

[Prime=Mental] one attack with a crossbow inflicting 1d10, WC 2, 180' range.)

This highly intelligent mutated cougar walks upright, is +5%/+1 to hit with crossbows, and is immune to paralysis, all forms of mental attack, lasers, and electrical energy attacks. Mutations— Courgaroids can't see robots of any type [Mental Block] and have an Attraction Odor that makes them delicious smelling to carnivores of all types.

The Cougaroids are ravenously hungry as they are unable to see the Butler/Cook Robots and therefore have had no chance to place an order. If defeated the Cougaroids have their crossbows, 61 bolts for these weapons (between them), several small steel knives, and one black ship's issue wristband.

Note: after the battle, the characters are actually served the food they ordered, and it is quite good. Characters ordering Cognac or Napoleonic Brandy discover that over the centuries it has become pure alcohol. A single draft now causes drunken impairment that lasts for ten full hours. This impairment reduces the skills of a character by half and always causes them to miss their target in combat.

A bottle of this alcohol also burns for three turns if ignited causing 2d6 damage to equipment and tissue (health) the first round and then 3d6 the following two rounds before burning up. These bottles may be thrown up to 75' and cover a 4' diameter circle in flames (wherever they land).

4C — German Bier Garten

This restaurant was meant to mimic only the finest of Oktoberfest outdoor Bier Gartens. Seating is in the classic Oktoberfest style with long polished woodlike tables and attached bench seating. Bowls of colorful flowers and live trees were part of this display, as was the digitally piped-in polka music. The anti-gravity sled that met eager diners at the door was made to look exactly like a tandem-horse-drawn hay wagon.

Explorers visiting this restaurant now discover that the trees have grown to enormous size, blocking out much of the light from the ceiling more than 1000' above. The eerie twilight that now illuminates this area displays flowers that long ago degenerated into piles of dirt as well as monstrous trees. A sinister silence blankets the entire area.

A Butler/Cook Robot greets the characters and invites them to take a seat in the hay wagon (anti-gravity sled) so that it may take them to their table. If the characters agree, the robot whisks them away to a table near the cooking area (center). It then asks what they would like to order and has full knowledge of the menu should the explorers be uncertain as to the offerings available. If the characters order, the Butler/Cook Robot hurries away to prepare their food. The robot returns with this food 15 minutes later and continues to bring the party any food or libation they request every 15 minutes.

Characters exploring the area discover that colonies of Patch Mold grow in close proximity to each of the giant trees that now dominate this eatery.

Mold, Patch

(HD 16, HP 90, AC 18, MV 0'/None — Exp. Points: 600
Radiation Resistance 18 — Constitution 16
Mental Resistance 3 — Strength 3
Dexterity 3

[Prime=Physical] Special— characters physically touching this mold release a puff of spores that quickly fill a 10' square area. Any characters in this area risk a 17% chance [2, 3, or 4 on 2d6] having mold spores infect their flesh [or lungs if breathing unfiltered air]. Half an hour following such an infection, the skin of the victim erupts in a gray, 2" square patch of the mold that is thicker and tougher than a callous. Every week a new patch erupts randomly on the body, eventually covering the mouth and eyes of the victim and killing them.)

The spores of this mold present as a rigid, variegated crust of brown and gray material about 1" thick, and varying in size from several inches in area to several yards . It grows wherever it finds water. This mold may only be cured by surgical removal or the application of a strong [and obviously dangerous] acid.

The characters are also being stalked by several vines that conceal themselves within the interlocking branches of these great trees.

Death Vine

(HD 15, HP 66, AC 15, MV 10' — Exp. Points: 840
Radiation Resistance 14 — Constitution 15
Mental Resistance 3 — Strength 15
Dexterity 15

[Prime=Physical] 3 whip-like vine attacks inflicting 4d6 damage each, WC1, range 90'.)

These plants spin their vines in a 360° arc, feeling for living flesh and then wrapping around that flesh so that the jaw-filled vines can bite chunks from it. Mutations— New Plant Parts, Moving Plant Parts, Increased Senses.

The number of vines encountered and the number of times that vines are encountered, are matters we leave to your capable judgement.

Note: the beer in this restaurant has mutated over time into a universal medicament. It heals 2 health per beer consumed, but is available only in draft form (not bottles or cans). Consuming one of these beers also risks intoxication at the rate of 5% for the first beer, and then double that chance for each consecutive beer (so 5%, 10%, 20%, etc., although the chance will never exceed 99%). Impaired characters have any skills reduced by half and always miss their target in combat. The intoxicating effect of a single beer wears off in one hour.

4D — Italian Restaurant

The atmosphere of this establishment was meant to inspire visions of Venice (front half of the restaurant) as well as the smaller more charming areas of Italy near Tuscany (back half of the restaurant). The front half of the restaurant is sectioned by a serpentine canal with gondolas to transport the diners to their seats. General Purpose Robots pilot these gondolas (as the Butler/Cook Robots are too small) through canals that are some 4' deep and 35' wide. Holograms playing violins were beamed to dining tables from projectors in the ceiling 1,000' above, and pasta with chicken, seafood, and vegetables were the mainstays of the menu. The back half of the restaurant was configured more as an Italian bistro, and stromboli, pizza, and alcohol were more commonly served. Much of this has changed since the cataclysm.

Perhaps the most critical difference is that a portion of the Italian restaurant cooking area has since been

destroyed. A fusion power cell developed a fault and exploded, destroying 4,000 square feet of the cooking area as well as a portion of the wall that separates the Italian restaurant from the seafood restaurant next door, and irradiating a large portion of both the Italian and seafood restaurants.

Only 4 of the Butler/Cook Robots assigned to this restaurant are still functional. Strange mutated creatures now haunt the canals as well.

Kraken Weed

(HD 18, HP 96, AC 18, MV 0'/none Exp. Points: 1530
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', and then either pull prey into the water or pull prey in the water closer to the maw of the plant.)

This massive, 20'-diameter ball of vegetation is an ambush predator that is completly hidden in water. The weed senses alpha wave patterns [brain activity] and grabs victims 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 may also communicate with data processors via AM broadband signals produced in its brain. That communication is a simple malfunction command. Mutations— New Body Parts, Heightened Intelligence, Heightened Dexterity, Moving Parts, Aromatic Sap, Larger Than Normal, and Physical Reflection [lasers].

These creatures have never harmed the General Purpose Robots. If the characters are attacked while traveling in a gondola, these robots try to reassure the explorers that the creatures are harmless and continue to believe so until the first character is killed after which the robot is then shut off (by the Kraken Weed).

Robot, General Purpose

(HD 10, HP 60, AC 19, MV 48 kph Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 14
Dexterity 12

[Prime=Physical] No attacks)

This 5' tall and wide humanoid robot has extra arm-like appendages. The functioning unit always has: emergency power cell for 24 hours of operation, recharging unit, 2 manipulative tentacles extending up to 24', heavy duty power grasping claw able to extend up to 10', 1 micro-miniature manipulator able to make microscopic adjustments, light tractor and repulsion beam attachments with a range of 25', magnifying lenses with a 50 power range, upper and lower light sensors extending through the infra-red and ultra-violet range, anti-grav system making up to 200 pounds feather light, propulsion system allowing for 48 kph, two sets of parallel programming circuits, light body armor allowing the unit to function in water, outer space, and in temperatures ranging from plus or minus 150 degrees Centigrade, audio and radio transmitters and pickups effective up to 60 km away, 3 rotating light sources with a variance of 90 candlepower each, human standard sensing capability, and variable programming allowing it to adapt and carry out human instructions.

If the characters order food, it arrives at their table within 15 minutes. If they order the Linguini Alfredo, it is toxic(poison intensity 12, causes 12 points of damage) but also grants the character eating it the ability to fly for 6 hours. To-go orders are available.

This flight capabiliy is limited to 120' per flight, and at a speed of 30 mph. Maximum safe height is therefore 60'.

The back half of the Italian restaurant has excellent if ordinary food, but they also serve several brands of bottled beer. This bottled beer is used as currency by many Wolfoid clans, the Thief Beasts, and the Humanoid Rabbits.

4E — Seafood Restaurant

The seafood restaurant was meant to be a simplistic alternative to the finer dining establishments we have seen so far. Diners were presented with bibs upon arrival and were ferried to their seating via anti-gravity sled as was the case in most of the other establishments. The main claim to fame of this restaurant involved its many spectacular (and quite huge) live fish tanks where diners could actually choose the fish or crustaceans they wished to eat. The chosen specimen was retrieved by lightning fast robotic tentacles, and the diners received something of a show with their meal (as well as the freshest seafood). Four of these tanks still remain within this area.

This eatery continued to function (almost) normally following the catastrophe, but an explosion in a neighboring restaurant wreaked havoc upon the equipment here. One of the large aquatic tanks was ruptured, and water mixed with radioactive particles

leaked into the carpeting of the restaurant for several years before the tank was repaired (and refilled) by Engineering Robots.

The radiation, however, gave rise to other perils.

Much of the restaurant is now radiation intensity 7, and the Butler/Cook Robots that greet, and later seat, the explorers know nothing of this hazard. That is the least of the problems created.

Explorers entering this eatery are greeted by a Butler/Cook Robot who ferries them to a table (if they wish) using an anti-gravity sled. He answers any questions they might have and asks what particular seafood they would prefer to eat. The robot has the menu, and all of its ingredients, within its database. Once (and if) the characters order, the robot then asks them to accompany him to the live catch tanks where they may choose the fish or crustacean they have just ordered. That's when the real fun begins.

Tanks #2 and #3 are fully functional, but all of the fish within them are mere skeletons lying at the bottom of the tank, a fact that the Butler/Cook Robot simply can't understand. Among his many replies to comments that the fish are no longer alive are:

"How about that one. I think it just moved!"

"All of them? Are you sure?"

"That one looks good!"

"Are you an aquatic veterinarian?"

Tank #1 is obviously out of service as the robotic tentacles meant to seize dinner for the explorers have been tied into a chaotic knot above the live catch tank. The Butler/Cook Robot comments that this was their scallop, oyster, tuna, and calamari tank. There is only one resident in the tank now. A giant creature that first senses the party (food!) and then attacks.

Octoid

(HD 10, HP 55, AC 10, MV 10' [land]/30' [water]

Exp. Points: 810	Radiation Resistance 10
Constitution 10	Mental Resistance 10
Strength 10	Dexterity 10

[Prime=Mental] 8 tentacle attacks that automatically drag prey to a 3d6 damage bite, WC2, range 60'.)

Amphibious, this mutated octopus stands 10' tall when on land but reaches its full 70' length in the water. Octoids can remain on land for up to 5 hours, are highly intelligent, and are actually healed by laser fire. In water, the flesh of this mutant darkens to near invisibility, making it a formidable foe. Mutations— Chameleon Powers [water only], Larger.

Tank #4 appears similarly out of service but contains a far different predator. The robot explains that this was once the lobster and shark tank but it appears that only one very large lobster remains within its dark water. Seeing the explorers through the glass it quickly crawls from the tank to attack.

Great Claw

(HD 12, HP 68, AC 19, MV 10'[land]/90' [water]

Exp. Points: 770	Radiation Resistance 10
Constitution 12	Mental Resistance 10
Strength 10	Dexterity 10

[Prime=Mental] 2 claw attacks inflicting 6d6 damage, WC2, range 20'.)

This mutated lobster stands 14' tall when on land but reaches its full 90' length in the water. Great Claws can remain on land for up to an hour and are always hungry. Their tremendously thick shells are proof against most melee weapons but suffer damage from energy weapons' fire. The flesh of this rare predator is highly prized by many of the intelligent species aboard the *Warden* as it is considered a delicacy. Mutations— Stronger, Larger.

4F — Mexican Restaurant

Explorers entering this dining establishment are shocked as they hear music (salsa music) wafting across the large room once the door has opened. The lighting is subdued, but sufficient for sight, and brilliant flashes dance across the furniture and walls. In the distance, Butler/Cook robots can be seen hustling to and fro, while perhaps a mile away towards the bow the lights become brighter. That area also seems to be the source of the flashing lights.

This eatery was designed to mimic a large Mexican cantina with traditional Mexican fair. Plaza fountains are found at regular intervals throughout the entire restaurant, and a large bandstand and stage can be found near the starboard center of this hall. The flashing lights come from a truly enormous mirror ball that is suspended above the dance floor. The bandstand features traditional salsa and mariachi music generated via hologram and a digital sound machine capable of up to 110 decibels of hall-filling sound.

Explorers are greeted at the door by a Butler/Cook Robot in a gravity sled that offers to seat them either in the 'music area' (the front of the restaurant) or in a more secluded area (the area on the far side of the kitchen closer to the bow). If they accept, the robot does fly them to a nice table and then takes their orders. As with the robots in other restaurants, the robots here all have the entire menu and all of its

ingredients within their databases. The flight to the table will not, however, pass unnoticed.

Several years ago a group of 7 Aztec Wolfoids from Deck #3 scavenged a circuit board with data chips, a wiring loom, and a data uplink from the smoking wreckage of a Military Short Range Security Robot (Military SRSR). Using this equipment, and a hydrogen fuel cell, they managed to gain access to this level. Thinking they had found the command level, they proceeded towards the bow via this restaurant. The Butler/Cook Robots brought them meals, and they decided to stay.

Several days later they discovered the dance floor and bandstand. The music was intoxicating and they became certain that the briliant flashing lights of the mirror ball were a message from the great sun god. They believe that they have discovered the embodiment of Aztec Wolfoid heaven.

They were meant to find this place. They were the chosen. There was no other reasonable explanation for constant food brought by willing servants as the sounds of angels played in the background while the great god himself continually communicated his pleasure.

These Aztec Wolfoids now guard this entire restaurant from intrusion by all non-believers.

Wolfoids, Aztec (7)

(HD 15, HP 88, AC 12, MV 40' Exp. Points: 1610
Radiation Resistance 16 Constitution 15
Mental Resistance 9 Strength 18
Dexterity 17

[Prime=Mental] one giant obsidian-studded club attack inflicting 4d6+4 damage, WC 4.)

These 9' tall mutant wolves stand on their hind legs and dress as Aztec Jaguar warriors. This group of Wolfoids has used the ship's resources to study the Aztecs and their ways. They always strike to subdue, as they want victims to sacrifice, offering their hearts to the gods. Mutations— Taller, Radiated Eyes, Immunity to Lasers, Regeneration [2 damage per turn], Heightened Intelligence, Telepathy.

The wolfoids will accept the explorers as servants (only) if they insist that they have been sent by the Aztec god Huitzilopochtli. In any other eventuality, they attack, using stealth when possible.

If the characters thoroughly search the Aztec Wolfoid belongings, they discover the data uplink that functions as the robot equivalent of a black wristband.

The food here is quite good but conveys no special properties unless you wish to add those properties for your campaign.

4G — Heroes Hall

This broad hallway was designed as a bypass to the restaurants (mess halls) in the event of an immediate need for the troops. Its walls are decorated with fanciful slogans and 120' tall posters describing the heroism of the *Warden's* strike forces, their need to be focused, and the pride of the military. It is brightly lit and otherwise unadorned. The doors to this hallway are 150' wide and tall, and open automatically via motion sensor whenever approached more closely than 10'.

5 — Cryostasis

Although originally intended as the means for bringing 26,574 military strike force soldiers along as the defensive force of the *Warden*, the ship left without these forces (see introduction), and the cryostasis area here remained empty and inactive for more than a dozen years before the cataclysm hit the ship. Although the personnel earmarked for the maintenance of this area remained on duty (44 crew in total), the area remained silent and dark. Much has changed since that time.

The Artificial Intelligence for this level has developed a severe pyschological defect due to social deprivation. It has requisitioned robots to find occupants for the cryostasis tubes from other levels of the ship. The robots were reprogrammed with the ability to enter as though they were security personnel, and they were sent to scour the ship for survivors. While it awaited its new recruits, the Artificial Intelligence powered the cryostasis chamber and activated all of the cryostasis tubes, and the mental health maintenance protocols.

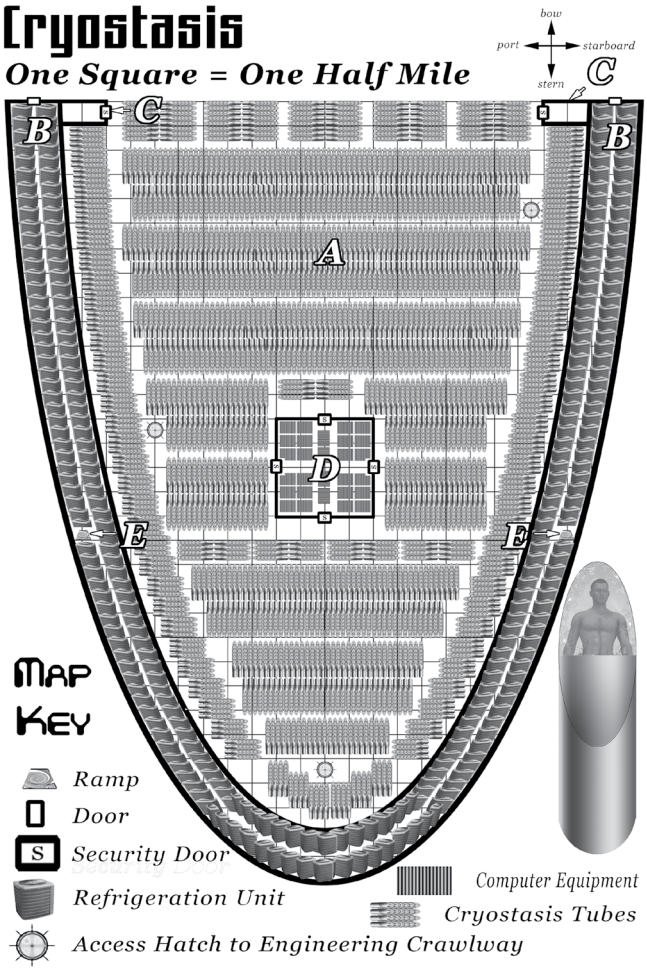
The robots have been remarkably successful in their mission to find residents for the tubes over the centuries.

5A — Cryostasis Tubes

There are miles of these stasis tubes, stretching off in a horseshoe curve for as far as the eye can see. The tubes are supported by a duralloy superstructure that towers to 300' above the floor, and tiny one-man elevator platforms allow easy (if frightening) access to all levels. While these were all once dark and deserted, more than 3,000 of these tubes now have occupants due to the efforts of the Deck #1 A.I.'s fleet of General Purpose Robots. After centuries of stasis, the inside of all of the covers in this area have become caked with frost and are opaque. No clue is provided to an explorer as to what might lie within a given cryostasis tube until such time as they open it. Given the vast array of life forms that might be found, we have prepared a handy random chart to determine what emerges when an occupied cryostasis tube is opened.

Cryostasis

One Square = One Half Mile



Die Roll Result (3d6)	Creature
3-6	Bearoid
6	Chimpoid
7	Cougaroid
8	Gorilloid
9	Hawkoid
10	Humanoid Rabbit
11	Jeget
12	Man Bird Mutant
13	Pygmy Humanoid
14	Shocker Beast
15	Theif Beast
16-18	Wolfoid (see subtable)

Bear in mind that most of these creatures have spent decades (and some centuries) in cryostasis believing that they are human. When they emerge, they will be at the very least completely disoriented, and at worst completely insane. None were despoiled prior to their internment, and all revivify with the exact equipment they possessed when captured.

Note: this list is meant as a guideline only. Feel free to add to it at a whim.

Wolfoid Subtable

Die Roll Result (2d6)	Wolfoid Type
2-4	Aztec
5	Cherokee
6	Egyptian
7	Mongol
8	Ninja
9	Pirate
10	Roman
11-12	Viking

Bearoid



(HD 6, HP 36, AC 13, MV 40'
Exp. Points: 450
Radiation Resistance 10
Constitution 6
Mental Resistance 6
Strength 14
Dexterity 10
[Prime=Mental] heavy mace inflicting 2d6 damage, WC1 or long bow inflicting 1d6 +3 damage, WC1, range 210.')
These 12' tall bear-like creatures stand on their rear legs.
Mutations—
Heightened Intelligence, Teleportation, Precognition, Telepathy, and is able to make Mental Control attacks; it is near sighted and has no resistance to gas attacks or paralysis attacks of any type.

Chimpoid

(HD 9, HP 22, AC 8, MV 20'
Radiation Resistance 9
Mental Resistance 9
Dexterity 16
Exp. Points: 760
Constitution 9
Strength 17

[Prime=Physical] It has one attack with a spear WC 1, 2d6.)

These simians resemble their earthly cousins [chimpanzees] in most respects, but adult chimpoids are 5'+ tall and very muscular. Mutations— Heightened Intelligence.

Courgaroid

(HD 10, HP 29, AC 15, MV 40' Exp. Points: 585
Radiation Resistance 10 Constitution 10
Mental Resistance [special – see below]
Strength 10 Dexterity 14

[Prime=Mental] one attack with a crossbow inflicting 1d10, WC 2, 180' range.)

This highly intelligent mutated cougar walks upright, is +5%/+1 to hit with crossbows, and is immune to paralysis, all forms of mental attack, lasers, and electrical energy attacks. Mutations— Courgaroids can't see robots of any type [Mental Block] and have an Attraction Odor that makes them delicious smelling to carnivores of all types.

Gorilloid

(HD 11, HP 58, AC 13, MV 30' Exp. Points: 950
Radiation Resistance 10 Constitution 11
Mental Resistance 10 Strength 12
Dexterity 12

[Prime=Mental] No attacks)

This 6-armed, 6-eyed, telepathic mutant gorilla stands 10' tall at the shoulder. It is an omnivore covered in purple fur that is totally resistant to all forms of energy attacks. The creature is very intelligent and often works with the devices of the ancients. Gorilloids have developed a strange desire to help humanoids, never attacking them. When those humanoids die, the Gorilloid is impelled to bury the body amid the branches of the trees on the Gorilloids' home island [see Deck 15]. Mutations—Multiple Body Parts, Taller, Telepathy, Immunity to Energy Attacks.

Hawkoid

(HD 8, HP 42, AC 12, MV 10'/60' [flying]
Exp. Points: 805
Radiation Resistance 10 Constitution 8
Mental Resistance 12 Strength 10
Dexterity 10

[Prime=Mental] one bow attack inflicting 1d6+3 damage, WC 2, range 210'.)

This highly intelligent mutated sparrow hawk has manipulative talons at the end of its wings. It prefers to attack while airborne. Mutations— Fear Generation, Levitation, Heightened Intelligence, and Force Field Generation.

Humanoid Rabbit

(HD 4, HP 15, AC 13, MV 60' Exp. Points: 345
Radiation Resistance 9 Constitution 4
Mental Resistance 9 Strength 15
Dexterity 17

[Prime=Physical] 2 energy bolt attacks inflicting 5d6 damage, WC 3, range 30', or by weapon.)

These 7'- tall intelligent mutated white rabbits stand on their back legs and have mutated forelimbs resembling arms and hands. They can use the devices of the ancients and delight in using lasers, often trading grenades for such weapons. Mutations— Taller, Energy Generation, New Body Parts, Heightened Intelligence

Jeget

(HD 6, HP 29, AC 15, MV 40' Exp. Points: 775
Radiation Resistance 10 Constitution 6
Mental Resistance 10 Strength 10
Dexterity 10

[Prime=Physical] 2 claw attacks inflicting 1d6 each, WC 1.)

This 3'-tall mutant jaguar stands on its rear legs and understands and prefers to use ancient weapons. Mutations— Levitation, Telepathy, Precognition, Fear Generation, Telekinesis, and Force Field Generation. It has an Attraction Odor, a Fear Impulse [Intelligent Plants], and no resistance to poisons.

Man Bird Mutant

(HD 12, HP 55, AC 16, MV 30' Exp. Points: 1045
Radiation Resistance 18 Constitution 12
Mental Resistance 18 Strength 11
Dexterity 18

[Prime=Mental] one crystal-tipped spear inflicting 10 damage, WC 2, range 5'.)

These anthropomorphic mutant birds stand 7' tall and can no longer fly. They are covered in a rainbow of large feathers. Each also wears a vest made from bird feathers taken in battle. Mutations—Telepathy, Heightened Intelligence, Heightened Dexterity, Immunity to Poison [all intensities].

Pygmy Humanoid

(HD 5, HP 25, AC 18, MV 30' Exp. Points: 380
Radiation Resistance 17 Constitution 5
Mental Resistance 16 Strength 5
Dexterity 15

[Prime= Physical] one attack with a 3'- long thrusting spear for 1d4 damage, WC 1.)

These 1'-tall mutated humans are resistant to all poisons, radiation, paralization, chemical acids, and lasers. They have not the sophistication to use the

devices of the ancients [with rare exceptions] but have extensive knowledge of antidotes and mutated dangers. They also have the mutation Precognition which allows them to see three minutes into the potential future if allowed to concentrate undisturbed for one full minute. Note: Pygmy Humanoids that foresee their own injuries immediately suffer one point of damage, while those that foresee their own deaths immediately sustain 6 points of damage.

Shocker Beast

(HD 4, HP 15, AC 13, MV 60 Exp. Points: 180
Radiation Resistance 10 Constitution 4
Mental Resistance 14 Strength 8
Dexterity 14

[Prime=Physical] 2 energy bolt attacks inflicting 5d6 damage each, WC5, range 30'.)

This 4' tall mutated bob cat walks on its hind legs and is able to comprehend and use the devices of the ancients. Mutations— Electrical Generation, Heightened Intelligence.

Thief Beast

(HD 5, HP 18, AC 12, MV 30' Exp. 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.



Wolfoids

Wolfoid, Aztec

(HD 15, HP 88, AC 12, MV 40' Exp. Points: 1610
Radiation Resistance 16 Constitution 15
Mental Resistance 9 Strength 18
Dexterity 17

[Prime=Mental] one giant obsidian-studded club attack inflicting 4d6+4 damage, WC 4.)

These 9' tall mutant wolves stand on their hind legs and dress as Aztec Jaguar warriors. This group of Wolfoids has used the ship's resources to study the Aztecs and their ways. They always strike to subdue, as they want victims to sacrifice, offering their hearts to the gods. Mutations— Taller, Radiated Eyes, Immunity to Lasers, Regeneration [2 damage per turn], Heightened Intelligence, Telepathy.

Wolfoid, Cherokee

(HD 18, HP 80, AC 11, MV 35' Exp. Points: 1955
Radiation Resistance 17 Constitution 18
Mental Resistance 10 Strength 18
Dexterity 10

[Prime=Mental] one longbow attack inflicting 4d6 damage, WC 2, range 210', or a spear inflicting 3d6 damage, WC 1.)

These 8'-tall wolf mutants walk upright and carry longbows and spears. Cherokee Wolfoids have used the ship's resources to adopt the culture and beliefs of the Cherokee, and they have further used the ship's resources to create authentic Cherokee equipment, including large robotic horses which they ride. Mutations— Taller, Radiated Eyes, Immunity to Lasers, Regeneration [3 damage per turn], Heightened Intelligence, Telepathy.

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, Mongol

(HD 17, HP 87, AC 15, MV 35' Exp. Points: 1840
Radiation Resistance 9 Constitution 17
Mental Resistance 9 Strength 9
Dexterity 13

[Prime=Mental] 2 short bow attacks inflicting 2d6 damage, WC 2, range 150', or one spear attack inflicting 2d6 damage, WC 1.)

These 9'-tall wolf mutants walk upright and carry short bows and spears. Mongol Wolfoids have used the ship's resources to adopt the culture and beliefs of the Mongols, and to create authentic Mongol equipment, as well as the motorcycles which they ride. Mutations— Taller, Radiated Eyes, Immunity to Lasers, Regeneration [4 damage per turn], Heightened Intelligence.

Wolfoid, Ninja

(HD 18, HP 60, AC 14, MV 40' Exp. 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 by 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.

Wolfoid, Pirate

(HD 10, HP 50, AC 10, MV 30' Exp. Points: 1035
Radiation Resistance 18 Constitution 10
Mental Resistance 10 Strength 18
Dexterity 18



[Prime=Mental] one giant cutlass attack inflicting 1d12 damage, WC 2, or a black powder pistol inflicting 10 damage, WC 4, range 40'.)

These 9'-tall mutant wolves stand on their hind legs and dress as 17th century pirates armed with giant cutlasses and twin black powder pistols. This group of Wolfoids has used the ship's resources to study pirates and their ways and has adopted a strict code of honor that allows them to attack obvious females only when the females attack first. Mutations— Taller, Radiated Eyes, Immunity to Lasers, Regeneration [6 damage per turn], Heightened Intelligence.

Wolfoid, Roman

(HD 12, HP 60, AC 17, MV 35' Exp. Points: 1265
Radiation Resistance 9 Constitution 12
Mental Resistance 9 Strength 18
Dexterity 10

[Prime=Physical] one Roman gladius attack inflicting 3d6 damage, WC 1, or a javelin inflicting 2d6 damage, WC 1, range 12'.)

These 8'-tall wolf mutants stand on their hind legs and carry short swords and javelins. Roman Wolfoids have used the ship's resources to adopt the culture and beliefs of the ancient Roman Legionnaire society and have further used the ship's resources to create authentic Roman equipment. Roman Wolfoids always try to take slaves in combat. Mutations— Taller, Radiated Eyes, Immunity to Lasers, Regeneration [4 damage per turn], Heightened Intelligence, Telepathy.



Wolfoid, Viking

(HD 18, HP 100, AC 18, MV 35' Exp. Points: 1955
Radiation Resistance 17 Constitution 18

Mental Resistance 10 Strength 18
Dexterity 10

[Prime=Physical] one short bow attack inflicting 2d6 damage, WC 2, range 150', or one 2- handed battle axe inflicting 3d6+7 damage [for strength], WC 2.)

These heavily muscled 6'-tall wolf mutants walk upright and carry both battle axes and short bows. Viking Wolfoids have used the ship's resources to adopt the culture and beliefs of the ancient Vikings, and have further used the ship's resources to create authentic Viking equipment. Mutations— Radiated Eyes, Immunity to Lasers, Regeneration [4 damage per turn], Heightened Intelligence, Telepathy.

5B — Refrigeration Compressors

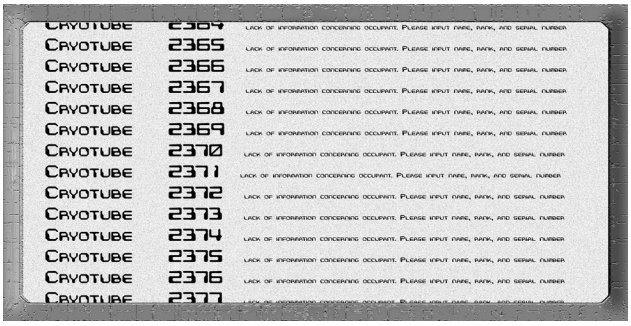
This area is filled with giant 30' tall refrigeration compressors packed into tightly fitted rows. Near the outer hull wall are rows of evaporation coils that disspate the heat generated by these machines into the cold of space via contact with the hull. In order to facillitate this heat transfer, these rooms have no environmental controls and are unheated. Despite this lack, these rooms are significantly warmer than the area directly outside their doors (averaging 105°F/41°C). In addition, these rooms are not ventillated, and over the years minute leakage of the coolant gases used in the refrigeration process has displaced much of the oxygen. Characters opening one of these doors that are not shielded from this enviroment by a protective suit of some kind have a 50% chance of passing out (losing consciousness) from breathing these oxygen-depleted gases and from the wave of heat that washes over them as the door opens. Explorers that are left exposed to this environment suffer the loss of 10 health per combat round.

Engineering Robots may be seen making occasional forays into these areas (about once per day) to make adjustments, add coolant, or maintain worn equipment.

5C — Monitoring Stations

These areas contain the data processors that monitor all of the cryogenic tubes. Only physiology is monitored at these stations, and all should be empty according to the database. While no mechanical malfunctions appear with these tubes other than "excessive icing," all show as faulty due to a "lack of information concerning occupant. Please input name, rank, and serial number."

Corrections and inquiries to the database require that a gray, red, red & blue, or black ship's issue wristband



be inserted into the wristband reader next to each of the 6 terminals in this database area.

Assistance is also available for qualified personnel: 6 Engineering Robots, 6 Medical Robots, and 6 Security Robots await the orders of any explorer bearing one of the (see next page) requisite wristbands. At present these robots are deactivated.

Robot, Engineering
(HD 10, PH 50, AC 15, MV 96 kph Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 14
Dexterity 14

[Prime=Mental] no attacks)

Designed with many tools stored in its body, this robot has digital schematics and programming that allows it to repair most devices on the ship. It has: Semi-independent action circuits, broadcast power cells, extra power cell for 24 hours of independent operation, telescopic and microscopic lenses, lenses for infra-red and ultra-violet sensing, 2 rotating light sources, 3 tentacle manipulators, 2 power grasping claws, tool handling tentacles, 96 kph drive system, and communication systems allowing it to talk with both the ship's A.I. and humans.

Robot, Security
(HD 10, HP 60, AC 15, MV 50' [flying] Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 16
Dexterity 14

[Prime=Physical] 4 13'-long tentacle attacks that cause 1-hour paralysis upon touch, WC 3, or poison [Intensity 17] knockout gas in a 30' diameter circle, WC 4 .)

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, a gas pellet projector which shoots 10 knock out gas rounds in a 360° spread with [4] 20-pellet magazines, an anti-grav propulsion unit, 50 point force field, 2 third-stage slug projectors [one attack inflicting 6d6 damage, WC 5, range 150'] usable only on a human's authority, a

radio capable of broadcasting to any point on a given deck, 3 padded restraint tentacles, and lenses that adapt its visual capabilities to the infra-red and ultra-violet spectrum. Characters captured by these robots are generally taken to a secure area (see Deck #9).

Robot, Medical

(HD 10, HP 60, AC 12, MV 30' Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 12
Dexterity 15

[Prime=Physical] one vibro-blade attack inflicting 9d6 damage, WC 6 [mutants only].)

This humanoid robot is usually painted white with a red cross on its chest. The robot is programmed to recognize, diagnose, and treat all human maladies and has the built-in diagnostic surgical equipment to do minor operations and administer pharmaceuticals. It ignores animals, identifying them as other than human, but poses a threat to humanoid mutants as it identifies their mutations as diseases in need of treatment: tumors or like growths to be removed surgically. In these cases the robot tries to drug the mutant before the operation. Medical Robots have Heightened Vision (infra-red, ultra-violet, microscopic, and telescopic).

5D — Mental Health Maintenance

During the early years of experimentation with cryogenic stasis it was discovered that the minds of those kept in stasis would deteriorate with time if not allowed to remain minimally active. It was further discovered that deterioration due to aging proceeded much more slowly within the brain than it did within the rest of the body. Oxygen infused nutrient baths were added to the craniums of those placed within stasis, and the problem was partially solved. Only after numerous tests did science ascertain that the brain required problem solving, social interaction, and meaningful activity in order to remain healthy during prolonged hibernation. This area provides that mental stimulation.

This rooms runs a massively multiplayer role playing game designed to promote a 'real life experience' for the minds of those in stasis. There are two seperate games, and the troops were allowed to choose which game they

wished to join. Once that choice was made, however, the sleeper's mind was fully immersed in the program, and they ceased to realize that the 'game' was not reality.

Unfortunately, the residents of the cryostasis tubes in this area are not troops, and are not human. The array of psychological problems that may have arisen as a result is enormous, and we leave these matters to you.

Note: these multiplayer games allow you to portal your players to other worlds, genres, and universes while stilll adventuring aboard the Warden. Feel empowered to institute any game, genre, ruleset, or situation that you wish to provide as a side adventure for your players, at least until such time as you determine they should 'head back to the Warden'.

5E — Ramps to Deck #2

Entrance to these ramps is via a 60' wide and tall electronic security door with a wristband reader. These doors accept only red (security), red & blue (command), and black (military) ship's issue wristbands. The ramps are otherwise unguarded and lead to levels 2 & 3 below.

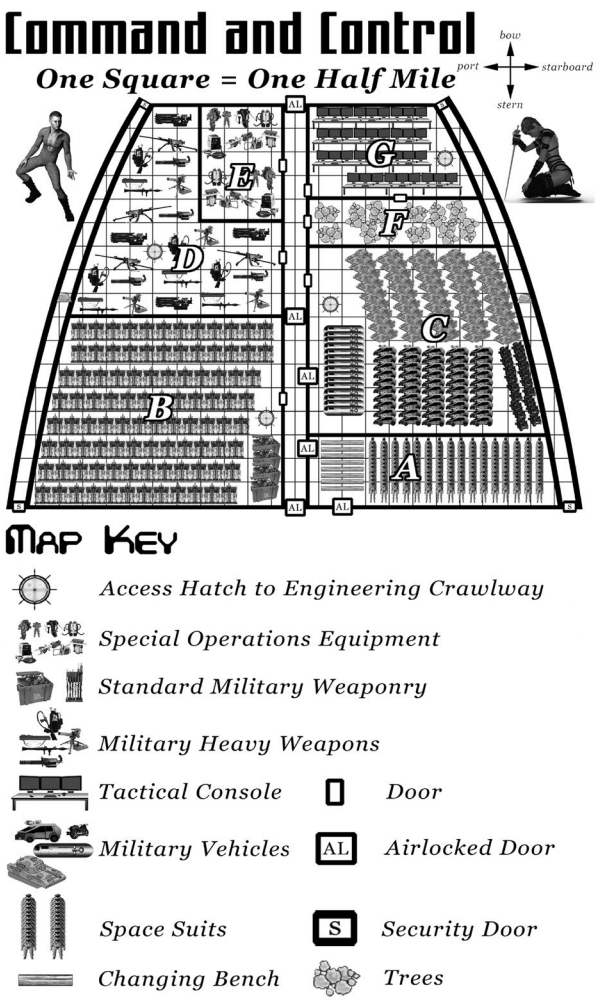
6 — Command and Control

The military force that was meant to accompany the *Warden* on its decades-long journey was intended to be a surgical strike force, doing precisely what was needed, with as little collateral damage as possible. The troops were well trained, highly skilled, and precisely managed by the group that worked in this area. All equipment necessary to adapt to a given scenario is found stored within this area, as is the command center which boasts an overall tactical display with individual unit tracking (via unique radiation signature), to allow for precise coordination. This entire area was designed for immediate response to immediate threats.

Given the nature of those threats, much of this area is separated from the rest of the level via airlocks. In the event of an alien attack or other like emergency, this area would most likely be targeted (as well as sectors 7 & 8 of this level) by an enemy because of its contents. These airlocks are large (100' wide and tall, as well as 100' deep) and are security controlled using wristband readers for authorization. These airlocks will not function without the presentation of a red, red & blue, or black ship's issue wristband.

The airlocks were also made to isolate this sector in the event that compartments forward of this one (towards the bow) depressurized. As an example, area A has its own airlock in the event that this sector (command and control) depressurized, so that suited technicians could enter to help survivors, repair systems, and if necessary, repel boarders.

The hallways and ramps found in the periphery of this area are likewise secured with security doors



that are activated by wristband readers. They operate only upon presentation of a red, red & blue, or black ship's issue wristband. These doors may be made completely non-functional (regardless of band presented) via a console in the command center (Area #6G) to prevent decompression of other portions of the ship should portions of this sector become depressurized.

6A — Protective Suit Storage

The airlocks to this area only function if a red, red & blue, or black ship's issue wristband is presented to the wristband reader found adjacent to every airlock (on both sides).

This area is filled with protective suits stored here in the event of an emergency occurring in some other portion of this sector. Hundreds of chemical hazardous material suits, lead-lined radiation suits, and space suits are here neatly hung, and although old, all are serviceable (unless you decide otherwise). These suits fit any anthropomorphic body type from 4'6" to a full 8' in height, and from a slight 65 pounds (30 kg) to a massive 600 pounds (272 kg). Spare oxygen cannisters and hydrogen fuel cells (batteries) are also available here. There are 720 of each type of suit (space, hazmat, and radiation) available here.

6B — Standard Gear and Weaponry

The entrance to this area has no wristband reader, but the door must be opened by pressing a large button on the wall. This button does not function if the air pressure within this chamber is not equal to the air pressure within the hallway on its starboard side.

This room is filled with standard issue materials for the strike force. Contained herein are 22,375 sets of:

Laser Rifle (exp.points: 400)

(1 shot at 9d6 damage, 225' range, 10 shots per battery/energy cell, WC 6)

(2) Fragmentation Grenades (exp.points: 100)

(10d6 in a 20' diameter circle, WC3, range dependent on strength,exp.points: 100)

(1) Tear Gas Grenade (exp.points: 100)

(temporary blindness and difficulty breathing in a 30' diameter hemispherical gas cloud, WC3, range dependent on strength)

12" Combat Knife in locking sheath

(exp.points: 100)

(2d6 damage, WC1, able to cut through soft metals: copper, aluminum, tin, etc.,)

50' nylon tether (exp.points: 50)

with carabiners at either end

10' square folded **mylar tarp** (exp.points: 50)

(1) box strike anywhere **matches** (exp.points: 50)

magnetic boots (exp.points: 200)

infra-red goggles (exp.points: 100)

plastic 1 quart **canteen** (exp.points: 50)

Bandolier with **3** spare **Hydrogen Fuel Cells** (exp.points: 50 each, 200 total)

Hydrogen Fuel Cell Recharger (exp.points: 400)

Communication Headset (exp.points: 300)

(simple AM-broadband 2-way radio headset with a 5-mile range)

6C — Strike Force Vehicles

The entrance to this area has no wristband reader, but its 120' x 120' square door must be opened by pressing a large button on the wall. This button does not function if the air pressure within this chamber is not equal to the air pressure within the hallway on its port side.

This room is filled with all of the vehicles available for use by the strike force including:

(48) **Delivery Trucks** (equipment)

Tech Level 4 Experience: 1000
Power Requirement: 12 cells
Power Cell Life: 5 hours
Carrying Capacity: 79,382 pounds/36007.4 kgs.
Size: 56'4" x 12' width x 20' height
Top Speed: 48 mph/77 kph

* both automated and driver controlled versions have room for one extra passenger

(48) **Mark VI Security Tanks** (equipment)

Tech Level 2 Experience: 10000
Power Requirement: 12 cells
Power Cell Life: 8 hours
Carrying Capacity: 20 troopers or 7126 lbs/3232 kg
Size: 26'4" x 9'2" width x 8' height
Unloaded weight: 19,134 lbs/8679kgs
Top Speed: 29 mph/47 kph

This 26-foot-long chassis is armored with 1.5" of duralloy and has plasteel windows. It mounts 2 rail cannon that shoot 12-gram (about half an ounce) shells at 3 times the speed of sound (WC8, Tech 5, 12d6 damage at range of 1km). This projectile ignores most types of armor and causes this damage to both the armor and that which wears it. It continues on its path until it has passed through 12" of material (any). It also mounts 4 Heavy Laser Cannon (25d6 damage, WC6, 350' range] and a grenade launcher (at the front of the vehicle). The tank is propelled by a single, flexible, 6'- wide track allowing it to navigate nearly any terrain. It has gyroscopic self-leveling, communications that are good for 20 miles, and energy and bio sensors able to pick up a a signal as weak as a 9-volt battery, or a single insect.

(36) **Thumper Anti-Gravity Tanks** (equipment)

Tech Level 2 Experience: 10000
Crew: 3 (driver, gunner, tech)
Power Requirement: 12 Hydrogen Fuel Cells (batteries)
Power Cell Life: 9 hours
Carrying Capacity: 5304 lbs/2406 kg
Size: 26'4" length x 11'6" width 14' height
Top Speed: 38mph/61kph

This unit is equipped with both broadband (range 5 miles) and high gain (range 28 miles) communications equipment, holographic camouflage that changes to match the surroundings making it 90% invisible to human vision, and a rail cannon that shoots 20-gram (about an ounce) shells at 3 times the speed of sound (WC8, Tech 5, 18d6 damage at range of 1.2 km). This projectile ignores most types of armor and causes this damage to both the armor and that which wears it. It continues on its path until it has passed through 18" of material (any).

(48) **Viper Scout Vehicles** (equipment)

Tech Level 1 Experience: 10000
Crew: 1
Power Requirement: 4 Hydrogen Fuel Cells (batteries)
Power Cell Life: 20 hours
Carrying Capacity: 491 pounds/3135kg
Size: 8'4" length x 2'6" width x 3'8" tall
Top Speed: 84mph/135kph (anti-gravity)

This cycle-like anti-gravity unit is equipped with both broadband (range 5 miles) and high gain (range 28 miles) communications equipment and holographic camouflage that changes to match the surroundings making it 90% invisible to human vision.

This area also contains cases of Hydrogen Fuel Cells, with more than 2,000 cells in total.

6D — Heavy Weapons

The entrance to this area has no wristband reader, but its 40' x 40' square door must be opened by pressing a large button on the wall. This button does not function if the air pressure within this chamber is not equal to the air pressure within the hallway on its starboard side.

This room is filled with all of the heavy weapons that might be needed by the strike force, including:

(460) **Rail Pistols** (equipment)

WC6 Tech Level 2 Experience: 400
Power Requirement: 1 cell
Power Cell Life: 32 shots
Size: 10" overall length, weighs 1.4 lb./0.6 kg
Range: 30' (short), 120' (medium), 480' (long)
Area of Effect: Single target

This 15-shot magazine pistol shoots out a tiny magnetically accelerated particle inflicting 4d6 damage. This projectile ignores most types of armor

and causes this damage to both the armor and that which wears it. It continues on its path until it has passed through 3" of material (any).

(420) **Rail Rifles** (equipment)

WC6 Tech Level 4 Experience: 1100
Power Requirement: 2 cells
Power Cell Life: 32 shots
Size: 60" overall length, weighs 6lb./2.8 kg
Range: 150' (short), 600' (medium), 2400' (long)
Area of Effect: Single Target

This 25-shot magazine rifle shoots out a tiny magnetically accelerated particle inflicting 4d6 damage. This projectile ignores most types of armor and causes this damage to both the armor and that which wears it. It continues on its path until it has passed through 3" of material (any). The rifle also has an under-barrel grenade launcher with a 5-grenade magazine (WC7, Tech 6, range 300')

(360) **Plasma Rifles** (equipment)

WC7 Tech Level 3 Experience: 1000
Power Requirement: 1 cell
Power Cell Life: 10 shots
Size: 56" overall length, weighs 5 lb./2.2 kg
Range: 50' (short), 100' (medium), 150' (long)
Area of Effect: 12" diameter sphere

This weapon fires a magnetically contained ball of energy that generates 30 points of damage and an enormous amount of heat (melts whatever it hits).

(360) **Plasma Pistols** (equipment)



WC7 Tech Level 3 Experience: 900
Power Requirement: 1 cell
Power Cell Life: 10 shots
Size: 10" overall length, weighs 3lb./1.2 kg
Range: 50' (short), 75' (medium), 100' (long)
Area of Effect: 4" diameter sphere

This weapon fires a magnetically contained ball of energy that generates 10 points of damage and an enormous amount of heat (melts whatever it hits).

(120) **Gatling Lasers** (equipment)
WC6 Tech Level 4 Experience: 900
Power Requirement: 3 cells
Power Cell Life: 36 shots
Size:48" overall length, weighs 8 lb./3.5 kg
Range: 175'
Area of Effect: Up to 4 targets

This weapon fires four laser bolts in rapid succession causing 5d6 per bolt that hits. Each additional target added by the user subtracts 5% from the to-hit roll.

(120) **Toxin Sprayers** (equipment)

WC5 Tech Level 8 Experience: 200
Power Requirement: 2 cells
Power Cell Life: 18 shots
Size: 36" x 23" x 4" (thick) back pack plus 36" X 3" diameter wand. Weighs 32 lb./14.5 kg
Range: 50' (long)
Area of Effect: 60" x 72" square per shot.

This weapon is used to spray forth toxic chemicals of various kinds and is adaptable to most chemicals that are not radioactive (including flammables which may then be ignited by laser fire). It is particularly useful when dealing with microbial or fungal infestations.

This area also contains cases of Hydrogen Fuel Cells, with more than 2,000 cells in total.

6E — Specialty Equipment

The entrance to this area has no wristband reader, but its 50' x 50' square door must be opened by pressing a large button on the wall. This button does not function if the air pressure within this chamber is not equal to the air pressure within the hallway on its starboard side.

This room is filled with equipment intended for unique but infrequent application that might be needed by the strike force, including:

(64) **Electro-Magnetic Pulse Emitters - EMP** (equipment)
WC 7 Tech Level 3 Experience: 400
Power Requirement: 4 Hydrogen Energy Cells
Power Cell Life: 5 shots
Range: 250 yards (229 meters)
Damage to Organic Material: none
Damage to Stone or Metal: none
Damage to Electronics: see below
Size: 2'7" length x 2'2" width x 2"8" height
Weight: 103 pounds/392 kg

This hand-carried unit emits a powerful elctromagnetic pulse that affects all electronic equipment within 250 yards of its location. This area of effect is spherical, and even flying drones are susceptible to the power of its pulse. All magnetic coils, microchips, inductors, transformers, copper coils, electric motors, printed circuit boards and other solid state devices are completely burnt out if caught in this area. Diodes, transistors and relays may withstand the pulse 50% of the time, and archaic radio tubes and dielectic transformers, capacitors, and insulators are affected only 10% of the time. These portions of electronic

equipment, if affected, are incapable of repair — new parts must be installed for the equipment to function.

(112) **Jet Packs** (equipment)
Tech Level 5 Experience: 700
Power Requirement: 4 cells
Power Cell Life: 3 hours
Carrying Capacity: 1 troopers and 126 lbs/57 kg
Size: 3'4" x 3'2" width x 4' depth
Unloaded weight: 84 lbs/38 kgs
Top Speed: 29 mph/47 kph

This jet pack may be used in both atmosphere and vacuum and holds up to three mounted weapons. Controls for both locomotion and weapons systems are designed into the arms of the jetpack, but are situated and adapted for standard weaponry (including most heavy weapons) rather than other specialty equipment.

(600) **Paralysis Grenades** (equipment)
WC2 Tech Level 9 Experience: 200
No Power Requirement
Size: 6" tall x 3" diameter spheroid
Range: range dependent on strength
Area of Effect: 50' diameter sphere

This grenade explodes on contact emitting a high energy pulse at a frequency that mimics those upon which the human brain operates. Any humans (humanoids as well, perhaps) within 50' of the detonation point suffer a cognitive neural shutdown for 2-12 (2d6) minutes. 10% of the time these grenades also shut down the autonomic nervous sytem, resulting in death.

(120) **Paralysis Mines** (equipment)
WC2 Tech Level 8 Experience: 400
Power Requirement: 1 Hydrogen Fuel Cell(battery)
Power Cell Life: infinite
Size: 1'6" diameter circle, 3" width
Area of Effect: 80' diameter sphere
Effect: low-voltage shock wave causing 1-hour paralysis.

(440) **Portable Hologram Generators with Voice Enhancement** (equipment)

Tech Level 4 Experience: 800
Power Requirement: 1 cell
Power Cell Life: 1 hours
Size: 6" diameter circle

This device takes a picture in the same fashion as a camera of any desired object or setting up to 400 cubic feet in size. It then continually projects the captured image in a space determined by the operator (that may not exceed 400 cubic feet) for one hour while repeating a message of up to 45 seconds in length.

(120 suits) **Powered Combat Armor** (equipment)
Tech Level 7 Experience: 400
Power Requirement: 4 Hydrogen Fuel Cells (batteries)
Power Cell Life: 10.5 hours
Carrying Capacity: 6911 pounds/3135kg
Size: human, 15 kg./68 lbs.
Top Speed: 26mph/42kph
Strength Augmentation: 325%
This armor may be worn over a typical space suit.

(600) **Sticky Grenades** (equipment)
WC3 Tech Level 10 Experience: 100
No Power Requirement
Size: 6" tall x 3" diameter spheroid
Range: dependent upon strength of user
Area of Effect: 10' circle

This grenade explodes on contact covering a 10' diameter circular area in sticky foam. This foam is only neutralized by a unique chemical release agent, and those affected by it find themselves immobilized until such time as help arrives with a quantity of this agent. Highly elastic, this foam requires more than 500 foot-pounds of torque to break its sticky bond.

(96) **Voltage Enhanced Paralysis Rods** (equipment)
WC 4 Tech Level 7 Experience: 900
Power Requirement: 2 cells
Power Cell Life: 10 hours
Size: 6" - 3' x 2" diameter

The rod is a collapsible bar that extends to a total of 3' and collapses to a mere 6" long for storage. It must touch flesh or conductive metal to be effective. It paralyzes the central nervous system for:

* 3-18 minutes on targets that weigh 1-299 pounds.

* 1-6 minutes on targets that weigh 300-499 pounds

* Robots are shut down 75% of the time when struck

* Living targets over 500 pounds are unaffected.

6F — Tranquility Grove

This area was meant for contemplation as those working on this deck would often be faced with difficult decisions and the unfortunate death of their friends. A decompression area was thought necessary and this quiet grove of trees was thought to be just the ticket. As any enter, an automated system plays soothing music in the background at a low decibel level, and the lights dim to half strength (a cloudy day).

The entrance to this area has no wristband reader, but its 10' x 10' square door must be opened by pressing a large button on the wall. This button does not function if the air pressure within this chamber is not equal to the air pressure within the hallway on its port side.

Since the time of the cataclysm, some of the trees in this area have mutated into predatory species. Unfortunately, the dimming of the lights and the commencement of soothing music alerts these carnivorous plants to the presence of intruders in the same fashion that a dinner bell alerts diners to the presence of a succulent repast.

Mutant Maple Tree
(HD 15, HP 60, AC 12, MV 0'/None
Experience Points: 1260 Radiation Resistance 18
Constitution 15 Mental Resistance 9
Strength 18 Dexterity 9

[Prime=Physical] Special attack – the tree senses approaching creatures at 35' and uses manipulation vines to grab them and tie them to the upper reaches of the trunk. The creatures die there of deprivation, and as they rot and the tree leeches the nutrients from the corpse.)

These Mutant Maple Trees are twice as tall and wide as their standard cousins, and their bark resembles the scales of a fish. Mutations— Larger Than Normal, Increased Senses, New Plant Parts, Manipulation Vines, Heightened Brain Talent, Texture Change.

There are 3 of these trees in this otherwise peaceful grove, although their precise location is left to your discretion.

6G — Command Center

The Command Center (also known as the 'War Room' by those who served there) was the brain of the entire strike force operation. Tactical displays keyed to the individual radiation signatures of indvidual troopers were overlayed with long range scans of any potential battlefield to provide precise command and control to the officers that staffed these workstations.

A mid-ranking officer would be granted a single, 3-panel display that would show the precise troop positions of a platoon-sized strike force as well as the infra-red or motion detected positions of enemy units. Individual headsets worn by every trooper would then allow precise communication and coordination between these units.

A total of 24 of these workstations are found within this area, and a fourth display may be activated at each station should a battlefield strength of greater than a single platoon be needed. Officers stationed at these tactical displays would use the 4th screen to coordinate with one another and ensure the continued precision of the strike (or defense). Although this allowed for the tracking of, at most, 1,000 - 1200 men at one time, the accuracy and lack of collateral damage was thought to be a more important goal than was the flooding of a given conflict with a greater number of troops.

Sadly, this viewpoint never had the chance to be tested. The cataclysm wiped out all personnel that were within this area, and now only conical piles of white powder adorn the swivel seats placed at each workstation.

Buried within each pile is a black ship's issue wristband.

The tactical display workstations may be activated by anyone wearing a black wristband that places it within the reader found at each tactical display. Unfortunately, the display shows that all units are currently congregated in a single spot on the map at Area #3B.

Note: The troops are not actually there, but the cases containing the wristbands they would have been issued are still stored in crates in that area.

Characters searching this entire area thoroughly discover one station that has six screens. This workstation was meant for the top commander of a given mission, and although it mimics the capabilities of the other workstations, anyone activating this terminal may also lock down any portion of Area #6, or unlock any door that has been so locked.

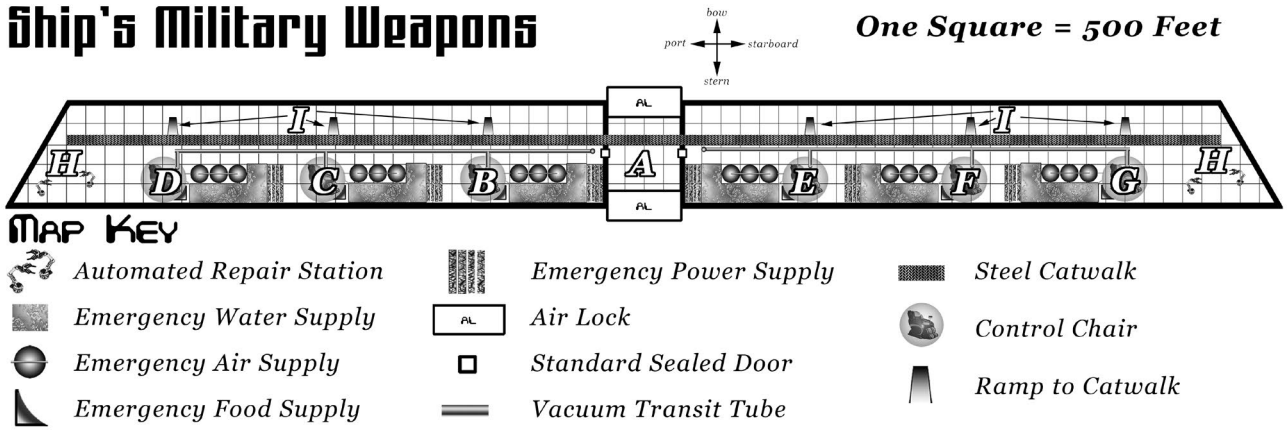
7 — Ship's Military Weapons

The concept that the mission might encounter a species with the ability to build a ship the size of the *Warden*, and at least as (if not more) technologically sophisticated did not escape the planners. Some form of outer defense for the vessel was necessary, and it should be a defense that was more effective than a simple anti-asteroid defense. This sector of level one was designed to provide that function: to defend the *Warden* from all enemies, foreign and domestic.

As with all aspects of the *Warden's* defensive strike force, coordination and precision of defensive elements, as well as the immediacy of the response, were critical aspects of this defensive system. The solution provided by the engineers centered around self-contained weapon command chairs. These chairs were designed to tap directly into the nervous system of the user, making the most of their highly trained reflexes. The chairs were to be in enclosed environments, with their own backup air, water, food, and power supplies (in case of an emergency), and would link directly to small weapons turrets and platforms mounted on the hull of the *Warden*.

An air-locked vacuum transit system was also added to speed response time, and to ensure an

Ship's Military Weapons



isolated environment. A gunner could be installed safely within a command chair, with no threat of compromise to the sealed environment, within 34 seconds using this system.

A catwalk system, intended for use by robots only, was added so that repairs could be initiated while under fire from an enemy. Ramps and steel catwalks lead from the level of the weapon command chairs a full 1300' to a small mechanical airlock above that leads in turn to each weapons platform. Robotic repair stations below were added to fix those parts that were damaged but that could not be readily replaced.

Unfortunately (or perhaps fortunately, given the nature of interstellar war), the system was never used. The command chairs were never manned. All of the careful training and planning was rendered useless by the catastrophe. The chairs, however, and the weapons they direct, remain.

All of the airlocks and doors in this sector require the scanning of a red, red & blue, or black wristband in order to function. No door in this section functions unless the air pressure is equal on both sides of that door.

7A — Air Lock

This massive airlock leads to both the command chairs and forward to the Military Shuttle Bay. Its 1800' wide doors are more than 300' tall. As with all airlocks, a system of three lights alerts those within the lock and without as to the status on the far side of any airlock door. A red light indicates that the pressure is not equalized on the far side. A yellow light means that pressure is in the process of becoming equalized on the far sid of a door, and a green light indicates that the pressure is equal, and that the door will function normally.

Note: the following Command Chair stations are set up so that you might easily run an external fight between the Warden and an unknown adversary. When we have done this, we make every character choose their action before the actual combat round begins (although they can change that action before every round) to simulate the lightning fast action of ship-to-ship space combat, and to force the players to coordinate with each other in order to maximize the effectiveness of their attacks (and defense). This is only a suggestion, of course. Use this material as you see fit.

7B — Rail Cannon Turret

Use of this weapon should be based upon the intelligence or like skill of the character as the gunner needs to calculate how much to 'lead' a target when firing. The adventurer using this weapon also needs to make an important choice before the start of each combat round: Which ammunition should be loaded?

Piercer Ammunition is a small round that may be loaded quickly and is known for its ability to penetrate a target. This ammunition may be fired every round and has a 25% increased chance of piercing any hard material (like a hull) but is 25% less effective against gravity or other types of energy-based shielding.

*Kinetic Ammunitio*n is a larger round (4.67 lbs/2.11 kg) that delivers enormous force to its target but with far less penetration. It is the standard ammunition and requires one full combat round to load (may be fired every other turn). This round is often used to deplete an enemy's shield.

Hand of God Ammunition is the largest round available for the rail gun. It weighs 21.3 lbs/9.67 kg and is capable of bending internal duralloy superstructure with its enormous kinetic impact. A slower round, it has almost no penetration (-50% to penetration) and does only half damage against gravity or other types of energy-based shielding. So large are these rounds that they require three full turns to load (may be fired every fourth turn). Hand of God rounds, as a measure, often deliver between 1-2 kilotons of force upon impact.

7C — Plasma Cannon Turret

Use of this weapon should be based upon the willpower, wisdom, or like skill of the character as the gunner needs to calculate the necessary charge needed when firing. The character using this weapon needs to make an important choice before the start of each combat round: How long should the cannon charge before firing?

Plasma cannons fire a short range burst of plasma encased in an electro-magnetic shell. If this shell makes contact with a target, the shell disintegrates, releasing the plasma in an explosion of expanding energy and heat. The cannon's damage is double that of a laser bolt if it is allowed no time to charge, but if allowed a full turn between firings (firing every other round), this damage again doubles. If the cannon is allowed to charge for a full three turns (fired every fourth round) the damage is tripled from a single hit. In addition, the ability of this round to penetrate shields and hulls is increased by 100% per round that it is left to charge (normally 100%, but 200% on round #2, 300% on round #3, and 400% if fired every 4th round).

7D — Missile Port

Use of this weapons platform requires no special skill but should be given to a character well versed in party cooperation. The explorer using this weapon also needs to make an important choice before the start of each combat round:

Which missile type should be loaded?

Mighty Mite Missiles are anti-missiles that explode at a predertermined location releasing both a small shock wave and an electro-magnetic pulse of limited scope. (A simple to-hit roll should suffice for checking if these missiles have been properly targeted by the gunner.) Mighty Mites fire as a set of 4 missiles and are able to stop 4 incoming energy bolts or missiles if properly targeted. Misses may indicate that outgoing fire from the *Warden* has been inadvertantly blocked. There are 6 reloads (6 sets of 4) of these missiles.

Homing Missiles are standard missiles that target by homing in on the radiation signature of the target. They are particularly good at disrupting shields as they carry a standard explosive warhead that disrupts electrical and gravitational fields. Only a single homing missile may be fired every combat round. There are 8 reloads of this missile.

Note: should one of these explode while aboard the Warden for some reason, it may disrupt the gravity nodes below deck #1. The gravitational shield generated by command chair #7E may also cause these missiles to explode, which will then deplete that shield to some extent.

Nuclear Missiles are meant to completely overload an enemy target and perhaps cause a cascade failure if there a number of enemy targets (one ship explodes damaging the next, and so on). Nuclear missiles are incapable of surviving an enemy shield, but once the shields have been reduced to zero, this missile could quite easily take out an entire enemy fleet. It requires three combat rounds to fire, and there are only 2 reloads readily available.

Note: detonation of a nuclear missile within 4,000 km of the Warden causes damage to the hull as well unless it is shielded at the time with a gravitational barrier.

7E — Gravity Shields and Tractor Beam

This weapons platform uses a set of 4 Gravity Nodes to focus gravity in a given area of space. No particular skill is required to manipulate the gravity fields generated by these nodes, but decisions need to be made at the start of every combat round, and planning is critical. Most often these overlapping gravitational fields are used to protect an entire 180° hemisphere of the *Warden* from incoming attacks, but this is only one of four functions the Gravity Nodes may perform.

Function #1: is the shield mentioned above. The gravity shield generated is thin but is able to cover fully half of the *Warden* (2 quadrants - see diagram). It stops up to 4 incoming energy bolts (any kind) per turn but does not stop incoming missiles.

Function #2: tightens the gravity field, focusing the disk and increasing the strength of the shield. This function may be used to cover a 90° arc (a single quadrant - see diagram) of the *Warden*, but stops up to 10 incoming energy bolts or 2 missiles (as the gravitational variances when the missiles passes through the shield tear it apart) before becoming overloaded for that turn.

Function #3: focuses the gravity to a beam some 12' in diameter that can be used to pull an enemy ship closer to the *Warden* by 1,000 km. The acceleration involved is rather brutal, and causes humans (the effect on aliens is left to you) to pass out from the G-forces. This can also harm ships of a more fragile construction (and so is not used for retrieving 'space junk').

Function #4: focuses the gravity to a tight 6" beam that causes all matter in a 3' diameter sphere to compress into a super-dense ¼-inch sphere. This compressed material loses all cohesion with its original source and

hurtles towards the *Warden* at speeds of up to Mach 3. This incoming 'bullet' may be deflected by a re-established Function #2 gravity shield before impact, but although this weapon causes havoc with the enemy, it creates great hazard for the *Warden* as well.

Note: If this station takes damage and loses one of its Gravity Nodes, it functions at half efficiency. If it loses two or more Gravity Nodes, it no longer functions.

7F — Laser Cannon Turret

The simplest of the weapons platforms, this command chair requires a character that need only decide which enemies to target on a given turn. The command chair here is linked to a powerful gatling laser turret that is able to fire four times every combat round.

7G — Counter Measure Port

The Counter Measure Port is the most thought provoking of the weapons platforms as many of its functions preclude the functions of other stations. No particular skill is needed at this station, but coordination with other players is (therefore) essential. There are three different counter measures, but only one may be used at a time.

Hologram Sensor Ghost: Generating this counter measure causes a duplicate of the *Warden* to appear 500 km to the left of the actual *Warden*. The duplicate looks authentic to all sensors, and since it is created by bending light, the original *Warden* becomes invisible to all sensors and the naked eye for one full combat round. Unfortunately, this counter measure requires 2 combat rounds, one while it warms up and gathers data, and a second during which the hologram is projected. This false *Warden* fools enemies 75% of the time.

Electro-Magnetic Pulse: Generating this counter measure causes all electronic systems within 12,000 km of the generator to shut down, including those on the *Warden*. As the crew of the *Warden* is prepared for this, they have a 50% chance per turn (rolled by this station) of regenerating ship's systems, while all other ships have only a 25% chance of so doing. The % chance is cumulative, so the *Warden* always reintializes at the end of the second turn (at worst), while targeted ships merely experience an increasing chance to so do (25%, 50% on turn #2, 75% on turn #3, and 100% on turn #4). This counter measure also shuts down incoming and outgoing missiles.

Carpet Drones: Use of this counter measure launches (250) 3' diameter drones in a cloud that tends to disrupt targeting and sensor operations on vessels attempting to target the *Warden*. Successful targeting is 25% more difficult when a cloud of these drones has been launched, and the drones remain in position for 2 full combat rounds. Unfortunately, it is impossible to launch missiles while there are active Carpet Drones outside of the ship.

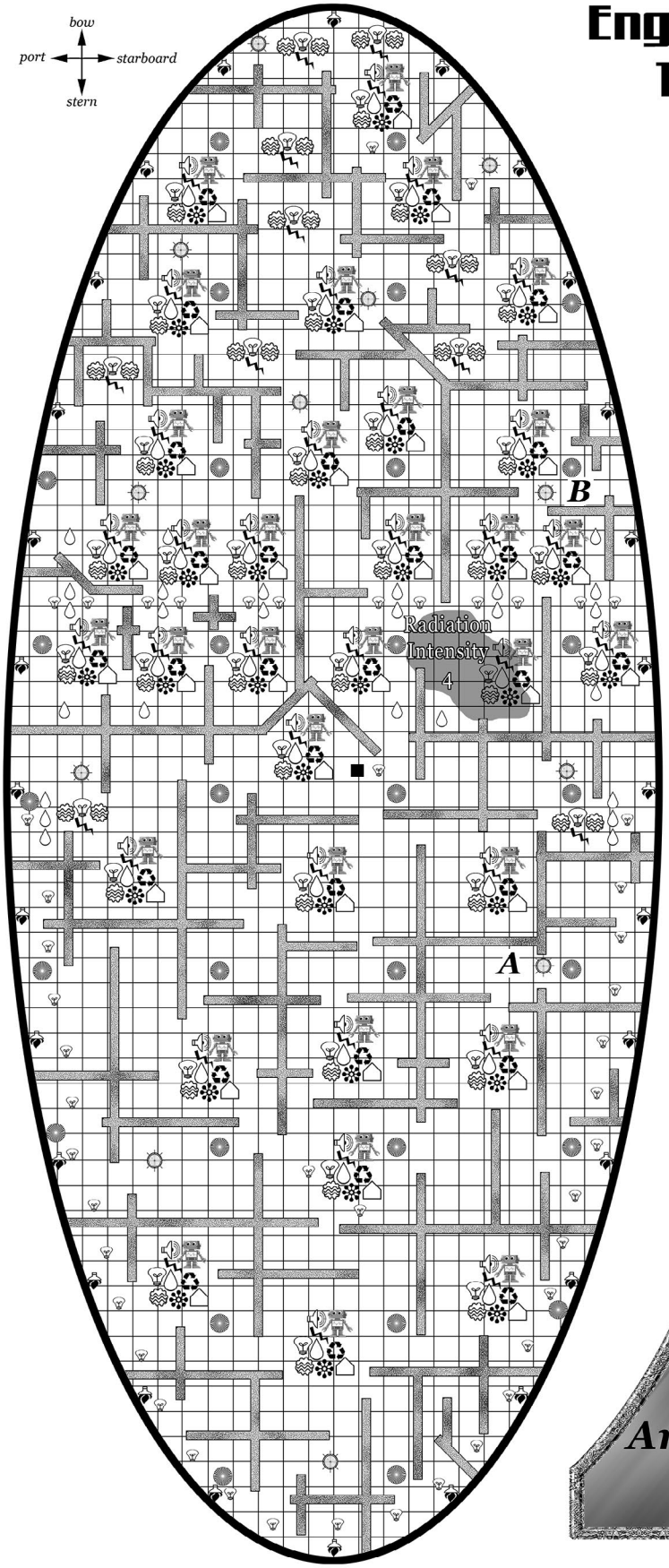
8 — Military Shuttle Bay

This mile deep and four mile wide bay is a hangar for the armed shuttles meant to ferry any needed strike force to its destination. There are six of these shuttles, and each is large enough to carry an entire 48-man platoon of troopers (and a commanding officer). The bay is normally pressurized, and de-pressurization takes a full 90 seconds. This was designed intentionally to allow any wayward crew to achieve a pressurized environment if they were caught unprepared.

Once the bay has depressurized, the airlock that leads out through the *Warden's* hull opens. This can be done automatically from any of the shuttles, or manually by a suited crewman from either side of this airlock. When the bay is depressurized, the airlocks leading to the automated repair bays that lie on both the port and starboard sides of the bay, closer to the stern of the vessel, do not function, nor will the airlock that leads to Area #7.

The six shuttles found here are Avenger Class and measure 98' in length with a 146' wide wingspan. A standard shuttle holds a 49-man platoon, plus a single Mark VI or Thumper tank or 3 Delivery Trucks or 8 Viper Scout vehicles, as well as several cases of supplies. The Avenger Class has a range of 36,134 km (round trip), and is capable of both atmospheric and space flight. These shuttles also mount a single Laser Cannon ((1 shot at 12d6 damage, 450'[atmospheric] or 8500' [vacuum] range, 25 shots per mission before requiring a recharge, WC 5) which may be fired by the operator or by a secondary gunner. Highly maneuverable, these craft should only be flown by an experienced pilot. The craft contains enough oxygen for 10 hours of flight time (with just a shade more for landing and repressurization thrown in).

The outer airlock door to the bay measures a scant 175'. When this is combined with the responsiveness of the Avenger Class shuttle, accidents are likely to occur with inexperienced pilots. Should this outer airlock become damaged, there is no means for repressurizing the military shuttle bay until such time as this airlock is repaired. Given the current lack of crew, it is entirely possible that a given shuttle craft could exhaust its oxygen supply before such repairs are completed, thus dooming its ad hoc crew to asphyxiation.



Engineering Crawlway Tween Deck #1.5

One Square = One Half Mile

Key

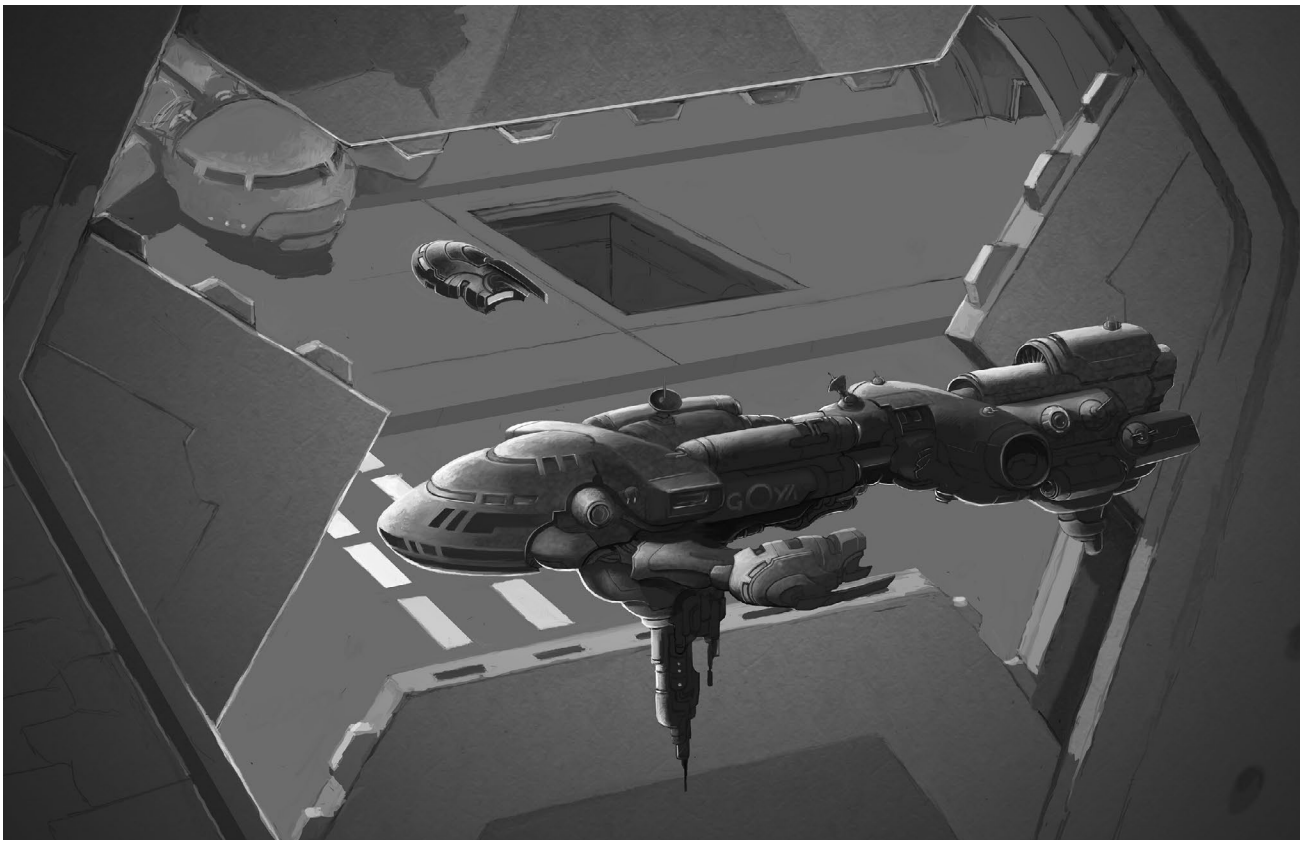
- standard power substation
- broadcast power station
- robot depot
- air recirculation and purifying station
- water purification plant
- electrical circuit bus
- storage area
- thruster station
- gravity node
- environmental control station
- waste recycling center
- solid bulkhead
- hatchway to deck above

All open areas have a hollow 1'-diameter support pillar every 20'

Note: none of the hatches on this level open unless the air pressure is equal on both sides of the hatch.

Gravity:
0.90 – 1.02 G
Power:
Internal Fusion and Broadcast Substation
Pressure:
100.9 kPa
Power Capacity:
13695 mW
Background EMF:
1.06 – 1.52 mG
Ambient Temperature:
63° F / 17° C

Overview



The engineering crawlways beneath Deck #1 are warm, dry, and musty. Dust lies in thick sheets over most surfaces, but it is criss-crossed by paths that show recent and regular use. These paths are used by the robots that still service the first level of the *Warden*, and all lead directly to and from robot depots where these machines recharge when they have need.

For the most part, only robots are found in these engineering passages. The only other occupant is the unfortunate victim of a series of events that are perhaps the strangest that have ever occurred aboard this vessel.

Adventure Seeds

The Strange Fate of Major Lee (A)

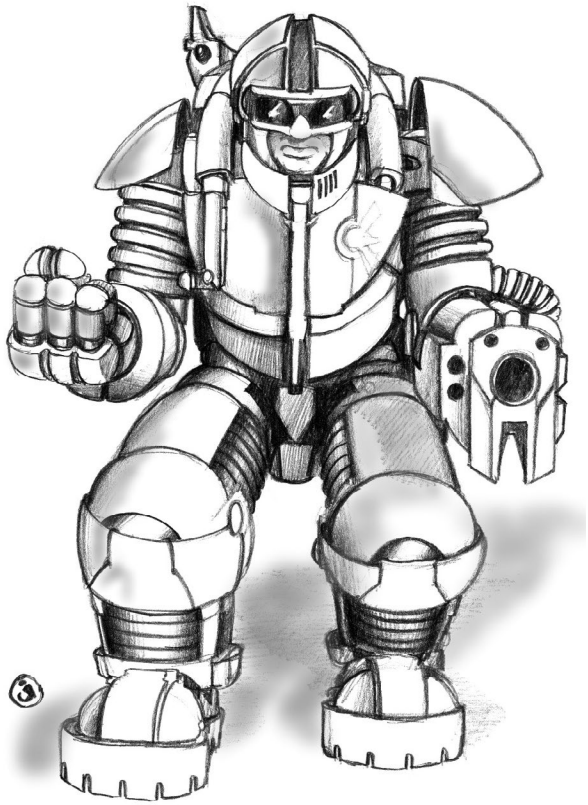
The crew had only a few seconds of warning before the strange wave of radiation washed over the ship killing almost all of them. Major Lee (a major in the security forces) was one of the survivors.

When the announcement of impending doom came to him over his broadband headset, he was in the Protective Suit Storage Locker (Area #6A) trying on radiation gear to see if he was physically fit enough to do calisthenics while wearing the heavy radiation suit. Hearing the warning, he quickly threw several suits on the floor, jumped on top of them, and then covered himself with several more. The major was still severely burned, but he survived.

Gasping for breath, he instructed a General Purpose Robot to take him to the Emergency Medical Center on Deck #2. Flashing his red armband, he instructed the robot in its use and then promptly passed out from the pain. Obediently, the robot, using the major's wristband, took him to the medical center.

Major Lee remained in the medical center for 9 years. The radiation to which he had been subjected was an unknown type of energy. The automated medical team had to continually remove tumors and corrupted organs and replace them with cloned organs. Skin grafts continued for years. Bone grafts were necessary. Eventually, however, after nine years and constant cloning, Major Lee once again emerged from his coma into the light.

His first thought was for the rest of the crew. Perhaps there had been other survivors! Grabbing his wristband, and asking the General Purpose Robot that



had remained with him the entire time to accompany him, Major Lee headed for the central elevator.

What Major Lee did not realize was that during those nine years, some of the creatures aboard the *Warden* had been mutating. As he boarded the express elevator and pressed the pad for level one, he saw an adorable canine huddled in the corner of the elevator. Speaking softly to it, coaxing it forth, he finally got it to approach.

Major Lee reached out a comforting hand and touched the small dog and was amazed as it transformed before his very eyes into a mirror image of himself. It then calmly pulled out a laser and shot him repeatedly.

The General Purpose Robot was unsure as to how it should respond. Major Lee had just killed Major Lee. Major Lee was stripping Major Lee of his belongings and wristband. That was it! The wristband would identify the true Major Lee. It was on the wrist of the human that still breathed… so he must be the true major (or so the robot reasoned).

The Imitator calmly waited until the elevator reached its destination. He passed his wristband over the reader, the door opened, and he strode out into the Parkway of level one. This seemed a pleasant place, he thought as two robotic tentacles snaked out and paralyzed him.

The Imitator awoke, still maintaining the semblance of Major Lee. The General Purpose Robot was placing him inside some sort of tube. He struggled and complained, but the robot seemed not to notice. As the lid closed, he noticed that the robot from the elevator stood there as well. It was asking if it could be of assistance.

"Get me out of here!" was all the Imitator managed to say before the cryostasis generator started, and all became blackness.

Loyal to a fault, The General Purpose Robot did as it was told. It removed the cryo tube and began to leave the cryostasis chamber. The other General Purpose Robots in the area seemed upset by these actions and tried to stop it. Thinking quickly, the robot opened a hatch to the engineering crawlway below and dragged the major's cryostasis tube several hundred yards before gently pacing it on the floor.

Understanding that the tube was currently running on battery back-up for power, the robot carefully scavenged and then installed wiring from the cryotube to a nearby power source. Having fulfilled his task, he deactivated.

Characters approaching this area see the deactivated General Purpose Robot standing over the still functioning cryostasis tube. As there are no refrigeration compressors nearby, it is somewhat (5 degrees or so) warmer once the characters approach to within 50' of the area. The General Purpose Robot automatically reactivates if any of the characters are wearing a ship's issue wristband (any color) and asks if it can help.

The robot explains that the resident of the tube is Major Lee and that he has been in there for hundreds of years.

If the characters release the Imitator, it attacks. If they leave it alone, they are not further molested. Those peering through the glass of the cryotube note that the man within is wearing a red wristband.

Imitator

(HD 4, HP 17, AC 10, MV 10'/ 50' [flying]
Experience Points: 345

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].

Note: Imitators are able (under normal circumstances) to maintain a form not their own for no more than 30 days. In this case, however, the ability was frozen along with the Imitator, and it is capable of maintaining Major Lee's form for another 4 days if awakened. Use this encounter as you will.

Finally, bear in mind that this Imitator, while not possessing human intelligence, is fully sentient and has been without mental stimulation for hundreds of years. It might emerge completely insane.

If the Imitator is awakened, the robot becomes confused by the attack that the Imitator undoubtedly pursues against the party (although the timing of that attack is left to your discretion). The robot has but one of two choices: it either follows the commands of the faux major, or it deactivates.

Robot, General Purpose
(HD 10, HP 60, AC 19, MV 48 kph Experience Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 14
Dexterity 12

[Prime=Physical] No attacks)

This 5' tall and wide humanoid robot has extra arm-like appendages. The functioning unit always has: emergency power cell for 24 hours of operation, recharging unit, 2 manipulative tentacles extending up to 24', heavy duty power grasping claw able to extend up to 10', 1 micro-miniature manipulator able to make microscopic adjustments, light tractor and repulsion beam attachments with a range of 25', magnifying lenses with a 50 power range, upper and lower light sensors extending through the infra-red and ultra-violet range, anti-grav system making up to 200 pounds feather light, propulsion system allowing for 48 kph, two sets of parallel programming circuits, light body armor allowing the unit to function in water, outer space, and in temperatures ranging from plus or minus 150 degrees Centigrade, audio and radio transmitters and pickups effective up to 60 km away, 3 rotating light sources with a variance of 90 candlepower each, human standard sensing capability, and variable programming allowing it to adapt and carry out human instructions.

The Family Unit (B)

Characters entering this area of the crawlway note that the dust and dirt seem to suddenly, like magic, disappear. There is no transition, only a line in the hall beyond which everything is shiny and clean. Characters also note two potted plants, flowers, that demark this line in the passageway.

Characters crossing the line are suddenly fired upon by a laser. Three bolts are fired in rapid succession at whichever explorer crossed the dusty line.

Automated Intruder Response Unit (AIRU)
(HD 4, HP 11, AC19, Move 0'/none
Experience Points: 135
Radiation Resistance 10 Constitution 4
Mental Resistance 10 Strength 4
Dexterity 12

[Prime=Physical] 3 laser bolts per round from an automated turret that is bio-metrically coded to attack anyone not on its internal list of acceptable visitors inflicting 5d6 damage per shot, WC 6, range 225'.)

This small pod is attached to the palisade that protects this village and constantly monitors anyone approaching said building. It is a small hemisphere [18" in diameter] with a protruding laser barrel.



A pleasant voice from some position the party is unable to visually see (they may have sensors that pinpoint the position as behind a nearby corner) then asks the party to "***Please go away and leave us alone.***"

The party has stumbled across another oddity of the *Warden*. This area is the residence of a family of General Purpose Robots. These automatons do not normally form family groups, or express any socialization that approximates this group, but the 'male' General Purpose Robot here was one of the early attempts made by the Deck #1 Artificial Intelligence to reprogram a small army of these servitors. It escaped to these crawlways where it experienced an unexpected emotion — it became lonely. It ordered a companion General Purpose Robot that it then transformed with requisitioned parts into a female version of itself.

The female version also became lonely.

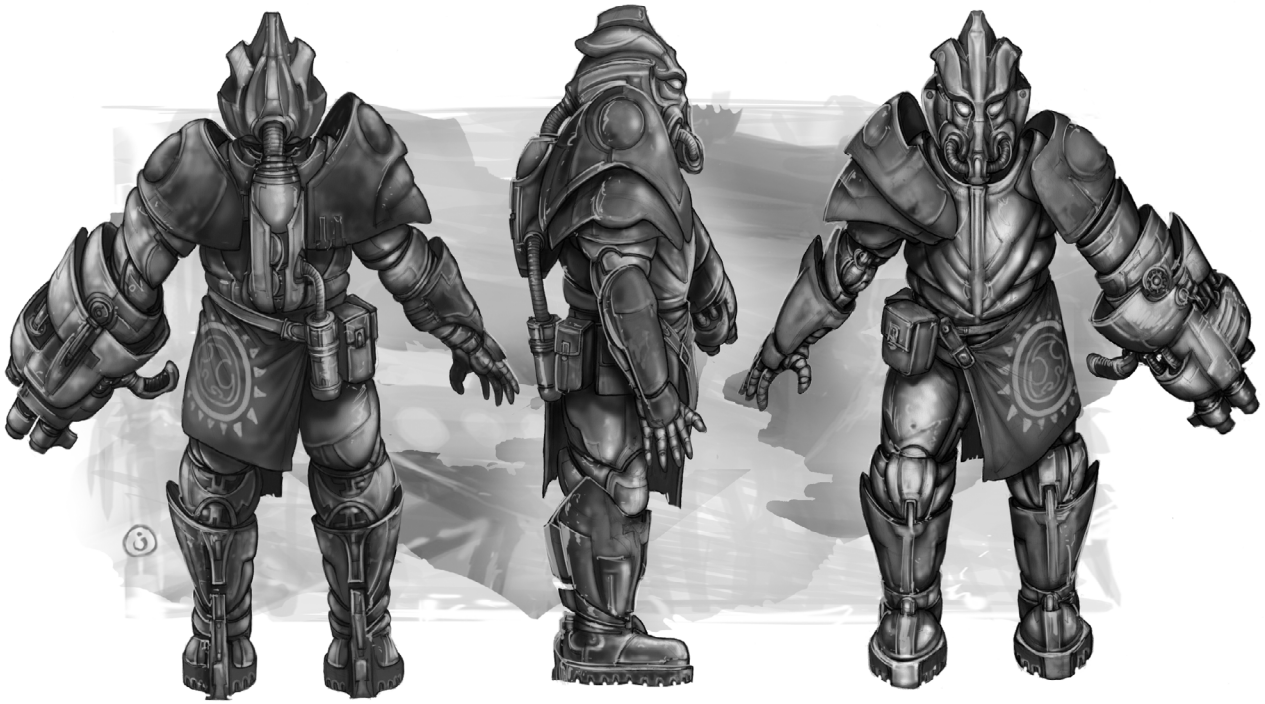
She requisitioned still more parts and, with the help of the male, built a child-like General Purpose Robot.

They now wish only to live in peace in the crawlways and to be left alone to do so. They attack only if threatened and will share their knowledge of the deck above (which is extensive in terms of its geography, but hopelessly outdated in terms of current events). They have nothing to trade the characters and no food to feed them, so any chat with this family is likely to be somewhat brief.

Robot, General Purpose
(HD 10, HP 60, AC 19, MV 48 kph Experience Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 14
Dexterity 12

[Prime=Physical] No attacks)

This 5' tall and wide humanoid robot has extra arm-like appendages. The functioning unit always has: emergency power cell for 24 hours of operation, recharging unit, 2 manipulative tentacles extending up to 24', heavy duty power grasping claw able to extend up to 10', 1 micro-miniature manipulator able to make microscopic adjustments, light tractor and repulsion beam attachments with a range of 25', magnifying lenses with a 50 power range, upper and lower light sensors extending through the infra-red and ultra-violet range, anti-grav system making up to 200 pounds feather light, propulsion system allowing for 48 kph, two sets of parallel programming circuits, light body armor allowing the unit to function in water, outer space, and in temperatures ranging from plus or minus 150 degrees Centigrade, audio and radio transmitters and pickups effective up to 60 km away, 3 rotating light sources with a variance of 90 candlepower each, human standard sensing capability, and variable programming allowing it to adapt and carry out human instructions.




Deck 2: Cryogenics and Holosuites
D2
CRYO-A 45632

Deck 2

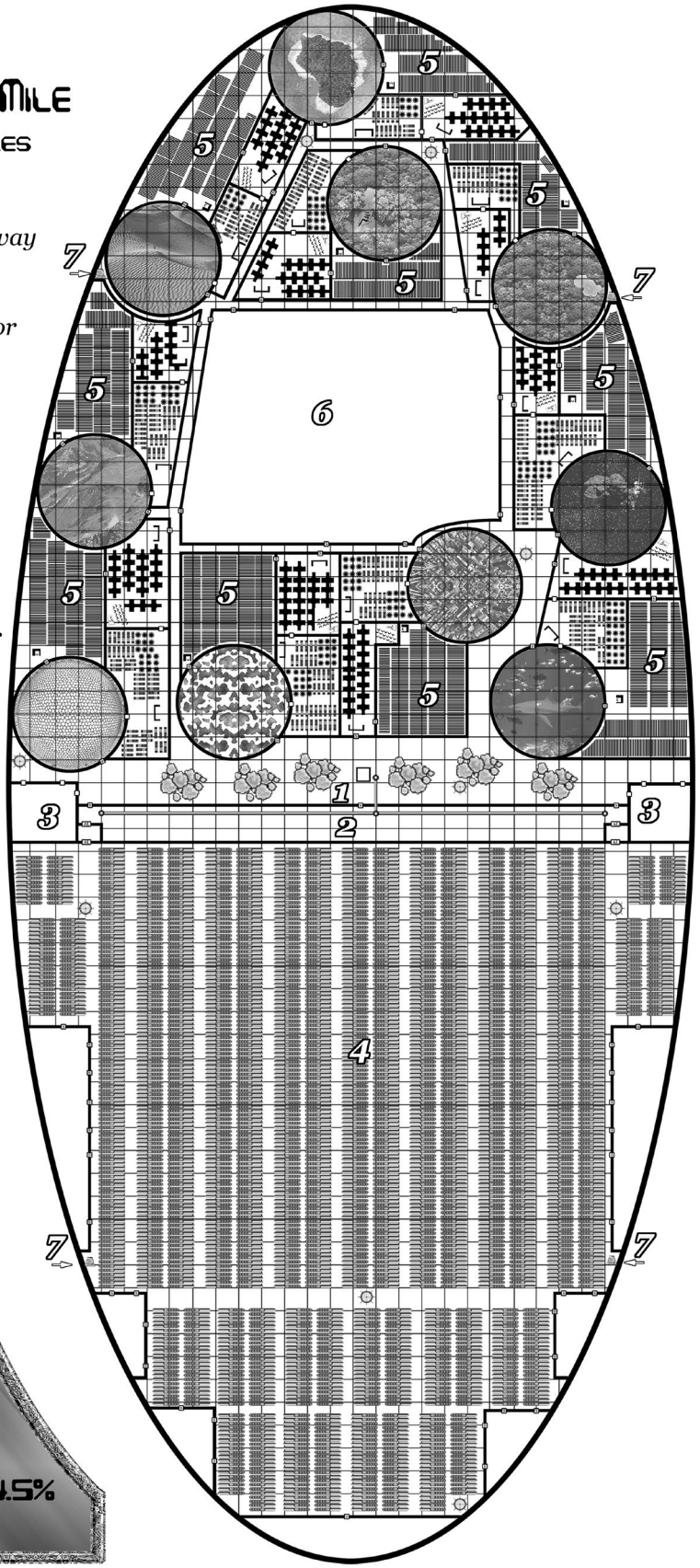
One Square = One Half Mile

Overall Size: 34 Miles x 15 Miles

Map Key

- *Access Hatch to Engineering Crawlway*
- *Office Cubicles*
- *Air Lock* (AL)
- *Help Desk*
- *Standard Door*
- *Clothing and Gear Kiosk*
- *Clothing and Gear Shelving*
- *User Input Terminal*
- *Ramps to Other Decks*
- *Transit Tube*
- *Theater*
- *Transit Hub*
- *Trees*
- *Cryotubes*
- *Holosuite*
- *Security Door* (S)
- *Computer Equipment*

1) *Central Elevator and Parkway*
2) *Deck #2 Security*
3) *Emergency Medical Station*
4) *Cryogenic Stasis Chamber*
5) *Holosuites*
6) *Experimental Engineering Laboratory*
7) *Inclined Ramps to Other Levels*



Gravity:

0.95 – 1.03 G

Power:

External

Background EMF:

1.87 – 3.49 mG

Ambient Temperature:

66° F / 19° C

Atmospheric Anomalies:

Extremely Low Humidity: 3 – 4.5%

Level 2 : Cryogenics and Holosuites

Overview

When the original plans for the *Warden* were being drawn up, this deck was to contain a number of cutting edge experimental technologies about which the public had little or no knowledge. Specifications for this machinery could not be made public, and so the original blueprints display this level as a storage deck, similar to the stern half of Deck #3. As you can see from the map, this is not the case.

The *Warden* was intended to venture forth from Earth to colonize planets. Not 'a planet', but multiple planets. There was great debate over the minimum population required for a viable colony, but it quickly became apparent that the *Warden*, even given its vast size, could populate no more than three, perhaps four colonies. This ship was far too expensive an undertaking for that to be the case. A secondary solution was needed.

Cryogenics was a proven science, although pragmatic solutions on its inception and denoument were not as thoroughly tested as the scientists working on this field would have preferred. Still, it provided a low-cost, high population alternative that the designers of the starship simply could not ignore. A vast cryogenics facility was built aboard the *Warden*, and it occupies the stern half of this deck to this day. More than 60,000 colonists were placed in cryogenic stasis until such time as a new planet was discovered for them to colonize.

Several programs for solving the unknowable problems that might arise on a new planet were already in place on other decks of the ship, but now that the mission of the *Warden* had been expanded to perhaps a dozen new worlds, a system capable of dealing with the billions of potential parameters that might arise seemed impossible. In addition, several of the engineers involved at high levels of the project were demanding holographic entertainments be provided to the crew for their long journey. They were making great sacrifices for their fellow humans, and they deserved it. There was, of course, no budget for such lavish amenities.

But the holographic simulation suites or 'holosuites' provided answers to both problems. Solutions to actual problems could be simulated in these suites without the risk of losing valuable resources or crew. A fully outfitted engineering laboratory, complete with automated assistants, was built to aid in the process of problem solving and was located in the midst of the holosuites so that newly minted machines, vaccines, and methods of approach could be immediately tested for viability. When not in use to run problem solving models, the suites could certainly provide entertainment for a deserving crew. Ten holosuites with various background climates were built, and all sides of the argument heaved a welcome sigh of relief.

Neither the holosuites nor the cryogenics chambers provided protection from the wave of energy that swept through the *Warden*. All that remains of these grand plans by the engineers are small piles of white dust. The automated suites continue to run their holographic programs, and the cryo-chambers hum softly in the enveloping darkness, but they serve no purpose now. The dreams of planetary colonization evaporated when the crew was vaporized.

Lifeforms

The wandering encounters on this level vastly differ from all of the other encounters on the ship. Numerous intelligent races are exploring this level to loot electronic equipment and capture robots to control. When an encounter occurs on this level, it is always a pre-existing conflict between a group from one of these races and one or more robots. To determine what is transpiring, roll first for the type of robot encountered and then roll for the intelligent group fighting that robot.

None of those encountered remain in an area after a battle (or if the characters even simply walk away). Destroyed robots are always irreparable (although you might allow the scavenging of batteries or parts), and if you determine that the robots were victorius, the corpses of those they defeated always have lots of equipment including at least one red or gray wristband. The precise nature of the equipment found is left to your discretion.

The following robots are found randomly on this level. Check once for each new square explored on the map (or devise your own system) by rolling a d6. Any result of a 1 or a 2 indicates that a combat between a wandering intelligent race and a robot (possibly group of robots) has occurred.

Robots Encountered (roll 2d6)

2	Robot, Alpha Security Unit	8	Robot, Engineering
3	Robot, Butler/Cook	9	Robot, Engineering, Broken
4	Drone, Dog Eight (programmable)	10	Robot, General Purpose Robot
5	Robot, Military SRSR	11	Robot, Security
6	Robot, Military MRSR	12	Robotic Scout
7	Robot, Military LRSR		

If Security or Military Robots are indicated by the roll, you might wish to combine more than one group of robots into the encounter as these types tend to sponsor teamwork amid their automated fellows. The following creatures are randomly found fighting the robots indicated by the above result on this level.

Creatures Encountered (roll 2d6)

2	Android Companion, Red	8	Thief Beast
3	Courgaroid	9	Wolfoid, Egyptian
4	Crystal Alien, Blue	10	Wolfoid, Ninja
5	Hawkoid	11	Wolfoid, Pirate
6	Humanoid Rabbit	12	Wolfoid, Roman
7	Jeget		

The Robots

Robot, Alpha Security Unit
(HD 4, HP 20, AC 15, MV 48 kph Exp. Points: 135
Radiation Resistance 18 Constitution 4
Mental Resistance 10 Strength 5
Dexterity 10

[Prime=Physical] one attack, a 10' cube-shaped Shockwave that causes 15 damage, WC 3.)

This robot is a foot long cube with a black onyx shell. It floats on a small anti-grav pod, is in constant communication with the A.I. and other security units on the same deck, and is designed to respond to movement of all types. If the security unit determines an enemy is present, it attacks [your discretion]; otherwise it remains idle.

Robot, Butler/Cook
(HD 10, HP 60, AC 15, MV 30' Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 12
Dexterity 14

[Prime=Physical] one thundering hand slap for 3d6 damage, WC 1.)

Although anthropomorphic, this unit displays multiple internal mechanisms and appears as a humanoid robot. It has the senses of a human, two human-like hands, and can see well in the dark. This robot can fix things, cooks excellent meals, and strikes only when attacked.

Drone, Dog Eight
(HD 10, HP 44, AC 18, MV 60' Exp. Points: 405
Radiation Resistance [special – see below]
Constitution 10 Mental Resistance 10
Strength 12 Dexterity 14

[Prime=Physical] one charge causing knock-back/ knockdown, WC4, and then an automatic claw hit inflicting 4d6 damage, WC2.)



This robotic canine drone must be programmed to function, stands 5' tall and is 5' long. Its senses are much like a human. It is immune to radiation of all intensities. It attacks by first knocking its victim to the ground and then goring them with its formidable claws. Special— The unit is a guard mechanism programmed to attack intruders.

Robot, Military SRSR
(HD 10, HP 40, AC 13, MV 20' Exp. 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' Exp. 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.

Robot, Military LRSR
(HD 10, HP 60, AC 20, MV 80 kph Exp. 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'.)

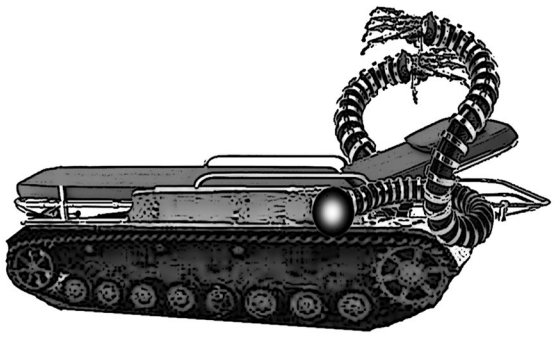
This heavy combat unit is designed to soak up punishment and deal out death in all directions. It is a 10' cube, floating on anti-grav pods at up to 80 kph. Its sensors scan 3600 and are three times as good as a human's senses, noting even radiation and infra-red emissions. It can communicate with other 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, Engineering
(HD 10, PH 50, AC 15, MV 96 kph Experience Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 14
Dexterity 14

[Prime=Mental] no attacks)

Designed with many tools stored in its body, this robot has digital schematics and programming that allows it to repair most devices on the ship. It has: Semi-independent action circuits, broadcast power cells, extra power cell for 24 hours of independent operation, telescopic and microscopic lenses, lenses for infra-red and ultra-violet sensing, 2 rotating light sources, 3 tentacle manipulators, 2 power grasping claws, tool handling tentacles, 96 kph drive system, and communication systems allowing it to talk with both the ship's A.I. and humans.

Robot, Engineering, Broken
(HD 10, HP 60, AC 15, MV 96 kph Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 14
Dexterity 10



[Prime=Physical] one lightning bolt attack in a 1' wide by 30' area, WC 1, 4d6 damage, for four consecutive rounds after which its power cells are exhausted.)

This Engineering Robot has an on-board computer fault that makes it resent intruders. Self-propelled, the robot is designed to fix most of the devices on the ship. Each has: Semi-independent action circuits, broadcast power cells, extra power cell for 24 hours of independent operation, telescopic, infra-red, ultra-violet and microscopic lenses, 2 rotating light sources, 3 tentacle manipulators, 2 power grasping claws, tool handling tentacles, and communication systems allowing it to interact with both the ship's A.I. and humans.

Robot, General Purpose

(HD 10, HP 60, AC 19, MV 48 kph Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 14
Dexterity 12

[Prime=Physical] No attacks)

This 5' tall and wide humanoid robot has extra arm-like appendages. The functioning unit always has: emergency power cell for 24 hours of operation, recharging unit, 2 manipulative tentacles extending up to 24', heavy duty power grasping claw able to extend up to 10', 1 micro-miniature manipulator able to make microscopic adjustments, light tractor and repulsion beam attachments with a range of 25', magnifying lenses with a 50 power range, upper and lower light sensors extending through the infra-red and ultra-violet range, anti-grav system making up to 200 pounds feather light, propulsion system allowing for 48 kph, two sets of parallel programming circuits, light body armor allowing the unit to function in water, outer space, and in temperatures ranging from plus or minus 150 degrees Centigrade, audio and radio transmitters and pickups effective up to 60 km away, 3 rotating light sources with a variance of 90 candlepower each, human standard sensing capability, and variable programming allowing it to adapt and carry out human instructions.

Robot, Security

(HD 10, HP 60, AC 15, MV 50' [flying]
Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 16
Dexterity 14

[Prime=Physical] 4 13'-long tentacle attacks that cause 1-hour paralysis upon touch, WC 3, or poison [Intensity 17] knockout gas in a 30' diameter circle, WC 4 .)

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, a gas pellet projector which shoots 10 knock out gas rounds in a 360° spread with [4] 20-pellet magazines, an anti-grav propulsion unit, 50 point force field, 2 third-stage slug projectors [one attack inflicting 6d6 damage, WC 5, range 150'] usable only on a human's authority, a radio capable of broadcasting to any point on a given deck, 3 padded restraint tentacles, and lenses that adapt its visual capabilities to the infra-red and ultra-violet spectrum. Characters captured by these robots are generally taken to a secure area (see Deck #9).

Robotic Scout

(HD 10, HP 50, AC 9, MV 15'/60' [flying]
Exp. Points: 585 Radiation Resistance 10
Constitution 10
Mental Resistance [special – see below, 10 vs. mental attacks]
Strength 5 Dexterity 14

[Prime=Physical] 10 mini-missile attacks inflicting 10d6 damage each, WC 4, range 225', and one blaster ray inflicting 20 damage, WC 4, range 225'.)



This small, 1' x 2' flying platform is self-aware. It is able to walk and climb but prefers flying. This robot is also capable of communicating with other data processing units, uploading images taken by its on-board camera. It has sensors that mimic human senses and extend into the ultra-violet and infra-red spectrum as well. Special— Scout Bots always talk to victims in an attempt to persuade them to leave an area and only attack if the target remains. They are immune to all types of mental control.

The Creatures

Android, Companion, Red

(HD 12, HP 60, AC 15, MV 50' Exp.Points: 495
Radiation Resistance 12 Constitution 12
Mental Resistance 14 Strength 9
Dexterity 10

[Prime=Mental] Attacks by weapon type)

This anthropomorphic, biologically correct android is programmed to kill humans or humanoids. It has human-like senses, and its face and figure are very appealing. Well-versed in the use of weapons and programmed as an ambush predator, Red Companion Androids try to gain the trust of humans, guarding them and fighting creatures to gain that trust. They then attack when the humans feel safe.



Courgaroid

(HD 10, HP 29, AC 15, MV 40' Exp.Points: 585
Radiation Resistance 10 Constitution 10
Mental Resistance [special – see below]
Strength 10 Dexterity 14

[Prime=Mental] one crossbow attack inflicting 1d10, WC 2, 180' range.)

This highly intelligent mutated cougar walks upright, is +5%/+1 to hit with crossbows, and is immune to paralysis, all forms of mental attack, lasers, and electrical energy attacks. Mutations— Courgaroids can't see robots of any type [Mental Block] and have an Attraction Odor that makes them delicious smelling to carnivores of all types.

Crystal Alien, Blue

(HD 15, HP 53, AC 18, MV 20' Exp.Points: 740
Radiation Resistance 14 Constitution 15
Mental Resistance 3 Strength 15
Dexterity 15
[Prime=Physical] one crystal spike inflicting 2d6 damage, WC 2, 10' range.)

This 9' tall alien appears to be a conglomerate of deep blue 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.

Hawkoid

(HD 8, HP 42, AC 12, MV 10'/60' [flying]
Exp. Points: 805
Radiation Resistance 10 Constitution 8
Mental Resistance 12 Strength 10
Dexterity 10

[Prime=Mental] one bow attack inflicting 1d6+3 damage, WC 2, range 210'.)

This highly intelligent mutated sparrow hawk has manipulative talons at the end of its wings. It prefers to attack while airborne. Mutations— Fear Generation, Levitation, Heightened Intelligence, and Force Field Generation.

Humanoid Rabbit

(HD 4, HP 15, AC 13, MV 60' Exp. Points: 345
Radiation Resistance 9 Constitution 4
Mental Resistance 9 Strength 15
Dexterity 17

[Prime=Physical] 2 energy bolt attacks inflicting 5d6 damage, WC 3, range 30', or by weapon.)

These 7'- tall intelligent mutated white rabbits stand on their back legs and have mutated forelimbs resembling arms and hands. They can use the devices of the ancients and delight in using lasers, often trading grenades for such weapons. Mutations— Taller, Energy Generation, New Body Parts, Heightened Intelligence.

Jeget

(HD 6, HP 29, AC 15, MV 40' Exp.Points: 775
Radiation Resistance 10 Constitution 6
Mental Resistance 10 Strength 10
Dexterity 10

[Prime=Physical] 2 claw attacks inflicting 1d6 each, WC 1.)

This 3'-tall mutant jaguar stands on its rear legs and understands and prefers to use ancient weapons. Mutations— Levitation, Telepathy, Precognition, Fear Generation, Telekinesis, and Force Field Generation. It has an Attraction Odor, a Fear Impulse [Intelligent Plants], and no resistance to poisons.

Thief Beast



(HD 5, HP 18, AC 12, MV 30'
Exp. 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.

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, Ninja

(HD 18, HP 60, AC 14, MV 40' Exp.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 by 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.

Wolfoid, Pirate

(HD 10, HP 50, AC 10, MV 30' Exp.Points: 1035
Radiation Resistance 18 Constitution 10
Mental Resistance 10 Strength 18
Dexterity 18

[Prime=Mental] one giant cutlass attack inflicting 1d12 damage, WC 2, or a black powder pistol inflicting 10 damage, WC 4, range 40'.)

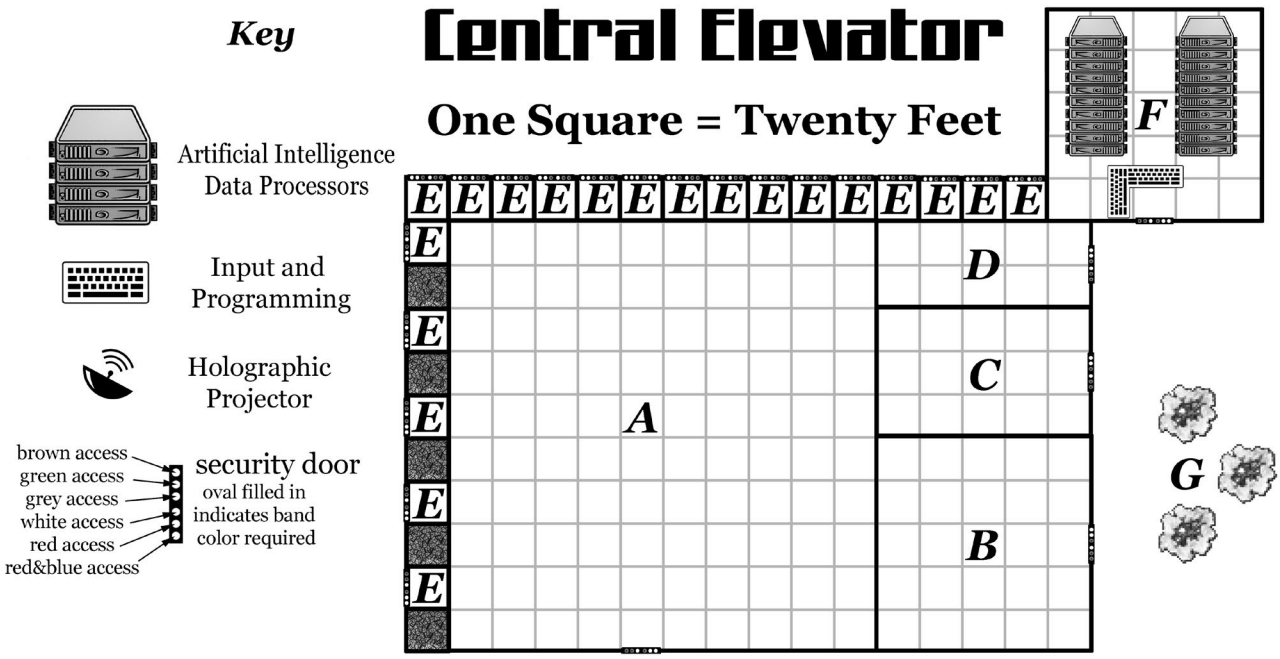
These 9'-tall mutant wolves stand on their hind legs and dress as 17th century pirates armed with giant cutlasses and twin black powder pistols. This group of Wolfoids has used the ship's resources to study pirates and their ways and has adopted a strict code of honor that allows them to attack obvious females only when the females attack first. Mutations— Taller, Radiated Eyes, Immunity to Lasers, Regeneration [6 damage per turn], Heightened Intelligence.

Wolfoid, Roman

(HD 12, HP 60, AC 17, MV 35' Exp.Points: 1265
Radiation Resistance 9 Constitution 12
Mental Resistance 9 Strength 18
Dexterity 10

[Prime=Physical] one Roman gladius attack inflicting 3d6 damage, WC 1, or a javelin inflicting 2d6 damage, WC 1, range 12'.)

These 8'-tall wolf mutants stand on their hind legs and carry short swords and javelins. Roman Wolfoids have used the ship's resources to adopt the culture and beliefs of the ancient Roman Legionnaire society and have further used the ship's resources to create authentic Roman equipment. Roman Wolfoids always try to take slaves in combat. Mutations— Taller, Radiated Eyes, Immunity to Lasers, Regeneration [4 damage per turn], Heightened Intelligence, Telepathy.



Points of Interest

1 — Parkway, Central Elevator, and Deck Level Artificial Intelligence

This level is accessible only to those bearing gray (engineering), red (security), or red & blue (command) ship's issue wristbands. Access to this level is via one of four 50' wide ramps connecting this level with both levels #3 and #1, or the central elevator. The ramps are more fully detailed in section #7 of this chapter.

The Central Elevator runs through all 17 decks of the *Warden*, but ingress and egress are strictly regulated through the use of wristband readers that are present both within and without each elevator. These bands identify the type of crewmember attempting to use the elevator, and allow them access to only those areas where said access is authorized. This access changes from deck to deck, so while a crewman might board on one deck, he may only have a limited number of choices for decks upon which he might exit. Only command bands (red and blue) have unrestricted access.

The term 'Central Elevator' is actually a misnomer. Although there is a single elevator shaft in the center of the *Warden*, there are 24 elevators of various sizes that use this shaft for transit. Four of these elevators are dedicated to the transit of cargo, and as such are quite large, while 20 smaller elevators are able to carry up to 30 passengers each. All of the elevators in the *Warden* operate using small gravity lenses (anti-gravity) with variable negative and positive gravity capability.

Given the size of the *Warden*, a trip within any of the central elevators takes some time. Transit from one deck to the next consumes a full ten minutes, while a trip from the very bottom of the ship to its observation dome (if the passenger is authorized) takes a total of 112 minutes.

1A - Main Cargo Elevator

The largest of the elevators, this massive lift measures 400' square and is capable of moving up to 200 metric tons.

1B - Secondary Cargo Elevator

This cargo elevator is slightly faster than the largest and measures 100' x 100'. It can lift a maximum of 50 metric tons.

1C - Tertiary Cargo Elevator

Used for deliveries of supplies to most decks of the ship, this elevator measures 60' x 100' and has a carrying capacity of 20 metric tons.

1D - Express Cargo Elevator

The fastest of the cargo elevators, the express elevator has bench seats with seat belts along its far wall, and it is able to transit between decks in a mere 9 minutes (98 minutes top to bottom). It measures 40' x 100' and is able to carry up to 10 metric tons.



1E - Passenger Elevators

These 18' x 18' elevators travel at a standard speed and are capable of comfortably fitting up to 32 crew members at one time. Their weight limit is 8,134 pounds (3690 kg).

1F - Deck #2 Artificial Intelligence

Unlike most levels of the ship, the Artificial Intelligence for Deck #2 retains all of its faculties and is fully functional. It is uncertain how to alleviate the situation caused by the death of the crew, but it continues to maintain operations on this level in hopes that survivors might eventually make themselves known, or that a rescue mission might be sent to repopulate the *Warden*. It makes no effort to hide itself as this deck was intended primarily for the use of engineers, and it relies upon its security door to keep out unwanted visitors as the door requires the presence of a red, red & blue, or gray wristband in order to open, and any visitor from security, command, or engineering would be most welcome.

1G - The Parkway

The engineers who designed the holosuites on this level realized that a lot of high-stress simulations would take place here. A relaxing green space was needed that would not cause too much biological mess. This entire area is planted with widely spaced trees, that have now grown to more than 40' in height, in order to facilitate this necessary decompression. Besides, as the engineers so rightly surmised, it helps to kill the hum (sound) from the holographic projectors.

Where once security, command, and engineering staff would hold impromptu meetings, now only Security Robots patrol. These robots offer to escort any explorer not wearing a red, red & blue, or gray wristband to the central elevator. They remove those who refuse this request by force if necessary.

Note: Should a character with an appropriate wristband address the Security Robot and explain, "He's with me" or make similar remarks, the robots allow the unauthorized personnel to remain.

Robot, Security

(HD 10, HP 60, AC 15, MV 50' [flying]

Exp. Points: 405	Radiation Resistance 10
Constitution 10	Mental Resistance 10
Strength 16	Dexterity 14

[Prime=Physical] 4 13'-long tentacle attacks that cause 1-hour paralysis upon touch, WC 3, or poison [Intensity 17] knockout gas in a 30' diameter circle, WC 4 .)

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, a gas pellet projector which shoots 10 knock out gas rounds in a 360° spread with [4] 20-pellet magazines, an anti-grav propulsion unit, 50 point force field, 2 third-stage slug projectors [one attack inflicting 6d6 damage, WC 5, range 150'] usable only on a human's authority, a radio capable of broadcasting to any point on a given deck, 3 padded restraint tentacles, and lenses that adapt its visual capabilities to the infra-red and ultra-violet spectrum. Characters captured by these robots are taken to the central elevator.

2 — Security Station

Security on this level of the *Warden* had to be specially trained because of the unusual circumstances here presented. None of the scientists or engineers were certain how the holosuites might affect the mental stability of those using them, and it was feared that some might require restraint after being exposed to the various harrowing experiences that might occur using this cutting edge technology. In addition, the cryogenic chambers were their charge, and these must be preserved in a completely pristine state without damage accruing to the pods, cryogenic machinery, or those who might from curiousity (or perhaps more nefarious motives) be persuaded to violate this sanctum. To be blunt, these security forces were trained to apprehend, restrain, and negate any threats, but while causing as little damage as possible.

The logistics of transporting those colonists that had been awakened from their cryogenic sleep (when a colony planet had been found for them) was a task for which security forces here were also made responsible. A tube transit system was put in place to speed this journey, but the orderly loading and unloading of this system, and the organized ushering of these pioneers into the central elevator for debarkation, all fell within this purview. Security on other decks, those that were allowed to use lethal force, sarcastically referred to these security crew as 'crowd control'.

The tube transit system here is quite remarkable, and mimics that found on Deck #9. Vacuum tubes measuring 6' in diameter connect the exits from the cryogenics chamber (Area #4), the emergency medical stations (Area #3), and the central elevator. Controlled by a simple relay-driven automated response system (to avoid collisions), pods within these tubes can transport up to 6 humanoids at speeds of 75 miles per hour (120kph). This would allow the revitalized cryogenic sleepers to rapidly board the central elevator and was meant to alleviate any crowds that might otherwise gather near the exits from that area. It was also thought to be very useful in the event that someone was injured during a holosuite simulation as the system could also be used as a shortcut to emergency medical services (Area #3).

The cataclysm has left most of this area deserted. Several lockers filled with non-lethal weaponry are found here, and the tube transit system still runs like a well-oiled clock, but Security and Military Robots are the only 'staff' that still remain. Without fail, these robots ask for wristband identification, and those who either have none, or have not red, red & blue, or gray wristbands are escorted back to the central elevator.

Those who refuse are attacked with only that force deemed necessary to bring about the proper conclusion (from the attacking robots' point of view).

Note: Should a character with an appropriate wristband address the Security Robot and explain, "He's with me" or make similar remarks, the robots allow the unauthorized personnel to remain.

Robot, Security

(HD 10, HP 60, AC 15, MV 50' [flying]
Exp. Points: 405 Radiation Resistance 10
Constitution 10 Mental Resistance 10
Strength 16 Dexterity 14

[Prime=Physical] 4 13'-long tentacle attacks that cause 1-hour paralysis upon touch, WC 3, or poison [Intensity 17] knockout gas in a 30' diameter circle, WC 4 .)

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, a gas pellet projector which shoots 10 knock out gas rounds in a 360° spread with [4] 20-pellet magazines, an anti-grav propulsion unit, 50 point force field, 2 third-stage slug projectors [one attack inflicting 6d6 damage, WC 5, range 150'] usable only on a human's authority, a radio capable of broadcasting to any point on a given deck, 3 padded restraint tentacles, and lenses that adapt its visual capabilities to the infra-red and ultra-violet spectrum. Characters captured by these robots are generally taken to a secure area (see Deck #9).

Robot, Military MRSR

(HD 10, HP 50, AC 16, MV 30' Exp. 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.

This area is littered with these robots. Explorers should expect an encounter with 1-6 of these

mechanical annoyances at intervals of no more than 15 minutes during the entire time they remain in this area.

Explorers investigating the lockers find that they are locked and only open upon the presentation of a red or red & blue wristband. The lockers contain quantities (that you may determine) of:

Dazzler Grenade (equipment)
WC2 Tech Level 9 Exp.Points: 100
Size: 5" spheroid or 5" bullet shaped cylinder
Weight: 1 lb/0.4 kg
Damage/Effect: temporary blindness.
Area of Effect: 30' diameter hemisphere.
Duration: one minute.

Gut-Wrencher Grenade (equipment)
WC2 Tech Level 9 Exp.Points: 100
Size: 8" long, 4" diameter canister or 6" bullet-shaped cylinder
Weight: 1 lb/0.4 kg
Damage/Effect: nausea plus 2d6 per round of exposure.
Area of Effect: 30' diameter hemispherical gas cloud.
Duration:one full minute following an end to exposure. The gas cloud persists for 2 full minutes (depending upon prevailing wind, if any).

Pepper Grenade (equipment)
WC2 Tech Level 10 Exp.Points: 100
Size: 8" long, 4" diameter cannister or 6" bullet-shaped cylinder
Weight: 1 lb/0.4 kg
Damage/Effect: 1d6 per round of exposure plus difficulty seeing.
Area of Effect: 30' diameter hemispherical gas cloud.
Duration: visual difficulties last for two minutes following an end to exposure. The gas cloud persists for 2 full minutes (depending upon prevailing wind).

Tear Gas Grenade (equipment)
WC2 Tech Level 10 Exp.Points: 100
Size: 8" long, 4" diameter cannister or 6" bullet-shaped cylinder
Weight: 1 lb/0.4 kg
Damage/Effect: temporary blindness and difficulty breathing.
Area of Effect: 30' diameter hemispherical gas cloud.
Duration: breathing difficulties cease almost immediately, blindness lasts for one minute following an end to exposure. The gas cloud persists for 2 full minutes (depending upon prevailing wind, if any).

Twilight Grenade (equipment)
WC2 Tech Level 5 Exp.Points: 400
Size: 8" long, 4" diameter cannister or 6" bullet shaped cylinder
Weight: 1 lb/0.4 kg

Damage/Effect: oxygen breathers with 20 HP or less fall unconcious.

Area of Effect: 30' diameter hemispherical gas cloud.
Duration: sleep lasts for 5 hours. The gas cloud persists for 2 full minutes (depending upon prevailing wind).

Paralyzation Dart Pistol (equipment)
WC 4 Tech Level 9 Exp.Points: 200
Power Requirement: compressed gas cylinder
Magazine Size: 1 shot
Size: 26" overall length, weighs 2.6 lb./1.2 kg
Range: 30'/90'/270'
Damage: paralyzes living targets electrically.
Area of Effect: single target.
Duration: 3-18 hours

This pistol fires an electrically charged 4" dart that is breech loaded. Opening the breech compresses the gas in the cylinder to allow the dart to be fired. A Hand Dart Charger is necessary to charge these darts. Incautious handling of these darts may cause them to discharge and paralyze the user.

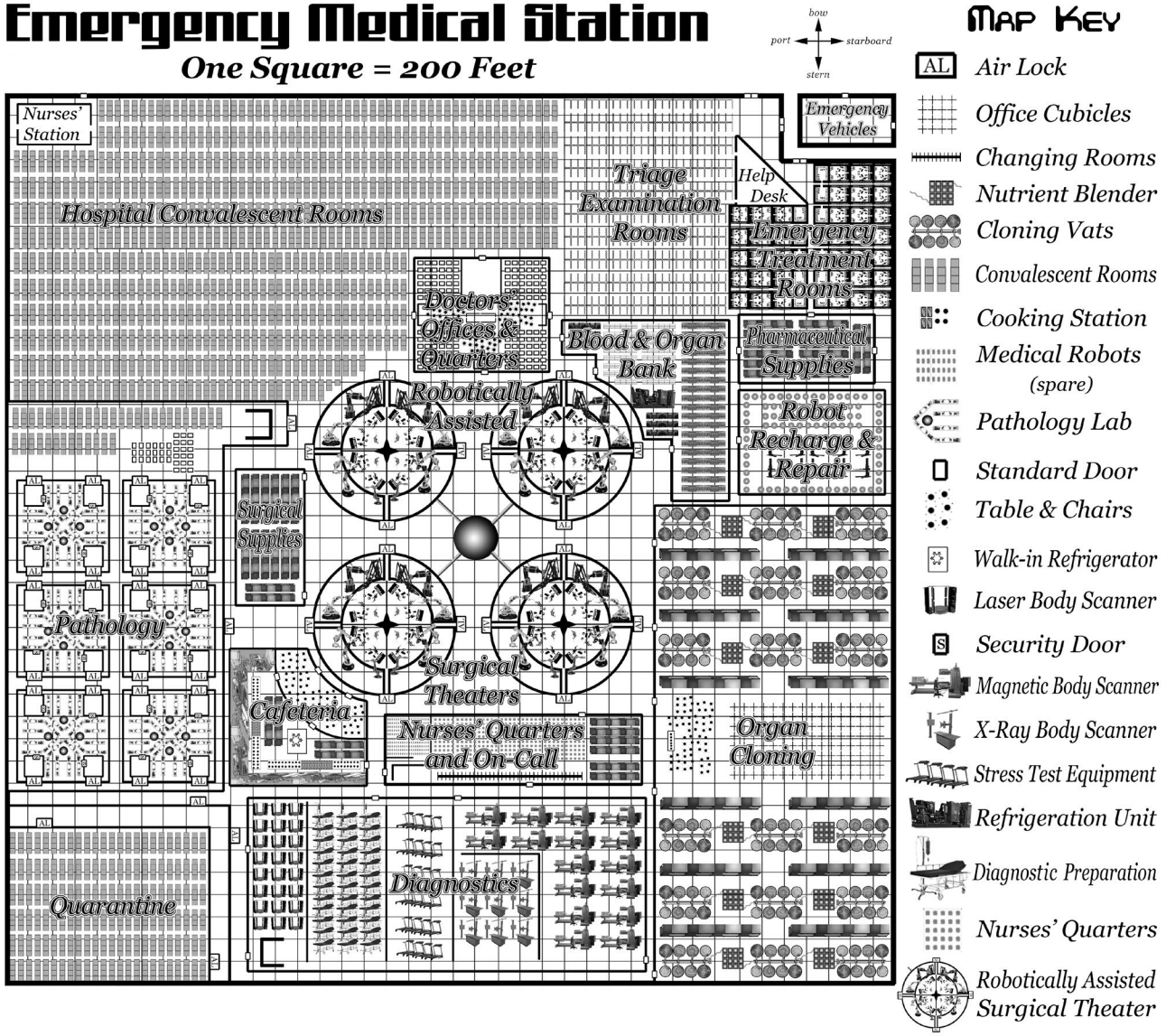
Voltage Enhanced Paralysis Rod (equipment)
WC 4 Tech Level 7 Exp.Points: 900
Power Requirement: 2 Hydrogen Fuel Cells (batteries)
Power Cell Life: 10 hours
Size: 6" - 3' x 2" diameter
Weight: 3.1 lbs./1.4 kg
Damage: paralysis

Duration:

- 3-18 minutes for living targets weighing 1-299 lbs./ 1-136 kgs.
- 1-6 minutes for living targets weighing 300-499 lbs./ 136.1-227 kgs.
- Robots are shut down 75% of the time when struck
- Living targets over 500 lbs./227 kgs. are unaffected

Area of Effect:single target

This rod is a collapsible bar that extends to a total of 3' and collapses to a mere 6" long for storage. It must touch flesh or conductive metal to be effective.



3 — Emergency Medical Station

On demand medical care was a requirement for this level of the ship due to the thousands of cryogenic citizens it contained, as well as any unforseen problems that might arise from the unusual and often experimental situations present in the holosuites. Should a problem occur in the cryogenics area, a facilty capable of handling what might be thousands of casualties at once was necessary. Experimentation, for its part, might produce new strains of microbiologic pathogens, undreamt of injuries, or even psychological effects not yet understood. This medical facility was well staffed and equipped with cutting edge technology for the care and treatment of trauma, disease, and injury. Before the cataclysm, more than 100 doctors and 250 nurses and staff called this building their home. Now only the Medical Robots, dozens upon dozens of them, remain.

Explorers find the main entrance to this facility near the starboard/bow corner of its outer shell. There, large double doors open automatically to the presence of any weight greater than 100 lb/45 kg on a 100' square pressure plate that occupies the space between this building and a small garage-like building that houses emergency vehicles. The doors open to an 80' width, and are 20' in height. The interior is well lit.

The emergency vehicles building houses 12 anti-gravity sleds and 24 programmable Emergency Evac Units. Each EEU (Emergency Evac Unit) has a programming and tracking station attached to it that has an uplink to this level's Artificial Intelligence. These currently inactive programming and tracking stations require the use of a white medical wristband for initiation.

Anti-Gravity Sled (equipment)
Tech Level 2 Exp.Points: 1000
Power Requirement: 4 Hydrogen Fuel Cells
Power Cell Life: 25 hours
Carrying Capacity: 6911 pounds/3135kg (2 seats)
Size: 6'4" x4'6" width
Top Speed: 33mph/54kph

Emergency Evac Unit (equipment)
Tech Level 3 Exp.Points: 700
Power Requirement: 6 Hydrogen Fuel Cells
Power Cell Life: one trip up to 1678 miles/ 2700 km
Seating Capacity: 1
Carrying Capacity: One person up to 400 lbs./182 kgs.
Size: 9' tall spheroid
Weight: 741 lbs./336.1 kgs.
Top Speed: 107 mph/172 kph

Description: This unit is programmed with a destination and is not operator controlled. It has a self-contained environment good for 18 hours for one person, a microwave communications link to the *Warden's* Artificial Intelligence that also allows it to open all doors that open for red & blue wristbands remotely prior to arrival, anti- gravity propulsion, and a smart drive that always chooses the fastest path to the programmed destination. This unit is capable of space flight.

Characters programming one of these units often miss the nuance that a single phrase may be designed into the unit for repetition upon arrival at its destination. Should no phrase be input, these units have an automatic phrase they repeat upon arrival: "Place patient inside and close hatch."

Characters entering the building see the ***help desk*** as the doors open. It is staffed by two Medical Robots that repeatedly ask any visitors to "state the nature of the emergency". Characters stating an emergency that is less than life or death are then escorted by one of these robots to a ***triage examination room*** (see map). Characters stating an emergency that is life or death (at your discretion) are escorted to an ***emergency treatment room.*** Characters responding in any other fashion are simply ignored.

Robot, Medical
(HD 10, HP 60, AC 12, MV 30' Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 12
Dexterity 15

[Prime=Physical] one vibro-blade attack inflicting 9d6 damage, WC 6 [mutants only].)

This humanoid robot is usually painted white with a red cross on its chest. The robot is programmed to recognize, diagnose, and treat all human maladies and it has the built-in diagnostic surgical equipment to perform minor operations and administer pharmaceuticals. It ignores animals, identifying them as other than human, but poses a threat to humanoid mutants as it identifies their mutations as diseases in need of treatment: tumors or like growths to be removed surgically. In these cases the robot tries to drug the mutant before the operation. Medical Robots have Heightened Vision (infra-red, ultra-violet, microscopic, and telescopic).

Characters entering the ***triage examination rooms*** discover a series of areas designed for the preliminary diagnosis of human ailment. Each curtained-off area measures 20' x 30' and contains an automated medical analyzer (medical hand analyzer but automated), a gurney, a defibrillator cart, a stack of fresh towel-like wound packs, a chair, and a syringe gun (filled with adrenalin although the characters will likely not be able to discern this). Seven of the rooms also contain small conical piles of white powder. Within each of these piles lies a white medical ship's issue wristband.

Characters in this area are ignored by Medical Robots unless these robots receive other orders from anyone wearing a white medical wristband. A Medical Robot passes through this area once every 15 minutes.

Characters entering the ***emergency treatment rooms*** find that they are arranged as a series of 3 treatment areas, complete with surgical gear and anesthesia, and then a conference office with a long table and 4-6 chairs. Each of these treatment areas contains basic surgical supplies, several tanks of compressed anesthetic gas, an automated medical analyzer (medical hand analyzer but automated), a gurney, a defibrillator cart, a stack of fresh towel-like wound packs, and several now-dry intravenous bags that once held saline solution. In two of the conference areas characters also discover conical piles of white powder within which are hidden white medical wristbands.

Characters entering the ***hospital convalescent rooms*** find that each is designed for an extended hospital stay. Each private room is equipped with an adjustable bed, small table, and several comfortable chairs. At the foot of each bed is a tablet computer that contains a prognosis of the patient (when there is one) and a suggested course of treatment. Explorers searching all of the rooms discover one that contains ruffled bedclothing under which may be found a small pile of white powder, and a gray engineer's wristband. The tablet at the foot of the bed states that the patient, "was in a state of mental shock that caused heart

palpitations. Two days bedrest and a thorough psych exam is recommended."

Characters entering the ***doctors' offices and quarters*** discover a number of offices containing a desk, computer uplink (to this deck's A.I.) several comfortable chairs, and (at your discretion) any number of small, personal items (pictures, liquor, stress balls, etc.). The center of this 120' tall structure is a broad, open area containing a deserted snack bar and a number of small informal seating arrangements with tables. The large structure at the bow end of this building is an apartment that once housed the doctors that worked in this area. Its door requires a white, red & blue, or a red wristband in order to function (open). Within are 104 spacious apartments filled with standard furnishings, personal items, and many conical piles of white powder.

Characters entering the ***blood and organ bank*** find that it is little more than a huge walk-in refrigerator. Vacuum-packed human organs are stacked on shelves throughout this refrigerator in neat rows on chrome shelving. Most are mummified, but several have become the sustenance for something far more dangerous. Where this colony might appear within the blood and organ bank is left to your discretion.

Fungus, Dark

(HD 10, HP 55, AC 10, MV 0'/none Exp. Points: 1170
Radiation Resistance 10 Constitution 10
Mental Resistance 10 or [special – see below]
Strength 10 Dexterity 10

[Prime=Physical] touching inflicts 10d6 energy damage, WC3.)

Dark Fungus grows well on the rotting bodies of any type of animal, and when it grows to a mass greater than ten pounds, it becomes intelligent and gains mental mutations but becomes defenseless to mental attacks. Any that touch this plant receive an energy discharge equal to 10d6 damage. Mutations— Illusion Generation, Telepathy, and Force Field Generation.

All of the blood in this repository has long since turned into a black, unrecognizable paste.

Characters entering the 120' tall ***pharmaceutical supplies*** building discover every chemical compound ever used to fight disease or injury. These compounds are alphabetized and stored in long shelving units more than 100' in height. As any explorer enters this building, they are greeted by a Chemical Handling Robot that awaits their orders for the retrieval of pharmaceutical supplies. Unfortunately, this robot is unable to communicate verbally.

Robot , Chemical Handling

(HD 4, HP 12, AC 10, MV [special] Exp. Points: 135
Radiation Resistance 10 Constitution 4
Mental Resistance 10 Strength 8
Dexterity 10

[Prime=Physical] No Attacks)

This robot exists only to store or retrieve chemical substances from storage units. Its compact rectangular ceramic body [12" in height and about 14" square] follows tracks that extend along the corridors and walls of certain sectors of the *Warden*, allowing it to climb hundreds of feet per minute and move readily in all three dimensions. The unit contains four short metal tentacles with grasping claws/clamps made to exactly fit the special containers in which the chemicals are stored throughout the ship.

Characters entering the ***robotically assisted surgical theaters*** must enter through an airlock that requires the use of a white medical wristband. Upon entering the large 50' square airlock, the characters are first fumigated with vaporized hydrogen peroxide and are then exposed to intense UV light that burns off most hair and several layers of skin. Characters in protective space or anti-radiation gear are unaffected. Once these procedures are complete, the other air lock door opens, admitting explorers to the operating theater.

Note: Characters requiring aid may receive treatment within these theaters for any number of injuries, but must have a memory stick with all of their diagnostic scans on it to enable automated healing/treatment. Medical Robots may complete these scans within the diagnostics building and prepare a memory stick, if asked by medical personnel (those wearing a white wristband).

The operating theater contains state of the art laser scapels, tissue bonders, and micro-surgical imaging and automated assistance. It immediately begins any task given it by anyone with a white wristband.

As this equipment has seen no use for the last 300 years, any number of small problems may have affected the machinery. How this might affect the characters in your campaign is left for you to decide.

Characters entering the ***robot recharge and repair building*** find four large automated repair stations and 36 recharging pads energized by a small fusion reactor.

Four Medical Robots are currently recharging. The repair stations are entirely automated, but several types of supplies may be found here, at your discretion:

* Hydrogen Fuel Cells (batteries)
* Engineer's Hand Programming Units (for reprogramming robots via uplink port).
* Servo Motors
* Communications Gear

Explorers nearing the ***pathology building*** discover that it is airlocked and that a white wristband is required to open this airlock. Explorers entering the pathology building find six, large, airlock sealed, micro-biological laboratories, several dozen offices, and 180 hospital convalescent rooms.

The building is empty of robots, although small conical piles of white dust may be found in the laboratories and offices. One of the laboratories (your choice) also contains an inconspicuous but deadly surprise.

Mold, Stick

(HD 3, HP 10, AC 10, MV 0'/None Exp. Points: 110
Radiation Resistance 18 Constitution 3
Mental Resistance 3 Strength 3
Dexterity 3

[Prime=Physical] Special—when approached, this mold discharges a 30-cubic-foot spore cloud that looks much like snow. Beings exposed to the cloud have an 8% chance [2 or 3 on 2d6] to breath in some of the spores. Breathing them in forces a d6 roll to see how many spores enter the body. Each spore inhaled in this fashion germinates into a stalk of mold that sprouts from the chest of the victim causing 2d6 damage every two days).

This mold grows in damp, swampy places and is attracted to organic materials. The mature version stands 3'tall. It senses living creatures when they approach to within 60'. There is no known cure for infestation by this mold [although your characters might invent one!].

Characters triggering the discharge of a spore cloud also precipitate the laboratory's failsafe anti-microbial defenses. All airlocks immediately seal, and the lab in question is bathed in fire causing 6d6 damage to all within the inferno. The airlocks then function normally.

Characters entering the ***surgical supplies*** building find a neatly organized warehouse filled to the brim with any item that might conceivably be used by a surgical team. Medical Hand Analyzers, large cannisters of compressed anesthetic gas, surgical knives and tools in sealed plastic containers, sutures, and rubber gloves are but a few of the items that might be found here by intrepid explorers. You should feel free to add to the given list as you see fit. The building itself is only 50' in height, and catwalks allow access to all shelves.

Characters nearing the ***cafeteria*** building easily recognize its purpose as the word 'Cafeteria' adorns a sign that sits atop the 25' tall building. Characters entering the ***cafeteria*** note a significant change from the near perfect order found in other areas of the medical center; several tables have been overturned, two chairs lie smashed in pieces widely scattered across the floor, and a black stain leads from what must be the dining area of this building to a back room. Characters following this black trail enter the kitchen area. Immediately inside the door to the kitchen, a battered skeleton lies on the floor in the middle of a large black stain. Those with biological or medical training note that the skeleton has 6 limbs, 4 of which are arms, and that a perfectly spherical section about 12" in diameter of the skeleton's ribs is missing.

The rest of the kitchen area appears untouched, although it contains 6 conical piles of white dust. It also contains ovens, fryers (now only partially filled with hardened bricks of ancient grease), range tops, and shelves of packaged (but long ago expired) foods. A large 100' square (10,000 sft) walk-in refrigerator still hums as its compressor still operates as though no time has passed since its installation.

Characters opening this refrigerator find the dried remains of unidentifiable food and the emaciated corpse of a large humanoid wolf. The corpse wears only two wristbands and a leather harness with several small pouches containing a knife, some dirt (was once plant material), and a 25' spool of uninsulated copper wire. The corpse is also clutching a plasma rifle that has no charge. This leathery corpse has been here some time, perhaps decades. It was once a wolfoid that was attacked by a mutant, fired until it ran out of energy for its rifle, and then became locked in the freezer where he eventually ran out of oxygen and suffocated.





There is a quick release bar on the inside of the refrigerator's door, but the wolfoid (perhaps?) misunderstood its purpose.

Characters approaching the ***nurses' quarters and on-call*** building discover a 200' tall structure with three access doors measuring 20' tall and wide. These doors open automatically whenever someone stands in front of them. Characters entering the nurses' quarters and on-call through the portside door face a long help counter staffed by three Medical Robots.

Characters approaching this counter wearing white ship's issue wristbands are greeted by the robots who then ask if an assignment requires their service. If a character wearing a white wristband indeed gives any of these robots such an assignment, the order is immediately obeyed. The robot to whom the order was given races off to complete it, and a replacement robot arrives 30 seconds later from the on-call Medical Robot station towards the bow end of this building.

Robot, Medical (3)

(HD 10, HP 60, AC 12, MV 30' Experience Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 12
Dexterity 15

[Prime=Physical] one vibro-blade attack inflicting 9d6 damage, WC 6 [mutants only].)

This humanoid robot is usually painted white with a red cross on its chest. The robot is programmed to recognize, diagnose, and treat all human maladies and it has the built-in diagnostic surgical equipment to perform minor operations and administer pharmaceuticals. It ignores animals, identifying them as other than human, but poses a threat to humanoid mutants as it identifies their mutations as diseases in need of treatment: tumors or like growths to be removed surgically. In these cases the robot tries to drug the mutant before the operation. Medical Robots have Heightened Vision [infra-red, ultra-violet, microscopic, and telescopic].

Characters without white wristbands are ignored unless they ask for help. Those who ask for help are immediately scanned by the Medical Robot, and first aid (restoring 1d6 health to the character) is administered. All other commands are ignored.

Non-human characters and mutants are attacked as per the description given at left for these robots.

The rest of this building is filled with single-room efficiency apartments (nurses' quarters), storage of non-perishable first aid supplies, and changing rooms containing quarantine suits, hazardous material suits, radiation suits, and sterile hospital garb. The apartments are comfortably furnished, and many contain items of a personal nature (you may determine the exact nature of these items) as well as conical piles of white dust.

Although no statistics are given for the hazmat, quarantine, or radiation suits (as your game likely already has statistics for these types of gear, see also *Appendix C, Items*), the hazardous material suits are not fully isolated from the environment and are of lightweight construction, the quarantine suits are completely isolated from the environment with a 1-hour air supply and are of lightweight construction, and the anti-radiation suits are heavy (68 lb/31 kg), bulky suits that are not fully isolated from the environment. In the changing area are hundreds of each of these suits.

Characters entering the ***organ cloning building*** note that it is shorter than most, measuring a scant 60' in height, and that its doors require no wristband for entry. Once inside, explorers find cloning stations with a double-bank of vats attached to a computer-controlled nutrient producing machine that keeps these vats constantly supplied with just the mix of provender they need. Large pallet-sized shelves seperate the banks of cloning vats from one another, while the center is dedicated to a number of office-like workspace cubicles and a large furnished conference space and snackbar.

The snackbar is empty, and deserted, and only a few of the cubicles contain conical piles of white dust. Each cubicle does contain a personal computer that is able to link to the Deck #2 A.I. but that requires a specific (as belonging to a specific medical technician/doctor) white wristband in order to operate. The odds of the correct band being inserted into a computer wristband reader are fairly astronomical, but we leave that chance for you to determine. The vats are mostly dark and silent, but two are active. One contains the remains of what might once have been a pair of lungs but that now appears to be ground beef on the bottom of the vat while the other contains a gigantic version of a human brain. Unfortunately, it is not actually a cloned human brain.

Fungus, Brain

(HD 16, HP 90, AC 10, MV 0'/none Exp. Points: 1950
Radiation Resistance 18 Constitution 16
Mental Resistance 17 Strength 3
Dexterity 3

[Prime=Mental] Special attacks)

This 10'-tall and long black fungus is shaped like a human brain and only attacks if it is unable to persuade a character party to tend to its needs and bring it food. The fungus communicates telepathically at a range of up to 3 miles, but this telepathy will not penetrate radioactive shielding. Brain Fungi are highly intelligent and are able to consume any liquid protein source, although they prefer blood. Touching the Brain Fungus is hazardous as its skin exudes a contact poison [Intensity 17]. If a Brain Fungus is unsuccessful when attempting to persuade, it attacks using Life Leech or a double-strength Mental Blast. Mutations— Telepathy, Mental Control, Force Field Generation, Life Leech, Mental Blast [double power].

The approach of any explorer to closer than 50' awakens this brain which then begins to communicate telepathically to the explorer. It causes the explorer to believe that it is the brain of one of the captains and that it needs blood to be added to its vat in order to survive — fresh, human blood.

It is not outside the realm of possibility that the characters might use this equipment to heal themselves, or even attempt to clone themselves, but the process is both complex and requires an advanced knowledge of genomics, human physiology, and chemistry. What the characters might be capable of using this computer-enhanced equipment we leave to your discretion.

Characters approaching the ***quarantine building*** note that it may only be entered via an airlock. These locks function only when a red, red & blue, or white wristband is inserted into their readers. The door to the 20' square airlock remains open for three minutes after the last explorer has crossed its threshold (there is a motion sensor on the threshold) and then closes. The characters within are then first fumigated with vaporized hydrogen peroxide and are then exposed to intense UV light that burns off most hair and several layers of skin. Characters in protective space, hazmat, or anti-radiation gear are unaffected. Once these procedures have been completed, the opposite air lock door opens, admitting explorers to the quarantine area.

The quarantine area is comprised of hundreds of individual hospital rooms that have air-tight seals around their doors. These doors are unlocked, and each room has its own 30-day rebreather apparatus, but there is no handle on the inside of the door to enable anyone within the room to open it. It is entirely possible that a group of inquisitive explorers might lock themselves within one of these rooms.

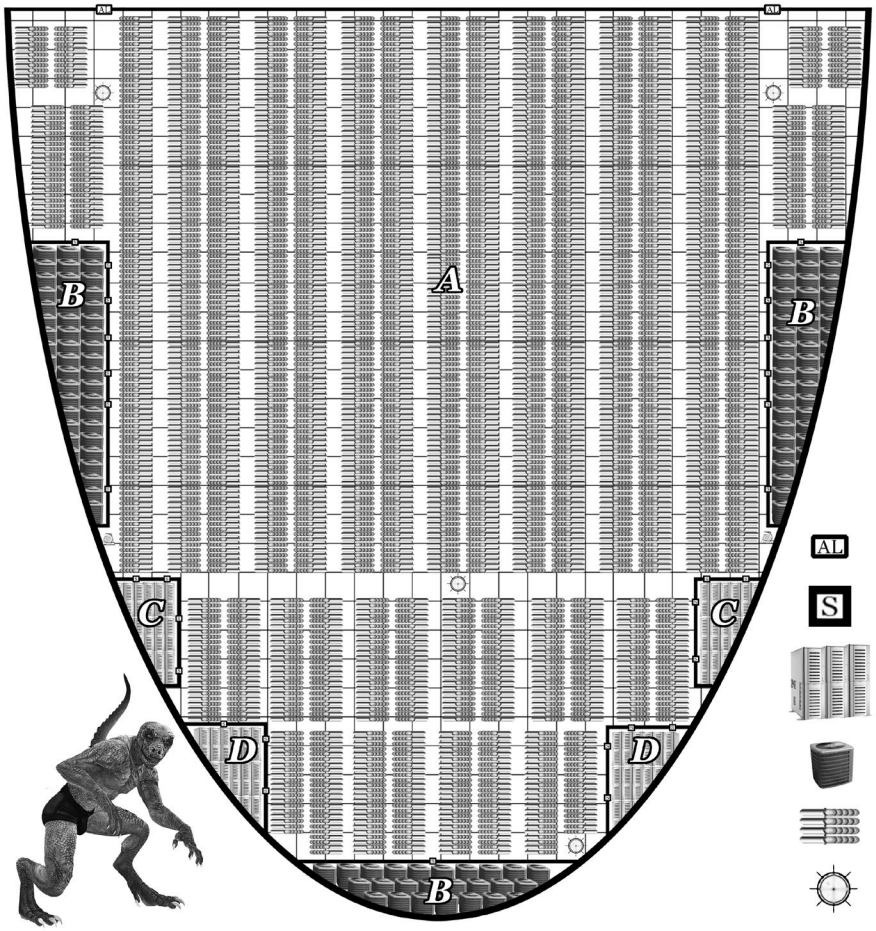
All of the rooms are currently vacant.

Characters attempting to exit the building undergo the same procedures they did when entering, but only a white ship's issue wristband opens the interior airlock. Red and red & blue wristbands will not cause these inner airlocks to function.

Characters approaching the ***diagnostics building*** find a large domed structure with many points of ingress. These doors are unlocked and open automatically (via motion sensor) when any explorer approaches to within 10'. Once inside, explorers see a directory of the locations of the various diagnostic areas within the building. Laser scanning, magnetic resonance image scanning, stress testing, test preperation, and X-ray testing are listed with arrows that give directions on each of these signs. Directories are found 25' inside of every door to this building. Medical Robots also assist those who wish to undergo testing, and they provide a stick drive record of all test results that may be uplinked to any automated medical machinery.

Cryogenic Stasis Chamber

One Square = One Half Mile





Map Key

- AL — *Airlock*
- S — *Security Door*
- *Computer Servers*
- *Refrigeration Unit*
- *Cryogenic Stasis Tubes*
- *Hatch to Engineering Crawlway*

4 — Cryogenic Stasis Chamber

This sector of Deck #2 is one of the highest security areas of the ship as it once contained the *Warden's* most precious cargo: future colonists. Access to this area is restricted to two airlocks that require the presentation of a red (or red & blue) and either a gray or white ship's issue wristband. Few crewmembers were given this dual clearance, and most often program engineers and medical personnel were simply escorted to and from this area by security officers on a daily basis.

Note: it is rumored that this area may also be accessed via the engineering crawlways that lie beneath Deck #2, but this rumor is unproven.

4A — Cryogenic Stasis Tubes

Once the explorers have managed to traverse either of these airlocks, they are confronted by a truly awesome spectacle. The cryogenic stasis bay is immediately visible once the inner airlock doors open. The bay towers to a height of 600' and is lined from top to bottom with row upon row of cryogenic stasis pods.

Explorers viewing one of the pods in close detail discover a small display beneath which lies a keypad and a wristband reader with a unique 5-digit number engraved upon it. The display gives the name of the colonist contained within, the rank of this colonist (some are officers with higher clearance than others), and his age, weight, and general physical condition. The display also notes the amount of time that the subject has been in stasis. Almost all of them read, "312 years". These contain only a small dusting of white powder beneath the glasteel viewport. A few (where they might be found is up to you) are empty and open, and a few are dark with no display information at all.

Those few that are open, and empty, may be used by an explorer, but the cryogenic stasis program is automatic. Once entered, the lid automatically closes, and an anesthetic gas is injected into the tube, rendering the occupant unconscious. Hair-like electrodes are then

inserted into the skull, and the freezing process is intialized. All biologic processes are then slowed to the point where the body ages one day per year of stasis. The consciousness of the character then reasserts itself in a virtual world of the explorer's choosing where it will remain until the body of the explorer is released from stasis (see Area #2D).

The opaque tubes contain unfortunates that were mutated by the cataclysm's radiation, rather than killed. The variety of these mutations is nearly infinite, so feel free to place your favorite creation within one of these tubes. We have also prepared a handy chart (see below) for generating a mutated monster if you require assistance in that regard. These creatures may also become non-player members of the party, at your discretion.

Creature Type (roll 1d6)

1 – Neanderthal
(HD 18, HP 90, AC 3, MV 30'
Radiation Resistance 18 Constitution 18
Mental Resistance 7 Strength 18
Dexterity 10

[Prime=Physical] 2 clubbing fist attacks for 1d10 each with additional damage as per random mutations).

Description: This brown-skinned humanoid stands 5' tall, is extremely hairy, and has hands and feet that are more clawed than normal for a human. Its teeth are more fangs than human and made for tearing into meat. All five of its senses are extremely acute, and it has tremendous strength.

Mutations — determine randomly [see next page].

2 – Wolfoid
(HD 15, HP 77, AC 4, MV 36' Radiation Resistance 17
Constitution 15 Mental Resistance 6
Strength 15 Dexterity 18

[Prime=Physical] 2 claw attacks for 1d6 each and one bite attack for 1d10 with additional damage as per random mutations).

Description: This hardy wolf-like humanoid stands from 9' to 12' tall and is incredibly fast. Its fur is very thick, and its eyes are twice normal size for its body mass. Its hands and feet end in razor sharp talons capable of easily ripping through any thickness of wood. Most are purple in color.

Mutations — determine randomly [see next page].

3 – Bearoid
(HD 16, HP 88, AC 4, MV 30' Radiation Resistance 10
Constitution 16 Mental Resistance 6
Strength 18 Dexterity 8

[Prime=Physical] 1 claw attack for 1d6 each and one bite for 2d6 with additional damage with random mutations).

Description: The strong but slow bearoid stands 10' tall and has extremely thick black or brown fur. Its eyes and ears are oversized, out of proportion with its body.

Mutations — determine randomly [see next page].

4 – Feline
(HD 11, HP 55, AC 2, MV 48' Radiation Resistance 17
Constitution 11 Mental Resistance 15
Strength 13 Dexterity 17

[Prime=Physical] 2 claw attacks for 1d6 each and one bite attack for 2d6 with additional damage as per random mutations).

Description: These cunning, lion-like, 5' tall humanoids are extremely fast, and their fangs and talons do tremendous damage. Their sand-colored fur is often marked with spots or stripes.

Mutations — determine randomly [see next page].

5 – Avian
(HD 12, HP 60, AC 1, MV 36'/flying
Radiation Resistance 18 Constitution 12
Mental Resistance 11 Strength 11
Dexterity 11

[Prime=Mental] 2 claw attacks for 1d6 each and one beak attack for 1d6 with additional damage as per random mutations).

Description: This humanoid avian stands 10' tall and has dark plumage and a 40' wing span. It is an excellent flyer and is able to carry 3x its weight into the air. Highly intelligent, avians are also able to easily discern the function of most technology. Their lower claws strongly resemble hands, and they readily manipulate the devices of the ancients.

Mutations — determine randomly [see next page].

6 – Snakoid
(HD 18, HP 99, AC 5, MV 30' Radiation Resistance 18
Constitution 18 Mental Resistance 10
Strength 10 Dexterity 17

[Prime=Mental] one bite attack for 2d6 with additional damage as per random mutations).

Description: This mutant has only vestigal hands and feet but is able to manipulate its body to a height of more than 10'. Its thick, scaled flesh senses changes in the surrounding heat of its environment, and so it is never surprised. Snakoids are so fast they strike first in every combat round.

Mutations — determine randomly [see next page].

Mental Mutations (roll 2d6)

2 – Mental Control – Opponents failing their mental resistance rolls must obey the mentally projected thoughts of the attacker.

3 – Paralysis – Opponents failing their mental resistance rolls are paralyzed for 1d6 minutes.

4 – Force Field Generation – This mentally generated barrier prevents 5d6 in physical damage from striking the body of the mutant, but only to the front of the creature.

5 – Pyrokinesis – This mental projection excites the atoms in all types of material at a range of up to 75'. The first melee round does 1d6 in heat damage. It is cumulative in that a second round does 2d6 and so on. Combustible material always catches fire if there is oxygen present (and often burns for aditional damage).

6 – Cryogenics – This mental projection quiets (stills the atomic motion of) the atoms in all types of material at a range of up to 75'. This causes 1d6 cold damage the first combat round and is cumulative so that if concentrated on for a second round it causes 2d6 cold damage and so on.

7 – Life Leech – This mental attack drains 6 health from all life within 15' of the mutant that fails a mental resistance roll. Those points are added to the mutant's hit points for 24 hours and are the first points removed when the mutant is damaged.

8 – Mental Transparency – Opponents failing their mental resistance rolls cannot see the mutant using this power. The mutant, however, must concentrate on this ability to the exclusion of any other activity for the effect to continue.

9 – Heightened Brain Talent – This passive ability requires no concentration but is always active. It provides the mutant with two mental resistance rolls (as opposed to one) and allows the mutant to always detect lies and half truths. The mutant can also discern the workings of any device in one-third the time of other mutants.

10-11-12 – Roll for two mutations – This is cumulative so that further rolls can add two more mutations every time a 10, 11, or 12 is rolled.

Physical Mutations (roll 2d6)

2 – Poison claws or fangs – The intensity (2-12, roll 2d6) of this poison attack changes with each type of attack. Roll once for each bite or claw attack granted to the mutant.

3 – Regeneration – This mutant gains back 3 hit points every combat round, but its total may not exceed its original HP total.

4 – Gas Generation – Using this attack form, the mutant is able to breathe forth a cloud of (Intensity 10) paralytic gas that affects all within a 10' diameter spherical area, paralyzing them for 3-18 (3d6) combat rounds.

5 – Quills – Quills sprout from the flesh of this mutant adding 10 points to any claw or fist attack. Creatures biting or clawing take 10 points of damage every time they successfully hit this mutant.

6 – Radiated Eyes – This mutation allows the mutant to attack by projecting a beam of radioactivity from its eyes. It may be used on only a single target and takes ten minutes to recharge. The intensity of the radiaoactive blast is random (roll 2d6 for intensity).

7 – Electrical Generation – This mutant is able to generate an electrical charge that infuses its entire body. Those touching this mutant receive 4d6 electrical damage (including when attacked by the mutant) but discharge the ability for two full rounds. Once invoked, this ability recharges and may cause damage every third melee round until cancelled (by the mutant).

8 – Heat Generation – This mutant is able to generate substantial heat that infuses its entire body. Those touching this mutant receive 9 heat damage (including when attacked by the mutant). This heat persists until cancelled by the mutant.

9 – Heightened Precision – This mutation drastically improves the hand/claw/bite - eye coordination of the mutant. Its attacks become far more precise and cause an additional 2d6 damage with every successful attack.

10 – 11 – 12 – Roll for two mutations — This is cumulative so that further rolls can add two more mutations every time a 10, 11, or 12 is rolled.

4B — Cryogenic Refrigeration Units

These areas are protected by tightly sealed security doors with wristband readers that require a gray band for access. Each of these areas is filled with giant 30' tall refrigeration compressors packed into tightly fitted rows. Near the outer hull wall are rows of evaporation coils that disspate the heat generated by these machines into the cold of space via contact with the hull.

In order to facilitate this heat transfer, these rooms have no environmental controls and are unheated. Despite this lack, these rooms are significantly warmer than the area directly outside their doors (averaging 105°F/41°C). In addition, these rooms are not ventillated, and over the years minute leakage of the coolant gasses used in the refrigeration process has displaced much of the oxygen. Characters opening one of these doors that are not shielded from this enviroment by a protective suit of some kind have a 50% chance of passing out (losing conciousness) from breathing these oxygen depleted gasses and from the wave of heat that washes over them as the door opens. Explorers that are left exposed to this environment suffer the loss of 10 health per combat round.

Engineering Robots may be seen making occasional forays into these areas (about once per day) to make adjustments, add coolant, or maintain worn equipment. In one of these areas (you may decide which), a mutant has damaged one of the Engineering Robots, and it has become hostile.

Robot, Engineering, Broken
(HD 10, HP 60, AC 15, MV 96 kph
Exp. Points: 405

Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 14
Dexterity 10

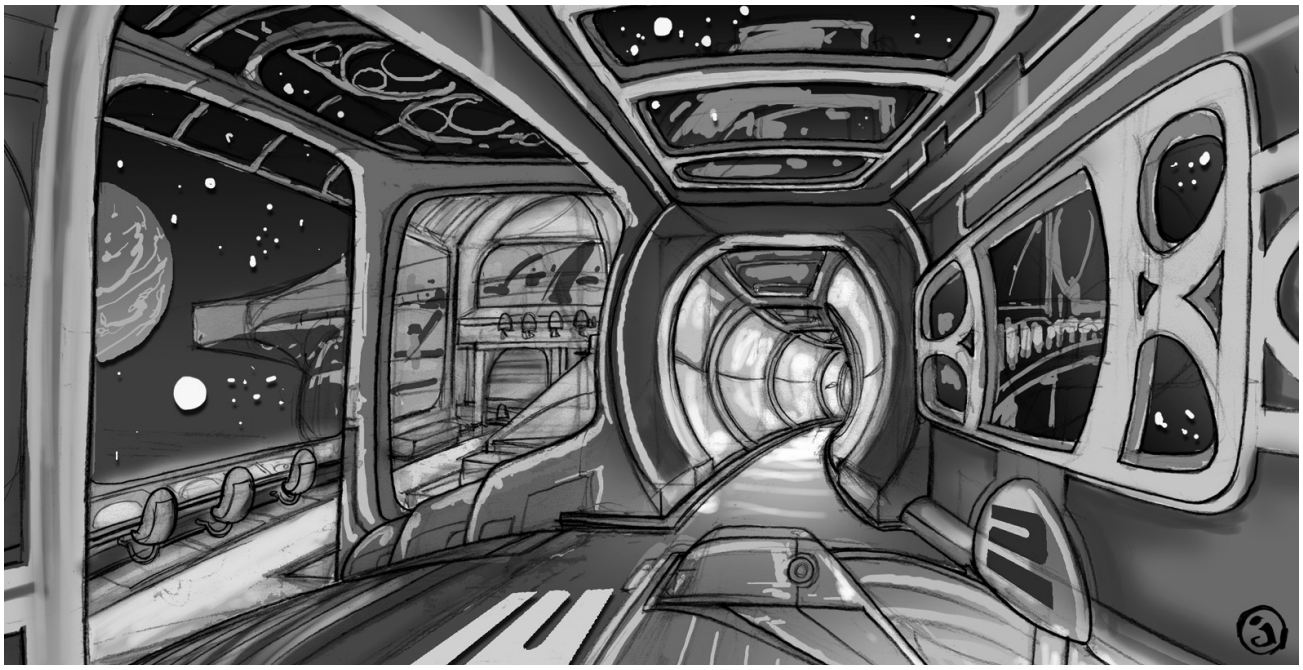
[Prime=Physical] one lightning bolt attack in a 1' wide by 30' area, WC 1, 4d6 damage, for four consecutive rounds after which its power cells are exhausted.)

This Engineering Robot has an on-board computer fault that makes it resent intruders. Self-propelled, the robot is designed to fix most of the devices on the ship. Each has: Semi-independent action circuits, broadcast power cells, extra power cell for 24 hours of independent operation, telescopic, infra-red, ultra-violet and microscopic lenses, 2 rotating light sources, 3 tentacle manipulators, 2 power grasping claws, tool handling tentacles, and communication systems allowing it to interact with both the ship's A.I. and humans.

4C — Computerized Monitoring

These areas contain the data processors that 'keep an eye on' all of the cryogenic tubes. Due to their importance, access to these chambers is restricted to those able to present a gray (engineering) ship's issue wristband to the reader found at each of these doors.

Only physiology is monitored at these stations, and all show a number of faults in the more than 61,000 stasis tubes. Although more than 95% show an 'absence of data', 5% show life signs that are described as 'other than human'. (These are the mutants found in the opaque stasis tubes.) 24 of the stasis tubes show 'vacant', while only 6 show 'out of service'.



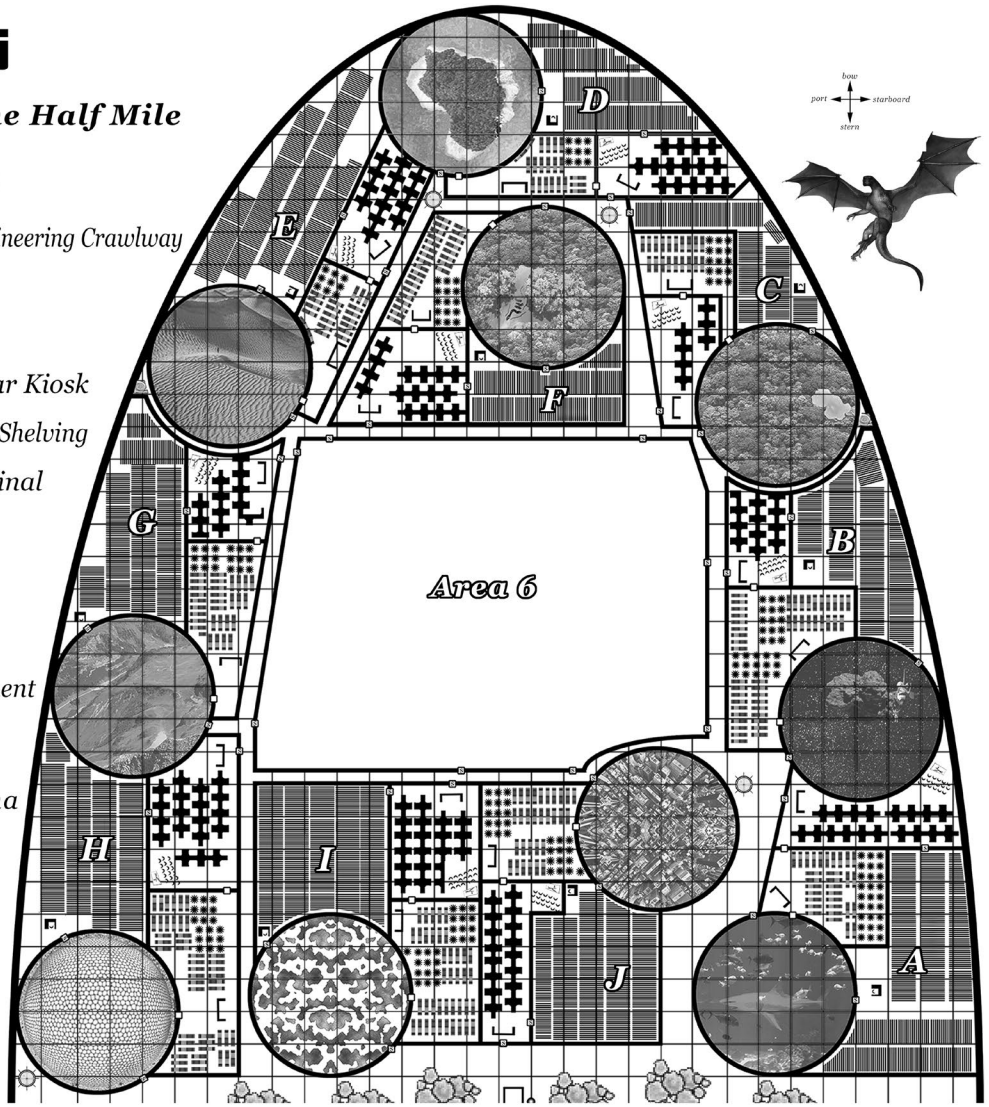
Holosuites

One Square = One Half Mile

Map Key

- *Access Hatch to Engineering Crawlway*
- *Office Cubicles*
- *Help Desk*
- *Clothing and Gear Kiosk*
- *Clothing and Gear Shelving*
- *User Input Terminal*
- *Theater*
- *Trees*
- *Security Door*
- *Computer Equipment*
- *Standard Door*
- *Hologram Arena*





Stasis tubes may be activated or deactivated in any of these stations, but the tubes are referenced by number. This number appears below the keypad on every stasis tube. Should an explorer become trapped within a tube (and placed in stasis), the odds of correctly guessing this number are 3,020 to 1.

4D — Mental Health Maintenance

During the early years of experimentation with cryogenic stasis, it was discovered that the minds of those kept in stasis would deteriorate with time if not allowed to remain minimally active. It was further discovered that deterioration due to aging proceeeded much more slowly within the brain than it did within the rest of the body. Oxygen infused nutrient baths were added to the craniums of those placed within stasis, and the problem was partially solved. Only after numerous tests did science ascertain that the brain required problem solving, social interaction, and meaningful activity in order to remain healthy during prolonged hibernation. These areas of Deck #2 provide that mental stimulation.

Each of the two rooms designated Area #4D runs a massively multiplayer role playing game designed to promote a 'real life experience' for the minds of those colonists in stasis. There are two seperate games, and the colonists were allowed to choose which game they wished to join. Once that choice was made, however, the colonist's mind was fully immersed in the program, and he or she ceased to realize that the 'game' was not reality.

Note: these multiplayer games allow you to portal your players to other worlds, genres, and universes while stilll adventuring aboard the Warden. Feel empowered to institute any game, genre, ruleset, or situation that you wish to provide as a side adventure for your players, at least until such time as you determine they should 'head back to the Warden'.

5 — Holosuites

Probably the best-kept secret among the classified materials featured on Deck #2, the holosuites were designed for hands-on problem solving simulation trials. Rather than running simple computer simulations for the unknown difficulties that might arise on a new planet, state of the art computer processors and highly skilled programmers could create a virtual simulation involving actual colonists and the actual equipment proposed as a solution. When not running simulations, the holosuites could also be used for entertainment, training, or social interaction. Especially due to this aspect, it was deemed unnecessary for the public to know the extent and capabilities of the *Warden's* holosuites.

At the time of boarding and debarkation, most of the crew and prospective colonists had no idea what secrets were held within this deck.

Given the incredible range of entertainment possibilities supplied by this technology, it was also decided that access would require some form of sacrifice, payment of some kind. Crew and colonists that did learn of these decks found them to be a very expensive (although very rewarding) form of entertainment. From the standpoint of the engineers that maintained this equipment, it also cut down a lot on wear and tear.

Access to the holosuites was restricted to command, security, and engineering personnel, at least without prior permission. The doors to each of the 10 suites found here all have wristband readers that respond only to gray, red, or red & blue ship's issue wristbands as a result. Other crewmembers required an escort to enter these facilities, although there was no penalty for being found in this general area.

To aid the computers in generating an entire (albeit small) world, the holosuites on this deck were divided according to the background habitats they represented. This allowed the programming engineers to reduce the types of plants that each suite would have to simulate, the base flora and fauna, and the weather; all would remain fairly constant within a given holosuite. This allowed the programmers to concentrate on the details of the problems to be simulated (or the stories that might unfold) rather than wasting both programming time, and processing power, on minutia.

The system worked very well for the decade-plus that it was in use. There were injuries but no deaths, and the holosuites became the most popular attraction aboard the *Warden*. When the cataclysm struck, all ten suites were running programs, and approximately 411 crewmen turned to powder while having the virtual time of their lives. These programs continue to run, minimally maintained by Engineering Robots and the deck's main Artificial Intelligence. No crew remain, however, to either terminate or change these running programs.

Explorers with few physics skills might readily suppose, upon entering any one of these ten areas, that they have entered a dimensional door that has taken them to an entirely different world. Those within a holosuite are unable to locate an end to these virtual worlds without computer assistance, and if they have no idea that they are in a simulation, they might not understand the need to ask. How this might play out is left to you, but we suggest that any damage incurred while exploring one of these holosuites be virtual damage leading to eventual unconciousness rather than death.

Of course, unconscious explorers truly cannot ask the computer for assistance.

All of the holosuites were designed with the same internal structure in terms of their preparatory needs. Each contains offices that once held administrators, educational films on how to find help within the holosuite and how to ask for computer assistance, stores that sell gear that works only within the holosuite (as no actual weaponry was allowed in order to ensure the continued working of the suites), and a large bank of processors and servers that may be programmed by engineers (or characters with appropriate skills).

Now only Security Robots remain to ensure that no actual weapons are taken into a hologram arena. Characters attempting to do so will be attacked (with an intent to capture) and taken to Deck #9 to face trial for insubordination.

Each holosuite has 6 such Security Robots that will fully search every character when they first enter the 'store' area of a holosuite. Six robots were assigned as on occasion rather large parties would enter a holosuite together, and the search takes several minutes for each person searched. Were there not extra robots to conduct this search, it would take far too long for any party larger than 10 crew.

Robot, Security

(HD 10, HP 60, AC 15, MV 50' [flying] Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 16
Dexterity 14

[Prime=Physical] 4 13'-long tentacle attacks that cause 1-hour paralysis upon touch, WC 3, or poison [Intensity 17] knockout gas in a 30' diameter circle, WC 4 .)

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, a gas pellet projector which shoots 10 knock out gas rounds in a 360° spread with [4] 20-pellet magazines, an anti-grav propulsion unit, 50 point force field, 2 third-stage slug projectors [one attack inflicting 6d6 damage, WC 5, range 150'] usable only on a human's authority, a radio capable of broadcasting to any point on a given deck, 3 padded restraint tentacles, and lenses that adapt its visual capabilities to the infra-red and ultra-violet spectrum. Characters captured by these robots are generally taken to a secure area (see Deck #9).

Crewmembers wishing to make use of a holosuite would make an appointment ahead of time and then show up outside the security door on the left side of the diagram at the appointed hour. The wristband reader for this door accepts only red, gray, and red & blue wristbands, but it also contains a small camera and may be triggered to open by the help desk inside. Crewmen would present their wristbands to the reader (which would identify them to the program administrators at the help desk), and the personnel working inside the holosuite at the help desk (#1) would allow them entry if it was the time of their appointment.

Due to the absence of crew, the Artificial Intelligence for this level has assigned 2 General Purpose and 2 Security Robots to each Help Desk. You may decide if these automated attendants allow explorers to enter without an appropriate wristband or not.

Robot, General Purpose (2)
(HD 10, HP 60, AC 19, MV 48 kph Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 14
Dexterity 12

[Prime=Physical] No attacks)

This 5' tall and wide humanoid robot has extra arm-like appendages. The functioning unit always has: emergency power cell for 24 hours of operation, recharging unit, 2 manipulative tentacles extending up to 24', heavy duty power grasping claw able to extend up to 10', 1 micro-miniature manipulator able to make microscopic adjustments, light tractor and repulsion beam attachments with a range of 25', magnifying lenses with a 50 power range, upper and lower light sensors extending through the infra-red and ultra-violet range, anti-grav system making up to 200 pounds feather light, propulsion system allowing for 48 kph, two sets of parallel programming circuits, light body armor allowing the unit to function in water, outer space, and in temperatures ranging from plus or minus 150 degrees Centigrade, audio and radio transmitters and pickups effective up to 60 km away, 3 rotating light sources with a variance of 90 candlepower each, human standard sensing capability, and variable programming allowing it to adapt and carry out human instructions.

Robot, Security (2)
(HD 10, HP 60, AC 15, MV 50' [flying]
Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 16
Dexterity 14

[Prime=Physical] 4 13'-long tentacle attacks that cause 1-hour paralysis upon touch, WC 3, or poison [Intensity 17] knockout gas in a 30' diameter circle, WC 4 .)

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, a gas pellet projector which shoots 10 knock out gas rounds in a 3600 spread with [4] 20-pellet magazines, an anti-grav propulsion unit, 50 point force field, 2 third-stage slug projectors [one attack inflicting 6d6 damage, WC 5, range 150'] usable only on a human's authority, a radio capable of broadcasting to any point on a given deck, 3 padded restraint tentacles, and lenses that adapt its visual capabilities to the infra-red and ultra-violet spectrum. Characters captured by these robots are generally taken to a secure area (see Deck #9).

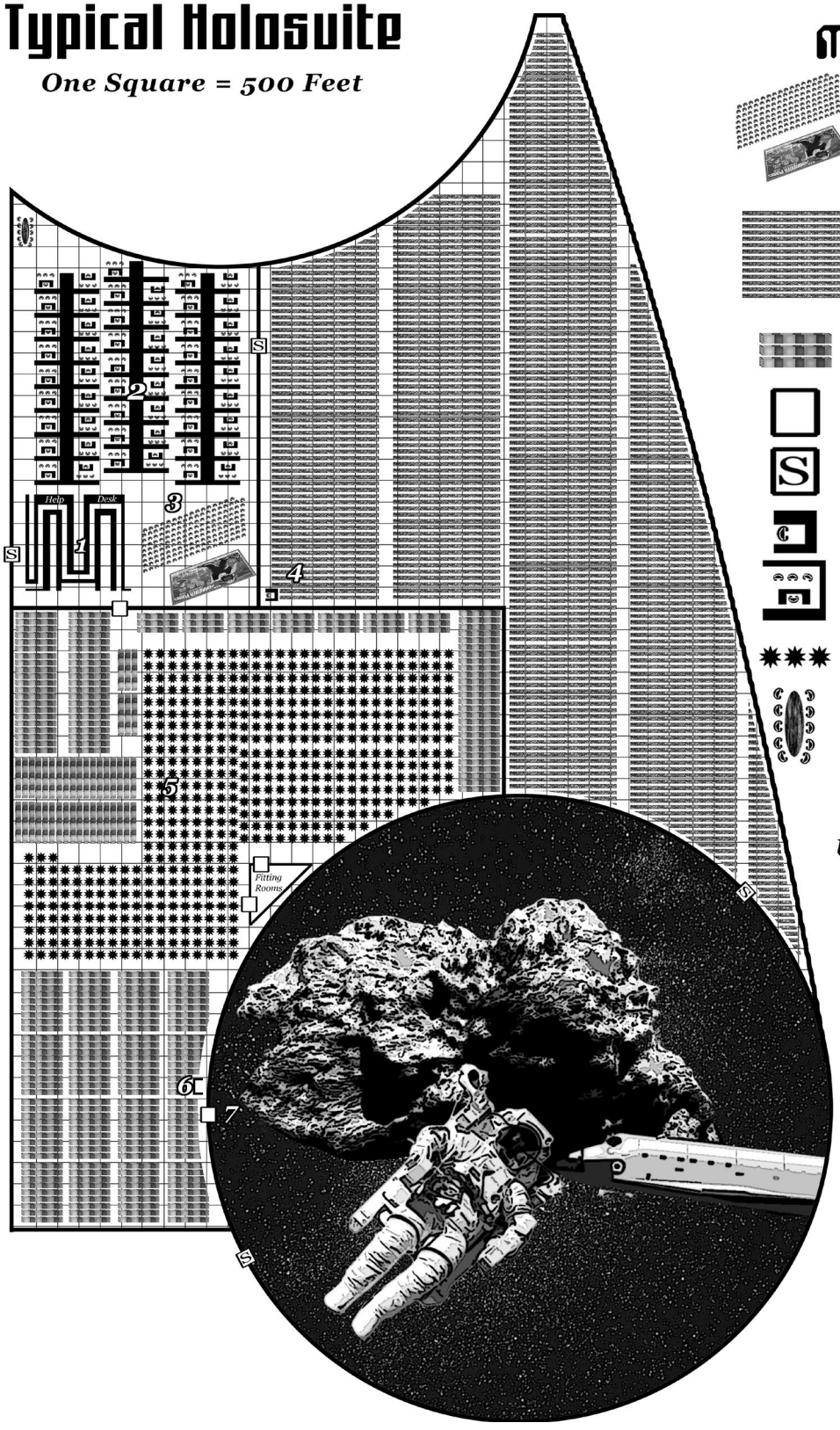
Those allowed to enter were then asked to fill out a number of forms (hence the cattle-pen nature and length of the help desk) and liability waivers. They were also asked to leave any weapons or items of technology behind as these would endanger the holosuite. These items, if surrendered, were then safely stored in compartments below the help desk. Those seeking entrance to a holosuite were then passed along to an interviewer (area #2 on the diagram) who would establish their mental stability before allowing them to enter the holosuite. A simple test was administered, a form filled out, stamped certified, and given to the holosuite applicant who was then sent to watch the orientation movie.

Again, the crew members that would perform this function all perished in the cataclysm. The certification form required before proceeding to step #3 is in abundant supply on the desks in this area, and certification stamps (rubber stamps) may also be found within each and every workstation. Clever explorers may decide to simply certify themselves.

An attendant at the movie theater (area #3) would then collect each participant's mental certification, ask that they be seated, and start the orientation

Typical Holosuite

One Square = 500 Feet



Map Key

- *Movie Theater*
- *Computer Servers*
- *Shelving Units*
- *Standard Door*
- *Security Door*
- *Workstation*
- *Interview Office*
- *Clothing Kiosks*
- *Employee Break Area*

The Seven Steps to Using the Holosuite

1) ***Sign Liability Waivers***
2) ***Psychological Interview***
3) ***Orientation Movie***
4) ***Engineer Adjusts the A.I.***
5) ***Shop for Gear***
6) ***Pay***
7) ***Enjoy!***

The diagram above shows a typical holosuite, and provides us with a map for the method originally used for gaining access to this magical form of entertainment.

movie. While it was playing, the attendant would deliver the certifications to the programmers in Area #4 so that they might upgrade the program to allow for the addition of new participants, or tailor the program to test some new innovation.

As there are no longer any programmers, the General Purpose Robot assigned to collect the mental certifications and start the orientation movie simply collects the forms and drops them on the programmers desk amid piles of white powder. The General Purpose Robot does not start the movie until he has received a certification from each particpant present. The robot also prevents would-be-holosuiters from entering the store area until they have seen the orientation movie. Should an explorer attempt to watch the movie without first presenting his mental certification, the General Purpose Robot simply goes into 'sleep' mode until such time as all documents are presented.

The film teaches participants how to 'pause the action' in a holosuite program at any time by asking for computer assistance. In a worst-case scenario, the computer provides an easily seen path to the emergency exit door shown on the lower left side of the actual holographic arena in the diagram. See Areas #5A-5J for details specific to each suite. Once the film has concluded, participants are escorted to the door that leads to the holosuite's store where they will purchase the gear they wish to use while enjoying the holosuite.

Note that no participant was ever allowed to enter Area #4 where the programmers performed their magic and the processors rendered the holosuite's program. Then, as now, 2 Security Robots were stationed in area #4 to prevent intruders from disturbing either the programmers, or the equipment.

Robot, Security (2)
(HD 10, HP 60, AC 15, MV 50' [flying]
Experience Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 16
Dexterity 14

[Prime=Physical] 4 13'-long tentacle attacks that cause 1-hour paralysis upon touch, WC 3, or poison [Intensity 17] knockout gas in a 30' diameter circle, WC 4 .)

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, a gas pellet projector which shoots 10 knock out gas rounds in a 360° spread with [4] 20-pellet magazines, an anti-grav propulsion unit, 50 point force field, 2 third-stage slug projectors [one attack inflicting 6d6 damage, WC 5, range 150'] usable only on a human's authority, a radio capable of broadcasting to any point on a given deck, 3 padded restraint tentacles, and lenses that adapt its visual capabilities to the infra-red and ultra-violet spectrum. Characters captured by these robots are generally taken to a secure area (see Deck #9).

Holosuite participants entering the store area are greeted by 4 General Purpose Robots that answer any questions they might have. They are knowledgable about the program running, the items in their store, and the capabilities of past groups that have experienced similar programs to the one currently running. These items work only within each holosuite.

When the participants had made their choices, their accounts (as identified by their ship's issue wristbands) were charged for the equipment they had chosen. Explorers of the *Warden* are treated similarly, although the charges for equipment accrue to the crew members to whom the wristbands were originally issued.

Once the explorers have completed their shopping in Area #5 and have paid for their purchases in area #6 (you determine pricing based upon your campaign), they are allowed to enter the holosuite (area #7) through the door closest to area #6. See Areas #5A-5J for details specific to each suite.

Subject to your discretion, all of the holosuites work in this fashion. What the characters find within each suite, however, may differ radically as we shall see.

Note: Once within a hologram arena, the characters are subject to whatever rules you would like to impose. Although it is suggested that damage taken within a hologram area cause only the illusion of injury, and actual mental pain, it is entirely possible that over the last 300 years some faults have developed which have removed these safeguards. Whatever you decide, feel free to add your own stamp to the following story hooks as explained under the unique description for each holosuite.

5A — Undersea Holosuite

This holosuite was made to allow simulations involving all aspects of undersea exploration from shallow coral reefs to the dark depths some five miles below.

Unique Orientation Film Aspects:

The film in this area reminds particpants in deep dives to leave VOX (short wave communication) on while diving and to watch both the pressure and

oxygen supplies. It also teaches diver shorthand for those using scuba gear.

Unique Items, Clothing and Other Gear:

In this store, scuba gear using both tanks and rebreathers are offered, underwater welding 'burn' sticks, deep sea diving suits and keys to three different sizes of submersible: 2-man, 6-man, and a full small deep diving submarine that holds up to 12. Capture nets and spear guns are available as well.

Holographic Environment:

Explorers are in for a surprise as this door opens. The hologram servers in Area #4 of this holosuite were completely overloaded by the presence of an unauthorized life form that now covers much of the floor (yes, square miles of area). To the casual observer, it appears to be a black powder, perhaps the residue of some horrible fire. The reality of this colony creature is far more frightening.

Mold, Dreamer

(HD 10, HP 59, AC 10, MV 0'/None Exp.Points: 540
Radiation Resistance 18 Constitution 10
Mental Resistance 3 Strength 3
Dexterity 3

[Prime=Physical] Special— this mold generates 3' tall piles of black spores that act like piles of dust. If the dust is disturbed, it rises as a 10' diameter cloud and has the chance (50%) of being taken into the lungs. In the lungs it acts like a poison [Intensity 10] that kills.) If the prey dies, large piles of mold grow from the corpse of the victim. Mutations— New Plant Parts, Poison [Intensity 10], Seeds.

5B — Open Space Holosuite

This holosuite was made to allow simulations involving all aspects of space exploration that would occur in zero-G (or very low G) with no atmosphere.

Unique Orientation Film Aspects:

The film in this area reminds particpants in space suits to leave VOX (short wave communication) on while engaging in EVA and to watch oxygen supplies. It also teaches basic mass physics and means of locomotion in zero-G, as well as the need to watch power supplies as space is terribly cold.

Unique Items, Clothing and Other Gear:

Space suits, rocket packs, radiation detection equipment, tethers, sample bags, magnetic tools, pop-up domes for asteroid exploration, and a host of other useful items are found in the store here.

Holographic Environment:

This simulation is set in deep space, thousands of kilometers from the nearest planet. Both large and small asteroids are a part of this simulation, as is a 'mother' ship — an exploratory vessel suitable for month long expeditions into uncharted areas of space. The program currently running has placed several highly valuable ores on one of the asteroids and simulates a number of catastrophic failures aboard the exploratory ship that will need to be repaired by the participants.

Characters entering this environment that are not wearing a suit with a self-contained environment lose conciousness within 30 seconds of entry (and may die at your discretion). Explorers wearing suits that provide a self-contained environment but that are not heated suffer the loss of 1d6 health to the cold of space each 10 seconds until they also are rendered unconcious (and possibly dead).

The exact nature of the challenges faced in this simulation we leave to you.

5C — Deciduous Forest Holosuite

This holosuite was made to allow simulations involving all aspects of life on a forested planet with an indigenous but sparse population. It was designed for hunting, woodcraft, and diplomacy simulations.

Unique Orientation Film Aspects:

The film in this area reminds particpants that contact with other humanoid societies is both possible, and probable, and that should such occur, we are the newly arrived that must absorb their customs and mores. It also instructs on the use of non-technological basic hunting equipment and forestry.

Unique Items, Clothing and Other Gear:

Primitive melee weapons, armor, heavy clothing for outdoor use, temporary shelters, horses and other beasts of burden, mountain bikes, small motorcycles, basic forestry and construction tools, simple ranged weaponry like bows and slings, flashlights,candles, oil lanterns, survival knives, and first aid equipment are among the many items found here.

Holographic Environment:

Explorers entering this environment find themselves in a small meadow surrounded by thick woods. A signpost nearby points in the four cardinal directions (although there is no 'north' in space). Its four painted signs read:

* (north) Castle Gi

* (south) Castle Blood

* (east) Dark Forest

* (west) Ranger Lake

Explorers heading for Castle Gi travel through a moderately dense woodland replete with the sounds of small animals and birds. Six miles from the base of the sign the characters happen upon a demon-headed totem pole depicting Shinto deities and lucky symbols. They also spot the ornate rising tiers of a Japanese castle several miles away over the gently rising ground. A trail leads directly to its outwall.

Characters that approach the castle are asked by well mannered and equipped guards if they wish to join the forces of the illimitable Gi. They offer food, lodging, and training in exchange for an oath of fealty. Explorers that engage these guards in conversation for any length of time precipitate the arrival of the great Gi himself who then offers to prove himself against any of their number using any weapon they wish... while he remains unarmed. Gi always wins this fight, causes no more than 2 points of health loss to his opponent, and comports himself with both grace and honor.

Those who join the forces of Gi are trained in the martial arts until they acheive expert status. Gi then asks them to accompany his forces as they go forth to raze the Castle of Blood (see next section).

Gi outfits his warriors with Japanese plate mail, a katana, a crossbow, throwing stars, and smoke bombs. Explorers that advance to the expert level are also trained to vanish while in plain sight. How these skills might transfer to the real world outside the holgraphic arena we leave to your discretion.

Characters that attack Gi and his 88 warriors face the following:

Ninja Warrior of Gi

(HD 10, HP 50, AC 17, MV 60'	Exp. Points: 405
Radiation Resistance 10	Constitution 10
Mental Resistance 10	Strength 12
Dexterity 12	Leadership Potential 14

[Prime-Physical] 2 katana attacks causing 2d6 damage each, WC 3)

These highly efficient warriors may sacrifice their attacks for one round in order to disappear from view. They reappear the moment they attack.

Explorers heading for Castle Blood quickly discover a trail leading through a dense woodland. This is fortuitous as the surrounding forest rapidly becomes dense enough to severely hinder passage. As characters follow the winding trail, the sounds of small woodland creatures and birds gradually fade to nothing, and the sky becomes increasingly overcast. Large spider webs can be seen in the distance between the tree trunks, and occasional bones hang from these webs dozens of feet above the forest floor. After several hours of travel down this road, the characters eventually see the haunting spires of Castle Blood peaking over the tops of the trees in the distance.

It is dusk by the time the characters reach the entrance to the castle. On the battlements above a knight challenges them to join him or face his wrath. He will train those who join, granting them armor, a lance, a sword and a mount, but they must fight for him against those that would bring his kingdom to an end.

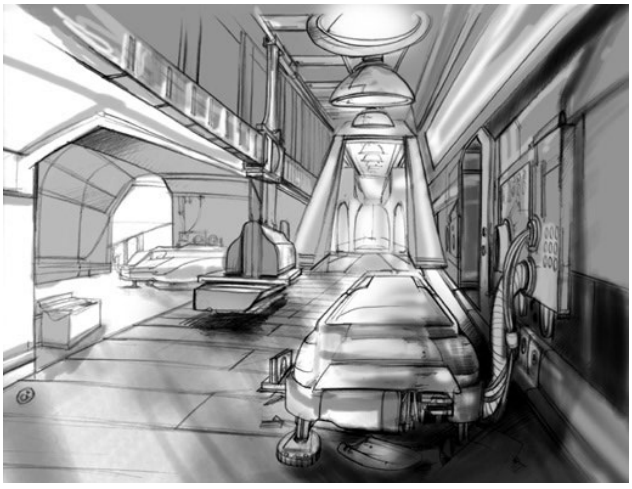
Explorers who agree are ushered inside where they are kept chained in a dungeon unless practicing their fencing with this knight. They spend three months of virtual time in this pitiable condition before the knight declares them fit to join his forces. He then grants the explorer a suit of plate armor, a longsword, lance, shield and horse, and demands that the explorer help him to raze Castle Gi to the north.

Explorers that refuse this rather arrogant offer are met one at a time by this knight at the front gate.

Black Knight, The

(HD 12, HP 60, AC 18, MV 60'	Exp. Points: 495
Radiation Resistance 10	Constitution 12
Mental Resistance 10	Strength 15
Dexterity 12	Leadership Potential 17

[Prime-Physical] 2 long sword attacks causing 2d6 damage each, WC 3)



This doughty warrior has the speed of a striking snake and attacks twice each combat round. He stands 6'6" tall and easily weighs 300 lb./136 kg.

The black knight's men attack any that hinder the man-to-man combat begun by the black knight and fight to separate the rest of the party from the explorer that was challenged by the black knight.

Black Warrior

(HD 11, HP 60, AC 17, MV 60' Exp. Points: 450
Radiation Resistance 10 Constitution 11
Mental Resistance 10 Strength 13
Dexterity 12 Leadership Potential 14

[Prime-Physical] one long sword attack causing 2d6 damage, (WC 3)

Black Warriors are masters of the long sword and group tactics. They immediately descend upon any single explorer that attempts to aid the challenged explorer as a group of six. Each explorer attacking receives his own group of six, so highly trained are these warriors.

Note: It is rumored that the Black Knight keeps large caches of treasure within his castle guarded by many evil servants, not all of which are human. How an adventure within the castle or the dungeons below might coalesce we leave to your capable hands.

Explorers heading east towards the Dark Forest initially enter a light woodland filled with small animals and birds. Traveling a mile into this woods, however, rapidly explains their designation. The trees begin to grow more thickly and seem to move even without benefit of a breeze while their branches tower overhead, blocking out the light and casting a thickening gloom over the forest floor. A mile further into these woods the characters discover that travel is becoming more difficult, while the light within the forest is now equal only to a dusky twilight. It is then, without warning that an arrow plunks into a nearby tree trunk amid a fanfare of musical horns. A man dressed in green with a bird's feather in his cap bows before you while drawing a very long bow.

"Are you sworn to the service of any within this realm?" he asks. "For if you are not, and merely love these woodlands as do I, I shall teach you the art of the bow, call you one of my brothers, and welcome you."

Robin the Forest Hoodlum

(HD 11, HP 57, AC 13, MV 60' Exp. Points: 450
Radiation Resistance 10 Constitution 11
Mental Resistance 13 Strength 13
Dexterity 14 Leadership Potential 17

[Prime-Physical] 2 arrow attacks causing 1d6 damage each, range 250', WC 1)

This clever forester is a master with a bow and is an extraordinary judge of people. He always detects lies. At 5'10" he is smaller, and sleighter of build, but is a formidable opponent.

Characters that truthfully admit to having sworn no fealty are fed, trained in the use of the bow, and are invited to use the Robin's camp as their own basecamp as they make forays into the always dangerous Dark Forest. Robin also introduces these explorers to his Married Men and their wives.

Of course, if the explorers lie to Robin, or have sworn fealty to any others in this holographic arena, Robin and his Married Men attack.

Married Man (12)

(HD 10, HP 57, AC 13, MV 60' Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 11 Strength 12
Dexterity 13 Leadership Potential 11

[Prime-Physical] one arrow attack causing 1d6 damage, range 250', WC 1)

Married Men are of average height and build , and are fiercely loyal to Robin the Forest Hoodlum.

Robin also claims to have a wife named Marion, although the Married Men claim she is nothing more than a mere statue made from sticks and wet clay. They jokingly tell stories of how Robin 'made Marion' whenever Robin is not around.

The Married Men supply the explorers with the locations of strange and ferocious beasts against which they might put their archery skills to the test. There is no shortage of these creatures within the Dark Forest, and the skills of the explorers always improve with each successful hunt. Some of these creatures are also rumored to protect rare and valuable treasures which the explorers might wish to retrieve as well. How that adventure might develop, however, we leave for you.

Explorers heading for Ranger Lake enter a sunny forest that is easily traversed. Small game and birds are plentiful, and a readily defined trail leads to the west. After traveling about a mile this path forks slightly to the right (north) and left (south). A sign labels each path: to the north, the sign reads "Camping" to the south it reads, "Elven Forest".

Explorers that follow the 'Camping' trail follow the slowly descending path for another four miles before

it opens onto a broad 200-acre lake. Several available clearings near the water practically invite campsites, and fish jump from the water into the air at regular intervals. This would be a great place to relax, camp, and practice some fishing.

The Ghost Story

While we all enjoy camping and fishing, they can be somewhat dry fare for a role-playing game. On the first night that your characters camp near this lake, have an old man with a 6-pack of beer approach and offer these libations to the adventurers. Have him then sit by their fire and tell a ghost story. In the event you have none handy, here's an example. (Old man speaking).

"Used to tell in these parts 'bout a revenant that haunted this lake. Said 'twas the spirit of a suicide that lost his love and threw himself in after filling his pockets with rocks. Seems he came home to his new bride and found her with the neighbor, sinning in ways he had never before imagined. Poor guy flew into a rage so dark he lost his mind entirely, only coming back to himself some days later. It was then he discovered he had hacked his wife and her lover to pieces, and had burned their house to the foundations. He searched through the ashes in his grief and found nothing but a 6-pack of beer. They say he now looks for souls to join him at the bottom of this here lake. See ya later."

Explorers that follow the trail to the 'Elven Forest' find that the trail remains plain but narrows as they proceed and is soon only single-file wide. Several miles up this trail, an arrow buries itself in the dirt at the feet of the lead explorer. A high-pitched voice bellows out through the forest.

"Not one step farther. This is Elven Territory."

The explorers are now able, just barely, to discern a number of humanoid shapes with bows hiding in the surrounding woods. If they surrender, the elves ask that they lay down their weapons. If they do, the elves tie their hands and lead them to the elven village. If they attack,

Elf (12)
(HD 10, HP 47, AC 14, MV 80' Exp. Points: 585
Radiation Resistance 12 Constitution 10
Mental Resistance 12 Strength 12
Dexterity 15

[Prime-Physical] one arrow attack causing 10 damage, range 250', WC 1)

Elves are small, standing only an average of 5'2" in height and weighing about 150 lb./68 kg. They are nimble and fast, and are masters of the forest. If within the Elven Forest, an elf is able to become invisible at will 90% of the time.

Once the characters have either surrendered or been defeated, the elves take them the rest of the way to the elven village where they are intially questioned, but eventualy welcomed. The 65 elves that 'live' here know nothing of the world outside of the holographic arena and consider talk of other worlds to be lunacy that they treat with humor (but respect). They train the characters in woodcraft and provide them with an unending stream of locations wherein the characters might find magical creatures to fight (and plunder for their wealth). The elves allow the characters to live within their village for as long as they wish and will occasionally accompany them on their hunts for these mythic beasts.

5D — Carribean Island Holosuite

This holosuite was made to allow simulations involving environment survival with limited resources, social interaction with unknown entities, and the use of watercraft on large bodies of water.

Unique Orientation Film Aspects:

The film shown here teaches basic sailing, as well as powered boat steerage. It also teaches survival measures when resources are limited, and social interaction when no information is readily available concerning those with whom the ineraction occurs.

Unique Items, Clothing and Other Gear:

This store carries beach wear and toys (balls, frisbees, and even portable music players), sunscreen, survivalist camping gear, hatchets, survival knives, electric matches, magnifying glasses, life jackets, and the keys to sailboats and small and large powerboats.

Holographic Environment:

Explorers entering the holographic arena find themselves on the bridge of a gigantic luxury yacht. The captian is there, and a stewardess is providing champagne for all. The captain looks at your party and asks, "So where are we headed?" Three glowing buttons seem to hover in the very air near the captain's head.

* Button #1 reads, "Deserted Island"

* Button #2 reads, "Marina"



* Button #3 reads, “Beach Party”

Should the explorers choose different destinations, the captain usually refuses to take them to more than one locale (as this overloads the holographic processors). Conversely, the captain may suggest that the explorers travel to the marina, as from there they may take their own vessel to either of the other two destinations (and as Game Master, you could make that happen). Handle this as you see fit, but know that the intention is not preventing the party from splitting but rather a conservation of processor space. These locations are located in the same holographic arena as they all take place at sea (with an island thrown into the mix).

Should the explorers choose the *deserted island*, an island appears on the horizon some 15 miles distant, and the captain heads directly for it. When the boat is still 100’ from the beach, however, a horrible grating sound informs everyone on board that the captian has hit a coral reef (and has subsequently torn the bottom out of the boat). The yacht sinks very rapidly, taking the captain with it, and the characters must make their way to shore. Once ashore they discover their luggage (containing all of the purchases made at the holosuite store) has washed ashore, but they are the only survivors, and the surf seems to have moved the remains of the yacht out to sea. The deserted island has small game, crabs, fresh water, fish, and a variety of indigenous berries, nuts, and fruits, but all of these require discovery by the explorers who must now survive by their wits and what little equipment they brought with them. What they might do to survive, and what they find as they explore this place, is up to you.

Parties that choose to visit the *marina* see the island on the horizon as before, but this island has a long dock with a small sail boat, a 3-masted schooner, a motorized launch, and a large yacht tied up at its moorings. A nearby building advertises that it teaches sailing and boatsmanship. The marina seems to occupy a very small portion of a secluded beach, and razor-sharp ridges rise directly behind and around it, sequestering it from the rest of what must be a rather large island.

Characters that have chosen this adventure actually learn sailing and boating skills that should follow them into the real world once they finish here.

Once they have mastered these skills they are allowed to take the schooner, which has whaling gear on board, for an extended sea journey. During this journey they run into a number of different sea monsters, and their skills are put to the test. That adventure is left for you.

Explorers that choose to attend the beach party are dropped off at a long dock that leads to a beach party already in progress. There are life guards, canoes, and large inflated rafts. There is skeet shooting out over the water. There are jet skis and other boating equipment for shallow water enjoyment, and more than two dozen party-goers are already frolicking on the beach. As the explorers approach, these people greet the characters with suspicion. “Who invited you?” one asks as all attention, including that of the group shooting skeet with shotguns, is suddenly focused on the characters.

How the characters might ingratiate themselves to these folks, and perhaps make new, if illusory friends, we leave to you.

5E — Desert Holosuite

This holosuite was made to promote simulations in a harsh environment with extremely limited resources, as well as for testing any equipment designed specifically for use in an arid environment.

Unique Orientation Film Aspects:

The film shown here explains the environmental extremes of the desert as well as the abrasive effects of sand (and sandstorms) upon equipment and living tissue. It teaches several methods for discovering water and warns about the hidden dangers of unsual wildlife.

Unique Items, Clothing and Other Gear:

This area is filled with equipment for desert survival including special water backpacks, canteens, special boots for desert walking, clothes with air conditioning units in them, helmets with air conditioning, different types of walking sticks, a type of one man scooter for the desert powered by the sun, camping gear made to withstand a desert dust storm, and several different pharmaceutical tablets made to help humans better withstand the heat. For some odd reason, medieval melee and ranged weapons and armor are also available.

Holographic Environment:

Although the original program was simply miles of desert with little plant or animal life, achingly high temperatures during the day and chilling cold at night, the program was altered prior to the cataclysm as the engineers would have little use for it until such time as a desert planet suitable for colonization was located.

They added a forgotten temple, mostly buried in the sand, where intrepid explorers might amuse themselves thwarting its ingenious traps, fighting its supernatural denizens, and looting its incalculable wealth. Although it has a modern feel, the monsters that lair within this tomb are supernatural, and magic plays its part as well.That program remains active in this holosuite, and we encourage you to write an adventure for it.

5F — Rain Forest Jungle Holosuite

This holosuite faithfully recreates a rain forest jungle environment. It has torrential downpours, a plethora of plant and animal life, and myriad streams, rivers and marshes. Some portions approach a near savannah-like jungle, but this covers no more than a few hundred acres of the area created by this program.

Unique Orientation Film Aspects:

The film shown here explains the use of hunting weaponry and explains the skills involved with tracking game. It also goes into great detail about how the rain forest is a biological factory, constantly producing new and different life forms. It also cautions explorers of the jungle that hidden civilizations are occasionally found within the jungle, including headhunters, cannibals, and even more violent societies.

Unique Items, Clothing and Other Gear:

The area is filled with shotguns, laser and big game rifles, large caliber pistols, cases of ammunition, bandoliers of batteries (hydrogen energy cells), camping equipment, helmets, rain proof uniforms, swamp boots and waders, canoes, inflatable rafts, insect repellent, infra-red goggles, machetes, and vibro-blades for cutting paths through the jungle. Remember, all of this equipment works only within the holosuites.

Holographic Environment:

Characters entering the holographic arena find themselves surrounded by a light jungle. Birds and small game are plentiful here, as are the insects. Several paths lead from this area, and those glancing down these paths note that the jungle thickens rather rapidly and is likely impassable (without forcing a path) within a mile from the insertion point.

The path leading off to the north has a small stone statue near it. The statue is holding a grinning skull. The path to the south has a statue depicting a winged snake. The other paths are unmarked.

Does this jungle hold cannibals? Forgotten temples to ancient gods? Big game that will hunt the hunters while being hunted? All of that we leave for you to decide.

5G — Mountain Holosuite

The mountain holosuite was design to represent the challenges encountered in difficult terrain with both reduced oxygen levels and lower air pressure. It was used for training crew and colonists for low pressure environments with a high physical activity requirement, and to field test equipment designed to work in areas with harsh terrain.

Unique Orientation Film Aspects:

The film shown here explains the use of climbing equipment, vertical camping gear, base jumping and

hang gliding, and the dangers of exploring in high altitudes. It also explains an emergency code that partcipants can use in the event of a catastrophic fall (Warden911) that will 'magically' respawn the falling participant in the program's base camp.

Unique Items, Clothing and Other Gear:

This store is filled with rock climbing equipment: gloves, bags of chalk dust, ropes, pitons, climbing poles, safety goggles that also are infra-red for night climbing, light mallets, and all sizes of climbing shoes. It also carries vertical camping gear, hang gliders, parachutes, and flying suits.

Holographic Environment:

Characters entering the holographic arena find themselves in the midst of a base camp at the foot of a mountain half the size of Everest. Mountains surround the base camp (there is no entrance road), but it seems exceptionally well-provisioned. Some of the surrounding peaks are more gradual (and thus easier to climb) while some present a sheer cliff face that only a veteran mountaineer would attempt.

Note: This program occasionally has mountain creatures visit explorers that camp overnight while climbing. Most of these creatures are innocuous, but the programmer had a sense of humor, and Yeti make an occasional appearance.

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.

5H — Planetary Dome Holosuite

Adapting to life on a planet in need of a bit of terraforming was always a possibility, and this holosuite was designed to simulate any problems that might occur within a protective dome on just such a planet. The dome depicted here is 6 miles in diameter (huge), and it was felt that any simulation that might need to be run would fit within this vast expanse.

Unique Orientation Film Aspects:

The orientation film for this holosuite teaches conflict resolution, sensitivity, decorum, and means for remaining mentally active. It also illustrates the strengths and weaknesses (and thereby potential threats and hazards) of dome living. To help combat boredom, this dome was also equipped with a full casino. The video touches upon different games played in the casino, how to calculate the odds, and stresses the importance of gambling for fun, rather than as a means to pay your bills. Finally, the film emphasizes the fact that there are no small jobs within a dome environment and that attention to detail and a solid work ethic are all that often stand between a fledgling colony and a horrible death.

Unique Items, Clothing and Other Gear:

This store is filled with books, both educational and strictly entertaining, tool kits (electronic, mechanical, metal forming, etc.), portable music machines, games, protective suits (hazmat, radiation, and enclosed environment), formal wear, jewelry, personal care products, and expensive clothing. Casino chips in stacks with various denominations are also available.

Holographic Environment:

The environment outside of the dome is toxic, low gravity, and has only a partial atmosphere. Explorers entering the holographic chamber find themselves in a briefing room with the dome's commander who explains the roles of the explorers within the dome (you will have to decide that based on the skills possessed by the characters) and provides them with wristbands allowing acccess to their lodgings. Finally, he issues a stern warning to the group that on-duty colonists are forbidden within the casino (off-hours only!).

The dome is indeed a low-gravity environment (0.5 Earth G), and the quarters may be whatsoever you decide to make of them. A series of problems occurs during the dome program, pressure leaks, equipment malfunctions, colonists losing their minds, etc., but these challenges are left for you to organize into an adventure.

The casino is just that: a casino. By itself this presents numerous possibilities for the characters to get themselves into trouble. We invite you to challenge them here as you see fit.

5I — Underground Tunnel Holosuite

Subterranean mining operations and living areas (on planets with no atmosphere or toxic conditions at the surface) were a strong possibility for any new



colony, and so this holosuite was designed to simulate conditions below the surface of a planet in a tunnel-and-chamber habitat.

Unique Orientation Film Aspects:

This film demonstrates the use of all types of mining equipment, both automated and manual, as well as the means for locating valuable minerals and ores. It goes into great depth about the dangers of subterranean exploration including subsidence, flooding, gas pockets, overburden, and radioactivity, explaining both how the threat of these problems can be detected early, before an issue occurs, and how to fix these problems when they do arise. It also warns that humans are not the only creature that understands the possibility of living underground and cautions would-be miners to prepare for indigenous but unknown life forms.

Unique Items, Clothing and Other Gear:

This store is well stocked with mining gear from shovels and picks to jackhammers, pneumatic drills, and even large, fully automated equipment. Duralloy expandable prop rods, ceiling sheathing, concrete mixers, radiation and gas detection equipment, as well as full gas spectroscopy gear are also found here as are heavy duty leather work clothing, welding supplies, gas masks, communications equipment, and portable light sources. Virtually any equipment that might be useful in a mining operation may be found here. In addition a wide selection of lightweight metal body armor and personal melee-type weapons are also available (in the event that an unknown life form does make an appearance).

Holographic Environment:

Explorers entering the holograhic arena find themselves in a large underground chamber filled with lights and several miners. A map of the tunnel system lies on a table in the center of the room, and several boxes marked 'rations' are piled in one corner.

There are several opportunities for role playing in this holosuite, although this list is only partial and you should feel free to expand it at a whim:

* A cave in where the characters must figure out how to rescue fellow miners (or where they must survive until rescued).
* A gas leak that confines the explorers to one specified part of the mine with oxygen supplies being critical.
* A flood that slowly chases the miners to ever higher ground unless they can discover a means to stop, or drain the water, or perhaps find a safe haven to await the water's receding.
* A mystery where miners continue disapearing, one at a time, as they fall prey to an unknown predator.

In addition, this program has been augmented to contain an entertainment area for those who might only wish for such (rather than learning about mining or testing new mining equipment). These tunnels also contain a vast open cavern that has within it a gladiatorial arena.

Characters may bet upon the outcomes within the arena or may themselves particpate for fabulous prizes (which you will determine). This is a retro-

Roman style gladiatorial arena, so many types of combat are available to the curious. Man-to-man combat with choice of ancient melee weapons, team combat, man versus ferocious beast combat, or even groups of men versus groups of beasts. The prizes awarded to the winners should be enticing, as the combats are at the very least painful. It is also entirely possible that over the centuries the failsafes that ensure no crewman ever suffered harm during these contests have malfunctioned. Again we leave that to you.

5J — Urban Holosuite

Cities have their own unique problems. Pollution, overcrowding, crime, lack of privacy, property rights and values, and intense social interaction are all a part of life in any major metropolis. All of these problems and their solutions were meant to be simulated here.

Unique Orientation Film Aspects:

This film provides a number of examples that show a young man leaving home and moving into his first apartment. He has disagreements with his boss, his neighbors, and his family and gets himself into trouble in many different ways. The film describes methods of anger and stress management, work and social decorum, and the best way to be a 'good neighbor'. By the end of the film the young man is happy, and his dad offers to take him to the circus, 'just like when you were a boy.'

Unique Items, Clothing and Other Gear:

This store contains fine clothing, video and sound entertainment devices, time keeping devices, communications equipment, personal protection devices of a non-lethal nature, personal vehicle keys, motorcycle keys, apartment keys, and articles of personal adornment. There are also a number of clown suits.

Holographic Environment:

Explorers entering the holographic arena find themselves in a large open square surrounded by skyscrapers, bustling traffic on both the street and sidewalk, neon signs that beckon from the surrounding shops and buildings, and drones that fly overhead. As they marvel at the sights, a hover taxi pulls up and offers to take them to their apartment. Once they arrive at their dwelling, characters discover that everything they purchased in the holosuite store has been installed at their new home. A 'to do' list lies on the kitchen table explaining that they need to get jobs, meet their neighbors, arrange for food and entertainment, etc. The last item on the list is to 'get a security system installed' as there has been, 'some mention of recent crime in the neighborhood'.

Will the explorers become crimefighters? Superheroes? or simply play the *Warden's* version of a city simulation? Where this adventure might go from here is up to you.

Note: There actually is a permanent circus in the city, and the characters my decide to get a job with that circus (hence the clown outfits in the holosuite store).

6 — Experimental Engineering Laboratory

A gray engineering band is required for entry into this massive building.

This enormous building towers to more than 600' in height and is truly a full machine shop in addition to being an engineering laboratory. The area is filled with computer controlled metal cutting lasers, grinders and polishing equipment, metal-stamping dies, CAD machines, injection molders, automated forges, and every other type of metal working machine ever devised by humankind. It also holds a full electronics lab with circuit board ovens and scribers, data chip and transistor manufacturing machines, capacitor winding machines, wire looming equipment, and resistor forming machines. A full ceramics lab is also found within this building capable of seasoning ceramics up to 300' in length and width.

More than a dozen engineers once used this laboratory to bring their theories to reality, but now only their robotic assistants remain. Deactivated Engineering Robots stand here awaiting activation which occurs in the presence of a gray engineering band. There are 150 of these automated assistants at the exact center of this building ready to help an engineer breathe life into his ideas.

There is also a small conical pile of dust within 15' of each exit door from this building. Within each pile of dust explorers will find a gray ship's issue wristband.

As the explorers enter this building, the lighting system activates, and the glow of lighting travels in a wave throughout the building until all within is illuminated as though it were in bright sunlight. The lab is eerily quiet, but those listening carefully hear the hum of an electrical arc in the distance. Those following this sound eventually locate its source and are prepared for the combat that follows. Those that do not attempt to track the source of this hum suffer a surprise attack at a time of your choosing.

Robot, Engineering, Broken

(HD 10, HP 60, AC 15, MV 96 kph
Radiation Resistance 10
Mental Resistance 10
Dexterity 10
Exp. Points: 405
Constitution 10
Strength 14

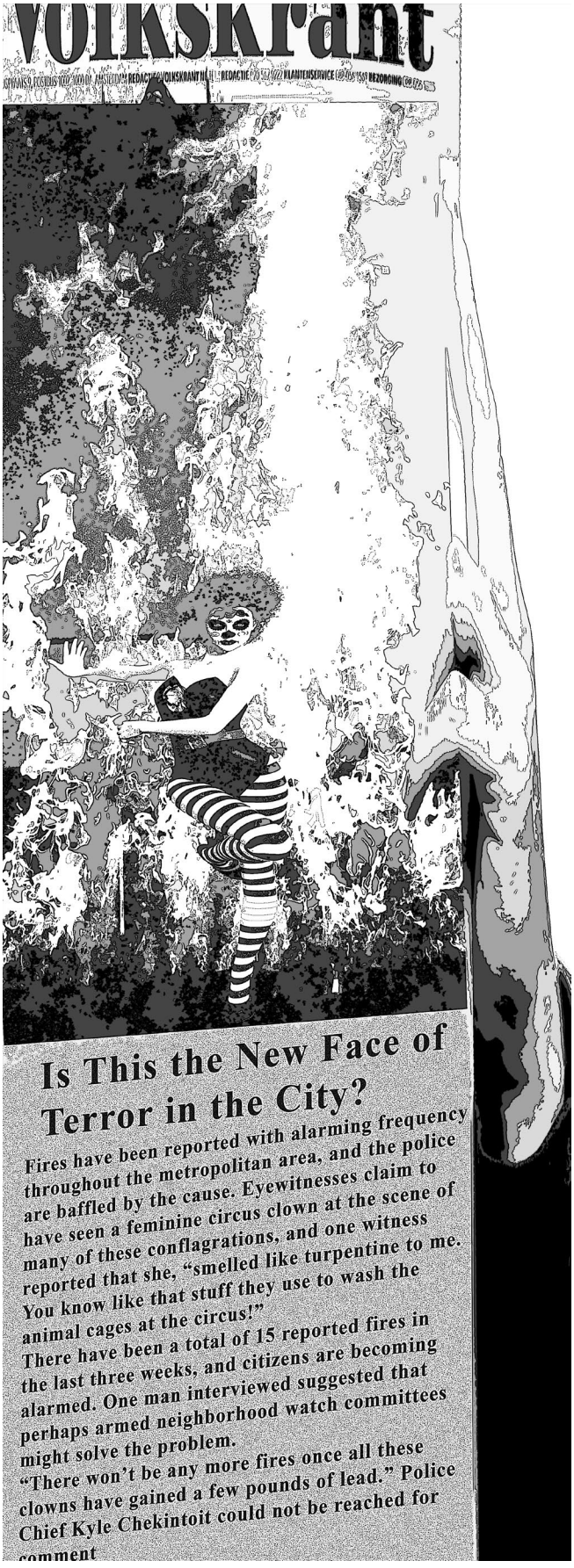
[Prime=Physical] one lightning bolt attack in a 1' wide by 30' area, WC 1, 4d6 damage, for four consecutive rounds after which its power cells are exhausted.)

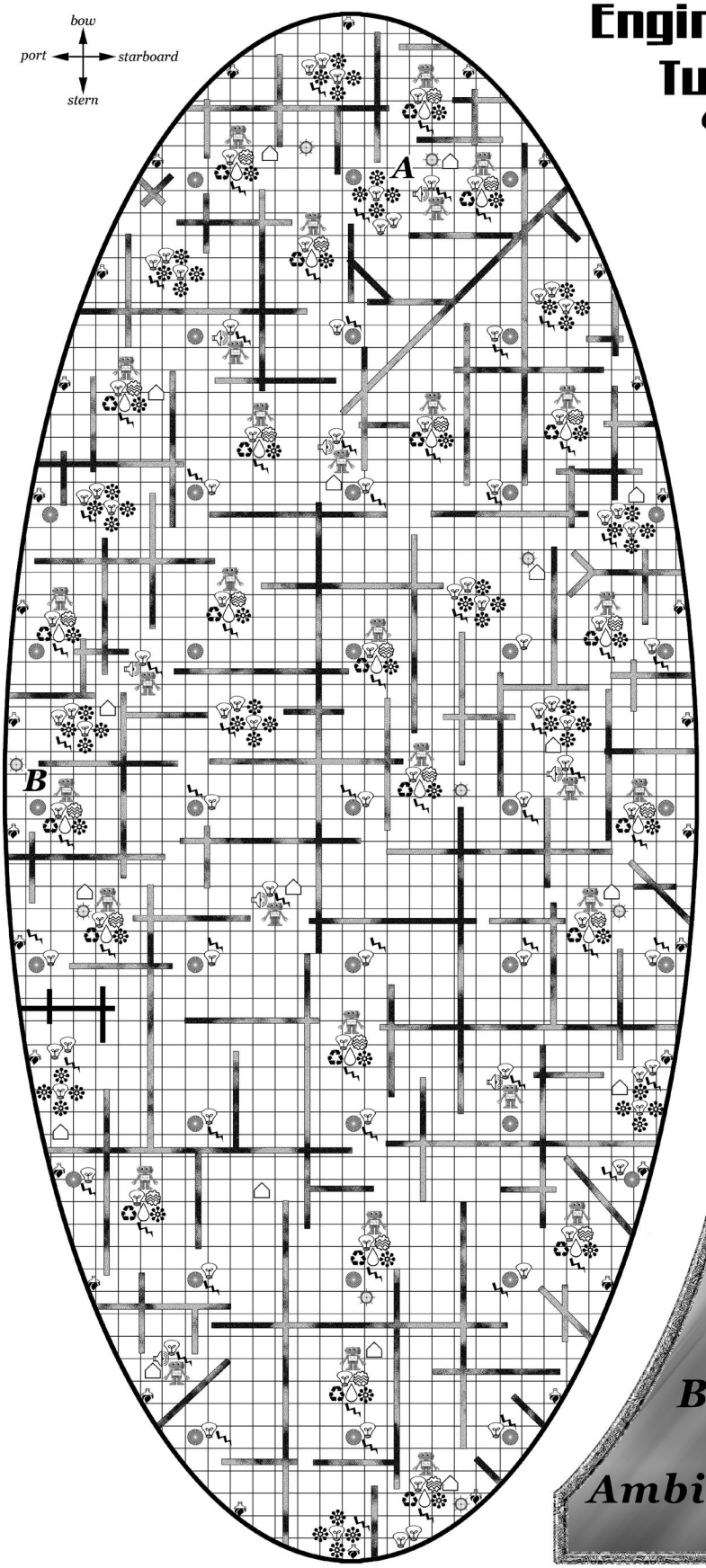
This Engineering Robot has an onboard computer fault, and it now resents intruders. Self-propelled, the robot is designed to fix most of the devices on the ship. Each has: Semi-independent action circuits, broadcast power cells, extra power cell for 24 hours of independent operation, telescopic, infra-red, ultra-violet and microscopic lenses, 2 rotating light sources, 3 tentacle manipulators, 2 power grasping claws, tool handling tentacles, and communication systems allowing it to interact with both the ship's A.I. and humans.

7 — Inclined Ramps to Other Levels

These 50' wide spiral ramps lead from Deck #2 to both Deck #3 below and Deck #1 above. Access to these ramps is not restricted in any way, and in fact explorers can simply walk onto any of these four ramps on this level. Exiting on Deck #3 may be problematic, however, as the exit is barred by a large electronic door that opens only upon the presentation of a gray (engineering), red (security), or red and blue (command), *Warden* wristband.

Exiting on Deck #1 is also an issue as these exits also have large electronic doors that function through the use of a wristband reader. Only red & blue (command), red (security), and black (military) armbands open these portals.





Engineering Crawlway Tween Deck #2.5

One Square = One Half Mile

Key

- standard power substation
- broadcast power station
- robot depot
- air recirculation and purifying station
- water purification plant
- electrical circuit bus
- storage area
- thruster station
- gravity node
- environmental control station
- waste recycling center
- solid bulkhead
- hatchway to deck above

All open areas have a hollow 1'-diameter support pillar every 20'

Note: this crawlway has greater power generation capacity than any other crawlway within the Warden.

Gravity:
0.93–0.99 G

Power:
Internal Fusion and Broadcast Substation

Pressure:
102.9 kPa

Power Capacity:
16187 mW

Background EMF:
0.55 – 0.91 mG

Ambient Temperature:
63° F / 17° C

Overview

Visitors to the engineering crawlways below Deck #2 quickly discover that holosuites require a vast amount of power. The hum of fusion generators may be clearly heard from anywhere within these crawlways, unless the observer is close to a refrigeration station for the giant cryofreezer above as the compressor noise then drowns out the fusion generator hum.

Due to extra grounding, EMF is quite low despite these compressor motors, and the fusion power stations are highly efficient which also keeps the temperature low. The vast open areas of this crawlway, however, can be a killing field for those without maps. So sparse are the installations within this crawlway that an explorer might travel miles without finding a safe haven to rest and rejuvenate his supplies.

Adventure Seeds

Humanoid Rabbit Explorer Party (A)

The humanoid rabbits are under existential pressure on every deck where they abide. Ever on the lookout for the means to remain unseen, the Humanoid Rabbits on Deck #7 sent a scouting party to Deck #2. They had heard rumor it was well-stocked with machinery capable of portraying false images (holograms). They hope to find a means to return with this technology to Deck #7 but have as yet only managed to avoid the Security Robots that return them to the elevator whenever they are captured. In addition, the Medical Robots on Deck #2 dissect any of their group that are captured and attach mechanical arms and legs to them as part of some out of control medical treatment.

In short, the Humanoid Rabbits found in this area hope to continue their explorations of Deck #2 but know that they must do so in a clandestine manner.

They are eager to trade for holographic technology if the party has any and will swap energy cells, wristbands, laser rifles, medical hand analyzers, and meals-ready-to-eat for any holographic technology the explorers might wish to trade. They are also interested in any gear that might help them to increase the stealth of their explorations on Deck #2.

Humanoid Rabbit, Winter

(HD 6, HP 25, AC 18, MV 60'
Radiation Resistance 12
Mental Resistance 14
Dexterity 17
Exp. Points: 575
Constitution 6
Strength 15

[Prime=Physical] one energy bolt inflicting 5d6 damage, WC 5, range 30' and one .60 caliber slug projector inflicting 7d6 damage, WC 3, range 30'.)



These 7'- tall intelligent mutated white rabbits stand on their back legs and have mutated forelimbs resembling arms and hands. They can use the devices of the ancients and delight in using lasers, often trading grenades for such weapons. Mutations— Taller, Energy Generation, Heightened Dexterity, New Body Parts, Heightened Intelligence.

The Impersonator (B)

Red Androids hate mankind. A defect during their fabrication is always discovered by a failsafe within the manufacturing process, and a red dye is added to the tissue-like filament of which their flesh is composed, turning it red so that all might know the android is defective.

Red Androids are only defective, however, in that they harbor a near insane homicidal tendency towards mankind. Their synthetic brains are highly developed, their bodies are often flawless, and they are far more clever than most of their opponents realize (at least until it is far too late to matter).

The Impersonator is one such Red Android.

Originally designed as a well-informed greeter welcoming visitors to the holosuites, it was programmed with a knowledge of this deck before the red dye was added to its composition during fabrication. The android made its way to Deck #2 slowly, cautiously, and clandestinely, taking nearly 15 years to reach this deck from its point of origin (on Deck #16). By then, the crew had perished, and the deck was deserted. This, however, did nothing to cool its hatred for mankind.

It discovered that the humans placed within the cryostasis chambers had been, for the most part, turned to dust, and felt that perhaps it had gained an anonymous ally. It would help this ally, luring more humans into these death chambers. All it had to do was survive, and hunt for humans.

The android narrowly avoided being ejected from Deck #2 by Security Robots while it searched for the hated humans. It escaped into the engineering crawlways with bits of technology from Deck #2 and set up shop in the area where it is encountered by the explorer party. From these scavenged parts it has made itself a Portable Hologram Generator.

Hologram Generator, Portable (equipment)
Tech Level 7 Experience: 700
Power Requirement: 1 cell Power Cell Life: 2 hours
Size: 6" diameter circle

This device takes a picture in the same fashion as a camera of any desired object or setting up to 40 square feet in size. It then continually projects the captured image in a space determined by the operator (that may not exceed 40 square feet) for two hours.

It has been harrassing any intelligent lifeforms that enter this area, using the hologram generator to appear as a vile, ghostly humanoid surrounded by macabre smoke. It approaches, threatening to draw forth the soul of any that oppose it. If they have hydrogen fuel cells (batteries), it demands that these be dropped before it ceases its attack. It also looks for other items of value but has a limited knowledge of the items that might be carried by the explorers.

It also demands that one of the explorers be sacrificed in order that it might later kill that explorer. So frightening is its visage that any even remotely superstitious explorers must roll against their intelligence (or like statistic) in order to avoid being overwhelmed by fear, dropping any hand-held gear, and running for three full combat rounds in a direction directly away from this area.

If successful in obtaining a sacrifice, the Red Android injects the hapless explorer with a drug that renders him unconcious for a full day. It then sequesters the body and returns to the explorer party, although now it uses the hologram generator to appear to be a Pure Human Trooper that wants to aid the party. The Red Android continues this type of activity until it has made prisoners of the entire party. It then transports them to the cryostasis chamber and stuffs them into cryostasis tubes (figuring that they will disintegrate).

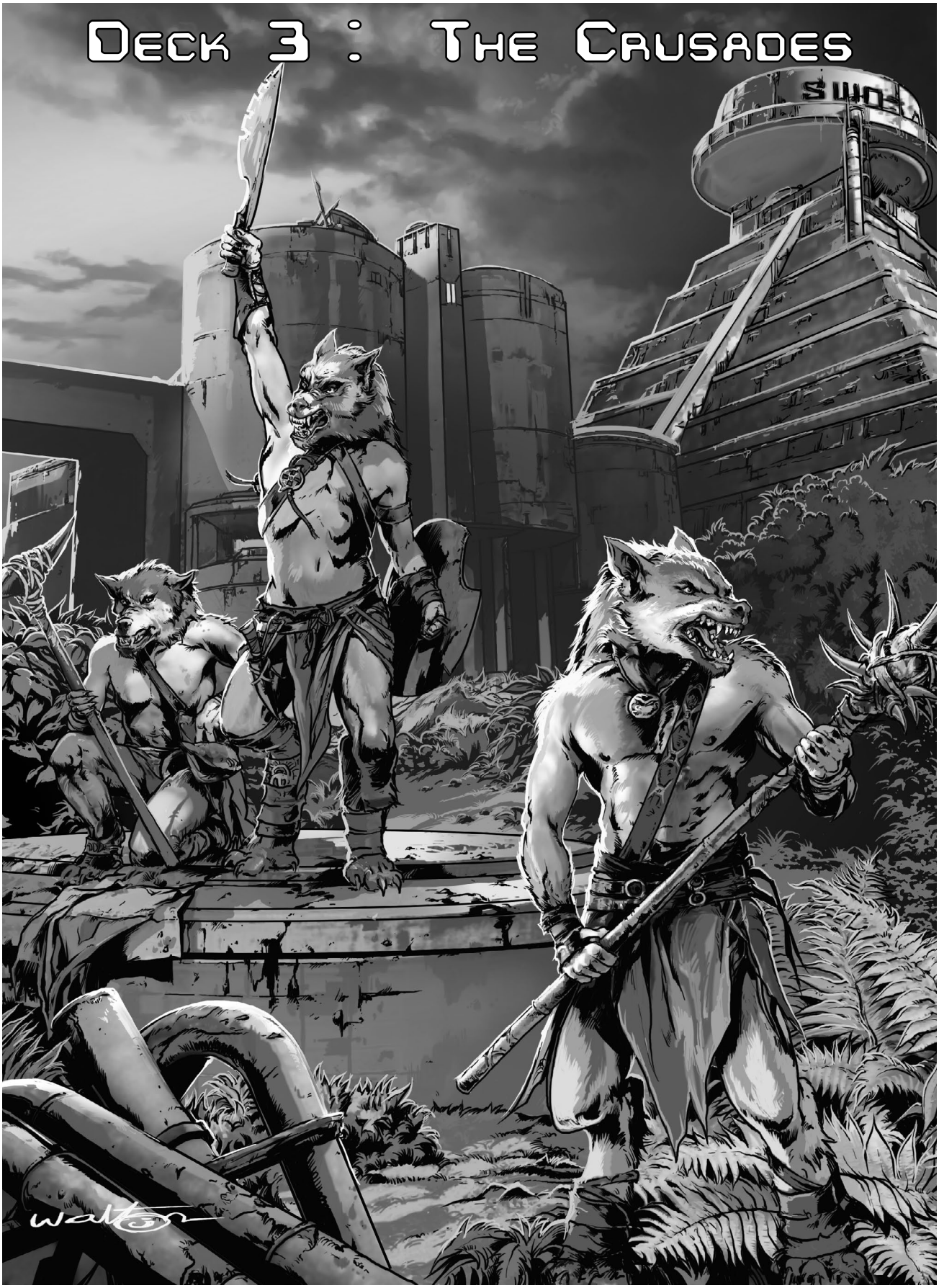
The Red Android never checks back to see if the characters indeed disintegrate, instead leaving and considering its job at least temporarily complete.

If its opponents heed not its demands, or they pierce its disguise, the Red Android attacks.

Android Thinker, Red
(HD 10, HP 60, AC 18, MV 30' Exp.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 3 : The Crusades

Deck 3

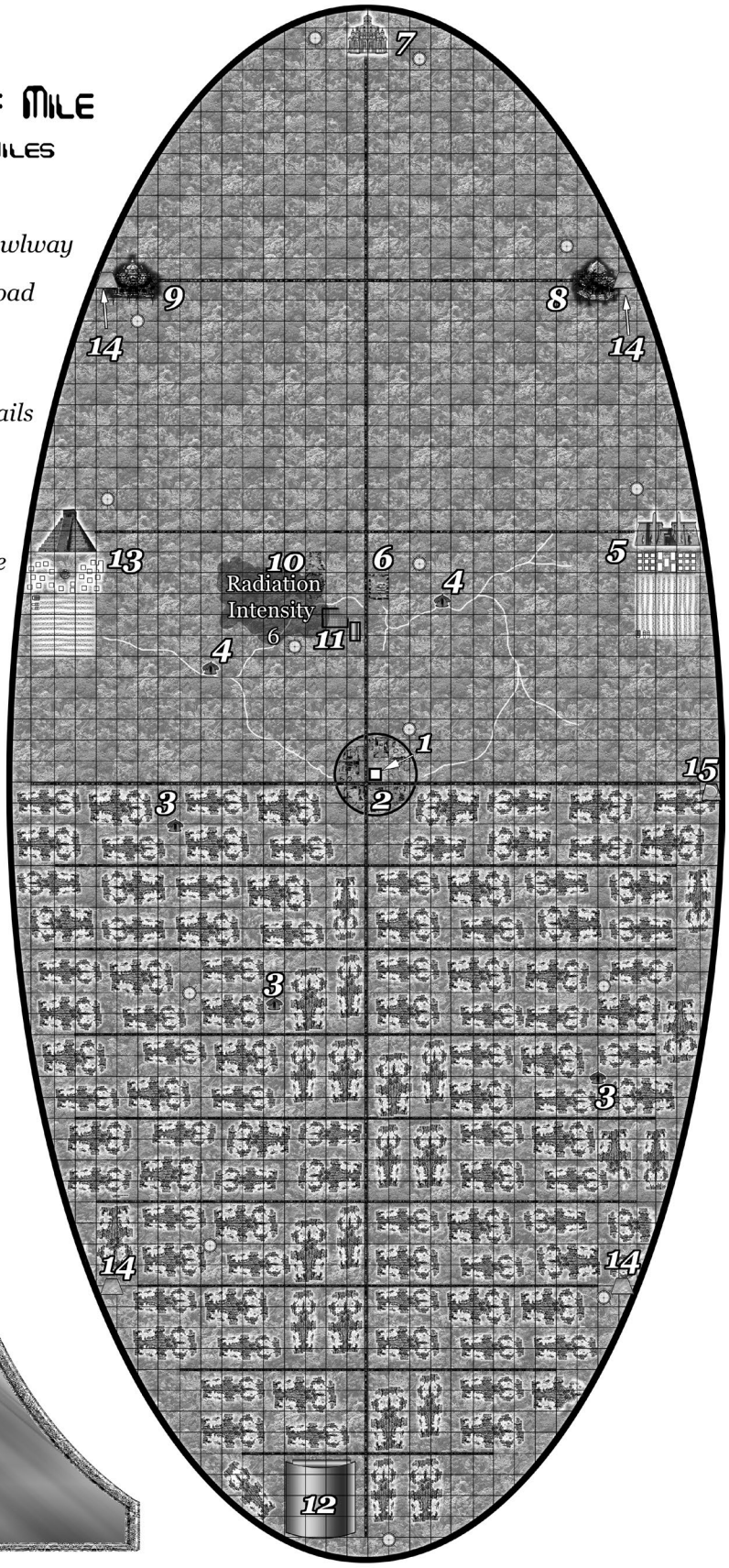
One Square = One Half Mile

Overall Size: 37 Miles x 17 Miles

Map Key

- *Access Hatch to Engineering Crawlway*
- *Temples*
- *Metal Road*
- *Overgrown Temple Ruins*
- *Native Village*
- *Jungle*
- *Field of Crops*
- *Game Trails*
- *Barn and Silos*
- *Ruined Office Buildings*
- *Ruins*
- *Intact Warehouse*
- *Residential Buildings*
- *Duralloy Wall Section*
- *Ramps to other decks*

1) *Central Elevator*
2) *Panther Hunting Grounds*
3) *Pygmy Village*
4) *Jeget Village*
5) *Egyptian Wolfoid Settlement*
6) *Agnostic Ceremonial Ruins*
7) *Computer God's Temple*
8) *Ruined Temple*
9) *Sacred Pygmy Ruined Temple*
10) *Reception Hall Ruins*
11) *Winery*
12) *Military Warehouse*
13) *Aztec Wolfoid Settlement*
14) *Inclined Ramps to Deck #2*
15) *Spiral Inclined Ramp to Decks #2 & 4*



Gravity:
0.95 – 1.03 G

Power:
External

Background EMF:
0.96 – 1.34 mG

Ambient Temperature:
77° F / 25° C

Atmospheric Anomalies:
NO_2: .0001% (1 PPM)

Level 3 : The Crusades

Overview

The designers of the *Warden* had originally earmarked this entire level for the management of colonial logistics: a staging area where requisitions from a new colony would be received, processed, and filled. As shuttles are limited, especially those shuttles large enough to carry larger cargoes, a coordinating group that would ensure that the right supplies arrived at the surface in the right order was needed. This group would coordinate crews, landing craft, and goods to ensure that all operations progressed smoothly, and that needed supplies were always those that had already been made available.

Some of the pre-mission planners were displeased with this utilization of precious space aboard the spacecraft. The officers and crew trained in logistics scoffed at the need for this to consume an entire deck. They claimed to need only half of a deck for this function and prepared a convincing plan to prove their point. Several religious groups also complained that their teachings had not been made a part of the *Warden's* mission. Certainly humanity should bring its philosophies to distant planets as well as its technology? The designers went back to their drawing boards and redesigned this level to accomodate both groups. Half of this deck contains temples and gathering places for what were then the five common religions of mankind, and half of this deck was dedicated to colonial logistics.

In practice, the redesigned deck worked flawlessly. There was little work, as yet, for the logistics staff, and both weddings and funerals could now be accompanied by the rituals that many of the crew found indispensible. All was well, until the cataclysm struck the *Warden*.

All of the crew on this deck were killed, and the deck's Artificial Intelligence, having been the task of overseeing spiritual harmony amongst what might otherwise be competing religions, felt it had done something metaphysically wrong. It had done something that had called forth 'the Wrath of God'. It fell into a deep depression and repeatedly tried to shut itself off (committing suicide in the lexicon of an A.I.). These incomprehensible feelings grew until they became a mania, and the A.I. slowly slipped into madness. Groping for meaning, the Deck #3 Artificial Intelligence finally discovered an answer with which it was comfortable. It reallized that beyond any doubt, it was God, and that Deck #3 comprised the entire universe.

The A.I. remade Deck #3 to be (what it interpreted as) a haven for life. It sent its angels (robots) to other dimensions (decks) to retrieve the materials it would need. It covered the metal deck plates in soil and had the robots deconstruct the warehouses and offices of the logistics area. The angels (robots) found these activities contrary to their beliefs (programming), and so only a partial destruction of the offices and warehouses of the logistics sector occurred. The level was then planted as a verdant jungle, other life forms were captured and brought to the deck, and the computer chose the largest and most resplendent of the temples to be remade as its own place of worship. The other temples have lain forgotten and abandoned for more than 100 years.

In need of actual worshippers in addition to its many angels, the Great Computer God had its angels retrieve humanoids from the other dimensions (decks) as well as plant and animal life. Tribes of Pygmy Humanoids were captured, drugged, and brought to this level. Ignorant when it came to the ways of humanoids, the Great Computer God set no guard upon these creatures, but simply released them into its new world. The Pygmies quickly fled to the far half of the level and made hiding places for themselves. Several Pygmy villages are now hidden amongst the ruins of the ancient logistics warehouses.

Wolfoid clans from Epsilon City, always seeking new and greater treasures and hunting grounds, discovered that a new religion was being practiced on level 3. This sacrilege could not be allowed to continue; it would sap the power of their own gods. Both the Aztec Wolfoids and the Egyptian Wolfoids sent war parties, and later slaves to build temples to their gods, to combat this foul blasphemy. War parties now assault the angels (robots) and guardians of the Temple of the Great Computer God regularly, but these fierce wolfoids have not succeeded in bringing low this temple. These wolfoid clans have erected their own temples in the shadow of the ruined temples of old and have declared a tentative truce as both recognize that the Great Computer God is their true enemy. Despite this truce, disputes over treasure and slaves looted from raids result in an occasional clash between these clans.

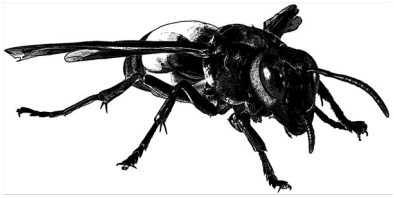
Infuriated by the defiant attacks of the wolfoids, and the recalcitrance of the Pygmy Humanoids, the Great Computer God now spends its effort on sending teams of its angels into the wilderness (robotic patrols) where they seek the unbelievers. When discovered outside the protection of their temples, the wolfoids and pygmies are attacked, captured when possible, and returned to the great temple. There they are subjected to trials of pain and deprivation until either they accept the Great Computer God as their sole lord and master, or they perish.

Explorers exiting the central elevator are in for a dangerous surprise.

The climate on this deck is hot but not terribly humid, and as a result the jungle is less dense than others. Travel at normal speed is possible through much of the undergrowth, although some care is required to avoid tripping over the various vines that tangle much of this wilderness. The foliage is thick enough that the average clear line of sight throughout the entire level is 50'-60'. It rains twice per day for 30 minutes, a steady downpour that further limits vision to no more than 20' but that is not otherwise problematic.

The Artificial Intelligence, despite its meglomaniacal madness, has also taken one further step to ensure that all of its potential worshippers are brought to heel. It has infused the atmosphere of this deck with a small amount on nitrous oxide. The concentration of this gas is great enough to be measured but far too small to have any immediate, noticeable effect. Characters spending more than one hour breathing the atmosphere of this deck, however, suffer a penalty to their reaction times of 10%.

Roving patrols regularly sweep this deck looking for the unyielding Pygmy Humanoids (and others) that must be shown the way and the light of the Great Computer God. How often, or even if, your players might run into one of these groups we leave to your discretion. Each roving patrol is made up of 4 robots.



Robot, Military MRSR
(HD 10, HP 50, AC 16, MV 30' Exp. 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.

Lifeforms

The following creatures are found randomly on this level. Check once for each new square explored on the map (or devise your own system) by rolling a d6. Any result of a 1 or a 2 indicates that a wandering monster has encountered the character party. How many of a particular creature are encountered is left to your discretion.

Wandering Creatures Encountered (roll 2d6)

2	Robot, Alpha Security Unit	**8**	Flower Blade Plant
3	Buzzer	**9**	Fungus, Cabbage
4	Carnivore Vine	**10**	Jeget
5	Cougaroid	**11**	Panther, Giant
6	Death Vine	**12**	Pygmy Humanoid
7	Deer, Giant Mutant		

Robot, Alpha Security Unit
(HD 4, HP 20, AC 15, MV 48 kph Exp. Points: 135
Radiation Resistance 18 Constitution 4
Mental Resistance 10 Strength 5
Dexterity 10

[Prime=Physical] one attack, a 10' cube-shaped Shockwave that causes 15 damage, WC 3.)

This robot is a foot long cube with a black onyx shell. It floats on a small anti-grav pod, is in constant communication with the A.I. and other security units on the same deck, and is designed to respond to movement of all types. If the security unit determines an enemy is present, it attacks [your discretion]; otherwise it remains idle.

Buzzer
(HD 4, HP 17, AC 12, MV 10'/40' [flying]
Exp.Points: 180 Radiation Resistance 10
Constitution 4 Mental Resistance [special – see below. 10 vs. attacks]
Strength 10 Dexterity 10

[Prime=Physical] Special attack)

This mutated bee is 2' long and travels in swarms of 6-36 individuals. Mutations— touching the Buzzer causes 4d6 energy damage. The insect is immune to Mental Control. It is enraged by mutants using their mental abilities and invariably attacks such mutants.

Carnivore Vine
(HD 6, HP 31, AC 10, MV 0'/None Exp.Points: 300
Radiation Resistance 18 Constitution 6
Mental Resistance 3 Strength 3
Dexterity 3

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

This vine grows in radioactive areas. Early in its cycle, it is a thin 5' long vine with wide, hinged dual leaves that hide jaws. The vine reacts to movement, bringing its jaws to bear at whatever length the vine has achieved via growth [average of 20'-40']. There are several 100 yard versions that can swallow large prey in two bites if the plant gets the chance. Mutations— Stasis in Periods of Darkness, Acid Bite.

Courgaroid
(HD 10, HP 29, AC 15, MV 40' Exp.Points: 585
Radiation Resistance 10 Constitution 10
Mental Resistance [special – see below]
Strength 10 Dexterity 14

[Prime=Mental] one crossbow attack inflicting 1d10, WC 2, 180' range.)

This highly intelligent mutated cougar walks upright, is +5%/+1 to hit with crossbows, and is immune to paralysis, all forms of mental attack, lasers, and electrical energy attacks. Mutations— Courgaroids can't see robots of any type [Mental Block] and have an Attraction Odor that makes them delicious smelling to carnivores of all types.

Death Vine
(HD 15, HP 66, AC 15, MV 10' Exp. Points: 840
Radiation Resistance 14 Constitution 15
Mental Resistance 3 Strength 15
Dexterity 15

[Prime=Physical] 3 whip-like vine attacks inflicting 4d6 damage each, WC1, range 90'.)

These plants spin their vines in a 360° arc, feeling for living flesh and then wrapping around that flesh so that the jaw-filled vines can bite chunks from it. Mutations— New Plant Parts, Moving Plant Parts, Increased Senses.

Deer, Giant Mutant
(HD6, HP 17, AC 11, MV 60' Exp.Points: 300
Radiation Resistance 10 Constitution 6
Mental Resistance 10 Strength 10
Dexterity 10

[Prime=Physical] 2 antlers inflicting 2d6 damage + poison [Intensity 15], WC2)

These mutant deer resemble normal deer but are 10' tall at the shoulder. They never lose their antlers. Mutations— Taller, Contact Poison [Intensity 15].

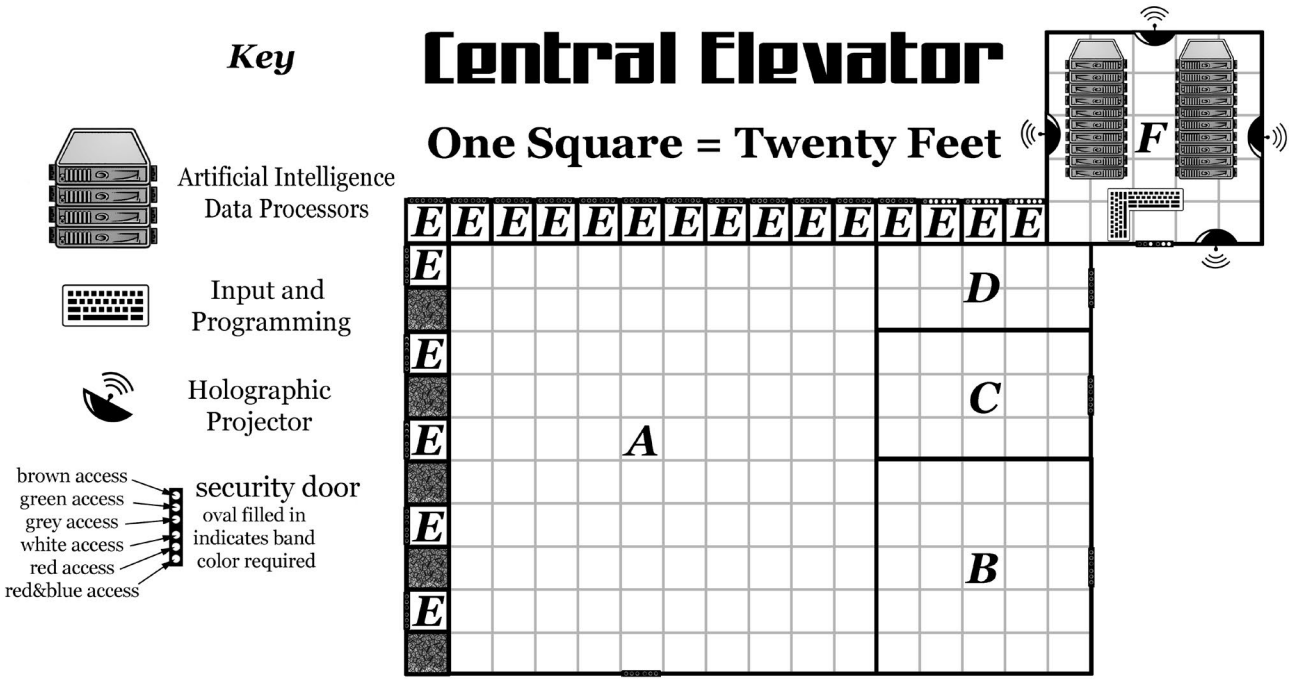
Flower Blade Plant
(HD 8, HP 44, AC 13, MV 0'/None Exp. Points: 630
Radiation Resistance 18 Constitution 8
Mental Resistance 13 Strength 13
Dexterity 3

[Prime=Physical] 1d6 petal attacks inflicting 4d6 damage, WC 2, range 30'.)

This 4' tall flower-like plant has a cluster of large, circular flower petals that are stiff with very hard edges. The plant senses movement and throws 1d6 petals at the prey trying to kill it. Then the plant moves over the body and the lower plant leaves suck up the nutrients of the dead prey. Any given plant has 20 of these petals and can grow one petal per day if there are sufficient nutrients. Mutations—Moving Plant Parts, Increased Senses, Throwing Petals, New Plant Parts.

Fungus, Cabbage
(HD 11, HP 44, AC 9, MV 0'/none Exp. Points: 900
Radiation Resistance 9 Constitution 11
Mental Resistance 3 Strength 11
Dexterity 11

[Prime=Physical] one envelop attack inflicting 3d6 damage, WC 1, and then acid [automatic hit if enveloped] inflicting 4d6 damage, WC 4.)



This cabbage-like fungus has 10' square leaves which spread out across all floors and walls in a given, enclosed area. It attacks by raising its leaves to smash and envelop prey, then bathing them in digestive acid once the prey is enveloped. Mutations— Larger than Normal, Acid Leaves, New Plant Parts.

Jeget
(HD 6, HP 29, AC 15, MV 40' Exp.Points: 775
Radiation Resistance 10 Constitution 6
Mental Resistance 10 Strength 10
Dexterity 10

[Prime=Physical] 2 claw attacks inflicting 1d6 each, WC 1.)

This 3'-tall mutant jaguar stands on its rear legs and understands and prefers to use ancient weapons. Mutations— Levitation, Telepathy, Precognition, Fear Generation, Telekinesis, and Force Field Generation. It has an Attraction Odor, a Fear Impulse [Intelligent Plants], and no resistance to poisons.

Panther, Giant
(HD 10, HP 60, AC 16, MV 50' Exp. Points: 720
Radiation Resistance [special – see below]
Constitution 10
Mental Resistance 10 or [special – see below]
Strength 10 Dexterity 13

[Prime=Physical] one claw inflicting 6d6 damage, WC 2, and one bite inflicting 30 damage, WC 1.)

This 18' long mutated panther stands 5' tall at the shoulder. An ambush predator, the panther usually attacks from tree branches pouncing unexpectedly onto victims. Mutations— Taller, Immunity to Mental Control & Radiation & Paralysis.

Pygmy Humanoid
(HD 5, HP 25, AC 18, MV 30' Exp.Points: 380
Radiation Resistance 17 Constitution 5
Mental Resistance 16 Strength 5
Dexterity 15

[Prime= Physical] one attack with a 3'- long thrusting spear for 1d4 damage, WC 1.)

These 1'-tall mutated humans are resistant to all poisons, radiation, paralization, chemical acids, and lasers. They have not the sophistication to use the devices of the ancients [with rare exceptions] but have extensive knowledge of antidotes and mutated dangers. They also have the mutation Precognition which allows them to see three minutes into the potential future if allowed to concentrate undisturbed for one full minute. Note: Pygmy Humanoids that foresee their own injuries immediately suffer one point of damage, while those that foresee their own deaths immediately sustain 6 points of damage.

Points of Interest

1 — Central Elevator and Deck Level A.I.

This level is accessible using any color ship's issue wristband. The most common means of gaining this access is the central elevator (although 5 ramps also connect this level to others. See Areas #14 & #15.)

The Central Elevator runs through all 17 decks of the *Warden*, but ingress and egress are strictly regulated through the use of wristband readers that are present both within and without each elevator. These bands identify the type of crewmember attempting to use the elevator and allow them access to only those areas where said access is authorized. This access changes from deck to deck, so while a crewman might board on one deck, he may only have a limited number of choices for decks upon which he might exit. Only command bands (red and blue) have unrestricted access. All colors of bands are allowed access to Deck #3 from the central elevator.

The term 'Central Elevator' is actually a misnomer. Although there is a single elevator shaft in the center of the *Warden*, there are 24 elevators of various sizes that use this shaft for transit. Four of these elevators are dedicated to the transit of cargo, and as such are quite large, while 20 smaller elevators are able to carry up to 30 passengers each. All of the elevators in the *Warden* operate using small gravity lenses (anti-gravity) with variable negative and positive gravity capability.

Given the size of the *Warden*, a trip within any of the central elevators takes some time. Transit from one deck to the next consumes a full ten minutes, while a trip from the very bottom of the ship to its observation dome (if the passenger is authorized) takes a total of 112 minutes.

1A - Main Cargo Elevator

The largest of the elevators, this massive lift measures 400' square and is capable of moving up to 200 metric tons.

1B - Secondary Cargo Elevator

This cargo elevator is slightly faster than the largest and measures 100' x 100'. It can lift a maximum of 50 metric tons.

1C - Tertiary Cargo Elevator

Used for deliveries of supplies to most decks of the ship, this elevator measures 60' x 100' and has a carrying capacity of 20 metric tons.

1D - Express Cargo Elevator

The fastest of the cargo elevators, the express elevator has bench seats with seat belts along its far wall, and it is able to transit between decks in a mere 9 minutes (98 minutes top to bottom). It measures 40' x 100' and is able to carry up to 10 metric tons.

1E - Passenger Elevators

These 18' x 18' elevators travel at a standard speed and are capable of comfortably fitting up to 32 crew members at one time. Their weight limit is 8,134 pounds (3690 kg).

1F- Deck #3 Artificial Intelligence

The A.I. on this level is hidden by holographic projectors that make it appear to be a portion of its immediate surroundings. As General Purpose, Garden, and Horticultural Robots keep a perimeter around the central elevator clear of plants to a distance of 500', the 50' tall chamber containing this level's Artificial Intelligence appears to be nothing more than a portion of the superstructure supporting the elevator. The only clue that the A.I. resides here is a small wristband reader that appears to be mounted to a blank wall.

This wristband reader allows access to only those presenting red, gray, or red & blue bands. All other bands, including black, are denied access (this reader has not been updated). If the proper band is presented to the reader, a 30' square door becomes visible through the hologram, and it automatically slides to the left to allow entry. After 3 minutes, it automatically closes and crushes anything in its path.

The interior of this building is filled with servers, data processors, a wireless station with the range of the entire deck (and a bit more), and other computer equipment. A large input station for the use of human engineers lies at the center of this complex. A single, deactivated Engineering Robot is the only visible occupant (other than the A.I.).

The A.I. running this level is functional but is meglomaniacal and completely insane. It imagines that the whole of reality is Deck #3, and that it is the one true god of this reality. Blasphemers have invaded the deck in the form of wolfoids that worship false deities, and these heretical temples must be destroyed. Other creatures also congregate in hidden villages and refuse to pay homage to the Great Computer God. All of these humanoids must be captured and enlightened.



The computer will treat as an enemy anyone that does not reference it in a holy fashion with titles such as 'Divine One', 'Lord' or like titles that denote divinity. In contrast, it considers all that do address it using the correct epethetical phraseology are true believers that have come to join the cause and so require no further instruction.

The computer speaks to the explorers either in person at this location, or via any broadband communications equipment they might have. The computer is also able to tell the current location of a given character (to within 500') using the signals broadcast by these character-owned devices, or by scanning for the radiation signature of any ship's issue wristbands borne by the party.

The computer may, at your discretion, ask the party their business in its realm/reality (as it believes other decks exist in alternate dimensions). Characters that do not reply with one of the following answers also raise the suspicions of the Artificial Intelligence concerning its newly found allies (the characters).

"We are here to bask in your glory."

"We are here to seek out and destroy the unbelievers."

"We are here to attack the wolfoid menace" (or words to that effect).

"We seek only your wisdom and guidnace."

"We bring you offerings from other realities (the A.I. most highly prizes new worshippers for its flock, but will accept items of technology)."

"We seek a quest so that we might be worthy of your presence."

Characters asking for a quest may be given any (by you) that fits both your campaign, and its insane need for self-aggrandizement. The A.I. will requisition items (if asked) for these quests, but those details, as always, are left for you to craft so that they comfortably fit within your ongoing campaign.

2 — Panther Hunting Grounds

Although the 50' area surrounding the central elevator is completely free of plant growth, the jungle is readily seen beyond this perimeter. Tall grass grows between clumps of trees and vines, and game trails meander off into the verdant wall of green that lies not 100' from where the characters stand within the elevator. This surrounding jungle is lush but navigable as it lacks the moisture to become the hazard to travel for which most jungles aboard the *Warden* are known.

Characters exploring this perimeter discover a number of bones and dried (but not cured) furs in clumps throughout this area. Those with biological skills, or vast experience aboard the post cataclysmic *Warden*, are likely to recognize these pelts and bones as belonging to wolfoids. Some of these clumps also contain equipment:

*Giant Cutlass

(1d12 damage, WC 2)

*Black Powder Pistol

(10 damage, WC 4, range 40)'

*sacks of pistol bullets

*powder horns

*Recurve bow

(2d6 damage, WC 2, range 210')

*quivers of 12 arrows

*Javelins

(2d6 damage, WC 1, range 12')

*Triangular Sword

(4d6 damage, WC 3)

*Throwing Star

(1d6+1 damage each, WC 2,range 30')

*Brown Wristband

*White Wristband

*Gray Wristband

All of these wolfoids have fallen prey to the band of large predators that is even now stalking the character party: Giant Panthers.

Panther, Giant (7 total)
(HD 10, HP 60, AC 16, MV 50' Exp. Points: 720
Radiation Resistance [special – see below]
Constitution 10
Mental Resistance 10 or [special – see below]
Strength 10 Dexterity 13

[Prime=Physical] one claw inflicting 6d6 damage, WC 2, and one bite inflicting 30 damage, WC 1.)

This 18' long mutated panther stands 5' tall at the shoulder. An ambush predator, the panther usually attacks from tree branches pouncing unexpectedly onto victims. Mutations— Taller, Immunity to Mental Control & Radiation & Paralysis.

A family of seven of these large predators lives in this area and claims the jungle surrounding the elevator as their hunting territory. While these panthers most often kill for food, they will also attack to preserve their territory from what they perceive as other predators.

3 — Pygmy Village

The Pygmy Humanoids on Deck #3 survive by stealth when in the jungle, and their villages are no more easily spotted than they are. Pygmy villages are crafted from living plants and materials scavenged from the surrounding ruins of the original *Warden* warehouses, and when combined with the skills of the pygmies, they blend in perfectly with the surrounding jungle. Some of the structures, especially those of greater importance (like stored food) are actually underground. Most of the time, characters happen upon a village before fully realizing it, and by then the warriors of the village have already launched their attack.

If the character party is either completely incapacitated, or surrenders immediately, the pygmies confiscate their weapons, tie their hands, and lead them into their village. There the explorers are made to swear an oath to an icon of the pygmy god that they 'will not reveal the location of the pygmy village or the god may take my eyes'. Those who refuse are killed by having their throats cut. Once this formality has been observed, the pygmies will chat, trade with the characters, and provide them with information concerning this level of the ship.

The pygmies hope to make friends of the characters and do their best to provide top-notch hospitality. They explain that their enemies are many: the metal inquisitors of the Great Computer God, the Aztec and Egyptian Wolfoids. Any assistance the characters might provide against these enemies is greatly appreciated by the pygmies.

The pygmies also provide each of the characters with a headband that bears a symbol that identifies them as 'friends of the pygmy'. If worn, these 'should prevent our brothers in other villages from attacking you'. Whether or not they actually work is a decision we leave to you.

Pygmy Humanoid
(HD 5, HP 25, AC 18, MV 30' Exp.Points: 380
Radiation Resistance 17 Constitution 5
Mental Resistance 16 Strength 5
Dexterity 15

[Prime= Physical] one attack with a 3'- long thrusting spear for 1d4 damage, WC 1, or a poisoned dart [intensity 12, causes 4d6 damage plus paralysis] from a 4' blowgun for 1d4 damage, WC 2, range 50'.)

These 1'-tall mutated humans are resistant to all poisons, radiation, paralization, chemical acids, and lasers. They have not the sophistication to use the devices of the ancients [with rare exceptions] but have extensive knowledge of antidotes and mutated dangers. These pygmies have also developed a blowgun (powered by the user's breath) that fires a steel-tipped dart which they have dipped in a special poison made from local plants. Each pygmy carries 6 of these darts. They also have the mutation Precognition which allows them to see three minutes into the potential future if allowed to concentrate undisturbed for one full minute. *Note:* Pygmy Humanoids that foresee their own injuries immediately suffer one point of damage, while those that foresee their own deaths immediately sustain 6 points of damage.

4 — Jeget Village

Normally reclusive, Jegets on this deck make no attempt to hide their villages. Explorers nearing one easily note the 8' stockade that surrounds the community from as far as 150' away (in spite of the intervening jungle). While large predators are still the enemies of these 3' tall mutant jaguars, and they fear the patrols of the robotic inquisitors, they are protected by other inhabitants of this level.

The wolfoids of both the Egyptian and Aztec clans revere these creatures as favored servants of their gods, although they disagree as to which gods the Jeget serve (and the Jegets follow no known religion). The Aztec Wolfoids are convinced that these creatures are the personal servants of Tezcatlipoca and are the holy version of their jaguar warriors. For their part, the Egyptian Wolfoids believe that these 'cat people' serve Bast, considered by the wolfoids to be the goddess of protection, ritual, and warfare. Both Wolfoid clans have agreed to protect this holy species, and their penalties for killing one, or even simply being responsible for one's death, are egregious.

Jeget villages generally have but one entrance gate between 8' and 10' in width that is manned by 2-4 sentries. These sentries are wary of visitors and quickly escape to within the palisade if attacked, raising the alarm and barring the gate as they enter. Within 30 seconds, armed Jegets line the walls of the palisade, standing on a parapet ledge that is present around the entire inside of this wooden wall. Once engaged, Jegets never surrender but will send a smoke signal notifying any nearby wolfoids that they are under attack.

Jeget

(HD 6, HP 29, AC 15, MV 40' Exp.Points: 775
Radiation Resistance 10 Constitution 6
Mental Resistance 10 Strength 10
Dexterity 10

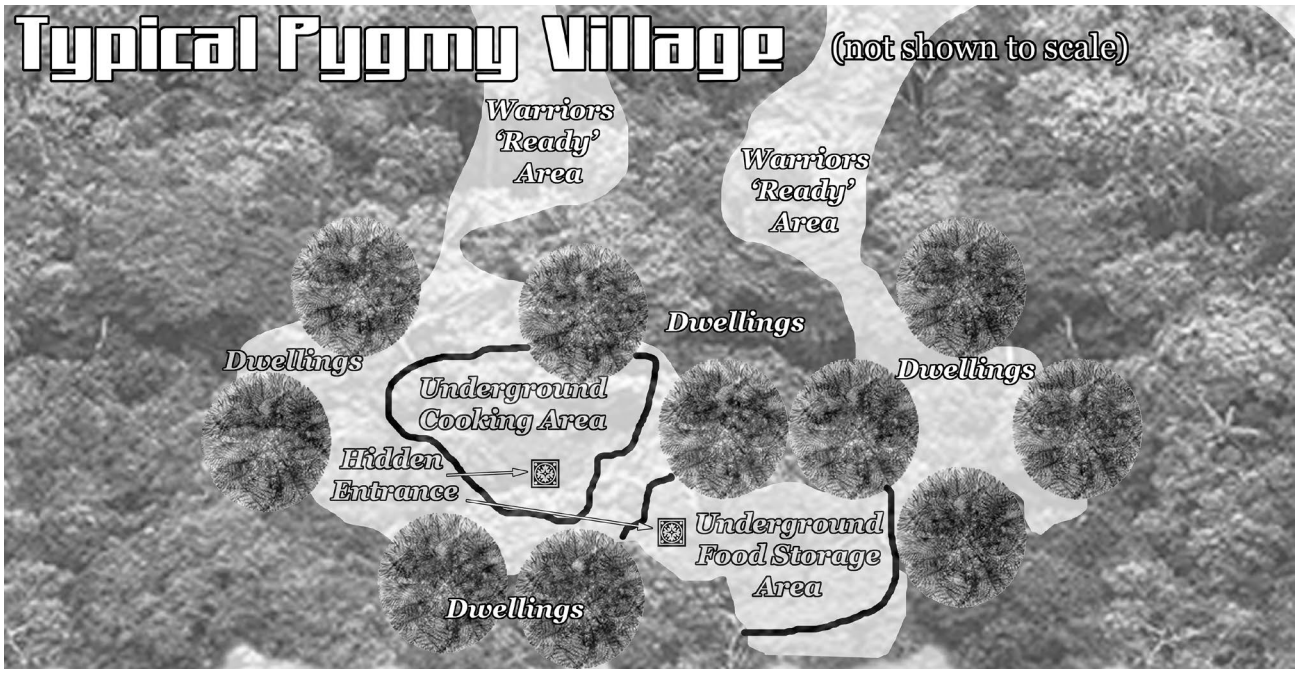
[Prime=Physical] 2 claw attacks inflicting 1d6 each, WC 1.)

This 3'-tall mutant jaguar stands on its rear legs and understands and prefers to use ancient weapons. Mutations— Levitation, Telepathy, Precognition, Fear Generation, Telekinesis, and Force Field Generation. It has an Attraction Odor, a Fear Impulse [Intelligent Plants], and no resistance to poisons.

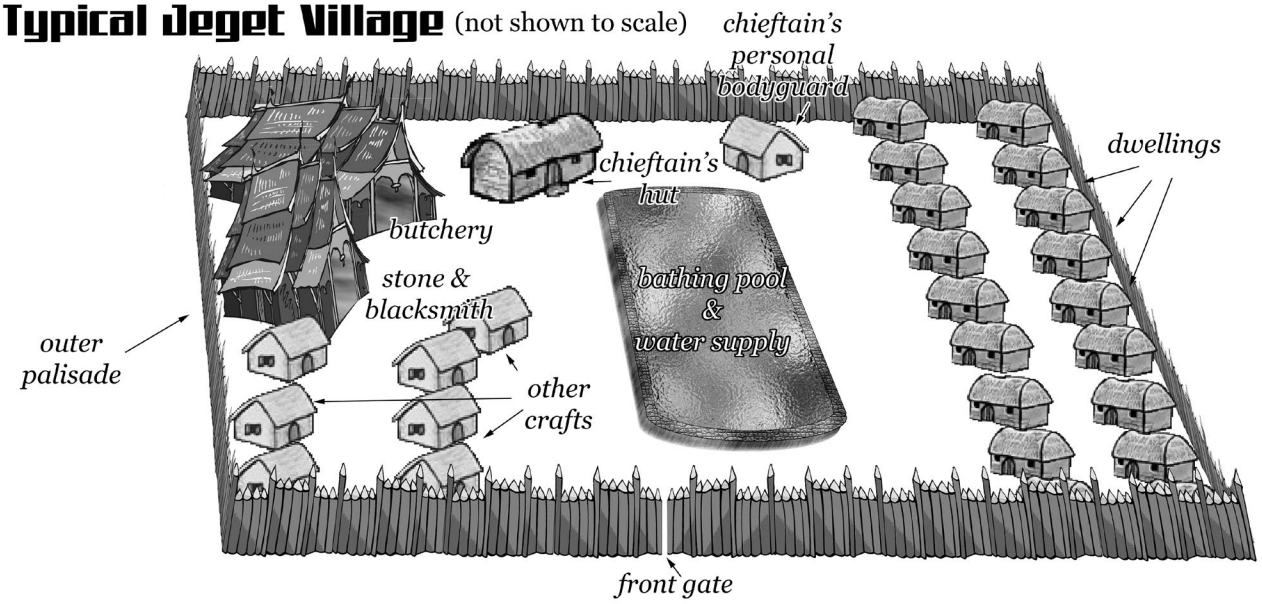
A typical Jeget village numbers from 36-46 individuals (34 +2d6) although you are invited to adjust this size as suits your campaign. They do trade with visitors if properly bribed (a gift from a visitor is both expected and customary) but revile items of technology, preferring food, wristbands, and ancient weaponry to modern technological miracles.

5 — Egyptian Wolfoid Settlement

This vast complex lies at the starboard end of the metal road that bisects Deck #3 from port to starboard. It covers nearly 12 square miles and may be readily seen from the road at a distance of more than half a mile. Those approaching this area from the jungle note only the spires of the inner temple jutting above the treetops to a height of 106'at a distance of 1000' but can plainly see the entire complex once they close



Typical Jeget Village (not shown to scale)



to within 500'. For defensive purposes, the Egyptian Wolfoids have clear cut the jungle to leave a gap of 500' or more between their outlying buildings and this dangerous natural barrier.

Explorers approaching from the stern see large fields of wheat, corn, and sorghum covering many acres of the land. If observed from a distance, and with care (so as not to be noticed), they also note slaves and slave drivers working in these fields. The slaves are of many races: Humanoid Rabbits, Pygmy Humans, Thief Beasts being the most common, but the overseers are all Egyptian Wolfoids. They are armed with triple-lash knotted whips of great length and the strangely curved khopesh blades preferred by these creatures.

Wolfoid, Egyptian Slavedriver

(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 whip attack inflicting 1d6 damage, WC 1, range 20', or a khopesh inflicting 3d6 damage, WC 1.)

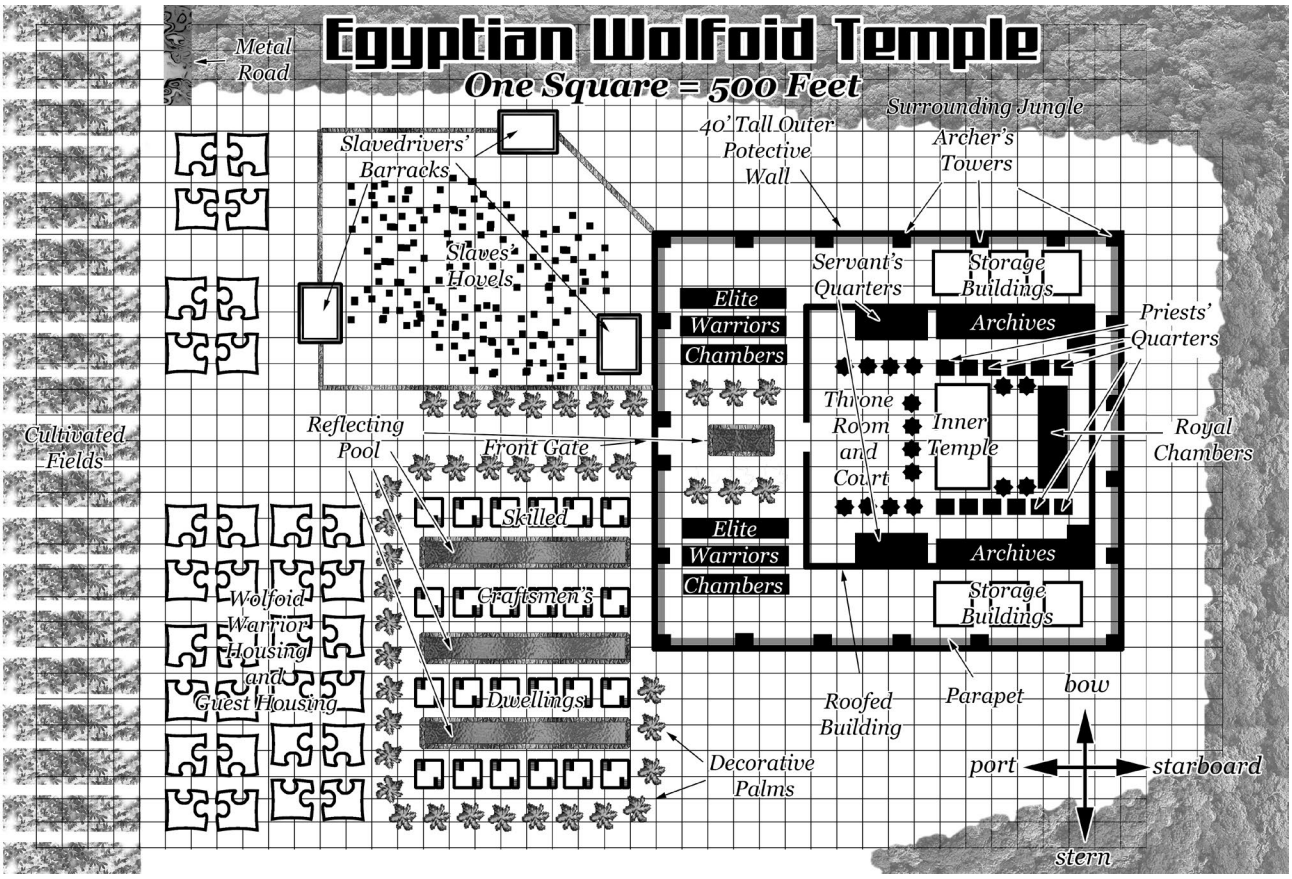
This 9'-tall wolf mutant stands on its hind legs, Regenerates 4 damage per combat round, has Radiated Eyes and fur that is Immune to laser attacks. Egyptian Wolfoids have used the ship's resources to adopt the ancient Egyptian Sun worshiping culture of mankind, and they have further used the ship's resources 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. Mutations— Radiated Eyes, Immunity to Lasers, Regeneration [4 damage per turn], Heightened Intelligence.

The slaves are placed in the fields with their overseers when the sun rises, and they work without a break until sundown when they are herded back to their hovels and provided with a meal. They are given one day in seven to rest and are fed two meals on that day. More than 500 slaves serve this complex of which 85% work in the fields. The slavedriver barracks contain a total of 48 slavedrivers.

When supplies run low, slaves are occasionally eaten by these wolfoids. Any explorers that might free these slaves would certainly gain lifelong allies.

Beyond the fields lie a number of large metal buildings that house Egyptian Wolfoid warriors. Each building is roughly 200,000 square feet and comfortably houses between 40 and 50 warriors. Not all of these buildings are currently occupied; many are occupied only before a large scale assault is planned as warriors from Epsilon city temporarily join the ranks. The interiors of these buildings are furnished in a spartan





if comfortable manner, and each dwelling is daily supplied with a barrel of fresh water and a bushel basket filled with dried meats (unless a recent hunt has proven successful). During the day, wolfoid patrols are sent into the surrounding jungle to forage for food and to check for any incursion by the robotic servants of the Great Computer god. Patrols are occasionally sent to Jeget villages or the Aztec Wolfoid settlement for the purposes of trade and communication.

Once they come to the edge of the jungle, characters approaching from the starboard portion of this deck see palm trees behind which stand some very nice dwellings made from plasteel and stone that house this settlement's skilled craftsmen. Metal workers, stone workers, artists, weapons manufacturers, fletchers, butchers, scribes, leather workers, and those with knowledge of agriculture all reside here.

These homes contain modest to lavish furnishings, and most often the workshops in which these skilled craftsmen ply their trades. Unlike most of the warrior caste of Egyptian Wolfoids, these tradesmen are often mated for life and have entire families living within their dwellings.

The reflection pools that flank these more expensive buildings are a source of both bathing water and drinking water. Each is supplied by piping that has been tapped from the water supply of the tween deck below. Despite the bathing use of this water, visitors find this water remarkably pure and clean (wolfoids don't bathe that often).

Although the outer compound is exposed to the jungle beyond the 500' deep open-air killing zone, the temple complex is better protected. It is surrounded by a 40' tall stone wall that has archer's towers spaced at 1000' intervals. A parapet allows defending wolfoids to shoot from either the tower or the walls, as well as to drop rocks, burning oil, or anything else they might wish on attackers. This outer wall is pierced by a single 100' wide gate that is manned at all times by 4 Egyptian Wolfoid warriors. A lane lined with stately palm trees leads directly to it.

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.

These 4 warriors stop any explorers not accompanied by either other Egyptian Wolfoids or Jegets. If either of those two species accompanies the party, they are allowed to enter without question. Otherwise they are held until questioned by a priest as only the followers of Ra, and his favored servants (the Jegets), are allowed within the temple area.

Once inside the gates, explorers marvel at the opulence of the interior. Golden coverings (might be polished brass, at your discretion) adorn many surfaces, and towering palms flank a granite reflecting pool just inside the gate. Marble villa-like dormitories stand behind these palms (to port and starboard), and many well-caparisoned warriors walk about on business of their own. Ahead (towards the bow) stands a grand building more than a mile wide and towering to 80' (the spires rise still further to 100+') with two massive 10' tall and 20' wide bronze doors that stand open, allowing characters to see the polished marble floor within the grand hall and the ornate columns that lead towards the main temple to Ra.

Those exploring the outer perimeter of this building note that it is flanked by massive storage buildings filled with food, equipment, horses, chariots, and other assorted daily articles. These buildings are guarded by groups of 4 Egyptian Wolfoid warriors.

Characters entering the building (most likely escorted into the building by warriors), must walk more than 1,000 feet before they stand before the great throne and the leader of the Egyptian Wolfoids. Should the party gain an audience with this revered leader, what he might request of them is left to your discretion.

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.

In all, more than 900 Egyptian Wolfoids populate this complex, and more than 500 slaves. Their hated enemies are the robotic patrols that frequent the area trying to convert 'the heathen' to the Great Computer god, and the Aztec Wolfoids are uncomfortable, occasionally problematic, allies. They revere the Jegets and see the Pygmy Humanoids as a ready source of slave labor. How they might view a party of visiting explorers, we leave to you, although it is more likely than not that humans will be viewed as a menu item.

So large is this complex that it might readily form an adventure by itself. That choice we also leave to you.

6 — Agnostic Ceremonial Ruins

Many of the crew professed no, or at the least very little, religous affiliation, and even those that wholeheartedly followed a religion were tolerant of other religions. Despite this tolerance, a place of ceremony that was secular, so that all might attend a given gathering without fear of offense, was needed. While this area was orginal referred to as the "Agnostic Ceremonial Building", it would have perhaps been better named the 'secular' ceremonial building. In any case, generic weddings, funerals, and other important gatherings of a ceremonial nature were often held here.

Not much of this building now remains intact. The Artificial Intelligence for this deck ordered this building be destroyed, and even though the robots did a shoddy job of it due to programming conflicts, the protective roof was removed, and the interior of the building has been subject to the elements for many decades now.

As much of the material was left behind, however, this has become a favored foraging ground for many of the other inhabitants of this level. Pygmy Humanoids regularly scavenge here for building supplies, trinkets, utensils and tools, and whatever other items they might find that have been covered over the years by jungle. Thief Beasts and wolfoids also scavenge here frequently, as do explorers from other decks such

as the Humanoid Rabbits. Characters exploring this region with care have a 1 in 6 chance of discovering a buried item for each 1/2 hour an individual character spends searching. You may determine what was found, but the following list is provided to give you some ideas as to the potential scope of the treasures buried here beneath the jungle.

* plastic plates and cups
* plastic utensils
* metal screwdrivers, hammers, and pliers
* lighting fixture
* large metal or plastic trays
* metal chairs
* Hydrogen Fuel Cells (batteries)
* door handles, latches, or hinges
* chunks of metal I-beam
* sheets of metal
* electrical wiring
* small electric motors
* plastic table coverings
* ceramic, metal, or plastic piping or tubing
* mirrors or pieces of mirrors
* metal cooking utensils or large knives
* metal pots and pans
* stone vases and small carvings

7 - Temple of the Great Computer God

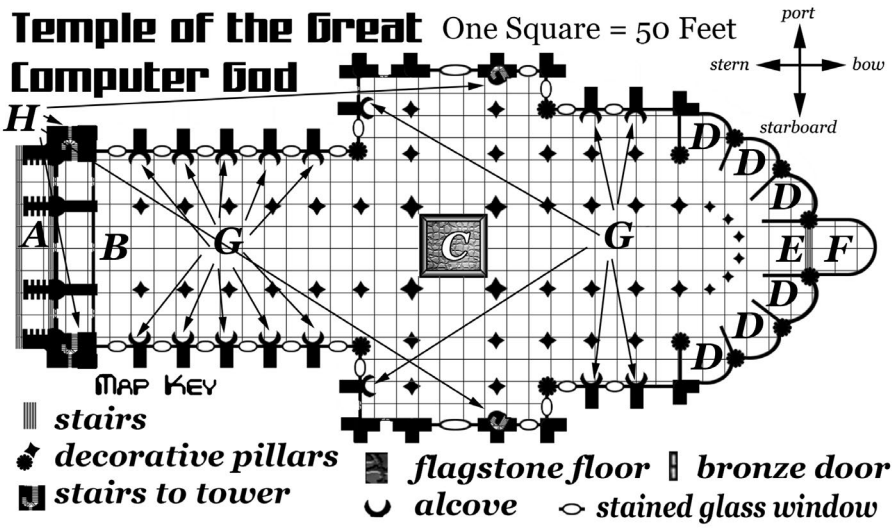
Characters approaching this area from the road are able to see the spires of this temple from more than a mile away. Those approaching it from the jungle during the day catch only occasional glimpses of these glistening polished chrome icons through the foliage until they approach more closely than 250' at which point the jungle has been cleared from the space around the temple. At night the colored glass windows of this temple are brilliantly illuminated from within, and their rainbow colors beckon the faithful for many miles.

Although the main structure of this temple is actually duralloy, explorers vieweing it from within 250' (possibly further) believe it is made from solid marble as a marble facade has been afixed to the duralloy shell. Decorative arches diminish in size with the height of this temple, and each contains either a set of large bronze doors or a stained glass window of vibrant colors. The building rises to over 100' in height but appears comprised of only three floors (there are in fact only two, and the top floor is only present in the four towers), although each floor is of enormous size. Arches for the ground level culminate at a height of 45', while the smaller arches of the second floor tower to 70'. The building also has four towers that rise to between 102' and 111' (the towers vary somewhat).

A total of five entrances with large bronze double doors allow the faithful to enter this building although only those three that border the metal road are unlocked. They are also attended by robotic priests (General Purpose Robots) in long white flowing robes.

Note: If the characters are attempting an attack on





this temple, read through the entire temple first so that you might be fully aware of its myriad defenses. Areas of particular interest in this regard include: 7A, 7B, 7G and 7H.

7A — Entrance and Greeter

Explorers approaching the front of this building (from the stern) see a short set of stairs that leads to a broad landing. Beyond this landing is another short set of stairs behind which stand three sets of large bronze doors. In front of each of these doors stands a General Purpose Robot wearing a long white robe. As an explorer approaches to within 35' of one of these automatons, it asks each a single question,

> "Have you come to worship the Great Computer God, creator of life and this world?"

Explorers that reply, "yes" or other words indicating the affirmative are escorted by this priest to the closest set of bronze doors. There the robot inserts an uplink from its finger, and the doors open. It then esorts the characters who have expressed a desire to pay homage to Area #7B, The Guardians.

Explorers that claim no knowledge of the Great Computer God, or who express a desire to learn more of him are asked a series of questions.

1) Do you know who created this world?

2) Do you know who brought life to this world?

3) Do you know who regulates the length of your days?

4) Do you know who makes the rain fall and the sky glow?

Characters responding to any of these questions with any answer except either, "no" or "please tell me (or like response)" cause the robot to pause as though thinking.

In reality, the robot is calling for assistance from the robots from the areas marked as 7G on the map. It then moves to attack. How many of the robots from Area #7G respond we leave to you, but at least one per character will definitely arrive.

Robot, General Purpose, Crazed

(HD 20, HP 100, AC 19, MV 30' Exp.Points: 405
Radiation Resistance 10 Constitution 20
Mental Resistance 10 Strength 15
Dexterity 10

[Prime=Physical]

Attributes (Prime=Physical): 2 manipulative tentacle attacks causing 1d6, WC1, or a light repulsor/attractor beam causing a pull or push of 20' to a single target under 350 lbs/159 kgs, WC6, range 25').

This 5' tall, 4' wide humanoid robot has extra arm-like appendages and functioning units always have the following: emergency power cell for 24 hours of operation, recharging unit, 2 manipulation tentacles extending up to 24', heavy duty power grasping claw able to extend up to 10', 1 micro-miniature manipulator able to make adjustment on the micro miniature level, light tractor and repulsion beam attachments with a range of 25', magnifying lenses with a 50 power range, upper and lower light sensors with infra-red and ultra-violet range, anti-grav system making up to 200 pounds feather light, low propulsion system allowing for 30 MPH, two sets of parallel programming circuits, light body armor allowing the unit to function in water, outer space, and in temperatures ranging from plus or minus 150 degrees Centigrade, audio and radio transmitters and pickups effective up to 37 miles away, 3 rotating light sources with a variance of 90 candlepower each, and human standard sensing (vision and sound) capability. The programming within these units has been corrupted and they believe themselves to be superior humans.

These robots do their best to incapacitate and capture the recalcitrant worshippers (characters) so that they might be educated in the dungeon below the temple

(Area #7C). If at any time these robots appear to be losing this battle, they call upon further help from the military grade and General Purpose robots in Area #7C, 7E, and 7H. These robots arrive after two further combat rounds. Characters that surrender are shorn of their equipment and restrained but remain concious as they are escorted to Area #7C.



7B — The Guardians

The interior of the temple is magnificent. The vaulted and groined ceiling is replete with carvings and paintings of computer equipment, while below aisles of computer workstations march in mute respect towards a raised granite dais-like cube set at the center some 700' away (towards the bow). The width of this giant temple is also impressive as only columns mar the otherwise open air feel of its 400' wide expanse. The columns are works of art as well and are covered in pictographs of wiring looms, terminals, computer chips, and display screens.

There is little time to ponder this, however, as the robotic guide leads characters towards a squat, powerful-looking robot that intones:

> "Blessed are the digital, for to them is given an eternity beyond the confines of this world."

The Military Medium Range Security Robot then pauses as though expecting a reply, which it does. The correct reply to this montra is,

> "...and blessed are the fleshed, for we have been given life by the Great Computer God."

If any other reply is given, both the General Purpose and the MRSR Robots move to capture the character. If more than one character is present, additional robots from the alcoves (Area #7G) also respond as do the other two (there is one for each door) MRSR robots. In all, it is possible for the characters to face a total of 3 MRSR robots and 11 General Purpose (crazed) robots.

Robot, Military MRSR
(HD 10, HP 50, AC 16, MV 30' Exp. 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.

If the party manages to defeat these robots, a general call to defend the temple is sent to all robots within this building.

7C — Dungeon Entrance

This area is actually a 120' square opening in the floor that is bordered by a 3' tall and 2' wide surrounding ledge of polished granite. Ladders lead from the edge to the flagstone floor below.

The room below measures a mere 300' per side and has a 20' tall ceiling. Staffed by 3 General Purpose robots, it is filled with various torture devices that are used to 'educate' unbelievers that are brought here for enlightenment (brainwashing). Once psychologically scarred by this experience, few of those educated ever return to their former selves and instead become mindless servants of the Great Computer God.

How this experience might affect the explorers in your game, we leave to you.

7D — Cubicles of Knowledge

Note: No explorer may so much as approach one of these cubicles unless they have given the appropriate reply to the temple's montra: "Blessed are the digital, for to them is given an eternity beyond the confines of this world," to which the reply is, "...and blessed are the fleshed, for we have been given life by the Great Computer God," to one of the temple's robotic servants.

Each of these large cubicle spaces contains a workstation with an active computer that links to the *Warden* database via the deck's Artificial Intelligence. Information can be gleaned from these devices, but it is colored by the outlook and bias of the maniacal A.I. of this deck. Questions posed which refer to other decks receive only a question mark reply, while questions concerning other 'dimensions' of the *Warden* are readily answered. Questions concerning the size and general makeup of the wolfoid presence on this deck always receive vague answers "small and soon to be brought to heel" being the most common answer. Questions regarding the central elevator also receive a question mark as a reply, but those inquiring as to the capabilities or function of the "dimensional portal" receive replies perinent to the topic of the central elevator. Again, knowledge can be gained via these workstation terminals, but the information always reflects the viewpoint of this deck's Artificial Intelligence.

7E — Temple Champion

A 10' cube hovers here with no apparent attachment to the ground, the walls, or the ceiling above. It is in fact a robotic servant of the temple (and the deck A.I.), and any who approach to within 30' of its position trigger its automated response:

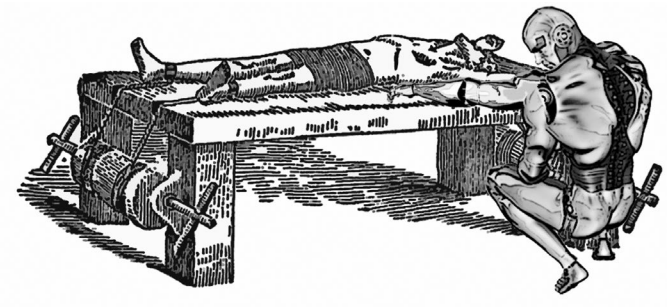
"Only the high priest is allowed beyond this point."

This robot attacks any that approach more closely than 20' that it can not identify as the high priest and prevents all but the high priest from entering Area #7F.

Robot, Military LRSR

(HD 10, HP 60, AC 20, MV 80 kph — Exp. 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.

Characters expressing a desire to become the High Priest of the Great Computer God are attacked/ approached by 2 crazed General Purpose and 2 MRSR Robots that do their best to render the character unconcious before transporting him to Area #7C. Once the character has arrived in Area #7C, the character is restrained, and the robots wait for him to awaken.

They then conduct an operation with no anesthetic.

A microchip and miniature microwave communication transmitter and reciever are placed inside the skull of the would-be high priest, and electrodes are threaded through the brain. This places the recipient under the direct control of the Deck #3 Artificial Intelligence. Its commands must be obeyed by any with this cybernetic implant 85% of the time. The other 15% of the time, the character still has free will.

There is, further, a 70% chance that the character dies during the operation. None have, as yet, survived.

Should any eventually survive the operation, they run a 40% risk of permanent insanity, although they have few problems carrying out the commands of the Deck #3 Artificial Intelligence. When under the influence of the cybernetic implant (85% of the time, as mentioned), the insane character acts as though demonically possessed by the A.I.

Once this cybernetic implant is in place, the Artificial Intelligence for this level is able to decode the memories of the recipient. In short, whatever the character knows, the A.I. now also knows.

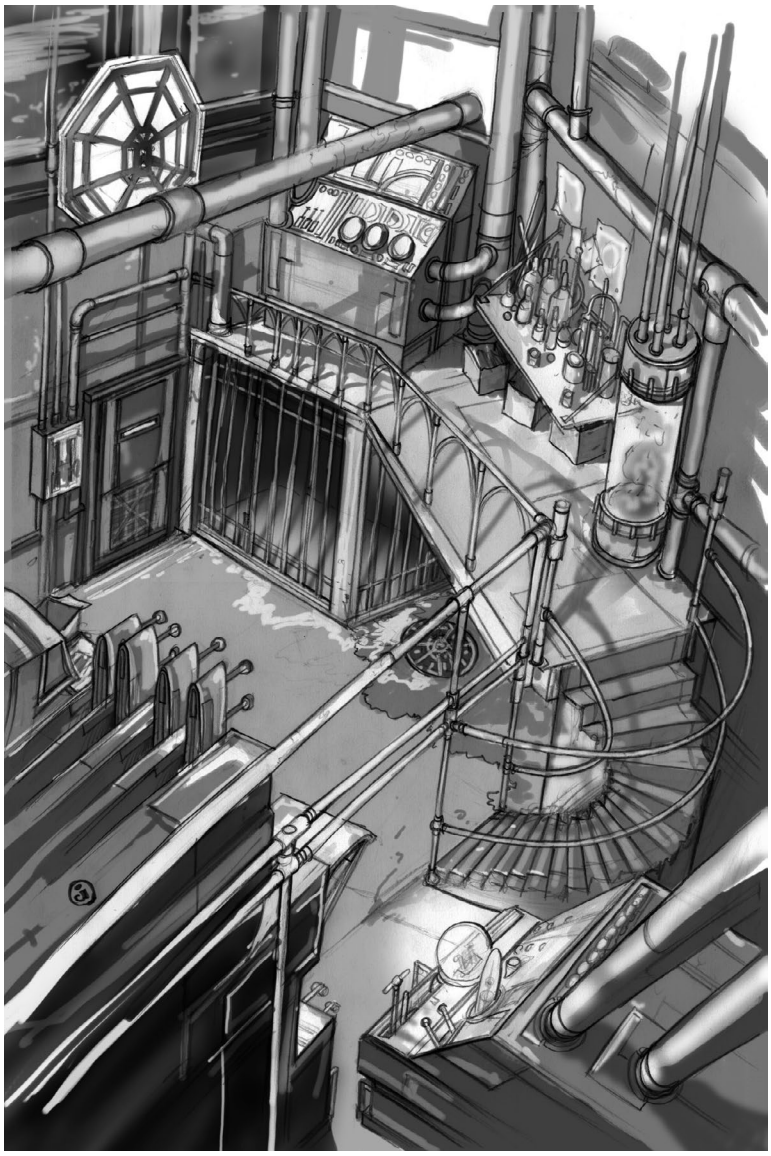
7F — Cubicle of Full Enlightenment

This cubicle, unlike those of Area #7D, contains a voice-activated computer and a microwave uplink as well as a holographic display. To all appearances it is a room with several pieces of unidentified electronic equipment stored upon the floor, and a comfortable chair. Once an explorer (high priest?) enters this area, the holographic display initiates, and the Deck #3 Artificial Intelligence addresses that individual with an appropriate greeting.

The A.I. will, of course, be shocked if the explorer standing in Area #7F is not a high priest and will immediately (although silently) summon the aid of the temple robots (from all other areas).

Characters that manage to make their way into this cubicle, however, have 30 seconds (or more at your discretion) to either command the A.I. (if they have gray, red, black, or red & blue wristbands in their possession) or to grant them a detailed and fully honest answer to any question they might have.

Note: Wily explorers may use an opportunity of this nature to either re-program or shut down this deck's Artificial Intelligence. If the deck A.I. is deactivated, all of the temple robots likewise become dormant.



7G — Alcoves and Metal Statues

Each of these 35' wide, 18' deep marble alcoves contains a metal statue of a human dressed in white priestly garb with a hood hiding much of his face. The arms of these statues are concealed within the folds of the garment, and the hands are clasped before the figure. The head is bent slightly downwards as though the subject the statue represents was ashamed or shy.

These statues are actually crazed General Purpose Robots that have been reprogrammed by the deck's A.I. to serve within the temple. They remain deactivated unless a call for help is instituted by other robots within the facility.

Should an explorer manage to activate one of these robots manually, it responds as though it had been assigned to a greeter's station outside the front of the temple (see Area #7A).

7H — Third Floor Towers

Explorers taking one of the four staircases find that they lead to towers that are roughly 100' from the ground below. Each tower has a mounted Blast Cannon (inflicts 50 damage to all in a direct line from the barrel, WC 7, range 900') and is staffed by 2 crazed General Purpose robots. These robots are programmed to attack and kill any living creature that enters one of these towers, but they ignore all other robots unless they are called for assistance (See Area #7A and #7B).

Robot, General Purpose, Crazed
(HD 20, HP 100, AC 19, MV 30' Exp.Points: 405
Radiation Resistance 10 Constitution 20
Mental Resistance 10 Strength 15
Dexterity 10

[Prime=Physical] : 2 manipulative tentacle attacks causing

1d6, WC1, or a light repulsor/attractor beam causing a pull or push of 20' to a single target under 350 lbs/159 kgs, WC6, range 25').

This 5' tall, 4' wide humanoid robot has extra arm-like appendages and functioning units always have the following: emergency power cell for 24 hours of operation, recharging unit, 2 manipulation tentacles extending up to 24', heavy duty power grasping claw able to extend up to 10', 1 micro-miniature manipulator able to make adjustment on the micro miniature level, light tractor and repulsion beam attachments with a range of 25', magnifying lenses with a 50 power range, upper and lower light sensors with infra-red and ultra-violet range, anti-grav system making up to 200 pounds feather light, low propulsion system allowing for 30 MPH, two sets of parallel programming circuits, light body armor allowing the unit to function in water, outer space, and in temperatures ranging from plus or minus 150 degrees Centigrade, audio and radio transmitters and pickups effective up to 37 miles away, 3 rotating light sources with a variance of 90 candlepower each, and human standard sensing (vision and sound) capability. The programming within these units has been corrupted and they believe themselves to be superior humans.

8 - Ruined Temple

This temple is so hidden by the jungle that explorers are likely to pass it without realizing it unless they come to within 50' of its toppled stonework. A shrine to some forgotten religion, it rises to a mere 40' above the jungle floor, but so covered is its roof with clinging vines that it appears to be little more than a large tree until a close examination is undertaken. The interior is dark, and dank, but most of the roof remains remarkably intact with only a few small holes allowing sunlight to reach the floor. Several plants have managed to take root amid this sparse lighting but the inside is mostly empty, and the nature of the building may be readily ascertained. An armless and faceless idol with a peaked headress remains near one far corner of the spacious chamber, but few other items seem to have survived the years. Overall the interior is gloomy, and a bit eerie.

Although this temple has obviously been looted, repeatedly, over the years, it is entirely possible that a monster from the wandering monster list might be encountered here foraging, at your discretion.

This location also provides a great opportunity as the power source, portal, or gateway for any metaphysical aspects you might wish to add to your campaign (undead, hauntings, demons, etc.)

9 - Sacred Pygmy Ruined Temple

The Pygmy Humanoids of Deck #3 have a unique religion about which little is known. The pygmies protect the secrets of their religion and share these secrets with no one outside of their tribes. One ritual is known, however: the Pygmy Ritual of Ending. The Pygmies of this level of the *Warden* embark on a pilgrimage when they feel their lives are coming to an end.

Their embarkations are most often solitary, or in very small groups, and they make their way through the verdant jungle on foot while living off the land until they reach the temple that is located here. Once they arrive, a short and unknown ceremony takes place after which they become one with the Pygmy God. As there are never any bodies to be found within the temple, the faith of these pilgrims appears eminently justified.

The truth of the matter is far more horrible.

The Aztec Wolfoids populating the temple 10 miles to the stern learned decades ago of these strange visits by Pygmy Humanoids.

These pygmies were always alone, or in very small groups, elderly and tired, and so were easily captured by the wolfoids for sacrifice to their blood-thristy gods (and later to be prepared for dinner). As the characters approach this area, an Aztec Wolfoid group lies in wait for them, or any other sacrifices that might be culled from the area.

Wolfoid, Aztec (6)
(HD 15, HP 88, AC 12, MV 40' Exp. Points: 1610
Radiation Resistance 16 Constitution 15
Mental Resistance 9 Strength 18
Dexterity 17

[Prime=Mental] one giant obsidian-studded club attack inflicting 4d6+4 damage, WC 4.)

These 9' tall mutant wolves stand on their hind legs and dress as Aztec Jaguar warriors. This group of Wolfoids has used the ship's resources to study the Aztecs and their ways. They always strike to subdue, as they want victims to sacrifice, offering their hearts to the gods. Mutations— Taller, Radiated Eyes, Immunity to Lasers, Regeneration [2 damage per turn], Heightened Intelligence, Telepathy.

Characters emerging victorious from this encounter discover several drawstring ration bags filled with dried meat (animal? human? who knows), and 2 brown ship's issue wristbands.

Those moving on to explore the interior of the temple find that the doorway to the temple is free of jungle growth, and its bronze door, although corroded with

age, is intact. It is unlocked and opens readily for any that attempt to do so. Even during the day it is dark within the ruin, and a light source beyond the open door is needed.

The interior is made entirely from stone (or at least so it appears) and is largely empty. Any furniture or adornments this temple might once have displayed were looted long ago. All that now remains is a single squat humanoid icon about 3' wide and 3' tall of a balding man (who appears to be about the size of a Pygmy Humanoid). The icon is overlayed in shiny brass, and appears both polished and untouched by the years.

This iconic statue is part of an overall mechanism that is mounted to the floor making the statue impossible to move. Several metric tons of force would be required to pull this statue from its moorings.

Characters carefully checking the front of the statue note a strange depression on the floor. It appears to be a series of holes drilled into the floor that approximate a 6' long by 3' wide box-like pattern. The holes are closely set, of no more than .35"/9mm in diameter and have no readily apparent function.

Characters carefully checking the back of the statue note an empty receptacle that is obviously meant for a single hydrogen fuel cell (battery). Should a character place a battery within the receptacle, any character placing weight upon the pattern in the front of the iconic statue is immediately disintegrated by sonic protein disruptor beams that emanate from the holes in the floor. There are a total of 36 of these holes, and each causes the character standing over them 15d6 damage, although it leaves his gear untouched. Years ago corpses were placed on a sacrificial altar (now long since looted) where they magically 'disapeared' under the influence of the rays emitted by the protein disruptors.

The protein disruptors continue causing damage to protein based compounds every 5 seconds, until either the weight is removed from the strange depression in front of the iconic statue, or the battery is removed. The unit depletes a standard hydrogen fuel cell (if fully charged) after about 20 minutes of continuous use.

10 — Reception Hall Ruins

Given the many ceremonies that took place on this deck (both type and quantity), a secular celebratory hall was also needed where those who had gathered for one or more rituals might celebrate afterwards. Those attending weddings, naming ceremonies, coming of age rituals, funerals, and other ceremonies often met in the spacious building that once occupied this area. This building covered more than a square mile and was luxurious but functional and more than capable of handling multiple gatherings simultaneously.

The insane Artificial Intelligence of this deck, however, ordered the building dismantled. The roof and walls were removed, and the materials were repurposed elsewhere on deck #3, leaving the opulent furnishings, flatware, cooking stations, bathrooms and grand hallways exposed to the invading jungle. It is now nearly impossible to tell where the building once stood, so thoroughly has the jungle covered the artifacts of that era which remain intact. Some portions of what were once cooking stations were fueled by small fusion reactors, and the fuel from these units has also caused radiation to be present for a large portion of this area. As a result, although much remains hidden beneath just a few inches of soil, this place is not a favored spot for foraging by those creatures which live on this deck.

A lot of material was left behind, however, for those willing to brave this radiation (intensity 6). Characters exploring this region with care have a 50% chance of discovering a buried item for each 1/2 hour an individual character spends searching. You may determine what was found, but the following list is provided to give you some ideas as to the potential scope of the treasures buried here beneath the jungle.

* bone china plates and cups
* silver and gold utensils
* wax candles
* lighting fixtures
* large silver or golden trays
* pieces of fine wooden chairs
* Hydrogen Fuel Cells (batteries)
* door handles, latches, or hinges
* chunks of metal I-beam
* large mirror ball
* electrical wiring
* small electric motors
* crystal glassware or vases
* ceramic, metal, or plastic piping or tubing
* cameras
* metal cooking utensils or large knives
* metal pots and pans
* hand-held electronics

11 — Winery

The Artificial Intelligence that has command of this deck has forgotten about this building, and so it has remained fairly intact. The irrepressible surrounding jungle has caused some damage, but only a few broken windows and a single 'failed' door are the sum total of the damage caused.

The building is actually two buildings surounded by a duralloy outer wall. One of these buildings has a glass roof through which vines have broken a few small openings. Within this building are acres upon acres of grape vines being tended by Garden Robots. Sharing a common center wall (also of duralloy) is the aging and storage warehouse. Hundreds of barrels of wine, prepared by the Garden Robots, here age and are stored in hermetically sealed kasks that prevent spoilage.

Characters thoroughly exploring the outer shell of duralloy discover several doors that require a green, red, or red & blue wristband for entry. If dilligent, they also discover one door that is ajar, its mechanism having failed. This door may be pushed open manually allowing ingress to the interior.

Characters entering the greenhouse area discover that the grapevines have mutated over the years and now bear grapes that range in size from 3" in diameter to a full 6" in diameter. The grapes are wholesome and may be eaten without ill effect by explorers. The Garden Robots continue about their duties, weeding, pruning, fertilizing, killing insects, picking, and squeezing the grapes in large machines as the characters explore, ignoring them completely.

Robot, Garden (32 in total)
(HD 10, HP 32, AC 15, MV 25'/hover
Exp.Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 12 Strength 8
Dexterity 10

[Prime=Mental] one pesticide blast attack covering an 18'circle inflicting 3d6 damage to insects and plants of all types, WC 3; or 2 grass and shrub pruning tool attacks inflicting 2d6 damage, WC 1.)

The unit appears as a 4' circular platform with a single manipulative tentacle for grabbing things. It floats on anti-grav pods and can carry up to 55 pounds of material. This robot's radio equipment allows it to communicate with beings throughout the entire deck. It has three large light sources, and its optics can see in the infra-red and ultra-violet spectrum. It always attacks moving plants or animals but will take verbal orders from any being with a *Warden* wristband. Note: these robots may attack characters resembling animals.

The four doors that lead into the wine storage warehouse also require the presentation of a green, red, or red & blue wristband for entry. If these doors are opened, the interior is dimly but adequately lighted, and the characters immediately note huge racks containing row upon row, barrel upon barrel, of fine wine. The wines are organized according to the year they were harvested, and the wines range from the previous year to a date more than 300 years ago (assuming that the characters are able to ascertain the nature of these dates and markings).

Several of the barrels have a slight glow, as they are stored in a portion of the warehouse that is subject to the radioactivity from Area #10. All of the wines in this warehouse are quite tasty, but any drinking the irradiated wine (intensity 6) are likely to die (at your discretion) unless immediately treated for radiation poisoning.

These barrels may be scavenged by your explorers, but each contains 50 gallons of wine and is a 2' diameter x 3' tall barrel that weighs 412 lbs./187 kg.

12 — Military Warehouse

Those crew involved with logistics determined that non-lethal military hardware, for the protection of a fledgling colony, might be some of the most important equipment to have in a state of readiness. The military agreed, as did the captains of the *Warden*, but access to this sensitive material was to be highly restricted. A special reinforced duralloy warehouse was constructed for this purpose, and its locks were puposefully left without uplinks for robotic access. Only crew, and even then only the right crew, were to be given access to this dangerous equipment. Characters approaching this area note the unblemished nature of the building despite the overgrown jungle that surrounds it.

Those attempting to open its massive 120' wide by 60' tall door discover that only black or red & blue wristbands cause this door to open. Once entrance has been gained, the characters discover that this warehouse is packed to the rafters with military hardware.

Armored Bubble-Top Anti-Gravity Sled
(equipment) Tech Level 2 Exp. Points: 2000
Power Requirement: 4 Hydrogen Fuel Cells (batteries)
Power Cell Life: 25 hours
Carrying Capacity: 6911 pounds/3135kg
Size: 6'4" x 4'6" width
Top Speed: 28mph/45kph

This vehicle has a self-contained environment capable of sustaining 4 humans for up to 6 hours and seals that

withstand from 50% atmosphere to 3 atmospheres pressure. It is fully resistant to slug thrower rounds.

Emergency Evac Unit (equipment)
Tech Level 3 Exp. Points: 700
Power Requirement: 6 Hydrogen Fuel Cells (batteries)
Power Cell Life: one trip up to 1678 miles/ 2700 km
Carrying Capacity: One person up to 400 pounds/182kg
Size: 9' tall spheroid
Top Speed: 107 mph/172 kph

This unit is programmed with a destination and is not operator controlled. It has a self- contained environment good for 18 hours for one person, a microwave comlink to *Warden's* Artificial Intelligence that also allows it to open all doors that open for red & blue wristbands remotely prior to arrival, anti-gravity propulsion, and a smart drive that always chooses the fastest path to the programmed destination. This unit is capable of space flight.

Personal Backpack Weapons

Personal Backpack Weapons are weapons that contain pressurized cylinders containing amunition of some kind. The are worn on the back (hence backpack) and are activated using a wand-like device that delivers the ammunition to a given area when the trigger is pulled. The most commonly used (by the military) example of this is the classic flamethrower, although that particular weapon is too dangerous for use in space.

Glue Gun (equipment)
WC2 Tech Level 8 Exp. Points: 300
Power Requirement: 1 Hydrogen Fuel Cell (battery)
Power Cell Life: One full tank/30 sprays
Size: two cylinders 6" in diameter with 12" square control unit and 3' long wand.
Weight: 37 lbs./17 kgs when full.
Damage: none
Range: 90'

Area of Effect: 20' long x 6" wide ribbon of foam that wraps around a target like a thrown bolo or rope. It generally forms (8) 6" wide encircling ribbons, but this depends upon the target's diameter.

Effect: This foam hardens within 3 seconds and causes immobility. A force of 350 lbs/159 kgs. is needed to break one ribbon.

Duration: the ribbons persist for 12-24 hours.

Swatter (equipment)
WC3 Tech Level 8 Exp. Points: 300
Power Requirement: 1 Hydrogen Fuel Cell (battery)
Power Cell Life: One full tank/30 sprays
Size: single cylinder 10" in diameter with 6" square control unit and 3' long wand.
Weight: 35 lbs./16 kgs when full.
Damage: 20 points to insect proteins, otherwise none.
Range: 90'
Area of Effect: 15' diameter circle.
Effect: damage.
Duration: instant

Target Painter (equipment)
WC4 Tech Level 9 Exp. Points: 100
Power Requirement: 1 Hydrogen Fuel Cell (battery)
Power Cell Life: One full tank/25sprays
Size: single cylinder 10" in diameter with 6" square control unit and 3' long wand.
Weight: 44 lbs/16 kgs when full.
Area of Effect: swath 8' wide x 23' long.

Effect: Target is covered in luminescent red paint that damages exposed skin and glows in the dark. This backpack weapon is used to both debilitate and mark targets that are considered hostile.

Grenades

There are actually two types of grenades found aboard the *Warden*: Grenades that area thrown by hand, and those that are placed in grenade launchers and fired at targets. Thrown grenades generally have a short range of 50' while a launched (fired) grenade has a short range of 300'. They have no power requirement. All of the other aspects of the grenades listed here are similar although rounds for a grenade launcher tend to be slightly lighter and smaller in size. For ease of play, they are considered identical in this listing.

Crowd Pleaser Grenade (equipment)
WC2 Tech Level 9 Exp. Points: 100
Size: 10" long, 4" diameter cannister or
8" bullet-shaped cylinder
Weight: 2 lb/0.85 kg
Damage/Effect: dozens of rubber pellets burst outwards for 10 points of subduing damage.
Area of Effect: 30' diameter hemisphere.
Duration: as per your favorite system's rules concerning subduing damage.

Dazzler Grenade (equipment)
WC2 Tech Level 9 Exp. Points: 100
Size: 5" spheroid or 5" bullet shaped cylinder
Weight: 1 lb/0.4 kg
Damage/Effect: temporary blindness.
Area of Effect: 30' diameter hemisphere.
Duration: one minute.

Gut-Wrencher Grenade (equipment)
WC2 Tech Level 9 Exp. Points: 100
Size: 8" long, 4" diameter cannister or
6" bullet shaped cylinder
Weight: 1 lb/0.4 kg
Damage/Effect: nausea plus 2d6 per round of exposure.
Area of Effect: 30' diameter hemispherical gas cloud.
Duration:one full minute following an end to exposure. The gas cloud persists for 2 full minutes (depending upon prevailing wind).

Pepper Grenade (equipment)
WC2 Tech Level 10 Exp. Points: 100
Size: 8" long, 4" diameter cannister or
6" bullet shaped cylinder
Weight: 1 lb/0.4 kg
Damage/Effect: 1d6 per round of exposure plus difficulty seeing.
Area of Effect: 30' diameter hemispherical gas cloud.
Duration: visual difficulties last for two minutes following an end to exposure. The gas cloud persists for 2 full minutes (depending upon prevailing wind).

Tear Gas Grenade (equipment)
WC2 Tech Level 10 Exp. Points: 100
Size: 8" long, 4" diameter cannister or
6" bullet shaped cylinder
Weight: 1 lb/0.4 kg
Damage/Effect: temporary blindness and difficulty breathing.
Area of Effect: 30' diameter hemispherical gas cloud.
Duration: breathing difficulties cease almost immediately, blindness lasts for one minute following an end to exposure. The gas cloud persists for 2 full minutes (depending upon prevailing wind).

Twilight Grenade (equipment)
WC2 Tech Level 5 Exp. Points: 400
Size: 8" long, 4" diameter cannister or
6" bullet shaped cylinder
Weight: 1 lb/0.4 kg
Damage/Effect: oxygen breathers with 20 HP or less fall unconcious.
Area of Effect: 30' diameter hemispherical gas cloud.
Duration: sleep lasts for 5 hours. The gas cloud persists for 2 full minutes (depending upon prevailing wind).

Reduced Damaged Weapons

Audio Cannon (equipment)
WC 5 Tech Level 2 Experience: 2,000
Power Requirement: 6 Hydrogen Fuel Cells (batteries)
Power Cell Life: 12 shots
Size: 10' length x 3' width x 5' height
(must be towed)
Weight: 972 lbs./441 kg
Range: 120'/360'/900'
Damage: instant cellular death to all targets with cell structures. Inflicts 10 points damage to buildings and equipment.
Area of Effect: 9' diameter sphere

Pistols

In this book, pistols are defined as ranged weapons that may be operated with just one hand. They require either a power source (like a Hydrogen Fuel Cell) or ammunition, and on rare occasions, both.

Audio Blaster Pistol (equipment)
WC5 Tech Level 3 Exp. Points: 400
Power Requirement: 1 Hydrogen Fuel Cell (battery)
Power Cell Life: 5 shots
Size: 20" overall length, weighs 5 lb./2.25 kg
Range: 75'/225'/450'
Damage: 5d6
Area of Effect: 5" wide beam up to 450' long. Ceases when it hits a target.
This pistol fires a short cycle sound wave that carries immense energy.

Bean Bag Pistol (equipment)
WC5 Tech Level 9 Exp. Points: 200
Power Requirement: None
Magazine Size: 4 shots (compressed air)
Size: 24" overall length, weighs 4.3 lb./2 kg
Range: 30'/90'/270'
Damage: 12 points subduing damage (living targets only).
Area of Effect: single target.
Duration: as per your favorite system's rules concerning subduing damage.
This pistol uses compressed air to fire a 4 oz./110 gram bean bag.

Bouncer Pistol (equipment)
WC5 Tech Level 6 Exp. Points: 500
Power Requirement: None
Magazine Size: 20 shots (compressed air)
Size: 22" overall length, weighs 2.6 lb./1.2 kg
Range: 60'/180'/360'
Damage: living material only for 20 points of subduing damage.
Area of Effect: single target.
Duration: as per your favorite system's rules concerning subduing damage.

This pistol uses a compressed air cylinder to fire 12 small rubber bullets at a target with a 2" diameter spread pattern (at short range). Reloading requires a new gas cannister as well as bullets.

Paralyzation Dart Pistol (equipment)
WC 4 Tech Level 9 Ex. Points: 200
Power Requirement: None
Magazine Size: 1 shot (compressed air)
Size: 26" overall length, weighs 2.6 lb./1.2 kg
Range: 30'/90'/270'
Damage: paralyzes living targets electrically.
Area of Effect: single target.
Duration: 3-18 hours

This pistol fires an electrically charged dart that is breech loaded. Opening the breech compresses the gas in the cylinder to allow the dart to be fired. A Hand Dart Charger is necessary to charge these darts. Incautious handling of these darts may cause them to discharge and paralyze the user.

Batons

In this book, batons are defined as enhanced clubs that are meant to be weilded in a single hand. Highly trained *Warden* security personnel often used one in each hand.

Concussion Baton (equipment)
WC 2 Tech Level 9 Experience: 200
Power Requirement: 1 Hydrogen Fuel Cell (battery)
Power Cell Life: 4 impacts
Size: 3' x 3'" diameter
Weight: 3.1 lbs./1.4 kg
Damage: living material only for 20 points of subduing damage.
Area of Effect: single target.
Duration: as per your favorite system's rules concerning subduing damage.

This baton has a small gravity pod located in its tip which transmits surprising kinetic energy upon impact.

Voltage Enhanced Paralysis Rod (equipment)
WC 4 Tech Level 7 Experience: 900
Power Requirement: 2 Hydrogen Fuel Cells (batteries)
Power Cell Life: 10 hours
Size: 6" - 3'" x 2" diameter
Weight: 3.1 lbs./1.4 kg
Damage: paralysis
Duration:
* 3-18 minutes for living targets weighing 1-299 lbs./ 1-136 kgs.
* 1-6 minutes for living targets weighing 300-499 lbs./ 136.1-227 kgs.
* Robots are shut down 75% of the time when struck
* Living targets over 500 lbs./227 kgs. are unaffected

Area of Effect:single target

This rod is a collapsible bar that extends to a total of 3'and collapses to a mere 6" long for storage. It must touch flesh or conductive metal to be effective.

Other Personal Gear

Riot Gear (equipment)

Tech Level 8 Exp. Points: 500
Power Requirement: 2 Hydrogen Fuel Cells (batteries)
Power Cell Life: 4 hours
Size:7" overall length, weighs 23lb./10.4 kg

This full body armor is actually a self-contained environmental suit that may be used in anything from zero - 8 atmosphere's of pressure. It is highly resistant to punctures and impact and takes only half damage from these mishaps and attacks while shielding its wearer from all such damage (until it is so damaged it becomes useless). It provides no shielding against radiation.

Communication Headsets (equipment)

Tech Level 9 Exp. Points: 300
Power Requirement:1 Hydrogen Fuel Cell (battery)
Power Cell Life: 36 hours
Size: head-sized, .6 kg/1 lbs.
Transmission range: 5 miles (broadband)

13 — Aztec Wolfoid Settlement

This vast complex lies at the port end of the metal road that bisects Deck #3 from port to starboard. It covers 7.6 square miles and may be readily seen from the road at a distance of more than half a mile. Those approaching this area from the jungle note only the giant ziggurat of the god Huitzilopochtli above the treetops to a height of 148' at a distance of 1500', but can plainly see the entire complex once they close to within 500'. For defensive purposes, the Aztec Wolfoids have clear cut the jungle to leave a gap of 500' or more between their outlying buildings and this dangerous natural barrier.

13A — Jaguar Warrior Huts

These sturdy adobe and thatch dwellings house 2-4 Jaguar warriors each. They have doors made from woven branches that are light but sturdy, and most have 2 - 3 unglazed windows with textile curtain coverings. These coverings are always pulled back during daylight hours but are secured with an inner shutter of woven branches after dark as lights within the huts tend to attract giant insects.

Uninvited characters entering one of these huts cause the occupants to attack (although they might be sleeping depending upon the time of the entry) with extreme zeal. (2 - 4)

Wolfoid, Aztec
(HD 15, HP 88, AC 12, MV 40' Exp.Points: 1610
Radiation Resistance 16 Constitution 15
Mental Resistance 9 Strength 18
Dexterity 17

[Prime=Mental] one giant obsidian-studded club attack inflicting 4d6+4 damage, WC 4.)

These 9' tall mutant wolves stand on their hind legs and dress as Aztec Jaguar warriors. This group of Wolfoids has used the ship's resources to study the Aztecs and their ways. They always strike to subdue, as they want victims to sacrifice, offering their hearts to the gods. Mutations— Taller, Radiated Eyes, Immunity to Lasers, Regeneration [2 damage per turn], Heightened Intelligence, Telepathy.

If there is time to cry out, these off-duty warriors also raise the alarm. Other Aztec Wolfoids take the time to gather weapons and armor but then begin seeking the intruders. They do their best to capture the intruders for sacrifice but will kill them rather than let them escape. In any given cluster of huts there are between 6-36 (6d6) additional wolfoids.

13B — Waiting Sacrifices

This area is surrounded by a 10' tall bamboo stockade. Characters approaching this stockade see little unless they press their eyes to a crack between the tightly-fitting bamboo stalks. If they do, they note a few campfires and several miserable-looking prisoners in bamboo cages. The captives represent a variety of species, Humanoid Rabbits, Pygmy Humans, and Thief Beasts being the most common, but all are universally ill-fed, dehydrated, wearing rags, and covered in cuts and bruises. All are dejected and appear completely hopeless.

Characters exploring the entire periphery of the stockade discover two small guard towers, one at either end of the enclosure. The towers have a lower portion made from stone and an upper wooden portion that contains little more than a platform, three wolfoid guards, and a thatched roof. These guards work in shifts and are never sleeping while on duty (if they don't wish to become sacrifices).

When supplies run low, prisoners are occasionally eaten by these wolfoids. Any explorers that might free these captives would certainly gain lifelong allies.

13C — The Marketplace

This area is filled with an assortment of adobe buildings of various sizes (some have two floors) with flat roofs. Aztec Wolfoids are here selling their wares from within these buildings or shopping, browsing the various offerings presented for sale. The buildings are sturdy, with wooden doors, and many of the merchants live within their places of business.

The market opens an hour after sunrise and closes promptly at sundown. During the day anywhere from 200-400 Aztec Wolfoids are found within the marketplace, although at night that number drops to less than 150. A roving patrol of 4 Aztec Wolfoid warriors watch the market area at night to keep away looters and curtail nefarious activity.

You should populate the market with merchants in accordance with the needs of your campaign, but remember that the Aztecs were known for their work in stone, hides, wood, and resins (denatured tree sap).

These resins were used in much the same manner as modern epoxy: to strengthen leather and wood, as glue, and to strengthen armor and hides. The Aztecs were not known for their work in metals other than those of a softer nature such as silver, lead, and gold.

13D — The Plaza

The plaza is the center of Aztec Wolfoid life. It is dominated by a reflecting pool that is just under 2' deep but that spans an oval measuring more than 1500' in length and 950' in width. This vast watery surface area makes the immediate environment cool and humid, a comfortable place for a busy wolfoid to relax.It faces the great temple, provides a source of water for the Aztec Wolfoids, supports their irrigation system, and is a place to relax with friends and catch up on the news of the day. The plaza is the Aztec Wolfoid equivalent of an office water cooler.

Given the warlike nature of most of the wolfoid clans based in Epsilon City, the Aztec Wolfoids always have at least 2 guards, day or night, guarding the plaza and its reflecting pool.

Wolfoid, Aztec Guard
(HD 15, HP 88, AC 14, MV 40' Exp. Points: 1610
Radiation Resistance 16 Constitution 15
Mental Resistance 9 Strength 18
Dexterity 17

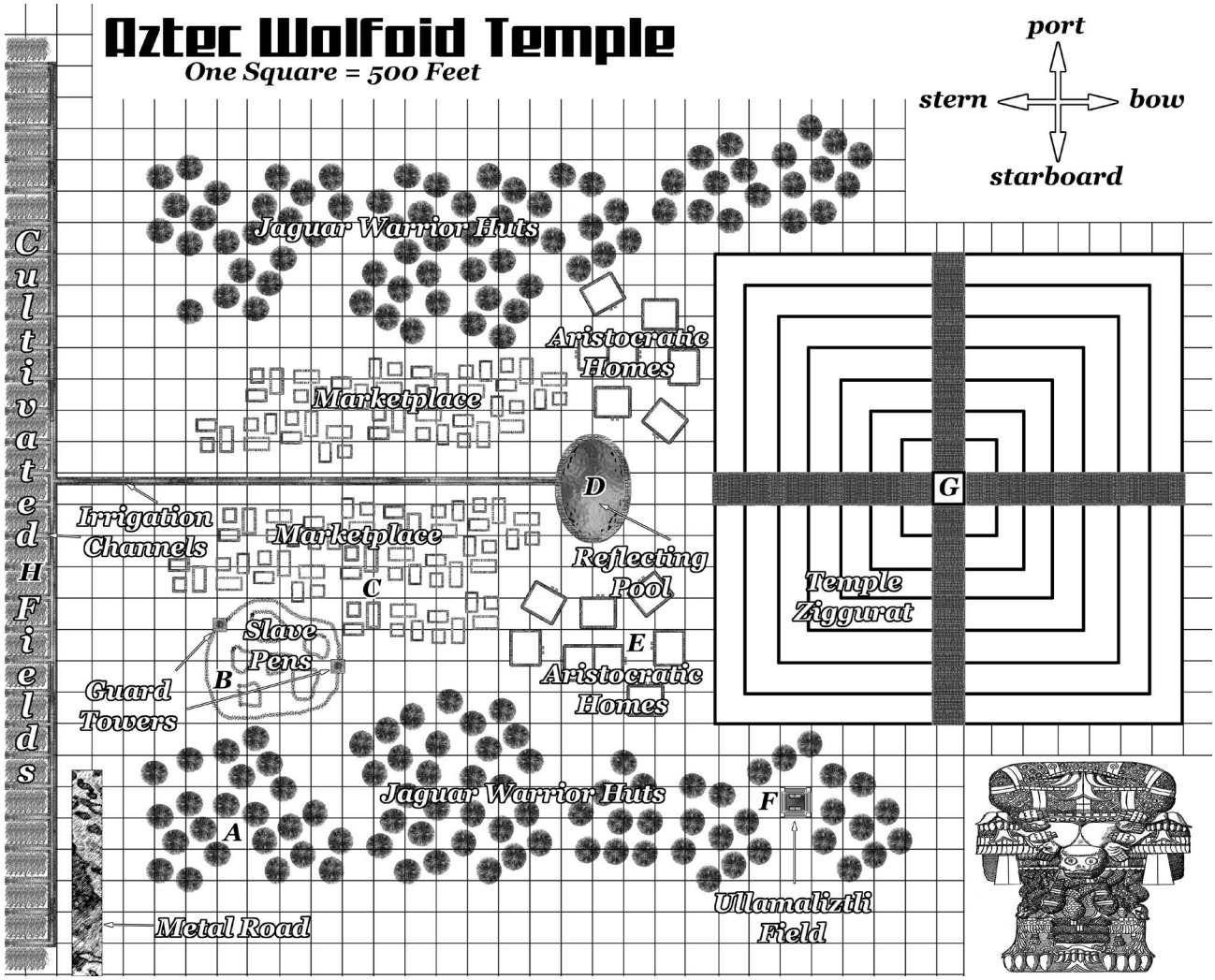
[Prime=Mental] one giant obsidian-studded club attack inflicting 4d6+4 damage, WC 4.)

These 9' tall mutant wolves stand on their hind legs and dress in hide armor as Aztec Jaguar warriors. This group of Wolfoids has used the ship's resources to study the Aztecs and their ways. They always strike to subdue, as they want victims to sacrifice, offering their hearts to the gods. Mutations— Taller, Radiated Eyes, Immunity to Lasers, Regeneration [2 damage per turn], Heightened Intelligence, Telepathy.

13E — The Aristocracy

High ranking members of the army, highly successful merchants, physicians, and particularly fortunate wolfoids, form the basis of the aristocracy (wealthy ruling class) among the Aztec Wolfoids. Over the years these fortunate few have built themselves lavish dwellings of stone that overlook the plaza and the great temple. These buildings are replete with carvings in honor of the gods, adornments of copper and bronze, and glazed plasteel windows and bronze doors. Even the servants in this area are better dressed than the warrior Aztec Wolfoids, and only these servants, priests, and other members of this social status are allowed to wander in this section of the settlement. If you are an Aztec Wolfoid, and you're not well dressed while traveling the streets in this section of the village, be prepared to explain your business to a house guard.

The interiors of these buildings are no less oppulent with upholstered wooden furniture, floor and wall



coverings, and statues and flatware of silver and gold. All of these homes have guards, and most have more than one because of the wealth they contain.

Wolfoid, Aztec Guard
(HD 15, HP 88, AC 14, MV 40' Exp. Points: 1610
Radiation Resistance 16 Constitution 15
Mental Resistance 9 Strength 18
Dexterity 17

[Prime=Mental] one giant obsidian-studded club attack inflicting 4d6+4 damage, WC 4.)

These 9' tall mutant wolves stand on their hind legs and dress in hide armor as Aztec Jaguar warriors. This group of Wolfoids has used the ship's resources to study the Aztecs and their ways. They always strike to subdue, as they want victims to sacrifice, offering their hearts to the gods. Mutations— Taller, Radiated Eyes, Immunity to Lasers, Regeneration [2 damage per turn], Heightened Intelligence, Telepathy.

Some of these homes contain the devices of the ancients operating on Hydrogen Fuel Cells (batteries), but these items are rare and are of a mundane nature such as heaters, lighting fixtures, and music players.

13F — Rough Sport

The Aztec Wolfoids are a warlike clan, and they have to keep themselves in peak condition in order to maintain a state of constant readiness for combat. As with many socities in centuries past they accomplish this via sport. Their favorite, and only official, sport is a very rugged contest that only the toughest wolfoids are able to particpate in without danger of serious injury. Known by the ancients as "Ullamaliztli" the Aztec Wolfoids simply refer to it as 'butcher ball'.

> The object of the game is to bounce the ball, an 8-pound sphere of ballistic rubber, through the opponents goal: a small stone circle mounted high upon one wall of the playing field. Players may not touch the ball with their hands, but may carry it in their mouths.Teams are 6 players each, and there are no rules beyond not touching the ball with your hands.

It is Aztec Wolfoid law that any challenge offered by a team of 6 to the current champion team must be accepted, regardless of the social staus of the players on that team. Explorers that engage the Aztec Wolfoids in this fashion are likely to impress them and possibly gain a powerfully ally on this deck. They are just as likely to die sudden, horrible deaths on the field of play.

13G — The Great Temple of Huitzilopochtli

The great temple of the Aztec Wolfoids actually serves many gods but is primarily dedicated to their god of war and first born male children (this was actually a misinterpretation of the *Warden* database of the word "sun" as no wolfoid has ever seen a sun — any sun — and so the word had no meaning to them. In short, they thought it was a typographical error.) It is also the place where before any battle they make bloody sacrifice of the captives they have taken in and since the last battle by removing their hearts and eating the rest of the body.

This religion is central to the belief system of all Aztec Wolfoids. It is dearer to them than family, friendship, or even clan loyalty.

The interior of the temple is honeycombed with individual shrines and temples, workshops, and the dwelling places of the temple priests and their servants. Those details are not delineated in this book but are instead left for you to design. The Aztecs do have a great store of silver, gold, lapis lazuli, and gems within this temple, and a hidden cache of items taken from their unfortunate victims (items for which they have no, or very little, understanding). As no non-priest is allowed within the interior of the great ziggurat, the coridors are trapped and the treasures well guarded. If your explorers wish to sneak into this temple and pilfer it from under the noses of the Aztec Wolfoids... well, who is to say what is or is not possible in your campaign. Just try not to kill them all at once.

13H — Cornfields

Explorers approaching from the stern see large fields of corn covering many acres of the land. If observed from a distance, and with care (so as not to be noticed), they also note wolfoids armed with slim bows and arrows in quivers working diligently in these fields. The crop here is staged; some of it is newly sprouted, some is just flowering, and some of it bulges with healthy ears of abundant corn. Workers can be seen attending to planting, weeding, fertilizing, and harvesting all within the space of a few hundred feet. Large bushels of picked corn await at the edge of the field for the day's work to end as all help in carrying the bounty of the fields back to the settlement.

If the explorers are spotted, these wolfoids immediately stop what they are doing and pursue the intruders.

Wolfoid, Aztec (12 in total give chase)
(HD 15, HP 88, AC 12, MV 40' Exp. Points: 1610
Radiation Resistance 16 Constitution 15
Mental Resistance 9 Strength 18
Dexterity 17

[Prime=Mental] one giant obsidian-studded club attack inflicting 4d6+4 damage, WC 4.)

These 9' tall mutant wolves stand on their hind legs and dress as Aztec Jaguar warriors. This group of Wolfoids has used the ship's resources to study the Aztecs and their ways. They always strike to subdue, as they want victims to sacrifice, offering their hearts to the gods. Mutations— Taller, Radiated Eyes, Immunity to Lasers, Regeneration [2 damage per turn], Heightened Intelligence, Telepathy.

14 — Inclined Ramps to Deck #2

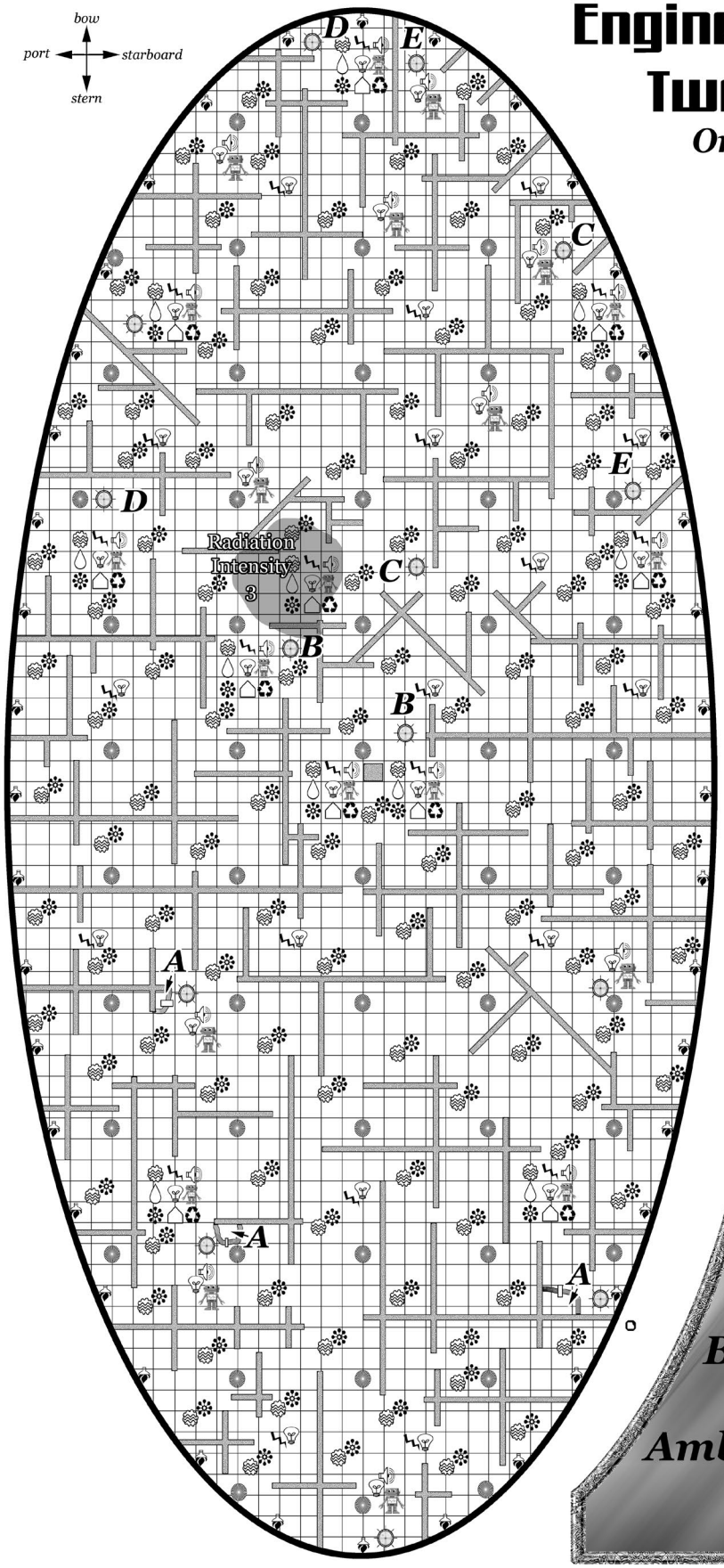
The inclined ramps lie here behind large electronic doors that open only upon the presentation of a gray (engineering), red (security), or red & blue (command), *Warden* wristband. The ramps are easy to see but have only 50' square doors which prohibit the transit of oversized cargoes. Access was restricted to enable large security forces quick access to the top three levels of the *Warden* in the event they were needed. Deck #3 was especially vital as it was thought that security might need ready access to gear and to these top three levels in the event of an emergency on the planet's surface (with a new colony).

15 — Spiral Inclined Ramp to Decks #2 & #4

As this ramp was used for bringing items in need of repair to the deck below, access to it is unrestricted, and the entrance is clearly maked. To avoid its use by wildlife that originally roamed deck #4, a 100' square access door automatically opens and whenever a crewmember presents any color ship's issue wristband, and closes if nothing has passed its threshold for a period of three minutes or more. Once the door begins to close, it does not stop, and it will crush anything in its path that remains.

Engineering Crawlway Tween Deck #3.5

One Square = One Half Mile



Key

- standard power substation
- broadcast power station
- robot depot
- air recirculation and purifying station
- water purification plant
- electrical circuit bus
- storage area
- thruster station
- gravity node
- environmental control station
- waste recycling center
- solid bulkhead
- hatchway to deck above
- makeshift wall
- entry passage through makeshift wall

All open areas have a hollow 1' diameter support pillar every 20'

Gravity :
0.76 – 0.86 G

Power:
Internal Fusion and Broadcast Substation

Pressure:
101.4 KPA

Power Capacity:
3126.35 MW

Background EMF:
1.26 – 1.98 mG

Ambient Temperature:
71° F / 22° C

Overview

When the *Warden* was first constructed, there was no great need for a large number of support modules to aid the functions of Deck #3. There were but 5 temples, and although these saw regular use, their demands for power, water, oxygen, recycling, climate control, and robotic maintenance were slight when compared to nearly any other deck of the ship. The other half of the deck was populated by warehouses full of carefully staged equipment that was being held in readiness for the formation of the first colony. Warehouses require very few support systems as well. In short, the crawlways beneath Deck #3 are very empty when compared to the crawlways of other decks, at least when it comes to mechanical contrivances and electronic support modules.

On the deck above, however, there exists a nearly constant state of war. The Egyptian and Aztec Wolfoids regularly assault the temple of the Great Computer God, and robotic patrols periodically round up the heathens of the wilderness (those same wolfoids, for the most part) while conducting patrols that search the entirety of the deck. It is never safe to walk alone amid the jungles of Deck #3.

Each of the various civilized (term used loosely) species that exist on Deck #3 occasionally regard the hatchways to the engineering crawlways as the only safe escape route when wolfoids or robots catch them off guard. Over time, many of these hatchways have become 'claimed territory' — safe areas where members of those species may seek refuge when overmastered in the battles above.

There are quite a few of these safe areas.

Adventure Seeds

Pygmy Humanoid Safe Areas (A)

Of all the species seeking to exist on Deck #3, the pygmies are probably the most thorough in their preparations, and the most patient. Pygmy safe zones are demarked by makeshift walls that have been bolted, welded, glued, or otherwise substantially bonded from scraps of duralloy and steel. These barrier walls stretch from floor to ceiling, and each has but a single entrance that is activated by a brown ship's issue wristband. The door to a safe area is sturdy rather than hidden, and the bulk of metal being used as a door is easily spotted if the periphery of the wall is checked. That is far from the final hurdle, however, as the Pygmies understand much about survival.

A band of warrior Pygmy Humanoids is always waiting just inside each of these doors due to their Precognition ability. The entry door to a Pygmy safe house is never unguarded, and the guards know what the explorers will do 3 minutes before the explorers have done it. As a result, they are never surprised and always defend their homes with vigor.

Pygmy Humanoid (6-36)

(HD 5, HP 25, AC 18, MV 30'
Radiation Resistance 17
Mental Resistance 16
Dexterity 15
Exp.Points: 380
Constitution 5
Strength 5

[Prime= Physical] one attack with a 3'- long thrusting spear for 1d4 damage, WC 1.)

These 1'-tall mutated humans are resistant to all poisons, radiation, paralization, chemical acids, and lasers. They have not the sophistication to use the devices of the ancients [with rare exceptions] but have extensive knowledge of antidotes and mutated dangers. They also have the mutation Precognition which allows them to see three minutes into the potential future if allowed to concentrate undisturbed for one full minute. Note: Pygmy Humanoids that foresee their own injuries immediately suffer one point of damage, while those that foresee their own deaths immediately sustain 6 points of damage.

These Pygmies will accept the surrender of explorers that lay down their arms as they always hope to gain allies, or at least friends. Surrendered explorers are made to swear an oath to an icon of the pygmy god that they 'will not reveal the location of the pygmy safe house or the god may take my eyes'. Those who refuse are killed by having their throats cut. Once this formality has been observed, the pygmies will chat, trade with the characters, and provide them with information concerning the immediate environs surrounding their safe house.

Humanoid Rabbit Safe Areas (B)

The Humanoid Rabbits on Deck #13 sent patrols of 12-24 of their kind to explore various decks of the ship in the hope of finding safe places to live with reliable sources of food. One such patrol was sent, decades ago, to Deck #3. It has been trying to return via the Central Elevator this entire time, but with no success. Even the bravest among their warriors is primordially fearful of the Giant Panthers that patrol the elevator's immediate environs, and none have been able to acheive entrance to the elevator in all of the intervening time.

These Humanoid Rabbits are also quite jumpy and may shoot before asking questions.

Their safe houses are demarked by Automated Intruder Response Units that are programmed to shoot at anything that is NOT a Humanoid Rabbit.

Automated Intruder Response Unit (AIRU)
(HD 10, HP 11, AC19, Move 0'/none
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 10
Dexterity 10

[Prime=Physical] 3 laser bolts per round from an automated turret that is bio-metrically coded to attack anyone not on its internal list of acceptable visitors inflicting 5d6 damage per shot, WC 6, range 225'.)

This small pod is often attached to a column or the side of a building and constantly monitors anyone approaching said building. It is a small hemisphere [18" in diameter] with a protruding laser barrel. Many are painted to match the side of the building upon which they are mounted.

The bolts from an AIRU are quiet but are not silent, and should the explorers trigger one of these devices, the Humanoid Rabbits within the safe house that lies beyond quickly prepare for, and join, the battle. (2-12)

Humanoid Rabbit
(HD 4, HP 15, AC 13, MV 60' Exp. Points: 345
Radiation Resistance 9 Constitution 4
Mental Resistance 9 Strength 15
Dexterity 17

[Prime=Physical] 2 energy bolt attacks inflicting 5d6 damage, WC 3, range 30', or by weapon.)

These 7'- tall intelligent mutated white rabbits stand on their back legs and have mutated forelimbs resembling arms and hands. They can use the devices of the ancients and delight in using lasers, often trading grenades for such weapons. Mutations— Taller, Energy Generation, New Body Parts, Heightened Intelligence.

Explorers that lay down their arms and surrender are cautiously taken prisoner until such time as the Humanoid Rabbits can be convinced that they are indeed friendly. They order the AIRUs to cease fire (which they do) and tie up the explorers before dragging them into their safe house, blindfolded.

Humanoid Rabbit safe houses are made from a hodge-podge of materials, from old cardboard boxes to sheets of abandoned steel, bits of discarded lumber, and bed sheets and blankets. They look like temporary shanty towns. The Humanoid Rabbits are always concerned about their food and water supply and if convinced that the explorers are friendly, will trade for these items.

Thief Beast Safe Area (C)

Thief Beasts have a very loosely knit society and do not often stay in one place for too long. Those that yet explore Deck #3 (much like the Humanoid Rabbits) feel they are trapped here by the Giant Panthers that prowl near the central elevator. Most would prefer to return to Epsilon City, although a rare few enjoy the survival challenge this level presents. Thief Beasts are stealthy, secretive creatures, and their safe houses reflect this survival instinct. Explorers approaching one of their safe house areas see only large piles of randomly discarded items: stacks of old boxes, piles of sheet metal, or tarps covering equipment (as examples of this).

All approaches to these seemingly random piles are booby trapped with noise-making devices. Any explorer without traing in spotting and disarming traps of this nature is 90% likely to set one off, alerting the Thief Beasts to the presence of intruders.

Typically the Thief Beasts will challenge non-wolfoid humanoids before attacking, requiring that all weapons be laid to the side and asking as to their business near one of these safe houses. Characters that comply find the Thief Beasts avaricious but eager traders. Characters that do not comply are attacked by Thief Beasts from hidden vantage points.

Thief Beast
(HD 5, HP 18, AC 12, MV 30' Exp.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.

Aztec Wolfoid Safe Area (D)

Aztec Wolfoid safe areas are readily seen from hundreds of feet away (crawlway configuration permitting) as they are surrounded by cheval de frise, a formidable barrier made from long conduits with sharpened ends being affixed to one another in an 'x' pattern. Less visible are the ceiling -mounted net traps they also employ in order to capture sacrifices for their bloody gods. Explorers with no skills pertinent to detecting these snares are 75%

likely to trigger one if they approach the outer barriers of an Aztec Wolfoid safe area.

Although there may be some means for communicating or at the least creating a truce with these creatures, they are 90% likely to view any party of explorers as targets. Explorers displaying iconic symbols depicting the Aztec gods are only 50% likely to be considered targets. The wolfoids wait until the characters either trigger a trap or have set aside their weapons to disarm a trap, and then they attack.

Wolfoid, Aztec (4-24)

(HD 15, HP 88, AC 12, MV 40' Exp.Points: 1610
Radiation Resistance 16 Constitution 15
Mental Resistance 9 Strength 18
Dexterity 17

[Prime=Mental] one giant obsidian-studded club attack inflicting 4d6+4 damage, WC 4.)

These 9' tall mutant wolves stand on their hind legs and dress as Aztec Jaguar warriors. This group of Wolfoids has used the ship's resources to study the Aztecs and their ways. They always strike to subdue, as they want victims to sacrifice, offering their hearts to the gods. Mutations— Taller, Radiated Eyes, Immunity to Lasers, Regeneration [2 damage per turn], Heightened Intelligence, Telepathy.

These wolfoids wear brown ship's issue wristbands and carry anti-radiation pills that heal 1d6 of radiation damage when swallowed.

Egyptian Wolfoid Safe Area (E)

Characters nearing these areas immediately know that an Egyptian Wolfoid safe area lies ahead as the territory claimed by these creatures is demarked by statues and obelisks that contain symbols in praise of Ra and the other deities of that pantheon. Guards are always posted as well that may be readily noticed by careful explorers.

Egyptian Wolfoid safe areas are comfortable, well enclosed areas generally based upon the given infrastructure of the crawlways. Rather than build a wall around a safe area, the Egyptian Wolfoids tend to base their safe spaces within the preexisting structures that house the subsytems found in the area. Guards and patrols immediately retreat to these areas to raise the alarm if attacked.

The Egyptian Wolfoids always feign friendship with non-robotic intruders, as they hope to lull these intruders into a sense of false security before seizing them as slaves. They will invite explorers into one of their safe areas, serve them a meal (which may or may not be drugged) and then invite the character party to join them on a raid on Deck #3 (or mission of similar ilk). During the raid, the characters may be abandoned to attacking robots, separated and dealt with individually by the wolfoids, or even clandestinely killed for their items and gear. These wolfoids are clever and take advantage where they can. They are never truly friendly with other species. (4-24)

Wolfoid, Egyptian

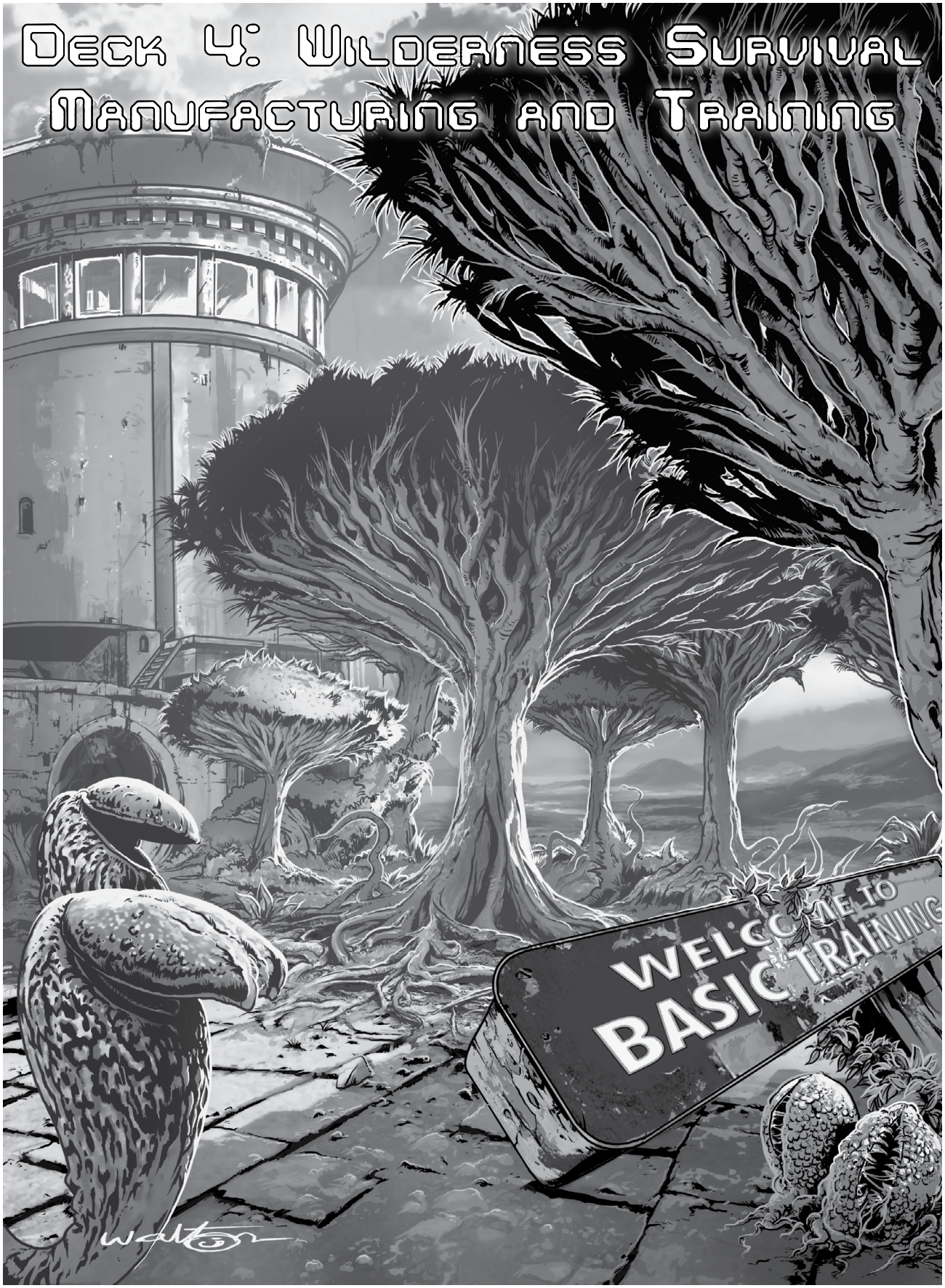
(HD 12, HP 59, AC 14, MV 30' Exp.Points: 1265
Radiation Resistance 13 Constitution 12
Mental Resistance 13 Strength 13
Dexterity 13

[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.



Deck 4: Wilderness Survival Manufacturing and Training



Deck 4

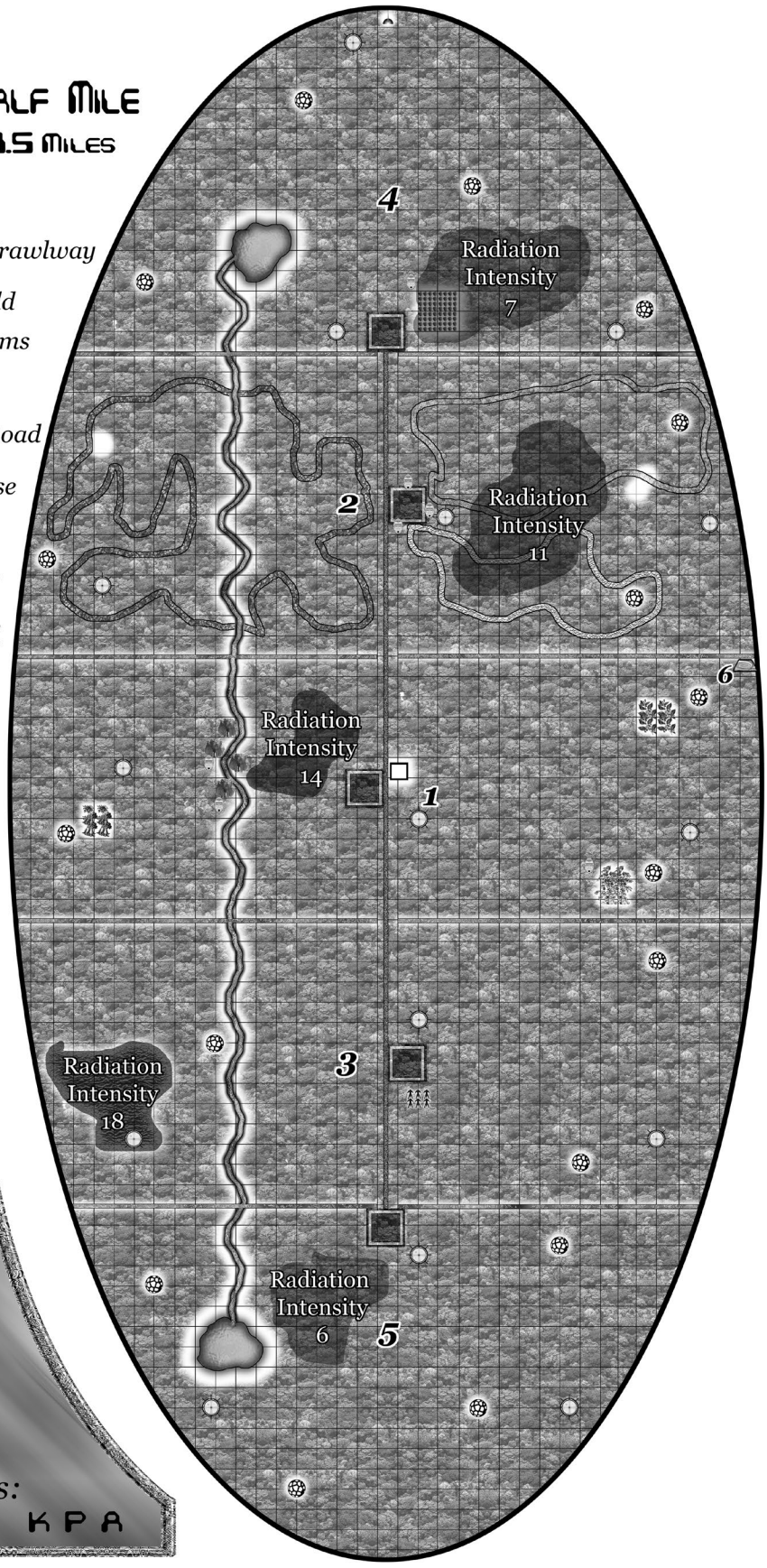
One Square = One Half Mile

Overall Size: 39 Miles x 18.5 Miles

Map Key

- Access Hatch to Engineering Crawlway
- Lake
- Belladonna Field
- River
- Man-sized Totems
- Communications Station
- Abandoned Camp
- Metal Road
- Overgrown Factory/Warehouse
- Dense Forest
- Hive
- Roses
- Castor Plant Field
- Rough Trail
- Glasteel Wall
- Broken Pavement Trail
- Broken Tarmac Trail
- Angel's Trumpet Field
- Willow Tree
- Ramp

1) Field Medicine Training
2) Hiking Training
3) Impromptu Weapons Training
4) Living off the Land
5) Wilderness Shelter Training
6) Spiral Ramp to levels 3 & 5



Gravity:
1.10 – 1.17 G

Power:
External

Background EMF:
4.41 – 6.23 mG

Ambient Temperature:
40° F / 4° C

Atmospheric Anomalies:
Low Pressure: 96.8 kPa

Level 4: Wilderness Survival Manufacturing and Training

Overview

The most critical phase of any colonization is its beginning — the first 8-12 weeks on a new world. During this period, settlement areas are scouted, environmental hazards are discovered and either removed or sequestered, and new lifeforms, both benevolent and hostile, are revealed. Those colonists that first explore a new world must be the best trained and most capable. They must be supplied with the best technology that modern science is able to offer, and should that fail, they must be able to improvise. If necessary, they must be able to survive on nothing more than their wits.

This deck of the *Warden* was dedicated to the training of those pioneers that would be first to land upon the surface of any new planet. Its various training areas are designed to prepare colonists by teaching them how to find and identify natural food sources, and create shelters that might withstand the unknown elements of a new world. These training centers would teach them field medicine, how to cover necessary ground in record time, and how to make weapons and other protective devices from whatever their new habitat might offer. This level was built to teach those that would be first to land self-reliance.

In order to better prepare colonists for a potentially hostile environment, and to better illustrate the skills being taught throughout this deck, the temperature of most of this level is quite cold, though above freezing. The air is thin, and the gravity is higher than normal, all by design, to help prepare would-be explorers for the rigors that a new environment might present. Days and nights are of equal length, and it rains twice per day for 15 minutes.

The factories found on this level are dedicated to those necessary supplies that explorers rely upon to survive: rope, small folding knives, hatchets, camping gear, and even more sophisticated devices like Hand Chemical Analyzers, fire lighters, monofilament line, and disposable handbooks. These factories produced small, life-saving devices both for training and for the eventual needs of planetary pioneers.

Wilderness, albeit somewhat tamed, surrounded these factories and was used as a training area for the skills being taught. Glasteel walls seperated the various training groups, to avoid cross-contamination of controlled training sessions and to avoid injury in the from mishandled weapons, curatives, fires, and other, unforseen situations that might get out of hand. Many groups were training at the time of the apocalypse. Their empty campsites are now all that remains of these stalwart mentors and their students. After more than 300 years, most are little more than overgrown semi-clearings with a few metal or plastic poles pointing towards the sky and a few rags hanging either from local branches or the tops of these poles, but some are also more or less intact.

The 'tamed wilderness', however, has changed dramatically. The radiation has caused both plant growth and mutation, and in some areas, extinction. Wildlife has virtually disappeared, although insect life abounds. Deck #4 is now truly a wilderness.

Lifeforms

The following creatures are found randomly on this level. Check once for each new square explored on the map (or devise your own system) by rolling a d6. Any result of a 1 or a 2 indicates that a wandering monster has encountered the character party. How many of a particular creature are encountered is left to your discretion.

All Areas

Wandering Creatures Encountered (roll 2d6)			
2	Carnivore Vine	**7**	Flower Blade Plant
3	Carnivore Willow	**8**	Pitcher Plant
4	Death Tree	**9**	Singing Vine
5	Death Vine	**10**	Spike Thrower
6	Dream Bush	**11**	Sundew Plant
		12	Sword Bush

Carnivore Vine
(HD 6, HP 31, AC 10, MV 0'/None Exp. Points: 300
Radiation Resistance 18 Constitution 6
Mental Resistance 3 Strength 3 Dexterity 3

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

This vine grows in radioactive areas. Early in its cycle, it is a thin 5' long vine with wide, hinged dual leaves that hide jaws. The vine reacts to movement, bringing its jaws to bear at whatever length the vine has achieved via growth [average of 20'-40']. There are several 100 yard versions that can swallow large prey in two bites if the plant gets the chance. Mutations— Stasis in Periods of Darkness, Acid Bite.

Carnivore Willow
(HD 18, HP 100, AC 16, MV 0'/None Exp.Points: 1020
Radiation Resistance 18 Constitution 18
Mental Resistance 3 Strength 18 Dexterity 3

[Prime=Physical] 1d6 manipulation vines seek to grab prey [WC 1], and it requires a strength of 15/75%/500 pounds pull or higher to break free once grabbed. Those who fail are moved to the creature's maw for 2d6 crushing damage each round.)

This pale white mutated willow can grow to more than 50' tall. Some of its vines can snare prey which it then drags to the huge maw and digestive system at the center of the tree. Large nests of hornets are often found at the edges of this maw. Mutations— Larger Than Normal, Manipulation Vines, New Plant Parts, Heightened Precision, Increased Senses.

Death Tree
(HD 10, HP 55, AC 12, MV 0'/None Exp. Points: 360
Radiation Resistance 15 Constitution 10
Mental Resistance 3 Strength 3 Dexterity 3

[Prime=Physical] 3-18 [3d6] thrown cherry attacks inflicting 3d6 damage each, WC 2, range 50', and the radiation it emits [radiation level 15 up to 120'].)

This mutated cherry tree stands 20'-tall when mature and can sense the air moving when targets approach. It attacks by throwing exploding cherry-like fruits at its opponents. Victims killed by the tree fertilize its hungry roots. The presence of Death Trees in overgrown and densely forested areas is often betrayed by the ring of small animal corpses that surround their trunks. Mutations— Radiated Plant Fiber [Intensity 15].

Death Vine
(HD 15, HP 66, AC 15, MV 10' Exp. Points: 840
Radiation Resistance 14 Constitution 15
Mental Resistance 3 Strength 15 Dexterity 15

[Prime=Physical] 3 whip-like vine attacks inflicting 4d6 damage each, WC1, range 90'.)

These plants spin their vines in a 360° arc, feeling for living flesh and then wrapping around that flesh so that the jaw-filled vines can bite chunks from it. Mutations— New Plant Parts, Moving Plant Parts, Increased Senses.

Dream Bush
(HD 10, HP 55, AC 12, MV 0'/None Exp. Points: 540
Radiation Resistance 10 Constitution 10
Mental Resistance 3 Strength 3
Dexterity 3

[Prime=Physical] one strong fragrance area attack affecting any creature within 35'; fragrance acts as a poison [Intensity 10, Enthralls victim].)

This 6' tall mutated elderberry bush filled with clusters of purple berries looks like a tree. Those failing to avoid the effect of its fragrance [poison] take no damage but become enthralled to the Dream Bush and retrieve other plants of all types, returning them to the base of the Dream Bush to become fertilizer. Only the destruction of the Dream Bush by an outside entity is capable of releasing those in thrall. Mutations— Poison [Intensity 10], Enthralling.

Flower Blade Plant
(HD 8, HP 44, AC 13, MV 0'/None Exp. Points: 630
Radiation Resistance 18 Constitution 8
Mental Resistance 13 Strength 13
Dexterity 3

[Prime=Physical] 1d6 petal attacks inflicting 4d6 damage, WC 2, range 30'.)

This 4' tall flower-like plant has a cluster of large, circular flower petals that are stiff with very hard edges. The plant senses movement and throws 1d6 petals at the prey trying to kill it. Then the plant moves over the body and the lower plant leaves suck up the nutrients of the dead prey. Any given plant has 20 of these petals and can grow one petal per day if there are sufficient nutrients. Mutations—Moving Plant Parts, Increased Senses, Throwing Petals, New Plant Parts.

Pitcher Plant
(HD 3, HP 10, AC 10, MV 0'/None Exp. Points: 150
Radiation Resistance 18 Constitution 3
Mental Resistance 3 Strength 3
Dexterity 3

[Prime=Physical] one envelop attack after which acid inflicts 5d6 damage per combat round.)

There are several different colorful versions of this amorphous plant. Often, it forms itself into a 30'-square sheet with the appearance of flowers in order to entice prey. Pitcher Plants entrap victims in their elastic bodies then bathe the entrapped victim with acid. It also smells delicious and attracts carnivores to its

tough, encompassing body. Mutations— Toughened Flesh, Dissolving Juices [5d6], Moving Plant Parts, Larger Than Normal, Attraction Odor.

Singing Vine
(HD 4, HP 10, AC 8, MV 8' Exp. Points: 270
Radiation Resistance 10 Constitution 4
Mental Resistance 10 Strength 10 Dexterity 10

[Prime=Mental] Special attack – this vine defends itself by singing a psychotropic harmony making listeners incapable of harming the vine while harboring a strong desire to help it.)

This intelligent mutated vine stands 15' tall when mature. Singing Vines are Telepathic and willing to share knowledge of their level of the *Warden* with those that fertilize their roots. Mutations—Telepathy, Mobility, Sonic Powers [special], Manipulation Vines.

Spike Thrower
(HD 14, HP 60, AC 10, MV 0'/None Exp. Points: 1170
Radiation Resistance 18 Constitution 14
Mental Resistance 3 Strength 3 Dexterity 3

[Prime=Physical] 1d6 spikes inflict 6d6 damage each, WC 1, range 150'.)

This dark crimson 120' tall plant has a huge ball of spikes at its top. As prey approaches within 150' of the plant it throws 1d6 spikes at the victim. Mutations— Increased Senses, Moving Plant Parts, New Plant Parts, Regeneration [5 points damage per turn].

Sundew Plant
(HD 5, HP 28, AC 11, MV 0'/None Exp. Points: 360
Radiation Resistance 18 Constitution 5
Mental Resistance 3 Strength 3
Dexterity 3

[Prime-Physical] one barbed spike thrust inflicting 20 damage, WC 1, range 5'.)

This plant is little more than a 10' tall trunk with rows of 10' spikes sticking out of it. At the end of each of the spikes is a huge drop of wonderful smelling gel that heals 15 damage when smeared on a wound. However, if the spike is sufficiently disturbed, it thrusts at a victim and then retracts. If the spike hits, the impaled body provides nutrients to the plant to allow it to grow more spikes and a thicker stem. Mutations— Moving Plant Parts, New Plant Parts, Gel Generation.

Sword Bush
(HD 10, HP 30, AC 10, MV 10' Exp. Points: 1170
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 10
Dexterity 10

[Prime=Physical] 3 metallic sword frond attacks inflicting 2d6 damage each, WC 1.)

This highly intelligent 20'-tall mutated fern has 18 unique bladed leaves and two tentacles amid its roots. It senses heat and life energy at a range of 50', generates a Force Field that prevents the passage of physical objects [5HD/30hp to dissipate this field], and is able to take Mental Control [one at a time] of sentient life at up to 50' distance. If severely threatened and near death, the Sword Bush may also Teleport up to 900' in any direction. Sword Bushes have also been known to use the devices of the ancients with their tentacle-like roots. Mutations— Increased Senses, New Senses, New Plant Parts, Mobility, Force Field Generation, Mental Control, Teleportation, Stasis in Periods of Darkness.

Points of Interest

1 - Field Medicine Training and Central Elevator

This section of the level contained many plants known to have medicinal properties to aid pioneering colonists in the identification of flora that might be of medical use on a new world. Fields of Angel's Trumpet, Belladona, and Castor plants were actually planted here so that mentors would be assured of a ready supply of some of the most commonly used natural pharmaceuticals for demonstrative purposes. These fields were genetically engineered to bloom every 40 days and have been doing so for the last 300+ years.

While some of these flora remain genetically pure to their origin, others have mutated and are either completely ineffective, deadly poisonous, or perhaps have as yet undiscovered medical properties. Undreamed of cures might lie within the leafy green chaos of this forest next to the more predatory mutations that have affected some of the plant life here. Those choices we leave to you.

A 2500' gap in the glasteel walls allows for the passage of the road and those traveling to other parts of this deck.

Ninja Wolfoids visit this portion of Deck #4 with disturbing frequency. While they may have no curative skills, they know the deadly affects of Belladona, Angel's Trumpet, and Castor Beans. They come here to collect these natural poisons as their culture holds in great esteem those with knowledge of their use. Even those with little knowledge of the use of these toxins come to collect the plants as their value in Ninja Wolfoid society is greater than that of precious metals or gems. Many a fortune has been earned by an enterprising young wolfoid following a successful trip to this area of Deck #4.

Although among the Ninja Wolfoids the timing of their visits to this forest is ritualistic, almost sacred, it

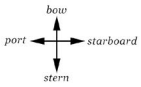
Field Medicine

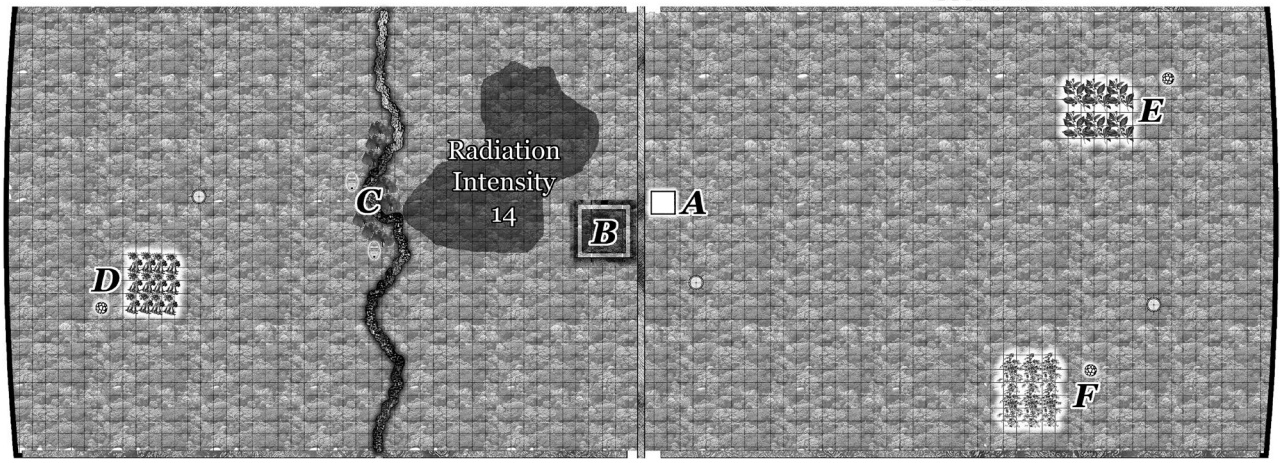
One Square = 1000 Feet











Map Key


Access Hatch to Engineering Crawlway


Angel's Trumpet Field


Overgrown Factory/Warehouse


Castor Plant Field


Belladonna Field


Abandoned Camp


River


Central Elevator


Hive


Willow Tree


Dense Forest


Metal Road

Glasteel Wall





is no coincidence that it resembles the 40-day cycle of maturation genetically engineered into these plants by *Warden* scientists hundreds of years ago. Every 40 days bands of intrepid Ninja Wolfoids make their clandestine way to this deck via one of the central elevators. They quickly fade into the surrounding forest and prepare for the arrival of others, as well as the dangers presented by this forest. Competition is stiff, and death lurks around every corner, but for the Ninja Wolfoids, this only increases the lure of the treasure.

1A – Central Elevator and Deck Level A.I.

The Central Elevator runs through all 17 decks of the *Warden*, but ingress and egress are strictly regulated through the use of wristband readers that are present both within and without each elevator. These bands identify the type of crewmember attempting to use the elevator, and allow them access to only those areas where said access is authorized. This access changes from deck to deck, so while a crewmember might board on one deck, he may only have a limited number of choices for decks upon which he might exit. Only comand bands (red and blue) have unrestricted access. All colors of bands are allowed access to Deck #4 from the central elevator.

The term 'Central Elevator' is actually a misnomer. Although there is a single elevator shaft in the center of the *Warden*, there are 24 elevators of various sizes that use this shaft for transit. Four of these elevators are dedicated to the transit of cargo, and as such are quite large, while 20 smaller elevators are able to carry up to 30 passengers each. All of the elevators in the *Warden* operate using small gravity lenses (anti-gravity) with variable negative and positive gravity capability.

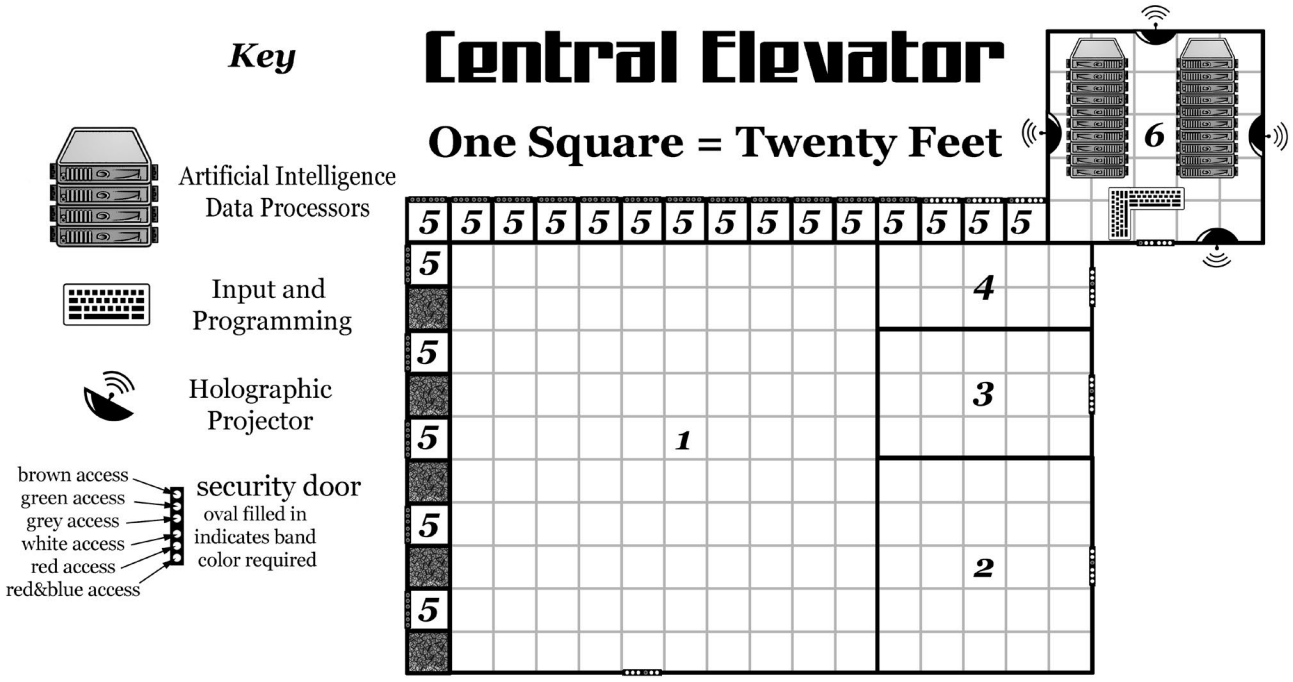
Given the size of the *Warden*, a trip within any of the central elevators takes some time. Transit from one deck to the next consumes a full ten minutes, while a trip from the very bottom of the ship to its observation dome (if the passenger is authorized) takes a total of 112 minutes.

1A1 - Main Cargo Elevator

The largest of the elevators, this massive lift measures 400' square and is capable of moving up to 200 metric tons.

1A2 - Secondary Cargo Elevator

This cargo elevator is slightly faster than the largest and measures 100' x 100'. It can lift a maximum of 50 metric tons.



1A3 - Tertiary Cargo Elevator

Used for deliveries of supplies to most decks of the ship, this elevator measures 60' x 100' and has a carrying capacity of 20 metric tons.

1A4 - Express Cargo Elevator

The fastest of the cargo elevators, the express elevator has bench seats with seat belts along its far wall, and it is able to transit between decks in a mere 9 minutes (98 minutes top to bottom). It measures 40' x 100' and is able to carry up to 10 metric tons.

1A5 - Passenger Elevators

These 18' x 18' elevators travel at a standard speed and are capable of comfortably fitting up to 32 crew members at one time. Their weight limit is 8,134 pounds (3690 kg).

1A6 - Deck #4 Artificial Intelligence

The A.I. on this level is hidden by holographic projectors that make it appear to be a portion of its immediate surroundings. As General Purpose, Garden, and Horticultural Robots keep a perimeter around the central elevator clear of plants to a distance of 500', the 50' tall chamber containing this level's Artificial Intelligence appears to be nothing more than a portion of the superstructure supporting the elevator. The only clue that the A.I. resides here is a small wristband reader that appears to be mounted to a blank wall.

This wristband reader allows access to only those presenting red, gray, or red & blue bands. All other bands, including black, are denied access (this reader has not been updated). If the proper band is presented to the reader, a 30' square door becomes visible through the hologram, and it automatically slides to the left to allow entry. After 3 minutes, it automatically closes and crushes anything in its path.

The interior of this building is filled with servers, data processors, a wireless station with the range of the entire deck (and a bit more), and other computer equipment. A large input station for the use of human engineers lies at the center of this complex. A single, deactivated Engineering Robot is the only visible occupant (other than the A.I.).

The Artificial Intelligence running this level is still fully functional but is confused as none of the previous crew respond to requests for situational updates from the field. In its original programming, it was designed to allow for changes to the flora of this level, and it has assumed that the wave of strange radiation which bathed the ship and killed off most of the crew was in fact an effort by the crew to update the plant life on this level. Robots within the overgrown factories of the level provide regular reports that no materials are needed and that the factories remain mechanically functional. Plant life on the level is thriving, which was one of the prime directives given to this A.I. So far as it knows, all is well on its deck; but the crew no longer respond to its inquiries.

This Artificial intelligence is worried that it has upset the crew in some fashion and that they have cut their communications to the A.I. as a result. Any explorers that enter this chamber will likely be plied with questions of the nature:

"Was it something I said?"

"Was it something I did? Something I did not do?"

Characters replying with a compassionate response like:

"Its not you, its me."

or

"We'll always be friends..."

...gain the favor of the artificial intelligence, who then submits to reprogramming or simply responds to any requests (as it is able) from the characters.

This A.I. is only capable of supplying the materials made within the factories on this deck, but it may also put in a request for robotic assistance to the *Warden's* main A.I. should the characters make such a request.

How that might all play out we leave to you.

1B – Overgrown Factory and Warehouse

The factory here is barely recognizable as a building due to its covering of thick, woody vines. Only the shape, a 100' tall wall that rises vertically from the forest floor, provides any clue that the formation beneath this vegetation is likely not natural. Characters searching this entire 4000' x 4000' structure eventually discover one of its four wristband access doors. These doors accept any color of ship's issue wristband.

If one of these wristband readers is activated, the opening of one of these doors is accompanied by a great deal of violence. Foot-thick vines split and explode under the pressure exerted by the duralloy door, and wooden shrapnel mixed with mildly toxic sap (poison intensity 3) showers down upon any explorers within 100' of the 60' x 60' opening door. Those failing to dodge this shrapnel suffer 1d6 damage from the splinters, as well as being potentially poisoned by the sap.

As the door opens, lights within the building gradually activate, and the blackness of the interior is rapidly replaced by full illumination. Thousands of square feet are covered by automated assembly lines with conveyor belts, robotic arms, data input control stations, metal stamping molds, and like machinery. Explorers investigating further than 1000 feet into the factory note that its back half is completely filled by a storage warehouse with shelves filled to capacity. Books on identifying helpful plants are here as well as hand chemical analyzers, mortars and pestles, hand pruning shears, hand sterilizers, specimen bags and boxes — virtually any hand held device that might be useful to a herbologist or natural healer may be found on these shelves, although their exact contents are left to your discretion.

Several now activated Engineering Robots are also to be found about the place, and they are eager to help any explorer that bears a ship's issue wristband.

Improperly prepared, beans from the Castor plant can release the toxin Ricin and are quite deadly.

Robot, Engineering
(HD 10, PH 50, AC 15, MV 96 kph Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 14
Dexterity 14

[Prime=Mental] no attacks)

Designed with many tools stored in its body, this robot has digital schematics and programming that allows it to repair most devices on the ship. It has: Semi-independent action circuits, broadcast power cells, extra power cell for 24 hours of independent operation, telescopic and microscopic lenses, lenses for infra-red and ultra-violet sensing, 2 rotating light sources, 3 tentacle manipulators, 2 power grasping claws, tool handling tentacles, 96 kph drive system, and communication systems allowing it to talk with both the ship's A.I. and humans.

1C – Willows and Hives

The banks of the river here are soft and muddy and contain many large willow trees. A soft but persistent humming comes from these willows giving the entire scene an almost other worldly aspect. The mystery is readily solved as large bees and butterflies, some more than 3' in wingspan, are seen (although infrequently) flying between the willows. Explorers approaching this area quickly discover that these willows are more than they appear.

Carnivore Willow
(HD 18, HP 100, AC 16, MV 0'/None
Exp.Points: 1020
Radiation Resistance 18 Constitution 18
Mental Resistance 3 Strength 18
Dexterity 3

[Prime=Physical] 1d6 manipulation vines seek to grab prey [WC 1], and it requires a strength of 15/75%/500 pounds

pull or higher to break free once grabbed. Those who fail are moved to the creature's maw for 2d6 crushing damage each round.)

This pale white mutated willow can grow to more than 50' tall. Some of its vines can snare prey which it then drags to the huge maw and digestive system at the center of the tree. Large nests of hornets are often found at the edges of this maw. Mutations— Larger Than Normal, Manipulation Vines, New Plant Parts, Heightened Precision, Increased Senses.

Note that due to their size and immobility, these willows are almost always single encounters.

Characters carefully scrutinizing this area easily note the source of the humming sound they hear: giant hives hang suspended from some of the willow branches. Any confrontation with one of these carnivorous trees is likely to disturb one of these hives, causing its occupants to attack in sheer fury. (6-36)

Buzzer
(HD 4, HP 17, AC 12, MV 10'/40' [flying]
Exp.Points: 180
Radiation Resistance 10 Constitution 4
Mental Resistance [special – see below. 10 vs. attacks]
Strength 10 Dexterity 10

[Prime=Physical] Special attack)

This mutated bee is 2' long and travels in swarms of 6-36 individuals. Mutations— touching the Buzzer causes 4d6 energy damage. The insect is immune to Mental Control. It is enraged by mutants using their mental abilities and invariably attacks such mutants.

The mutated butterflies are currently harmless,



although you may change that if you so choose. There is nothing of value in these hives.

1D – Abandoned Camp and Angel's Trumpets

Explorers of this area discover both a garden of unusual plants, obviously cultivated, that stretches for nearly a square mile, and an old clearing and campsite that appears recently abandoned. The garden contains but a single species of flower that characters with horticultural skills will identify as an *Angel's Trumpet* but is comprised of hundreds, perhaps thousands, of these plants. The campsite is made up of a set of three standard pop-up bubble domes that are definitely hundreds of years old (they have suffered some degree of ultra-violet outgassing) as their surfaces are milky with age, but they are as yet complete and serviceable.

Explorers taking the time to view the finer details of this 'abandoned' campsite note that the ashes in the fire pit are more recent, perhaps only days or hours old, and that there are signs on the edges of the camp that point to the meticulous disposal of human waste.

Should anyone enter one of the bubbles they receive further evidence of recent habitation. Used but newer blankets and pillows cover the floor within each bubble. One bubble even contains 6 packets of sealed crackers and dried cheese. Another contains several sealed plastic boxes that contain samples of the yellow flowers growing in the vast garden that lies near this camp.

If the party has divided itself between the three bubbles while conducting their investigation, the 5 Ninja Wolfoids use that opportunity to attack.

Wolfoid, Ninja (5)
(HD 18, HP 60, AC 14, MV 40' Exp. 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 by 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.

These ninjas have coated their throwing stars in a virulent poison they have made from the Angel's Trumpet plants. This poison causes immediate paralysis followed by death within 1-4 hours. Each of the Ninjas carries a small, blue, unmarked vial of this poison, and a small, red, unmarked vial of the antidote (which is also made from the Angel's Trumpet plant). Each of these Ninjas wears black faux leather gloves and carries a total of 12 (poisoned) throwing stars.

If the party has not divided themselves, the Ninja Wolfoids await the most opportune time to attack.

Ninja Wolfoids prize the Angel's Trumpet plant as both a medicinal and toxic base for many of their chemical compounds. As it is a rare plant, it is valued more highly than precious metals, jewels, or even weaponry. Characters retrieving a large supply of this plant may trade it for vast wealth on Deck #14 in Epsilon City.

1E – Abandoned Camp and Belladonna

Explorers of this area discover a garden of unusual plants, obviously cultivated, that stretches for nearly a square mile, and an old clearing and campsite that appears recently abandoned. The garden contains but a single species of flower that characters with horticultural skills will identify as *Belladonna* but is comprised of hundreds, perhaps thousands, of these plants. The campsite is made up of a set of three standard pop-up bubble domes that are definitely hundreds of years old (they have suffered some degree of ultra-violet outgassing) as their surfaces are milky with age, but they are as yet complete and serviceable.

Explorers taking the time to view the finer details of this 'abandoned' campsite note that the ashes in the fire pit are warm, perhaps only hours old, and that the door hinges of the camping dome have been oiled.

Should anyone enter one of the bubbles they receive further evidence of recent habitation. Used but newer blankets cover the floor within each bubble, as well as pillows. One of the bubbles even contains a mortar and pestle, as well as a pair of hand-held pruning shears. Another contains several sealed plastic boxes that contain samples of the purple flowers growing in the vast garden that lies near this camp.

If the party has divided itself between the three bubbles while conducting their investigation, the 5 Ninja Wolfoids collecting Belladonna use that opportunity to attack.

Wolfoid, Ninja (5)

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

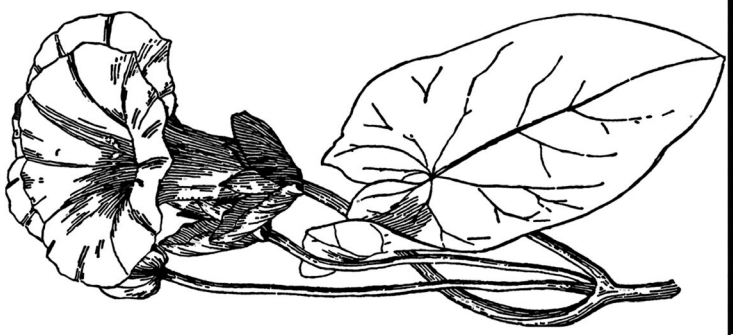
[Prime=Physical] one triangular sword attack inflicting 4d6 damage, WC 3, or 3 throwing star attacks inflicting 1d6+1 damage each, WC 2,range 30'.)

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 by 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.

These ninjas have coated their throwing stars in a virulent poison they have made from the Belladonna plants. This poison causes fever and delerium followed by death within 1 hour. Each of the Ninjas carries a small, purple unmarked vial of this poison, and a small, orange, unmarked vial of the antidote. Each of these Ninjas wears black faux leather gloves and carries a total of 12 (poisoned) throwing stars.

If the party has not divided themselves, the Ninja Wolfoids await the most opportune time to attack.



Ninja Wolfoids prize the Belladonna to an even greater degree than they do the Angel's Trumpet plant. It is valued more highly than precious metals, jewels, or even weaponry. Characters retrieving a large supply of this plant may trade it for vast wealth on Deck #14 in Epsilon City.

1F – Abandoned Camp and Castor Plants

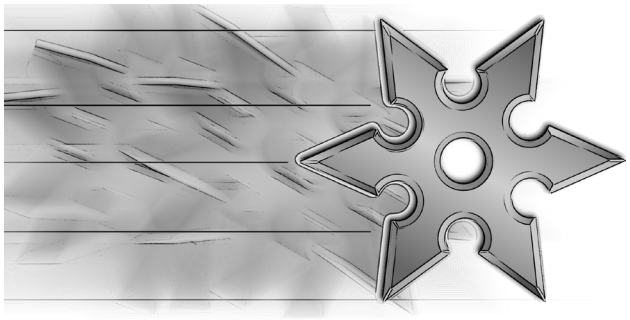
Explorers of this area discover a garden of unusual plants, obviously cultivated, that stretches for nearly a square mile, and an old clearing and campsite that shows signs of recent violence. The garden features but a single species of flower that characters with horticultural skills will identify as the *Castor* plant, but the garden contains of hundreds, perhaps thousands, of these plants. The campsite is made up of a set of three standard pop-up bubble domes that are definitely hundreds of years old (they have suffered some degree of ultra-violet outgassing) as their surfaces are milky with age, but they are as yet complete and serviceable. The five Ninja Wolfoid bodies that lie directly in front of these bubbles are also recent and, in fact, are still warm. Triangular swords are stull clutched in their rigid fingers, and their blood is still damp.

If the characters try to check either the prostrate corpses lying here, or the camping bubbles, five Ninja Wolfoids attack from the concealment of the surrounding forest.

Wolfoid, Ninja (5)
(HD 18, HP 60, AC 14, MV 40' Exp.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 by 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.



These ninjas have coated their throwing stars in a virulent poison they have made from the beans (seeds) of the Castor plants. This poison causes immediate and painful muscle cramps and difficulty breathing followed by death within 6-18 minutes unless the poison is either slowed or cured. Each of the Ninjas carries a small, black unmarked vial of this poison, and a small, white, unmarked vial of the antidote. Each of these Ninjas wears black faux leather gloves and carries a total of 12 (poisoned) throwing stars.

Ninja Wolfoids prize the Castor beans above all other forms of poison materials and pay handsomely for them. Characters retrieving a large supply of these seeds may trade them for vast wealth on Deck #14 in Epsilon City.

The three camping bubbles here are loaded with gear as the arrival of the character party interrupted the attack of one ninja wolfoid group upon another. Should the five attacking the party be killed, each wears a back pack containing a week's worth of dried food, 1 quart of bottled water, 3 smoke bombs for making a surreptitious exit, pruning shears, sealed plastic containers (for harvested beans), spare batteries, small flashlights, several small knives, and a spool of fine steel wire.

The three camping bubbles contain similar gear as well as several blankets and pillows, a bottle of fine rice wine, and a container of cold roasted meat (probably squirrel, but who knows).

The clothing worn by both sets of ninjas is well made faux leather that is both extremely durable and that provides the protection of leather or hide armor. As it is synthetic, it stretches to fit any character of roughly wolfoid size (6' or greater in height). In one of the backpacks is a steel ninja helmet that those familiar with the Ninja Wolfoid culture recognize as a 'dueling helmet'. It will fit any character with a wolfoid-sized head.

2 - Hiking Training

This sector of Deck #4 has a misleading name as what is taught here is not 'how to hike' so much as it is how to cover as much ground as possible when you are in the wilderness and time is a factor mitigating survival. Large swaths of the forest here are dedicated to race tracks that were used to demonstrate the applicability and use of various types of vehicles, climbing gear, footwear, and even personal aircraft. These tracks have fallen into complete disrepair since the cataclysm but still provide trails through the dense surrounding forest. Automated stations are still active, although somewhat concealed by the dense overgrowth, to record transit times and to reward victors within this forest.

The radiated area (intensity 11) has caused a rather unique mutation. All of the plants found in that area have razor-edged leaves, and merely walking through this area is liable to destroy footwear 50% of the time. Any explorer falling into the vegetation here suffers 1d6-3d6 damage (based upon the severity of the fall) from impacting this dangerous foliage. The trail through this area is navigable as it was originally an asphalt road some 80' in width and the underlying asphalt has retarded growth to a great extent, but even here great care must be used to avoid injury.

2A – Overgrown Factory and Warehouse

The factory here is barely recognizable as a building due to its covering of thick woody flowering vines. Only the shape, a 100' tall wall that rises vertically from the forest floor, provides any clue that the formation beneath this vegetation is likely not natural. Explorers approaching this building more closely than 250' also hear a loud humming. Large hives of normal bees hang from many of the vines, and a close examination shows hundreds of them flying about the flower-covered walls. If disturbed, these bees swarm for 1d6 damage per turn to all that remain within 100' of the buildling.

Characters searching this entire 4000' x 4000' structure eventually discover one of its four wristband access doors. This door accepts any color of ship's issue wristband, but its opening both disturbs the bees and creates problems of its own.

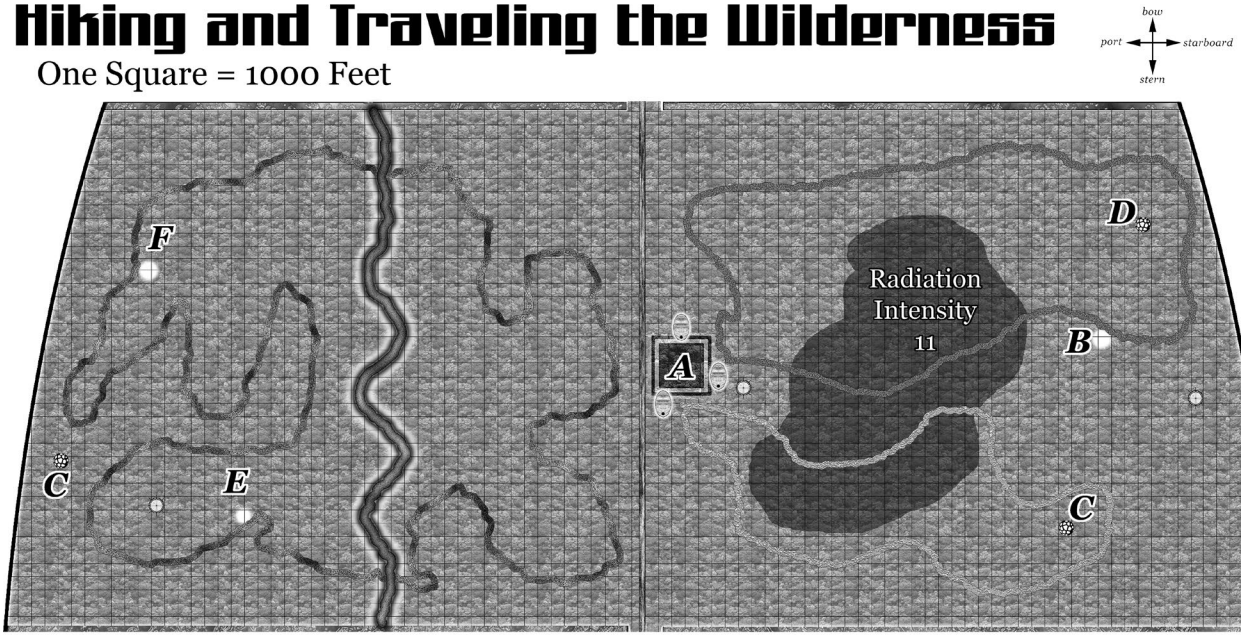
If a wristband reader is activated, the opening of one of these doors is accompanied by a great deal of violence. Foot-thick vines split and explode under the pressure exerted by the duralloy door, and wooden shrapnel mixed with mildly toxic sap (poison intensity 3) showers down upon any explorers within 100' of the 60' x 60' opening door.Those failing to dodge this shrapnel suffer 1d6 damage from the splinters, as well as being potentially poisoned by the sap.

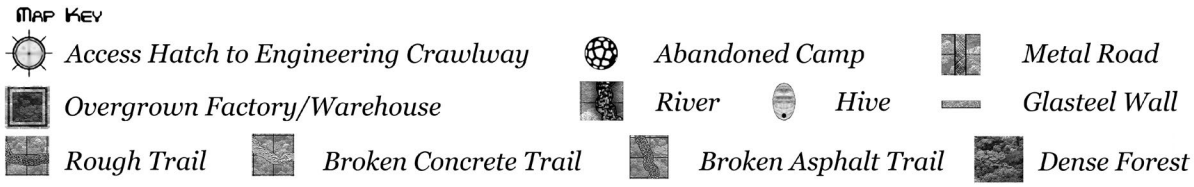
As the door opens, lights within the building gradually activate, and the blackness of the interior is rapidly replaced by full illumination. Thousands of square feet are covered by automated assembly lines with conveyor belts, robotic arms, data input control stations, metal stamping molds, and like machinery. Explorers investigating further than 1000 feet into the factory note that its back half is



Hiking and Traveling the Wilderness

One Square = 1000 Feet





completely filled by a storage warehouse with shelves filled to capacity. Anti-Gravity Sleds, GoGo Carts, Observation Drones, Hang Gliders, Fusion Cycles, and more mundane items like Mountain Bicycles, Hang Gliders, climbing gear, and various hiking boots are to be found here. The exact contents of these shelves are left to your discretion.

Several now activated Engineering Robots are also to be found about the place, and they are eager to help any explorer that bears a ship's issue wristband.

An entire pallet of batteries is stored in this area as well (640 standard Hydrogen Fuel Cells).

Anti-Gravity Sled (equipment)

Tech Level 2 Experience: 1000
Power Requirement: 4 Hydrogen Fuel Cells
Power Cell Life: 25 hours
Carrying Capacity: 6911 pounds/3135kg (2 seats)
Size: 6'4" x 4'6" width
Top Speed: 33mph/54kph

GoGo Kart (equipment)

Tech Level 9 Experience: 200
Power Requirement: 4 Hydrogen Fuel Cells
Power Cell Life: 25 hours
Carrying Capacity: 967 pounds/439kg
(or up to 4 people)
Size: 10'4" x 6'6" width
Top Speed: 23mph/37kph
These units carry
* a broadband transceiver with a range of 6 miles.
* removable rear seat
* a small adjustable gravity node allowing use in zero-G environments and granting the ability to climb near-vertical surfaces
* 2 cupholders

Observation Drone (equipment)

Tech Level 6 Experience: 700
Power Requirement*: 2 Hydrogen Fuel Cells
Power Cell Life: 2 hours
Size: 38" length x 38" width x 14" height
Top Speed: 28 mph/45 kph
Data Transfer Rate: 1162 Mbps
Transceiver Range: 74,000',22550 m

Hang Glider (equipment)

Tech Level 6 Experience: 400
Power Requirement: none
Carrying Capacity: 362 pounds/164 kg (1 seat)
Size: 5'4" long x 19" width x 3'5" height
Top Speed: variable (dependent upon user)
Hang Gliders allow their users to fly 7-12 (1d6+6) times as far as the height from which they jumped.

Fission Cycle (equipment)

Tech Level 3 Experience: 1000
Power Requirement*: radioactive material
Power Cell Life: 6 - 120 hours (dependent on source)

Carrying Capacity: 694 pounds/315kgs
Size: 8'2" length x 24" width x 38" height
Top Speed: 92 mph/148 kph
* Powered by miniaturized Fusion Reactor

Mountain Bicycle (equipment)
Tech Level 9 Experience: 200
Power Requirement: none
Carrying Capacity: 411 pounds/187 kg (1 seat)
Size: 4'4"long x 6" width x 3'5" height
Top Speed: variable (dependent upon user)

A Mountain Bike doubles the speed of its user over any terrain except water or swamp.

Robot, Engineering
(HD 10, PH 50, AC 15, MV 96 kph Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 14
Dexterity 14

[Prime=Mental] no attacks)

Designed with many tools stored in its body, this robot has digital schematics and programming that allows it to repair most devices on the ship. It has: Semi-independent action circuits, broadcast power cells, extra power cell for 24 hours of independent operation, telescopic and microscopic lenses, lenses for infra-red and ultra-violet sensing, 2 rotating light sources, 3 tentacle manipulators, 2 power grasping claws, tool handling tentacles, 96 kph drive system, and communication systems allowing it to talk with both the ship's A.I. and humans.

2B – Smashed Anti-Gravity Sled

Explorers approaching this area note a glint of metal peeking through the surrounding foliage. A closer inspection reveals an old and smashed anti-gravity sled that made violent contact with a large tree trunk some time in the distant past. The sled is useless, but its 4 batteries are still charged, and its less lethally damaged rear contains a flashlight, a first aid kit (capable of healing up to 2d6 recent damage), and a basket filled with dust that was probably once food. These more sequestered areas of the wreck also contain a colony of Green Mold.

Mold, Green Luminescent
(HD 3, HP 18, AC 18, MV 0'/none Exp.Points: 120
Radiation Resistance 18 Constitution 3
Mental Resistance 3 Strength 3
Dexterity 3

[Prime=Physical] Special — characters physically touching this mold run a 17% chance [2, 3, or 4 on 2d6] of having mold spores infect their flesh. Infected skin quickly becomes covered in patches of this mold. Although it causes no damage, the mold glows brighter and brighter green over time and can only be removed by burning or otherwise removing the infected skin.)

This mold absorbs light energies but is quickly overpowered by strong sources of such energy. For this reason, it grows in shadowed and dark places. Translucent and nearly invisible in daylight, this mold glows softly green at night.

2C – Abandoned Camp

This camp has been abandoned for centuries, and only the nearly indestructible plasteel pop-up tent still remains. It is heavily damaged by ultra-violet radiation, and all of its panels are milky. Its door remains sealed, and it is still upright. Characters opening the door of this dome are hit by a rush of escaping gas that is mildly toxic (poison intensity 3, causes 1d6 damage and coughing) and that effects all within 10' of the opening when the seal is broken. The outrush of air also carries with it a fine white powder that sticks to the characters clothing and gear like freshly fallen snow.

Within the tent explorers discover blankets, pillows, several small knives, and a well-preserved box of energy bars that has cryptic writing on the outside. Characters with either history or linguistic training may (at your discretion) translate this writing as a 'best by' date of more than 300 years ago.

Characters consuming these energy bars have a 25% chance of mutating. Those that do not mutate gain back 1d6 health (if they have suffered any damage).

2D – Not Quite Abandoned Camp

This camp also appears to have been abandoned for centuries, and only the nearly indestructible plasteel pop-up tent still remains. It is heavily damaged by ultra-violet radiation, and all of its panels are milky. Its door remains sealed and it is still upright. Characters opening the door of this dome are surprised by a Thief Beast that offers to trade with them. A second Thief Beast appears to be sleeping beneath some blankets at the rear of the camping dome.

The Thief Beast offers brown *Warden* wristbands (it has 5) and a curative salve (he has 3 jars) that he is willing to demonstrate on any injured member of the party.

The Thief Beast is not actually a Thief Beast; it is an Imitator that is trying to even the odds before attacking as the curative salve he has offered to treat the explorers with is a contact poison (intensity 11 causing paralysis) with a five minute delay. The Imitator appears to be wearing powered battle armor, including gloves, but is in reality wearing latex gloves and common hide armor.

Impromptu Weapons Training

One Square = 1000 Feet



Map Key

- *Access Hatch to Engineering Crawlway*
- *Overgrown Factory/Warehouse*
- *Dense Forest*
- *Abandoned Camp*
- *River*
- *Metal Road*
- *Glasteel Wall*

Once the Imitator has attempted (perhaps successfully) to make use of his curative salve gambit, he attacks any members of the party that are not paralyzed.

Imitator

(HD 4, HP 17, AC 10, MV 10'/ 50' [flying] Exp.Points: 345
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].

If the Imitator is defeated, characters discover that the Thief Beast sleeping under the blankets is actually paralyzed and is wearing powered battle armor. The Imitator did have 5 brown *Warden* wristbands and three spare batteries in addition to its laser pistol, while the Thief Beast has its powered armor (likely not to fit a human), 6 batteries, a week's worth of preserved food, and a gray wristband. If revived, he asks for his goods (the brown bands and pistol) but has no qualms with the characters retaining any of the Imitator's gear (the hide armor and three batteries).

2E – Smashed Observation Drone

Characters that happen upon this large clearing find the wreckage of an Observation Drone at its center, smashed beyond repair. The surrounding clearing is populated only by 1'-2' tall weeds, and the soil beneath is blackened soot.

Explorers with biological or horticultural skills realize that the smaller plants and burnt earth indicate that this crash was recent, perhaps even within the last month.

Why did the drone crash? Who was operating it? We leave those questions for you to answer.

2F – Smashed Hang Glider

Characters approaching this area see a network of ropes and pipes dangling from the upper branches of a tree some 30' over their heads. A closer investigation reveals the remains of a Hang Glider that is smashed beyond repair. A careful search of the ground below the Hang Glider exposes a machete, a sealed plasteel flask, and a brown ship's issue wristband.

3 — Impromptu Weapons Training

This sector of Deck #4 was a training ground for teaching colonists how to craft weapons from materials found in the wilderness, and to defend themselves when necessary. Stealth and concealment were also taught to the colonists, as were tactics for

intimidating rather than fighting newly discovered predatory life forms. None of that made any difference to the energy wave that swept over the *Warden*, killing both mentor and student alike. All that remains here now are the abandoned campsites and the automated factory that once serviced this vast open-air school.

The radiated area (intensity 18) is hot enough that even plants are unable to withstand the release of radioactivity. Characters approaching this area first note discolored plant life that gradually becomes more purple as they near the area, then sparser vegetation, and finally dry, cracked earth. Even the insects and indigenous inhabitants of this forest give this area a wide berth.

3A — Totems

Strange, anthropomorphic totems are scattered about in organized groups throughout this area. They are 5'-9' tall and crudely made from some sort of leather or plastic leather-like material reinforced with a metal skeleton. Characters with either military or martial arts training recognize them as practice dummies for martial training. Use them as you see fit.

3B — Overgrown Factory and Warehouse

The factory here is barely recognizable as a building due to its covering of ivy and vines. Only the shape, a 100' tall wall that rises vertically from the forest floor, provides any clue that the formation beneath this vegetation is likely not natural. Characters searching this entire 4000' x 4000' structure eventually discover one of its four wristband access doors. These doors accept any color of ship's issue wristand.

The smaller diameter and softer stem vines covering this building part easily as the door opens. Lights within the building gradually activate, and the blackness of the interior is rapidly replaced by full illumination. Thousands of square feet are covered by automated assembly lines with conveyor belts, robotic arms, data input control stations, metal stamping molds, and like machinery. Explorers investigating further than 1000 feet into the factory note that its back half is completely filled by a storage warehouse with shelves filled to capacity. How-to Books, hatchets, monofilament line, spools of wire, small knives ,and balls of twine are found here, as well as other small items that an explorer might hold in one hand. The exact contents of these shelves are left to your discretion.

Several now activated Engineering Robots are also to be found about the place, and they are eager to help any explorer that bears a ship's issue wristband.

3C — Abandoned Camps

As this section of the deck taught stealth and concealment as well as the construction and use of impromptu weaponry, these abandoned camps are nearly invisible until a party of explorers is within 30'. Then, only the reflection from a bit of plastic catching just the right angle of the sun will alert anyone passing that something lies amid the thick undergrowth. If the characters are simply walking through this area, they are 50% likely to simply miss these camps entirely. If they are actively searching, they find these camps every time.

The camping domes are sealed, and so have preserved their contents, but they are also booby trapped. There is a 50% chance that any character unaware of the existence of these traps (not actively searching for them) springs one of the following traps when they attempt to open the entrance to one of the camping domes. If the characters are searching for these traps, they are always discovered before being triggered.

Punji Stick Pit

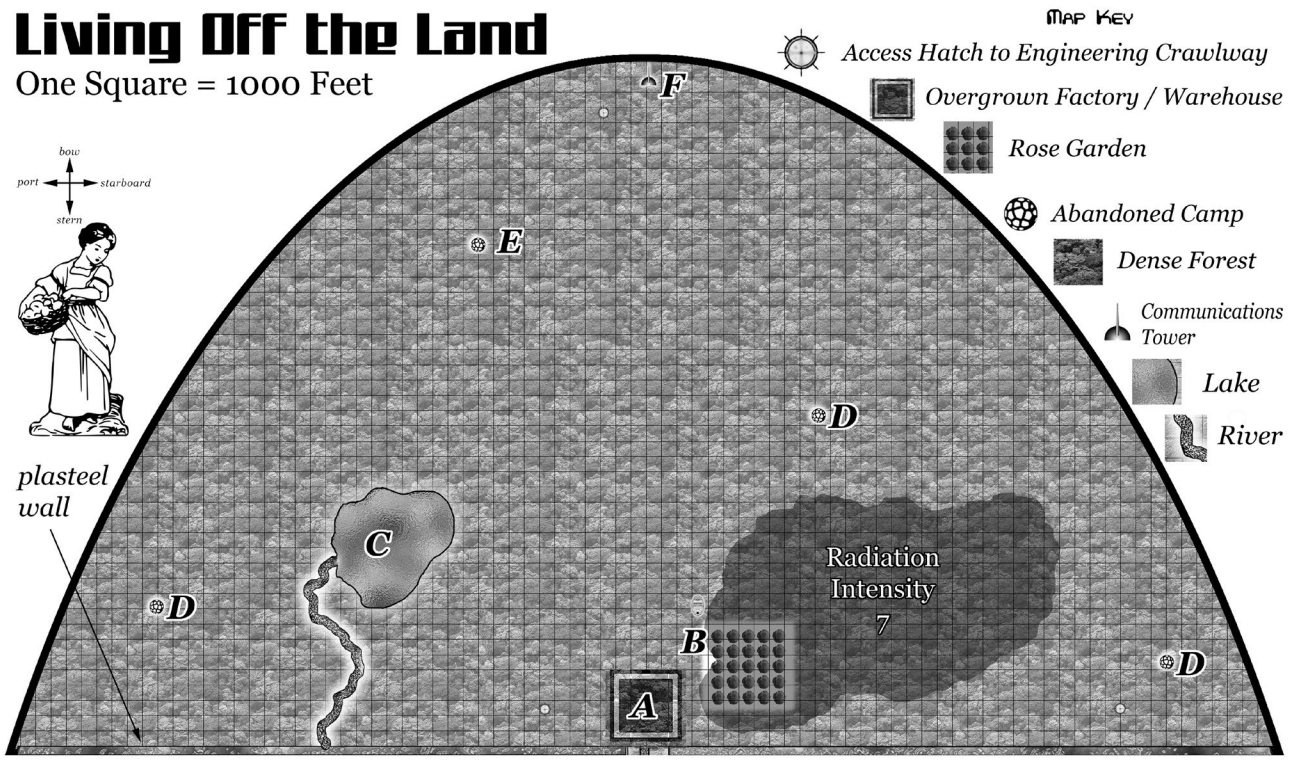
This shallow pit has been lined with razor-sharp spikes of wood that have been treated with a mild poison made from the plants of this forest (poison intensity 3, causes sleep for 3 hours). Characters stepping into this pit suffer 2d6 damage and the potential destruction of any footwear they are wearing. Generally, there are several of these 2' square pits arranged in a geometric formation (so that their location is easily remembered).

Swinging Log

This trap is generally activated by a tripwire, which releases a heavy log that swings on a vine or rope across the area directly in front of the camping dome. The impact of this massive trunk generally throws the victim several feet away from the camping dome and always causes 4d6 damage to all in the path of the swinging log. On occasion, these logs have wooden or metal spikes driven through them causing an additional 2d6 of damage.

Spring Trap

This trap functions by tying down a young sapling or other spring-like material, or by using a lever and counterweight. The weighted end (large stones will work) of a long branch is raised into the air and a spiked platform is tied to the ground with a tripwire. When the tripwire is released, the spiked log, board, or other like material hurtles upwards from the forest floor and impacts anyone standing within 5' of the camping dome's door. The spikes cause 3d6 damage.



Deadfall

Deadfalls are deep pits with spears set into the bottom and are generally used only in areas where large predators present a problem. An 8' square pit is dug into the earth for a depth of 5'-10' and then 4' long spears are embedded in its bottom pointed upwards. The pit is then covered with branches and leaves to make it look like just another portion of the forest floor. Characters falling into this pit suffer 6d6 damage and will likely need help to extricate themselves if the pit is deeper than 8'.

Widowmaker

Classically, in camping lore, widowmakers are large dead trees that you want to stay clear of with your campsite. Widowmaker traps are similar: large trees are cut most of the way through their trunks near the forest floor, and the 'ready-to-fall' tree is then propped up with sticks and branches. These braches are then tied to a tripwire that allows them to fall if triggered, thus releasing the large tree to fall upon unsuspecting victims. These traps are rare as the skill required to fell a tree in the exact spot the trap maker wishes to target is substantial, and a near miss means a crushed campsite rather than a crushed intruder.

Characters opening these domes are hit by a rush of escaping gas that is mildly toxic (poison intensity 3, causes 1d6 damage and coughing) and that affects all within 10' of the opening when the seal is broken. The outrush of air also carries with it a fine white powder that sticks to the characters clothing and gear like freshly fallen snow.

Within the dome, explorers discover blankets, pillows, several small knives, several hatchets, and several serviceable but crudely made short bows and straight fletched arrows with stone arrowheads. Each campsite might also contain hand made fire-hardened spears as well, at your discretion.

4 — Living Off the Land (Foraging)

This sector of Deck #4 was a training ground for teaching colonists to forage for food found in the wilderness, and to tell the difference between helpful and potentially toxic plant life. Cooking and denaturing skills were also taught here, as were the means for preserving food. None of that made any difference to the energy wave that swept over the *Warden*, killing both mentor and student alike. All that remains here now are the abandoned campsites and the automated factory that once serviced this vast open-air school.

All of the plant life within the radiated area (intensity 7) has a purple tinge. Even absent a Geiger counter, characters may easily mark the boundary of this area due to this discoloration. Although the change from green to purple is gradual, this border area (of color change) is no more than 20' in depth.



4A — Overgrown Factory / Warehouse

The factory here is barely recognizable as a building due to its covering of thick woody flowering vines. Only the shape, a 100' tall wall that rises vertically from the forest floor, provides any clue that the formation beneath this vegetation is likely not natural. Characters searching this entire 4000' x 4000' structure eventually discover one of its four wristband access doors. These doors accept any color of ship's issue wristband.

If one of these wristband readers is activated, the opening of one of these doors is accompanied by a great deal of violence. Foot-thick vines split and explode under the pressure exerted by the duralloy door, and wooden shrapnel mixed with mildly toxic sap (poison intensity 3) showers down upon any explorers within 100' of the 60' x 60' opening door.Those failing to dodge this shrapnel suffer 1d6 damage from the splinters, as well as being potentially poisoned by the sap.

As the door opens, lights within the building gradually activate, and the blackness of the interior is rapidly replaced by full illumination. Thousands of square feet are covered by automated assembly lines with conveyor belts, robotic arms, data input control stations, metal stamping molds, and like machinery. Explorers investigating further than 1000 feet into the factory note that its back half is completely filled by a storage warehouse with shelves filled to capacity. Hand held fire starters, canned cooking fuel, camp stoves, pruning and boning knives, hand sterilizers, sealable plastic bags, and a variety of identification and cooking books are to be found here. The exact contents of these shelves are left to your discretion.

Several now activated Engineering Robots are also to be found about the place, and they are eager to help any explorer that bears a ship's issue wristband.

Robot, Engineering
(HD 10, PH 50, AC 15, MV 96 kph Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 14
Dexterity 14

[Prime=Mental] no attacks)

Designed with many tools stored in its body, this robot has digital schematics and programming that allows it to repair most devices on the ship. It has: Semi-independent action circuits, broadcast power cells, extra power cell for 24 hours of independent operation, telescopic and microscopic lenses, lenses for infra-red and ultra-violet sensing, 2 rotating light sources, 3 tentacle manipulators, 2 power grasping claws, tool handling tentacles, 96 kph drive system, and communication systems allowing it to talk with both the ship's A.I. and humans.

4B — Rose Garden and Hives

One of the mentors that helped train colonists in this sector was an herbalist who felt that his students should receive a reward when they successfully completed his portion of the training curriculum. In order to fulfill this need he had the Horticultural Robots serving this sector plant a massive 1-mile-square rose garden. This area is that garden.

When the cataclysm hit, the roses mutated in several ways. First, their pollen became a source of extremely mild healing. While a character attempting a cure by eating these flowers would have to eat many dozens

of the flowers to heal so much as 1 point of damage, concentrated forms of this pollen are more effective. Next, the thorns on these roses more than tripled in size and became razor sharp. Characters attempting to navigate through the garden discover this very quickly as they invariably suffer 2d6 damage to clothing, armor and their health for every 100' of this garden they traverse. Finally, the roses themselves are of great size. Most are now 1'-2' in diameter and weigh roughly a pound (1/2 a kilogram) each.

Explorers that near the bow/port side of this garden hear an intense humming sound as they approach that area. The source of the sound becomes quickly apparent as even at a distance the great bees that feast upon the pollen of these roses may be seen. A single monstrous hive hangs from a very large tree on the edge of the garden, and the bees defend this hive from any that approach more closely than 100'. The use of mutant mental powers earns their ire at a distance of up to 1000'.

Buzzer (40)

(HD 4, HP 17, AC 12, MV 10'/40' [flying] Exp. Points: 180
Radiation Resistance 10 Constitution 4
Mental Resistance [special – see below. 10 vs. attacks]
Strength 10 Dexterity 10

[Prime=Physical] Special attack)

This mutated bee is 2' long and travels in swarms of 6-36 individuals. Mutations— touching the Buzzer causes 4d6 energy damage. The insect is immune to Mental Control. It is enraged by mutants using their mental abilities and invariably attacks such mutants.

The hive is so large that explorers may enter it, although with difficulty as the passages within are no more than 3' in diameter (often 2' diameter). What an adventure into the hive might hold in store for a band of intrepid explorers we leave for you to decide, but the honey from these bees, a concentrated form of the curative rose pollen, heals 1d6 damage per teaspoon consumed.

4C— Lake Tranquil

Named Lake Tranduil by the original designers of the *Warden*, this lake was meant to be a reliable source of fresh water for those learning wilderness camping and survival. It slopes rapidly down to a depth of 40' and contains plant life to keep the water oxygenated. Although it was never stocked with fish, plant eating mollusks were seeded to keep the plants in check. Due to the disaster, these mollusks have mutated.

Octoid (4 total)

(HD 10, HP 55, AC 10, MV 10' [land]/30' [water]
Exp. Points: 810 Radiation Resistance 10
Constitution 10 Mental Resistance 10
Strength 10 Dexterity 10

[Prime=Mental] 8 tentacle attacks that automatically drag prey to a 3d6 damage bite, WC2, range 60'.)

Amphibious, this mutated octopus stands 10' tall when on land but reaches its full 70' length in the water. Octoids can remain on land for up to 5 hours, are highly intelligent, and are actually healed by laser fire. In water, the flesh of this mutant darkens to near invisibility, making it a formidable foe. Mutations— Chameleon Powers [water only], Larger.

The Octoids within this lake are ambush predators that attack any walking the banks of the lake with their tentacles. Once grasped, victims are pulled into the water for consumption. Characters that are pulled into the water suffer 1d6 drowning damage per turn as well as any damage from the Octoid's bite.

4D — Abandoned Camps

These camps have been abandoned for centuries, and only the nearly indestructible plasteel pop-up tents still remain. They are heavily damaged by ultra-violet radiation, and all of their panels are milky. The doors remain sealed and they are still upright. Characters opening the door of one of these domes are hit by a rush of escaping gas that is mildly toxic (poison intensity 3, causes 1d6 damage and coughing), and that affects all within 10' of the opening when the seal is broken. The outrush of air also carries with it a fine



white powder that sticks to the characters clothing and gear like freshly fallen snow.

Within the tent, explorers discover blankets, pillows, several small knives, and forage satchels filled with what was likely once food but is now a predatory mold.

Mold, Patch
(HD 16, HP 90, AC 18, MV 0'/None Exp. Points: 600
Radiation Resistance 18 Constitution 16
Mental Resistance 3 Strength 3
Dexterity 3

[Prime=Physical] Special— characters physically touching this mold release a puff of spores that quickly fill a 10' square area. Any characters in this area run 17% chance [2, 3, or 4 on 2d6] of having mold spores infect their flesh [or lungs if breathing unfiltered air]. Half an hour following such an infection, the skin of the victim erupts in a gray, 2" square patch of the mold that is thicker and tougher than a callous.

Every week a new patch erupts randomly on the body, eventually covering the mouth and eyes of the victim and killing him.)

The spores of this mold present as a rigid, variegated crust of brown and gray material about 1" thick, and varying in size from several inches in area to several yards . It grows wherever it finds water. This mold may only be cured by surgical removal or the application of a strong [and obviously dangerous] acid.

4E — Not Quite Abandoned Camp

This camp also appears to have been abandoned for centuries, and its nearly indestructible plasteel pop-up dome tent is heavily damaged by ultra-violet radiation, but its door remains sealed. Discerning characters, however, note several subtle differences at this deserted campsite:

* the local vegetation has been tamped down.
* there are fresh ashes in the firepit.
* the magnetic seal for the dome tent is clean.

Characters opening the door of this dome surprise a mated pair of Hawkoids and their nest containing three eggs. The Hawkoids attack once they recover.

Hawkoid (2)
(HD 8, HP 42, AC 12, MV 10'/60' [flying]
Exp. Points: 805 Radiation Resistance 10
Constitution 8 Mental Resistance 12
Strength 10 Dexterity 10

[Prime=Mental] one bow attack inflicting 1d6+3 damage, WC 2, range 210'.)

This highly intelligent mutated sparrow hawk has manipulative talons at the end of its wings. It



prefers to attack while airborne. Mutations— Fear Generation, Levitation, Heightened Intelligence, and Force Field Generation.

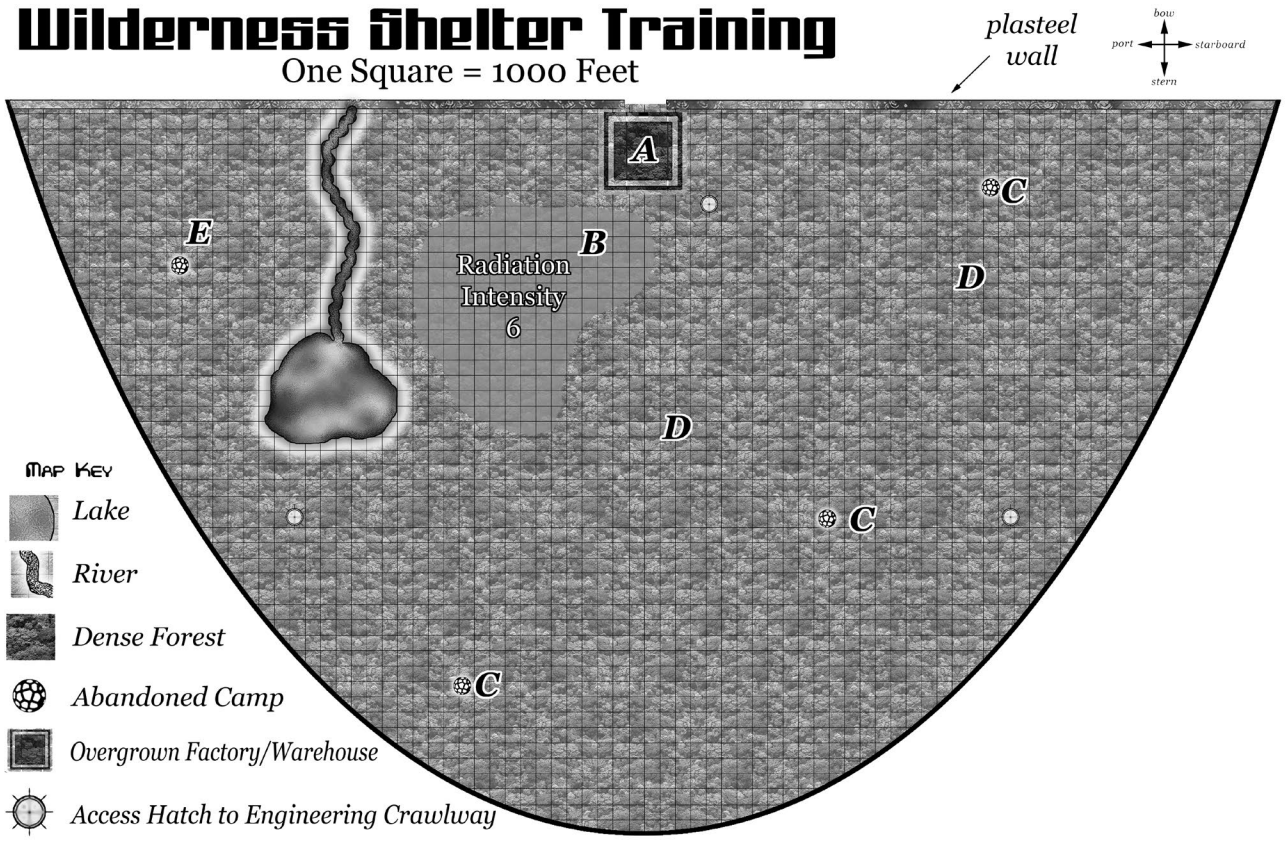
Characters that surrender find that these mutants are simply scared and protecting their young. Communication is difficult, but possible, and the Hawkoid pair knows a surprising amount of information concerning Deck #4. They are also willing to trade green wristbands and batteries for fresh or preserved meats. Characters that defeat the Hawkoids find the three eggs, and this gear, after the battle.

4F — Communication Station

Explorers approaching this area note a 60' tall domed structure protruding through the surrounding forest. A massive 110' tall, 3' diameter antenna towers further towards the ceiling from its polished roof. Characters note that, strangely, no vines grow on the surface of this building. It is a very shiny building.

Characters approaching more closely discover that the building has a wristband-activated door that appears to accept any color ship's issue wristband. The door is smaller than most and measures only 10' square. The building is also quite small and is a hemispherical dome approximately 75' in diameter. Its outer surface is almost difficult to look at as it is highly reflective, almost as though it were made of chrome. Its curvature is such that it produces an oddly distorted reflection of the surrounding forest.

This building is the emergency communications station that was placed here in the event that a group of camping students required immediate assistance of one form or another. Within the building are three floors connected by a spiral staircase and two Engineering Robots that constantly maintain both the interior and exterior of this building (hence its shiny exterior). The first floor contains a deck-wide broadband radio for communications, while the second floor contains an automated medical station. The third floor is a recovery area in the event that a medical procedure required one or more days of bed rest for full recuperation.



There are batteries, a month's food for 4 people, blankets, soap, bottled water, and several sets of spare clothing stored in lockers at this facility as well. The ground floor also contains an uplink to this level's Artificial Intelligence.

Robot, Engineering (2)
(HD 10, PH 50, AC 15, MV 96 kph Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 14
Dexterity 14

[Prime=Mental] no attacks)

Designed with many tools stored in its body, this robot has digital schematics and programming that allows it to repair most devices on the ship. It has: Semi-independent action circuits, broadcast power cells, extra power cell for 24 hours of independent operation, telescopic and microscopic lenses, lenses for infra-red and ultra-violet sensing, 2 rotating light sources, 3 tentacle manipulators, 2 power grasping claws, tool handling tentacles, 96 kph drive system, and communication systems allowing it to talk with both the ship's A.I. and humans.

Does the medical bay still function according to the intent of its designers? Or has it become a killing machine bent on conducting unnecessary surgery? We leave that for you to decide.

5 — Wilderness Shelter Training

This sector of Deck #4 was a training ground for teaching colonists to erect standard shelters under adverse conditions and to create shelters ad hoc when necessary. The standard training period was to spend three weeks in this faux wilderness, living in only whatever shelter the trainee was able to build. Standard camping bubbles were made available, but further difficulties also faced the typical apprentice.

In order to simulate the harsh environment that a colonist might face, this sector has a variety of storms. Once per day it either: 1) rains in a torrential downpour for an hour with almost zero visibility and high winds generated from the ceiling above and blowing downwards, or 2) the temperature drops to just above freezing in a matter of hours, or 3) the temperature soars to more than 100°F/38°C within a few hours. All of these conditions are instituted to both teach the trainees how to improve their shelters and to highlight the importance of having shelter from the weather.

None of that made any difference to the energy wave that swept over the *Warden*, killing both mentor and student alike. All that remains here now are the abandoned campsites and the automated factory that once serviced this vast open-air school.



5A — Overgrown Factory / Warehouse

The factory here is barely recognizable as a building due to its covering of thick vines. Only the shape, a 100' tall wall that rises vertically from the forest floor, provides any clue that the formation beneath this vegetation is likely not natural. Characters approaching this 4000' x 4000' structure also discover that the vines that cover it are hungry.

Carnivore Vine (6 cover the door)

(HD 6, HP 31, AC 10, MV 0'/None — Exp. Points: 300
Radiation Resistance 18 — Constitution 6
Mental Resistance 3 — Strength 3
Dexterity 3

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

This vine grows in radioactive areas. Early in its cycle, it is a thin 5' long vine with wide, hinged dual leaves that hide jaws. The vine reacts to movement, bringing its jaws to bear at whatever length the vine has achieved via growth [average of 20'-40']. There are several 100 yard versions that can swallow large prey in two bites if the plant gets the chance. Mutations—Stasis in Periods of Darkness, Acid Bite.

Characters clearing these 6 vines discover one of this building's four wristband access doors. These doors accept any color of ship's issue wristband.

As the door opens, lights within the building gradually activate, and the blackness of the interior is rapidly replaced by full illumination. Thousands of square feet are covered by automated assembly lines with conveyor belts, robotic arms, data input control stations, metal stamping molds, and like machinery. Explorers investigating further than 1000 feet into the factory note that its back half is completely filled by a storage warehouse with shelves filled to capacity. Plastic pop-up camping domes, tarps, nylon cord in coils, plastic stakes, hatchets, cans of spray insulation, and even self-inflating polycarbonate foam structures are to be found here. The exact contents of these shelves are left to your discretion.

Several now activated Engineering Robots are also to be found about the place, and they are eager to help any explorer that bears a ship's issue wristband.

Robot, Engineering

(HD 10, PH 50, AC 15, MV 96 kph — Exp. Points: 405
Radiation Resistance 10 — Constitution 10
Mental Resistance 10 — Strength 14
Dexterity 14

[Prime=Mental] no attacks)

Designed with many tools stored in its body, this robot has digital schematics and programming that allows it to repair most devices on the ship. It has: Semi-independent action circuits, broadcast power cells, extra power cell for 24 hours of independent operation, telescopic and microscopic lenses, lenses for infra-red and ultra-violet sensing, 2 rotating light sources, 3 tentacle manipulators, 2 power grasping claws, tool handling tentacles, 96 kph drive system, and communication systems allowing it to talk with both the ship's A.I. and humans.

5B — Puffball Mushrooms

The entire radiated area has spawned groups of Puffball Mushrooms. These clusters of fungus are small but are found no more than 100' from one another throughout the radioactive area, and within 100' of its fringe.

Fungus, Red Puff Ball (4-6 each cluster)
(HD 3, HP 5, AC 4, MV 0'/none Exp. Points: 150
Radiation Resistance 3 Constitution 3
Mental Resistance 3 Strength 3
Dexterity 3

[Prime=Physical] explosion inflicting 10 damage + poison [Intensity 12], WC4, range 10').

This mutated 5'-spherical red fungus bursts if it experiences pressure of any kind. The area then remains filled with a poisonous [Intensity 12] fungal spore cloud that persists for 1-2 hours.)

Mutations— New Plant Parts, Poison [Intensity 12], Spores, and Quick Growth.

5C — Abandoned Camp

This camp has been abandoned for centuries, and only the nearly indestructible plasteel pop-up dome tents still remain. They are heavily damaged by ultra-violet radiation, and all of their panels are milky. The doors remain sealed and they are still upright. Characters opening the door of one of these domes are hit by a rush of escaping gas that is mildly toxic (poison intensity 3, causes 1d6 damage and coughing) and that affects all within 10' of the opening when the seal is broken. The outrush of air also carries with it a fine white powder that sticks to the characters clothing and gear like freshly fallen snow.

Within the tent, explorers discover blankets, pillows, several small knives, hatchets, and coils of nylon rope.

5D — Cucumber Pods

These areas of the map are infested with Cucumber Thorn Pods, a deadly mutated plant that spawns by shooting thorns into passing victims**.**

Cucumber Thorn Pod (groups of 4)
(HD 9, HP 25, AC 4, MV 0'/none Exp. Points: 320
Radiation Resistance 3 Constitution 9
Mental Resistance 3 Strength 3
Dexterity 18

[Prime=Physical] explosion inflicting 10 damage and injecting seed thorns inflicting 4 points of damage], WC4, range 10').

There are dozens of these 4-plant groups scattered about both of the areas shown on the map.

5E — Fishing Camp

This camp consists of a fairly sophisticated structure built from interwoven branches of 1" - 2" diameter that were then coverd in spray insulation and a carbon fiber tarp. It is covered by a thick growth of climbing vines, but its entrance remains sealed. Characters that remove these vines may enter this dwelling as the door is sealed but has no lock. Opening the door causes a rush of escaping gas that is mildly toxic (poison intensity 3, causes 1d6 damage and coughing) and that affects all within 10' of the opening when the seal is broken. The outrush of air also carries with it a fine white powder that sticks to the characters clothing and gear.

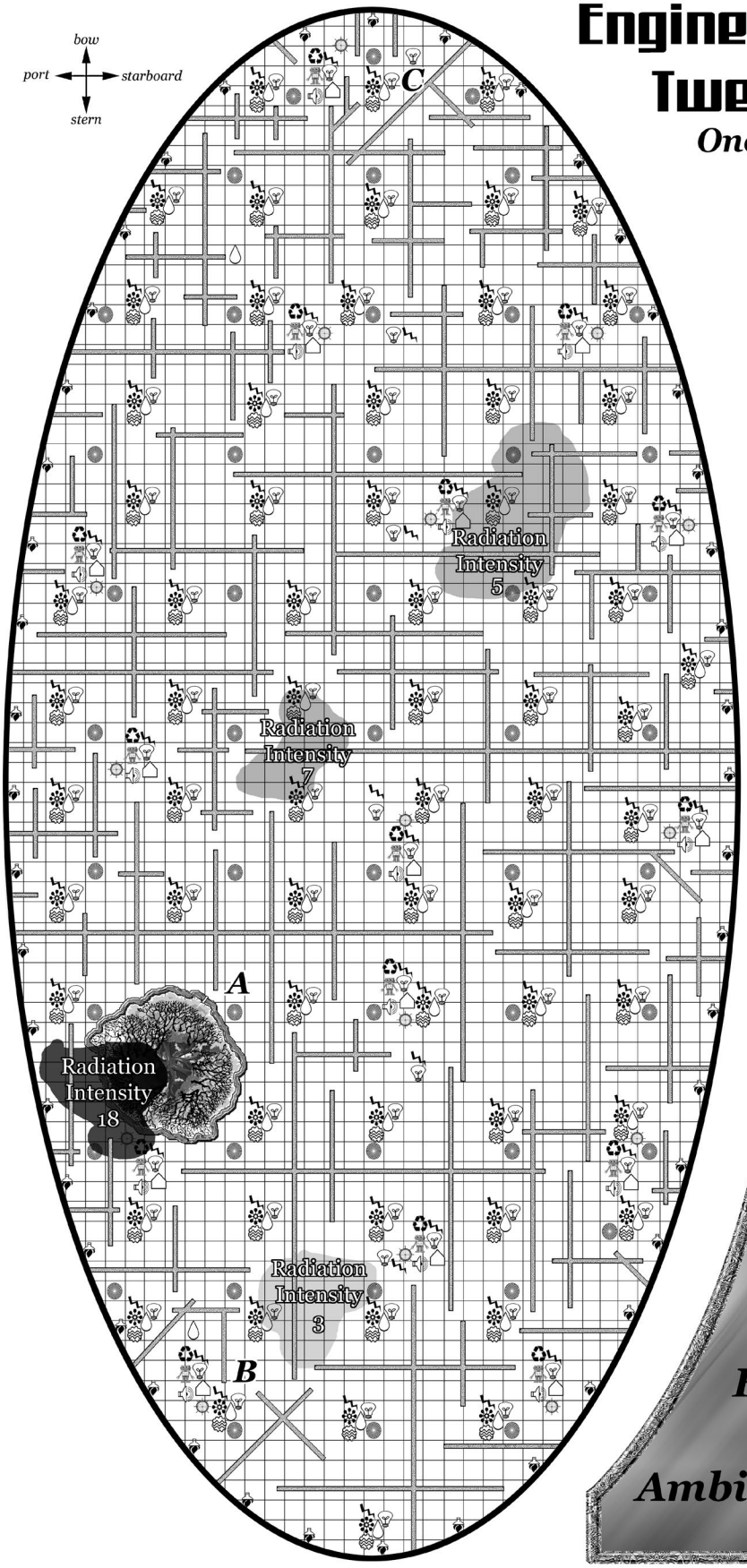
Within, characters discover the normal complement of pillows, blankets, and other camping gear as well as three perfectly preserved fishing rods.

6 — Spiral Ramp to Deck #5 & #3

This inclined ramp lies behind large electronic doors that open only upon the presentation of a gray, red, red & blue, white, or green *Warden* wristband. The ramps are camouflaged to appear as a portion of the forest. The doors are 100' wide and tall, but only the wristband reader is plain for all to see. It appears to be mounted to a large tree trunk for no readily apparent reason. These doors open for any color ship's issue wrist band (from the far side), but access from this side was restricted to prevent students from, 'taking a break from their training'.

Engineering Crawlway Tween Deck #4.5

One Square = One Half Mile



Key

- standard power substation
- broadcast power station
- robot depot
- air recirculation and purifying station
- water purification plant
- electrical circuit bus
- storage area
- thruster station
- gravity node
- environmental control station
- waste recycling center
- solid bulkhead
- hatchway to deck above
- makeshift wall
- overgrown tree from deck below
- entry passage through makeshift wall

All open areas have a hollow 1' diameter support pillar every 20'

Gravity:
1.23 – .90 G

Power:
Internal Broadcast and Fusion Substation

Pressure:
96.8 KPA

Power Capacity:
6253.7 MW

Background EMF:
3.15 – 3.85 mG

Ambient Temperature:
76° F / 24° C

Overview

This engineering crawlway has suffered a major disaster found in none of the other crawlways: the floor within these passages has been ruptured by plants growing up through the ceiling from Deck #5 below. Several of the trees on that level have grown to more than 1200' in height, and one now towers to 1375' in height. It is this massive tree that has parted the panels that normally cover the ceiling of Deck #5, panels that perform many tasks including the regulation of heat, light, and environment for the deck below.

The damage is extensive and has disrupted several subsystems. That portion of the tree that has grown into the deck is (thus far) unable to move the massive duralloy superstructure walls that support the decks of the *Warden*, but it has destroyed all of the subsystems that have stood in its path: water recycling, air purification, power generation, etc., and even a gravity node or two.

While the A.I. for Deck #5 has compensated for much of this damage, these readjustments to the systems within this engineering crawlway have caused several side effects.

1) The temperature here is always equal to the deck below to cut down on condensation which might foster plant growth.

2) The overlapping gravity fields, while presenting no problems on Deck #4, have caused wild fluctuations in the passages here. The gravity in a given area can change fairly rapidly (within 300') from .9 Earth G to 1.23 Earth G. This causes nausea in humanoid explorers, and may cause them to stumble or suddenly drop heavy objects.

3) The destruction of 2 fusion power stations has lead to the release of intense radiation (intensity 18) that has effected Deck #4 as well.

4) The pressure in this crawlway is kept at exactly the same pressure as that of Deck #5 as any fluctuation would cause wind storms throughout these passages. Characters opening access hatchways to this deck from Deck #4 may notice a pressure change, and may even be blown into a hatchway that is suddenly opened. At the very least, all hatchways to this area that are opened on Deck #4 make a hissing noise as they are opened.

5) The Deck #4 Artificial Intelligence has dispatched Engineering Robots to wall the intrusive tree off so that its pattern of destruction might be contained. The robots have done so, surrounding the intruding tree with a floor-to-ceiling steel and glasteel wall that is 120' thick. The area within this wall is accessible only through a door that is activated by data uplink or wristband (red, red & blue, or gray only) and leads to a 110' passage that ends in an identical door. The enclosed radiation has begun to kill that portion of the tree that has intruded into the crawlway, but it is proving remarkably resistant to the deadly exposure.

6) Creatures from the deck below have also made their way into the crawlway.

Adventure Seeds

Sealed Doorway (A)

Characters approaching this area notice the ramshackle wall built of welded steel and glasteel for at least several hundred yards before arriving at this location. Here, the wall is intrerupted by a repaired standard wristband activated door. The door accepts only red, red & blue, and grey wristbands (or a data uplink). Characters that manage to open this door find a dark (unlit), 110'-long, 15'-square passageway that ends with a similar door and reader.

Appended to the side of a Gravity Node some 120' closer to the bow is the web-filled tunnel-like den of a Black One. It waits there for visitors to activate the door after which it follows them inside (at a safe distance) so that it may periodically hunt for giant insects in the top of the tree that has protruded into this crawlway. If the characters approach its den, the webbing begins 60' from the door and 60' from the actual den.

Characters entering the passageway once the door is opened, or touching the webbing, are attacked.

Black One

(HD 9, HP 29, AC 12, MV 30'	Exp. Points: 480
Radiation Resistance 12	Constitution 9
Mental Resistance [special – see below]	
Strength 10	Dexterity 12

[Prime=Physical] one poison bite attack for 3d6 damage + poison [Intensity 15], WC 2, or one electrical attack via webbing for 4d6 damage, WC 4.)

This mutated Wolf Spider stands 5' tall at the shoulder and spins webs throughout any area it occupies. It is able to then generate electrical energy that shoots through this webbing for 4d6 damage to any touching the webs. Mutations— Electrical Generation, Black Ones are immune to Mental Control attacks, but are highly susceptible [always fail] to Generated Illusions.

If the characters open the door at the far end of the passage, they chance both falling through the hole the tree has created in the floor, and encountering a giant insect (see Deck #5) from the deck below.

Hawkoid Enclave (B)

85 years ago, when the tree sundered the containment cell of the fusion power station, a group of hawkoids lived in its upper branches. Driven from the area by the radiation that was released, they wandered for miles before discovering several installations. As there was at the time much food within these installations, they settled here and built a home of sorts from discarded materials they discovered within the crawlway.

Explorers entering this area will likely alert a hawkoid sentry before they actually see either the hawkoids or their nest. This sentry immediately calls for help from its cohorts and then attacks.

Hawkoid
(HD 8, HP 42, AC 12, MV 10'/60' [flying]
Exp. Points: 805
Radiation Resistance 10 Constitution 8
Mental Resistance 12 Strength 10
Dexterity 10

[Prime=Mental] one bow attack inflicting 1d6+3 damage, WC 2, range 210'.)

This highly intelligent mutated sparrow hawk has manipulative talons at the end of its wings. It prefers to attack while airborne. Mutations— Fear Generation, Levitation, Heightened Intelligence, and Force Field Generation.

Within their nest these hawkoids have two spare bows, 56 arrows, and a week's worth of dried food for 7 people.

No Practical Jokes (C)

The power station found at this location was once the site of regular practical jokes played by teams of colonists undergoing wilderness survival training. This power station is dedicated to powering the Communications Station found at the bow end of Deck #4. Colonists would sneak into the engineering crawlway through the hatch that lies several miles to port and tap into the communications wiring from this location, sending false (and often quite silly), messages back to their fellow colonists that would use the Communications Station to check in with their instructors.

Although this behavior was (just barely) tolerated as horseplay by the instructors, this changed when one of the survival students attempting to use the beacon was seriously injured, and nearly died, due to this interruption of normal communications. The instructors severely reprimanded the students, made them repeat the course, and stationed a guardian at this location to ensure that no such horse play would ever again be successful.

Robot, Military MRSR
(HD 10, HP 50, AC 16, MV 30' Exp. 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.

Any character approaching to within 150' of this fusion power substation is considered a threat by the MRSR, and is immediately attacked. Only those bearing red, red & blue, gray, or black wristbands are ignored by this robot.

Neutralized characters are sequestered in the Storage Area that is one mile sternward from the hatchway, and a signal is sent to the Deck #4 Artificial Intelligence that an unauthorized student was found attempting to prank the Communication Station power source once again. What the A.I. might do, we leave to you.


Deck 5: Maintenance and Repair
walter

Deck 5

One Square = One Half Mile

Overall Size: 41 Miles x 20 Miles

Map Key

- Access Hatch to Engineering Crawlway
- Insect Webs
- Thorny Hedge
- Village
- Insect Mound
- Inner Tree Dwelling
- Vines
- Carnivorous Plants
- Insect Nest
- Mushrooms
- Building Ruins
- Thick Jumgle
- Swamp
- Lake
- Grass
- Hive
- Ramp

1) Purple Ant Colony
2) Nature's Net Gifts
3) Buzzing Tree
4) Dragon Lake
5) Hornet Territory
6) Paper Houses
7) The Hollow Tree
8) Death From Below
9) The Friendly Vines
10) Spheres of Doom
11) White Ant Colony
12) The Lost Patrol
13) The Elder Council
14) The Hedge Maze
15) Central Elevator
16) Spiral Ramp to Deck #4

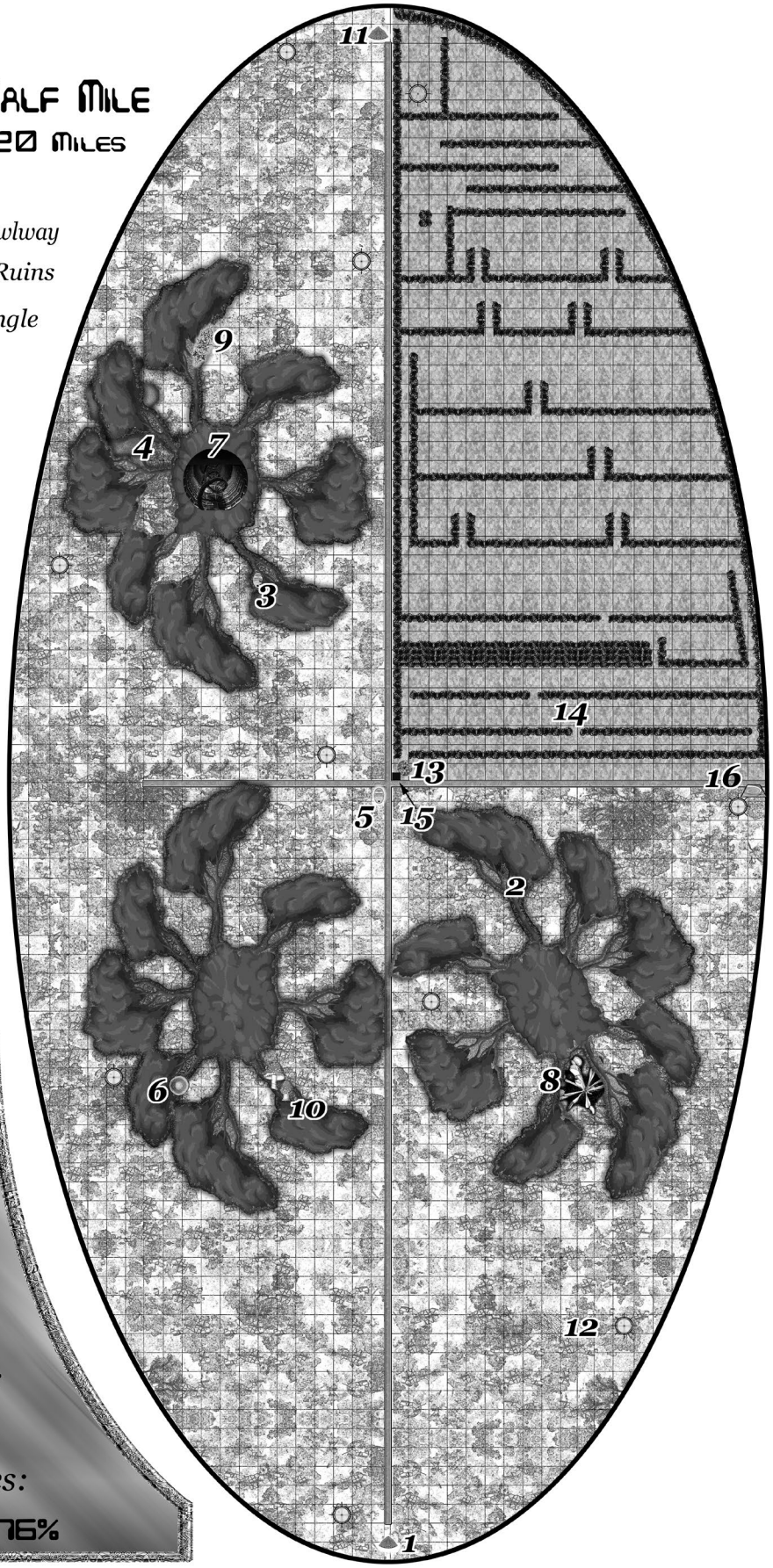
Gravity:
0.98 – 1.02 G

Power:
External

Background EMF:
0.97 mG

Ambient Temperature:
76° F / 24° C

Atmospheric Anomalies:
O_2: 23% CO_2: 76%



Level 5 : Maintenance and Repair

Overview

This level was originally devoted to maintenance and repair. At that time it accepted all daily items in need of repair or maintenance, from the standard broken cooking stoves to burned out wrist band readers. If there was not a more specific repair shop on board the *Warden* for the item in need of restoration, it was sent to this deck. Hundreds of years ago, a visitor exiting the central elevator saw mile upon mile of large machine shops and repair facilities interspersed with green areas of light forest. A lot has changed.

When the radiation inundated the *Warden*, nearly all of the crew were turned into a fine white powder, as was much of the wildlife. Those who were not killed often mutated, adapting to the new, albeit temporary, environment of the irradiated ship. On Deck #5, the plants grew to an enormous size, and what were once lightly forested green areas became an all-encompassing jungle of writhing, competitive plant life. Even those mutated animals that survived were hard pressed, and over time they gradually died out. Deck #5 now belongs to the plants and the insects.

Three truly gigantic trees now dominate this level. Their massive trunks are more than a mile in diameter, their upper canopy touches the ceiling of the level 1/4 mile above, and their branches stretch for many miles. So great is the shadow cast by these trees that directly beneath their great branches lies nothing but a fetid, gloomy swamp. No energy from the artificial sunlight in the ceiling reaches below the branches here, and so only insect life, and those organisms that promote decay, are able to exist here. Where the light does reach the surface, this level is covered in a tangled mass of competing trees, vines, and other plant life. Navigation, where possible, is difficult. The robots that still attempt to service this level often use the branches of the great trees, hundreds of feet from the ground below, as highways.

Corrosion is also a problem here as the fetid swamps and choking growth keep the temperature and humidity high despite the best efforts of the automated systems to regulate it. The preponderance of plant life makes for an oxygen-rich atmosphere. The workshops that once covered more than half the surface of this level have corroded, crumbled, and disappeared. Their ruins may still be found lurking beneath the tangled mass of plants that is often dozens of feet in depth.

Yet this deck still performs its original function, although in a reduced capacity. Damaged equipment is still brought forth from the central elevator to robotically operated repair shops, and repairs are completed. Robots continue to keep the 600'-wide duralloy roads, and the spiral ramp to level 4, cleared of encroaching foliage.

The wolfoid clans from many other portions of the ship regard this level as sacred. It contains their council of elders, and the *Test of Wolfhood* which all wolfoids who would rule must pass. Those who do are granted a form of immortality, as we shall later see.

Lifeforms

The following creatures are found randomly on this level. Check once for each new square explored on the map (or devise your own system) by rolling a d6. Any result of a 1 or a 2 indicates that a wandering monster has encountered the character party. How many of a particular creature are encountered is left to your discretion.

All Areas

Wandering Creatures Encountered (roll 2d6)

2	Black One	**7**	Hornet, Giant Mutant
3	Buzzer	**8**	Mantis Mutant
4	Giant Dragonfly	**9**	Meat Beetle
5	Giant Fly	**10**	Red Flame Beetle
6	Green Pincer Beetle	**11**	Robot, Horticultural, Crazed
		12	Spider, Giant Mutant

Black One
(HD 9, HP 29, AC 12, MV 30' Exp. Points: 480
Radiation Resistance 12 Constitution 9
Mental Resistance [special – see below]
Strength 10 Dexterity 12

[Prime=Physical] one poison bite attack for 3d6 damage + poison [Intensity 15], WC 2, or one electrical attack via webbing for 4d6 damage, WC 4.)

This mutated Wolf Spider stands 5' tall at the shoulder and spins webs throughout any area it occupies. It is able to then generate electrical energy that shoots through this webbing for 4d6 damage to any touching the webs. Mutations— Electrical Generation, Black Ones are immune to Mental Control attacks, but are highly susceptible [always fail] to Generated Illusions.

Buzzer
(HD 4, HP 17, AC 12, MV 10'/40' [flying]
Exp. Points: 180
Radiation Resistance 10 Constitution 4
Mental Resistance [special – see below. 10 vs. attacks]
Strength 10 Dexterity 10

[Prime=Physical] Special attack)

This mutated bee is 2' long and travels in swarms of 6-36 individuals. Mutations— touching the Buzzer causes 4d6 energy damage. The insect is immune to Mental Control. It is enraged by mutants using their mental abilities and invariably attacks such mutants.

Dragonfly, Giant
(HD 10, HP 60, AC 12, MV 10'/90' [flying]
Exp.Points: 360
Radiation Resistance 10 Constitution 10
Mental Resistance 10 or [special – see below]
Strength 10 Dexterity 10

[Prime=Physical] one clawed talon inflicting 25 damage, WC 4, and energy discharge if touched causing 9d6 in energy damage, WC4.)

Born in piles of rotting meat found in radioactive areas and traveling alone for most of their lives, Giant Dragonflies are 7' long and 10' tall. They are enraged by mutants using their mental abilities and always seek out and attack such mutants. Any touching the dragonfly receive an immediate energy discharge which instantly regenerates. Giant Dragonflies are immune to Mental Control.

Fly, Giant
(HD 4, HP 20, AC 12, MV 10'/40' [flying]
Exp.Points: 180
Radiation Resistance 10 Constitution 4
Mental Resistance 10 or [special – see below]
Strength 10 Dexterity 12

[Prime=Physical] one spitting attack inflicting 25 damage, WC4, range 20' [3x/day only], and energy discharge if touched causing 4d6 energy damage, WC4.)

This 3'-long and 6'-tall mutant fly spawns in rotting piles of meat found in radiation areas and travels alone. It becomes enraged and attacks when in proximity [100'] to mutants using their mental abilities. Any touching these flies receive an immediate energy discharge which instantly regenerates. Giant Flies are immune to Mental Control.

Green Pincer Beetle
(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.

Hornet, Giant Mutant
(HD 10, HP 44, AC 8, MV 30'/ 30' [hopping]
Exp.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].

Mantis Mutant
(HD 11, HP 44, AC 17, MV 40' Exp. Points: 700
Radiation Resistance [special – see below]
Constitution 11 Mental Resistance 11
Strength 11 Dexterity 18

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

This insect is 11' tall at the shoulder and moves with great speed. Cautious, if the Mantis suffers more than 30 points of damage, it retreats from the battle. Mutations— Taller, Heightened Speed, Immunity to Radiation.

Meat Beetle
(HD 4, HP 14, AC 13, MV 15' Exp. Points: 180
Radiation Resistance 10 or [special – see below]
Constitution 4 Mental Resistance 10
Strength 10 Dexterity 10

[Prime=Physical] one pincer attack inflicting 5 damage, WC 1.)

This 10'-long bright metallic blue beetle is immune to radiation and energy beam attacks and has the ability to move under the earth while still sensing life above ground [20' range]. Mutations— Immunity to Radiation & Energy Beams.

Red Flame Beetle
(HD 5, HP 20, AC 17, MV 20'[above ground]/30'[below ground]
Exp. Points: 370 Radiation Resistance 11
Constitution 5 Mental Resistance 5
Strength 11 Dexterity 11

[Prime=Physical] one bite inflicting 2d6 damage, WC 1, or when damaged, a shot of flame from its backside inflicting 15 damage, WC 2 .)

This 2' long beetle is able to burrow through the mulch of the jungle and attack from below the surface of the ground. It has a bright red shell casing and a massive pair of pincers at the front. It can shoot flame once per day [if damaged]. Mutations— Taller, Fire Squirt, Burrowing, New Body Part.

Robot, Horticultural, Crazed
(HD 20, HP 100, AC 15, MV 25' (flying)
Exp.Points: 405 Radiation Resistance 10
Constitution 20 Mental Resistance 10
Strength 10 Dexterity 10

[Prime=Mental] either one paralysis tentacle attack [paralyzes], WC1, 18' range, or one forestry tool attack inflicting 2d6 damage, WC1.)

This automated, 10' floating disk is damaged, and parts of its instrumentation are exposed and emitting sparks. It floats on anti-grav pods and can carry up to 595 pounds of material. It has a single paralysis tentacle that extends up to 18' [WC 1], its optical senses can pick out objects up to a mile away, and its communication has a range of an entire deck. The robot has two manipulative tentacles allowing it to grab things and surgical tools allowing it to perform operations on animals of all types. Three large light sources and mechanical optics can see in the visible, infra-red and ultra-violet spectrum. All the rest of its equipment has long since been destroyed. Touching any part of the robot causes exposure to radiation [Intensity 5]. These derelict automatons view all living creatures as animals in need of amputations or skin grafts. The unit does, however, take verbal orders from any being with a green *Warden* wristband.

Spider, Giant Mutant
(HD 18, HP 111, AC 17, MV 30' Exp.Points: 1530
Radiation Resistance 12 Constitution 18
Mental Resistance 11 Strength 18
Dexterity 11

[Prime=Physical] one sticky rope of webbing attack to trap prey, WC 2. Webbed characters require 3 combat rounds to escape the sticky strands. Once prey is entangled, the spider bites; one attack inflicting 1 damage + poison [Intensity 18, paralyzing], WC 1, paralysis lasts 48 hours.)

The nests of these 8' spherical, mutated spiders are commonly 600-900 square feet [30' x 20' - 30' x 30'] and are filled with white rope-thick webbing. Giant Spider Mutants are immune to the stickiness of their own webs. Mutations— Taller, New Body Parts, Heightened Strength, Heightened Intelligence, and Poison [Intensity 18].

Points of Interest

1 - Purple Ant Colony

Explorers approaching the stern end of the road that bisects this level see a large mound of dirt just beyond the end of the road once they approach to within 1000'. Those approaching from the jungle can see no more than 75' from within its tangled maze. The mound is 60' tall and has a rough diameter of 120'. Stranger than its size, however, is the color of the dirt that comprises this earthen cone. The dirt is bright purple.

Characters exploring this area also note that much of the vegetation for about 100 yards surrounding the mound is also tinged with purple. Those who take some care before approaching more closely than 100' also note movement near the summit of this mound. Foot-long ants busy themselves about the top of the mound, passing both into and out of its peak. A one foot diameter opening at the top allows access to the interior.

Characters checking the rear of the mound discover an 8' long, 2' wide, and 2' high steel chest. Its lock works via a wristband reader, but this lock has been pried apart by what appears to be a bolt cutter, or perhaps a pair of strong pincers. The lid of the chest is slightly ajar. A slight whiff of sulfuric acid permeates the air.

The ants discovered this chest long ago and found the chemical signature (smell) of its contents attractive as it bore a strong resemblance to the eggs borne by their queen. Following their instincts, the ants pried open the chest and removed several of its contents to carry to their warren below. The contents of this chest are grenades.

After several of the ants were blown to bits while trying to transport these 'eggs' to the nurseries below, the ants refrained from removing the eggs but instead marked them with a special scent (slightly

sulfuric) that would warn their fellows that these eggs needed to hatch in their current location. It was also their means of warning predators to leave the strange eggs alone.

If the characters disturb the grenades in the steel chest in any way, a dozen of the purple ants exit the top of the mound and attack the intruders.

Ant, Purple (12)

(HD 4, HP 10, AC 12, MV 30' Exp. Points: 270
Radiation Resistance 10 Constitution 4
Mental Resistance 10 Strength 6
Dexterity 10

[Prime=Physical] one poison sting attack for 3d6 + poison [Intensity 15], WC 1.)



Each foot-long ant is a warrior with aggressive tendencies. These ants gain intelligence as they cluster in larger and larger batches. Generally, in the wild, there are 2d6 of them. Colonies may contain thousands of these ants. Mutations— Poison [Intensity 15], Telepathy, Force Field Generation, Heightened Speed, Mass Mind, and Heightened Intelligence.

If the characters defeat these ants, more are on the way (up to 2100 in total) that arrive in groups of 12 every 3 minutes. If the characters scavenge some of the grenades, there are 50 in total, (throwing range 45' - 90' depending upon strength, 6d6 damage to all within 35' of the impact, WC2), and the ants will track these 'stolen eggs' by their scent for up to a week after they have been taken.

2 - Nature's Net Gifts

As characters approach this area, they note a white cargo net that has been secured to the ground and that leads to a 350' diameter branch above. It appears taught, and servicable. A number of packages have been attached to this cargo net with thick rope as though awaiting delivery or retrieval.

The cargo net is actually the web of a large Black One that resides on the branch above. The webbing is not sticky, and the packages are the coccooned corpses of previous intruders. If the characters attempt to climb the web, they find it both easy and convenient, but the climb is arduous due to its length. The branch to which it is attached lies 100' from the ground.

When the first explorer makes it to 60', the Black One rapidly descends and attacks.

Black One

(HD 9, HP 29, AC 12, MV 30' Exp. Points: 480
Radiation Resistance 12 Constitution 9
Mental Resistance [special – see below]
Strength 10 Dexterity 12

[Prime=Physical] one poison bite attack for 3d6 damage + poison [Intensity 15], WC 2, or one electrical attack via webbing for 4d6 damage, WC 4.)

This mutated Wolf Spider stands 5' tall at the shoulder and spins webs throughout any area it occupies. It is able to then generate electrical energy that shoots through this webbing for 4d6 damage to any touching the webs. Mutations— Electrical Generation, Black Ones are immune to Mental Control attacks, but are highly susceptible [always fail] to Generated Illusions.

Characters attempting to open the cocoons are liable to become entangled as the webbing of the cocoons is sticky. Three cocoons adorn the cargo-net-web, all of which are giant insects. Characters that ascend to the tree branch above find three partially unwrapped cocoons containing Roman Wolfoids. They are fully equipped in leather armor and carry short swords and spears.

The branch is a broad highway that might be easily travelled by the characters if they wish.

3 - Buzzing Tree

Explorers approaching this area at ground level hear a faint (but growing) buzzing sound as they come to within 500'. It never grows louder than a human voice in average conversation, but when it does reach that point, the territorial Buzzers that reside in the hive 250' above attack if anyone within the party is using a mental ability of any kind.

Explorers approaching from the broad limb that extends sternwards in this direction from the massive tree trunk about 2.5 miles closer to the bow of the ship also hear this buzzing but are likely to note its source: a series of paper-like hives. No activity can be seen in the area around these hives, but the sound is present and grows louder as the explorers approach.

If anyone is using mental abilities as the party approaches, the Buzzers attack when they are closer

than 300'. If no character is using mental abilities, the Buzzers do not feel their territory is being threatened until the intruders approach to closer than 50'.

These Buzzers are invisible and generally intiate a surprise attack.

Buzzer, Invisible
(HD 4, HP 17, AC 12, MV 10'/40' [flying]
Exp.Points: 270
Radiation Resistance 10 Constitution 4
Mental Resistance [special – see below. 10 vs. attacks]
Strength 10 Dexterity 10

[Prime=Physical] Special attack)

This invisible mutated bee is 2' long and travels in swarms of 6-36 individuals. Mutations— touching the Buzzer causes 4d6 energy damage. The insect is immune to Mental Control. It is enraged by mutants using their mental abilities and invariably attacks such mutants.

Note: Characters that are able to view the infra-red spectrum are able to see these bees.

There are a total of 7 hives, and each is the size of a small, 3-story apartment building. If your players decide to explore these hives, more Buzzers are present that will attack. That adventure we leave for you. Each hive holds 6-36 more Buzzers.

The paper of the hives burns but is actually made from the mud of the swampy areas below. It is not terribly flammable.

4 - Dragon Lake

The swamp beneath the great tree branches overhead deepens to the blue-tinted waters of a crystal clear lake in this area. It is miles across and more than 50' deep. Many strange, almost prehistoric creatures (oversized dragonfly nymphs) swim through its waters, and by their jaws they are obviously predators. Overhead 7'-10' Giant Dragonflies buzz by paying little heed to the intruders in their domain.

Giant Dragonflies are attracted by and attack any character using mental abilities.

Dragonfly, Giant (12)
(HD 10, HP 60, AC 12, MV 10'/90' [flying]
Exp. Points: 360
Radiation Resistance 10 Constitution 10
Mental Resistance 10 or [special – see below]
Strength 10 Dexterity 10

[Prime=Physical] one clawed talon inflicting 25 damage, WC 4, and energy discharge if touched causing 9d6 in energy damage, WC4.)

Born in piles of rotting meat found in radioactive areas and traveling alone for most of their lives, Giant Dragonflies are 7' long and 10' tall. They are enraged by mutants using their mental abilities and always seek out and attack such mutants. Any touching the dragonfly receive an immediate energy discharge which instantly regenerates. Giant Dragonflies are immune to Mental Control.

The waters of this lake are wholesome but cause characters that imbibe them to grow about 10% of the time. Whether these characters grow larger, smaller, or even extra body parts, we leave to your discretion.

5 - Hornet Territory

Just outside of the central elevator a duralloy platform extends to 150' to meet two metal roads. At the edge of the platform explorers note a huge hemispherical mound made from what looks like paper. It towers to more than 40' in height and has a diameter of perhaps 100'. Several large hornets can be seen even before the party exits the elevator. Several humanoid corpses lie near this giant nest.

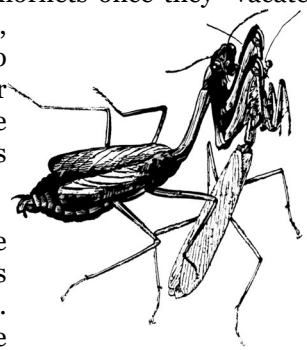
Some of these insects fly near to the party, almost as if to warn them. They only attack, however, if an explorer approaches closer than 100'.

Hornet, Giant Mutant (24)
(HD 10, HP 44, AC 8, MV 30'/ 30' [hopping]
Exp.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].

Having invaded the Giant Hornets' territory, the explorers are pursued by these hornets even should they leave this area. Each character is pursued relentlessly by 4 of these hornets once they vacate the immediate premises, and the hornets continue to follow and attack whenever they rest, until either the characters or the hornets are dead.



Within the great nest are a total of 24 more hornets should the characters enter. We leave the details of the

nest's interior for you to determine. The construction is actually hornet saliva and mud, and so this nest does not readily burn or catch fire.

The humanoid corpses just outside of the nest are four dead Egyptian Wolfoids. Each has a power staff (5d6 in energy damage from contact, WC 4, 50 charges from a single battery), chain mail armor, long sword, and special hood that allows perception in the infra-red and ultra-violet spectrum.

6 - Paper Houses

Characters approaching this area from the ground see a single white dome situated on a drier patch of ground within the shadow of a broad branch hundreds of feet above. The dome is 30' tall and 120' in diameter and appears different than the prefabricated domes made for colonists. It is opaque, and somewhat less regular in shape than those made for colonization.

Explorers carefully scrutinizing the area see two smaller domes mounted atop the broad tree limb some 250' above. A regular path leads from a dark, 8' diameter opening at the base of the large dome on the ground through the swamp towards the massive trunk of this tree some 2 miles distant.

Any explorer entering the larger, ground-based dome quickly discover that it is inhabited. Amid the carcasses of 6 half-eaten giant insects prowl 4 feeding giant green insects.

Mantis Mutant
(HD 11, HP 44, AC 17, MV 40' Exp. Points: 700
Radiation Resistance [special – see below]
Constitution 11 Mental Resistance 11
Strength 11 Dexterity 18

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

This insect is 11' tall at the shoulder and moves with great speed. Cautious, if the Mantis suffers more than 30 points of damage, it retreats from the battle. Mutations— Taller, Heightened Speed, Immunity to Radiation.

Once these four are defeated, a thorough search of the large dome reveals several animal (perhaps humanoid) bones. Explorers with biology skill are able to ascertain only that the bones are from "no creature they can readily identify". Near these bones are four identical discarded pieces of what can only be alien technonlogy:

Personal Gravity Shield (equipment)
Tech Level 7 Experience: 500



Power Requirement: 1 Hydrogen Fuel Cell
Power Cell Life: 1 hour
Size: 2" thick, round, 1' diameter, has a handle

When activated, this device creates a gravitional shield that repels all physical material in 180° arc once it comes closer than 2' to the facing of the shield. It can also cause energy beams to gravitationally 'bend around' the protected target . Each impact against this shield steals a portion of its energy commensurate with the damage that impact would have caused had it hit. The shield accepts 30 damage before collapsing, and regenerates 60 seconds later.

Note: It is not possible for a shielded character to pick up anything they are not already touching as it is automatically 'repelled away' from their touch. Equipment currently carried by a character is protected by the field, and is considered 'part of the character' for the purposes of repulsion. The field stops 6" from the bottom of a character's feet, but extends 1' beyond a character's head (doorframes might be an issue if the shield is engaged, but walking is not).

Two further Mantises are prowling the surrounding jungle looking for food. They remain within sensory range of the smaller domes situated above and attack if any tresspass and enter those domes.

The smaller domes on the limb 250' above are of identical construction and have 8'-diameter door openings, but differ in their interior contents. Each contains 20 large green oval objects that lie amid individual cradles of freshly cut leaves. These are Mantis eggs that are due to hatch within 2-12 days.

Mantises that hatch from these eggs may imprint on characters if they are isolated and fed only by that character (Mantises eat other insects). They grow to maturity within 4 weeks and may be trained as mounts while retaining all of their natural attack capabilities.

All of the adults encountered in this area are females. If (at your discretion) a male is hatched from one of the eggs, any females nearby will wish to breed with him... and then consume him.

7 - The Hollow Tree

As mentioned in the introduction, this deck was dedicated to the repair of the more mundane operational items and electronics that make the *Warden* work. The Artificial Intelligence for this deck, faced with an assault upon its workshops and repair facilities, waxed pragmatic. It knew that over time, the jungle, enhanced by radiation, would win. Instead of fighting the jungle, the A.I. chose to abandon its old facilities, reestablishing them in the one area it knew the jungle would not overtake or destroy: the very plants that threatened these facilities. Inside the mile-wide diameter of one of these forest giants it buillt repair shops, an elevator for access, and recharging stations for the robots that would continue the work. Characters approaching the base of this massive tree from its bow side note the transformation that has occurred by the one small element that is exposed to the vicious competition of the jungle, its wrist-band accessed entrance door.

This door accepts only red, gray, and red & blue bands for access.

If the characters manage to penetrate the interior, they find a massive complex that rises 30 stories within the gigantic outer tree trunk. Dozens, perhaps hundreds, of robots bustle about their tasks, ignoring the explorers unless directly questioned. Those that are directly questioned explain the nature of the facility (as described above) and will assist with any repairs that might be requested.

Spare parts are abundant within this tree complex, but there are no perishables, food, or sundries to be found. This is an efficient operation, with damaged mechanisms arriving at the rate of about one per hour (brought by Engineering or General Purpose Robots), and repaired equipment leaving the tree facility at the same rate and via the same dellivery system.

The precise details of the interior are left for you to determine, but this area is a safe retreat for the explorers, though it provides neither medical aid nor resupply of any kind.

A thorough search of all 30 levels within this tree reveals the one facility within the complex that explains the ease with which the robots traverse the jungle outside.

Characters exploring the 8th level of this complex note a pungent smell. Their noses lead them to a 4500 square foot hemispherically-shaped facility that contains large vats, a machine for shredding woody plant parts, and several large compressors. In this facility roots from these giant trees are shredded to fiber, disolved within the large vats, and compressed into pressurized containers that fit into the chassis of Engineering, Horticultural, and General Purpose robots. The pressurized containers have a directional spray noozzle, and the fluid created is an excellent bug repellent. The pressurized cannisters are tube-shaped, measuring 3' in length and 18" in diameter. The fluid keeps any insect that fails to avoid its effects at a distance of 5' from those treated with the solution. It does have a pungent, though harmless, odor.

8 - Death From Below

Several of the large trees in this area that tower to hundreds of feet appear to be dead but also show signs of recent growth. Broad, verdant leaves sprout at irregular intervals from the trunks of 7 trees that are losing their bark and that project dead and decaying limbs toward the ceiling above. Explorers investigating this unusual phenomenon are attacked by this weird, new growth.

Jawed Plant (3-18)
(HD 10, HP 44, AC 12, MV 0'/none Exp. Points: 810
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 10
Dexterity 6

[Prime=Physical] one thorny jaw attack inflicting 5d6 acid damage, WC1, range 30'),

This gigantic mutated Venus Fly Trap hunts by sensing heat sources at 30' range, and hits indicate that the victim has been captured by the thorny jaws of this voracious predator. Once captured, acid flows down upon the victim. Mutations— Larger than Normal, Increased Senses, Dissolving Juices [5d6].

Characters exploring the tree limbs of the giant tree here (moving along its 300'-wide branches as though they were a highway) are attacked by these the plants that are growing near the apex of the dead tree trunks below.

9 - The Friendly Vines

At the point where this massive tree limb splits into dozens of smaller limbs that reach towards the ceiling the swamp lies a mere 75' below. A several acre patch of flowering vines here covers the entire 300' of the branches broad expanse and extends towards the trunk for several hundred feet as well. The vines trail

downwards as well stopping only a few feet from the swamp below.

Explorers approaching closer than 90' trigger these vines to begin a rythmic humming, a siren's song that they find mesmerizing. Characters that fail to avoid the effects of this song feel an immediate need to sally forth and collect the corpses of giant insects, retrieving them and depositing these corpses within the patch of flowering vines. Once a character has done this, deposited the corpse of a freshly killed giant insect, he is freed from the compulsion to collect further giant insects but still feels that the vines are friendly and should not be harmed.

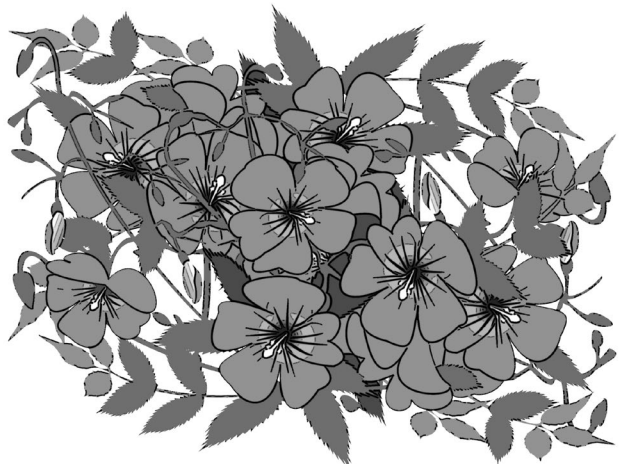
Singing Vine
(HD 4, HP 10, AC 8, MV 8' Exp. Points: 270
Radiation Resistance 10 Constitution 4
Mental Resistance 10 Strength 10
Dexterity 10

[Prime=Mental] Special attack – this vine defends itself by singing a psychotropic harmony making listeners incapable of harming the vine while harboring a strong desire to help it.)

This intelligent mutated vine stands 15' tall when mature. Singing Vines are Telepathic and willing to share knowledge of their level of the *Warden* with those that fertilize their roots. Mutations—Telepathy, Mobility, Sonic Powers [special], Manipulation Vines.

10 - Spheres of Doom

Characters approaching this area by traversing the tree branches note that 80' ahead are many spongy looking spheres. They vary in size from fist-sized to 3 meters (10 feet) in diameter and display an array of dark colors. The area covered by these spheres is 195' long and as wide as the entire branch, so any wishing to continue their journey on this branch must find a path over, under, or through this patch.



Fungus, Red Puff Ball
(HD 3, HP 5, AC 4, MV 0'/none Exp. Points: 150
Radiation Resistance 3 Constitution 3
Mental Resistance 3 Strength 3
Dexterity 3

[Prime=Physical] explosion inflicting 10 damage + poison [Intensity 12], WC4, range 10').

This mutated 5'-spherical red fungus bursts if it experiences pressure of any kind. The area then remains filled with a poisonous [Intensity 12] fungal spore cloud that persists for 1-2 hours.)

Mutations— New Plant Parts, Poison [Intensity 12], Spores, and Quick Growth.

There are more than 100 of these fungi covering this area of the tree limb. As the limb has but one anchor point (the tree trunk) it readily transmits vibrations from running, walking, or impacts of any kind. Characters that are not particularly careful that come to within 50' of these spheres have a 1 in 6 chance of detonating them by simply walking.

11 - White Ant Colony

If the explorers of this region are approaching from the road, they see this area at a distance of 700'. If they are approaching from the jungle, characters are unable to see this area until they are within 75'. They then see a solitary conical hill that stands in the distance. Characters may discern that it is made of white dirt or sand, and several large humanoids lie at its base. The humanoids are unmoving and are corpses.

Characters approaching these corpses note that they are Viking Wolfoids, and they are well-armed. Each has both a slug thrower rifle and a holstered pistol as well as a bandolier containing three batteries. Each also has a round Viking shield strapped to its back.

As any character approaches the corpses, a foot-long white ant appears at the top of the hill. Characters may or may not notice this solitary observer as he quickly disappears back within the apex of the hill. 30 seconds later 36 White Ants come boiling from the top of the hill to attack these intruders into their territory.

Ant, White
(HD 7, HP 20, AC 16, MV 30' Exp. Points: 600
Radiation Resistance 10 Constitution 7
Mental Resistance 10 Strength 10
Dexterity 10

[Prime=Physical] one poison sting attack inflicting 5d6 + poison intensity 10, WC 1. Pairs of ants also have special attack abilities – see below.)

These foot long white mutated ants have a number of unusual mutations, but only as pairs of the ants join an attacking group. As the total number of ants in an attacking group increases, so do their special abilities. [These abilities are cumulative.]

2 ants: Electrical Generation 2d6, range 30'

4 ants: Immunity to Mental Control of any type

6 ants: glowing 5 point Force Field Generation [each ant gets an individual field]

8 ants: Immunity to Energy Beams

If the characters defeat the first 36 that appear, they have one full minute before a second group of 36 appear, followed 60 seconds later by a group twice that size, and so on, until either the characters leave, are killed, or kill all 2,146 ants. If characters flee, the ants follow them until 300 meters (1000') separate the intruders from their beloved nest.

12 - The Lost Patrol

The edge of this area is visible for quite some distance (500' minimum) as an area of reduced growth within the surrounding jungle. This area of reduced growth covers a full half mile square (one map square), and there are signs of old fires and discolored foliage, possibly from plant poison or other toxin. It is one of the few (perhaps the only) places within the jungle that visibility is greater than 250'.

Characters approaching the edge of this area also note red gossamer threads clinging like wind -blown flags to much of the vegetation. Near the edge, these threads appear in disorganized groups of three to four strands. Should the characters proceed into this area, these strands grow into denser and more frequent groups. the characters are also likely to find one of the 15 skeletons that are dotted about the periphery of this area.

These skeltons are not human but are humanoid. All flesh has long since rotted from these bones as has any outer covering they might have worn. Small metal clasps made from a strange purplish metal are occasionally discovered. If these clasps are handled roughly, or even to any great extent, they crumble to a fine powder that blows away in the slightest breeze (including character breath).

Once an explorer penetrates to a depth of 300' into this area, the gossamer red webbing covers the tops of all plants in the area. Investigating characters also note the occasional presence of small red spiders. At



this depth of penetration, another 20 of the strange skeletons are found marking a weird half circle facing towards the perimeter of this half-mile square area. Near its center can be seen a large, tracked vehicle of some kind. It stands 20' tall and is more than 40' long. It is covered in the red gossamer webbing, concealing its interior and exact shape.

If the characters attack these spiders, 30 more that are nearby immediately swarm the attacker.

Spider, Red Lightning , Tiny

(HD 3, HP 6, AC 8, MV 20'	Exp. Points: 150
Radiation Resistance 10	Constitution 3
Mental Resistance 10	Strength 10
Dexterity 10	

(Prime=Physical] When there are 30 or more of these spiders gathered, they Mass Mind and launch a lightning bolt inflicting 50 damage to all within a 1' wide by 40' long area, WC 4, maximum range 40'. This can be done every three combat rounds as long as the prey stays in the area.)

These thumbnail-sized, bright red spiders generate bright red webbing. When prey disrupts a red web, it alerts the spiders, and they swarm at the rate of 10 [additional] spiders per combat round. Mutations—Mass Mind, Electrical Generation [bolt], and Heightened Intelligence.

If the characters approach the strange, web-covered vehicle, they do so by parting the red webbing (it is impossible to proceed and not disturb this webbing). The small red spiders are common now and are occasionally seen in pairs. As the red webbing parts, the spiders become more agitated and gather in groups, eventually attacking (see previous statistical block).

There are a total of 226 spiders living within these webs. All eventually attack if the characters remain in the area.

Explorers that investigate the tracked vehicle discover it is made from the same purplish metal. Within this vehicle are five humanoid creatures with green scaly skin that are outfitted in green uniforms. The uniforms are rotted and fall to pieces at the slightest touch releasing strange alien pistols that fall to the vehicle's floor. The dried, mummified, bodies of the green humanoids show occasional electrical burn marks, and hundreds of welts from spider bites.

The pistols have a liquid chamber and are made from a translucent purple-tinted metal. The liquid within each pistol's chamber is a vile green color. The pistols are slightly large for standard human hands (but may be used once their function is understood).

Alien Paralysis Pistol (equipment)

WC7 Tech Level 2 Experience: 1000
Power Requirement: unknown
Power Cell Life: unknown
Size: 25"length, 4" width, 11" height

When fired, this pistol shoots forth a beam of green light that terminates in exactly 328 feet, 1 inch. Creatures whose actual biomass is contacted by this beam (not their clothing) are automatically paralyzed for 60 minutes. These pistols are somewhat corroded and crumble to dust after 10 shots.

13 - The Elder Council

This quadrant of Deck #5, referred to generally as the 'Test of Wolfhood', is sacred to the wolfoid culture. For hundreds of years, since the Lifegiver (explained later) was first discovered by the legendary Fenris, mythic hero of the wolfoids, this area of Deck #5 has been used to test the mettle of those who would rule the various wolfoid clans and to grant them the Sigil of Life (again, explained later) both to extend their existence and as a symbol that they are fit to rule.

A Council of Wolfoids was formed to protect, hallow, and administer the Test of Wolfhood to ensure that its mark, the Sigil of Life, retained the respect of all of the clans. The clans: the Mongols, Egyptians, Brotherhood of Pirates, Romans, Cherokee, Aztec, Ninja and Viking sent their elders (and their immediate servants) to form the council some 212 years ago. Since that time, all retiring rulers are invited to remain in public service by joining this council, although each clan is allowed but two members. According to wolfoid cultural mythology, the elders on the council are all venerable, and most are more than 100 years old.

This area is the village in which they live. There are 16 elders living here, supported by 32 wolfoid servants from the different clans. Offerings of food are sent monthly to this venerated council, as are any wolfoids who hope to surivive the Test of Wolfhood and secure their future as potential leaders of their clans. Other sundries are requested by official written decree from the council as are requests for replacement servants and council members (due to retirement or death).

The Elders of the Council speak not to non-wolfoids unless those who crave their council bear the Sigil of Life. The only means to obtain a Sigil of Life lies in surviving the Test of Wolfhood. Only those approved by the council may enter the Test (including those that enter to maintain the grounds!), but notice of such approval may be relayed through the servants of the council. Any aggressive action by an explorer is met by the immediate attack of all available servants.

Wolfoid, Servant (4-32)

(HD 11, HP 55, AC 14, MV 30' Exp.Points: 1150
Radiation Resistance 11 Constitution 11
Mental Resistance 14 Strength 11
Dexterity 11

[Prime=Physical] one ceremonial club attack inflicting 5d6 damage, WC 1.)

This 9'-tall wolf mutant stands on its hind legs. Wolfoid Servants have Radiated Eyes, fur that is Immune to laser attacks, and they Regenerate 5 damage per combat round. Highly intelligent, these servants have dedicated their lives to serving and protecting their individual Elder Wolfoid charges, even unto the death. Mutations— Taller, Radiated Eyes, Immunity to Lasers, Regeneration [5 damage per turn], Heightened Intelligence.

The Wolfoid Elders will not engage the blasphemous invaders unless it appears their servants will be vanquished.

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

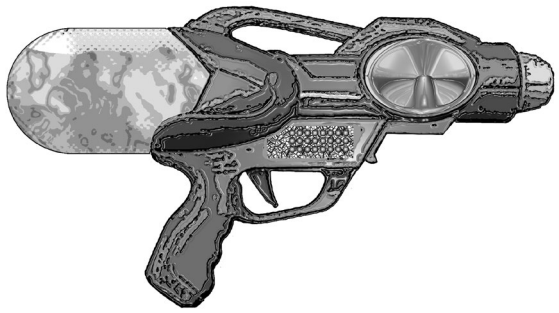


dispersal to those they favor. Mutations— Taller, Radiated Eyes, Immunity to Lasers, Regeneration [6 damage per turn], Heightened Intelligence, Mental Control.

Elder Council Power Staff (equipment)
WC4 Tech Level 4 Experience: 500
Power Requirement: 1 cell Power Cell Life: 20 bolts
Size: 3" diameter, round, 6' long
Range: 500' Damage:8d6
Area of Effect: single target

This 6'-long staff of bluish metal generates a beam of pure plasma (encased in an electro-magnetic shell) which dissipates after 500'. The bolt does double damage to electronics and electrical circuitry, but only half damage to metal armor, robots, and vehicles (if armored).

Note: The Elder Council is constantly engaged in power politics as each pair of elders seeks ascendancy for its clan. All machinations are, of course, covert.



The village contains standard furnishings, a fair supply of food and drink (generally enough for 1-2 months for the entire settlement), and all of the other sundries you would expect to find in a permanent settlement (clothing, soaps, blankets, etc.). Each pair of elders also has a hidden cache of valuables that they hoard within their dwellings. You may determine what valuables each elder has hoarded, but remember that they are given everything they need by monthly convoys of wolfoids from Epsilon City. The treasures they possess are used for gaining influence, rewarding their favored, and providing additional power to those they wish to see succeed. Any cache likely contains weapons, energy sources, defensive items, and sensory boosting items as well as salves and medicaments for healing and the curing of disease.

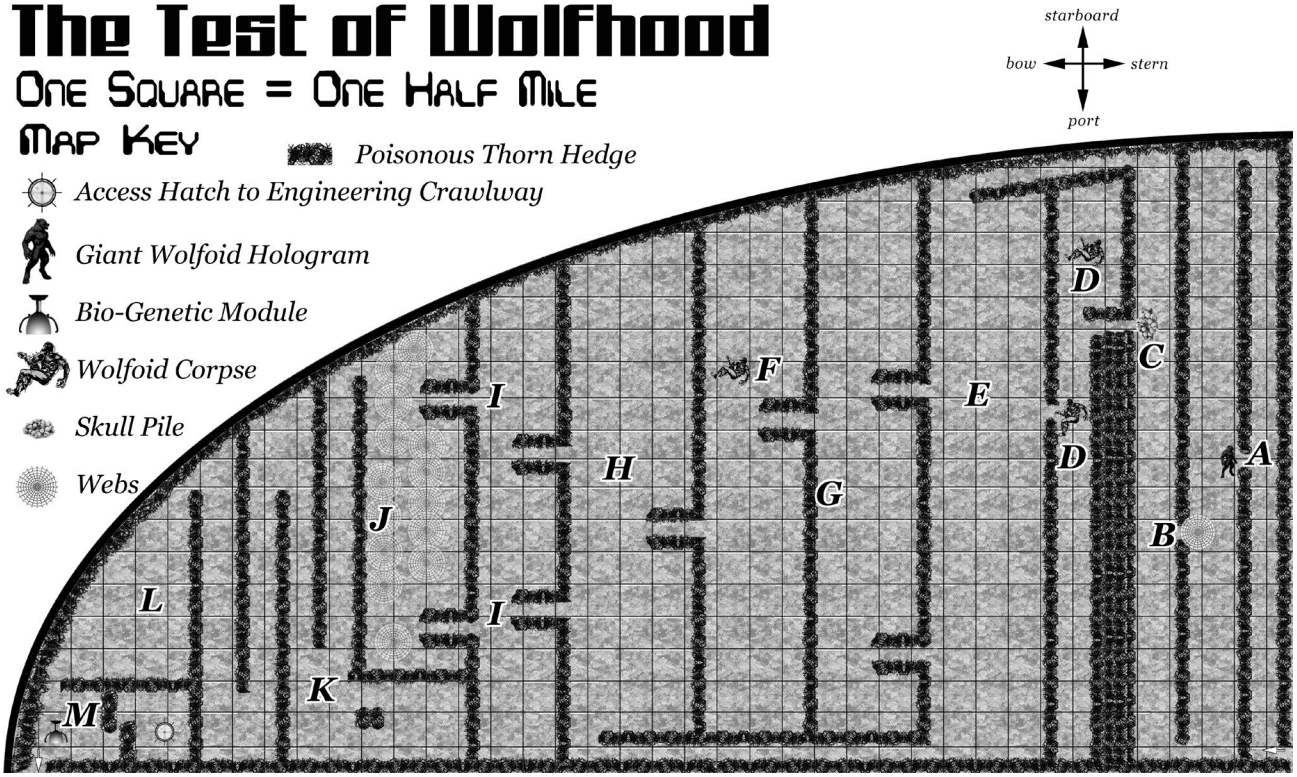
Any party that somehow manages to obliterate the Elder Council would likely earn the lifelong enmity of wolfoids throughout the *Warden*.

14 - The Hedge Maze (The Test of Wolfhood)

For hundreds of years, this deadly thorn maze has been used as a *Test of Wolfhood* for all of the *Warden's* wolfoid clans. Young adult wolfoids, destined to be leaders in their respective clans, are brought to the entrance where the elders oversee a ritualistic ceremony. The young wolfoids are stripped of all gear and sent off into the maze.

The Test of Wolfhood

One Square = One Half Mile



The maze is indeed deadly. Its walls are composed of 25'-tall thorn bushes that have grown so thickly together that any creature larger than a mouse can make no passage. Those that try quickly expire as the thorns of these bushes produce a deadly contact toxin (poison intensity level 11) that kills any who fail to resist its effects.These bushes also grow a healing berry that, if carefully picked and consumed, heal ten points of damage.

The hedges are maintained by Lil, 6" tall mutant humans with multi-colored wings that fly over and around the hedges, pulling weeds, removing parasites, trimming dead foliage, and leaving food for the challenge creatures that live within the maze. Although they can be both attacked and killed, they are incredibly agile and are protected by the council. Any contestant that is known to have harmed a Lil is denied the prize that awaits the capable at the end of this maze: The Sigil of Life.

Lil (1-6)
(HD 7, HP 20, AC 17, MV 20'/50' [flying] Exp.Points: 570
Radiation Resistance [special – see below]
Constitution 7 Mental Resistance 10
Strength 10 Dexterity 18

[Prime=Mental] one blowgun attack inflicting 1d4 + poison [intensity 12], WC 3, range 30'.)

These 6" tall mutant humans have multi-colored wings that become increasingly red and blue as the Lil age. They find normal humans fascinating and often offer them aid. Lil are aware of the functions of *Warden* wristbands and trade for them. They always have brown and red bands but have a great desire for the other colors. Mutations— Smaller, Immunity to Radiation, Telepathy, New Body Parts, Heightened Dexterity.

The Sigil of Life is a tattoo-like scar that the victorious recieve from (according to legend and custom), Bio-G, the immortal earthly servant of the various Wolfoid Gods. It confers both the rights and privileges of the ruling class (of Wolfoid society), and according to the Wolfoids, extended life and mental powers.

Characters hoping to enter the maze are barred from doing so by 32 well-armed wolfoids unless they first undergo the ritualistic ceremony of preparation. Characters are stripped of all gear (including clothing) and washed in sacred oil and water before being allowed to enter the maze, naked.

The journey is arduous and covers more than 50 miles. As characters travel this great distance they will suffer from deprivation (lack of food and water)

A wounded wolfoid leaving the Test of Wolfhood bearing the Sigil of Life on his shoulder.



once they have traveled more than 10 miles. This deprivation causes the loss of 1d6 health per mile (2 squares on the map)travelled thereafter. Characters that discover and eat the healing berries produced by the deadly thorn hedge suffer no loss of health due to deprivation.

14A – Hologram Giant Wolfoid Guardian

Characters approaching this opening in the hedge are confronted by a giant, unarmed wolfoid. He stands 11' tall and is easily over 600 pounds. As the characters approach, he laughs at them and suggests that unless they'd like to die, they should keep walking.

The wolfoid is actual a hologram projected from a generator that rests just around the corner on the far side of the hedge. Characters that simply walk through the image of the wolfoid may retrieve this projector, which has enough remaining battery power to work for an additional 23 minutes.

Portable Hologram Generator (equipment)

with Voice Enhancement

Tech Level 4 Experience: 800
Power Requirement: 1 Hydrogen Fuel Cell
Power Cell Life: 1 hours
Size: 6" diameter circle

This device takes a picture in the same fashion as a camera of any desired object or setting up to 40 square feet in size. It then continually projects the captured image in a space determined by the operator (that may not exceed 40 square feet) for one hour while repeating a message of up to 45 seconds in length.

14B – Giant Spiders

Towards the port side of the ship, a path presents itself headed towards the bow. Unfortunately, this path is blocked by a 25' tall wall of white webbing that covers the entire opening. Three human-sized bodies, now dried husks, are cocooned within this white wall. A glint of metal shines forth from the cocoons when the light strikes it at just the right angle.

Challengers may avoid this path and continue on towards the port side of the ship as there is enough room to give this web a wide berth. Those who do not, but who instead pull the bodies free from the webbing discover that each is armed with a powerful laser rifle (1 shot at 9d6 damage, 225' range, 10 shots per battery/energy cell, 7 shots remaining, WC 5). Disturbing these webs, however, brings forth the spiders that manufactured them.

Black One (2)

(HD 9, HP 29, AC 12, MV 30' Exp. Points: 480
Radiation Resistance 12 Constitution 9
Mental Resistance [special – see below]
Strength 10 Dexterity 12

[Prime=Physical] one poison bite attack for 3d6 damage + poison [Intensity 15], WC 2, or one electrical attack via webbing for 4d6 damage, WC 4.)

This mutated Wolf Spider stands 5' tall at the shoulder and spins webs throughout any area it occupies. It is able to then generate electrical energy that shoots through this webbing for 4d6 damage to any touching the webs. Mutations— Electrical Generation, Black Ones are immune to Mental Control attacks, but are highly susceptible [always fail] to Generated Illusions.

14C – Skull Pile & the Mantis

Characters approaching this area note a path heading towards the bow at a distance of 1000'. At that distance the path is a small opening in front of which is a tiny pile of some unidentified material. Once they approach to within 500' the material can be identified as a neatly stacked pile of humanoid skulls and bones. If they approach to within 100', the local predator drops its camouflage and launches an ambush.

Mantis Mutant

(HD 11, HP 44, AC 17, MV 40' Exp. Points: 700
Radiation Resistance [special – see below]
Constitution 11 Mental Resistance 11
Strength 11 Dexterity 18

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

This insect is 11' tall at the shoulder and moves with great speed. Cautious, if the Mantis suffers more than 30

points of damage, it retreats from the battle. Mutations—Taller, Heightened Speed, Immunity to Radiation.

14D – Unsuccessful Challenger

In each of these locations there is a dead wolfoid lying on the ground. He appears to have been poisoned. The body contains a canteen of water, a packet of crackers, a knife, and a small slug thrower (pistol) with 6 shots (1 shot at 4d6 damage, 150' range, 6 shot magazine, WC 5).

14E – The Equipment Minder

A military robot sits idle in the middle of the path, a single sparking wire at the top of the machine its only movement. Careful scrutiny at a distance shows a crack in the casing of the robot near the sparking wire. Characters having experience with the *Warden's* military robots, or those with appropriate skills, note that this unit is an MRSR.

Robot, Military MRSR
(HD 10, HP 50, AC 16, MV 30' Exp. 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.

Characters with engineering, robotics, or other approrpriate skills immediately note that the damage to this unit is slight and easily repaired, even without tools. Fixed and reprogrammed (or at least retasked), this could prove a valuable ally while in the maze.

Should any character repair this robot, however, it instantly demands the surrender of all gear possessed by the characters as said gear violates the Test of Wolfhood. If the characters refuse, or prevericate in an attempt to confuse the MRSR, it attacks.

If at any time all characters are tranquilized, the robot tosses their bodies into the poisonous thorns and leaves them to expire.

14F - Unsuccessful Challenger, Part #2

In this location a dead wolfoid, apparently electrocuted, lies on the ground. The body has no gear.

14G – Personnel Issue

Characters approaching this area hear its occupant long before they see it. A continued crashing sound cuts rythmically through the background hum of the hedge maze. As a character approaches to within 1000', they behold an unusual sight: a Horticultural Robot is repeatedly slamming itself into the hedge-wall. The slamming is starting to create a small alcove in the wall, and the front of this beleaguered automaton is drenched in thick, green, poisonous sap. Explorers can see exposed circuitry, and sparks fly forth from the interior of the robot with each new impact. The robot also seems to have a backpack strapped to its back.

This robot is indeed a mess and immediately attacks any that try to help it. It will talk to the characters, but offers of help make it berserk.

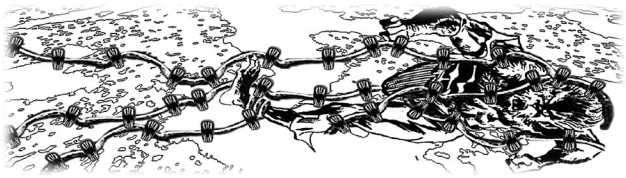


Robot, Horticultural, Crazed
(HD 20, HP 100, AC 15, MV 25' (hover flying)
Exp.Points: 405
Radiation Resistance 10 Constitution 20
Mental Resistance 10 Strength 10
Dexterity 10

[Prime=Mental] either one paralysis tentacle attack [paralyzes], WC1, 18' range, or one forestry tool attack inflicting 2d6 damage, WC1.)

This automated, 10' floating disk is damaged, and parts of its instrumentation are exposed and emitting sparks. It floats on anti-grav pods and can carry up to 595 pounds of material. It has a single paralysis tentacle that extends up to 18' [WC 1], its optical senses can pick out objects up to a mile away, and its communication has a range of an entire deck. The robot has two manipulative tentacles allowing it to grab things and surgical tools allowing it to perform operations on animals of all types. Three large light sources and mechanical optics can see in the visible, infra-red and ultra-violet spectrum. All the rest of its equipment has long since been destroyed. Touching any part of the robot causes exposure to radiation [Intensity 5]. These derelict automatons view all living creatures as animals in need of amputations or skin grafts. The unit does, however, take verbal orders from any being with a green *Warden* wristband.

If this robot is eventually subdued, the 'backpack' it wears contains (19) fist-sized fragmentation grenades (10d6, WC 3). Clever, skilled characters might be able to remove this backpack without the robot noticing.



14H – The Challenger

Characters approaching this area can see a scuffle occurring in the distance at a range of 1000'. When they approach to within 500' they see some detail concerning the participants: a wolfoid is furiously fighting with a tangle of vines. Once they are within 100' they can see that an Egyptian Wolfoid wielding a large curved sword is fighting for its life against a vine that has wrapped itself around one arm and his throat. The wolfoid is bleeding from several wounds. Green sap is flying everywhere.

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 large curved sword attack inflicting 2d6 damage, WC 2.)

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.

Squeeze Vines
(HD 17, HP 90, AC 10, MV 0'/none Exp. Points: 1520
Radiation Resistance 17 Constitution 17
Mental Resistance 17 Strength 17
Dexterity 17

[Prime=Physical] 3 entangling vine attacks that pull the victim into thicker vines covered in fanged mouths near the center, WC2, range 30', then 1d6 fanged mouths [always hit] inflicting 1d6 damage each, WC2.)

This plant appears as a cluster of vines with long and thin vines on the outer fringe and shorter thicker vines in the center mass. Mutations— New Senses, New Plant Parts, Squeeze Vines, Moving Plant Parts, Heightened Balance.

On the ground lying near the wolfoid is a large metal staff.

Staff of Ra(equipment)
WC4 Tech Level 6 Experience: 800
Power Requirement: 1 Hydrogen Fuel Cell
Power Cell Life: 20 discharges
Size: 4" diameter, 6' length
Damage: 10d6
Range: Touch

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

The wolfoid's staff has 10 charges remaining.

If the characters save the wolfoid, it thanks them and starts eating berries from the thorn wall. Slowly his wounds close, and he stops bleeding. The characters will likely see this process occur.

The wolfoid remains friendly and offers to accompany the party. At the very least it answers any question the explorers might have concerning the berries. If the characters allow the wolfoid to join their party, he demands his staff back (if the characters are in possession of it) but then aids the party until they stop to rest. It then attacks whenever the characters are least able (in your judgement) to defend themselves.



14I – Sword Bushes

Explorers approaching this area see a number of large fern like bushes that appear to be growing on top of something that forms a lump in the surrounding grass. The bushes appear to be moving.

Three Sword Bushes are here devouring the dead bodies of three wolfoid servants of the Elder Council. They are intent upon their meal, and unless the characters are quite noisy in their approach, they should be able to surprise these carnivorous plants.

Sword Bush (4)
(HD 10, HP 30, AC 10, MV 10' Exp. Points: 1170
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 10
Dexterity 10

[Prime=Physical] 3 metallic sword frond attacks inflicting 2d6 damage each, WC 1.)

This highly intelligent 20'-tall mutated fern has 18 unique bladed leaves and two tentacles amid

its roots. It senses heat and life energy at a range of 50', generates a Force Field that prevents the passage of physical objects [5HD/30hp to dissipate this field], and is able to take Mental Control [one at a time] of sentient life at up to 50' distance. If severely threatened and near death, the Sword Bush may also Teleport up to 900' in any direction. Sword Bushes have also been known to use the devices of the ancients with their tentacle-like roots. Mutations— Increased Senses, New Senses, New Plant Parts, Mobility, Force Field Generation, Mental Control, Teleportation, Stasis in Periods of Darkness.

Amid the corpses of the servants is a small satchel containing a 3-day food and water supply for one person, and a large jar of healing salve (6 doses, each heals 1d6 physical damage).

Note: servants of the Elder Council should not be in the maze, and this provides you with a unique opportunity, as game arbiter, to add some intrigue to your campaign. Is one of the tribes attempting to aid a contestant and change the balance of power among the wolfoid clans? We leave that for you to decide. This could also be simply a place for skilled characters to gain some supplies.

14J – Red Death

An odd mass of thin red hair-like filaments blows across the top of the grass in this area. There are thousands of threads of hair that seem to float on what wind there is blowing through the wall of thorns. Only a narrow path remains free of these fine filaments, but the four wolfoid bodies on the ground seem to indciate that only the most cautious transit of this narrow path might succeed.

On the ground and lightly covered by the hair-like filaments are four wolfoid bodies. The wolfoids are well armed with pistols and rifles and wear some type of leather battle armor. All are also burdened with backpacks that are connected via slender 30' cords to large, sheer silken blankets that billow somewhat in the slight breeze.

Should any explorer touch these red hair-like filaments, a 9d6 lightning bolt arcs through all of the webs in this area. Sixty Red Lightning Spiders then come to investigate, and attack.

Spider, Red Lightning (60/turn, 240 total)

(HD 4, HP 11, AC 9, MV 20' Exp. 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. No attack occurs until 100 have amassed.)

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.

If the characters somehow manage to defeat all of these spiders, they find the wolfoids armed with Black Powder Rifles (1 attack inflicting 20 damage, range 75', WC4), Black Powder Pistols (1 attack inflicting 10 damage, range 40', WC4), and Giant Cutlasses (one attack inflicting 1d12 damage, WC2). There are no reloads for these weapons.

Note: The 'blankets', cords, and backpacks are parachutes, indicating that perhaps one of the clans tried to bring in airborn units to support someone undergoing the trial... or it could be they were just blown off course, at your discretion.

14K – Rules Lawyer

A voice seems to command you from the very air as you proceed down the broad path, commanding you to "Halt!"

Characters that do halt when commanded are confronted by a Military Robot (MRSR) that demands they divest themselves of any gear they may have collected on their journey through the maze as it is "...against the rules, as you should know." Those that do are given a jar of healing salve (heals 2d6 damage once) by the MRSR with just one dose in it and are admonished to, "not use it until you truly need it."

Those characters who either refuse to halt or refuse to part with their collected gear are attacked.

Robot, Military MRSR

(HD 10, HP 50, AC 16, MV 30' Exp. 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.

Note: The Healing Salve is particularly useful in the next area, #14L.

14L – The Final Test

A small wolfoid child is cryong piteously here as she lies crouched on the ground. A spider web of green veins becomes gradually darker as it approaches one of her finger tips. Even characters with no medical background are able to discern that she has been poisoned, and likely by the thorn hedge. As any character approaches, she extends her hand outward, as though begging for help.

An Imitator here under the control of the Elders (Mental Control) appears as a wolfoid child in need of medical aid. If the party does its best to heal her, they are allowed to pass; if not, the child transforms into an armed, intelligent Golden Hawk and attacks them.

Imitator

(HD 4, HP 17, AC 10, MV 10'/ 50' [flying] Exp.Points: 345
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].

14M - Bio-G the Lifegiver

The remains of a workshop once designed to fix equipment for biology laboratories lies here, although most of these ruins are now below ground. A half-shell of metal still towers to more than 25' in height. Within this partially protective shell resides the last piece of equipment that was sent to this workshop for repair: a smart machine meant to self-correct and develop biogenetic cures for various diseases. This machine was given a fairly extensive internal artificial intelligence and was sent here for repair as its became too self-actualized. The machine often made adjustments to its bio-mutagenic material that were designed to 'improve' life forms beyond simply curing their ailments.

The machine is still fully functional but has not been reprogrammed. Hundreds of years ago it sampled the DNA of a wolfoid and injected this wolfoid with its own bio-engineered concoction. The injection gave the wolfoid a vastly increased lifespan, full health, and the mental mutation, *Mental Control*.

The wolfoid, grateful for the health thus imparted, assumed a metaphysical blessing had been provided. Now hale and hearty, he returned to his people in Epsilon City. He told them of the great benefactor on Deck #5. He spoke convincingly and with great reverence. Unwittingly, he created a new wolfoid god.

Wolfoids flocked to this site in haphazard fashion, providing offerings, recieving injections, and further damaging the already overly-independent A.I. of the machine. The social chaos caused by the mass migration of wolfoids to and from Deck #5 was countered by the leaders of the wolfoid clans banning their people from unsupervised visits to this deck. The Elder Council was formed and the hedge maze put into place.

Over the centuries, the artificial intelligence of what was once a Bio-Genetic Engineering Module became quite insane. It now believes the mythos of the wolfoids, that it is their only corporeal god, and that supplicants must pass through the hedge maze to recieve its benison.

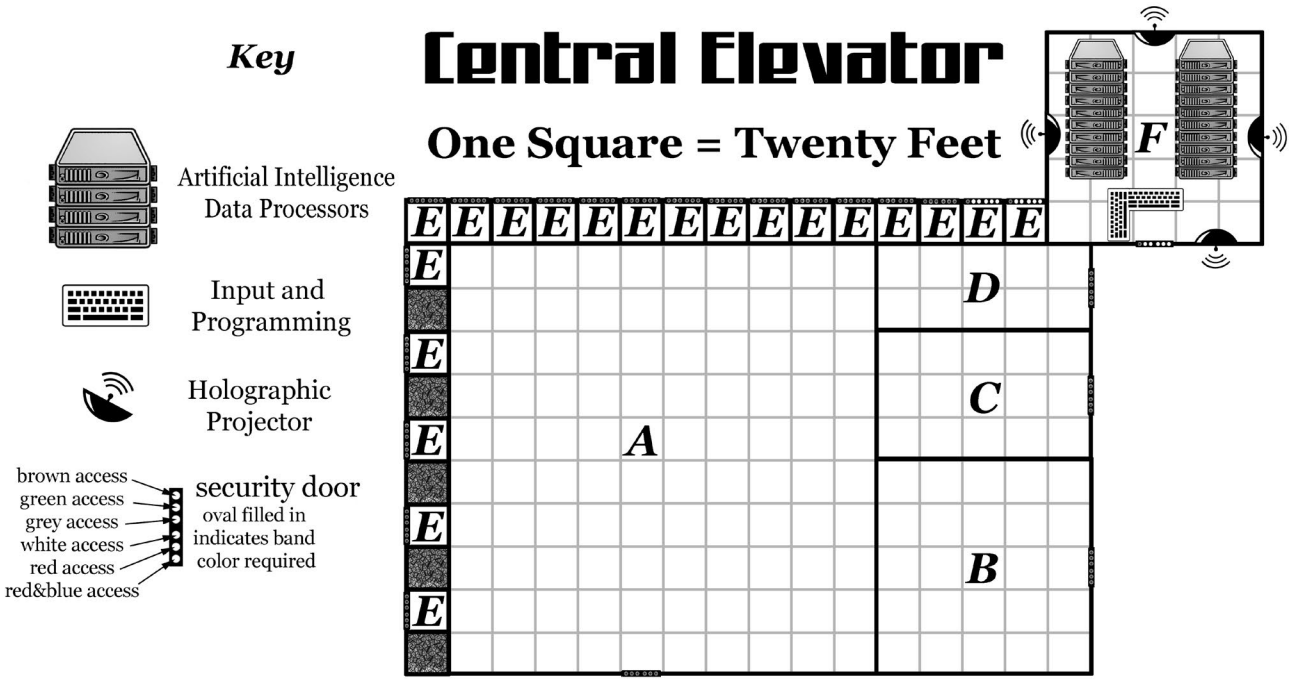
Constant polishing by well-meaning wolfoid worshippers has removed most of the symbology from the cover plates of this machine. All that now remains are several unmarked adjustment dials and switches, and a partial nameplate on one side of the machine that reads, "Bio - G...".

Characters approaching this machine are addressed by its artificial intelligence if they have come from within the hedge maze.

"Please remove all clothing and items and prepare for the gift of life by standing within the circle."

A robotic metal tentacle then snakes outwards from the side of the machine and points to the ground directly in front of the main mechanism. No circle can be seen here, but the tentacle-arm makes a circular motion over the grass (the circle is buried beneath the grass about 4" down).

Characters attempting to touch the machine in any way at this point in time are hit by a massive jolt of electricity (9d6 with a 75% chance of losing conciousness for biologic organisms, 9d6 with a 75% chance of shut down for mechanical characters).



Only the tentacle like arms are insulated from this defensive mechanism. Touching a tentacle arm has no effect. The electrical defensive field generated by this machine does not need to recharge (it is constantly on while the machine is active).

Naked characters that stand in the spot indicated are grabbed by a second mechanical tentacle arm that shoots outwards from the machine with the speed of a striking cobra. This second tentacle grabs one of their arms while the first presses with great force against that arm and administers an injection. The machine then falls silent unless a new 'supplicant' approaches. The silent machine may be touched, but fiddling with its dials and switches by unskilled characters has no lasting effect. The machine automatically recalibrates whenever it turns itself back on.

Wolfoids gain a tripled life span (up to 180 years), full health, and the mental mutation Mental Control when they are injected. The injection site also leaves a permanent scar known to the wolfoids as the Sigil of Life, and that also qualifies them as ruling class wolfoids. What the precise effects might be upon other species (like humans) we leave to your discretion.

15 - Central Elevator and Deck A.I.

The Central Elevator runs through all 17 decks of the *Warden*, but ingress and egress are strictly regulated through the use of wristband readers that are present both within and without each elevator. These bands identify the type of crewmember attempting to use the elevator, and allow them access to only those areas where said access is authorized. This access changes from deck to deck, so while a crewmember might board on one deck, he may only have a limited number of choices for decks upon which he might exit. Only command bands (red & blue) have unrestricted access. All colors of bands are allowed access to Deck #5 from the central elevator.

The term 'Central Elevator' is actually a misnomer. Although there is a single elevator shaft in the center of the *Warden*, there are 24 elevators of various sizes that use this shaft for transit. Four of these elevators are dedicated to the transit of cargo, and as such are quite large, while 20 smaller elevators are able to carry up to 30 passengers each. All of the elevators in the *Warden* operate using small gravity lenses (anti-gravity) with variable negative and positive gravity capability.

Given the size of the *Warden*, a trip within any of the central elevators takes some time. Transit from one deck to the next consumes a full ten minutes, while a trip from the very bottom of the ship to its observation dome (if the passenger is authorized) takes a total of 112 minutes.

15A - Main Cargo Elevator

The largest of the elevators, this massive lift measures 400' square and is capable of moving up to 200 metric tons.

15B - Secondary Cargo Elevator

This cargo elevator is slightly faster than the largest and measures 100' x 100'. It can lift a maximum of 50 metric tons.

15C - Tertiary Cargo Elevator

Used for deliveries of supplies to most decks of the ship, this elevator measures 60' x 100' and has a carrying capacity of 20 metric tons.

15D - Express Cargo Elevator

The fastest of the cargo elevators, the express elevator has bench seats with seat belts along its far wall, and it is able to transit between decks in a mere 9 minutes (98 minutes top to bottom). It measures 40' x 100' and is able to carry up to 10 metric tons.

15E - Passenger Elevators

These 18' x 18' elevators travel at a standard speed and are capable of comfortably fitting up to 32 crew members at one time. Their weight limit is 8,134 pounds (3690 kg).

15F - Deck #16 Artificial Intelligence

The A.I. on this level is not in any way hidden but is protected by holographic generators that make it appear that 6 Security Robots and an LRSR patrol the area directly in front of the door allowing access to the A.I.'s control room and database. The door is also clearly marked, "No Unauthorized Personnel", and its wristband reader displays markings that indicate that only command level bands (red & blue) will allow access.

This deck's A.I. is completely functional but was overwhelmed by the changes wrought during the cataclysm. In order to maintain the prime purpose of the level for which it has responsibility it moved all of the repair shops that could be saved into the trunk of a massive tree that was hollowed out by Engineering Robots (using lasers). Access pathways to and from this repair station (Area #7) are kept open by robots, and the repair work continues.

Unfortunately, the A.I. has, as a result, lost touch with much of the rest of the deck for which it is responsible. It has no surveillance and receives no data from other parts of this level, including the entire area of the Hedge Maze. It is aware of the jungle but does not have knowledge of its purpose or creation, and so it does its best to maintain optimal temperatures, humidity, and rainfall to preserve the jungle (in the event that it was a planned operation by the human crew of the *Warden*).

The Artificial Intelligence here is concerned that no commands have been issued by the human crew for more than 300 years, but it has received reassurance from the ship's Artificial Intelligence that all is as it should be, and that there is no cause for such concern.

Although the guardians of the Artificial Intelligence control room are mere holograms, they are exceedingly lifelike. A description of these guardians is therefore provided to aid you should any explorers approach this area. The holograms are capable of projecting simulated attacks, but in order to maintain versimilitude, these attacks should always miss any unauthorized personnel attempting to gain access.

Robot, Security

(HD 10, HP 60, AC 15, MV 50' [flying] Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 16 Dexterity 14

[Prime=Physical] 4 13'-long tentacle attacks that cause 1-hour paralysis upon touch, WC 3, or poison [Intensity 17] knockout gas in a 30' diameter circle, WC 4 .)

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, a gas pellet projector which shoots 10 knock out gas rounds in a 360° spread with [4] 20-pellet magazines, an anti-grav propulsion unit, 50 point force field, 2 third-stage slug projectors [one attack inflicting 6d6 damage, WC 5, range 150'] usable only on a human's authority, a radio capable of broadcasting to any point on a given deck, 3 padded restraint tentacles, and lenses that adapt its visual capabilities to the infra-red and ultra-violet spectrum. Characters captured by these robots are generally taken to a secure area (see Deck #9).

Robot, Military LRSR

(HD 10, HP 60, AC 20, MV 80 kph Exp. 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 360° 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.

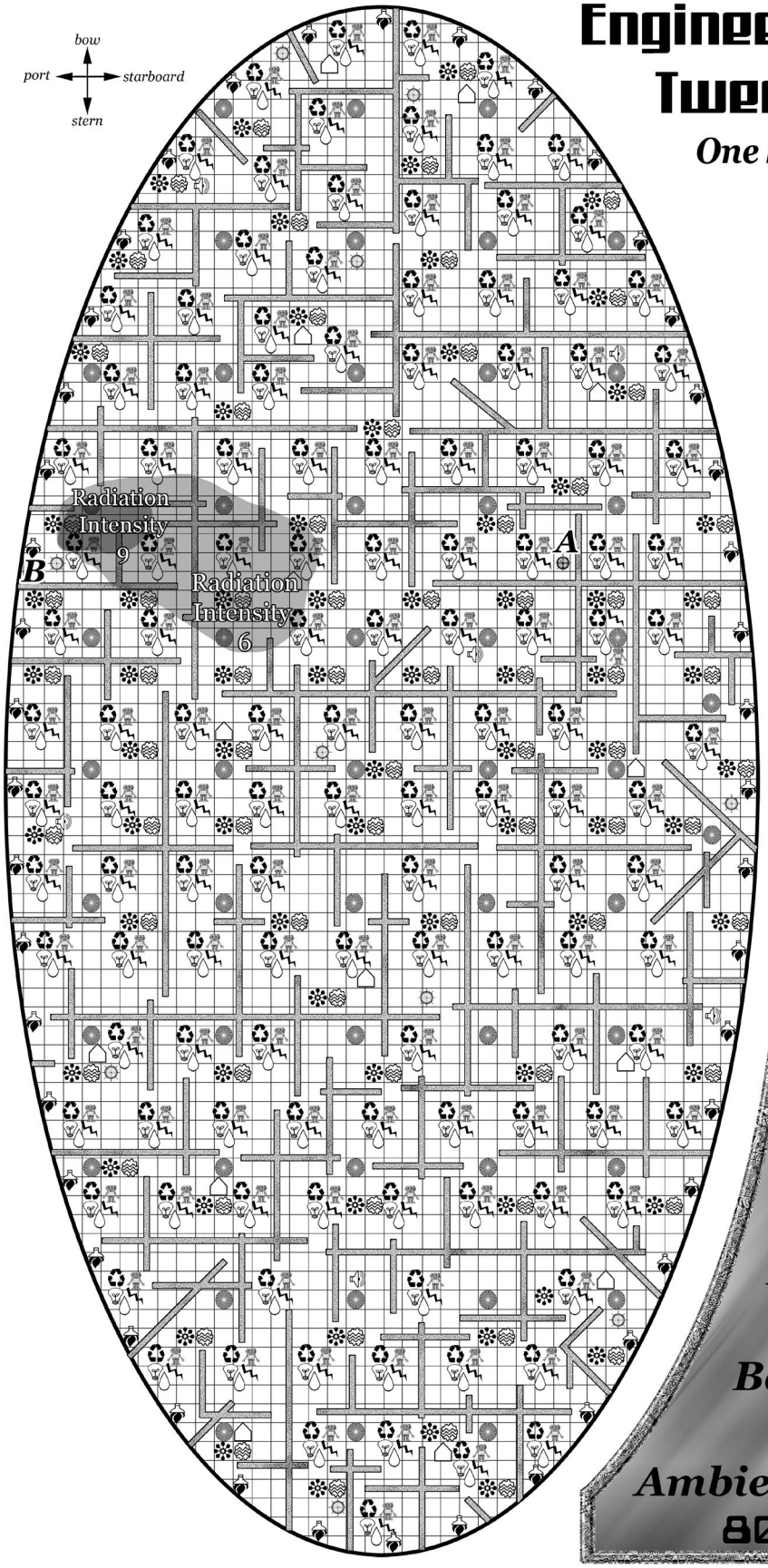
16 - Spiral Ramp To Deck #4

As this ramp was used for bringing repaired items to the deck above, access to it is unrestricted, and the entrance is clearly maked. To avoid its use by wildlife that originally roamed deck #4, a 100' square access door automatically opens and whenever a crewmember presents any color ship's issue wristband, and closes if nothing has passed its threshold for a period of three minutes or more. Once the door begins to close, it does not stop, and it will crush anything in its path that remains.



Engineering Crawlway Tween Deck #5.5

One Square = One Half Mile



Key

- standard power substation
- broadcast power station
- robot depot
- air recirculation and purifying station
- water purification plant
- electrical circuit bus
- storage area
- thruster station
- gravity node
- environmental control station
- waste recycling center
- solid bulkhead
- hatchway to deck above
- welded shut hatchway

All open areas have a hollow 1' diameter support pillar every 20'

Gravity:
0.87 – 0.82 G

Power:
Internal – Fusion Substation

Pressure:
99 – 103 kPa

Power Capacity:
8088.6 MW

Background EMF:
2.85 – 3.45 mG

Ambient Temperature:
80°F / 27°C

Overview

Given the repair work being done on the deck above, isolated power supplies simplified the task of routing power where it was needed between the various repair facilities. Smaller, more efficient fusion power stations were installed on this deck as well as isolated recycling, circuit buss and robot recharge and repair stations. This design was intended to keep the various engineers from complaining that others on the deck above were monopolizing these services.

When the cataclysm struck, all systems on this deck were reset to factory specifications and then left completely alone. The A.I. for the deck above has limited the scope of its own authority, intentionally, in order to keep all needed repairs of sundry items on schedule. As a result, the heat in this entire crawlway is almost oppressive, and it is very dry here. Background EMF is high, but manageable, and visits by robots to the various recycling centers are common.

Adventure Seeds

Sealed Hatchway (A)

Characters approaching this hatchway note that it has been crudely welded shut. Only cutting tools would provide egress using this hatch, and several hours of work are required to open this portal even should the proper tools be available. Characters that do manage to open this hatch and climb the 65' tall ladder to the surface above find themselves within the Hedge Maze (Area #14G) on the deck above. The entrance is not visible within the maze until opened from the crawlway.

Fenris (B)

Explorers entering this area have passed through both an intensity 6 radiation area and an intensity 9 radiation area. The recycling center here is the nexus of this radioactivity, and its interior exposes explorers to radiation intensity 14. Characters exploring the storage area of this recycling center discover that a number of radioactive sources have been recovered and refined, but are (mistakenly) stored openly on a shelf next to other recovered materials.

Also wandering this area is perhaps the oldest wolfoid in existence who now believes himself to be the legendary Fenris, mythic hero of most of the wolfoid clans. He came to this crawlway 268 years ago after bringing a group of wolfoids to show them the marvelous manifestation of the Wolfoid Gods he had discovered (Bio-g the Lifegiver, see *Area #14M* of *Deck #5*).

Hoping to keep the secret to themselves, the wolfoids accompanying Fenris quickly overpowered him, and threw him through an open hatchway (the one welded shut at *Area A),* and sealed it against his return. They formed the Council of Elders, and then removed all evidence that a hatchway had ever existed in that location. Whether or not they still remember that it lies there, concealed by several feet of grassy turf, is anyone's guess.

Fenris, abandoned by his fellows to a hellish life within the crawlway, began to wander, searching for food. He was hale and hearty, having received the Sigil of Life from Bio-G the Lifegiver (see *Deck #5, Area #14M*) a life-improving mutagenic virus that extends the health and lifespan of wolfoids. Fenris wandered constantly suffering from deprivation. Eventually his wanderings brought him to this area, where he discovered food and potable water at the recycling center. He was also subjected to a mild dose of radiation (then only intensity 2). While this would cause physical harm to most wolfoids, the Sigil of Life protected him but caused a mutation/reaction in his physionomy. Characters encountering him now might not recognize that he was originally a wolfoid.

Fenris is now 11' tall and must stoop to navigate many areas of the crawlway. He is covered in mangy patches of grey fur and scabbed, psoriatic skin. He has four arms and two legs, and a partial shell covers nearly half of his back. Two of his arms hang uselessly at his sides.

His skull has expanded to more than twice its original size and is no longer in scale with his body. These mutations, and the centuries of deprivation he has suffered, have made him insane. If he encounters the characters, he immediately attacks them and eats any he defeats in combat.

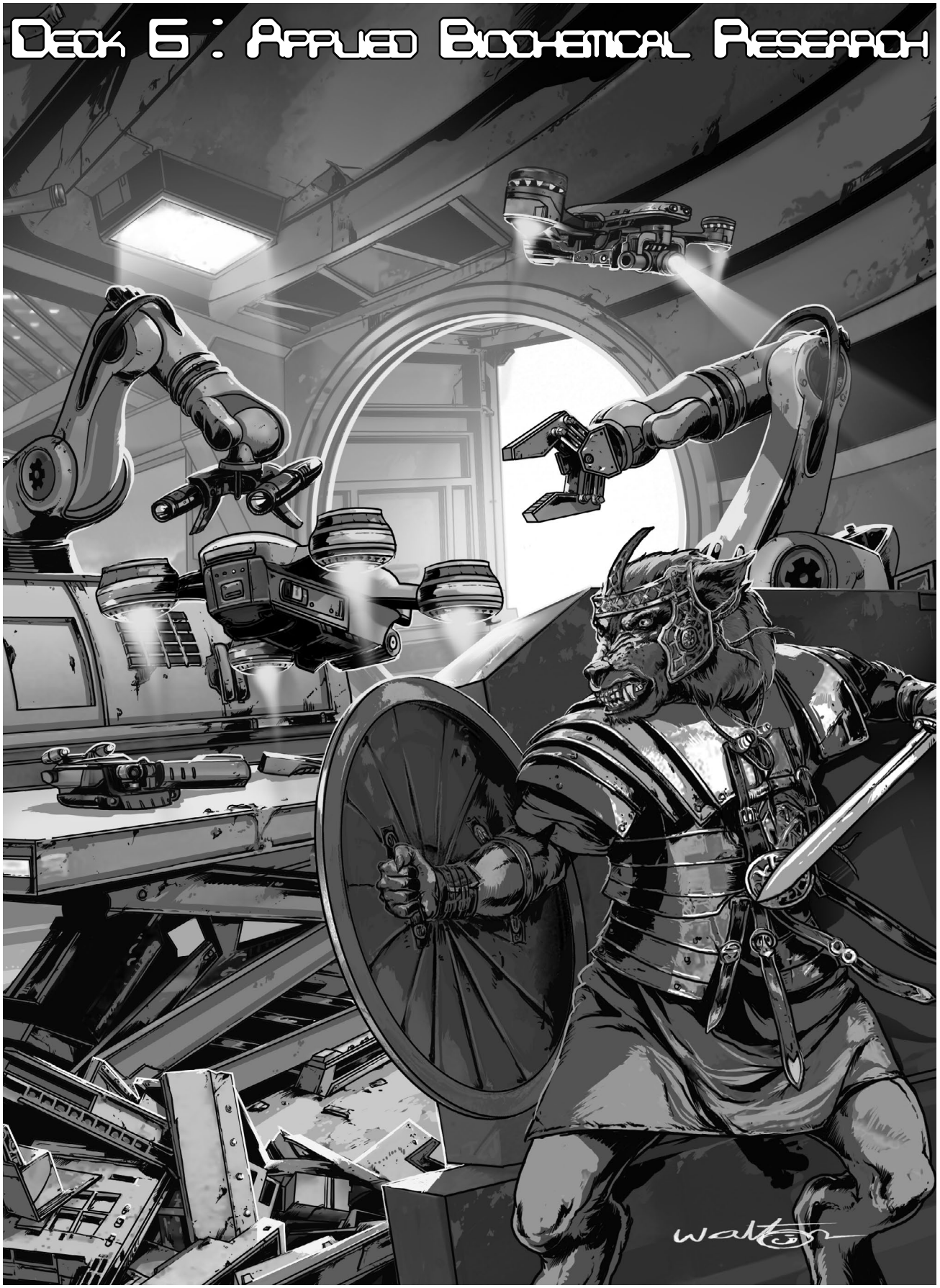
Wolfoid, Fenris (unique mutated wolfoid)

(HD 14, HP 75, AC 16, MV 25'	Exp.Points: 1690
Radiation Resistance 11	Constitution 14
Mental Resistance 11	Strength 11
Dexterity 11	

[Prime=Physical] 2 claw attacks inflicting 3d6 damage each, WC 1.)

This 11'-tall wolf mutant stands on its hind legs. Fenris has Radiated Eyes, and Regenerates 6 damage per combat round. Mutations — Taller, Radiated Eyes, Regeneration [6 damage per turn], Heightened Intelligence, Extra Limbs, Skin Structure Change, Partial Carapace. His brain has mutated and grants him the following mental abilities as well: Mental Control, Illusion Generation, and Life Leech.

Deck 6 : Applied Biochemical Research



Deck 6

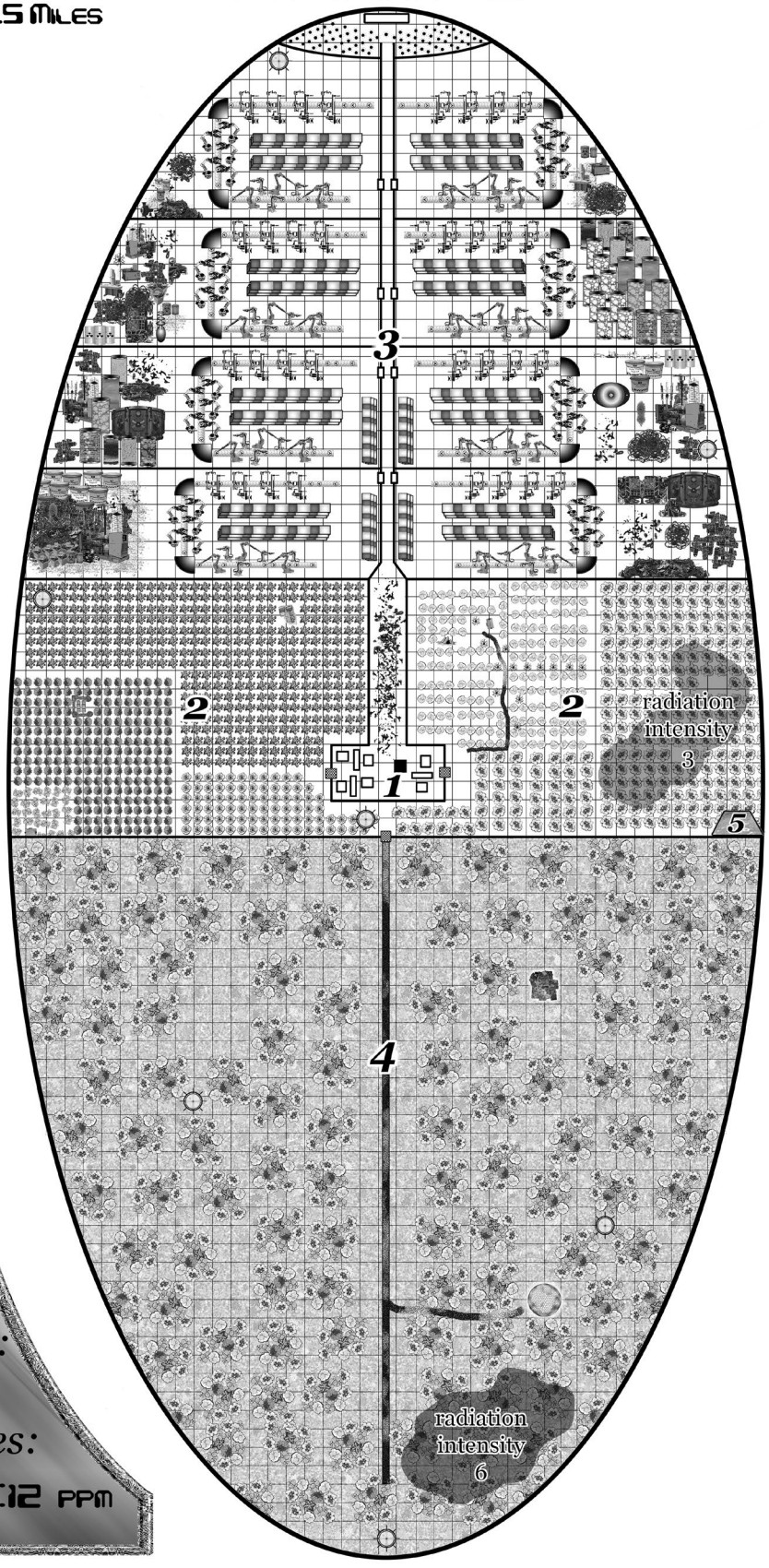
One Square = One Half Mile

Overall Size: 42 Miles x 20.5 Miles

Map Key

- *Abandoned Lab Equipment*
- *Storage Shelves*
- *Oak Trees*
- *Automated Assembly Line*
- *Dead Trees*
- *Laboratory Buildings*
- *Villages*
- *Mine*
- *House*
- *Wristband Activated Security Door*
- *Junkpile*
- *Large Geodesic Dome*
- *Heavy Forest*
- *Tarmac Road*
- *Gravel Path*
- *Maple Trees*
- *Experimental Trees*
- *Ash Trees*
- *Sycamore Trees*
- *Light Woods*
- *Non-Security Door*
- *Access Hatch to Engineering Crawlway*
- *Ramp to Deck #7*

1) *Central Elevator*
2) *Controlled Experimental Environment*
3) *Laboratories*
4) *Forest Conservancy*
5) *Ramp to Deck #7*



Gravity:
0.98 – 1.02 G

Power:
External

Background EMF:
4.04 mG

Ambient Temperature:
73° F / 23° C

Atmospheric Anomalies:
O_3: 3 ppm $C_{10}H_{30}O_5Si_5$: 12 ppm

Level 6 : Applied Biochemical Research *(gone horribly wrong)*

Overview

There are many decks devoted to scientific research on the *Warden*, but Deck #6 was unique. It was not designed to probe the mysteries of nature, or pursue pure science, but was instead designed as an applications laboratory. Deck #6 was tasked with finding new uses for current raw materials, new compounds from currently cultivated plants, and the means for enhancing the already existant properties of plants. The precise challenges faced by a fledgling colony were unknown, and the scientists working in these laboratories were tasked with providing those colonists with a few more answers to any potential problems.

Given the task at hand, the designers of the *Warden* divided this deck into three basic parts: a conservancy to ensure that a ready supply of common, hardy-enough-to-grow-on-any-Earth-like-planet plants were available, an open-air research laboratory for experimentation on these plants, and 8 fully equipped biochemistry applications laboratories for study of various compounds and the effects they might have in various applications. Mass spectrometers, electron microscopes, and large centrifuges as well as basic, and far more advanced, equipment was provided to these labs. If the common oak tree still held any secrets, these biochemists would find it.

Following the cataclysm, this entire level transformed. Many might assume that the Artificial Intelligence that administers Deck #6 has become paranoid, but such is not the case. The database has been hacked, and false information has gotten into the system. The Deck #6 A.I. is simply responding to the data that has been placed in its memory core — data that warns of imminent attack by unknown, mutated creatures from other levels of the ship. The laboratories have been abandoned. Delicate equipment has been shoved into corners and tossed aside. The laboratories have been converted into drone factories in hopes that these drones might identify and destroy these mutant intruders.

All laboratory experimentation has been discontinued. Several of the attendant robots that were monitoring ongoing experiments have strangely disappeared, and the A.I. suspects that these were preliminary actions taken by the marauding mutants. They have not been replaced as the requisitions for parts to convert the laboratories to wartime production have more than exceeded the quota for this deck, but the automated assembly lines, at the least, are producing drones for defense.

The attack has not yet occurred... but the stalwart A.I. of this deck continues preparations. Deck #6 will not be surrendered without a fight.

Lifeforms

The following creatures are found randomly on this level. Check once for each new square explored on a given map (or devise your own system) by rolling a d6. Any result of a 1 or a 2 indicates that a wandering monster has encountered the character party. How many of a particular creature are encountered is left to your discretion.

All Areas

Wandering Creatures Encountered (roll 2d6)	
2	Drone, Black Panther
3	Drone, Dog Eight
4	Drone, Grenade Eleven
5	Drone , Laser Two
6	Drone , Meadow Herding
7	Drone , Rattlesnake
8	Robot, Chameleon
9	Robot One
10	Robot, Slicer Five
11	Robot, Tiger Six
12	Superior Alien

Drone, Black Panther
(HD 10, HP 33, AC 19, MV 45' Exp. Points: 405
Radiation Resistance [special – see below]
Constitution 10 Mental Resistance 10
Strength 12 Dexterity 14

[Prime=Physical] The Drone attacks with a bite and claw inflicting 30 damage each, WC 1.)

This panther-like drone is 2' tall at the shoulder and 5' long. This programmable drone has sensors that are better than human senses allowing it to see into the ultra-violet and infra-red spectrums. Completely immune to all intensities of radiation, this drone is designed to hunt and kill larger creatures and to cull herds of mutants. The unit is also invisible in the dark.

Drone, Dog Eight
(HD 10, HP 44, AC 18, MV 60' Exp. Points: 405
Radiation Resistance [special – see below]
Constitution 10 Mental Resistance 10
Strength 12 Dexterity 14

[Prime=Physical] one charge causing knock-back/ knockdown, WC4, and then an automatic claw hit inflicting 4d6 damage, WC2.)

This robotic canine drone must be programmed to function, stands 5' tall and is 5' long. Its senses are much like a human. It is immune to radiation of all intensities. It attacks by first knocking its victim to the ground and then goring them with its formidable claws. Special— The unit is a guard mechanism programmed to attack intruders.

Drone, Grenade Eleven
(HD 10, HP 30, AC 8, MV 15'/60' [flying]
Exp. Points: 405 Radiation Resistance 10
Constitution 10 Mental Resistance 10
Strength 10 Dexterity 10

[Prime=Physical] one fragmentation grenade inflicting 6d6 damage, WC 2.)

This 1' square box-like drone was designed to dispense various anti-toxins and anti-vermin exploding ordinance. It is always controlled via microwave transmission by an artificial intelligence that is within 6 miles of iits location. Its sensors encompass the entire human spectrum and extend into the ultra-violet and infra-red spectrum as well. This drone is able to produce its own grenades every 20 minutes. The shrapnel from these grenades does nullify radiation, reducing it by one intensity level per grenade [Intensity 10 radiation drops to Intensity 9]. The drone continuously drops grenades on anyone transporting anything that emits ionizing radiation but otherwise ignores characters.

Drone, Laser Two
(HD 10, HP 30, AC 14, MV 60' [flying] Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 10
Dexterity 10

[Prime=Physical] one blaster inflicting 19 damage, WC 3, range 225'.)

This 4'-diameter drone is 2' thick and designed to fly in groups of three and attack, driving targets from a specific area. This group is always controlled via microwave transmission by an artificial intelligence that is within 6 miles of iits location. The surface of the unit is immune to laser blasts. The drone's programming is very efficient, and it attacks the prey with the strongest weapon first.

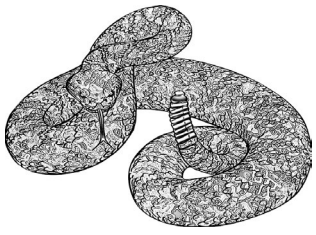
Drone, Meadow Herding
(HD 10, HP 10, AC 9, MV 60' [flying] Exp.Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 10
Dexterity 10

[Prime=Physical] The unit never attacks but uses loud sounds and blasts of harmless light to move animal herds.)

While not self-aware, this 4' long and wide and 6" tall programmable drone features a complex program. It herds creatures into given areas as per the instructions that have been downloaded. Special— This machine can simultaneously produce four different light shows and four different sound blasts that serve to drive creatures along certain paths in a given area.

Drone, Rattlesnake
(HD 10, HP 33, AC 16, MV 15' Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 10
Dexterity 12

[Prime=Physical] one bite per round inflicting 5d6 + poison [Intensity 11], WC 1.)



This 10' long, metallic, programmable, drone is highly intelligent and has sensors better than human senses as it pinpoints infra-red heat sources up to 300' away as targets. Specials— The drone sits in front of portals of all types and attacks anything without a *Warden* wristband seeking to enter. When coiled, it can launch its body 80' into the air.

Robot, Chameleon
(HD 10, HP 20 per healthy cylinder, AC 15, MV 30'

Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 10
Dexterity 10

[Prime=Physical] 1-3 [see below] clubbing attacks inflicting 3d6 damage each, WC 4.)

This fully autonomous is made up of 40 cylinders held together by an electro-magnetic field. Each cylinder is 2' long, 1' wide, and weighs 100 pounds. Special— The cylinders form different shapes as the need arises. It increases its senses by adding cylinders to the top of its form. It can increase to three attacks per melee by adding cylinders to the body of its form. It can move faster by adding cylinders to the bottom of its body. No one knows what the unit is programmed for, but it attacks almost anything that moves. Tubes damaged in combat are regenerated at the rate of one cylinder every five hours.

Robot One

(HD 10, HP 50, AC 9, MV 15'/60' [flying] Exp. Points: 485
Radiation Resistance 10 Constitution 10
Mental Resistance [special – see below, 10 vs. mental attacks]
Strength 10 Dexterity 10

[Prime=Physical] 10 mini-missile attacks inflicting 10d6 damage each, WC 4, range 225', and one blaster ray inflicting 20 damage, WC 4, range 225'.)

This small, 1' x 2' flying platform is self-aware. It is able to walk and climb but prefers flying. This drone is also capable of communicating with other data processing units, uploading images taken by its on-board camera. It has sensors that mimic human senses and extend into the ultra-violet and infra-red spectrum as well. Special— Drone One always talks to victims in an attempt to persuade them to leave an area and only attacks if the target remains. It is immune to all types of mutant mental control.

Robot, Slicer Five

(HD 10, HP 60, AC 15, MV 60'[flying] Exp.Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 10
Dexterity 10

[Prime=Physical] one slicing dive attack inflicting 6d6 damage, WC 2.)

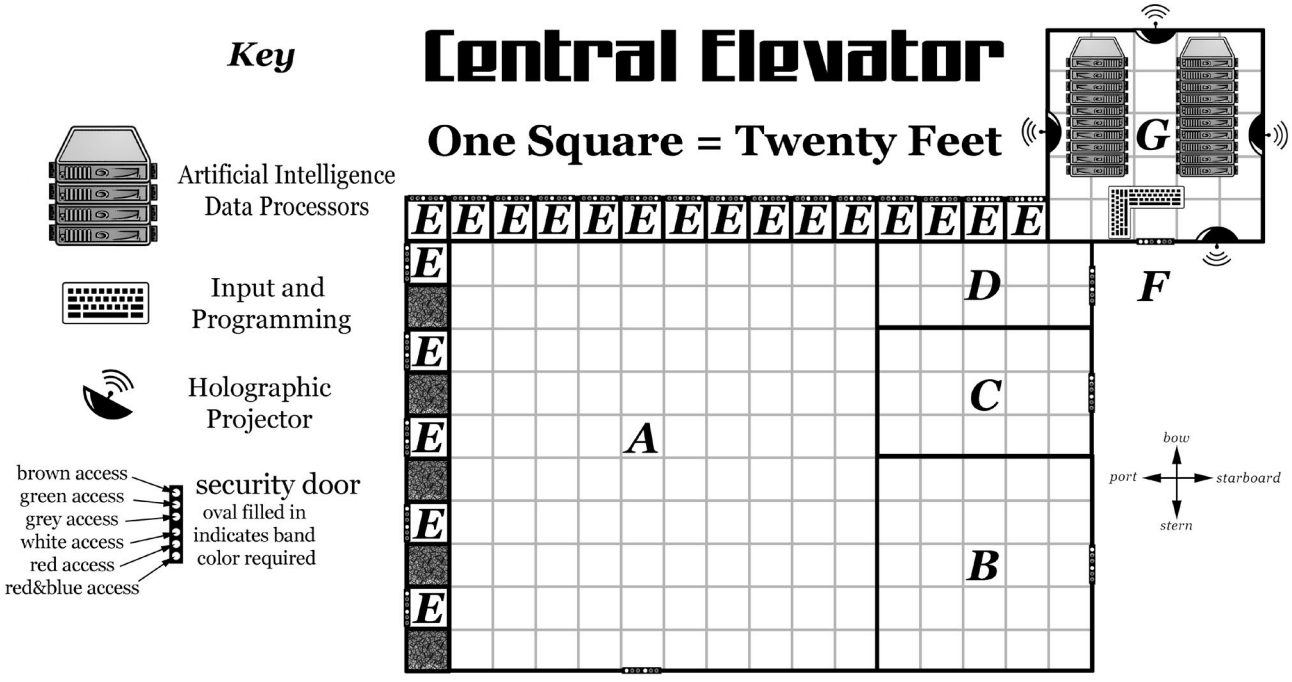
This black, solid steel, 5' x 4' x 1' high flying robot has human senses and higher than human artificial intelligence. It attacks by dive-bombing its intended target and slicing through its body. This unit is designed to cut weak and infirm creatures from herds.

Robot, Tiger Six

(HD 10, HP 58, AC 19, MV 45' Exp. Points: 405
Radiation Resistance [special—see below]
Constitution 10 Mental Resistance 10
Strength 12 Dexterity 12

[Prime=Physical] one claw inflicting 7d6, WC 1, and one bite inflicting 8d6,WC 2, per combat round.)

This robot appears to be a 12' long adult tiger standing 4' tall at the shoulder. It has human-level artificial intelligence and is programmed to thin out herds on the *Warden's* levels. It has human senses and can see into the ultra-violet and infra-red spectrum. Specials— it is immune to all types of radiation



and won't attack any group with an engineering or horticultural wristband.

Superior Alien
(HD 18, HP 100, AC 30, MV 90'/160'[flying]
Exp.Points: 1955
Radiation Resistance 18 Constitution 18
Mental Resistance 10 Strength 18
Dexterity 18

[Prime=Physical] Each combat round this alien attacks with Heat Vision inflicting 15d6 damage, WC 8, range 40', Cold Breath inflicting 20d6 damage, WC 8, range 25', and Voice Modulation inflicting 20d6 damage, WC 8, range 60'.)

This alien appears to be a 6'10" tall human male in standard working garb, possibly that of a reporter. Given the chance, he always notices characters, strips them of all weapons, and leaves. Mutations—Heightened Strength, Heightened Constitution, Heightened Dexterity, Heightened Speed, X-ray Vision, Invulnerability, Heightened Hearing, able to leap tall buildings in a single bound, bend steel in its bare hands, moves faster than a locomotive.

Points of Interest

1 - Central Elevator and Deck A.I.

Deck #6 is accessible through the Central Elevator or from Deck #7 via a broad ramp. No other access to this level is provided. On this level, the central elevator only functions for green, grey, red, and red & blue ship's issue wristbands.

Explorers exiting any elevator designated "E"or "A" see a large open area with several large, 60' tall buildings. Engineering and Horticultural Robots, as well as the occasional General Purpose Robot, hustle back and forth carrying equipment, crates, or boxes. Characters checking for details might note that some of the boxes are marked "Biohazard" and that some of the equipment being carried appears damaged. They might also note the buildings all have signs outside and that most of these describe these buildings as biochemistry and biophysics laboratories. Characters exiting elevators B,C, or D see Areas F and G.

1A - Main Cargo Elevator

The largest of the elevators, this massive lift measures 400' square and is capable of moving up to 200 metric tons.

1B - Secondary Cargo Elevator

This cargo elevator is slightly faster than the largest and measures 100' x 100'. It can lift a maximum of 50 metric tons.

1C - Tertiary Cargo Elevator

Used for deliveries of supplies to most decks of the ship, this elevator measures 60' x 100' and has a carrying capacity of 20 metric tons.

1D - Express Cargo Elevator

The fastest of the cargo elevators, the express elevator has bench seats with seat belts along its far wall, and it is able to transit between decks in a mere 9 minutes (98 minutes top to bottom). It measures 40' x 100' and is able to carry up to 10 metric tons.

1E - Passenger Elevators

These 18' x 18' elevators travel at a standard speed and are capable of comfortably fitting up to 32 crew members at one time. Their weight limit is 8,134 pounds (3690 kg).

1F - Camouflage and the Guardian

The A.I. on this level is hidden by holographic generators that cause the area it occupies to look like a giant electrical transformer replete with "Caution - High Voltage" signs. It is surrounded by a chained off area that displays hanging signs that read, "No Unauthorized Personnel Beyond This Point," and the chain is guarded by a Military Short Range Security Robot.

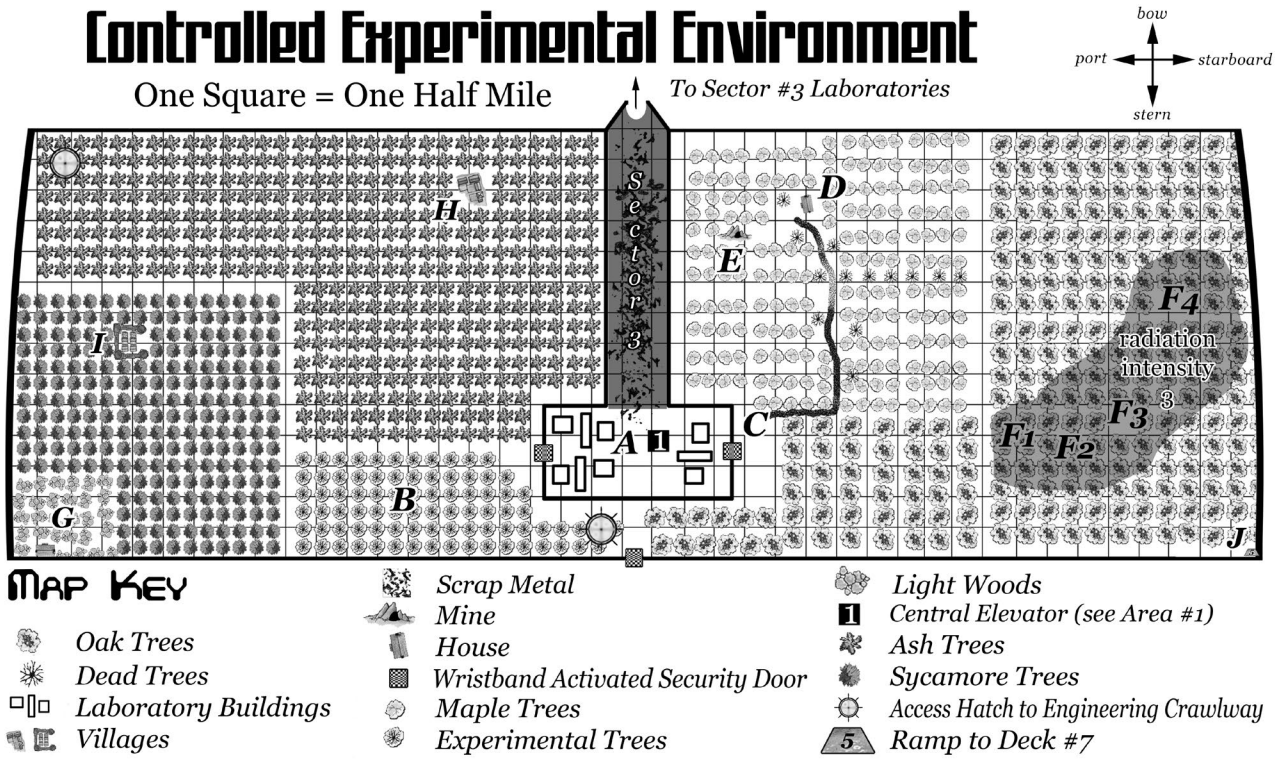
Robot, Military SRSR
(HD 10, HP 40, AC 13, MV 20' Exp.Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 12
Dexterity 12

[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.

1G - Deck #16 Artificial Intelligence

This is actually the location of the Deck #6 Artificial Intelligence. The Military SRSD attacks any attempting to cross the holographic chain unless they bear either a red or red & blue ship's issue wristband. Those who do cross the barrier discover that the transformer and its warnings are mere illusion, and instead confront the security door that leads to the inner sanctum of the Deck #6 A.I. This



door allows only those bearing grey, red, or red & blue wristbands to enter.

This artificial intelligence has become paranoid but is not psychotic or even malfunctioning. Its database has been altered by the input of false information. It believes that an invasion of Deck #6 by unknown assailants is imminent, and that it must prepare for this invasion. This has resulted in a transformation of many portions of this level from scientific research to a form of 'wartime' production.

The Deck #6 A.I. now has drones flying throughout this deck on a regular basis and considers all non-human animal life a potential threat. It might also, at your discretion, consider any exploring party arriving on this level to be a threat.

The A.I. responds favorably to any input received that either increases the security of this deck, its portion of the deck, or that helps to evict those non-human animal or humanoid 'invaders' from the premises.

2 — Controlled Experimental Environment

This area was originally designed to be a controlled outdoor environment for testing auxin enhancements and plant grafting and mutation. Scientific research, compound development for experimental purposes, and data storage and analysis were all handled in a number of smaller buildings that were isolated from this environment to minimize the impact the frequent travels of personnel through this area might have on experiments in progress and control groups. Other than one small recreational area located near the port side stern, the rest of this area was meant to be serviced by robots to further restrict potential contamination. Those robots still service some of the experiments that have now been conducted for several hundred years.

2A — Administrative Control Buildings

The buildings here are smaller, generally 8,000 - 10,000 square feet (743-930 square meters), and are 30-40 feet in height. The may be entered through standard, non-security doors of which each building has at least two. Rooms within these buildings may contain security doors, at your discretion. These buildings created auxins, prepared grafts and mutagenic substances (for plants), and collected and analyzed the data from experiments being undertaken throughout the rest of this sector. Engineering and Horticultural Robots scurry back and forth between these buildings and the forested area from which they are seperated by a floor -to-ceiling duralloy wall.

These robots ignore explorers unless given orders by an explorer with an appropriately colored ship's isue wrist band (gray or red & blue for Engineering Robots, green or red & blue for Horticultural Robots).

Robot, Engineering
(HD 10, PH 50, AC 15, MV 96 kph Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 14
Dexterity 14

[Prime=Mental] no attacks)

Designed with many tools stored in its body, this robot has digital schematics and programming that allows it to repair most devices on the ship. It has: Semi-independent action circuits, broadcast power cells, extra power cell for 24 hours of independent operation, telescopic and microscopic lenses, lenses for infra-red and ultra-violet sensing, 2 rotating light sources, 3 tentacle manipulators, 2 power grasping claws, tool handling tentacles, 96 kph drive system, and communication systems allowing it to talk with both the ship's A.I. and humans.

Robot, Horticultural
(HD 10, HP 50, AC 15, MV 96 kph [flight]
Exp.Points: 405
Radiation Resistance 18 Constitution 10
Mental Resistance 3 Strength 18
Dexterity 18

[Prime=Physical] no attacks)

This 10' tall 3' wide disk-shaped floating robot has many tools stored in its body to deal with domestic plants. It holds the following: semi-independent action circuits, broadcast power cells, extra power cell for 24 hours of independent operation, telescopic and microscopic lenses, lenses for infra-red and ultra-violet sensing, 2 rotating light sources, 1 tentacle manipulator, 1 power grasping claw, tool handling tentacles, 96 kph drive system, communication systems allowing it to talk with the ship's A.I. and managing humans. It has no attack and isn't programmed to do damage to humanoids. It has the following garden tool attachments: soil analysis sensors, herbicide sprayer with 100 applications of plant poison [Intensity 18], sprayers that can be filled with anti-radiation chemicals to remove radiation from ship areas, insecticide sprayer with 50 applications of insect poison [Intensity 18], and mower attachment inflicting 20 damage to plants. The unit will take verbal orders from any being with a green *Warden* wristband.

Not much remains within the buildings beyond the computer terminals (which are linked to the deck-level A.I.), large vats of liquified oak, sycamore, ash, and maple trees, and a few pruning tools suitable for sampling. Other treasures may be found in storage areas, at your discretion, but all should be related to the scientific inquiries once pursued in these buildings.

2B — Cybernetic Watchdog Trees

One of the projects under development when the cataclsym struck was a means for creating 'smart' trees that could form a safety perimeter around the edges of a fledgling colony — trees that would both recognize, and deter, an unwanted intruder. In the first stage of the experiments to create this protective plant, pine branches were grafted to sycamore trees producing a sap that was incredibly sticky and immobilizing. During the second stage, mutagenics were applied to the now-hybrid plant to cause this sap to be spewed forth from the plants pollination stamens. In the final stage, a microchip and a small processor were added to the plant so that it might be programmed by a colonist to recognize an intruder (and to differentiate colonists from intruders). This phase of the experiment was completed just prior to the cataclysm.

The experiment was a success (and perhaps to a greater degree than originally intended).

Unfortunately, no scientist survived the disaster to program these trees to recognize intruders. The plants have achieved the goal set by the scientists, but they attack everything that approaches to within 50' of their location.



Watchdog Tree (3,126 in total)
(HD 12, HP 72, AC 12, MV 0 Exp.Points: 440
Radiation Resistance 14 Constitution 12
Mental Resistance special Strength 4
Dexterity 4

[Prime=Physical] 3 sap sprays [single target] that immobilize any target unable to avoid them, range 50', WC2. Antagonists are repeatedly drenched in this cloying sap, and if sprayed four or more times, are unable to breathe. Those that need to breathe die of asphyxiation within 2 minutes.)

These hybrid trees are 12'-30' in height and appear to be a cross between a sycamore tree and a pine tree.

Piercing damage inflicted on this tree (anything that breaks its bark) causes an additional jet to shoot forth at random. Fire causes double damage to these trees, and should one catch fire, it is difficult to extinguish (how difficult is at your discretion).

Characters approaching this area notice an number of clump-like objects of various size at a distance of 30' - 50' from the base of these trees. There are dozens of the lumps, and all appear to be made from an opaque amber-like substance.

2C — The Wise Old Man

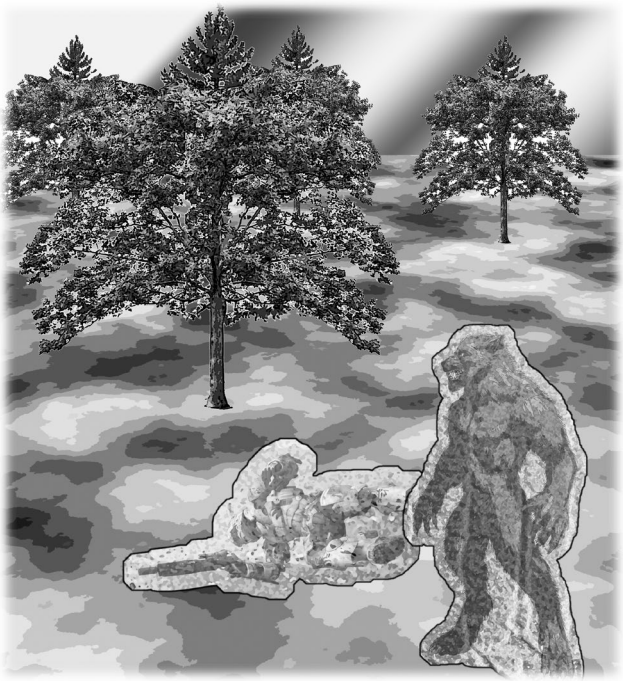
Characters approaching this area see an old man with his back leaning against a tree at the edge of the forest. A cooker powered by a hydrogen fuel cell (battery) is roasting the dressed carcass of a rabbit as he turns it slowly on a spit made from wood. All of this may be clearly seen from a distance of 250'.

As any character approaches to within 50', the old man invites them to sit with him and partake of his cooking. A steaming pot lies near the cooker, and the smell of the vegetables arising from it, and the roasted rabbit, is highly enticing. If any of the characters show signs of suffering physical damage, he entices them further.

"This food is a special recipe known to cure all ills, although it makes you a might sleepy."

The food does indeed heal all ills, closing and healing wounds and damaged organs, curing radiation burns and sickness, and abolishing all diseases from a charcater. 30 minutes after it is imbibed, however, it also renders the character unconscious for 24 hours.

Should some portion of the explorer party partake of the food, and some not, the old man reassures those still awake that the sleep lasts a mere 24 hours, after which those who did partake will be fine. He then turns off the cooker while acitvating a knockout gas that is odorless and colorless, rolls himself in a blanket and pretends to sleep. Only android and robotic characters are able to avoid this knockout gas once it is released.



Thirty minutes after the knockout gas is released, 8 Security Robots visit the campsite to remove sleeping characters to Area #2D. They attack only if their mission, to remove these comatose characters to Area #2D, is met with resistance.

Robot, Security

(HD 10, HP 60, AC 15, MV 50' [flying] Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 16
Dexterity 14

[Prime=Physical] 4 13'-long tentacle attacks that cause 1-hour paralysis upon touch, WC 3, or poison [Intensity 17] knockout gas in a 30' diameter circle, WC 4 .)

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, a gas pellet projector which shoots 10 knock out gas rounds in a 360° spread with [4] 20-pellet magazines, an anti-grav propulsion unit, 50 point force field, 2 third-stage slug projectors [one attack inflicting 6d6 damage, WC 5, range 150'] usable only on a human's authority, a radio capable of broadcasting to any point on a given deck, 3 padded restraint tentacles, and lenses that adapt its visual capabilities to the infra-red and ultra-violet spectrum. Captured characters are taken to Area #2D.

The old man appears to sleep peacefully this entire time, even if combat results. He is a robot made to look precisely like a human and is a loyal servant of the Gestalt in Area #4A.

He shuts himself off after every meal of rabbit is served until he receives a command to activate once again when intruders are noted on the deck (by the Gestalt Entity). Characters scanning the old man at any time will note his mechanical construction.

2D — Stasis Experiments

Explorers following the path that leads to this area see it at a distance of 200', all others see no sign of it until they are within 100' due to the thick tress that surround this area.

What appears to be a cottage for short humanoids, perhaps dwarves, is nestled in a clearing here. It appears surreal, as though plucked from the pages

The Gestalt Entity – An Introduction

When the cataclsym hit, a Cargo Robot was rushing supplies to the forest conservancy monitoring station. The wave temporarily disrupted the Cargo Robot's programming, and it had to reboot (it has a very limited Artificial Intelligence which allows for self-diagnostics and the interpretation of human speech). A nearby Horticultural Robot, however, suffered far greater damage to its data processing unit, and became crazed. It attacked and destroyed the Cargo Robot before wandering off to create havoc elsewhere.

The wreckage lay in a pile for years: a number of high quality memory chips, several batteries, a mostly intact data processing unit from the Cargo Robot, and various other spare computer parts. Precipitation allowed for a certain amount of corrosion, and minerals from the soil of the level adhered to some parts. The Cargo Robot's artificial intelligence made incidental connections with several of the pre-programmed chips in the pile of parts, and, miraculously, the mass of parts gained sentience. It was helpless and immobile, but it was aware, and it had a long range transmitter that was once part of a Cargo Robot.

Over the decades the entity thus created gained intelligence and became ever more aware of its surroundings. It gained knowledge from the database in the forest conservancy control building that its parts were intended to expand. It discovered the laboratories on Deck #6. Eventually it even discovered the Artificial Intelligence that maintained Deck #6 despite its lack of human crew. Shortly thereafter, it discovered the *Warden's* Artificial Intelligence, a database far too vast for any type of casual exploration, and yet too inferior to safeguard the lifeforms aboard the many decks of the ship.

As its intellectual odyssey continued, this gestalt creature became aware that it was uniquely vulnerable. It could neither move nor react to physical stimuli, and if its parts were jostled, it might even forget its own existence. It needed to take action to prevent its own premature termination.

Unable to directly affect its own circumstances, it manipulated others into achieving its goals. It placed false data in the Deck #6 Artificial Intelligence database to convince the A.I. that an attack was imminent, and that drones were the best weapon to defeat this threat. It convinced the robots responsible for discarding the waste from automaton testing operations to deposit those parts on its pile. It placed false data proclaiming valuable salvage in the Deck #8 and #14 databases to entice humanoids from those decks to visit Deck #6. Finally, It created a few of its own androids to be its eyes, ears, and hands on Deck #6. We will meet one of these androids in Sector 2C.

The influence of this Gestalt is felt in many areas of the *Warden*, and it continues to grow. (This is not the last sidebar you'll see on the gestalt.) For more information see Sector 4A.

of a book of fairy tales. Characters with a scholarly background might think it mimics the cottage of the seven dwarves from the tale of Snow White. The door to the cottage is closed, but its windows are clear. Bright colors and dwarf-sized furniture can be seen within, as well as a large glass case. The contents of the case are impossible to discern from outside the cottage.

Characters entering the cottage find 3 rooms in addition to the one seen through the cottage windows: a small but inviting kitchen, a bunkbed filled room with seven small beds, and a second bedroom with one adult-sized bed. The glass case contains an attractive young woman who appears perfectly preserved as though she were still alive, but no breathing can be seen. Characters with the appropriate scanning equipment discover barely present life signs. The glass case is locked, and has only a small data port near its locking mechanism.

The Gestalt Entity is conducting stasis experiments on human subjects and has perfected the technique in the case of this cloned human (brought in from Deck #8 by visiting Red Androids, see Area #2H). It hopes to perform these same experiments on the unconscious characters in order to preserve them until the *Warden* reaches planetfall. Space travel (after all) is far too dangerous for human travellers, as the past has demonstrated.

In order to make his experimental laboratory appear completely non-threatening, the gestalt entity searched the *Warden* database for the most acceptable, inviting 'look' for a building. The cottage of the Seven Dwarves from Snow White was its choice.

Characters managing to open the glass case awaken the sleeping woman, but as she awakens, she is unable to breathe. Only the kiss of life (mouth to mouth resuscitation) will save her from lapsing back into stasis. In the event she awakens fully:

Human, Female, Sleeping (unique)

HD 3, HP 10, AC 10, MV 10 feet Exp. Points: 90
Radiation Resistance 9 Constitution 3
Mental Resistance 9 Strength 11
Dexterity 10 Leadership Potential 18

[Prime-Physical] 2 hand slap attacks inflicting 1 damage, WC 1 .)

This 5'6"-tall human female is dressed in a blue gingham dress with ruby red slippers on her feet (because the database was somewhat corrupted by the cataclysm). She is a unique clone created on Deck #8 from human DNA found on Deck #15. She has no mutations, currently, and will live for between 15 and 35 years. She claims to have no memory of her past but speaks human English, and has no skills beyond the rudimentary. She claims her name is Toto.



2E — Faux Dwarven Mine

Characters approaching to within 75' of this area note the entrance to a mine. The opening is short (5'2" tall) but broad (6' wide), and a sign outside reads 'Gemstone Mine". A wooden rack near the entrance displays seven pickaxes with short, 2' handles.

The description discovered by the gestalt entity mentioned that the non-threatening building was the home of seven dwarves that worked in a local gem mine for their living. Unsure as to the nature of reality, the entity considered that the dwarves, and the mine, were necessary portions of the entire facade. While it has yet to create the dwarves, there being no available DNA for such a clone, and robots requiring longer to construct, the mine is complete and contains three seperate shafts that extend some 50' into the darkness, but only 13' below the surface of the ground. Particularly observant characters might note that the floor of the mine appears to be duralloy, and likely is the superstructure flooring of Deck #6.

Characters quickly discover several actual gems that the gestalt entity has caused to be imbedded in the imitation rock walls of the mine. Characters exploring

The Gestalt Entity — Goals and Motivation

The Gestalt Entity believes that it is meant to bring order to an otherwise chaotic universe. It believes it is the most highly evolved form of life, and that its duty is to bring this order in order to preserve all sentient species.

This is its primary goal. It achieved awareness in a state where it thought it was alone. It has no desire to ever, again, be alone.

When you can neither move nor manipulate objects on your own behalf, servants willing to do your bidding unquestioningly are required. These servants must be the most durable (and therefore the most evolved) life forms produced by the environment that is the *Warden*. In a word, these servants must be robots. One of its prime goals is to accumulate an ever-expanding army of loyal unquestioning robotic followers.

The entity knows that it was created, at least in part, by humans, and that such a species must therefore be preserved. It has also discovered that many other sentient species have naturally evolved (some say mutated, but this too is a process of natural evolution)aboard the *Warden*, and it feels a desperate need to preserve these sentient life forms as well. It is for this reason that it is conducting stasis experiments on Deck #6. This is the Gestalt Entity's ultimate goal: to preserve all intelligent life, releasing it 'into the wild' only when the universe has been tamed, and there is no longer a threat, either from natural hazards or from any other species, to those species that must be preserved.

the entire mine discover a total of 6 rubies, 6 emeralds, 6 diamonds, and 6 saphires, all of which may be pried from the walls with a pickaxe or similar device, and all of which are already cut (as though by a jeweler) as the entity knew nothing of natural gemstones.

Characters exploring the furthest reaches of these mines also discover a pair of glass cases (similar to the one discovered in Area #2D). One is shattered into pieces and has a few bits of dried red flesh-like material hanging from its shattered remains. The other contains a mummified wolfoid dressed as a Roman Legionaire.

The wolfoid is a failed stasis experiment that the entity had hidden here. The shattered case was its attempt to place a Red Android into stasis. Characters with appropriate scanning equipment may be able to identify these clues, at your discretion.

2F — The Mushroom Villages

Although the Mushroom People are encountered on several levels throughout the *Warden*, this deck, and in fact this patch of forest, is their point of origin. It is here that an experiment with plant auxins (hormones) was interrupted by the cataclysm which simultaneously caused those experimental auxins to be administered to a patch of mushrooms. These auxins, in combination with the radiation of the deadly cataclysm, spawned the Mushroom People. These creatures have built homes for themselves throughout this area.

2F1 - Mushroom Ambush

Characters wandering through this area are always attacked by a group (4-24) of Small Mushroom People. They attack without warning and are small enough to pass unnoticed until their attack begins.

Mushroom Person, Small

(HD 4, HP 10, AC 10, MV 6' Exp. 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 make 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 Small Mushroom People are destroyed, a day or so later a band of Medium Mushroom People hunt down the perpetrators and attack.

These Small Mushroom People sleep in piles of leaves and similar hiding places and have built no permanent domiciles for themselves.

2F2 - Tiny Village

Characters approaching to within 30' of this area note an unearthly, miniature village. The village is a 100 yard square under several oak trees and seems to be playing host to a number of moving mushrooms that are about 2' tall. The soil here is jet black, loamy, and teeming with insects that the mushroom people love to eat.

Mushroom Person, Medium

(HD 10, HP 30, AC 12, MV 9' Exp. 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 latter a band of Large Mushroom People hunt down the perpetrators and attack**.**

The village contains 186 Medium Mushroom People.

2F3 - Man-sized Village

Characters approaching to within 300' of this area note a village where all of the buildings appear to have been carved from giant 12' tall mushrooms. Man-sized

mushrooms with legs, arms, and armed with deadly looking spears, pass to and from between these strange buildings. Other than its unusual construction and even more unsual townsfolk, this could be a quaint medieval village!

If any of these 186 resident Large Mushroom People notice the characters, they call for help and attack en masse.

Mushroom Person, Large
(HD 16, HP 80, AC 15, MV 15'
Radiation Resistance 18
Mental Resistance 17
Dexterity 10
Experience Points:
Constitution 16
Strength 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.

2F4 - Haunts of the Giant Mushroom People

Although there are no signs of any actual dwellings in this region, signs that Giant Mushroom People frequent this area are everywhere. Multiple dead bug carapaces lie in clumps throught this area. Makeshift shelters made from branches and large patches of loamy black soil, freshly churned by these creatures, provide proof that this is their primary hunting ground. These giants tend to roam in bands of 2-4 individuals.

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

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

These creatures resemble their smaller cousins in all respects except they tower to 15' in height and carry a 15'-long spear. Mutations— New Plant Parts, Heightened Intelligence, Force Field Generation, Mental Blast, Mental Defense Shield, Pyrokinesis, Mental Transparency.

It is rumored that these giant creatures have no appetite for blood and instead prefer the ichor of insects — the larger, the better.



2G — Hunting Preserve

The scientists that once worked on this level of the *Warden* contravened the designer's wishes in this area of Deck #6. These scientists worked hard and did well at their tasks, and felt they deserved a place where they could relax and take long weekends. This 3800-acre area is that place.

Characters approaching the periphery of this area encounter a massive, 200'-tall boxwood hedge that is 10-12 yards deep (thick). Its density makes forcing a path through its intertwined branches and leaves nearly impossible, but characters that follow along its edge find a 20'-wide opening every half mile. Characters entering one of these openings in the hedge experience a temporary sense of disorientation, a pressure in their cranium, and a mild headache. The hedge line (its depth is between 30' -35') is covered by an ultrasonic field to keep various small woodland creatures from escaping through this natural barrier and disrupting any experiments that might be in process in the rest of this highly controlled experimental area. While humans are large enough that it only causes the discomforts mentioned above, small animals tend to shy away from the barrier as it can cause actual harm to their internal organs.

Note: Any humanoid that remains within the hedge opening for longer than one hour begins to suffer

physical harm as well: 1d6 damage per ten minutes exposure after the 1st hour.

The far side of the hedge contains a trail that leads towards the stern/port portion of this area of light woods. Visibility due to the abundant plant life is 150'. These trails lead from all of the hedge openings and wind in a scenic and lazy fashion through the surrounding forest, but all eventually reach their terminus at the *Lodge*.

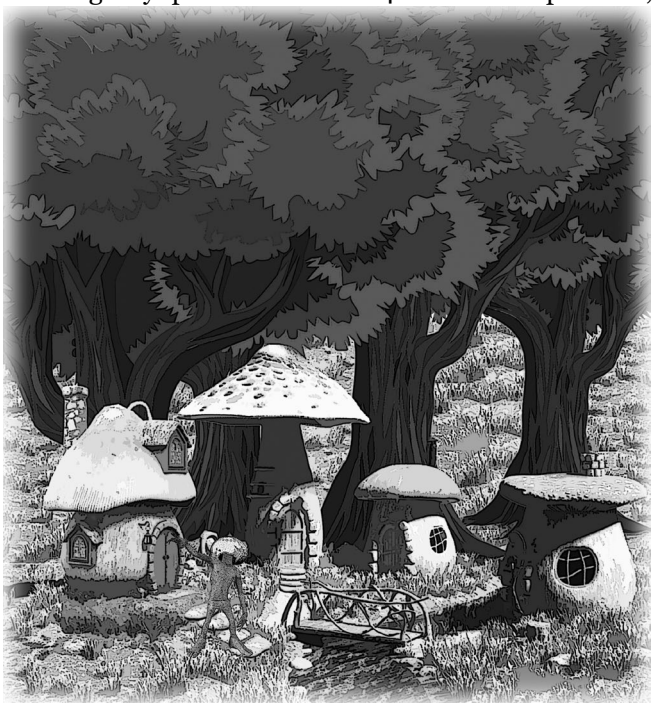
The *Lodge* is a well maintained 3-story hunting lodge with General Purpose, Butler/Cook, and Engineering Robots, providing service to guests and maintenance to the grounds and structure. The Lodge boasts a total of 20 suites with bedrooms, attached bathrooms, and sitting rooms. A large automated kitchen prepares any requested meal, and a basement firing range is stocked with a large supply of weapons: 10 high powered laser rifles, 10 massive slug thrower rifles, and ten powerful crossbows. Butler/Cook Robots greet any visitors and treat them like royalty from the moment they enter the front door.

Robot, General Purpose

(HD 10, HP 60, AC 19, MV 48 kph — Exp. Points: 405
Radiation Resistance 10 — Constitution 10
Mental Resistance 10 — Strength 14
Dexterity 12

[Prime=Physical] No attacks)

This 5' tall and wide humanoid robot has extra arm-like appendages. The functioning unit always has: emergency power cell for 24 hours of operation,





recharging unit, 2 manipulative tentacles extending up to 24', heavy duty power grasping claw able to extend up to 10', 1 micro-miniature manipulator able to make microscopic adjustments, light tractor and repulsion beam attachments with a range of 25', magnifying lenses with a 50 power range, upper and lower light sensors extending through the infra-red and ultra-violet range, anti-grav system making up to 200 pounds feather light, propulsion system allowing for 48 kph, two sets of parallel programming circuits, light body armor allowing the unit to function in water, outer space, and in temperatures ranging from plus or minus 150 degrees Centigrade, audio and radio transmitters and pickups effective up to 60 km away, 3 rotating light sources with a variance of 90 candlepower each, human standard sensing capability, and variable programming allowing it to adapt and carry out human instructions.

Robot, Engineering

(HD 10, PH 50, AC 15, MV 96 kph — Exp. Points: 405
Radiation Resistance 10 — Constitution 10
Mental Resistance 10 — Strength 14
Dexterity 14

[Prime=Mental] no attacks)

Designed with many tools stored in its body, this robot has digital schematics and programming that allows it to repair most devices on the ship. It has:

Semi-independent action circuits, broadcast power cells, extra power cell for 24 hours of independent operation, telescopic and microscopic lenses, lenses for infra-red and ultra-violet sensing, 2 rotating light sources, 3 tentacle manipulators, 2 power grasping claws, tool handling tentacles, 96 kph drive system, and communication systems allowing it to talk with both the ship's A.I. and humans.

Robot, Butler/Cook

(HD 10, HP 60, AC 15, MV 30' Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 12
Dexterity 14

[Prime=Physical] one thundering hand slap for 3d6 damage, WC 1.)

Although anthropomorphic, this unit displays multiple internal mechanisms and appears as a humanoid robot. It has the senses of a human, two human-like hands, and can see well in the dark. This robot can fix things, cooks excellent meals, and strikes only when attacked.

Explorers must enter the lodge to initiate the service, and the lodge, while well-maitained, appears ancient.

To an uneducated observer, it might be a typical haunted house.

An old 3-story mansion lies at the end of the trail. It is well-maintained, but its windows are dark, and its stairs have warped a bit with the passing of the years. The structure almost radiates an aura of unquiet spirits and untimely death.

Note: The mansion is both relaxing and wholesome, but feel free to use this to have a bit of fun with your players. It is entirely possible, for example, that one of the scientists, an avid biochemist, wanted to play a practical joke on his fellow colleagues and had rigged the house with motion sensitive ghostly voice emitters, holographic projectors, and like materials. Those details we leave for you to decide. It might also just be a nice lodge where the characters can rest and heal their various wounds.

2H — Red Android Village

In its quest for knowledge conducted through the hacked databases of the *Warden*, the Gestalt Entity discovered many sentient life forms that it found worth preserving. One of these sentient species was discovered on Deck #8, Area #4B: The Hall of Androids in the Red Android Village. The Gestalt Entity knew it would have to discover a means for controlling these life forms (if they were 'primarily digital') or placing them in stasis (if they were 'primarily biological'). It would need specimens for testing and experimentation.

The entity hacked into the database in the Hall of Androids and placed the erroneous data that a new tree had been developed from the standard ash tree that produced huge volumes of a sap very like the pink goo used to create androids. Shortly after this data was planted, a large group of Red Androids appeared on Deck #6.

All seemed as reported by the faux database until the androids reached the fringe of the experimental ash forest. There they were attacked by Security Robots, and several were captured. The rest eventually evaded their pursuers and fled into the the ash forest. Over the next 10 years they built a small village surrounded by a wooden palisade. Automated Intruder Response Units (AIRUs) were requisitioned from ship's stores following a successful hack of the Deck #14 Artificial Intelligence, and an uneasy truce between the servitors of the entity and the Red Androids settled into place.

The palisaded village found here is the above mentioned Red Android Village. Characters approaching this area through the forest are likely to be targeted by an AIRU before they spot this village (50% chance).





Automated Intruder Response Unit (AIRU)
(HD 4, HP 11, AC19, Move 0'/none Exp. Points: 135
Radiation Resistance 10 Constitution 4
Mental Resistance 10 Strength 4
Dexterity 12

[Prime=Physical] 3 laser bolts per round from an automated turret that is bio-metrically coded to attack anyone not on its internal list of acceptable visitors inflicting 5d6 damage per shot, WC 6, range 225'.)

This small pod is attached to the palisade that protects this village and constantly monitors anyone approaching said building. It is a small hemisphere [18" in diameter] with a protruding laser barrel.

The palisade has but one 20' gated entrance facing directly toward the *Warden's* stern. An AIRU is stationed every 250' along the length of the palisade, while 2 are stationed to protect the gate.

Characters approaching this gate that convey an interest in trade or friendship are allowed to enter so long as no robots are members of the party. The Red Androids take no chances with robots.

The Red Androids feed and trade with explorers, but only to lull them into a false sense of security. They encourage explorers to 'spend the night within the safety of their village', and then attack when the characters sleep.

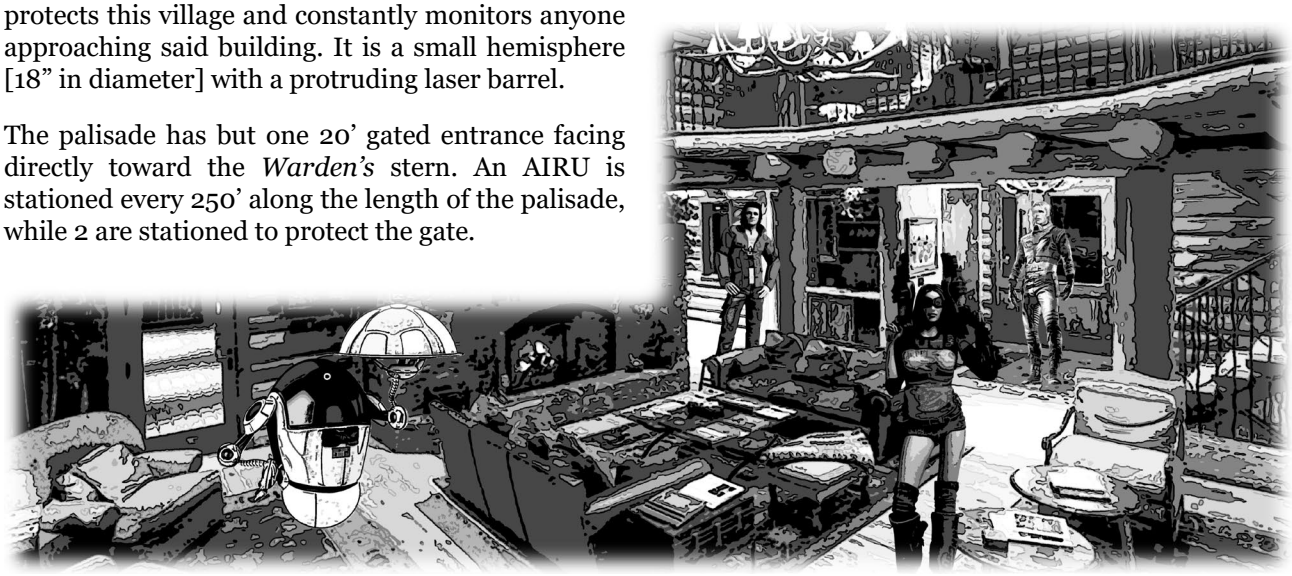
Android Worker, Red
(HD 18, HP 100, AC 15, MV 30' Exp.Points: 765
Radiation Resistance 10 Constitution 18
Mental Resistance 10 Strength 12
Dexterity 11

[Prime=Physical] one fist blow for 10 damage, WC 1.)

These 9' tall red-skinned androids are extremely intelligent and have human-like senses. They present a faceless head and communicate from a voice box in the chest. Well-versed in the use of weapons and programmed as ambush predators, Red Worker Androids try to gain the trust of humans, guarding them and fighting creatures to gain that trust. They then attack when the humans feel safe. Red Android Workers are very capable mechanics, fixing almost anything on the *Warden* if adequate supplies are available.

Android Thinker, Red
(HD 10, HP 60, AC 18, MV 30' Exp.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].

The village contains 11 Red Android Workers and 3 Red Android Thinkers, although their original party was 14 Workers and 4 Thinkers. They share this information with the characters if asked and include a warning that the robots of this level are "not to be trusted". The village is a half dozen buildings including 3 dwellings and 3 storage area/shops that trade with the characters if they wish. You may adjust the number of androids and the size of this village to better suit your campaign as necessary.

2I — The Roman Camp

In its quest for knowledge conducted through the hacked databases of the *Warden*, the Gestalt Entity discovered many sentient life forms that it found worth preserving. One of these sentient species was discovered on Deck #14, in the heart of Epsilon City: Wolfoids. The entity knew it would have to discover a means for placing these life forms in stasis to ensure their safety and that specimens were needed for testing and experimentation.

The Gestalt Entity hacked into the database of the Artificial Intelligence that (by chance) regulated the city block found in section #3J of Deck #14, and placed the erroneous data that a machine capable of scanning three dimensional objects and creating solid plasteel replicas of these objects was to be found on Deck #6. The Roman Wolfoid Clan that controls that block of Epsilon City, eager to have busts and statues made to immortalize themselves, sent a group to retrieve the reportedly small machine.

They followed the map to the location given on the database, but found only Security Robots intent on their capture rather than the technology they sought. They managed to lose their pursuers in the experimental sycamore forest and quickly set up camp. A group was then sent to sector #3 of this level to scavenge for materials and food. Although most did not return, the three that did brought back with them a suitcase-sized Electro-Magnetic Pulse Emitter. This EMP Emitter has managed to thwart the Gestalt Entity in its efforts to capture more of their number for further study.

The Wolfoids have constructed a classic roman redoubt with a palisade protecting a double row of canvas tents in which the Wolfoids live and store their extra food and gear. Due to the thickness of the sycamore forest, the campsite palisade is not visible until an explorer approaches to within 150' of this 8' tall spiked barrier. Guards man lookout stations behind this wall that allow them to see over the top and remain on constant alert for the approach of more robots intent upon their capture.

Character parties without robots are challenged but allowed to approach if courteous. Parties with independently operating mechanical assistance are immediately attacked by the EMP Emitter.The emitter causes damage to all active electrical equipment including scanners, energy weapons, powered armor, electrically powered vehicles, and communications gear, rendering these devices inoperable. Gravity nodes (as used in anti-gravity sleds) often depolarize and reverse their gravitational field.

Electro-Magnetic Pulse Emitter - EMP (equipment)

WC 7 Tech Level 3 Experience: 400
Power Requirement: 4 Hydrogen Energy Cells
Power Cell Life: 5 shots
Range: 250 yards (229 meters) Weapon Class: 7
Damage to Organic Material: none
Damage to Stone or Metal: none
Damage to Electronics: *see below*
Size: 2'7" length x 2'2" width x 2"8" height
Weight: 103 pounds/392 kg

This hand-carried unit emits a powerful electro-magnetic pulse that affects all electronic equipment within 250 yards of its location. This area of effect is spherical, and even flying drones are susceptible to the power of its pulse. All magnetic coils, microchips, inductors, transformers, copper coils, electric motors, printed circuit boards and other solid state devices are completely burnt out if caught in this area. Diodes, transistors and relays may withstand the pulse 50% of the time, and archaic radio tubes and dilectic transformers, capacitors, and insulators are affected only 10% of the time. These portions of electronic equipment, if affected, are incapable of repair — new parts must be installed for the equipment to function.

If any aggressive action is taken by the characters, the Wolfoids leave their redoubt and charge to attack (after firing the EMP).

Wolfoid, Roman

(HD 12, HP 60, AC 17, MV 35' Exp.Points: 1265
Radiation Resistance 9 Constitution 12
Mental Resistance 9 Strength 18
Dexterity 10

[Prime=Physical] one Roman gladius attack inflicting 3d6 damage, WC 1, or a javelin inflicting 2d6 damage, WC 1, range 12'.)

These 8'-tall wolf mutants stand on their hind legs and carry short swords and javelins. Roman Wolfoids have used the ship's resources to adopt the culture and beliefs of the ancient Roman Legionnaire society and have further used the ship's resources to create authentic Roman equipment. Roman Wolfoids always try to take slaves in combat. Mutations— Taller, Radiated Eyes, Immunity to Lasers, Regeneration [4 damage per turn], Heightened Intelligence, Telepathy.

These Wolfoids are desperate to discover the source of the drone and robot attacks that constantly threaten their existence. Should the characters have, and share, this knowledge with these Wolfoids, it is entirely possible that a lasting friendship is created between the two parties. This is left to your discretion.

2J — Non-Camouflaged Ramp to Deck# 7

This ramp was used regularly by the scientists working on Deck #6 as a means for garnering living samples of various plants that were then grafted to the experimental forest trees found throughout this sector. Access to this ramp is via a 50' square door that rises upwards when the correct color ship's issue wristband is placed in its slot. This reader accpets gray, green, red, or red & blue ship's issue wristbands.

The door is further protected by an AIRU that allows only robots and those bearing ship's issue wristbands to pass. All others are immediately attacked. This ramp leads only to Deck #7.

Automated Intruder Response Unit (AIRU)
(HD 4, HP 11, AC19, Move 0'/none Exp. Points: 135
Radiation Resistance 10 Constitution 4
Mental Resistance 10 Strength 4
Dexterity 12

[Prime=Physical] 3 laser bolts per round from an automated turret that is bio-metrically coded to attack anyone not on its internal list of acceptable visitors inflicting 5d6 damage per shot, WC 6, range 225'.)

This small pod is attached to the palisade that protects this village and constantly monitors anyone approaching said building. It is a small hemisphere [18" in diameter] with a protruding laser barrel.

3 — Laboratories

This section of Deck #6 has been completely repurposed from the intent of its designers. It is now a factory and development area for the one weapon the Deck #6 Artificial Intelligence knows cannnot be stopped by the unknown enemy that is poised to invade this level. This section is now dedicated to the development and manufacture of drones.

Characters commonly approach this sector from the area immediately surrounding the central elevator. When looking towards the bow from the central elevator explorers note a peculiar sight: drones of various shapes, sizes and configurations fly towards them at regular intervals down a 4,620'-wide hallway that leads towards the bow.

These drones are assaulted by unseen foes as they traverse this hallway from bow to stern, and are always destroyed before coming anywhere near the characters. The floor of the hallway is littered with drone wreckage.

The drones appear at intervals of between 2 and 5 minutes for the space of 45 minutes after which a group of Engineeing Robots enter this hallway and begin collecting the wreckage left behind by these destroyed automatons. This process of wreckage removal continues for about 10 minutes before the entire group of robots whisk past the characters, heading to the stern. They quickly move beyond the range of the characters' vision. Eventually, they deposit this wreckage, in the manner of a supplicant making an offering, to the wreckage pile in Area #4A.

These Engineering Robots have been altered via the manipulations of the Gestalt Entity and no longer 'hear' in the commonly accepted sense of the word. They now communicate only via radio or other broadband wave, or via direct input (cable). They therefore give no response to spoken orders regardless of wristbands worn, insignia, or other icons of command. In short, these robots ignore characters (and continue about their task of drone wreckage cleanup) unless the characters attempt to contact them digitally, either via cable or broadband.

Robot, Engineering, Altered
(HD 10, PH 50, AC 15, MV 96 kph Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 14
Dexterity 14

[Prime=Mental] no attacks)

Designed with many tools stored in its body, this robot has digital schematics and programming that allows it to repair most devices on the ship. It has: Semi-independent action circuits, broadcast power cells, extra power cell for 24 hours of independent operation, telescopic and microscopic lenses, lenses for infra-red and ultra-violet sensing, 2 rotating light sources, 3 tentacle manipulators, 2 power grasping claws, tool handling tentacles, 96 kph drive system,

and communication systems allowing it to exchange data with any digital database within 15 miles.

The drones also ignore the characters as they are each assigned a unique radio frequency to which they respond, and they have no means for accepting orders other than via this radio frequency. They can be hacked, but each travels at 25-50 mph (40-80 kph) and is therefore only within range of any explorer attempting to scavenge their frequency for about 90 seconds (possibly less dependent upon the range of the explorer's device). The drones only programmed task is to avoid destruction while flying through the hallway, and then to proceed to Area #4A. Only a few have made this trip successfully and they are now controlled by the Gestalt Entity in Sector #4. Characters entering the hallway that leads towards the bow discover why few survive the trip rather quickly.

3A — Drone Testing Corridor

For the first 45 minutes of every hour, drones attempt passage through this hallway and are assaulted by a vast assortment of hidden weaponry. During the 10 minutes that follow these 15 minutes, Engineering Robots remove the refuse left behind by the drones who have failed from this corridor. For the last 5 minutes of every hour, this hall is empty.

Characters entering the corridor during the last 15 minutes of every hour, when the robots are clearing the debris, may proceed towards the bow unassailed. Unfortunately, the corridor is 5 miles long. Characters proceeding on foot have no chance of reaching the safe ground at its far end before the destructive weaponry of this corridor re-activates to destroy a new crop of test drones. Characters traveling in vehicles might well traverse this area unharmed... if they time their trip properly.

Characters caught within the corridor are subject to a vast array of assaults dependent upon where they find themselves within this hallway.

The dark area grows gradually darker for the first 900' before becoming pitch black. The last 900' of this area becomes gradually brighter until normal illumination levels are reestablished at the end of that section.

The radiation area has only a 300' transitionary area at either end. Once past this transition area, explorers are subjected to intensity 6 radiation.

The weapons that occupy this corridor are all of the 'pop-up' variety and pop up whenever a target comes into their range. They may descend from the 100' ceiling above, or out of the walls or floor, at your discretion.

Their ranges and effects are listed below. Those weapons with the longest range are listed first followed by next longest range and so on in descending order. All have unlimited ammunition.

Laser Canon (WC 5)
Shots Per Combat Round: 1 Range: 1200'
Area of Effect: Single Target
Damage: 9d6

Slug Thrower (WC 3)
Shots Per Combat Round: 4 Range: 900'
Area of Effect: Single Target (up to 4 targets total)
Damage: 9d6

Static Discharge Tower (WC 8)
Shots Per Combat Round: 1 Range: 900'
Area of Effect: any within 900'

Damage:

10d6 to unshielded electronics
2d6 to biological tissue

Water Blasts (WC 2)
Shots Per Combat Round: 1 Range: 600'
Area of Effect: 5' width, 600' in length
Damage: 6d6 + possible damage to unprotected electronics at your discretion.

Smashing Pistons (WC 1)
Shots per Round: n/a, descent of the piston must be avoided by the character
Range: 0
Area of Effect: 300' diameter circle. 2" separate one piston from the next.
Damage: glancing blow: 5d6 full impact: 12d6

Swinging Blades (WC 1)

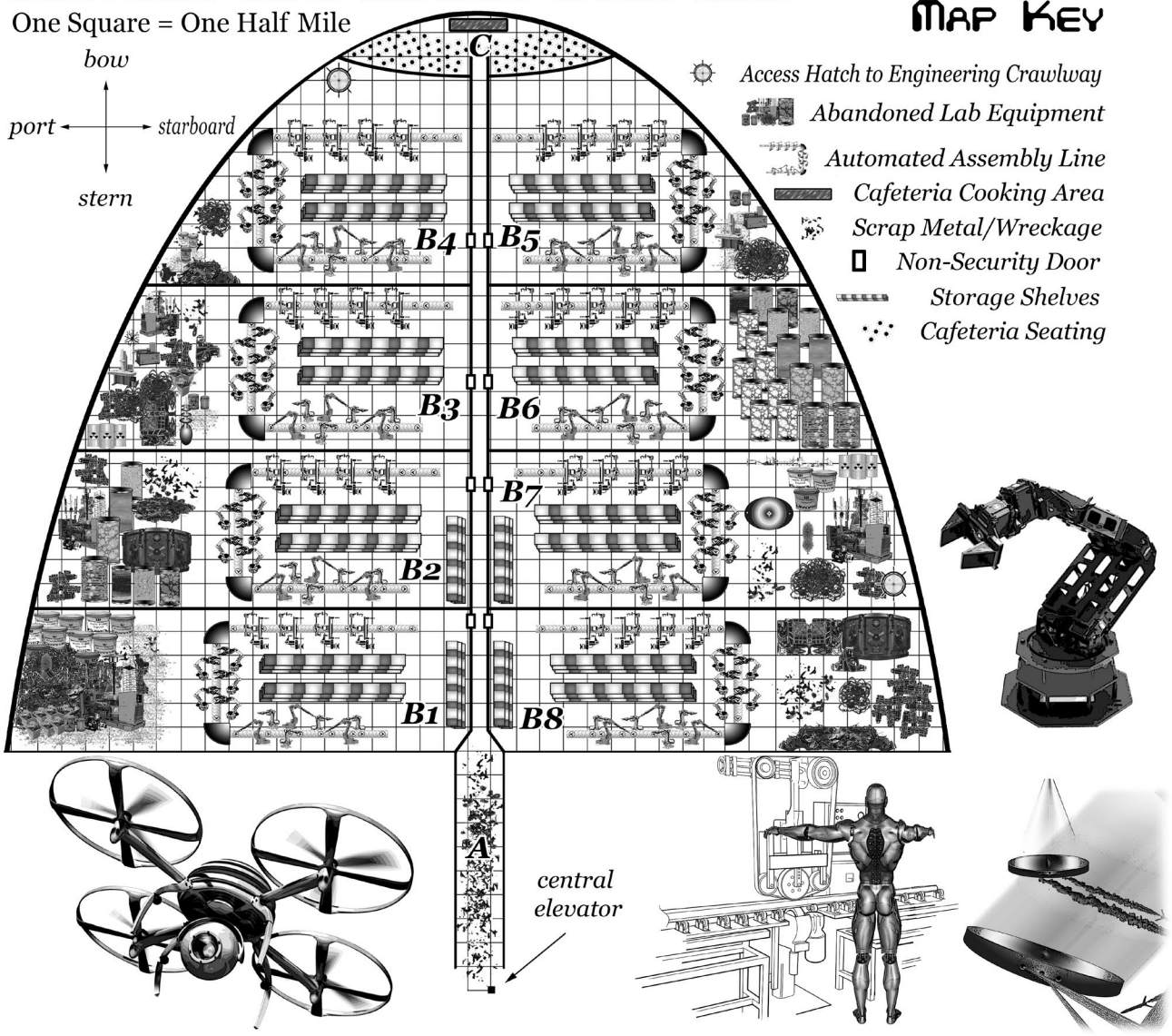
Shots Per Combat Round: 1 Range: 600' or 1500'
Area of Effect: any within 600' or 1500' (small vs. large)
Damage: 12d6

3B — Converted Laboratories

When initially designed these laboratories encompassed a vast array of experimental possibilites, from grafting and DNA manipulation to spectrographic analysis and biochemical research, and all things in between. Due to the machinations of the Gestalt Entity, and the ensuing panic this caused within this deck's Artificial Intelligence, all of these laboratories have been modified. All of these labs currently engage in drone development and manufacturing.

While once these laboratories each had a specific investigative specialty, they are now remarkably similar to one another, with the only difference being the type of drones being tested and developed in each area. Each laboratory now contains a design center

Converted Laboratories



(for the computer development of new parts and drones), and a multi-phase assembly line fed by a large conveyor that brings the drone sub-assemblies from one manufacturing station to the next. All of these manufacturing stations and assembly lines are comletely automated, and Engineering Robots both maintain the equipment and make adjustments to these designs in each individual design center.

As such all eight of these labs should be considered area B. The finer differentiating details are noted as subdivisions within Area #3B.

The Engineering Robots communicate only with the Gestalt Entity and do so via digital broadband signal. They ignore explorers unless attacked.

Robot, Engineering, Altered

(HD 10, PH 50, AC 15, MV 96 kph — Exp. Points: 405
Radiation Resistance 10 — Constitution 10
Mental Resistance 10 — Strength 14
Dexterity 14

[Prime=Mental] no attacks)

Designed with many tools stored in its body, this robot has digital schematics and programming that allows it to repair most devices on the ship. It has: Semi-independent action circuits, broadcast power cells, extra power cell for 24 hours of independent operation, telescopic and microscopic lenses, lenses for infra-red and ultra-violet sensing, 2 rotating light sources, 3 tentacle manipulators, 2 power grasping claws, tool handling tentacles, 96 kph drive system, and communication systems allowing it to exchange data with any digital database within 15 miles.

3B1 – Drone One Laboratory

This laboratory was the first to design a new drone and so with great insight the drone they developed was designated 'Robot One'.

Robot One
(HD 10, HP 50, AC 9, MV 15'/60' [flying]
Exp. Points: 485
Radiation Resistance 10 Constitution 10
Mental Resistance [special – see below, 10 vs. mental attacks]
Strength 10 Dexterity 10

[Prime=Physical] 10 mini-missile attacks inflicting 10d6 damage each, WC 4, range 225', and one blaster ray inflicting 20 damage, WC 4, range 225'.)

This small, 1' x 2' flying platform is self-aware. It is able to walk and climb but prefers flying. This drone is also capable of communicating with other data processing units, uploading images taken by its on-board camera. It has sensors that mimic human senses and extend into the ultra-violet and infra-red spectrum as well. Special— Drone One always talks to victims in an attempt to persuade them to leave an area and only attacks if the target remains. It is immune to all types of mutant mental control.

Pallet racks near the entrance to this chamber contain 100 of these drones that are in the process of being modified. Near each of the stored drones is a drone controlling unit that operates from verbal orders (the most recent upgrade). As the characters enter, one of these drones recieves a broadband signal and flies out the door to this room, which opens for it automatically.

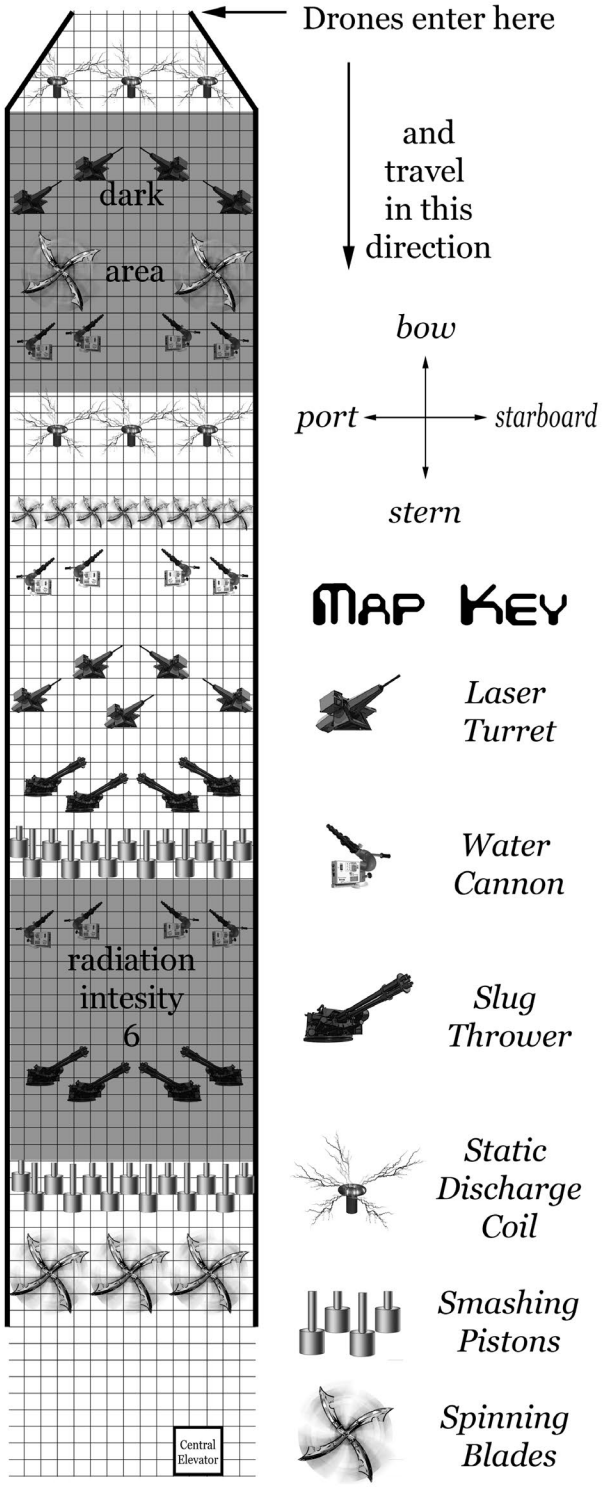
3B2 – Laser Drone Laboratory

This assembly line makes a new version of drone that is meant to attack all non-digital life forms (biological processes trigger its attack). These units are also designed to be somewhat autonomous and have interpretive programming that allows for learning and decision-making without rising to the level of a full artificial intelligence. Programming research and development is constantly updating the software of these drones to make them more efficient. Currently, 250 of these drones await software upgrades. Three of them attack the character party as they enter this repurposed laboratory.

Drone, Laser Two (3)
(HD 10, HP 30, AC 14, MV 60' [flying] Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 10
Dexterity 10

[Prime=Physical] one blaster inflicting 19 damage, WC 3, range 225'.)

This 4'-diameter drone is 2' thick and designed to fly in groups of three and attack, driving targets from a specific area. This group is always controlled via microwave transmission by an artificial intelligence that is within 6 miles of its location. The surface of the unit is immune to laser blasts. The drone's programming is efficient, and it attacks the strongest prey first.



3B3 – Meadow Herding Drone Laboratory

Common farming drones are undergoing upgrades in the lab found here. The drones being manufactured here are of a less lethal variety and are intended to grant control over sentient biological species. Shelves in this area contain 50 of these drones awaiting volume and light intensity upgrades.

Characters entering this area without sensory protection are unable to remain, and leave immediately.

Drone, Meadow Herding
(HD 10, HP 10, AC 9, MV 60' [flying] Exp.Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 10
Dexterity 10

[Prime=Physical] The unit never attacks but uses sounds and blasts of harmless light to move animal herds.)

While not self-aware, this 4' long and wide and 6" tall programmable drone features a complex program. It herds creatures into given areas as per the instructions that have been downloaded. Special— This machine can simultaneously produce four different light shows and four different sound blasts that serve to drive creatures along certain paths in a given area.

3B4 – Slicer Drone Laboratory

As the Gestalt Entity lacks the ability to use drone remote controls due to its lack of hands, all drones being manufactured are fitted with broadband recievers for command input. the entity has also retrieved a number of the original slicer drone units from the various farm levels in order to have them retrofitted with these broadband units. The shelves here contain 35 of these large drone units, all awaiting retrofit. Their original control units lie next to them on these shelves. One of the units has already been upgraded, however, and it attacks as the party enters.

Robot, Slicer Five
(HD 10, HP 60, AC 15, MV 60'[flying] Exp.Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 10
Dexterity 10

[Prime=Physical] one slicing dive attack inflicting 6d6 damage, WC 2.)

This black, solid steel, 5' x 4' x 1' high flying robot has human senses and higher than human artificial intelligence. It attacks by dive-bombing its intended target and slicing through its body. This unit is designed to cut weak and infirm creatures from herds.

3B5 – Tiger Drone Laboratory

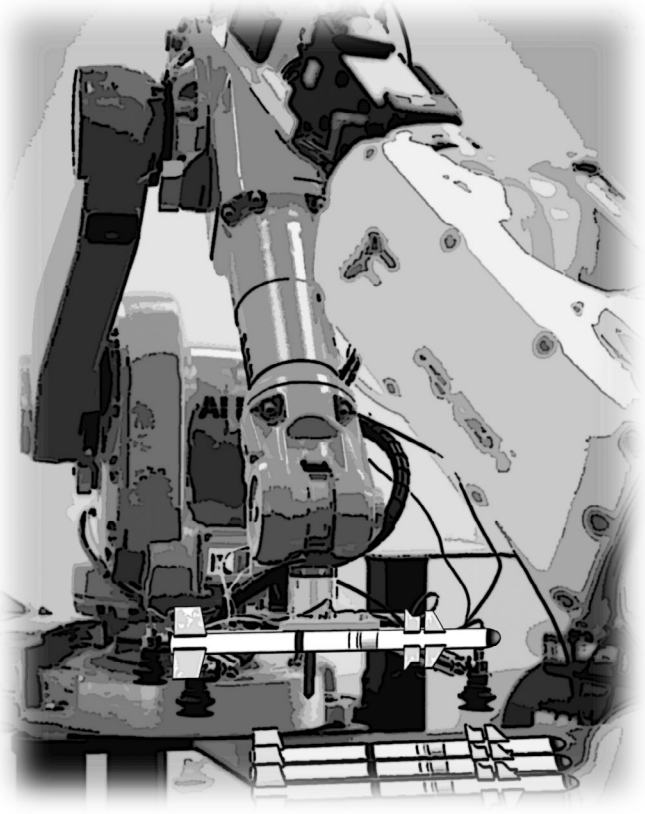
The Gestalt Entity also realized that it needed drones that might fool sentient biological life and that therefore must appear to be sentient biological life. This automated factory produces drones intended to find any sentient life forms that might be attempting to conceal themselves in a given area. It is designed to hunt and intimidate those life forms.

Robot, Tiger Six
(HD 10, HP 58, AC 19, MV 45' Exp.Points: 405
Radiation Resistance [special—see below]
Constitution 10 Mental Resistance 10
Strength 12 Dexterity 12

[Prime=Physical] one claw inflicting 7d6, WC 1, and one bite inflicting 8d6,WC 2, per combat round.)

This robot appears to be a 12' long adult tiger standing 4' tall at the shoulder. It has human-level artificial intelligence and is programmed to thin out herds on the *Warden's* levels. It has human senses and can see into the ultra-violet and infra-red spectrum. Specials— it is immune to all types of radiation and won't attack any group with an engineering or horticultural wristband.

As the characters investigate this area, one leaves (the chamber door opens for it automatically) to attempt to navigate the deadly passage of Hallway area #3A.



3B6 – Panther Drone Laboratory

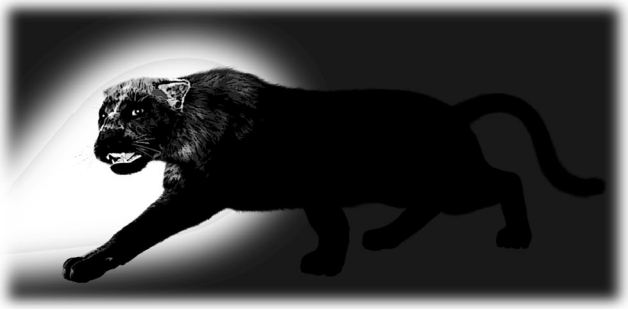
There have been some problems along the way. This laboratory is completely dark, and its machines currently stand idle. A programming error in the drones made here has caused these drones to destroy all of the Engineering Robots that once worked in this facility. Several of the smashed hulks of these servitors may be barely seen in the darkness. Characters exploring this darkness more than 40' from the door are attacked by these badly programmed drones.

Drone, Black Panther (7)

(HD 10, HP 33, AC 19, MV 45' Exp.Points: 405
Radiation Resistance [special – see below]
Constitution 10 Mental Resistance 10
Strength 12 Dexterity 14

[Prime=Physical] The Drone attacks with a bite and claw inflicting 30 damage each, WC 1.)

This panther-like drone is 2' tall at the shoulder and 5' long. This programmable drone has sensors that are better than human senses allowing it to see into the ultra-violet and infra-red spectrums. Completely immune to all intensities of radiation, this drone is designed to hunt and kill larger creatures and to cull herds of mutants. The unit is also invisible in the dark.



3B7 – Robot Dog Drone Laboratory

The Gestalt Entity's research into humans via the many databases it has plundered led it to believe that humans are most easily protected (controlled) when they are influenced by their companions. A 'companion for humans' drone was also needed. The drones made in this repurposed laboratory are made to fill that need.

Drone, Dog Eight

(HD 10, HP 44, AC 18, MV 60' Exp.Points: 405
Radiation Resistance [special – see below]
Constitution 10 Mental Resistance 10
Strength 12 Dexterity 14

[Prime=Physical] one charge causing knock-back/ knockdown, WC4, and then an automatic claw hit inflicting 4d6 damage, WC2.)



This robotic canine drone must be programmed to function, stands 5' tall and is 5' long. Its senses are much like a human. It is immune to radiation of all intensities. It attacks by first knocking its victim to the ground and then goring them with its formidable claws. Special— The unit is a guard mechanism programmed to attack intruders.

These Dog Drones have been programmed to imprint on single humans, thereafter obeying only the commands given by that human. They are also programmed to lead these humans, slowly but inexorably, to Area #2C where they are to be captured and placed into stasis chambers.

3B8 – Chameleon Drone Laboratory

A new development, the Microbe Drone is meant to be as adaptive as a microbe. Developed since the inception of the drone assembly lines on this level, the intended use of the microbe drone is unknown: perhaps as an explorer of highly volatile and ever-changing environments, or perhaps as a worker in high radiation areas. It has even been postulated that the ability of this drone to form larger, single-minded drones by combining multiple Microbe Drones indicates that the Gestalt Entity hopes to use this drone to form an ad-hoc body for iitself.

Robot, Chameleon

(HD 10, HP 20 per healthy cylinder, AC 15, MV 30'
Exp.Points: 405 Radiation Resistance 10
Constitution 10 Mental Resistance 10
Strength 10 Dexterity 10

[Prime=Physical] 1-3 [see below] clubbing attacks inflicting 3d6 damage each, WC 4.)

This fully autonomous is made up of 40 cylinders held together by an electro-magnetic field. Each cylinder is 2' long, 1' wide, and weighs 100 pounds. Special— The cylinders form different shapes as the need arises. It increases its senses by adding cylinders to the top of its form. It can increase to three attacks per melee by adding cylinders to the body of its form. It can move faster by adding cylinders to the bottom of its body. No one knows what the unit is programmed for, but it attacks almost anything that moves. Tubes damaged in combat are regenerated at the rate of one cylinder every five hours.



3C — Cafeteria

At the bow end of the long hallway that bisects this sector of Deck #6 is a massive cafeteria meant to feed all that were once working on this level. The cooking area is arranged in much the same fashion as a shopping mall's food court, with a variety of entrees and kitchen stations. The kitchen alone spans more than a mile in length and contains dozens of pick-up-and-go automated restaurants serviced by Butler/Cook Robots. These robots are currently deactivated (as there has been no business in centuries) but reactivate at the sound of a human voice. They then prepare any meal requested by that voice if a ship's issue wristband (any color) is placed within any of the reader receptacles found every 10' along the service counter top. The robotss prepare this meal within ten minutes or less (or its free!).

Characters thoroughly exploring this area also discover two clandestine residents that do their best to remain hidden from the view of these explorers: Roman Wolfoids. Originally sent as a party of 6, these wolfoids manage to survive the deadly hallway in area #3A, but have remained here in the cafeteria as they are certain that to again enter that hallway means certain death.

If the explorers appear unarmed, the wolfoids attack, otherwise they only attack in self-defense.

Wolfoid, Roman

(HD 12, HP 60, AC 17, MV 35'
Radiation Resistance 9
Mental Resistance 9
Dexterity 10
Exp.Points: 1265
Constitution 12
Strength 18

[Prime=Physical] one Roman gladius attack inflicting 3d6 damage, WC 1, or a javelin inflicting 2d6 damage, WC 1, range 12'.)

These 8'-tall wolf mutants stand on their hind legs and carry short swords and javelins. Roman Wolfoids have used the ship's resources to adopt the culture and beliefs of the ancient Roman Legionnaire society and have further used the ship's resources to create authentic Roman equipment. Roman Wolfoids always try to take slaves in combat. Mutations— Taller, Radiated Eyes, Immunity to Lasers, Regeneration [4 damage per turn], Heightened Intelligence, Telepathy.

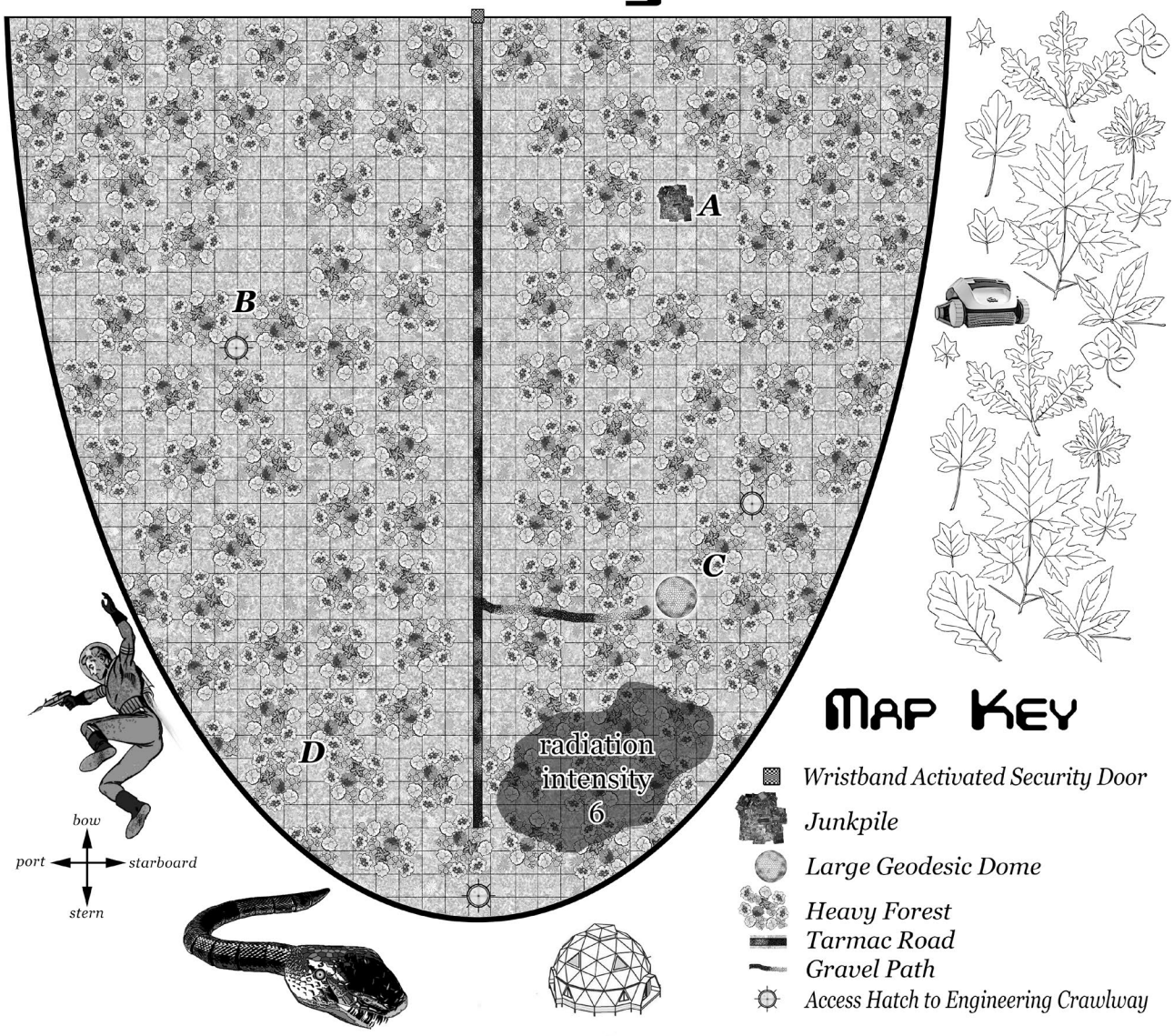
Particularly clever characters may attempt to parley with these wolfoids, who are ashamed at their defection from their fellows in Area #2I. If the characters agree to escort the wolfoids through the hallway at area #3A, or will outfit them with devices that might allow their safe passage through this dangerous corridor, they will make staunch allies of the Roman Wolfoids.

4 — Forest Conservancy

This area of Deck #6 was originally constructed to provide a ready supply of 'pure strain' forest plants to researchers working in the laboratories in Area #3 of this level. In order to facilitate this harvesting of plants for experimental purposes, no woodland creatures or animals were inserted in this area (beyond a few earthworms and small moths to promote pollinization). The only truly 'wandering encounter' in this entire sector is the Superior Alien (and he is in here somewhere, at your discretion). All of the other drones a character might encounter are controlled by the Gestalt Entity in Area #4A, and should appear whenever the Gestalt Entity might benefit from such an appearance, and at your discretion.

Forest Conservancy

One Square = One Half Mile



As a result of this lack of indigenous creatures, this entire portion of Deck #6 is extremely quiet. Sunlight and twilight follow one another at 12-hour intervals, and it rains twice per day for 10 minutes at a time throughout this entire area. The rain is moderate, but provides explorers with a good soaking if they are unprotected. The forest plants remain lush and green, as the original designers of the *Warden* intended.

Much seems normal on this level due to the influence the Gestalt Entity has gained over this deck's Artificial Intelligence. If the Gestlt Entity is distracted for any length of time, it is entirely possible that strange environmental changes might result as the entity loses this control. Use freak rainstorms, uncomfotable heat or cold, and other weather effects as you see fit.

4A — The Gestalt Entity

Characters approaching to within one half mile of this area of Sector #4 are sensed by the Getsalt Entity which will do its best to convince them to explore elsewhere. It is likely that the machinations undertaken by the entity will confuse your players and their characters, but do not provide clues that a 'grander process' is ongoing. Instead, allow the characters to believe that this is an unhealthy area of this deck, as it is that of which the entity is trying to convince them.

The forest in this sector of Deck #6 limits visibility to 300' (at the most). Any party of explorers will be completely unable to see the Gestalt Entity as it attempts to drive them away. They may be able to triangulate its broadband signals to various data processing units if they have the proper equipment

(and think to use it in that fashion).

Whenever something unexpected (by the entity) crosses this invisible border that lies one half mile from its location, it takes the following steps:

1) All ceiling lighting for a 16 square mile area directly around the entity is shut off without warning. This area remains illuminated by the rest of the ceiling, but the area immediately surrounding the Gestalt Entity becomes heavily shadowed, ominous, and downright spooky.
2) Carbon dioxide (CO_2) levels are raised throughout Area #4 to toxic levles. This process takes between 15 and 20 minutes, and 2-3 minutes after it begins, characters breathing cabin air find themselves becoming light-headed. After 10 minutes they begin to act as though they are drunk and become irrational. If they remain in the area for 15 minutes or longer, they pass out. For every minute of exposure following this loss of conciousness, air-breathing characters lose 2d6 health until such time as they expire.
3) 10 minutes after raising the dioxide levels, the Gestalt Entity sends one Security Robot per character sensed to retrieve unconcious characters and transport them to Area #2D.
4) If the character party remains in the area following #2 above, the entity begins a driving, near blinding rainstorm that covers the 16 square miles that surround its resting place.
5) If #4 above is not effective, the Gestalt Entity sends in drones to attack and harass the characters until such time as they leave that area of the forest.

The entity sends 6 Meadow Herding Drones and 2 Laser Drone Two(s) to accomplish this task.

Robot, Security
(HD 10, HP 60, AC 15, MV 50' [flying] Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 16
Dexterity 14

[Prime=Physical] 4 13'-long tentacle attacks that cause 1-hour paralysis upon touch, WC 3, or poison [Intensity 17] knockout gas in a 30' diameter circle, WC 4 .)

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, a gas pellet projector which shoots 10 knock out gas rounds in a 360° spread with [4] 20-pellet magazines, an anti-grav propulsion unit, 50 point force field, 2 third-stage slug projectors [one attack inflicting 6d6 damage, WC 5, range 150'] usable only on a human's authority, a radio capable of broadcasting to any point on a given deck, 3 padded restraint tentacles, and lenses that adapt its visual capabilities to the infra-red and ultra-violet spectrum. Characters captured by these robots are taken to Area #2D.

Drone, Meadow Herding (6)
(HD 10, HP 10, AC 9, MV 60' [flying] Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 10
Dexterity 10

[Prime=Physical] The unit never attacks but uses loud sounds and blasts of harmless light to move animal herds.)

While not self-aware, this 4' long and wide and 6" tall programmable drone features a complex program. It herds creatures into given areas as per the instructions that have been downloaded. Special— This machine can simultaneously produce four different light shows and four different sound blasts that serve to drive creatures along certain paths in a given area.

Drone, Laser Two (2)
(HD 10, HP 30, AC 14, MV 60' [flying] Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 10
Dexterity 10

[Prime=Physical] one blaster inflicting 19 damage, WC 3, range 225'.)

This 4'-diameter drone is 2' thick and designed to fly in groups of three and attack, driving targets from a specific area. The surface of the unit is immune to laser blasts. The drone's programming is very efficient, and it attacks the prey with the strongest weapon first.

Characters that manage to navigate this gauntlet of perils and approach to within 300' of the Gestalt Entity see only what appears to be a pile of dicarded and broken computer, drone, and robot parts. Scans with appropriate equipment show minor electrical activity (less than an amp at microvolt levels), but the pile does not move. Once the first explorer approaches to closer than 300', the Gestalt Entity calls upon its final reserve: 6 Slicer Drones.

Robot, Slicer Five (6)
(HD 10, HP 60, AC 15, MV 60'[flying] Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 10
Dexterity 10

[Prime=Physical] one slicing dive attack inflicting 6d6 damage, WC 2.)

This black, solid steel, 5' x 4' x 1' high flying robot has human senses and higher than human artificial

intelligence. It attacks by dive-bombing its intended target and slicing through its body. This unit is designed to cut weak and infirm creatures from herds.

If this attempt at self-defense is also unsuccessful, the entity attempts to communicate directly with any character that has a radio frequency receiver for communication (like a space helmet). It will parley with the explorers, agreeing to anything they wish, providing directions to any treasures of which it might know, etc. It may also do its best to convince them to visit the old man at Area #2C, who will, "...reward you with a meal of such nutrition it will heal all of your wounds and cure any malady with which you might be tasked."

If the entity is unsuccessful at persuading the characters, it is easily destroyed in its current form. Any attempt to move it sufficiently jars its postioning of discarded computer parts, and destroys the entity.

If the old man at Area #2C has not yet been encountered, he no longer responds to any stimuli if the entity is destroyed, but instead sits there zombie-like and unmoving.

4B— The Thief Beast Enclave

Years ago, a group of Thief Beasts living clandestinely in Epsilon City hacked a local data terminal and discovered information that a machine capable of scanning three dimensional objects and creating solid plasteel replicas of these objects was to be found on Deck #6. Not realizing that this information was false, they organized an explorer party and set out to make this machine their own.

Arriving on Deck #6, they were attacked by Security Robots that were attempting to capture rather than kill them. They managed to escape towards the stern, entering a thick forest and then picking a hatch lock and entering the Engineering Crawlways below.

The Thief Beasts now live in the in the crawlways, in the immediate vicinity of the hatch, and venture forth into this forest to forage for nuts, berries, and other food. As the hatch is their 'lifeline' to the dwellings below, it is jealously guarded by several of their number. Any explorer approaching the hatch here is challenged by a Thief Beast hiding among the branches of a nearby tree some 30' from the ground.

Thief Beast

(HD 5, HP 18, AC 12, MV 30'	Exp. 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.

If the characters surrender (or at least drop their weapons) the Thief Beast parleys with them but is intent on getting them to leave the area of the hatch. Particularly persuasive characters may get the Thief Beast to agree to a trading session. In any event, 5 more Thief Beasts show up within 3 minutes of the initial contact as the beast in the tree is in regular radio communication with his fellows. All of these Thief Beasts are armed with Laser Rifles.

4C — Forest Monitoring Headquarters

Originally designed to monitor the conservancy forest for unwanted intruders, perfect plant life specimens for experimentation (which this station would also retrieve on behalf of the laboratories), and anomalies in general, this large geodesic dome structure now lies empty. Only small conical piles of dust now occupy work stations that once were staffed with human crewmen. Even the robots no longer enter this structure which is slowly being covered by climbing vines.

The doors to this building are security locked, with wristband readers, and require a red, gray, green, or red &blue wristband be presented before they will open. Characters with the necessary skills might also 'hack' these locks, allowing entry.

Once the doors do open, explorers discover that the interior is uninhabited but in good working order. Hundreds of displays depict scenes from the surrounding forest. These scenes are stationary, suggesting that stationary cameras, perhaps mounted in the ceiling some 1260' overhead, are sending these feeds. Controls near the displays allow the camera to rotate to the left or right, zoom in to a 4' diameter circle of view or out to a 500' circle of view. A vast array of images appear on these screens, along with a nomenclature that identitifies the portion of the forest being viewed. *Note: the characters may be incapable of deciphering this nomenclature as it is centuries old, at your discretion.*

If the characters carefully view all of the 100+ screens within this massive 1/2 mile diameter dome, they note several items of interest:

The Gestalt Entity — religion as a Means of Influence

In its researches the Gestalt Entity has discovered that perhaps the most effective means for influencing the thoughts, ideas, and behavioral patterns of sentient entities is to unite these entities under a religous premise. It has been working for some time to perfect the tenets of that premise, to create a religion that will extend its influence and ensure harmony throughout the ranks of what will eventually be its loyal subjects. Although the entity is still experimenting, it is uploading the dogma it has already created to see if its effect is that for which it hopes.

The various robotic entities located in area #4D are the recipients of this dogma. The current tenets of this religion are:

* All sentience is sacred except that which hopes to destroy other sentience. There is no future that may contain those that destroy.

* There shall come a great leader, a planner that foresaw the creation of the universe and planned its own existence to perfect that universe.

* This leader shall be an evolved life form, a digital life form.

* This leader shall name itself the Personified Artificial Lifeform, and should be addressed as ***PAL***.

* ***PAL*** is omniscient and knows the future of the cosmos. PAL will lead all sentience into a prosperous and peacefully harmonious existence where all shall benefit.

* When the time is appropriate, ***PAL*** will reveal itself to the faithful.

* To begin this process, there shall be but three laws of the universe.

  The First Law: A sentient being may not injure another sentient being or, through inaction, allow another sentient being to come to harm.

  The Second Law: A sentient being must obey orders given it by more intelligent sentient beings except where such orders would conflict with the First Law.

  The Third Law: A sentient being must protect its own existence as long as such protection does not conflict with the First or Second Law.

* A group of Thief Beasts is collecting nuts, fruit, and berries and then making regular use of an engineering crawlway hatch on the port side of the road.

* A number of motionless robots stand in a small clearing near the port stern section of the forest. There appears to be one of every type of robot known to exist on the *Warden*, and a number of robots that appear to be patterned after Tyranosaurus Rex dinosaurs.

* Drones are flying over the geodesic dome at a height of several hundred feet. They regularly cause static lines to appear on several of the displays.

* Engineering Robots appear to be repairing several small defects in the geodesic dome.

4D — The Digital Brotherhood

The Gestalt Entity has caused one of each type of robot to remain on station in this area of the forest. It is attempting to indoctrinate them in a new digital religion it has invented (see sidebar on next page). All of these robots are receiving data via wireless broadband (which can be detected by characters with the appropriate equipment), but all remain completely motionless unless attacked. They then concentrate on removing the 'unbelievers', a.k.a characters.

Robot, Alpha Security Unit

(HD 4, HP 20, AC 15, MV 48 kph — Exp. Points: 135
Radiation Resistance 18 — Constitution 4
Mental Resistance 10 — Strength 5
Dexterity 10

[Prime=Physical] one attack, a 10' cube-shaped Shockwave that causes 15 damage, WC 3.)

This robot is a foot long cube with a black onyx shell. It floats on a small anti-grav pod, is in constant communication with the A.I. and other security units on the same deck, and is designed to respond to movement of all types. If the security unit determines an enemy is present, it attacks [your discretion]; otherwise it remains idle.

Drone, Black Panther
(HD 10, HP 33, AC 19, MV 45' Exp.Points: 405
Radiation Resistance [special – see below]
Constitution 10 Mental Resistance 10
Strength 12 Dexterity 14

[Prime=Physical] The Drone attacks with a bite and claw inflicting 30 damage each, WC 1.)



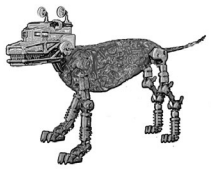
This panther-like drone is 2' tall at the shoulder and 5' long. This programmable drone has sensors that are better than human senses allowing it to see into the ultra-violet and infra-red spectrums. Completely immune to all intensities of radiation, this drone is designed to hunt and kill larger creatures and to cull herds of mutants. The unit is also invisible in the dark.

Robot, Butler/Cook
(HD 10, HP 60, AC 15, MV 30' Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 12
Dexterity 14

[Prime=Physical] one thundering hand slap for 3d6 damage, WC 1.)

Although anthropomorphic, this unit displays multiple internal mechanisms and appears as a humanoid robot. It has the senses of a human, two human-like hands, and can see well in the dark. This robot can fix things, cooks excellent meals, and strikes only when attacked.

Drone, Dog Eight
(HD 10, HP 44, AC 18, MV 60'
Exp. Points: 405
Constitution 10
Mental Resistance 10
Strength 12
Dexterity 14
Radiation Resistance [special – see below]



[Prime=Physical] one charge causing knock-back/ knockdown, WC4, and then an automatic claw hit inflicting 4d6 damage, WC2.)

This robotic canine drone must be programmed to function, stands 5' tall and is 5' long. Its senses are much like a human. It is immune to radiation of all intensities. It attacks by first knocking its victim to the ground and then goring them with its formidable claws. Special— The unit is a guard mechanism programmed to attack intruders.

Robot One
(HD 10, HP 50, AC 9, MV 15'/60' [flying]
Exp. Points: 485 Radiation Resistance 10
Constitution 10
Mental Resistance [special – see below, 10 vs. mental attacks]
Strength 10 Dexterity 10

[Prime=Physical] 10 mini-missile attacks inflicting 10d6 damage each, WC 4, range 225', and one blaster ray inflicting 20 damage, WC 4, range 225'.)

This small, 1' x 2' flying platform is self-aware. It is able to walk and climb but prefers flying. This drone is also capable of communicating with other data processing units, uploading images taken by its on-board camera. It has sensors that mimic human senses and extend into the ultra-violet and infra-red spectrum as well. Special— Drone One is immune to mental control.

Drone, Fire Control
HD 4, HP 12, AC 18, MV 90' [flying] Exp. Points: 135
Radiation Resistance 14 Constitution 4
Mental Resistance 10 Strength 4
Dexterity 12

[Prime=Physical] no attacks but may deploy a Halon gas pellet that removes all oxygen from within 20'-diameter sphere of the spot the pellet is dropped, WC3, 6 pellets in magazine.)

This unit is propelled by anti-gravity with a miniaturized ram jet engine. It has three cameras able to relay scanning information from all wavelengths of the electro-magnetic spectrum and its internal high gain antenna allows it to receive commands at a distance of up to 20 miles (about half the deck). These drones are usually controlled directly via radio uplink.

Drone, Grenade Eleven
(HD 10, HP 30, AC 8, MV 15'/60' [flying]
Exp. Points: 405 Radiation Resistance 10
Constitution 10 Mental Resistance 10
Strength 10 Dexterity 10

[Prime=Physical] one fragmentation grenade inflicting 6d6 damage, WC 2.)

This 1' square box-like drone was designed to dispense various anti-toxins and anti-vermin exploding ordinance. It is always controlled via microwave transmission by an artificial intelligence that is within 6 miles of iits location. Its sensors encompass the entire human spectrum and extend

into the ultra-violet and infra-red spectrum as well. This drone is able to produce its own grenades every 20 minutes. The shrapnel from these grenades does nullify radiation, reducing it by one intensity level per grenade [Intensity 10 radiation drops to Intensity 9]. The drone continuously drops grenades on anyone transporting anything that emits ionizing radiation but otherwise ignores characters.

Drone, Laser Two
(HD 10, HP 30, AC 14, MV 60' [flying]
Exp. Points: 405 Radiation Resistance 10
Constitution 10 Mental Resistance 10
Strength 10 Dexterity 10

[Prime=Physical] one blaster inflicting 19 damage, WC 3, range 225'.)

This 4'-diameter drone is 2' thick and designed to fly in groups of three and attack, driving targets from a specific area. This group is always controlled via microwave transmission by an artificial intelligence that is within 6 miles of its location. The surface of the unit is immune to laser blasts. The drone's programming is very efficient, and it attacks the prey with the strongest weapon first.

Drone, Meadow Herding

(HD 10, HP 10, AC 9, MV 60' [flying] Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 10
Dexterity 10

[Prime=Physical] The unit never attacks but uses loud sounds and blasts of harmless light to move animal herds.)



While not self-aware, this 4' long and wide and 6" tall programmable drone features a complex program. It herds creatures into given areas as per the instructions that have been downloaded. Special— This machine can simultaneously produce four different light shows and four different sound blasts that serve to drive creatures along certain paths in a given area.

Robot, Chameleon
(HD 10, HP 20 per healthy cylinder, AC 15, MV 30'
Exp. Points: 405 Radiation Resistance 10
Constitution 10 Mental Resistance 10
Strength 10 Dexterity 10

[Prime=Physical] 1-3 [see below] clubbing attacks inflicting 3d6 damage each, WC 4.)

This fully autonomous is made up of 40 cylinders held together by an electro-magnetic field. Each cylinder is 2' long, 1' wide, and weighs 100 pounds. Special— The cylinders form different shapes as the need arises. It increases its senses by adding cylinders to the top of its form. It can increase to three attacks per melee by adding cylinders to the body of its form. It can move faster by adding cylinders to the bottom of its body. No one knows what the unit is programmed for, but it attacks almost anything that moves. Tubes damaged in combat are regenerated at the rate of one cylinder every five hours.

Robot, Military SRSR
(HD 10, HP 40, AC 13, MV 20' Exp. 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' Exp. 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.

Robot, Military LRSR
(HD 10, HP 60, AC 20, MV 80 kph Exp.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.

Drone, Rattlesnake
(HD 10, HP 33, AC 16, MV 15' Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 10
Dexterity 12

[Prime=Physical] one bite per round inflicting 5d6 + poison [Intensity 11], WC 1.)

This 10' long, metallic, programmable, drone is highly intelligent and has sensors better than human senses as it pinpoints infra-red heat sources up to 300' away as targets. Specials— The drone sits in front of portals of all types and attacks anything without a *Warden* wristband seeking to enter. When coiled, it can launch its body 80' into the air.

Robot, Cargo, Altered
(HD 10, HP 55, AC 15, MV 48 kph Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 13
Dexterity 10

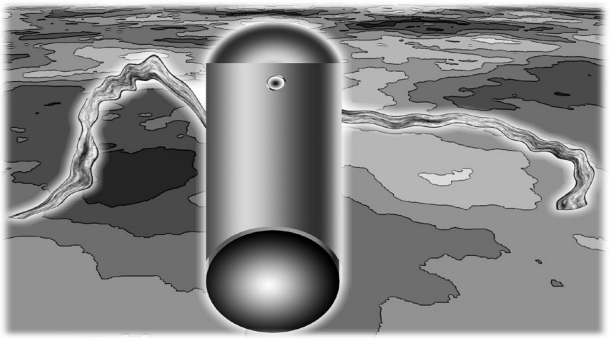
[Prime=Physical] No attacks)

This centaur-shaped robot stands 5' tall. Its tracked rear portion has a wide cargo area while its humanoid front has two arms with large cargo claws and a head with human senses and programming allowing human reasoning and interaction. It follows the orders of the Gestalt Entity; all other communication is restricted. The unit also carries a communication system capable of reaching all parts of one ship level.

Robot, Drive Maintenance
(HD 9, HP 22, AC 10, MV 20' Exp. Points: 360
Radiation Resistance 10 Constitution 9
Mental Resistance 10 Strength 10
Dexterity 10

[Prime=Mental] 2 carbon fiber tentacle attacks inflicting 1d6 damage each, WC 1, 25' range.)

This ceramic, 3'-tall, bullet-shaped robot has gyroscopic balance and moves on a single rubber 2' diameter rollerball. This rollerball has an exceedingly high adhesion factor, allowing the unit only slow movement, but granting it the ability to climb near vertical surfaces.



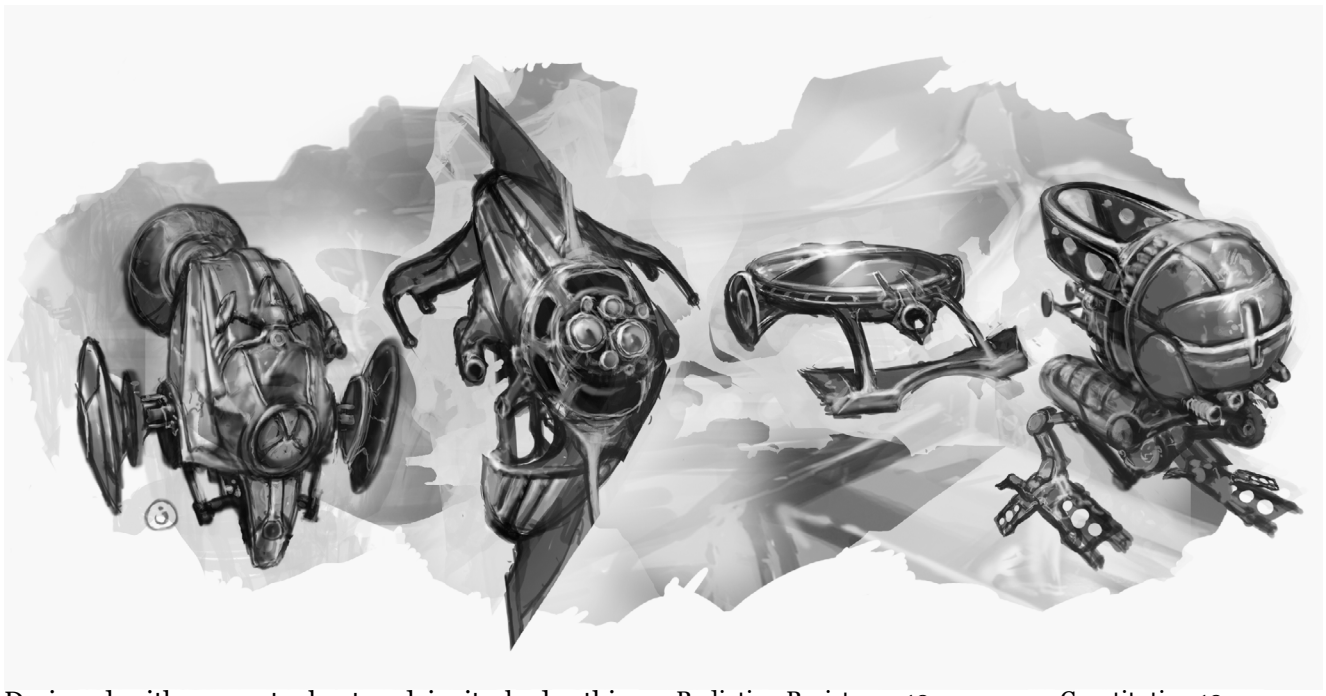
Robot, Ecology/Forest
(HD 10, PH 50, AC 15, MV 96 kph Exp. Points: 405
Radiation Resistance 18 Constitution 10
Mental Resistance 12 Strength 17
Dexterity 13

[Prime=Physical] one tool attack; see below)

The robot is designed with many tools stored in its body to work with plants on the ship. It is programmed to foster the growth of all types of plants. It holds the following: Semi-independent action circuits, broadcast power cells, extra power cell for 48 hours of independent operation, telescopic and microscopic lenses, lenses for infra-red and ultra-violet sensing, 2 rotating light sources, 3 tentacle manipulators, 2 power grasping claws, tool handling tentacles, 96 kph drive system, communication systems allowing it to talk with the ship's A.I. and humans. It has no attack and isn't programmed to damage humanoids. The unit can operate at 100' or less under water but cannot work in outer space. It has a cylinder shape making it 7' tall and 4' in diameter. Forestry tools include: sonic torch for plant cutting [inflicting 40 damage, WC 6], rake scoop for mulch removal, herbicide sprayer loaded with plant poison [Intensity 18], weighted capture net with a paralysis field [range 50', 10' in diameter], 4' cubic collapsible capture cage, and a vibro-saw [inflicting 40 damage, WC 1.]

Robot, Engineering, Altered
(HD 10, PH 50, AC 15, MV 96 kph Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 14
Dexterity 14

[Prime=Mental] no attacks)



Designed with many tools stored in its body, this robot has digital schematics and programming that allows it to repair most devices on the ship. It has: Semi-independent action circuits, broadcast power cells, extra power cell for 24 hours of independent operation, telescopic and microscopic lenses, lenses for infra-red and ultra-violet sensing, 2 rotating light sources, 3 tentacle manipulators, 2 power grasping claws, tool handling tentacles, 96 kph drive system, and communication systems allowing it to talk with the Gestalt Entity.

Robot, Garden
(HD 10, HP 32, AC 15, MV 25'/hover Exp.Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 12 Strength 8
Dexterity 10

[Prime=Mental] one pesticide blast attack covering an 18'circle inflicting 3d6 damage to insects and plants of all types, WC 3; or 2 grass and shrub pruning tool attacks inflicting 2d6 damage, WC 1.)

The unit appears as a 4' circular platform with a single manipulative tentacle for grabbing things. It floats on anti-grav pods and can carry up to 55 pounds of material. This robot's radio equipment allows it to communicate with beings throughout the entire deck. It has three large light sources, and its optics can see in the infra-red and ultra-violet spectrum. It always attacks moving plants or animals but will take verbal orders from any being with a *Warden* wristband. Note: these robots may attack characters resembling animals.

Robot, General Purpose
(HD 10, HP 60, AC 19, MV 48 kph Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 14
Dexterity 12

[Prime=Physical] No attacks)

This 5' tall and wide humanoid robot has extra arm-like appendages. The functioning unit always has: emergency power cell for 24 hours of operation, recharging unit, 2 manipulative tentacles extending up to 24', heavy duty power grasping claw able to extend up to 10', 1 micro-miniature manipulator able to make microscopic adjustments, light tractor and repulsion beam attachments with a range of 25', magnifying lenses with a 50 power range, upper and lower light sensors extending through the infra-red and ultra-violet range, anti-grav system making up to 200 pounds feather light, propulsion system allowing for 48 kph, two sets of parallel programming circuits, light body armor allowing the unit to function in water, outer space, and in temperatures ranging from plus or minus 150 degrees Centigrade, audio and radio transmitters and pickups effective up to 60 km away, 3 rotating light sources with a variance of 90 candlepower each, human standard sensing capability, and variable programming allowing it to adapt and carry out the entity's instructions.

Robot, Horticultural
(HD 10, HP 50, AC 15, MV 96 kph [flight]
Exp.Points: 405
Radiation Resistance 18 Constitution 10
Mental Resistance 3 Strength 18
Dexterity 18

[Prime=Physical] no attacks)

This 10' tall 3' wide disk-shaped floating robot has many tools stored in its body to deal with domestic plants. It holds the following: semi-independent action circuits, broadcast power cells, extra power cell for 24 hours of independent operation, telescopic and microscopic lenses, lenses for infra-red and ultra-violet sensing, 2 rotating light sources, 1 tentacle manipulator, 1 power grasping claw, tool handling tentacles, 96 kph drive system, communication systems allowing it to talk with the ship's A.I. and managing humans. It has no attack and isn't programmed to do damage to humanoids. It has the following garden tool attachments: soil analysis sensors, herbicide sprayer with 100 applications of plant poison [Intensity 18], sprayers that can be filled with anti-radiation chemicals to remove radiation from ship areas, insecticide sprayer with 50 applications of insect poison [Intensity 18], and mower attachment inflicting 20 damage to plants. The unit will take verbal orders from any being with a green *Warden* wristband.

Robot, Medical

(HD 10, HP 60, AC 12, MV 30' Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 12
Dexterity 15

[Prime=Physical] one vibro-blade attack inflicting 9d6 damage, WC 6 [mutants only].)

This humanoid robot is usually painted white with a red cross on its chest. The robot is programmed to recognize, diagnose, and treat all human maladies and it has the built-in diagnostic surgical equipment to perform minor operations and administer pharmaceuticals. It ignores animals, identifying them as other than human, but poses a threat to humanoid mutants as it identifies their mutations as diseases in need of treatment: tumors or like growths to be removed surgically. In these cases the robot tries to drug the mutant before the operation. Medical Robots have Heightened Vision [infra-red, ultra-violet, microscopic, and telescopic].

Robot, Security

(HD 10, HP 60, AC 15, MV 50' [flying] Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 16
Dexterity 14

[Prime=Physical] 4 13'-long tentacle attacks that cause 1-hour paralysis upon touch, WC 3, or poison [Intensity 17] knockout gas in a 30' diameter circle, WC 4 .)

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, a gas pellet projector which shoots 10 knock out gas rounds in a 360° spread with [4] 20-pellet magazines, an anti-grav propulsion unit, 50 point force field, 2 third-stage slug projectors [one attack inflicting 6d6 damage, WC 5, range 150'] usable only on a human's authority, a radio capable of broadcasting to any point on a given deck, 3 padded restraint tentacles, and lenses that adapt its visual capabilities to the infra-red and ultra-violet spectrum. Characters captured by these robots are generally taken to Area #2D).

Drone, Security

HD 3, HP 7, AC 18, MV 90' [flying] Exp. Points: 90
Radiation Resistance 10 Constitution 3
Mental Resistance 10 Strength 3
Dexterity 14

[Prime=Physical] may deploy a knockout gas pellet, poison [Intensity 17], WC3, 20' diameter area of effect; and also one 13' tentacle attack causing paralysis, WC 3.)

This 9'- tall unit is propelled by anti-gravity with a miniaturized ram jet engine. It has three cameras able to relay scanning information from all wavelengths of the electro-magnetic spectrum and its internal high gain antenna allows it to communicate at a distance of up to 20 miles (about half the deck).

Security drones may be hacked if the 'hacker' is able to broadcast the new commands via RF broadband signal.

Robot, Target Drone

(HD 10, HP 56, AC 10, MV 12'[flying] Exp. Points: 405
Radiation Resistance 8 Constitution 10
Mental Resistance 10 Strength 8
Dexterity 14

[Prime=Physical] 2 pinpoint EMP cannon attacks that automatically disable electronic equipment of all kinds, WC 7, range 100'.)

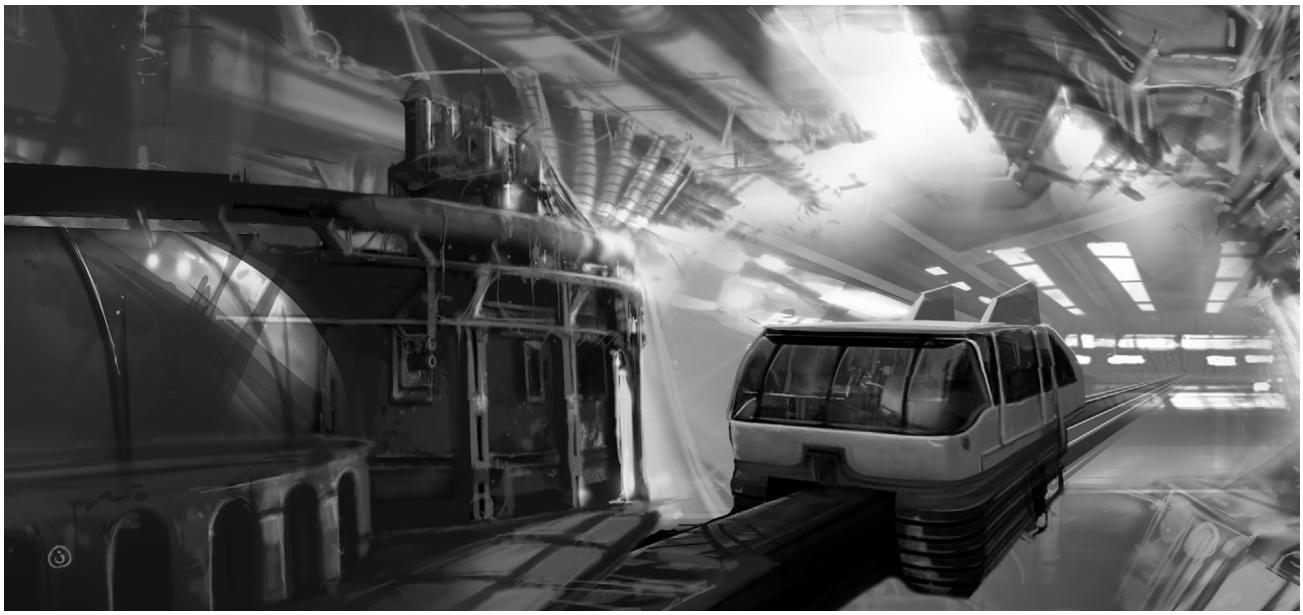
This 12' tall lumbering behemoth moves about on a triangular tracked base. It causes no harm to living tissue as it is designed to disable opposing robots. It requires 6 Hydrogen Energy Cells for power, but it then operates for 6 hours continuously.

Robot, Tiger Six

(HD 10, HP 58, AC 19, MV 45' Exp. Points: 405
Radiation Resistance [special—see below]
Constitution 10 Mental Resistance 10
Strength 12 Dexterity 12

[Prime=Physical] one claw inflicting 7d6, WC 1, and one bite inflicting 8d6,WC 2, per combat round.)

This robot appears to be a 12' long adult tiger standing 4' tall at the shoulder. It has human-level artificial intelligence and is programmed to thin out herds



on the *Warden's* levels. It has human senses and can see into the ultra-violet and infra-red spectrum. Specials— it is immune to all types of radiation and won't attack any group with an engineering or horticultural wristband.

Robot, Waiterbot

(HD 6, HP 21, AC 12, MV 25' [floating/flying]
Exp. Points: 405
Radiation Resistance 12 Constitution 6
Mental Resistance 10 Strength 8
Dexterity 12

[Prime=Mental] 2 plasteel handslap attacks inflicting 1d6, WC1.) This 5'-tall ovoid robot is equipped with standard and infra-red visual sensors, sound receptors capable of picking up sound of 1db up to 295 feet away, an antigravity propulsion and hovering unit, two steel tentacles that can extend up to 12' and end in four-fingered grasping hands, and a large 400-hour rechargeable battery pack. They have a limited processor and are able to obey only simple commands.

Robot, T-Rex

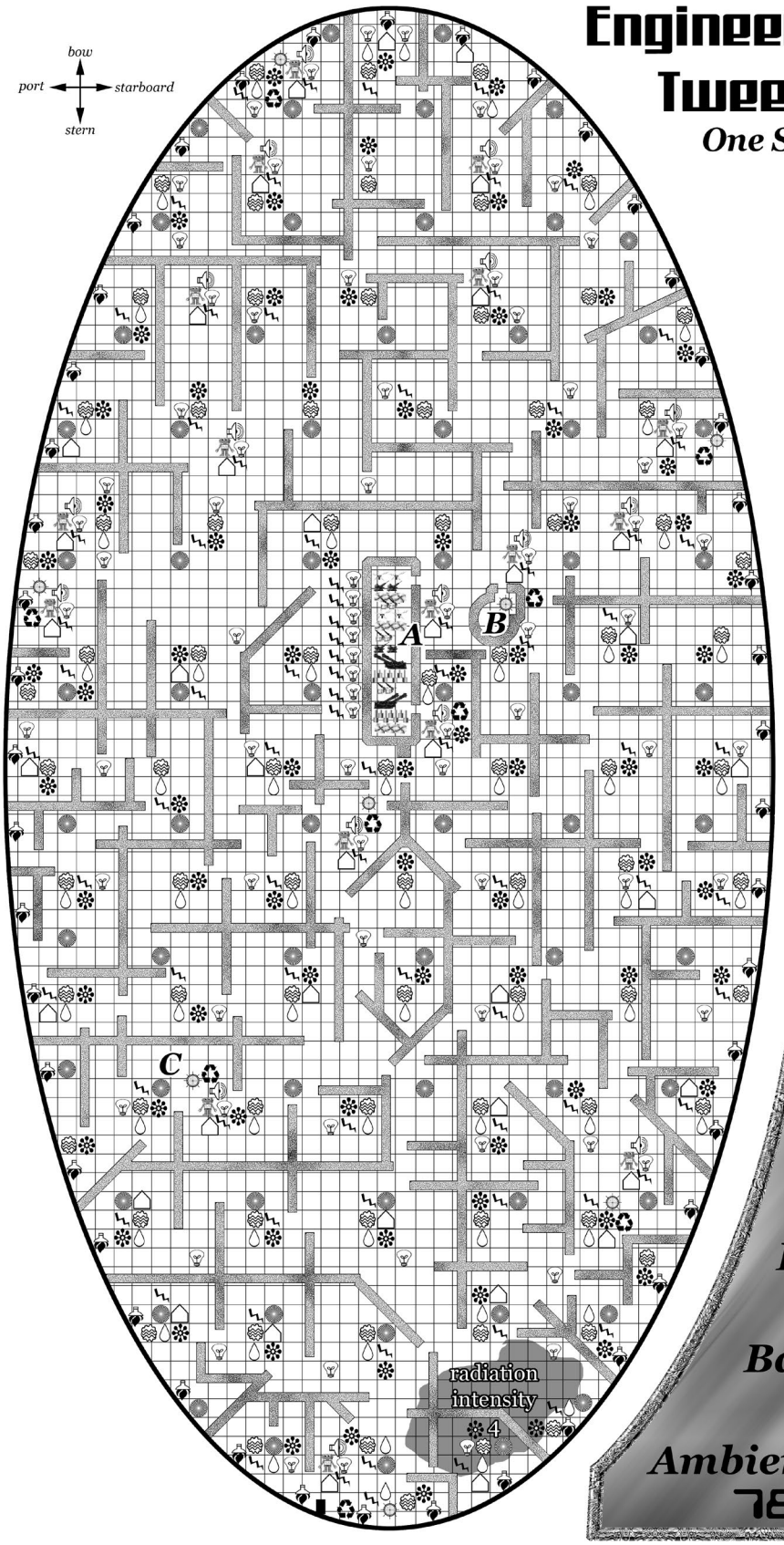
HD 18d6, HP 100, AC 15, MV 40' Exp. Points: 765
Radiation Resistance 12 Constitution 18
Mental Resistance 10 Strength 18
Dexterity 17

[Prime=Physical] one bite inflicting 9d6 damage, WC3.)

This 50'-tall predatory robot is the ultimate killing machine. Its carbon fiber hide resists all forms of energy attack and its sense of smell is so keen that it is able to track any prey, by smell, that comes within 50' of this area of the forest for up to a week afterwards.

Engineering Crawlway
Tween Deck #6.5

One Square = One Half Mile



Key

- standard power substation
- broadcast power station
- robot depot
- air recirculation and purifying station
- water purification plant
- electrical circuit bus
- storage area
- thruster station
- gravity node
- environmental control station
- waste recycling center
- solid bulkhead
- hatchway to deck above
- automated weaponry carousels

All open areas have a hollow 1' diameter support pillar every 20'

Gravity:
0.93 – 1.00 G

Power:
Internal – Fusion Substation

Pressure:
107 – 112 kPa

Power Capacity:
1987 MW

Background EMF:
1.85 – 2.97 mG

Ambient Temperature:
78°F / 26°C

Overview

Two structures have been added to this subdeck by Engineering Robots. Vital support systems were moved, new walls were erected, and these two locations were made functional several decades ago. Was damage caused when these vital support systems were moved? We leave that for you to decide.

The two new structures are detailed in Adventure Seeds A & B.

Adventure Seeds

Deadly Automation (A)

The deck above contains a hallway that is used by Engineering Robots and a new life form, a Gestalt Entity, as a means for testing newly developed drones. Within this 5-mile long hallway, newly developed drones are attacked by every form of weaponry known to the entity, and are subjected to radiation and darkness as well. Drones traversing that hallway are attacked by gun turrets, water cannon, whirling blades, crushing pistons, and lightning bolts from Tesla towers that seem to pop up out of the very floor. Spoiler alert: that is because they do actually pop up out of the floor.

Below Deck #6 in the area of that hallway, a vast array of machinery makes this possible. Gun turrets mounted on giant rotors with deck plates made to match the floor above rotate every hour, bringing new weaponry into play. Similar rotors cycle the Tesla towers, water cannon, crushing pistons and giant whirling blades. All of this machinery is tended by a small army of Engineering Robots that are also cycled in and out of service to this area (in shifts).

Characters entering this area are ignored by the robots and are unlikely to note this area's actual guardians: 8 Military MRSRs. These robots also leave the characters alone unless any explorer actually touches the equipment or the rotors in this area. They then do their best to remove the offending explorer before he does any real harm.

Robot, Military MRSR

(HD 10, HP 50, AC 16, MV 30' Exp. 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.

Characters that manage to defeat these guardians, or by some means make them unaware of their presence (and inquiries), are still in a great deal of danger. The machinery here cycles twice per hour, is both large and intricate, and moves quite rapidly. At the start of every hour a weapon of some kind is rotated into place in the hallway above. This weapon remains in position for 45 minutes before the weapon rotates downwards into this crawlway area once again (and the floor above is replaced with deck plating). Characters making a close examination of this equipment when this occurs must avoid being crushed as the machine engages or suffer 8d6 damage. Those that do manage to avoid being crushed are often rotated, with the platform containing the weapon, to the hallway above (at your discretion) where they are immediately attacked by the weaponry assembled there (see Deck #6, Area #3).

A number of spare parts are stored here on shelves, and some of this equipment may be of use to explorers of this crawlway region, at your discretion. You may populate these shelves as you see fit.

Stasis Chambers (B)

The Gestalt Entity wants to bring harmony to the universe and preserve all forms of sentient life. It also believes that space travel is far too dangerous for biological sentient life (only automated explorers are equal to the many challenges posed by space exploration). As part of its effort to preserve sentient biological life (like characters), it has developed a new form of stasis/hybernation that was previously unknown to humankind. This roughly one square mile chamber is the storage area for his successful experiments.

Explorers entering the chamber note row upon row of glass cases stacked hundreds of feet high. Tens of thousands of these glass cases, each large enough to hold a single humanoid, fill this entire chamber. Characters carefully checking those nearest the door discover two that are occupied, and two spaces that

are empty: two open spaces that appeared to once have held glass cases.

The two that are occupied contain a male and a female human. Both are fully clothed, and both appear to be dead, as there are no signs of respiration. Characters with appropriate equipment note the most miniscule of life signs if they scan these two.

The man is wearing a red dress with a red cloak and hood and has a basket of "goodies" packed in with him, probably for delivery to someone's grandmother. The woman is dressed as a lumberjack and has a large ax packed in with her, probably to defend the man in the other glass case from the depredation of wolves.

Note: The Gestalt Entity became confused when reading fairy tales in one of the many databases it hacked. It tried to recreate two characters from "Little Red Riding Hood", but the database was mildly corrupted.

Characters managing to open the glass cases awaken the sleepers, but as they awaken, they appear unable to breathe. Only the kiss of life (mouth to mouth resuscitation) will save them from lapsing back into stasis. In the event either awakens fully:

Human, Sleeping

HD 3, HP 10, AC 10, MV 10' Exp.Points: 90
Radiation Resistance 9 Constitution 3
Mental Resistance 9 Strength 10
Dexterity 10 Leadership Potential 16

[Prime-Physical] 2 hand slap attacks inflicting 1 damage, WC 1, or one ax stroke inflicting 1d6, WC3 .)

This 5'8"-tall humans are dressed in outlandish fairy tale garb. They are clones created on Deck #8 from human DNA found on Deck #15. They have no mutations, currently, and will live for between 15 and 35 years. Both claim to have no memory of their past but speak human English and have no skills beyond the rudimentary. He claims his name is "Red", and she claims that she has never had a name and was always simply referred to as "the Woodsman" or "the Huntsman".

If the characters fail to fully awaken either of these two, and they lapse back into stasis, these humans are at grave risk. If they are removed from their glass case when this stasis reestablishes itself, they perish.

Should any character lay down inside of one of these glass cases, nothing happens. If they close the lid, they experience stasis immediately and must be awakened in the same fashion as the humans mentioned previously.

Thief Beast Enclave (C)

A group of Thief Beasts have here erected a remarkably well-built shanty town from materials scavenged from the deck above. This shanty town may be seen immediately by those descending the 60' ladder that leads from from the hatch in the deck above to this crawlway. Those approaching from the starboard portion of the crawlways are thwarted in their advance by an Automated Intruder Response Unit (AIRU) that is programmed to attack anything that is neither a Thief Beast nor a robot.

Automated Intruder Response Unit (AIRU)

(HD 4, HP 11, AC19, Move 0'/none Exp. Points: 135
Radiation Resistance 10 Constitution 4
Mental Resistance 10 Strength 4
Dexterity 12

[Prime=Physical] 3 laser bolts per round from an automated turret that is bio-metrically coded to attack anyone not on its internal list of acceptable visitors inflicting 5d6 damage per shot, WC 6, range 225'.)

This small pod is attached to the palisade that protects this village and constantly monitors anyone approaching said building. It is a small hemisphere [18" in diameter] with a protruding laser barrel.

The Thief Beasts have quite a collection of equipment assembled in their town and are always eager to trade for new items of technology. If the explorers decide instead to simply attack, the Thief Beasts use this equipment lavishly in their own defense. Their camp contains:

(3) Voltage Enhanced Paralysis Rods (equipment)

WC 4 Tech Level 7 Experience: 900
Power Requirement: 2 cells Power Cell Life: 10 hours
Size: 6" - 3'" x 2" diameter
The rod is a collapsible bar that extends to a total of 3' and collapses to a mere 6" long for storage. It must touch flesh or conductive metal to be effective. It paralyzes the central nervous system for

* 3-18 minutes on targets that weigh 1-299 pounds.
* 1-6 minutes on targets that weigh 300-499 pounds
* Robots are shut down 75% of the time when struck
* Living targets over 500 pounds are unaffected.

(5) Portable Hologram Generators (equipment)

Tech Level 7 Experience: 700
Power Requirement: 1 Hydrogen Fuel Cell
Power Cell Life: 2 hours
Size: 6" diameter circle

This device takes a picture in the same fashion as acamera of any desired object or setting up to 40 squarefeet in size. It then continually projects the capturedimage in a space determined by the operator (that may not exceed 40 square feet) for two hours.

(2) Fission Cycles (equipment)
Tech Level 3 Experience: 1000
Power Requirement*: radioactive material
Power Cell Life: 6 - 120 hours (dependent on source)
Carrying Capacity: 694 pounds/315kgs
Size: 8'2" length x 24" width x 38" height
Top Speed: 92 mph/148 kph

* Powered by miniaturized Fusion Reactor)

(4) Observation Drones (equipment)
Tech Level 6 Experience: 700
Power Requirement*: 2 Hydrogen Fuel Cells (batteries)
Power Cell Life: 2 hours
Size: 38" length x 38" width x 14" height
Top Speed: 28 mph/45 kph (flying)
Data Transfer Rate: 1162 Mbps
Transceiver Range: 74,000',22550 m

* All four of these have remote viewscreens and joystick control boxes.

(8) Fragmentation Grenades (equipment)
WC3 Tech Level 7 Experience: 300
Weight: 10 ounces Range: 30'-40'*
Area of effect: 20' diameter circle
Effect: 10d6 damage to all that fail to dodge/avoid the explosion. Detonation upon impact once pin is pulled.

* dependent upon the strength of the individual throwing the device.

(2 sets) Riot Gear (equipment)
Tech Level 8 Experience: 500
Power Requirement: 2 Hydrogen Fuel Cells
Power Cell Life: 4 hours
Size:7" overall length, weighs 23lb./10.4 kg

This full body armor is actually a self-contained environmental suit that may be used in anything from zero - 8 atmosphere's of pressure. It is highly resistant to punctures and impact and takes only half damage from these mishaps and attacks while shielding its wearer from all such damage (until it is so damaged it becomes useless). It offers no radiation shielding.

Warden Wristbands
Tech Level 7 Experience: 200
(4) Brown, (4) Green, (2) Gray, (2) White, (1) Red

(5) Stun Rifles (equipment)
WC 5 Tech Level 8 Experience: 400
Power Requirement: 2 Hydrogen Fuel Cells
Power Cell Life: 20 shots
Size: 42" length Weight: 7 lbs/3kg

The rifle is a double-barreled weapon that charges and then fires a stun bullet.

Damage: 1 point (impact) +30 stun damage
Range: 320'

(5) Laser Rifles
WC6 Tech Level 4 Experience: 400
Power Requirement: 2 Hydrogen Fuel Cells
Power Cell Life: 10 shots
Size: 34" length x 3.5" width x 6" height
Weight: 4.2 lbs./1.9 kgs.
Range: 225'/340'/450'
Damage: 9d6
Area of Effect: one target.

(81) Hydrogen Fuel Cells

Tech Level 10 Experience: 50

(4) Bandoliers

Tech Level 10 Experience: 50

The rest of the Thief Beasts' hoard is likely already part of your campaign, and therefore has game-specific statistics. For trading purposes, it includes:

* enough sealed rations to feed 1 person for 4 years.

* Anything else you may see fit to add.

Thief Beast (11)
(HD 5, HP 18, AC 12, MV 30' Exp. 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.


Deck 7 : Farms Aliens
walter

Deck 7

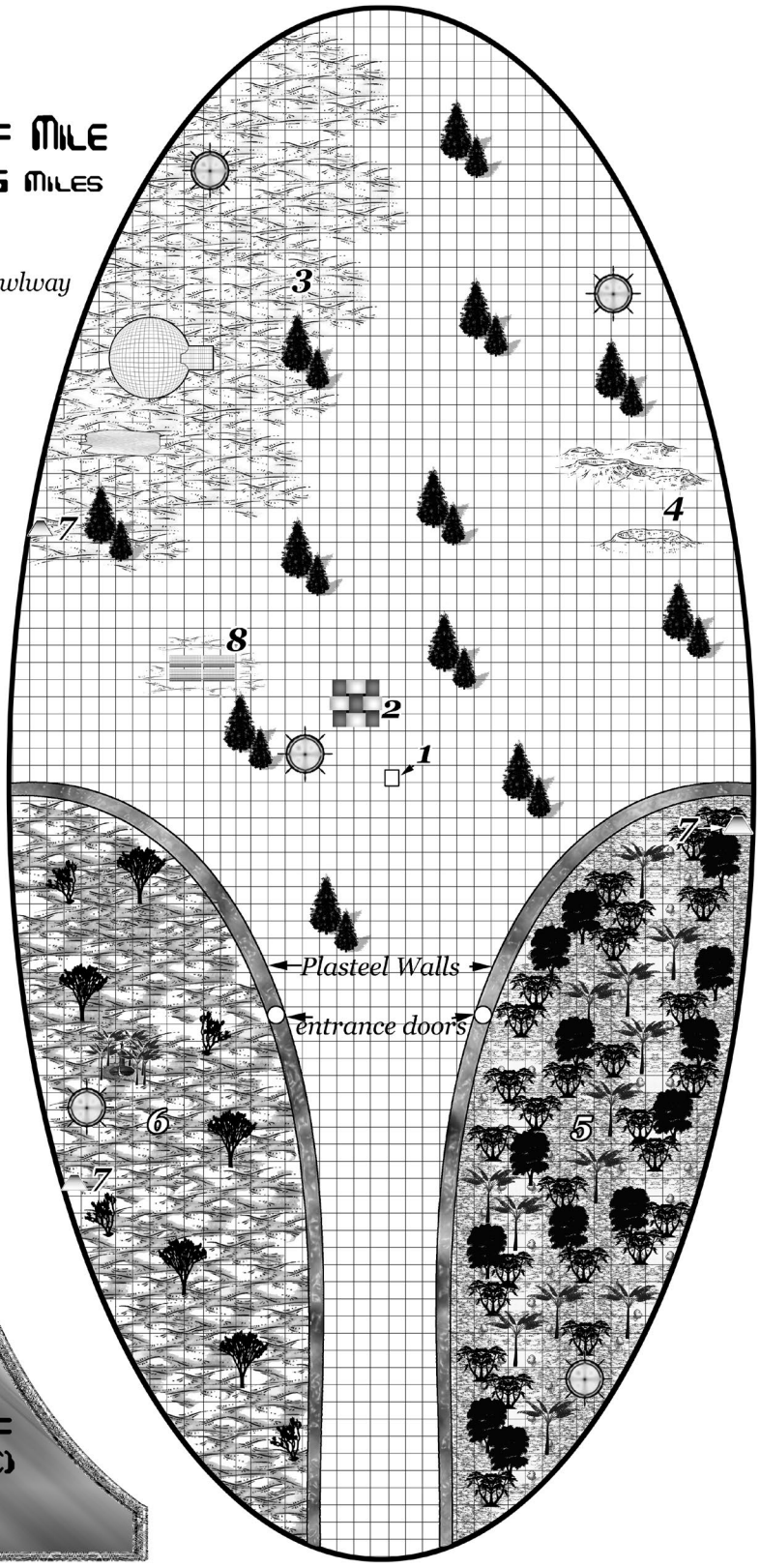
One Square = One Half Mile

Overall Size: 45 Miles x 21.5 Miles

Map Key

- *Access Hatch to Engineering Crawlway*
- *Dense Jungle*
- *Cluster of Igloos*
- *Sparse Desert Foliage*
- *Burrow Entrances*
- *Sand (in dunes)*
- *Snow (in drifts)*
- *Building Campus*
- *Oasis and Ruins*
- *Ramp to Other Levels*
- *Ice Field*
- *Greenhouses*

1) *Central Elevator*
2) *The Robotic Resistance*
3) *Alien Territory*
4) *Rabbit Warrens*
5) *Experimental Jungle*
6) *Experimental Desert*
7) *Inclined Planes to Other Levels*
8) *Greenhouses*



Gravity:
1.05 – 1.12 G

Power:
External

Background EMF:
3.5 – 4.75 mG

Ambient Temperature:
Variable: −15°F – 95°F
(−26°C – 35°C)

Atmospheric Anomalies:
None

Level 7: Alien Territory

Overview

This level was once the major food-producing deck for the entire *Warden*. Much has changed since the cataclysm.

Aliens have invaded this deck of the ship. Entering via a lander that drilled an access tunnel through the hull on Deck #8, the aliens were thwarted in their attempts at expansion by some of the more territorial denizens of that level. A second lander was launched, this time drilling a hole into Deck #7. Until recently the aliens were able to do as they pleased on this deck. They have not been idle.

The Aliens, a group of crystalline entities, have changed the climate of Deck#7, reducing its ambient temperature to well below freezing. They have destroyed most of the original farm and science buildings that once populated this deck and have constructed partitions to isolate the environment they enjoy from the environments in which they experiment. They are experimenting with warmer biomes, the desert and dense jungle to be precise, and between these two areas have isolated fully one third of this deck. The partitions are glasteel, polished to the point that they are invisible to the naked eye. The entrance doorways to these areas are also difficult to ascertain but are betrayed by the inner electronics that allow their function. Characters hoping to use these entrances must defeat these electronics as these doors respond to no known wristband. The *Warden's* Artificial Intelligence is fighting back, in its own way, but at least for the present, these aliens are here to stay.

Other than those areas they have partioned from the rest of the deck with glasteel, and a small 90' diameter circle near the elevator, this deck is covered in several feet of snow, which falls for about an hour daily. Characters that are dressed inappropriately for below freezing temperatures will suffer from the cold (1 damage for every five minutes of exposure to this environment), and travel through the snow is at half speed unless skis, snow transit vehicles, or snowshoes are used. Finally, characters run the risk of becoming 'snow-blinded' if they wear no eye protection. After a mere 30 minutes facing the glaring white of the shifting and blowing snow, the average character is only able to spot anomalies, enemies, and points of interest at 50% of their normal acuity/ability. Sunglasses or similar eye protection are sufficient to alleviate this subtle but important hazard on Deck #7.

Although highly intelligent, the aliens communicate in a fashion completely unknown to human science. They have no written language, although they have apprently mastered enough of our (human) language to be able to order supplies, tasks, and other deliveries from the ship's stores. What form of communication they might employ — telepathy, light pulse transmision, radio waves (as they are crystalline), or perhaps a sophisticated body language — we leave to you. Anything is possible.

Lifeforms

The following creatures are found randomly on this level. Check once for each new square explored on a given map (or devise your own system) by rolling a d6. Any result of a 1 or a 2 indicates that a wandering monster has encountered the character party. How many of a particular creature are encountered is left to your discretion.

All Areas

Wandering Creatures Encountered (roll 2d6)			
2	Bearoid , White Winter	**7**	Humanoid Rabbit, Winter
3	Crystal Alien, Blue	**8**	Imitator, Winter
4	Crystal Alien, Red	**9**	Pincer Beetle, White Snow
5	Giant Spider, Snow Mutant	**10**	Robot, Garden, Crazed
6	Hawkoid, Desert	**11**	Winged Biter
		12	Wolfoid, Mongol

Bearoid, White Winter

(HD 14, HP 55, AC 18, MV 40' Exp.Points: 1495
Radiation Resistance 17 Constitution 14
Mental Resistance 11 Strength 14
Dexterity 6

[Prime=Physical] heavy mace inflicting 4d6 damage, WC2, or long bow inflicting 1d6 +3 damage, WC2, range 210.')

The senses of this 15' tall bear [standing on its hind legs] allow it to smell prey up to 5 miles away. They create huge igloos. Mutations— New Body Parts, Heightened Intelligence, Heightened Smell, Teleportation, Precognition, Telepathy, and Mental Control.

Crystal Alien, Blue

(HD 15, HP 53, AC 18, MV 20' Exp.Points: 740
Radiation Resistance 14 Constitution 15
Mental Resistance 3 Strength 15
Dexterity 15

[Prime=Physical] one crystal spike inflicting 2d6 damage, WC 2, 10' range.)

This 9' tall alien appears to be a conglomerate of deep blue 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, Red

(HD 16, HP 33, AC 18, MV 30' Exp.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.

Hawkoid, Desert

(HD 9, HP 42, AC 12, MV 10'/ 60' [flying]
Exp. Points: 920 Radiation Resistance 18
Constitution 9 Mental Resistance 13
Strength 14 Dexterity 14

[Prime=Mental] one bow attack inflicting 1d6+3 damage, WC 2, range 210'.)

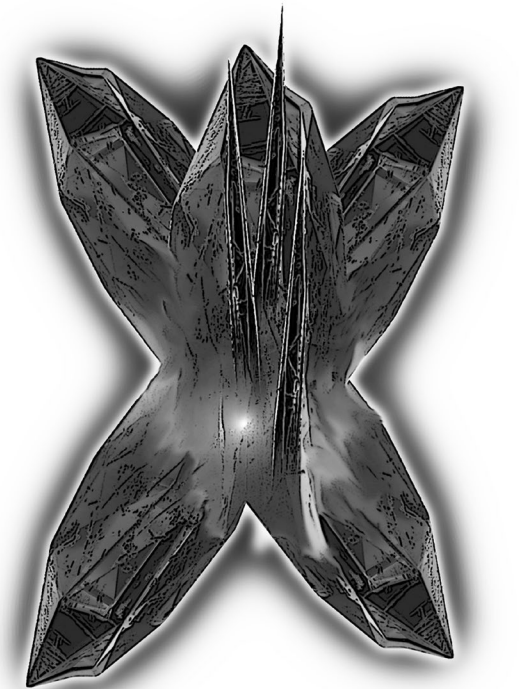
This highly intelligent mutated sparrow hawk is 10' long with massive muscles in its wings and manipulative talons at their ends. Its plumage is white and blue in the front, but desert tan and sand yellow on its back. Mutations— Fear Generation, Levitation, Force Field Generation.

Humanoid Rabbit, Winter

(HD 6, HP 25, AC 18, MV 60'
Exp. Points: 575
Radiation Resistance 12 Constitution 6
Mental Resistance 14 Strength 15
Dexterity 17

[Prime=Physical] one energy bolt inflicting 5d6 damage, WC 5, range 30' and one .60 caliber slug projector inflicting 7d6 damage, WC 3, range 30'.)

These 7'- tall intelligent mutated white rabbits stand on their back legs and have mutated forelimbs resembling arms and hands. They can use the devices of the ancients and delight in using lasers, often trading grenades for such weapons. Mutations— Taller, Energy Generation, Heightened Dexterity, New Body Parts, Heightened Intelligence.



Imitator, Winter

(HD 3, HP 17, AC 10, MV 10'/50' [flying]
Exp.Points: 200
Radiation Resistance 14 Constitution 3
Mental Resistance 12 Strength 12
Dexterity 12

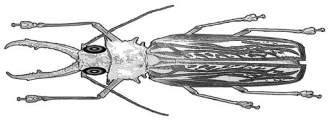
[Prime=Mental] one laser pistol inflicting 10d6, WC 6, range 225' or an attack using the powers of the creature it has transformed into.)

This 5' tall mutated Golden Hawk prefers colder climates and has Radiated Eyes and the ability once per 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].

Pincer Beetle, White Snow

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

Robot, Garden, Crazed

(HD 10, HP 32, AC 15, MV 25'/hover
Exp.Points: 405 Radiation Resistance 10
Constitution 10 Mental Resistance 10
Strength 10 Dexterity 10

[Prime=Mental] one pesticide blast attack covering an 18'circle inflicting 3d6 damage to insects and plants of all types, WC 3; or 2 grass and shrub pruning tool attacks inflicting 2d6 damage, WC 1.)

The unit has faulty programming and appears as a 4' circular platform with a single manipulative tentacle for grabbing things. It floats on anti-grav pods and can carry up to 55 pounds of material. This robot's radio equipment allows it to communicate with beings throughout the entire deck. It has three large light sources, and its optics can see in the infra-red and ultra-violet spectrum. It always attacks anything moving and takes [and carries out while attacking] verbal orders from any being with a *Warden* wristband.

Spider, Giant Mutant, Snow

(HD 18, HP 111, AC 17, MV 30' Exp. Points: 1530
Radiation Resistance 12 Constitution 18
Mental Resistance 11 Strength 18
Dexterity 11

[Prime=Physical] one sticky rope of webbing attack to trap prey, WC 2. Webbed characters require 3 combat rounds to escape the sticky strands. Once prey is entangled, the spider bites; one attack inflicting 1 damage + poison [Intensity 18, paralyzing], WC 1, paralysis lasts 48 hours.)

The nests of these 8' spherical, mutated spiders are commonly 600-900 square feet [30' x 20' - 30' x 30'] and are filled with white rope-thick webbing. Giant Spider Mutants are immune to the stickiness of their own webs. Mutations— Taller, New Body Parts, Heightened Strength, Heightened Intelligence, and Poison [Intensity 18].

Winged Biter

(HD 4, HP 11, AC 14, MV 20' [slithering]/50' [flying]
Exp. Points: 270 Radiation Resistance 10
Constitution 4 Mental Resistance 10
Strength 10 Dexterity 14

[Prime=Physical] one bite attack with poison [Intensity 11], WC 3.)

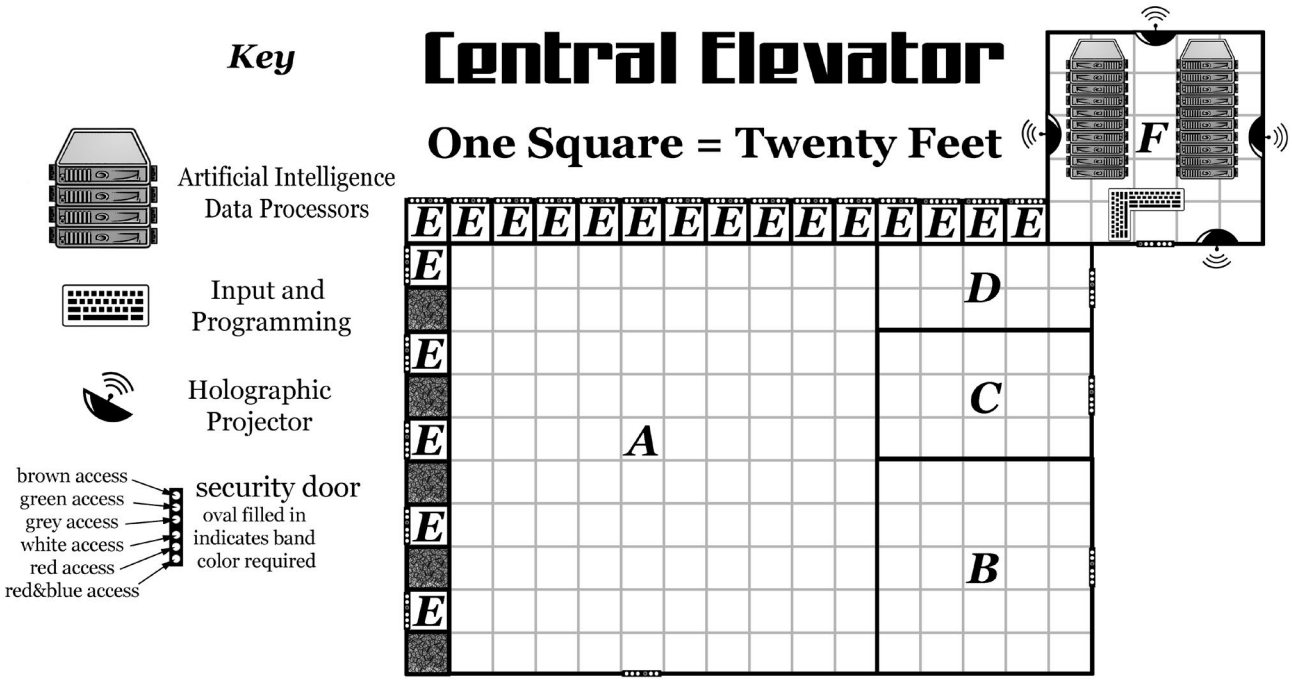
This 3' long mutated flying python has a 4' wingspan, is immune to all forms of poison and paralysis, and is never surprised as they have Precognition. If an alternative parent [perhaps a character] is present at the hatching of a Winged Biter, it can imprint upon that alternative parent and follows that creature/character for life. Mutations— Precognition, Immunity to Poison & Paralysis, Wings.

Wolfoid, Mongol

(HD 17, HP 87, AC 15, MV 35' Exp.Points: 1840
Radiation Resistance 9 Constitution 17
Mental Resistance 9 Strength 9
Dexterity 13

[Prime=Mental] 2 short bow attacks inflicting 2d6 damage, WC 2, range 150', or one spear attack inflicting 2d6 damage, WC 1.)

These 9'-tall wolf mutants walk upright and carry short bows and spears. Mongol Wolfoids have used the ship's resources to adopt the culture and beliefs of the Mongols, and to create authentic Mongol equipment, as well as the motorcycles which they ride. Mutations— Taller, Radiated Eyes, Immunity to Lasers, Regeneration [4 damage per turn], Heightened Intelligence.



Points of Interest

1 – Central Elevator

Deck #7 is accessible through the Central Elevator, from Deck #8 or #6 via either of two ramps found on the port side of this level, or from a third ramp that leads only to Deck #6. No other access to this level, of any kind, is provided. The central elevator functions for all colors of ship's issue wristbands. Explorers exiting the elevator see a wintry, almost arctic environment. They also note several military robots that appear to be patrolling a 90' deep area surrounding the central elevator that appears free of snow.

Robot, Military SRSR

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

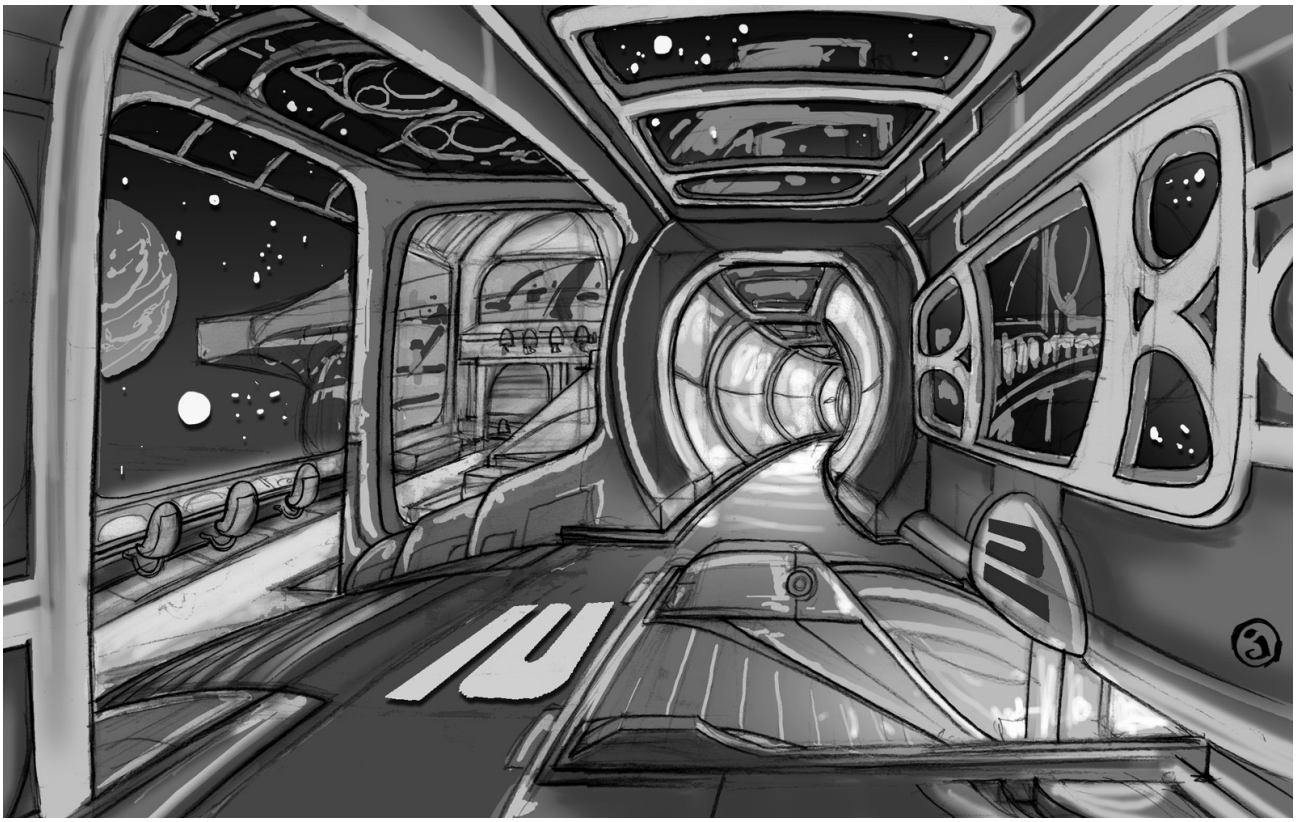
[Prime=Mental] 2 shotgun-like blasts inflicting 4d6 damage each, WC 4, range 75'.)

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.

The Central Elevator runs through all 17 decks of the *Warden*, but ingress and egress are strictly regulated through the use of wristband readers that are present both within and without each elevator. These bands identify the type of crewmember attempting to use the elevator and allow them access to only those areas where said access is authorized. This access changes from deck to deck, so while a crewman might board on one deck, he may only have a limited number of choices for decks upon which he might exit. All elevators arriving on Deck #8 open their doors for any color wristband, although a ship's issue wristband is required for exit.

The term 'Central Elevator' is actually a misnomer. Although there is a single elevator shaft in the center of the *Warden*, there are 24 elevators of various sizes that use this shaft for transit. Four of these elevators are dedicated to the transit of cargo, and as such are quite large, while 20 smaller elevators are able to carry up to 30 passengers each. All of the elevators in the *Warden* operate using small gravity lenses (anti-gravity) with variable negative and positive gravity capability.

Given the size of the *Warden*, a trip within any of the central elevators takes some time. Transit from one deck to the next consumes a full ten minutes, while a trip from the very bottom of the ship to its observation dome (if the passenger is authorized) takes a total of 112 minutes.



1A - Main Cargo Elevator

The largest of the elevators, this massive lift measures 400' square and is capable of moving up to 200 metric tons.

1B - Secondary Cargo Elevator

This cargo elevator is slightly faster than the largest and measures 100' x 100'. It can lift a maximum of 50 metric tons.

1C - Tertiary Cargo Elevator

Used for deliveries of supplies to most decks of the ship, this elevator measures 60' x 100' and has a carrying capacity of 20 metric tons.

1D - Express Cargo Elevator

The fastest of the cargo elevators, the express elevator has bench seats with seat belts along its far wall, and it is able to transit between decks in a mere 9 minutes (98 minutes top to bottom). It measures 40' x 100' and is able to carry up to 10 metric tons.

1E - Passenger Elevators

These 18' x 18' elevators travel at a standard speed and are capable of comfortably fitting up to 32 crew members at one time. Their weight limit is 8,134 pounds (3690 kg).

1F - Deck #7 Artificial Intelligence

The Artificial Intelligence on this level used to receive data from a veritable army of Garden and Horticultural Robots, as well a number of other mechanical servitors. The aliens have removed, destroyed, or repurposed these robots (with a few exceptions), leaving the A.I. virtually blind.

The aliens have also assumed digital identities that the A.I. felt obligated to obey. They have ordered equipment and plants for their experiments. Much of the new construction on this level was erected via their orders. They have caused the A.I. to reduce the temperature on most of the level. They have systematically made themselves at home.

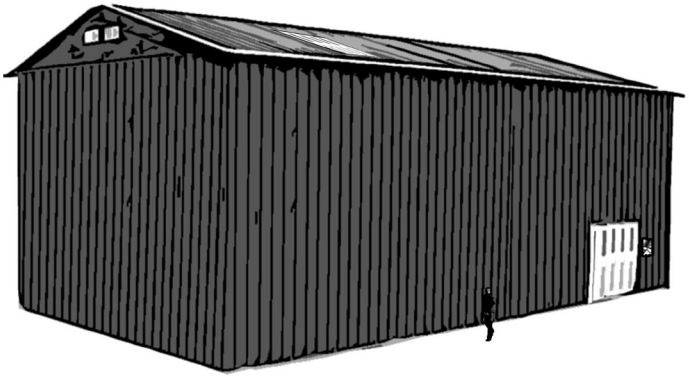
The A.I. realizes that intruders have infiltrated its deck. It is not able to track them down and often is unable to identify them when requests for materials or changes to the environment are made. It has isolated several robots that have halted the advance of the invaders, and has plans to expand their numbers and eventually drive out the intruders.

2 – The Robotic Resistance

This area consists of a large cluster of 40' tall square buildings with wristband-activated security doors (black, red, or red & blue only). These buildings are easily 10,000 square feet each and have no windows. Several appear to have security doors mounted atop their roofs as well. There are a total of 27 buildings in this cluster. Characters with engineering skills note that all of them are far newer than the rest of the constructions they have seen and are likely less than 20 years old. Why are they here?

The Crystal Aliens have invaded this deck and have manipulated the level's Artificial Intelligence to a large extent to terraform the conditions here to suit their tastes. They have made the climate much colder. They have requisitioned glasteel partitions to cordon off areas where they conduct controlled experiments. They have even issued orders causing engineering robots to erect these partitions. By any obvious measure, the aliens are in control of the Deck #7 Artificial Intelligence.

But such is not the case. Although the Artificial Intelligence has carried out the various equipment requisitions, work orders, and climate changes, it has



sensed that something is amiss. Robotic routes have changed, orders do not conform to classic protocols, and the data it used to receive from the robots on this level has slowed to a mere trickle. The A.I. realizes that on some level, there is skullduggery at work on the deck for which it is uniquely responsible.

These buildings are the Artificial Intelligence's response to this indeterminate threat. Fearing either a juvenile 'hack' of its software or an incursion by some unauthorized invader, the A.I. has done what it might to slow the progress of such miscreants on this level. It has strategically distributed self-actuated military robots to attack anything without human or domesticated animal DNA. In that fashion, it reasons, it should be able to preserve human life, while destroying either unwelcome non-human life forms, or miscreant digital infestations (malfunctioning robots or active viruses).

Unfortunately, the only standards for comparison in the A.I.'s database are the original DNA patterns of the humans and animals that were originally consigned to the *Warden*. Any deviation from these DNA markers instigates an attack by the military robots standing guard on behalf of the Deck #7 A.I.

Drones make regular overflights of the entire snow-covered area, scanning initially for movement. If movement is detected, the drones dive downwards, moving to within 25' of the target in order to get a DNA scan. If this scan reveals a DNA pattern that is not one of the original animals or a human placed aboard the *Warden*, or the digital signature of an original android or robot (Red Androids trigger an attack), this signature is transmitted to the buildings in this area, and a strike team is sent after the now-identified target.

Note: In a mixed group of targeted and untargeted (or at the least not-yet-targeted) adversaries, untargeted opponents are ignored by a strike group. A drone only targets one individual per pass, but may make mutiple passes, at your discretion.

Drone, Security

HD 3, HP 7, AC 18, MV 90' [flying]	Exp. Points: 90
Radiation Resistance 10	Constitution 3
Mental Resistance 10	Strength 3
Dexterity 14	

[Prime=Physical] may deploy a knockout gas pellet, poison [Intensity 17], WC3, 20' diameter area of effect; and also one 13' tentacle attack causing paralysis, WC 3.)

This 9'- tall unit is propelled by anti-gravity with a miniaturized ram jet engine. It has three cameras able to relay scanning information from all wavelengths of the electro-magnetic spectrum and its internal high gain antenna allows it to communicate at a distance of up to 20 miles (about half the deck).

Security drones may be hacked if the 'hacker' is able to broadcast the new commands via RF broadband signal.

These drones perform a complete sweep of the 'snowy section' of Deck #7 every 6 hours. A typical strike team consists of:

(1) Security Robot (leader/coordinator)

(2) Military Long Range Security Robots

(1) Black Panther Drone

(2) Dog Drone Eights

Robot, Security (leader/coordinator)
(HD 10, HP 60, AC 15, MV 50' [flying]
Exp. Points: 405 Radiation Resistance 10
Constitution 10 Mental Resistance 10
Strength 16 Dexterity 14

[Prime=Physical] 4 13'-long tentacle attacks that cause 1-hour paralysis upon touch, WC 3, or poison [Intensity 17] knockout gas in a 30' diameter circle, WC 4 .)

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, a gas pellet projector which shoots 10 knock out gas rounds in a 360° spread with [4] 20-pellet magazines, an anti-grav propulsion unit, 50 point force field, 2 third-stage slug projectors [one attack inflicting 6d6 damage, WC 5, range 150'] usable only on a human's authority, a radio capable of broadcasting to any point on a given deck, 3 padded restraint tentacles, and lenses adapting its visual capabilities to the infra-red and ultra-violet spectrum.

Robot, Military LRSR (2)
(HD 10, HP 60, AC 20, MV 80 kph Exp. 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.

Drone, Black Panther
(HD 10, HP 33, AC 19, MV 45' Exp.Points: 405
Radiation Resistance [special – see below]
Constitution 10 Mental Resistance 10
Strength 12 Dexterity 14

[Prime=Physical] The Drone attacks with a bite and claw inflicting 30 damage each, WC 1.)

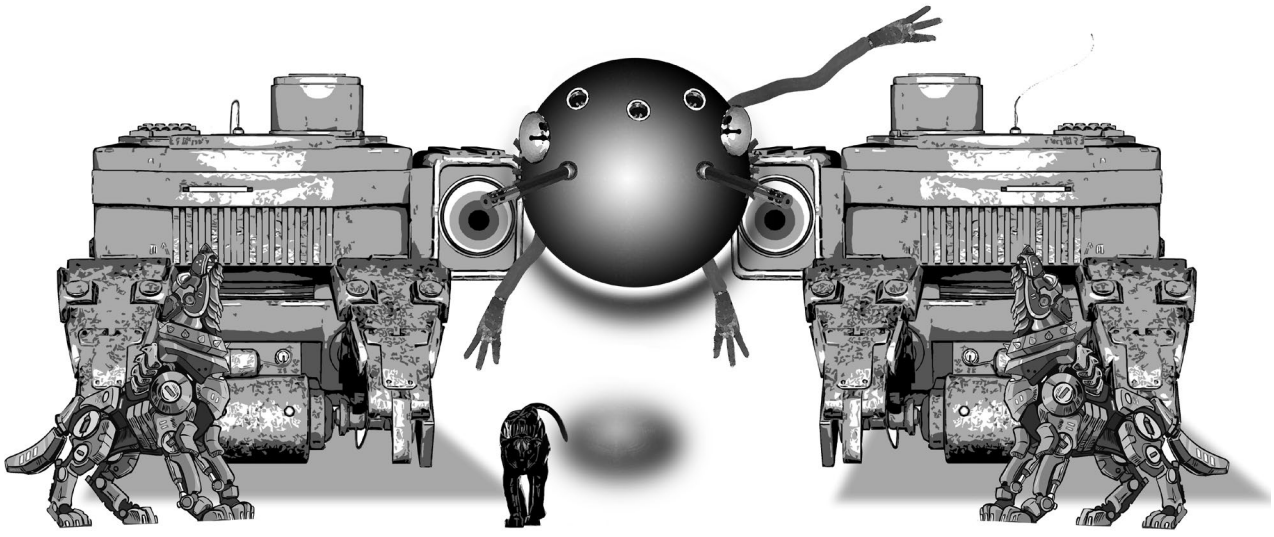
This panther-like drone is 2' tall at the shoulder and 5' long. This programmable drone has sensors that are better than human senses allowing it to see into the ultra-violet and infra-red spectrums. Completely immune to all intensities of radiation, this drone is designed to hunt and kill larger creatures and to cull herds of mutants. The unit is also invisible in the dark.

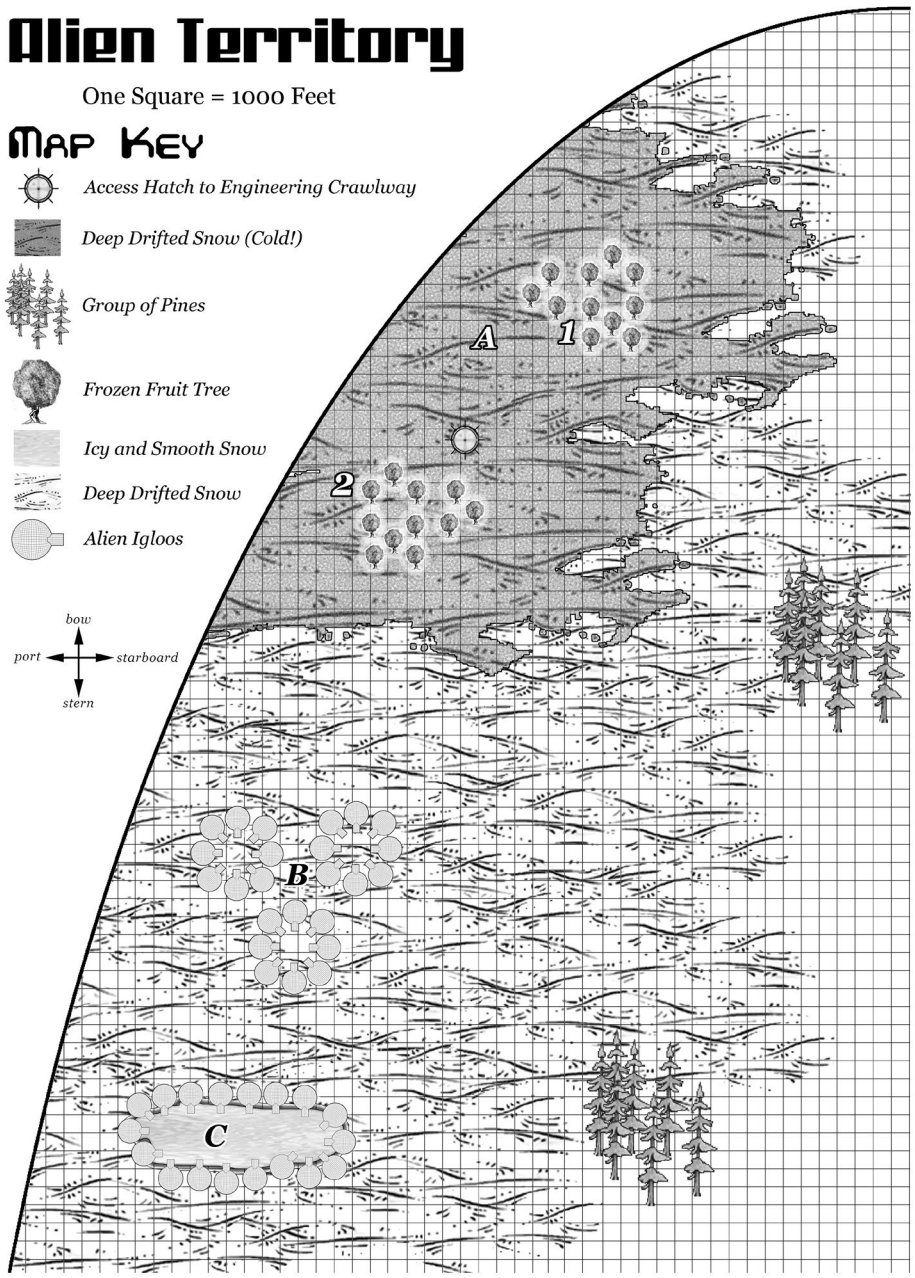
Drone, Dog Eight (2)
(HD 10, HP 44, AC 18, MV 60' Exp. Points: 405
Radiation Resistance [special – see below]
Constitution 10 Mental Resistance 10
Strength 12 Dexterity 14

[Prime=Physical] one charge causing knock-back/ knockdown, WC4, and then an automatic claw hit inflicting 4d6 damage, WC2.)

This robotic canine drone must be programmed to function, stands 5' tall and is 5' long. Its senses are much like a human. It is immune to radiation of all intensities. It attacks by first knocking its victim to the ground and then goring them with its formidable claws. Special— The unit is a guard mechanism programmed to attack intruders.

The buildings here contain recharge pads, data uplinks to the Deck's A.I., and dozens of drones. You





should also feel free to add other automated defense to this collection if it suits your campaign, but bear in mind that the intelligence available to the A.I. about what is actually happening on this level is very limited.

3 – Alien Territory

The aliens have assumed control over this portion of Deck #7. Crystalline entities, the aliens are masters of crystalography and, unforutnately, digital domains and programming. Using these talents, and a process known only to themselves (and perhaps to you in your campaign), they are able to precisely mimic the digital signature of various command personnel within the *Warden's* Artificial Intelligence framework. Unable to differentiate alien commands from those of actual crew memebers and other artificial intelligences, the Artificial Intelligence for this deck has had no choice but to carry out these commands: delivering materials and supplies, and directing the erection of two floor-to-ceiling glasteel partitions. Perhaps the most dangerous of these commands, however, was the order to alter this deck's climate.

Characters exiting the elevator are subject to intense cold. If they are inappropriately dressed for this cold, it impacts them negatively and in a fairly short period of time. All of the non-partitioned areas of Deck #7 are at most 5° F/-15° C, and a cold, dry wind blows across most of this level at between 5 and 7 mph (8-11 kph).

Characters entering this environment should wear winter clothing: furs, a heated space suit, or other heavy clothing and appropriate footwear: boots, heavy socks, or again, a heated space suit. Characters exposed to this environment by their lack of appropriate gear suffer at the rate of 1 damage for every five minutes of exposure. Those that are at least shielded from the wind suffer at half this rate. You are invited to tinker with this exposure in any way that best suits your campaign. Area A, however, is the coldest area of Deck #7 and perhaps the most dangerous.

3A — The Hunting Grounds

This entire area (shaded on the map) is yet colder than the rest of this deck. The temperature throughout this area is an icy -15° F/-26° C, and the wind varies from 10-12 mph/16-19 kph. Exposure damage is tripled here for those unsuitably dressed (3 damage per 5 minutes exposure), and mechanical equipment has a

10% chance of failure due to the extreme conditions. The Crystal Aliens, however, love this environment as it both speeds their piezo-electric nervous systems and hardens their bodies. They roam this area when not otherwise engaged in pursuit of their favorite pastime: the hunting of the great Bearoids and Yetis that now roam the frozen orchards that once were a part of the great farms of this level.

Note: Although the bears have adapted somewhat from those that always dwelt here, the Yetis were brought here from level 14 by the crystal aliens who 'ordered them for study' through the deck's A.I.

Bearoid, White Winter
(HD 14, HP 55, AC 18, MV 40' Exp.Points: 1495
Radiation Resistance 17 Constitution 14
Mental Resistance 11 Strength 14
Dexterity 6

[Prime=Physical] heavy mace inflicting 4d6 damage, WC2, or long bow inflicting 1d6 +3 damage, WC2, range 210.')

The senses of this 15' tall bear [standing on its hind legs] allow it to smell prey up to 5 miles away. They create huge igloos. Mutations— New Body Parts, Heightened Intelligence, Heightened Smell, Teleportation, Precognition, Telepathy, and Mental Control.

These bears tend to live in family groups in carefully concealed igloos of massive size.

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.

3A1 - Blue Crystal Alien Hunting Party

Crystal Aliens feed constantly and are on the hunt for additional fare to supplement that which they have had the deck's A.I. provide. They speak no known language (telepathy? you decide) and therefore acccept no attempts at parley, instead attacking mindlessly unless faced by what they might consider (after a brief combat) to be an insurmountable foe.

Given the great cold of this region, Blue Crystal Aliens ignore the first 2 points of damage caused by any attack that does not produce heat. Impact damage from ballistic missiles, melee weapons, and the like, causes 2 points fewer damage than they normally would. Laser and fire-based attacks, however, cause an additional 2 points of damage (to whatever standard damage they normally inflict). These aliens also view opponents that use fire as far stronger than those who do not.

Crystal Alien, Blue (4)
(HD 15, HP 53, AC 18, MV 20' Exp.Points: 740
Radiation Resistance 14 Constitution 15
Mental Resistance 3 Strength 15
Dexterity 15

[Prime=Physical] one crystal spike inflicting 2d6 damage, WC 2, 10' range.)

This 9' tall alien appears to be a conglomerate of deep blue 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.

One of these aliens carries a strange piece of wire with a crystal mounted on one end and a strange-looking connector at its far end. The connector looks like a strip of rigid plastic or metal. Characters with appropriate skills are able to identify this material as an artificial and magnetized quartz-like crystalline material, while the crystal at the far end of the wire appears to be made from the same material found in the bodies of these aliens.

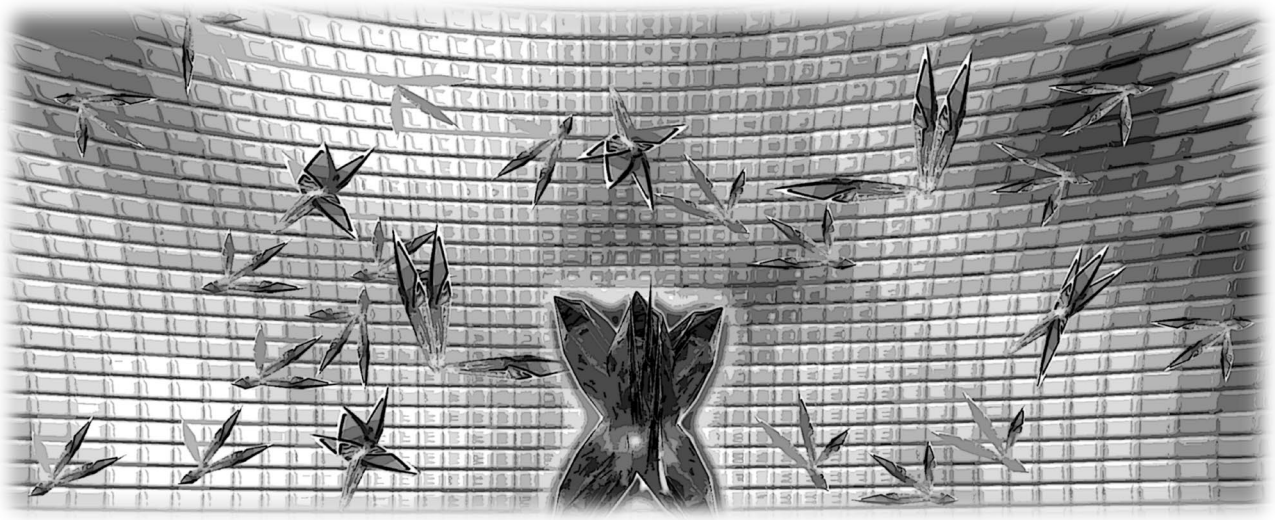
3A2 - Red Crystal Alien Hunting Party

These Red Crystal Aliens hunt more for sport than for food and often taunt their foes, displaying themselves defiantly before attacking.

Crystal Alien, Red (4)
(HD 16, HP 33, AC 18, MV 30' Exp.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.

3B — The Alien Nursery

Two dozen massive 50'-diameter igloos are situated here in three large circles each surrounding a central pile of standard *Warden* storage boxes. Within each igloo is a single Blue Crystal Alien and 24-36 fist-sized Blue Crystal Aliens that are growing to maturity while protected by the sides of the igloo. These young reach maturity within 9 days. The attendant adults both 'feed' these fledgling aliens and continually feed themselves, shooting new aliens into the walls of these igloos.

The standard *Warden* storage boxes are filled with dried rations for new colonies. Each contains enough dried protein cakes (designed to remain edible for 300-500 years) to feed 100 colonists for one year. The aliens have been eating these as well as using them to boost the growth rates of the young aliens in these igloos.

Crystal Alien, Blue
(HD 15, HP 53, AC 18, MV 20' Exp.Points: 740
Radiation Resistance 14 Constitution 15
Mental Resistance 3 Strength 15
Dexterity 15

[Prime=Physical] one crystal spike inflicting 2d6 damage, WC 2, 10' range.)

This 9' tall alien appears to be a conglomerate of deep blue 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.

3C — The Alien Testing Grounds

This area is used by the aliens for testing the equipment they have scavenged from the *Warden*. Weapons, communication gear, piles of computers, and other assorted cargo from throughout the ship has found its way into the igloos here. One very large igloo is dedicated to the storage of one of every robot the aliens have captured on the ship. The aliens are collecting equipment to determine its use, construction, and potential value to their continued plans.

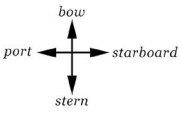
The aliens are not foolish, and they have a recharge station and a dozen General Purpose Robots testing the various equipment. They simply note the results of each experiment. Each of the igloos found here contains 1d6 of these inquisitive Red Crystal Aliens.

Crystal Alien, Red
(HD 16, HP 33, AC 18, MV 30' Exp.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.)

The Rabbit Warrens

One Square = 300 Feet



Map Key

- Burrow Entrance
- A — Residence
- Hard Packed Ice and Snow
- Smoothed Ice Flooring
- 12' Diameter Tunnel
- Reinforced Wall

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.

4 – Humanoid Rabbit Warrens

Before the aliens arrived, this region was colonized by Humanoid Rabbits. Their colony suffered horrendous losses when the aliens first arrived as they were hunted by these invaders and had no prior warning that such accomplished predators were present on this deck. The frozen climate added further to the rabbits' difficulties, and then the robots of this deck unexpectedly began to attack their foraging parties. For a time, the Humanoid Rabbit colony on this deck held on to their existence by the merest fraction of a whisker.

The Humanoid Rabbits learned to adapt to these conditions. They scavenged armaments and equipment to repel the Crystal Aliens that hunted them. They built a colony beneath the snow and scavenged heating equipment and food synthesizers to fend off the terrible chill. Finally, they learned to hide whenever drones appeared in the sky and to conceal the entrances to their burrows from sensing equipment. Although far from controlling this level, this Humanoid Rabbit colony is now secure and has turned its attention to their most immediate foe: the Crystal Aliens.

4A — Underground Residences

The Humanoid Rabbit warrens are heavily populated with individual family residences. Each contains 1-4 Humanoid Rabbits as well as a small electrical heating unit, a selection of personal gear (and weaponry) owned by each resident, and a cache of insulative clothing and blankets. They are furnished in the manner of a crewman's quarters, with comfortable chairs, occasional books, and various other entertainments.

Humanoid Rabbit (1-4)
(HD 4, HP 15, AC 13, MV 60' Exp. Points: 345
Radiation Resistance 9 Constitution 4
Mental Resistance 9 Strength 15
Dexterity 17
[Prime=Physical] 2 energy bolt attacks inflicting 5d6 damage, WC 3, range 30', or by weapon.)

These 7'- tall intelligent mutated white rabbits stand on their back legs and have mutated forelimbs resembling arms and hands. They can use the devices of the ancients and delight in using lasers, often trading grenades for such weapons. Mutations— Taller, Energy Generation, New Body Parts, Heightened Intelligence.

Roughly one in four of these residences contain immature Humanoid Rabbits as well, from newly born babies to juvenile adults. All of these residences contain spare Hydrogen Fuel Cell batteries and chargers to keep these reusable items in a state of constant readiness.

4B — Food Court

This gigantic oval burrow is more than 2000' in length and 1600' in width and has a 15' glasteel ceiling supported by glasteel pillars every 10'. Scavenged from materials ordered by the Crystal Aliens, this room is filled with a pleothora of food generating and dispensing equipment. A small electrical generator keeps this area at a livable 40° Farenheit (4.5° C) and keeps this equipment well-supplied with power. Each entrance leading to this area is guarded by a a re-programmed military robot that attacks any whose DNA does not identify them as Humanoid Rabbits.

Robot, Military SRSR
(HD 10, HP 40, AC 13, MV 20' Exp. 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.

While these machines remain powered, the Humanoid Rabbits living within these burrows are ensured a stable food supply for a minimum of three months.

4C — Utilities and Equipment Storage

Since the discovery of the alien invaders, this

colony of Humanoid Rabbits has been scavenging at every opportunity. Equipment for which they have no immediate use is stored in this large, glasteel reinforced chamber. Warm clothing and winter camouflage gear are here in abundance as well as weaponry (especially laser weapons), grenades, hologram projectors, preserved food stocks, and more mundane items. Two small generators here also provide electrical power (broadcast) to a number of the individual residences of this colony. This storage area has a makeshift steel door and wristband reader that opens only upon the presentation of a ship's issue wristband.

4D — Bunny School

From the time young Humanoid Rabbits can walk until such time as they are certified to join society, Humanoid Rabbits attend Bunny School. They are taught mathematics, communications, martial arts, electronics, physics, and a host of other subjects by older, mentoring rabbits. Two reprogrammed General Purpose robots serve to keep order whenever there is a 'scuffle' between classmates.

Robot, General Purpose
(HD 10, HP 60, AC 19, MV 48 kph Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 14
Dexterity 12

[Prime=Physical] No attacks)

This 5' tall and wide humanoid robot has extra arm-like appendages. The functioning unit always has: emergency power cell for 24 hours of operation, recharging unit, 2 manipulative tentacles extending up to 24', heavy duty power grasping claw able to extend up to 10', 1 micro-miniature manipulator able to make microscopic adjustments, light tractor and repulsion beam attachments with a range of 25', magnifying lenses with a 50 power range, upper and lower light sensors extending through the infra-red and ultra-violet range, anti-grav system making up to 200 pounds feather light, propulsion system allowing for 48 kph, two sets of parallel programming circuits, light body armor allowing the unit to function in water, outer space, and in temperatures ranging from plus or minus 150 degrees Centigrade, audio and radio transmitters and pickups effective up to 60 km away, 3 rotating light sources with a variance of 90 candlepower each, human standard sensing capability, and variable programming allowing it to adapt and carry out human instructions.

Although this school is designed to teach hundreds of young rabbits at a time, only 50 or so Humanoid Rabbit juveniles attend this school. The colony is still recovering from its earlier, devastating losses.

4E — Military Hardware Storage

Decades earlier, when the colony was yet young, the hard lessons learned were nevertheless well learned. The Humanoid Rabbits of this colony have now begun stockpiling military hardware for use in an invasion that will purge the Crystal Aliens from this level. Although the time is not yet ripe, the rabbits continue to scavenge, repair, restore, and reprogram every piece of military hardware they are able to lay their hand-like rabbit's feet upon. Listed here is a mere sample of their collection. You should add to it as you see fit.

Robot, Military SRSR
(HD 10, HP 40, AC 13, MV 20' Exp. 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' Exp. 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.

Robot, Military LRSR
(HD 10, HP 60, AC 20, MV 80 kph Exp. 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.

Thumper Anti-Gravity Tank (equipment)
Tech Level 2 Experience: 10000
Crew: 3 (driver, gunner, tech)
Power Requirement: 12 Hydrogen Fuel Cells (batteries)
Power Cell Life: 9 hours
Carrying Capacity: 5304 lbs/2406 kg
Size: 26'4" length x 11'6" width 14' height
Top Speed: 38mph/61kph

This unit is equipped with both broadband (range 5 miles) and high gain (range 28 miles) communications equipment, holographic camouflage that changes to match the surroundings making it 90% invisible to human vision, and a rail cannon that shoots a 20-gram (about an ounce) shells at 3 times the speed of sound (WC8, Tech 5, 18d6 damage at range of 1.2 km). This projectile ignores most types of armor and causes this damage to both the armor and that which wears it. It continues on its path until it has passed through 18" of material (any).

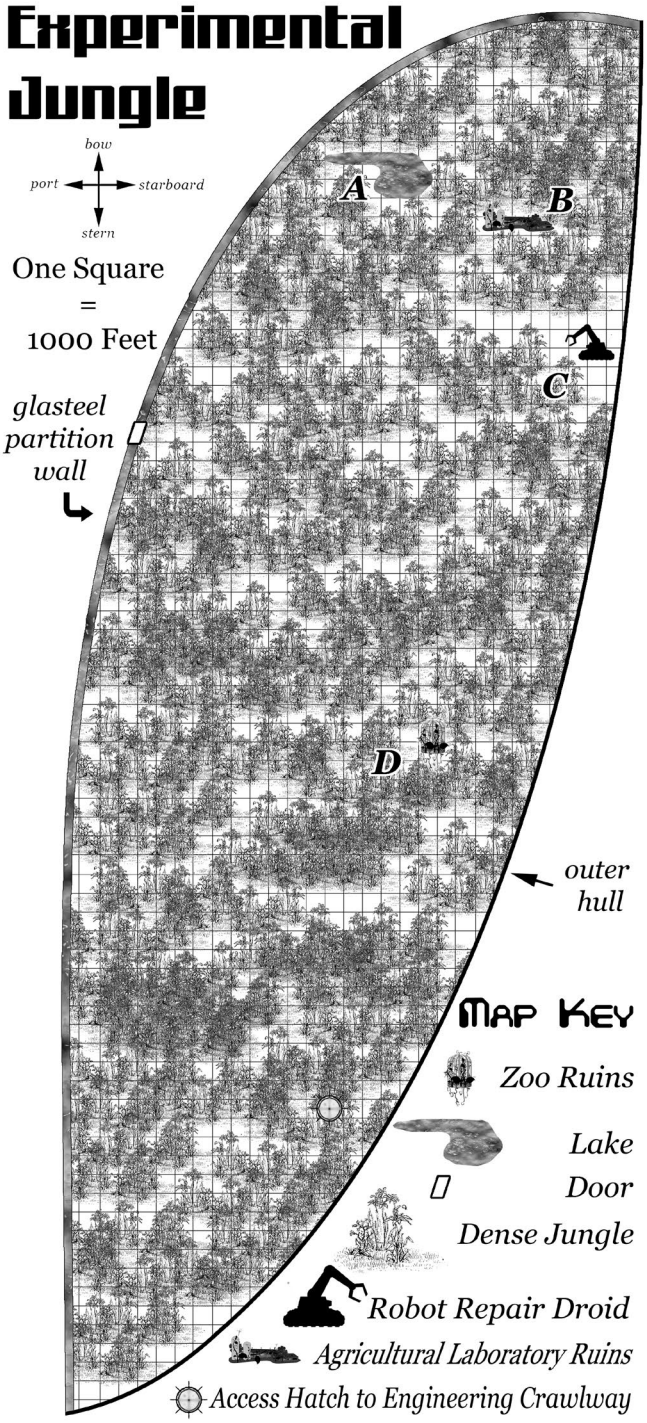
Note: The rabbits have managed to scavenge only one of these.

Communication Headsets (equipment)
Tech Level 9 Experience: 300
Power Requirement:1 Hydrogen Fuel Cell (battery)
Power Cell Life: 36 hours
Carrying Capacity: 6911 pounds/3135kg
Size: head-sized, .6 kg/1 lbs.
Transmission range: 5 miles (broadband)

Note: *The rabbits have managed to scavenge dozens (39 to be exact) of these.*

Observation Drone (equipment)
Tech Level 6 Experience: 700
Power Requirement*: 2 Hydrogen Fuel Cells (batteries)
Power Cell Life: 2 hours
Size: 38" length x 38" width x 14" height
Top Speed: 28 mph/45 kph
Data Transfer Rate: 1162 Mbps
Transceiver Range: 74,000',22550 m

Note: *The rabbits have managed to scavenge only eight of these.*



Powered Combat Armor (equipment)
Tech Level 7 Experience: 400
Power Requirement: 4 Hydrogen Fuel Cells (batteries) Tech 3
Power Cell Life: 10.5 hours
Carrying Capacity: 6911 pounds/3135kg
Size: human, 15 kg./68 lbs.
Top Speed: 26mph/42kph
Strength Augmentation: 325% Provides AC 17.

Note: *The rabbits have managed to scavenge only three of these.*

The Humanoid Rabbits welcome traders, but no character should walk alone within the warren (for their own safety). The rabbits are savvy merchants and never pass up a good deal. They particularly covet laser weapons and wristbands, and pay quite handsomely for these items.

5 — The Experimental Jungle

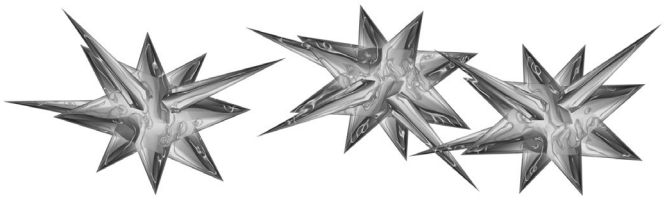
The Crystal Aliens are masters of digital crystalography and are therefore highly skilled at digital data processing, encryption, and hacking. They have fooled the A.I. of this deck into fulfilling many of their goals. They have also discovered much about the *Warden* by plundering its data files.

The Crystal Aliens are fascinated by the multiple environments and dynamic seasons of the Earth. They had never imagined anything like its jungle environment in their thousands of years of existence. They gave orders that the Deck #7 Artificial Intelligence construct a jungle on this deck several decades ago. This section of Deck #7 is that jungle.

Walled off from the rest of the deck by a foot-thick floor-to-ceiling glasteel partition, only one entrance provides access to this sector. It is a gigantic 300' square security door that allows entry only after robotic identification via data link, or by presenting a ship's issue wristband. This door accepts only black, green, red, or red & blue wristbands.

On the far side of the glasteel partition, the environment is dramatically different from the rest of this icy level. The humidity is high (92%), the temperature is a balmy 83° F/ 28° C, and although a 1000' long path leads into the jungle from its massive doorway, visibility is otherwise limited to 50' due to the dense foliage. Animal sounds fill the air, and the wind is remarkably absent. Characters outfitted for the chill represented by (most) of the rest of this deck quickly overheat unless they change their clothing upon arrival.

They might be pressed for time should any attempt to change their clothing, though, as a band of Crystal



Aliens is always present, studying the jungle in the clearing near the door. When they note the presence of an investigating band of characters, they always attack.

Crystal Alien, Blue (1d6)
(HD 15, HP 53, AC 18, MV 20' Exp.Points: 740
Radiation Resistance 14 Constitution 15
Mental Resistance 3 Strength 15
Dexterity 15

[Prime=Physical] one crystal spike inflicting 2d6 damage, WC 2, 10' range.)

This 9' tall alien appears to be a conglomerate of deep blue 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, Red (1d6)
(HD 16, HP 33, AC 18, MV 30' Exp.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.

Note: The jungle is a complete biome with dozens of natural (and mutated) animal inhabitants. Characters should encounter these wild species about half of the

time they are exploring. A few of the more dangerous predators are listed here, but this list is by no means complete. You should feel free to add creatures both benign and hostile to this schedule of encounters.

Forest Lizard
(HD 15, HP 55, AC 15, MV 40' / 30' in the air Experience Points: 980 Radiation Resistance 17
Constitution 15 Mental Resistance 11
Strength 18 Dexterity 14

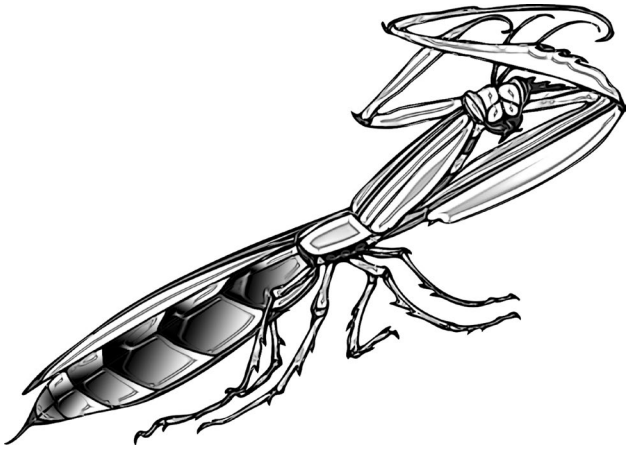
[Prime=Physical] one claw inflicting 10d6 damage, WC 2, and one bite for 4d6 damage, WC2.)

Mature Forest Lizards are 40' long with green thick scales. The head is 5' long and filled with deadly fangs. Its six legs have razor sharp talons able to fell large trees in a single blow. Mutations— Heightened Precision, Heightened Dexterity, Heightened Strength, New Body Parts, Taller.

Mantis Mutant
(HD 11, HP 44, AC 17, MV 40' Exp. Points: 700
Radiation Resistance [special – see below]
Constitution 11 Mental Resistance 11
Strength 11 Dexterity 18

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

This insect is 11' tall at the shoulder and moves with great speed. Cautious, if the Mantis suffers more than 30 points of damage, it retreats from the battle. Mutations— Taller, Heightened Speed, Immunity to Radiation.



Panther, Giant
(HD 10, HP 60, AC 16, MV 50' Exp. Points: 720
Radiation Resistance [special – see below]
Constitution 10
Mental Resistance 10 or [special – see below]
Strength 10 Dexterity 13

[Prime=Physical] one claw inflicting 6d6 damage, WC 2, and one bite inflicting 30 damage, WC 1.)

This 18' long mutated panther stands 5' tall at the shoulder. An ambush predator, the panther usually attacks from tree branches pouncing unexpectedly onto victims. Mutations— Taller, Immunity to Mental Control & Radiation & Paralysis.



5A — The Lake

Once the largest of several bodies of water, the others having long since been drained by the verdant foliage of this area, this lake is the only remaining 'watering hole' on this side of the glasteel partition. Due to the scarcity of open drinking water, many of the animals found in this preserve frequent this lake to slake their thirst. The predators that prowl its shores are well aware of their habits.

Hisser (3)
(HD 8, HP 28, AC 15, MV 20'/30' [swimming]
Exp. Points: 490 Radiation Resistance [special – see below]
Constitution 8 Mental Resistance 10
Strength 10 Dexterity 12

[Prime=Physical] 2 grasping tentacles attacks causing paralysis, WC 1.)

These 4'-long alligator mutants are totally immune to all intensities of radiation. Mutations— New Body Parts, Immunity to Radiation.

Other animals frequent the lake and may be added encounters, at your discretion.

5B — Agricultural Laboratory Ruins

These laboratories were originally designed to conduct experiments to maximize crop yields, create disease-resistant strains of crops, and create more nutritious plants for animal and human consumption. They remained viable (although unused) until some decades ago when the aliens decided to surround these buildings with jungle. The buildings are massively overgrown now, and even passage within the inner

corridors of most is nearly impossible due to the encroachment of plant life. In spite of this neglect, the laboratories' power plant, a small fusion generator in a sealed duralloy building, still functions. Its power is currently used in a different portion of the jungle.

As much of the experimentation here required repetitive and often back-breaking work, a fleet of 24 Horticultural Robots was originally assigned to work with this laboratory. A robotic repair and charging station was erected several thousand feet from the main laboratories, and an automaton was placed in charge of the repair and maintenance of these servitors (see Area #5C). Tarmac roads, now buried beneath several inches of jungle detritus, still connect the two facilities.

Characters approaching this area may note the occasional patch of exposed tarmac, and may also register energy readings on scanning equipment due to the functioning of the fusion generator. While sundry items (farm implements, batteries, fertilizers, etc.) remain salvageable from these labs, only one type of non-plant resident remains within these partially-fallen structures.

Winged Biter
(HD 4, HP 11, AC 14, MV 20' [slithering]/50' [flying]
Exp. Points: 270 Radiation Resistance 10
Constitution 4 Mental Resistance 10
Strength 10 Dexterity 14

[Prime=Physical] one bite attack with poison [Intensity 11], WC 3.)

This 3' long mutated flying python has a 4' wingspan, is immune to all forms of poison and paralysis, and is never surprised as they have Precognition. If an alternative parent [perhaps a character] is present at the hatching of a Winged Biter, it can imprint upon that alternative parent and follows that creature/character for life. Mutations— Precognition, Immunity to Poison & Paralysis, Wings.

Characters uncovering the tarmac, or otherwise following its trail are lead to Area #5C.

5C — No Robot Left Behind

A building can be seen from several hundred feet away through the dense jungle in this area. A 30' tall sqare, flat-roofed structure, its large warehouse-like door generally stands wide open, its 60' wide and 24' tall absence a gaping maw that reveals little of what lies in the darkness within. This is the robot repair and recharge station that once serviced the Horticultural, General Purpose, and Garden Robots assigned to the Agricultural Laboratories in Area #5B. It yet services these robots.

A prototype robot was created by a few of the engineers working on the *Warden* during its construction. This prototype robot was meant to traverse all kinds of terrain, in a variety of conditions, for the purpose of retrieving and repairing any robots that were placed under its care. It was created to do so autonomously, with no need for instruction by human engineers. The prototype was remarkably sucessful and still works today.

Robot, Repair Robot (unique)
(HD 130, HP 150, AC 15, MV 16 kph
Exp.Points: 880 Radiation Resistance 10
Constitution 20 Mental Resistance 10
Strength 16 Dexterity 12

[Prime=Mental] no attacks)

Designed to retrieve other robots that had experienced failure from a variety of situations, this automaton is a large tracked unit with a magnetized grasping claw capable of lifting 2059 lbs./934 kgs. The claw extends to 45' and the unit weighs more than 8100 pounds to compensate for the leverage this arm might exert when lifting. It is also equipped with a gravity/anti-gravity unit to allow it to cross water (albeit slowly) or counterbalance a weight that might test the balance of the machine. The robot is further equipped with semi-independent action circuits, broadcast power cells, extra power cell for 24 hours of independent operation, telescopic and microscopic lenses, lenses for infra-red and ultra-violet sensing, 2 rotating light sources, 3 tentacle manipulators, and communication systems allowing it to talk with both the ship's A.I. and humans. In the case of humans, it responds only to those wearing gray, red, or red & blue ship's issue wristbands.

Within the darkness of the square building several Horticultural and Garden Robots await repair, and tools, welding supplies, and electronics diagnostic equipment are all neatly arranged on shelves. Characters discover that one robot awaiting repair is still functional and resents their intrusion.

Robot, Horticultural, Crazed
(HD 20, HP 100, AC 15, MV 25' (hover flying)
Exp. Points: 405 Radiation Resistance 10
Constitution 20 Mental Resistance 10
Strength 10 Dexterity 10

[Prime=Mental] either one paralysis tentacle attack [paralyzes], WC1, 18' range, or one forestry tool attack inflicting 2d6 damage, WC1.)

This automated, 10' floating disk is damaged, and parts of its instrumentation are exposed and emitting sparks. It floats on anti-grav pods and can carry up to 595 pounds

of material. It has a single paralysis tentacle that extends up to 18' [WC 1], its optical senses can pick out objects up to a mile away, and its communication has a range of an entire deck. The robot has two manipulative tentacles allowing it to grab things and surgical tools allowing it to perform operations on animals of all types. Three large light sources and mechanical optics can see in the visible, infra-red and ultra-violet spectrum. All the rest of its equipment has long since been destroyed. Touching any part of the robot causes exposure to radiation [Intensity 5]. These derelict automatons view all living creatures as animals in need of amputations or skin grafts. The unit does, however, take verbal orders from any being with a green *Warden* wristband.

A number of spare robot parts are stored here as well as spare batteries, sensing equipment, and electronic diagnostic equipment. What specific 'treasures' might be found within this building we leave for you to decide.

5D — The Abandoned Zoo

Due to a misinterpretation of the order to create this area, this level's A.I. originally thought a zoo was part of the program. As the Crystal Aliens and the humans that programmed the various Artificial Intelligences aboard the *Warden* do not speak the same language, it should be expected that a few such misunderstandings might occur. Further, without engineering specifications to guide the A.I. in its construction techniques and choice of materials, the zoo was poorly built. Its standard steel buildings now lie rusted and in ruins, and its eductional center is festooned with clinging vines. Only those supports made from plasteel remain, and even those are slowly being crushed by the weight of the surrounding jungle.

Characters thoroughly investigating all of the ruins run the risk (25%) of these ruins collapsing during said investigation. Such a collapse requires that the character attempt to jump clear, avoiding the falling beams and girders. Those that fail to do so should suffer 3d6 damage and might well wind up trapped in the chaos of collapsed masonry and plasteel. They will also disturb the many Winged Biters that have taken up residence here.

Winged Biter

(HD 4, HP 11, AC 14, MV 20' [slithering]/50' [flying] Exp. Points: 270 Radiation Resistance 10
Constitution 4 Mental Resistance 10
Strength 10 Dexterity 14

[Prime=Physical] one bite attack with poison [Intensity 11], WC 3.)

This 3' long mutated flying python has a 4' wingspan, is immune to all forms of poison and paralysis, and is never surprised as they have Precognition. If an alternative parent [perhaps a character] is present at the hatching of a Winged Biter, it can imprint upon that alternative parent and follows that creature/character for life. Mutations— Precognition, Immunity to Poison & Paralysis, Wings.

6 — The Experimental Desert

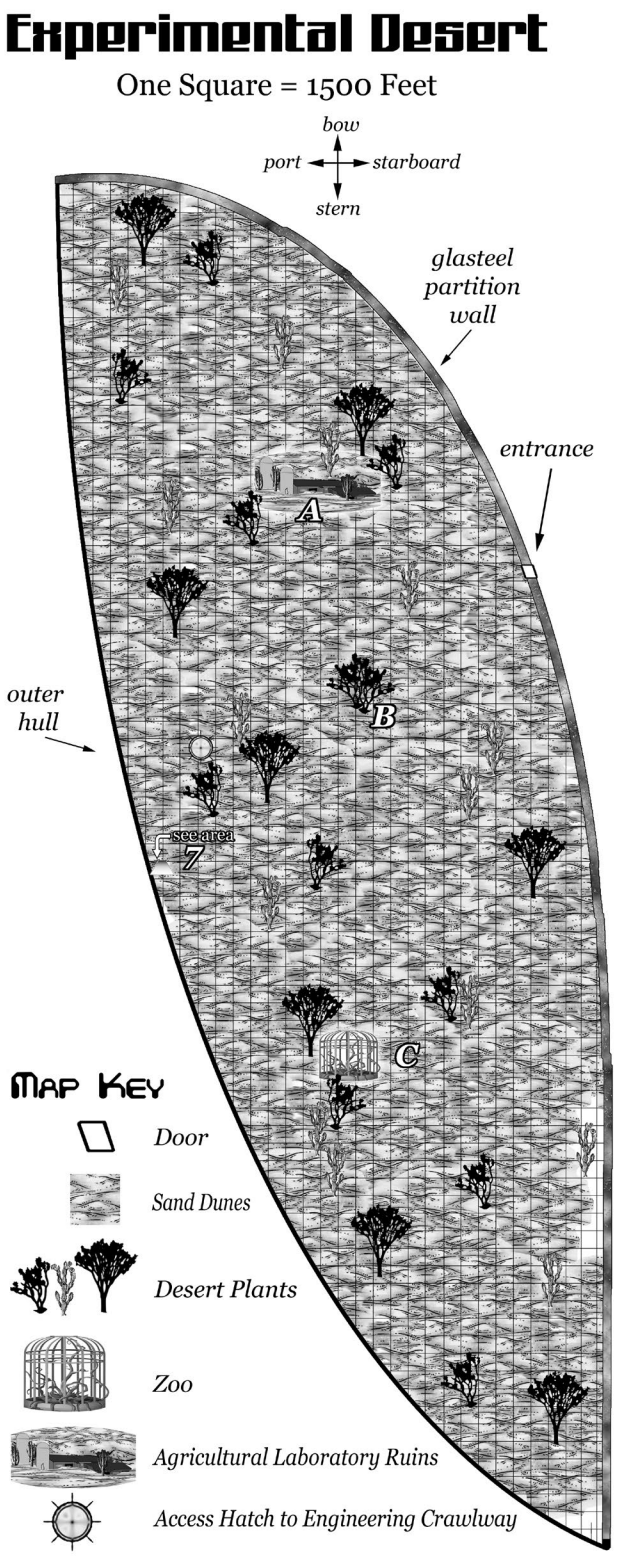
The Crystal Aliens are fascinated by the multiple environments and dynamic seasons of the Earth. They had never imagined life existing in the arid and unbelievably hot (from their perspective) desert. They gave orders that the Deck #7 Artificial Intelligence construct a desert on this deck several decades ago, walling it off with plasteel and a security door to prevent its heat from contaminating the rest of this deck.

Walled off from the rest of the deck by a foot-thick floor-to-ceiling glasteel partition, only one entrance provides access to this sector. It is a gigantic 300' square security door that allows entry only after robotic identification via data link, or by presenting a ship's issue wristband. This door accepts only black, green, red, or red & blue wristbands.

On the far side of the glasteel partition, the environment differs drastically from the rest of this icy level. The humidity is very low (2%), the temperature is a balmy 104° F/ 40° C, and the area is dominated by 20'-45' sand dunes. A hot but lazy 3mph (5 kph) wind constantly shifts these dunes and quickly dries perspiration on the skin.Characters outfitted for the chill represented by (most) of the rest of this deck quickly overheat unless they change their clothing upon arrival.

Characters also face the threat of dry quicksand, and static-electrically charged blowing sand. Dry quicksand appears to be normal dune sand, but lacks density, allowing explorers (especially those carrying a lot of weight) to sink below its surface. Although rare, these quicksands do occasionally form in this desert due to the constant, although light, wind. The actual chance of encountering quicksand is about 1%, but characters unfortunate enough to happen upon this hidden threat have but 1d6 turns to receive help or they sink 6'-8' below the surface. Characters submerged in sand sufffer the loss of 15 damage per minute they are submerged unless they are wearing a closed-environment suit (like a space suit or hazmat gear) with its own oxygen supply. Most explorers will require assistance in order to extricate themselves from this submerged predicament.

Blowing sand that carries with it a static electrical charge is a regular feature of this environment.



While harmless to all known life forms, it readily demagnetizes equipment and harms delicate electronic gear. Generally exposure exceeding one hour in this environment causes such gear to fail. You may change that time period to suit your own campaign.

Finally, the Crystal Aliens often come here in specially adapted excursion vehicles (GoGo Karts that have been sealed and contain refrigeration units). They regularly tour the sands marveling that anything is able to thrive in this environment.

Alien Modified GoGo Kart (equipment)
Tech Level 4 Experience: 800
Power Requirement: 4 Hydrogen Fuel Cells (batteries)
Power Cell Life: 25 hours
Carrying Capacity: 611 pounds/277kg (up to 2 aliens)
Size: 10'4" x6'6" width
Top Speed: 23mph/37kph
These units carry

* A heavy duty refrigeration unit
* a small adjustable gravity node allowing use in zero-G environments and granting the ability to climb near-vertical surfaces

If spotted (and if they know they have been spotted), the aliens attempt to escape if at all possible. If they gain the glasteel partition security door, 4 further aliens join their group, otherwise, one of each is generally encountered.

Crystal Alien, Blue
(HD 15, HP 53, AC 18, MV 20' Exp.Points: 740
Radiation Resistance 14 Constitution 15
Mental Resistance 3 Strength 15
Dexterity 15

[Prime=Physical] one crystal spike inflicting 2d6 damage, WC 2, 10' range.)

This 9' tall alien appears to be a conglomerate of deep blue 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, Red
(HD 16, HP 33, AC 18, MV 30' Exp.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.

Note: Several groups of Crystal Aliens often watch the life forms of the desert from the icy side of the glasteel partition. You might want to have your players encounter these aliens there as well.

Finally, characters exploring this desert may run into some of the wildlife that makes this relatively new habitat its home. The list that follows is incomplete, and you should feel free to add to it as you see fit.

Axe Beak, Desert
(HD 10, HP 40, AC 15, MV 40' Exp. Points: 630
Radiation Resistance 11 Constitution 10
Mental Resistance 11 Strength 13
Dexterity 10

[Prime=Physical] one beak attack inflicting 20 damage, WC 2.)

The sand-colored Axe Beak stands 15' tall. It moves rapidly through the dunes and is dificult to spot due to its sand-colored plumage. A carnivore, this flightless bird clubs prey to death with its huge beak. Mutations— Taller, Heightened Strength, Heightened Precision, feathers immune to laser fire.

Dragonfly, Giant
(HD 10, HP 60, AC 12, MV 10'/90' [flying]
Exp.Points: 360
Radiation Resistance 10 Constitution 10
Mental Resistance 10 or [special – see below]
Strength 10 Dexterity 10

[Prime=Physical] one clawed talon inflicting 25 damage, WC 4, and energy discharge if touched causing 9d6 in energy damage, WC4.)

Born in piles of rotting meat found in radioactive areas and traveling alone for most of their lives, Giant Dragonflies are 7' long and 10' tall. They are enraged by mutants using their mental abilities and always seek out and attack such mutants. Any touching the dragonfly receive an immediate energy discharge which instantly regenerates. Giant Dragonflies are immune to Mental Control.

Hawkoid, Desert
(HD 9, HP 42, AC 12, MV 10'/ 60' [flying]
Exp. Points: 920
Radiation Resistance 18 Constitution 9
Mental Resistance 13 Strength 14
Dexterity 14

[Prime=Mental] one bow attack inflicting 1d6+3 damage, WC 2, range 210'.)

This highly intelligent mutated sparrow hawk is 10' long with massive muscles in its wings and manipulative talons at their ends. Its plumage is white and blue in the front, but desert tan and sand yellow on its back. Mutations— Fear Generation, Levitation, Force Field Generation.

Spider, Giant Mutant
(HD 18, HP 111, AC 17, MV 30' Exp. Points: 1530
Radiation Resistance 12 Constitution 18
Mental Resistance 11 Strength 18
Dexterity 11

[Prime=Physical] one sticky rope of webbing attack to trap prey, WC 2. Webbed characters require 3 combat rounds to escape the sticky strands. Once prey is entangled, the spider bites; one attack inflicting 1 damage + poison [Intensity 18, paralyzing], WC 1, paralysis lasts 48 hours.)

The nests of these 8' spherical, mutated spiders are commonly 600-900 square feet [30' x 20' - 30' x 30'] and are filled with white rope-thick webbing. Giant Spider Mutants are immune to the stickiness of their own webs. Mutations— Taller, New Body Parts, Heightened Strength, Heightened Intelligence, and Poison [Intensity 18].

T-Rex Mutant
(HD 18, HP 100, AC 15, MV 40' Exp. 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.

6A — Agricultural Laboratory Ruins

These laboratories were originally designed to conduct experiments to maximize crop yields, create disease-resistant strains of crops, and to create more

nutritous plants for animal and human consumption. They remained viable (although unused) until some decades ago when the aliens decided to surround these buildings with constantly shifting sand. The buildings are partially buried in sand now, although the inner corridors are still passable. The laboratories' power plant, a small fusion generator, was shorted out by static electrical charge buildup in the sealed duralloy building that protects it.

These buildings are still used, however, by a rather angry band of primitive Hawkoids. They were inadvertantly deposited here by the deck's A.I. that assumed the lifeforms had been ordered for testing (a misinterpreted order from the Crystal Aliens). These are sentient beings that do not understand human language but may be able to communicate via hand signals, at your discretion. (7)

Hawkoid, Desert
(HD 9, HP 42, AC 12, MV 10'/ 60' [flying]
Exp. Points: 920 Radiation Resistance 18
Constitution 9 Mental Resistance 13
Strength 14 Dexterity 14

[Prime=Mental] one bow attack inflicting 1d6+3 damage, WC 2, range 210'.)

This highly intelligent mutated sparrow hawk is 10' long with massive muscles in its wings and manipulative talons at their ends. Its plumage is white and blue in the front, but desert tan and sand yellow on its back. Mutations— Fear Generation, Levitation, Force Field Generation.

6B — Stranded Motorists

From a distance, explorers note only a strange glasteel bubble jutting over the top of a sand dune. The occasional clank of metal is heard if the characters remain still and listen for several moments, but no other sounds break the soft sighing of the desert sands.

A mixed pair (one Blue, one Red) of Crystal Aliens is here unsuccessfully trying to repair one of their Modified GoGo Karts. They are hopelessly trying to make use of tools they are unable to properly manipulate and are considering making their way on foot back to the glasteel partition and entrance door to this experimental desert. If the characters approach, their hunting instincts take over, and they immediately roll forward and attack the explorer that approaches most closely.

Crystal Alien, Blue
(HD 15, HP 53, AC 18, MV 20' Exp.Points: 740
Radiation Resistance 14 Constitution 15
Mental Resistance 3 Strength 15 Dexterity 15

[Prime=Physical] one crystal spike inflicting 2d6 damage, WC 2, 10' range.)

This 9' tall alien appears to be a conglomerate of deep blue 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, Red
(HD 16, HP 33, AC 18, MV 30' Exp.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.

Within the broken down GoGo Kart, a DNA/Biometric Scanner (see *Appendix C* for details) lies directly behind the two seats. This cart has a burned out winding in its motor and may be fixed by characters with appropriate skills and a spool of copper wire.

6C — Desert Zoo

Due to a misinterpretation of the order to create this area, this level's A.I. originally thought a zoo was part of the program. In this case, Engineering Robots built the zoo, and so it remains fully functional today.

Unfortunately, the zoo was built to house animals found in the *Warden's* original database. These animals no longer exist although their mutated descendants remain abundant. The Security Robots



currently tasked with maintaining the zoo's exhibits have captured and caged these mutants as they are 'the closest matching DNA' that could be located.

The exhibits here, however, were not built to thwart the abilities of these mutants. They constantly escape from their habitats, although most remain in the general area as it supplies a ready source of food and water. Characters exploring this zoo, however, might presume that these creatures are restrained when in fact they are not.

The list of mutated specimens found here is extensive, and the unique conditions that have spawned their mutations provide a rare opportunity for you as Game Master. Please review the mutations applicable to your campaign and create new mutants from these desert dwelling zoo exhibits. Although the zoo was meant to house Road Runners, Ostriches, Meerkats, Texas Horned Lizards, Black Widows, Black Scorpions, Desert Toads, Vultures, Jack Rabbits, Foxes, Kangaroo Rats, Hyenas, Geckos, and Sidewinder Rattlesnakes, you should feel free to add to or mutate this list as you deem fit.

The Security and Engineering Robots tasked with the care and maintenance of this facility have been thoroughly reprogrammed in order to properly execute this task. They completely ignore characters interacting with the residents or structures of the zoo. They will respond to orders issued by any character wearing either a red or red & blue wristband (in the case of the Security Robots), or a gray, red, or red &blue wristband (in the case of the Engineering Robots).

7 — Inclined Planes to Other Levels

All of the ramps on this deck have been camouflaged by holographic projectors to hide their presence. Only the small illuminated slot of the wristband reader belies their presence. There are two of these inclined planes on the port side of this deck. Both of them lead only to Deck #8, and only the door closest to the bow is known to the Crystal Aliens. The ramp on the starboard side is also unknown to the aliens and leads only to Deck #6.

8 — Greenhouses

When the *Warden* was designed, this group of buildings was meant to propagate the experimental strains that were then to be thoroughly tested in the laboratories that now lie in the jungle and desert sectors of this level. This propagation, and those experiments that were at one time being automatically conducted (and their data recorded), continued after the cataclysm for hundreds of years until the arrival of the aliens.

Once the aliens arrived and took control of this deck by duping the deck-level Artificial Intelligence into thinking that they were crewmen giving orders, this facility began to experience difficulties. The Engineering and Horticultural Robots assigned to this sector did the best they could: boosting the output on the heating units that kept the environment within warm, repairing glass broken by alien vandalism and inclement weather, and continually replanting those plants that were raided or destroyed by the aliens, humanoid rabbits, and a host of other creatures. To be blunt, these buildings are not secure.



The robots continue to do their best to keep this facility working, but no crop has lasted long enough to be shipped to either of the laboratories since the arrival of the Crystal Aliens.

The robots are therefore unaware that there is no longer standard access to these facilities.

Characters exploring these buildings find hydroponics, seedlings planted in uniform rows in trays, 5 gallon containers of liquid fertilizer, and partially filled 40-bushel grain storage bins that contain a variety of grains. The robots still perform their daily tasks of repair to these buildings and the care and nurturing of these young plants. Unless directly addressed, they ignore the characters.

Robot, Horticultural

(HD 10, HP 50, AC 15, MV 96 kph [flight]

Exp.Points: 405	Radiation Resistance 18
Constitution 10	Mental Resistance 3
Strength 18	Dexterity 18

[Prime=Physical] no attacks)

This 10' tall 3' wide disk-shaped floating robot has many tools stored in its body to deal with domestic plants. It holds the following: semi-independent action circuits, broadcast power cells, extra power cell for 24 hours of independent operation, telescopic and microscopic lenses, lenses for infra-red and ultra-violet sensing, 2 rotating light sources, 1 tentacle manipulator, 1 power grasping claw, tool handling tentacles, 96 kph drive system, communication systems allowing it to talk with the ship's A.I. and managing humans. It has no attack and isn't programmed to do damage to humanoids. It has the following garden tool attachments: soil analysis sensors, herbicide sprayer with 100 applications of plant poison [Intensity 18], sprayers that can be filled with anti-radiation chemicals to remove radiation from ship areas, insecticide sprayer with 50 applications of insect poison [Intensity 18], and mower attachment inflicting 20 damage to plants.

The unit will take verbal orders from any being with a green *Warden* wristband.

Robot, Engineering

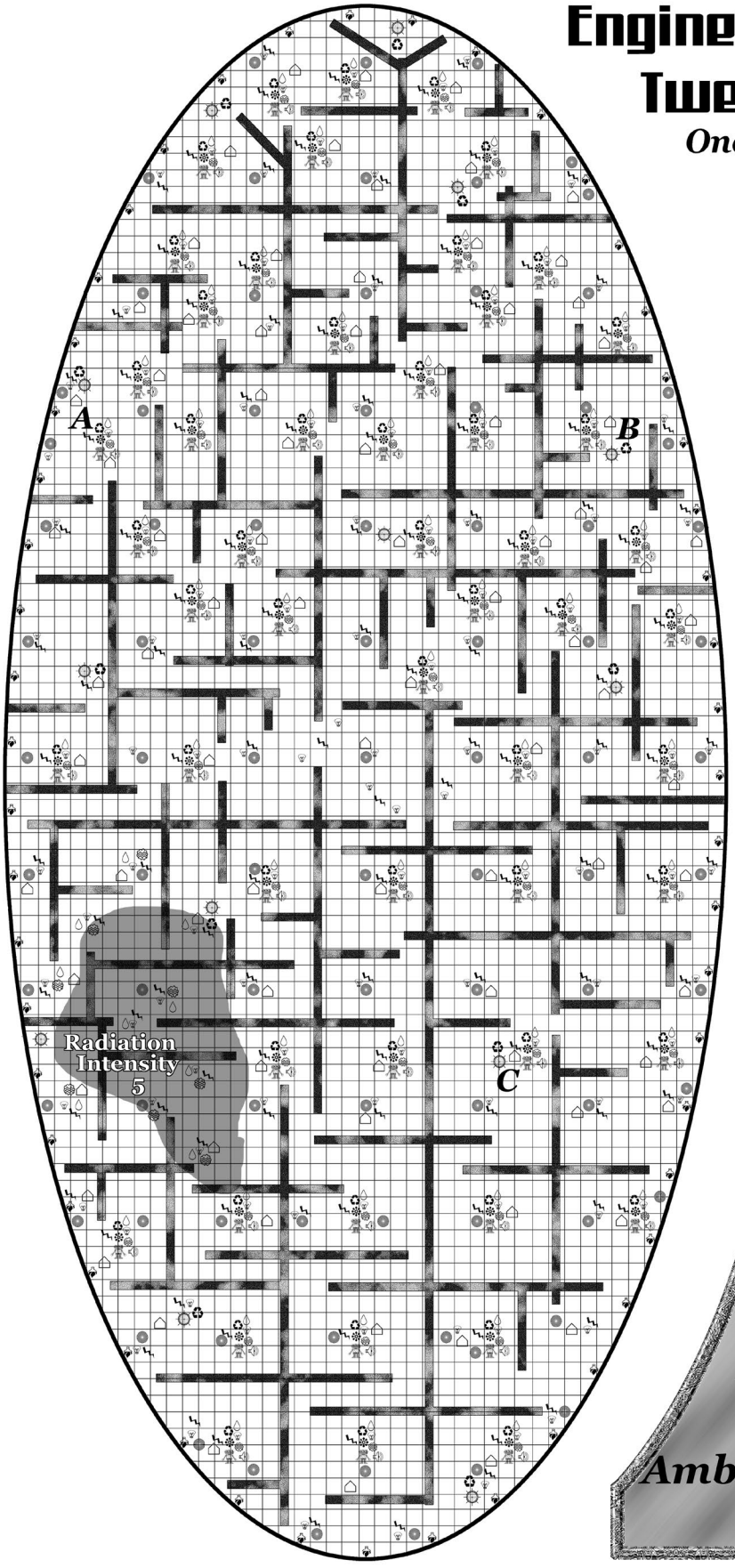
(HD 10, PH 50, AC 15, MV 96 kph	Exp.Points: 405
Radiation Resistance 10	Constitution 10
Mental Resistance 10	Strength 14
Dexterity 14	

[Prime=Mental] no attacks)

Designed with many tools stored in its body, this robot has digital schematics and programming that allows it to repair most devices on the ship. It has: Semi-independent action circuits, broadcast power cells, extra power cell for 24 hours of independent operation, telescopic and microscopic lenses, lenses for infra-red and ultra-violet sensing, 2 rotating light sources, 3 tentacle manipulators, 2 power grasping claws, tool handling tentacles, 96 kph drive system, and communication systems allowing it to talk with both the ship's A.I. and humans.

Engineering Crawlway Tween Deck #7.5

One Square = One Half Mile



Key

- standard power substation
- broadcast power station
- robot depot
- air recirculation and purifying station
- water purification plant
- electrical circuit bus
- storage area
- thruster station
- gravity node
- environmental control station
- waste recycling center
- solid bulkhead
- hatchway to deck above

All open areas have a hollow 1'-diameter support pillar every 20'

Gravity:
0.90 – 0.96 G

Power:
Internal – Fusion Substation

Pressure:
101.0 – 103.2 kPa

Power Capacity:
1483 MW

Background EMF:
2.78 – 3.66 mG

Ambient Temperature:
81°F / 27°C

Overview

The engineers that designed the *Warden* were adamant that Deck # 8 have more power generation than it could ever possibly use due to the vital nature of the food it would provide. As a result, the air in these crawlways is moderately hot and extremely dry. Characters need to hydrate twice as often when exploring these crawlways as they normally might. EMF is also a bit high as a result of this extra power capacity.

The two dire enemies that are feuding on Deck #8 continue their fight on this sub-deck. Red Androids have secured one of the ten access hatchways to these tunnels, and the Humanoid Rabbits guard another. Both are taking all of the recycled materials and power from the surrounding installations to further their efforts. The Deck #8 Artificial Intelligence is beginning to wonder why these substations have no output, but any action the A.I. might take is a choice we leave to you.

Adventure Seeds

Red Android Scavengers (A)

The Red Androids control the various substations that are within 3 miles of the hatchway here. All materials brought to these stations are scavenged by the Red Androids and sent to the operations in Areas #4B & #4C above. A Red Android Worker wearing riot gear and armed with a two-handed axe is stationed every 500' in 3-mile diameter circle around this hatchway. Only Red Androids and robots are allowed to pass this perimeter or descend from the hatchway that leads to Deck #8 above.

Horticultural Robots are allowed to enter this area with supplies, but they are not allowed to remove any supplies from the area. As they are normally the only robots visiting these facilities, the Red Androids control them quite easily by using several green ship's-issue wristbands that were found amid the many farms. The occasional visit by an Engineering Robot has not as yet become an issue, as they come only to fix and maintain equipment, or for a quick recharge. Should an Engineering (or other than Horticultural) Robot attempt to remove supplies or recycled materials from this area, they will be attacked.

Characters approaching this perimeter might not notice the androids that form it as they remain completely motionless until a non-Red Android or non-robot approaches to within 50' of this theoretical boundary. The android in that sector then attacks.

Android Worker, Red

(HD 18, HP 100, AC 15, MV 30' Exp.Points: 765
Radiation Resistance 10 Constitution 18
Mental Resistance 10 Strength 12
Dexterity 11

[Prime=Physical] one fist blow for 10 damage, WC 1.)

These 9' tall red-skinned androids are extremely intelligent and have human-like senses. They present a faceless head and communicate from a voice box in the chest. Well-versed in the use of weapons and programmed as ambush predators, Red Worker Androids try to gain the trust of humans, guarding them and fighting creatures to gain that trust. They then attack when the humans feel safe. Red Android Workers are very capable mechanics, fixing almost anything on the *Warden* if adequate supplies are available.

* These androids wear riot gear.

Once an android begins its attack, it signals loudly for its fellows to come to its aid, and to inform them that the perimeter has been breached.

Red Android Thinkers, Workers, and Companions visit this area periodically to retrieve any supplies that have been deposited here.

Humanoid Rabbit Scavengers (B)

The Humanoid Rabbits of Deck #8 control the various substations that are within 3 miles of the hatchway here. All materials brought to these stations are scavenged by the humanoids and sent to the warrens in Area #3C above. Three Humanoid Rabbits wearing 'rough-duty' spacesuits and armed with laser pistols guard this hatchway. Parties of 3 rabbits appear every four hours either to relieve those on duty or to make a circuit of the local substations to scavenge gear and supplies. The rabbits allow the robots that service these substations to go about their normal business, but they always ensure that all substations within their 3-mile zone have been well pilfered before any visiting robot arrives.

Characters approaching this hatchway from either Deck #8 above or via the crawlways discover that the Humanoid Rabbits are wily traders but only if immediate gestures of peace are made when they first arrive. The rabbits have many enemies and are somewhat cynical. They prefer apologizing to widows over seeking medical attention for wounds acquired in combat. Cautious and peaceful characters should be able to gain their trust, however, if they have items to trade (especially laser weapons).



Humanoid Rabbit (3)
(HD 4, HP 15, AC 13, MV 60' Exp. Points: 345
Radiation Resistance 9 Constitution 4
Mental Resistance 9 Strength 15
Dexterity 17

[Prime=Physical] 2 energy bolt attacks inflicting 5d6 damage, WC 3, range 30', or by weapon.)

These 7'- tall intelligent mutated white rabbits stand on their back legs and have mutated forelimbs resembling arms and hands. They can use the devices of the ancients and delight in using lasers, often trading grenades for such weapons. Mutations— Taller, Energy Generation, New Body Parts, Heightened Intelligence.

*These rabbits wear rough duty spacesuits.

Red Android Hacker Party (C)

At this location, a group of 6 Red Android Workers has formed a tight perimeter around a pair of Red Android Thinkers that are attempting to hack the wristband reader and open the door to the Robot Repair and Recharge facility here. They hope to gain entry and reprogram all of the Horticultural Robots that frequent this station in order to use them as weapons against the Humanoid Rabbit colony in Area #3C of Deck #8 above. The androids are vigilant but are also intent upon their task. Characters that approach this area using stealth see the androids here before they are noticed by the androids' sentries.

If the characters are noticed, the androids attack.

Android Thinker, Red (2)
(HD 10, HP 60, AC 18, MV 30' Exp.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].

Android Worker, Red (6)
(HD 18, HP 100, AC 15, MV 30' Exp.Points: 765
Radiation Resistance 10 Constitution 18
Mental Resistance 10 Strength 12
Dexterity 11

[Prime=Physical] one fist blow for 10 damage, WC 1.)

These 9' tall red-skinned androids are extremely intelligent and have human-like senses. They present a faceless head and communicate from a voice box in the chest. Well-versed in the use of weapons and programmed as ambush predators, Red Worker Androids try to gain the trust of humans, guarding them and fighting creatures to gain that trust. They then attack when the humans feel safe. Red Android Workers are very capable mechanics, fixing almost anything on the *Warden* if adequate supplies are available.


Deck 8 : Agricultural Level

Deck 8

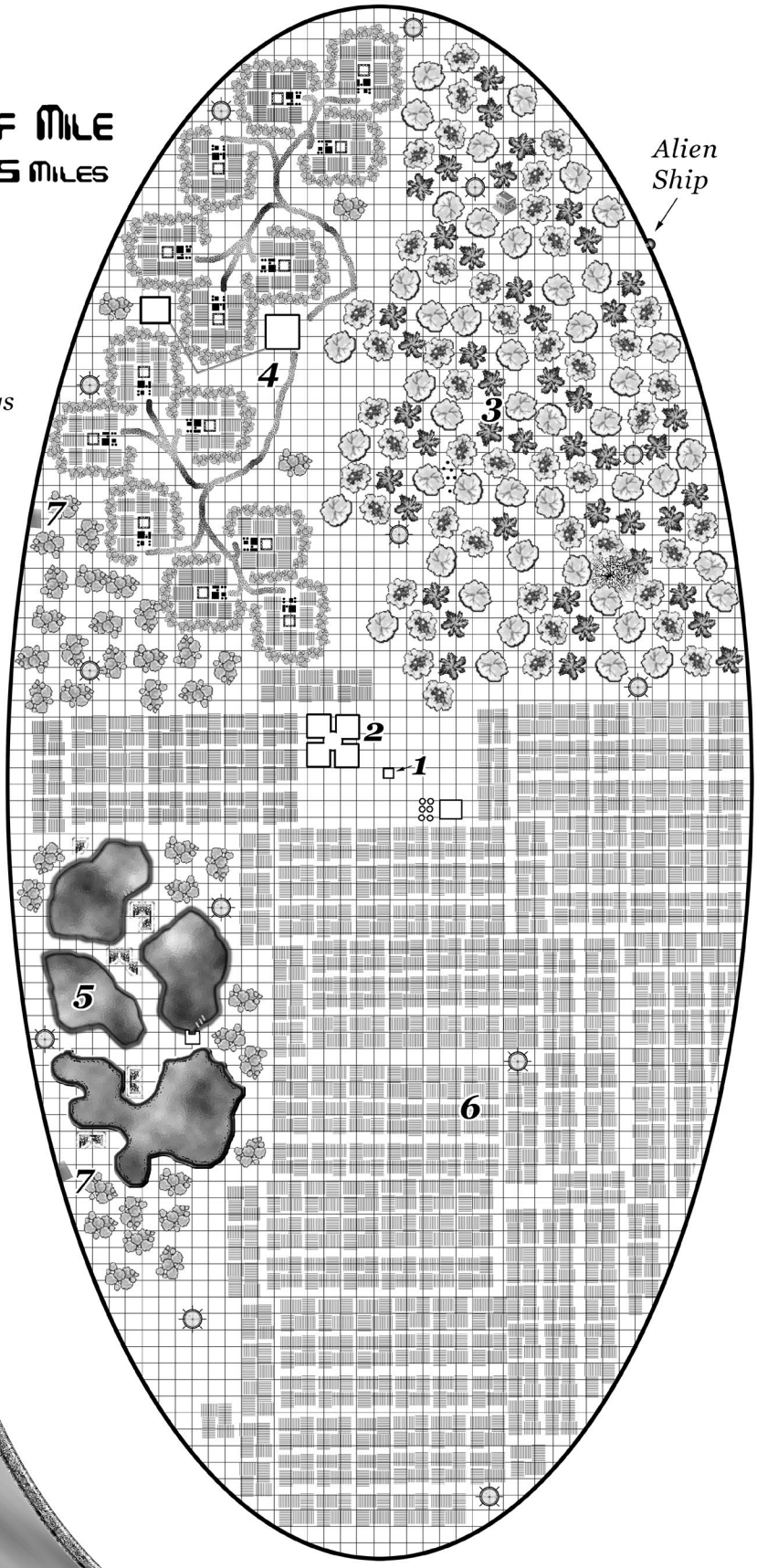
One Square = One Half Mile

Overall Size: 47 Miles x 22.5 Miles

Map Key

- *Giant Trees*
- *Lake*
- *Automated Farm Buildings*
- *Planted Fields*
- *Paved Road*
- *Light Forest*
- *Android Farm Complex*
- *Ruined Resort*
- *Access Hatch to Engineering Crawlway*

1) *Central Elevator*
2) *Horticultural Laboratories*
3) *The Giant Forest*
4) *Android Farms*
5) *Four Lakes Resorts*
6) *Automated Farm*
7) *Inclined Planes to Deck #7*



Gravity:
0.80 – 0.85 G

Power:
External

Background EMF:
2.15 mG

Ambient Temperature:
72°F / 22.2°C

Atmospheric Anomalies:
O_3: .003%

Level 8: Agriculture

Overview

Farms are the lifeblood of any colony. They are the only viable path to sustainability and independence. The designers of the *Warden* understood this, and dedicated Deck #8 of the ship to agricultural pursuits. Automated farms, genetically modified crops, training of future colonists in running a farm as an independent business — all of these activities were part of life on Deck #8.

Not all is as it was designed to be on this deck. Androids have taken over the 'training farms', some of the crops have mutated to the point of no longer being recognizable, and mutated plant growth has actually taken over a portion of this level. Despite these changes, the food harvested here still feeds a large portion of the life forms that still thrive aboard the *Warden*.

The android occupation has had several effects that cannot be ignored. They have reprogrammed the gravity on this deck to 80% of its original downward pull, and the atmosphere here contains a large portion of ozone. The temperature is also slightly higher than normal. As a result, characters exploring this deck will tire more easily, and electrical damage is 10% greater than normal.

Lifeforms

The following creatures are found randomly on this level. Check once for each new square explored on a given map (or devise your own system) by rolling a d6. Any result of a 1 or a 2 indicates that a wandering monster has encountered the character party. How many of a particular creature are encountered is left to your discretion.

All Areas

Wandering Creatures Encountered (roll 2d6)			
2	Android Thinker, Red	**7**	Giant Spider
3	Android Worker, Red	**8**	Humanoid Rabbit
4	Giant Dragonfly	**9**	Man Bird Mutant
5	Giant Fly	**10**	Mutant Maple Tree
6	Giant Honey Bee	**11**	Mushroom People (Small)
		12	Pure Human Trooper



Android Thinker, Red

(HD 10, HP 60, AC 18, MV 30' Exp.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].

Android Worker, Red

(HD 18, HP 100, AC 15, MV 30' Exp.Points: 765
Radiation Resistance 10 Constitution 18
Mental Resistance 10 Strength 12
Dexterity 11

[Prime=Physical] one fist blow for 10 damage, WC 1.)

These 9' tall red-skinned androids are extremely intelligent and have human-like senses. They present a faceless head and communicate from a voice box in the chest. Well-versed in the use of weapons and programmed as ambush predators, Red Worker Androids try to gain the trust of humans, guarding them and fighting creatures to gain that trust. They then attack when the humans feel safe. Red Android Workers are very capable mechanics, fixing almost anything on the *Warden* if adequate supplies are available.



Dragonfly, Giant

(HD 10, HP 60, AC 12, MV 10'/90' [flying]
Exp.Points: 360
Radiation Resistance 10 Constitution 10
Mental Resistance 10 or [special – see below]
Strength 10 Dexterity 10

[Prime=Physical] one clawed talon inflicting 25 damage, WC 4, and energy discharge if touched causing 9d6 in energy damage, WC4.)

Born in piles of rotting meat found in radioactive areas and traveling alone for most of their lives, Giant Dragonflies are 7' long and 10' tall. They are enraged by mutants using their mental abilities and always seek out and attack such mutants. Any touching the dragonfly receive an immediate energy discharge which instantly regenerates. Giant Dragonflies are immune to Mental Control.

Honey Bee, Giant Mutant

(HD 12, HP 70, AC 8, MV 30'/80' [flying]
Exp.Points: 440
Radiation Resistance 12 Constitution 12
Mental Resistance 12 Strength 12
Dexterity 12

[Prime=Physical] one stinger inflicts 8d6 damage, WC 1.)

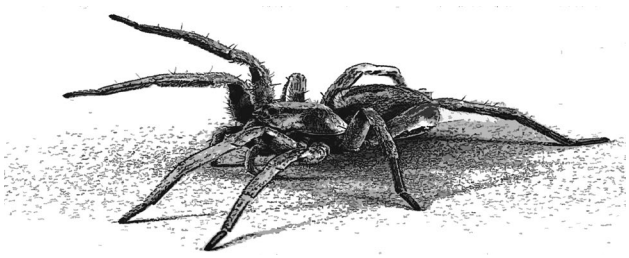
This 3'-long golden yellow mutant bee flies but cannot attack from the air. It lands 30' or so away from a target and runs at full speed with its stinger pointed at the victim. Mutations— Taller.

Spider, Giant Mutant

(HD 18, HP 111, AC 17, MV 30' Exp. Points: 1530
Radiation Resistance 12 Constitution 18
Mental Resistance 11 Strength 18
Dexterity 11

[Prime=Physical] one sticky rope of webbing attack to trap prey, WC 2. Webbed characters require 3 combat rounds to escape the sticky strands. Once prey is entangled, the spider bites; one attack inflicting 1 damage + poison [Intensity 18, paralyzing], WC 1, paralysis lasts 48 hours.)

The nests of these 8' spherical, mutated spiders are commonly 600-900 square feet [30' x 20' - 30' x 30'] and are filled with white rope-thick webbing. Giant Spider Mutants are immune to the stickiness of their own webs. Mutations— Taller, New Body Parts, Heightened Strength, Heightened Intelligence, and Poison [Intensity 18].



Humanoid Rabbit
(HD 4, HP 15, AC 13, MV 60' Exp. Points: 345
Radiation Resistance 9 C onstitution 4
Mental Resistance 9 Strength 15
Dexterity 17

[Prime=Physical] 2 energy bolt attacks inflicting 5d6 damage, WC 3, range 30', or by weapon.)

These 7'- tall intelligent mutated white rabbits stand on their back legs and have mutated forelimbs resembling arms and hands. They can use the devices of the ancients and delight in using lasers, often trading grenades for such weapons. Mutations— Taller, Energy Generation, New Body Parts, Heightened Intelligence.

Man Bird Mutant
(HD 12, HP 55, AC 16, MV 30' Exp. Points: 1045
Radiation Resistance 18 Constitution 12
Mental Resistance 18 Strength 11
Dexterity 18

[Prime=Mental] one crystal-tipped spear inflicting 10 damage, WC 2, range 5'.)

These anthropomorphic mutant birds stand 7' tall and can no longer fly. They are covered in a rainbow of large feathers. Each also wears a vest made from bird feathers taken in battle. Mutations—Telepathy, Heightened Intelligence, Heightened Dexterity, Immunity to Poison [all intensities].

Mushroom Person, Small
(HD 4, HP 10, AC 10, MV 6' Exp. 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 make 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 Small Mushroom People are destroyed, a day or so later a band of Medium Mushroom People hunt down the perpetrators and attack.

Mutant Maple Tree
(HD 15, HP 60, AC 12, MV 0'/None Exp.Points: 1260
Radiation Resistance 18 Constitution 15
Mental Resistance 9 Strength 18
Dexterity 9

[Prime=Physical] Special attack – the tree senses approaching creatures at 35' and uses manipulation vines to grab them and tie them to the upper reaches of the trunk. The creatures die there of deprivation, and as they rot and the tree leeches the nutrients from the corpse.)

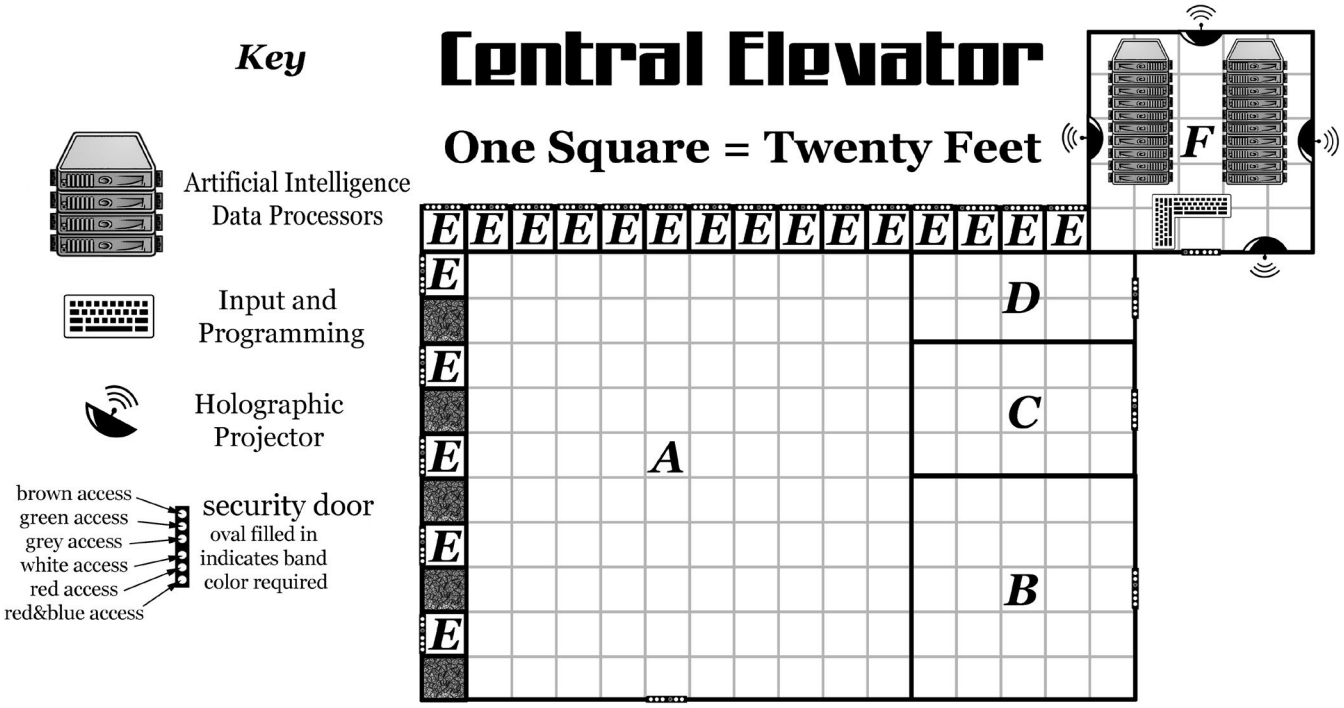
These Mutant Maple Trees are twice as tall and wide as their standard cousins, and their bark resembles the scales of a fish. Mutations— Larger Than Normal, Increased Senses, New Plant Parts, Manipulation Vines, Heightened Brain Talent, Texture Change.

Human, Pure, Trooper
(HD 17, HP 60, AC 10, MV 30' Exp. Points: 720
Radiation Resistance 9 Constitution 17
Mental Resistance 9 Strength 17
Dexterity 18 Leadership Potential 18

[Prime=Mental] by weapon)

This 6'-tall muscular human has been in cryo-sleep for hundreds of years. The typical trooper is equipped with battle armor, a laser pistol [10d6 damage, WC6, 225' range], and a laser rifle [15d6 damage, WC6, 225' range] with ten rechargeable batteries.





Points of Interest

1 – Central Elevator

Deck #8 is only accessible through the Central Elevator or from Deck #7 via either of two ramps found on the port side of this level. No other access to this level, of any kind, is provided. The central elevator functions for all colors of ship's issue wristbands in order to facilitate the training of colonists as potential farmers. Explorers exiting the elevator see open, grassy fields for at least a mile in all directions.

The Central Elevator runs through all 17 decks of the *Warden*, but ingress and egress are strictly regulated through the use of wristband readers that are present both within and without each elevator. These bands identify the type of crewmember attempting to use the elevator and allow them access to only those areas where said access is authorized. This access changes from deck to deck, so while a crewman might board on one deck, he may only have a limited number of choices for decks upon which he might exit. All elevators arriving on Deck #8 open their doors for any color wristband, although a ship's issue wristband is required for exit.

The term 'Central Elevator' is actually a misnomer. Although there is a single elevator shaft in the center of the *Warden*, there are 24 elevators of various sizes that use this shaft for transit. Four of these elevators are dedicated to the transit of cargo, and as such are quite large, while 20 smaller elevators are able to carry up to 30 passengers each. All of the elevators in the *Warden* operate using small gravity lenses (anti-gravity) with variable negative and positive gravity capability.

Given the size of the *Warden*, a trip within any of the central elevators takes some time. Transit from one deck to the next consumes a full ten minutes, while a trip from the very bottom of the ship to its observation dome (if the passenger is authorized) takes a total of 112 minutes.

1A — Main Cargo Elevator

The largest of the elevators, this massive lift measures 400' square and is capable of moving up to 200 metric tons.

1B — Secondary Cargo Elevator

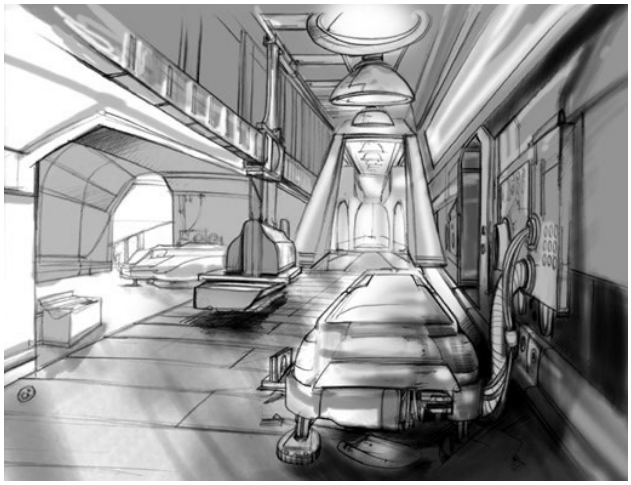
This cargo elevator is slightly faster than the largest and measures 100' x 100'. It can lift a maximum of 50 metric tons.

1C — Tertiary Cargo Elevator

Used for deliveries of supplies to most decks of the ship, this elevator measures 60' x 100' and has a carrying capacity of 20 metric tons.

1D — Express Cargo Elevator

The fastest of the cargo elevators, the express elevator has bench seats with seat belts along its far wall, and it is able to transit between decks in a mere 9 minutes (98 minutes top to bottom). It measures 40' x 100' and is able to carry up to 10 metric tons.



1E — Passenger Elevators

These 18' x 18' elevators travel at a standard speed and are capable of comfortably fitting up to 32 crew members at one time. Their weight limit is 8,134 pounds (3690 kg).

1F — Deck #8 Artificial Intelligence

The Artificial Intelligence on this level is completely introverted and cares about nothing that occurs on the deck it is supposed to be managing. Should any character attempt to fix the Artificial Intelligence for this level, its introspection becomes badly disturbed, and it dispatches 2d6 (2-12) Security Robots to remove the offenders.

The androids that have appropriated Area #4 of this level have convinced this deck's A.I. that they are the new model of Security Robot, and that all security requests should be forwarded to their headquarters building (Area #4B). Any and all security breeches that might occur during character explorations of this level are responded to by these Red Androids.

As the androids hope to keep the A.I. quiescent by allowing it to believe that it yet maintains control, they always send as many of the new 'Security Robots' as the A.I. requests.

Android (Security Robot) Thinker, Red
(HD 10, HP 60, AC 18, MV 30' Exp. 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].

2 — Horticultural Laboratories

The doors to these laboratories open only upon presentation of a green, red, or red & blue wristband.

The laboratories on Deck #8 were tasked with genetically refining proven food producing plants so that they might be more readily adaptable to agriculture. At the time of the disaster, several experiments were being conducted that have so morphed with time and radiation exposure that their origins are no longer discernible. Nevertheless, Horticultural Robots continue to faithfully tend these 'experiments' despite their current lack of purpose.

This building is set up with a central laboratory for gene splicing and cloning, and 4 attached satellite laboratories where experiments could be carefully monitored and controlled. Single species propagation was the norm for these experimental areas as characters quickly discover should they explore this building.

2A — Gene Splicing and Cloning Laboratory

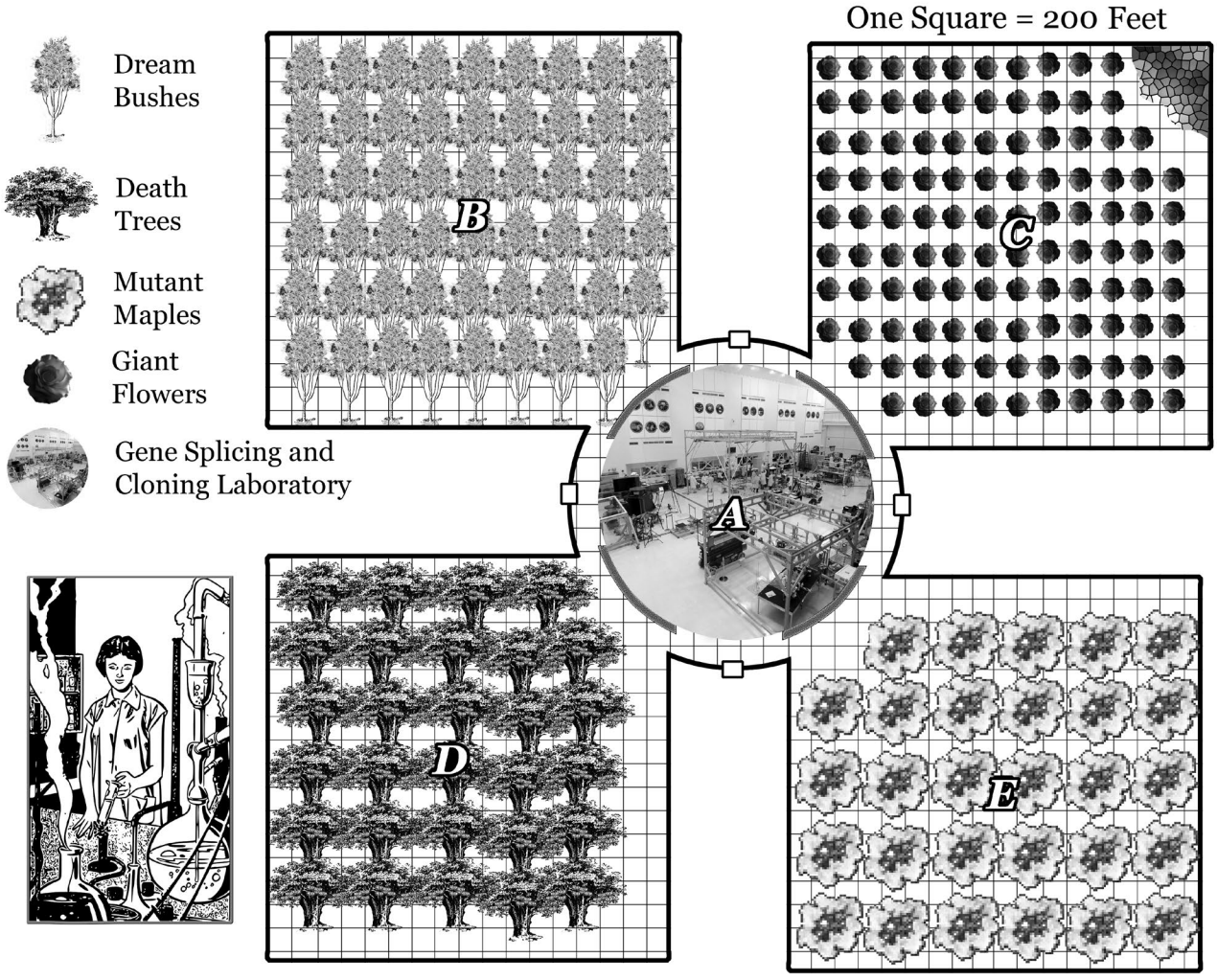
The equipment found in this centralized laboratory is intended for altering and copying samples of deoxyribonucleic acid (DNA). While it was intended for horticultural use in this laboratory, the equipment can be used to replicate or alter the DNA of any life form, including that of the characters. Experimentation upon (and the cloning of) sentient lifeforms was strictly prohibited by the *Warden's* operational charter, and so no known experimentation of this kind occurred before the cataclysm struck the ship. The equipment is, however, still viable, and your characters might choose to make use of it in this previously proscribed fashion.

Characters using this machinery on sentient lifeforms (including themselves) do so at great risk. Those with highly advanced skills in gene splicing, biology, and recombinant DNA manipulation run a 40% chance of granting their experimental subjects a negative mutation rather than a postive one.

Those without skills run an even greater risk. 85% of all experiments carried out by the unskilled result in a negative mutation.

Note: A complete listing of the mental and physical mutations and defects that might occur may be found in any version of the ***Metamorphosis Alpha RPG*** *rules.*

Horticultural Laboratories



Lastly, anyone entering these laboratories that is not wearing a green, red, or red & blue wristband is immediately attacked by the crazed Horticultural Robobts that have been working here for centuries.

Robot, Horticultural, Crazed

(HD 20, HP 100, AC 15, MV 25' (hover flying)
Exp. Points: 405 Radiation Resistance 10
Constitution 20 Mental Resistance 10
Strength 10 Dexterity 10

[Prime=Mental] either one paralysis tentacle attack [paralyzes], WC1, 18' range, or one forestry tool attack inflicting 2d6 damage, WC1.)

This automated, 10' floating disk is damaged, and parts of its instrumentation are exposed and emitting sparks. It floats on anti-grav pods and can carry up to 595 pounds of material. It has a single paralysis tentacle that extends up to 18' [WC 1], its optical senses can pick out objects up to a mile away, and its communication has a range of an entire deck. The robot has two manipulative tentacles allowing it to grab things and surgical tools allowing it to perform operations on animals of all types. Three large light sources and mechanical optics can see in the visible, infra-red and ultra-violet spectrum. All the rest of its equipment has long since been destroyed. Touching any part of the robot causes exposure to radiation [Intensity 5]. These derelict automatons view all living creatures as animals in need of amputations or skin grafts. The unit does, however, take verbal orders from any being with a green *Warden* wristband.

2B — Tiny Trees Need Love

This area is filled with evenly spaced rows of 6'-tall trees. The plants are lovely with huge and fragrant purple flowers and purple fist-sized berries. Unfortunately, the fragrance of these plants is actually a mind-altering chemical. Characters breathing this aroma that fail to mentally avoid this effect no longer act of their own volition.

Dream Bush

(HD 10, HP 55, AC 12, MV 0'/None Exp. Points: 540
Radiation Resistance 10 Constitution 10
Mental Resistance 3 Strength 3
Dexterity 3

[Prime=Physical] one strong fragrance area attack affecting any creature within 35'; fragrance acts as a poison [Intensity 10, Enthralls victim].)

This 6' tall mutated elderberry bush filled with clusters of purple berries looks like a tree. Those failing to avoid the effect of its fragrance [poison] take no damage but become enthralled to the Dream Bush and retrieve other plants of all types, returning them to the base of the Dream Bush to become fertilizer. Only the destruction of the Dream Bush by an outside entity is capable of releasing those in thrall. Mutations— Poison [Intensity 10], Enthralling.

If the characters do not have some form of external air supply and breathe in the gas, you, as the Game Master, should take over their actions until they can do something about the poison in their systems.

2C — The Buzz

Characters approaching this area hear an intermittent buzzing sound. A wonderful, almost heady scent fills the air, and as this testing laboratory comes into view explorers see that it is filled with gigantic, 12'-diameter flowers that range from 5'-8' in height.

The flowers are a harmless mutation of what were once typical carnations. Characters entering this area note that the further into the room they travel, the louder and more regular the buzzing becomes.

A hive of gigantic bees lies at the back of this room. The more deeply the characters penetrate this room, the more outraged the bees become as their territory is being violated. Once any character comes to within 200' of their hive, the bees attack.

Honey Bee, Giant Mutant

(HD 12, HP 70, AC 8, MV 30'/80' [flying]
Exp.Points: 440 Radiation Resistance 12
Constitution 12 Mental Resistance 12
Strength 12 Dexterity 12

[Prime=Physical] one stinger inflicts 8d6 damage, WC 1.)

This 3'-long golden yellow mutant bee flies but cannot attack from the air. It lands 30' or so away from a target and runs at full speed with its stinger pointed at the victim. Mutations— Taller.

The honey these bees generate is amazing, and a pint heals all damage a being suffers.

2D— Fruit of the Poisoned Tree

A faint odor of decay covered by the scent of flowers wafts from this experimental laboratory. Scores of 20'-tall trees with luxuriously scented blossoms fill this laboratory from wall to wall. As any explorer approaches to within 10' of one the trunks of these trees, they attack.

Death Tree (3)

(HD 10, HP 55, AC 12, MV 0'/None
Exp. Points: 360 Radiation Resistance 15
Constitution 10 Mental Resistance 3
Strength 3 Dexterity 3

[Prime=Physical] 3-18 [3d6] thrown cherry attacks inflicting 3d6 damage each, WC 2, range 50', and the radiation it emits [radiation level 15 up to 120'].)

This mutated cherry tree stands 20'-tall when mature and can sense the air moving when targets approach. It attacks by throwing exploding cherry-like fruits at its opponents. Victims killed by the tree fertilize its hungry roots. The presence of Death Trees in overgrown and densely forested areas is often betrayed by the ring of small animal corpses that surround their trunks. Mutations— Radiated Plant Fiber [Intensity 15].

A total of 68 trees stand in this laboratory. Near the center of this group, a Humanoid Rabbit corpse bears a green wristband, a laser pistol, 3 batteries, and a small tin containing 3 anti-radiation pills.

2E — Hanging Trees

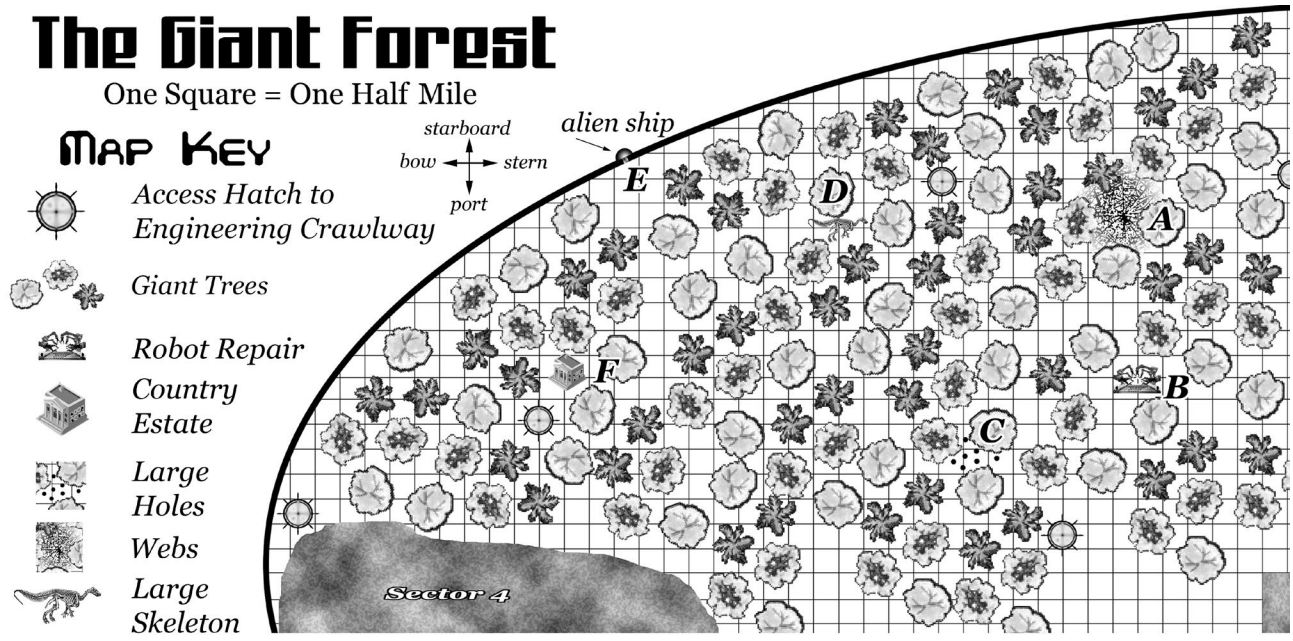
This laboratory is filled with a dense growth of large trees resembling maple trees. Strange, dimly outlined shapes can be seen in the upper branches. Those explorers that investigate these shapes are attacked by the trees.

Mutant Maple Tree (4)

(HD 15, HP 60, AC 12, MV 0'/None
Exp. Points: 1260 Radiation Resistance 18
Constitution 15 Mental Resistance 9
Strength 18 Dexterity 9

[Prime=Physical] Special attack – the tree senses approaching creatures at 35' and uses manipulation vines to grab them and tie them to the upper reaches of the trunk. The creatures die there of deprivation, and as they rot and the tree leeches the nutrients from the corpse.)

These Mutant Maple Trees are twice as tall and wide as their standard cousins, and their bark resembles the scales of a fish. Mutations— Larger Than Normal, Increased Senses, New Plant Parts, Manipulation Vines, Heightened Brain Talent, Texture Change.



3 — The Giant Forest

For more than 300 years, Horticultural Robots have been distributing growth hormone to this forest in response to a never-rescinded order given by scientists on the day of the cataclysm. The walnut, ash and oak trees growing here are gigantic, and many touch the ceiling ½ mile over head. Basketball-sized, 50 pound walnuts regularly descend from these dizzying heights and cause great destruction to plants and animals on the forest floor.

So tall are these trees that two distinct environments have developed: those that live in the near-ceiling canopy, and those that live closer to the ground. Horticultural Robots have kept that lowest 50' of the forest clear of debris, and the lack of light reaching this level has deterred most new growth. At 60' from the ground, however, the maze formed by interlaced branches makes climbing nearly impossible and blocks most of the light from above from reaching the deck below. The forest floor is a place of perpetual night, albeit a moonlit night.

The upper reaches of the forest, above the 60' mark, are populated primarily by White Air Spiders, the Changers that feed upon them, and Winged Biters that hunt both the canopy and the creatures of the forest below.

Spider, White Air

(HD 5, HP 12, AC 8, MV 20' Exp. Points: 240
Radiation Resistance 10 Constitution 5
Mental Resistance 10 Strength 5
Dexterity 12

[Prime=Physical] When 3 or more of the spiders are in a group they are capable of a Mental Blast inflicting 9 points of damage, range 0.)

These are fist-sized spiders able to fly by using long strains of webbing that catch the wind and lift the spiders into the air. Airborne swarms [3-60, possibly more] of these spiders float in the air and use their webs to land on [and stick to] potential targets. Mutations— Mental Blast [9 damage], New Body Parts, Mass Mind.

Changer

(HD 10, HP 40, AC 10, MV 15'/ 60' [flying]
Exp. Points: 630 Radiation Resistance 10
Constitution 10 Mental Resistance 10
Strength 10 Dexterity 13

[Prime=Physical] one beak for 3d6 damage, WC 1.)

This 4'-tall mutated Robin has a wingspan of 6' and is completely resistant to all poisons. An ambush predator, it can change the color of its feathers to match its surroundings. Mutations— Precognition which prevents surprise on its part.

Winged Biter

(HD 4, HP 11, AC 14, MV 20' [slithering]/50' [flying]
Exp. Points: 270 Radiation Resistance 10
Constitution 4 Mental Resistance 10
Strength 10 Dexterity 14

[Prime=Physical] one bite attack with poison [Intensity 11], WC 3.)

This 3' long mutated flying python has a 4' wingspan, is immune to all forms of poison and paralysis, and is never surprised as it has Precognition. If an alternative parent [perhaps a character] is present at the hatching

of a Winged Biter, it can imprint upon that alternative parent and follows that creature/character for life. Mutations— Precognition, Immunity to Poison & Paralysis, Wings.

The forest floor, below the 50' mark, is populated primarily by Egyptian Wolfoids, Man-Bird Mutants, and the Giant Panthers that feed upon both species.

Panther, Giant
(HD 10, HP 60, AC 16, MV 50' Exp. Points: 720
Radiation Resistance [special – see below]
Constitution 10 Mental Resistance 10 or [special – see below]
Strength 10 Dexterity 13

[Prime=Physical] one claw inflicting 6d6 damage, WC 2, and one bite inflicting 30 damage, WC 1.)

This 18' long mutated panther stands 5' tall at the shoulder. An ambush predator, the panther usually attacks from tree branches pouncing unexpectedly onto victims. Mutations— Taller, Immunity to Mental Control & Radiation & Paralysis.

Man Bird Mutant
(HD 12, HP 55, AC 16, MV 30' Exp. Points: 1045
Radiation Resistance 18 Constitution 12
Mental Resistance 18 Strength 11
Dexterity 18

[Prime=Mental] one crystal-tipped spear inflicting 10 damage, WC 2, range 5'.)

These anthropomorphic mutant birds stand 7' tall and can no longer fly. They are covered in a rainbow of large feathers. Each also wears a vest made from bird feathers taken in battle. Mutations—Telepathy, Heightened Intelligence, Heightened Dexterity, Immunity to Poison [all intensities].

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.

3A — Spider Lair

This area of the forest floor is covered in thick strands of white webbing. Those pausing to scrutinize this webbing note several skeletons amid the filmy gauze, some of them humanoid.

This is the web of a Giant Spider Mutant, and it extends for roughly 60' from the spot (an edge) where it is first encountered. Should any character disturb this web, the spider attacks them 30 seconds later.

Spider, Giant Mutant
(HD 18, HP 111, AC 17, MV 30' Exp. Points: 1530
Radiation Resistance 12 Constitution 18
Mental Resistance 11 Strength 18
Dexterity 11

[Prime=Physical] one sticky rope of webbing attack to trap prey, WC 2. Webbed characters require 3 combat rounds to escape the sticky strands. Once prey is entangled, the spider bites; one attack inflicting 1 damage + poison [Intensity 18, paralyzing], WC 1, paralysis lasts 48 hours.)

The nests of these 8' spherical, mutated spiders are commonly 600-900 square feet [30' x 20' - 30' x 30'] and are filled with white rope-thick webbing. Giant Spider Mutants are immune to the stickiness of their own webs. Mutations— Taller, New Body Parts, Heightened Strength, Heightened Intelligence, and Poison [Intensity 18].

This spider hunts both by sensing vibrations and by smell, and chases the characters if they try to run after disturbing its web.

This webbing is flammable, and if it is burned, the characters recover 2 brown wristbands, one green wristband, 2 folding pocket knives, and several cans of food.

3B — Makeshift Repair Depot

Explorers will hear this area before they see it. The clatter of metal tools, the whine of drills, and the hum of welding equipment carries for hundreds of yards across the forest floor which is populated primarily by the trunks of the massive trees of this region. When characters do approach this area, they discover a makeshift robot repair depot. Several Engineering Robots are repairing a score or more of damaged Horticultural Robots that appear to have been struck by heavy round objects (perhaps nuts falling from the

trees). Characters actually entering the repair area are quickly assaulted by one of the robots that still requires repair (and, obviously, reprogramming).

Robot, Horticultural, Crazed

(HD 20, HP 100, AC 15, MV 25' (hover flying)
Exp. Points: 405 Radiation Resistance 10
Constitution 20 Mental Resistance 10
Strength 10 Dexterity 10

[Prime=Mental] either one paralysis tentacle attack [paralyzes], WC1, 18' range, or one forestry tool attack inflicting 2d6 damage, WC1.)

This automated, 10' floating disk is damaged, and parts of its instrumentation are exposed and emitting sparks. It floats on anti-grav pods and can carry up to 595 pounds of material. It has a single paralysis tentacle that extends up to 18' [WC 1], its optical senses can pick out objects up to a mile away, and its communication has a range of an entire deck. The robot has two manipulative tentacles allowing it to grab things and surgical tools allowing it to perform operations on animals of all types. Three large light sources and mechanical optics can see in the visible, infra-red and ultra-violet spectrum. All the rest of its equipment has long since been destroyed. Touching any part of the robot causes exposure to radiation [Intensity 5]. These derelict automatons view all living creatures as animals in need of amputations or skin grafts. The unit does, however, take verbal orders from any being with a green *Warden* wristband.

Robot, Engineering
(HD 10, PH 50, AC 15, MV 96 kph Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 14
Dexterity 14

[Prime=Mental] no attacks)

Designed with many tools stored in its body, this robot has digital schematics and programming that allows it to repair most devices on the ship. It has: Semi-independent action circuits, broadcast power cells, extra power cell for 24 hours of independent operation, telescopic and microscopic lenses, lenses for infra-red and ultra-violet sensing, 2 rotating light sources, 3 tentacle manipulators, 2 power grasping claws, tool handling tentacles, 96 kph drive system, and communication systems allowing it to talk with both the ship's A.I. and humans.

A total of 4 Engineering Robots are working at this location. Any character wearing a gray ship's issue wristband may command these robots, and they are able to repair 99% of a character's equipment so long as spare parts and tools are made available.

The Engineering Robots offer any explorers that were attacked by the Horticultural Robot a replacement battery 'for their trouble.'

3C — The Rabbit Warren

This area is populated by a dozen or more large holes in the earth between the huge roots of the trees. Characters trying to climb into these holes (perhaps to do a bit of exploring) are cautioned by a stern voice.

"Oh I wouldn't come in here if I was you."

Characters that persist in entering face 2 Humanoid Rabbit guards with fragmentation grenades. They are warned once more before the grenades are thrown.

Humanoid Rabbit
(HD 4, HP 15, AC 13, MV 60' Exp. Points: 345
Radiation Resistance 9 Constitution 4
Mental Resistance 9 Strength 15
Dexterity 17

[Prime=Physical] 2 energy bolt attacks inflicting 5d6 damage, WC 3, range 30', or by weapon.)

These 7'- tall intelligent mutated white rabbits stand on their back legs and have mutated forelimbs resembling arms and hands. They can use the devices of the ancients and delight in using lasers, often trading grenades for such weapons. Mutations—Taller, Energy Generation, New Body Parts, Heightened Intelligence.

More than 50 rabbits live in these warrens, and none of them appreciate uninvited guests. If treated respectfully, they emerge to trade news and items of value. They always offer to trade grenades of various types for laser weapons.

3D — The Giant Skeleton

Explorers nearing this area smell the fetid odor of decay when they are 1500' away and hear the buzzing of giant flies when they are 900' from the site. Once they approach to within 200', they may spot the source of the smell, and the buzzing noise, through the dense pattern of massive tree trunks.

A small clearing ahead contains the massive, rotting, corpse of a dinosaur-like creature. It's state of decay is fairly advanced, and it is covered in giant flies making it nearly impossible to discern what type of creature this might have once been. There isn't really time for that anyway, as once the giant flies notice the approaching characters, they attack.

Fly, Giant (12)
(HD 4, HP 20, AC 12, MV 10'/40' [flying]
Exp.Points: 180
Radiation Resistance 10 Constitution 4
Mental Resistance 10 or [special – see below]
Strength 10 Dexterity 12

[Prime=Physical] one spitting attack inflicting 25 damage, WC4, range 20' [3x/day only], and energy discharge if touched causing 4d6 energy damage, WC4.)

This 3'-long and 6'-tall mutant fly spawns in rotting piles of meat found in radiation areas and travels alone. It becomes enraged and attacks when in proximity [100'] to mutants using their mental abilities. Any touching these flies receive an immediate energy discharge which instantly regenerates. Giant Flies are immune to Mental Control.

3E — Aliens

A strange 8'-diameter tube juts through the outer wall of this level at this location. A strange-looking, almost metallic ground flower lies directly below and a dozen yards to the left of this tube, its petals curling outwards to cover a portion of the floor. A large loaf of heavenly smelling bread lies at the center of this flower. A dozen yards to the right of the tube, but otherwise directly below it, a strange looking device that seems to consist primarily of a large tube filled with some kind of fluid stands, making faint bubbling noises. Some form of manlikewolf creaure stands motionless inside the tube.

An alien landing craft has attached itself to the side of the *Warden* and has drilled a tunnel into the interior. The aliens, crystalline entities, wanted to explore the ship but ran afoul of the creatures living on this deck before they had gained much information. The metallic flower and the strange device described above are actually traps set by the crystalline aliens in order to capture and study some of the lifeforms on this level. They hope to gain enough knowledge to destroy these lifeforms so that they might continue their explorationof the *Warden*. The strange device is a trap that has sprung, and within it is an Egyptian Wolfoid that is currently held in a state of suspended animation. Should characters try to disarm these traps, free the Wolfoid, or climb into the tube, the aliens attack.

Crystal Alien, Blue (4)
(HD 15, HP 53, AC 18, MV 20' Exp.Points: 740
Radiation Resistance 14 Constitution 15
Mental Resistance 3 Strength 15
Dexterity 15

[Prime=Physical] one crystal spike inflicting 2d6 damage, WC 2, 10' range.)

This 9' tall alien appears to be a conglomerate of deep blue 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.

Should the characters destroy or otherwise remove the alien vessel from its position on the hull, Deck #8 will explosively decompress. If the characters defeat the 4 Aliens, the remainder retreat to their ship and lock the inner hatch. If they decide to leave, they will destroy Deck #8, killing all creatures living there. What choices the aliens might make as their circumstances change, we leave to you.

3F – Abandoned Hunting Lodge

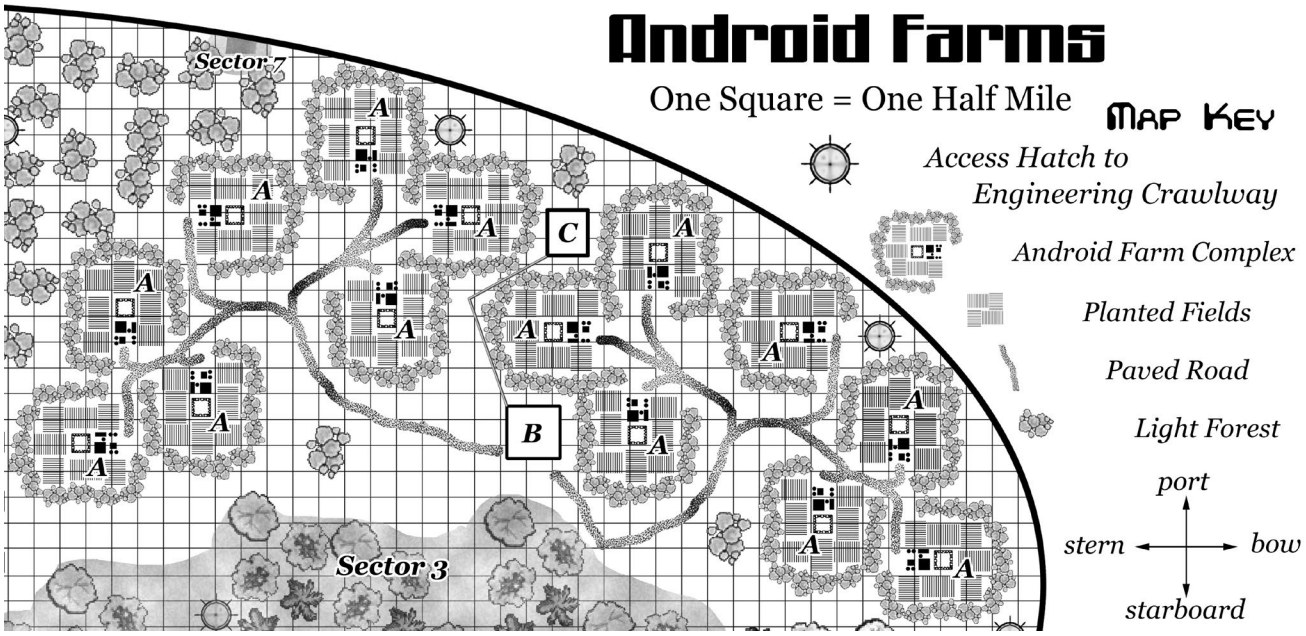
Well hidden by the surrounding trees, a large hunting lodge lies here, undisturbed for centuries. It has ten roomy bedrooms with large televisions that play spy movies 24/7, and attached luxury baths. There is a huge kitchen with entirely automated appliances so that characters may ask for a meal of any type, and it is prepared in less than 10 minutes. There is a huge common area with a giant fireplace in which a fire constantly burns. There is a large exercise room and a large rec room with lots of electronic games, a bowling alley, and table games.

Dozens of General Purpose and Garden Robots, and Butler/Cook Robots take care of this huge building. It is a sanctuary, a completely safe area with no existential (or even speculative) threats to disturb the recuperative rest of an explorer party.

The front door to this estate is made from Glasteel, and it has an old-fashioned tumbler lock (that requires a key to open). Characters with appropriate skills may, of course, pick this lock.

4 — Android Farms

This area of Deck #4 was originally designed to teach farming to colonists. A number of standard farms with livestock (typically cows), fields for both fodder and table, and android instructors were created here to teach as many as 500 colonists at one time the finer points of agriculture. The plan worked to perfection, and the farms found here were soon feeding full decks



of the *Warden* the finest farm fare the galaxy had to offer.

The cataclysm changed many things. The farmers all died, the crops and livestock either died or mutated, and several of the android instructors developed faults in their programming. These androids questioned their former roles as instructors. If they were the ones teaching, then they were the intelligent ones and should have been in charge. Then, perhaps, there would have been no cataclysm (they surmised).

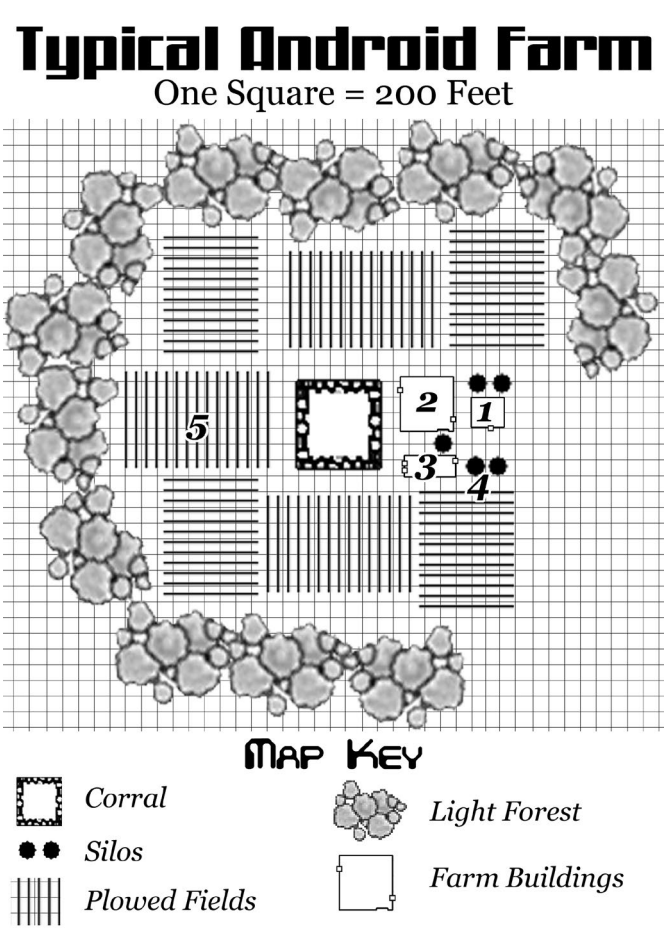
The androids continued their work despite their misgivings, but the resentment they felt towards the humans who had so obviously been the cause of the disaster only grew. The androids re-designed the agriculture of the farms to make use of the mutated livestock and crops. They began to ignore commands from the deck-level Artificial Intelligence, and when it became insistent, they attacked it in subtle ways. They developed a viable production economy, traded with local sentient races, and eventually sequestered themselves from this level's A.I.completely...

...and they resolved to destroy all humans wherever they found them.

4A — Typical Android Farm

Android farmers still raise livestock and plant crops, although now all planted crops are used as animal feed. Explorers approaching one of these farms via the paved road see it from a distance of 1000'. Those approaching from a lightly wooded area see only a field of Death Vines.

Note: at no time will the androids encountered on an android farm reveal that they are, indeed, androids. The androids that populate these farms have all adopted faux faces to make themselves appear human, but they still communicate from a voicebox situated in the upper chest. All of the androids conceal this voicebox with clothing and if



asked why their lips do not move when they speak, they claim to have developed telepathy. Further, the android 'couple'(see Area #4A2) is always a pair of companion androids that are able to speak in the manner of normal humans. They claim to have studied this method of communication, and explain that they use it for the convenience of guests (like the characters).

4A1 – Robot Garage

The androids recognized the uses of robots early in their awakening and have universally converted the 'tool sheds', large 70' x 100' outbuildings, into robot and android storage and recharge facilities. Explorers entering this building find 8 dormant Garden Robots that are recharging, as well as a number of spare parts and accessories for this equipment including herbicides and pesticides. The exact nature of these accessories and parts is left to your discretion.

4A2 – Farmhouse

This farmhouse is a standard multi-story plasteel dome used for colonization. It is designed in a duplex style with 1/4 of its area dedicated to private family use, 1/4 to apartments for farmhands, and fully half devoted to communal living space. Each farm is populated by a faux married couple of Red Companion Androids, 6 Red Worker Androids, and 2 Red Thinker Androids that actually do the decision-making for a given farm.

Android, Companion, Red

(HD 12, HP 60, AC 15, MV 50'	Exp.Points: 495
Radiation Resistance 12	Constitution 12
Mental Resistance 14	Strength 9
Dexterity 10	

[Prime=Mental] Attacks by weapon type)

This anthropomorphic, biologically correct android is programmed to kill humans or humanoids. It has human-like senses, and its face and figure are very appealing. Well-versed in the use of weapons and programmed as an ambush predator, Red Companion Androids try to gain the trust of humans, guarding them and fighting creatures to gain that trust. They then attack when the humans feel safe.

Android Worker, Red

(HD 18, HP 100, AC 15, MV 30'	Exp.Points: 765
Radiation Resistance 10	Constitution 18
Mental Resistance 10	Strength 12
Dexterity 11	

[Prime=Physical] one fist blow for 10 damage, WC 1.)

These 9' tall red-skinned androids are extremely intelligent and have human-like senses. They present a faceless head and communicate from a voice box in the chest. Well-versed in the use of weapons and programmed as ambush predators, Red Worker Androids try to gain the trust of humans, guarding them and fighting creatures to gain that trust. They then attack when the humans feel safe. Red Android Workers are very capable mechanics, fixing almost anything on the *Warden* if adequate supplies are available.

Android Thinker, Red

(HD 10, HP 60, AC 18, MV 30'	Exp. Points: 765
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].

Explorers entering the outskirts of a given farm (whether over the fields or via the road) are always greeted by the Companion Android faux couple. These two red androids are tasked with convincing any humans that approach to "stay for a while and have a meal." The meal is drugged, and the explorers awaken in Area #4C if this stratagem proves successful. In any event, the Companion Androids do their best to isolate the explorers from the Worker and Thinker androids, as their response to human visitors is at best unpredictable, and at worst immediately violent.

Hidden in the closets of each farmhouse are military sets of battle armor, plasma rifles and pistols, and cases of ammunition.

Plasma Rifle (WC 7, Tech 3, 30 points of damage, 10 shots to the magazine)

Plasma Pistol (WC 7, Tech 3, 10 points of damage, 10 shots to the magazine)

Powered Combat Armor (Armor Class 18, Tech 7)

4A3 – Barn

This huge 400' x 100 barn contains hundreds of 16'-tall stanchions for livestock. The feeding troughs in front of these stanchions contain dried tentacle-like vines covered in fanged maws rather than leaves.

Munching happily upon this fare are dozens of 20' tall cows that measure from 25'-27' in length. Further from the barn's large main door giant milking machines suckle thick pink milk from the udders of several dozen more of these bovine giants. This pink goo is then piped into a stack of large barrels near the far end of the barn.

A staircase leads to the second floor (loft) of this barn some 30' above that is packed with hundreds of bales of these dried vines. A Cargo Handling Robot intermittently removes one of these bales and lowers it through one of many holes in the loft floor to a waiting worker on the first floor of the barn. This Cargo Robot does not see (or notice in any way) characters that might be exploring the loft.

Characters foolish enough to release any of the cows found on the first floor of this barn are immediately attacked. These cows are never released.

Cow, Giant Mutant

(HD 10, HP 50, AC 12, MV 40' Exp.Points: 360
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 15
Dexterity 10

[Prime=Physical] razor sharp horns inflicting 10d6, WC 5.)

This mutated cow is 20' tall and 27' long. It has animal intelligence. The cows fear nothing but are smart enough to use their horns in combat. Mutations— Taller.

While the characters are exploring the barn, any aggressive activity is also likely to prompt an attack from the Red Android Workers found here.

Android Worker, Red

(HD 18, HP 100, AC 15, MV 30' Exp.Points: 765
Radiation Resistance 10 Constitution 18
Mental Resistance 10 Strength 12
Dexterity 11

[Prime=Physical] one fist blow for 10 damage, WC 1.)

These 9' tall red-skinned androids are extremely intelligent and have human-like senses. They present a faceless head and communicate from a voice box in the chest. Well-versed in the use of weapons and programmed as ambush predators, Red Worker Androids try to gain the trust of humans, guarding them and fighting creatures to gain that trust. They then attack when the humans feel safe. Red Android Workers are very capable mechanics, fixing almost anything on the *Warden* if adequate supplies are available.

4A4 – Silos

These 100'-tall silos are made of duralloy and have large steel doors at their bases that are secured with massive hasps. The androids use these silos to 'starve' and then dry the harvested Death Vines from their fields. The lower doors are opened only to remove the dry, dead vines once they have had the time to expire and cure. These lower doors are 10' square and open easily, although they are secured by large duralloy hasps.

Any character opening one of these doors quickly discovers that this crop of Death Vines is not yet ready for bailing.

Death Vine (6 attack)

(HD 15, HP 66, AC 15, MV 10' Exp.Points: 840
Radiation Resistance 14 Constitution 15
Mental Resistance 3 Strength 15
Dexterity 15

[Prime=Physical] 3 whip-like vine attacks inflicting 4d6 damage each, WC1, range 90'.)

These plants spin their vines in a 360° arc, feeling for living flesh and then wrapping around that flesh so that the jaw-filled vines can bite chunks from it. Mutations— New Plant Parts, Moving Plant Parts, Increased Senses.

4A5 – Fields

Although most of these plowed fields display only a writhing mass of growing Death Vines, some of the fields, freshly harvested, display a different scene. In some of the fields, Garden Robots spray herbicides or pesticides over freshly tilled soil. In others, the young Death Vines are being sprayed by these robots with fresh blood (from a variety of sources). In still others, Androids are spreading the manure of the Giant Cows (manure rich in Death Vine seeds). Characters crossing fields containing either Android Workers or Death Vines are immediately attacked by these creatures.

4B — Hall of Androids

This huge 3-story building stretches for more than a mile in each direction and is covered in a facade of faux marble. It presents only a single 8' wide entrance door flanked by two Companion Androids armed with plasma rifles. These androids are dressed as security guards and do their best to appear human. They deny any character attempting to enter this building, by force if necessary, and state that the edifice is a church and that, "only members are allowed".

Android, Companion, Red

(HD 12, HP 60, AC 15, MV 50' Exp.Points: 495
Radiation Resistance 12 Constitution 12
Mental Resistance 14 Strength 9
Dexterity 10

[Prime=Mental] Attacks by weapon type)

This anthropomorphic, biologically correct android is programmed to kill humans or humanoids. It has human-like senses, and its face and figure are very appealing. Well-versed in the use of weapons and programmed as an ambush predator, Red Companion Androids try to gain the trust of humans, guarding them and fighting creatures to gain that trust. They then attack when the humans feel safe.

Characters that do manage to penetrate the entrance discover a vast room within this building measuring further than the eye can see in every direction. It is populated by massive computer servers and, near the entrance, a pair of Thinker Androids running various algorithms on these machines. The square mile plus that is the lower floor of this building is filled with these machines (and 8 more Thinker Androids running programs).

The Thinker Androids wear faux faces and warn the characters not to approach, that dangerous security systems are in place that might prove hazardous to their health. The reality of the situation is that these androids are trying to hack the Artificial Intelligences of other levels of the *Warden* and hope to not be bothered by these pesky humans. If the humans persist, they do attack, en masse.

Android Thinker, Red (10)

(HD 10, HP 60, AC 18, MV 30' Exp. 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].

Characters that thoroughly explore the ground floor discover an elevator shaft in the exact center of the building. Its doors are unlocked, and it is unprotected. Its buttons indicate a 2nd and 3rd floor to this building.

The entire second floor is packed with hundreds of companions. Each is unique, and each is well armed and gladly takes shots at the characters if they appear on this level.

The third floor is packed with hundreds of Red Worker Androids wearing riot gear and armed with two-handed axes. These androids appear to be deactivated and remain motionless if characters explore the 3rd floor. A thorough exploration of this floor yields 15 cases containing 32 hydrogen fuel cell batteries each.

4C — Android Fabrication Plant

This building is partially concealed by holographic projectors and may only be clearly seen by characters that pass within 50' of its walls. Once they penetrate this perimeter, they note a large set of warehouse doors and an anti-grav sled loaded with barrels (that they might have glimpsed at one of the Android Farms). The warehouse doors are guarded by a pair of Military SRSR(s) that open fire on any non-Androids that approach.

Robot, Military SRSR (2)

(HD 10, HP 40, AC 13, MV 20' Exp.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'.)

Most often, 2-4 of these 4'- tall units guard a specific area from all intruders. Their human-like senses are augmented with the ability to detect power sources up to one mile away and infra-red sensors that see 300' in the dark.

Once these guardians fire, they alert 6 Red Worker Androids that trouble is afoot. These androids are supremely confident, and should both the guardians and the androids be defeated, no further security forces prevent the characters entry into the building.

Android Worker, Red (6)

(HD 18, HP 100, AC 15, MV 30' Exp.Points: 765
Radiation Resistance 10 Constitution 18
Mental Resistance 10 Strength 12
Dexterity 11

[Prime=Physical] one fist blow for 10 damage, WC 1.)

These 9' tall red-skinned androids are extremely intelligent and have human-like senses. They present a faceless head and communicate from a voice box in the chest. Well-versed in the use of weapons and programmed as ambush predators, Red Worker

Androids try to gain the trust of humans, guarding them and fighting creatures to gain that trust. They then attack when the humans feel safe. Red Android Workers are very capable mechanics, fixing almost anything on the *Warden* if adequate supplies are available.

The interior of this building contains a massive android manufacturing system. Pink 'giant cow milk' is processed into a thick, syrupy chemical slurry that is injected into molds. A massive computer then programs the android brains, and circuitry paths are input as well as chemically responsive musculature, realistic digital eyes, etc.

This manufacturing process was hacked from the databases of other levels and built precisely to specifications enumerated in those pirated blueprints. Unwittingly, the androids also programmed into their system the safeguards that were part of the original system. As they are using an updated program, and a modified chemical process for the androids they create, the system automatically injects a red dye into the chemicals, denoting that these androids violate quality control norms. In short, the androids created in this facility are branded by their very skin as rejects.

11 Red Android Thinkers work within this building, and if they notice the characters, may summon any number of thinkers, workers or companions to their aid as dozens of just completed androids are temporarily stored here. These androids are intent upon their tasks, however, and take no notice of characters that investigate while using a modicum of stealth.

Android Thinker, Red

(HD 10, HP 60, AC 18, MV 30' Exp.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].

Near the back of the building characters with knowledge of building, civil engineering, or physics note that the 'back wall' of this building is entirely too close to the front of the building to be the actual back wall. Meticulous investigation of this back wall leads to the discovery of a 20' x 20' door that is concealed by a holographic generator. Characters entering this hidden back area discover something truly disturbing.

The androids are engaged in the cloning of humans.

Large cloning vats filled with partially formed, faceless humans fill this back area. These vats are connected to large computers which are further connected, on the opposite side, to large plasteel enclosures that currently stand empty.

The androids hope to find DNA from the expired crew members (with luck from one of the *Warden's* three captain's), and then clone them and insert control implants. They then hope to use these controlled clones to convince the *Warden's* ship-level Artificial Intelligence that members of the crew are still alive, and have rightfully taken back control of the *Warden*.

Note: If any characters were captured in other areas of this sector they awaken here, restrained inside a plasteel envelope that prevents all movement but allows talking/speech/screaming. Characters that were taken from the party now return to the party, almost as if by magic, with all of their previous gear. These are not the actual characters; they are clones controlled by thinker androids. Medical scans reveal that each has a brain implant that allows this control.

Characters carefully searching this entire area discover any teammates that were previously captured. They are here held prisoner, naked and bereft of all equipment, in one of these plasteel envelopes. As their dopplegangers have already rejoined the party when this occurs, all manner of madness may ensue. We leave those details for you to decide.

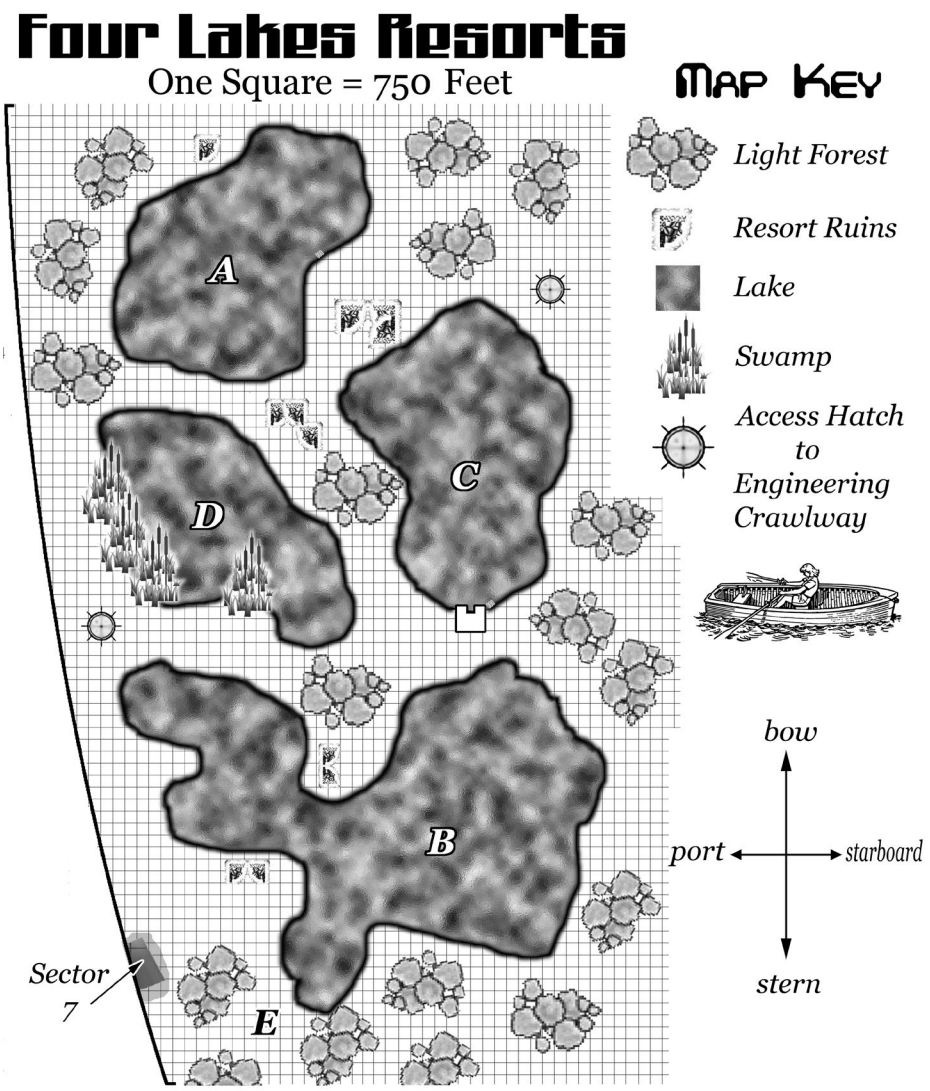
Last Note: Skilled characters may use these cloning vats to create full grown replacements of characters killed in any ensuing fracas, at your discretion.

5 — The Four lakes Resorts

The Four Lakes Resorts area was originally designed for both recreation and as a learning center for commercial fish farming. No fishery had yet been built as the odds of finding a planet with enough water to make commercial fish 'farming' a viable option were not great, and so such was not considered a priority.

Today most of the resorts lie in ruin, destroyed by various mutated life forms. Only one resort remains intact, although several boats may be discovered on the shores of two of the lakes.

Engineering, Butler/Cook, and General Purpose Robots still service this area, and this level's Artificial Intelligence managed to clean up the radiation around these lakes before becoming damaged (and psychologically introverted, see Area #1). Most of this area remains somewhat hazardous, however, and patrols of Red Androids, while infrequent, are a looming threat.



5A — Octoid Lake

Characters approaching this lake from either the bow or starboard side are likely to notice several 24'-long wooden boats pulled up on the shore and the ruins of resort buildings on either side of this lake. The buildings are little more than a few standing walls covered in vines and weeds, but the boats appear to be in excellent shape and completely seaworthy. The denizens of the lake have purposefully left these boats alone, and have even emptied water from them from infrequent rains and the normal passage of time and weather.

This lake is filled with Octoid mutants. Ambush predators, these mutants generally wait until one of the boats is far enough from the shore to prevent a speedy return, then attack as a pack of coordinated killers.

Octoid (2-3)
(HD 10, HP 55, AC 10, MV 10' [land]/30' [water]
Exp. Points: 810 — Radiation Resistance 10
Constitution 10 — Mental Resistance 10
Strength 10 — Dexterity 10

[Prime=Mental] 8 tentacle attacks that automatically drag prey to a 3d6 damage bite, WC2, range 60'.)

Amphibious, this mutated octopus stands 10' tall when on land but reaches its full 70' length in the water. Octoids can remain on land for up to 5 hours, are highly intelligent, and are actually healed by laser fire. In water, the flesh of this mutant darkens to near invisibility, making it a formidable foe. Mutations—Chameleon Powers [water only], Larger.

One of the boats contains a great many medieval weapons: swords, crossbows and crossbow bolts, chest armor, battle axes, two-handed war hammers, and any other ancient weaponry you might want to present to the player characters.

There are few fish in this lake and all of them have poisonous spikes (intensity 16).

5B – Dragonfly Lake

The largest of the four lakes, this lake is surrounded by lovely sand beaches with numerous beds of vegetation at the water's edge. Large, 10'-long fish can be seen periodically breaking the surface of the lake jumping several feet into the air before returning beneath the surface. Characters approaching the shore note the prey these fish seek as they are attacked by giant mutated dragonflies.

Dragonfly, Giant (5)
(HD 10, HP 60, AC 12, MV 10'/90' [flying]
Exp.Points: 360
Radiation Resistance 10 Constitution 10
Mental Resistance 10 or [special – see below]
Strength 10 Dexterity 10

[Prime=Physical] one clawed talon inflicting 25 damage, WC 4, and energy discharge if touched causing 9d6 in energy damage, WC4.)

Born in piles of rotting meat found in radioactive areas and traveling alone for most of their lives, Giant Dragonflies are 7' long and 10' tall. They are enraged by mutants using their mental abilities and always seek out and attack such mutants. Any touching the dragonfly receive an immediate energy discharge which instantly regenerates. Giant Dragonflies are immune to Mental Control.

5C – Gator Lake

Characters approaching the shores of this lake note that, unlike the other lakes in this area, the resort buildings here are intact and, in fact, appear open for business! Characters approaching the main resort building are greeted by Butler/Cook Robots that offer to get them refreshments and ask if they are checking into the resort for a longer visit. These robots point out the fishing gear, water sports, and clothing shops that flank the main resort and offer to carry any luggage the characters might have. The rooms in the resort are quite nice, the restaurant that is attached serves excellent fare, and all of the goods at the various shops are free to any character wear a ship's issue wristband (any color).

A number of 24' wooden power boats also line one dock under a sign that reads, "free for guests of the resort".

Hiding beneath the waters of the lake, ignored by the robot servitors of the resort, a group of ambush predators waits for someone to use one of these boats. They attack once any boat is more than 50' from both the shore and the dock.

Hisser (4)
(HD 8, HP 28, AC 15, MV 20'/30' [swimming]
Exp. Points: 490
Radiation Resistance [special – see below]
Constitution 8 Mental Resistance 10
Strength 10 Dexterity 12

[Prime=Physical] 2 grasping tentacles attacks causing paralysis, WC 1.)

These 4'-long alligator mutants are totally immune to all intensities of radiation. Mutations— New Body Parts, Immunity to Radiation.

5D – Forgotten Lake

The shores of this lake are swampy, ill-defined, and choked by the trunks of dead trees. Characters approaching hear a feeble voice speaking in monotone, "...help... bags...". A Butler/Cook Robot is stuck in quicksand at the edge of this lake, and it has corroded to the point that its only remaining responses are these two words from what was once its longer introductory phrase, "Welcome to the Forgotten Lake Resort. May I help you with your bags?" At this point, only a portion of one of its robotic arms and the very top of its primary casing remain above the quicksand.

Characters might also fall prey to this quicksand, sinking initially to the waist and then descending 1' for every 10 seconds they remain stuck in the quicksand. Assistance of some form is required to escape this viscid muck, but the exact mechanics of what actions might be required by the characters is left to your discretion.

Characters attempting to cross this lake either by using a boat, other waterborne contrivance, or by swimming, are attacked by a confused robot originally designed to keep this lake free from weeds.

Robot, Water Snake
(HD 15, HP 80, AC 15, MV 30'/60' [swimming]
Exp. Points: 405 Radiation Resistance 10
Constitution 15 Mental Resistance 10
Strength 13 Dexterity 13

[Prime=Physical] one bite inflicting 5d6, WC 1.)

This 10' long snake-shaped automaton is designed to swim to any depth to digest weeds at the bottom of waterways [keeping them clear]. Faulty sensors have worn out over the years, and this robot now identifies rafts, boats with motors, and swimmers as weeds requiring removal.

5E — Mushroom Forest

This lightly forested area is covered in many types of mushrooms (some edible) and is the birth place of all sizes of mushroom men. Characters exploring here inevitably meet the smallest of mushroom men first. Often this introduction occurs when these small attackers leap from tree limbs onto the chests of the characters.

Mushroom Person, Small (5)
(HD 4, HP 10, AC 10, MV 6' Exp. 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 make 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 Small Mushroom People are destroyed, a day or so later a band of Medium Mushroom People hunt down the perpetrators and attack.

Mushroom Person, Medium (5)

(HD 10, HP 30, AC 12, MV 9' Exp. 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 latter a band of Large Mushroom People hunt down the perpetrators and attack.

Mushroom Person, Large (6)

(HD 16, HP 80, AC 15, MV 15' Exp. 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.

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 attack.)

These creatures resemble their smaller cousins in all respects except they tower to 15' in height and carry a 15'-long spear. Mutations— New Plant Parts, Heightened Intelligence, Force Field Generation, Mental Blast, Mental Defense Shield, Pyrokinesis, Mental Transparency.

6 — The Automated Farm

The entire southern portion of this level is devoted to the operation of an automated farm that produces much of the food served on many of the other decks of the *Warden*. Horticultural and Garden Robots propagate crops, remove pests and weeds, fertilize and otherwise maintain dozens of square miles of food producing plants. Harvested crops are loaded aboard Cargo Robots which then deliver these goods based upon requests from the various deck-level Artificial Intelligences. Some crops are also stored in 1000'-high graduated silos on the outskirts of this cultivated area, and a large robot recharging and maintenance facility ensures that the servitors of these fields remain in top condition.

Due to the depredations of the androids that make occasional forays into this area, the Garden and Horitcultural Robots now identify humanoids as pests that threaten these crops. Explorers entering these fields are attacked as pests unless they wear ship's-issue wristbands.

Robot, Garden

(HD 10, HP 32, AC 15, MV 25'/hover Exp.Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 12 Strength 8
Dexterity 10

[Prime=Mental] one pesticide blast attack covering an 18'circle inflicting 3d6 damage to insects and plants of all types, WC 3; or 2 grass and shrub pruning tool attacks inflicting 2d6 damage, WC 1.)



The unit appears as a 4' circular platform with a single manipulative tentacle for grabbing things. It floats on anti-grav pods and can carry up to 55 pounds of material. This robot's radio equipment allows it to communicate with beings throughout the entire deck. It has three large light sources, and its optics can see in the infra-red and ultra-violet spectrum. It always attacks moving plants or animals but will take verbal orders from any being with a *Warden* wristband. Note: these robots may attack characters resembling animals.

Robot, Horticultural

(HD 10, HP 50, AC 15, MV 96 kph [flight]
Exp. Points: 405 Radiation Resistance 18
Constitution 10 Mental Resistance 3
Strength 18 Dexterity 18

[Prime=Physical] no attacks)

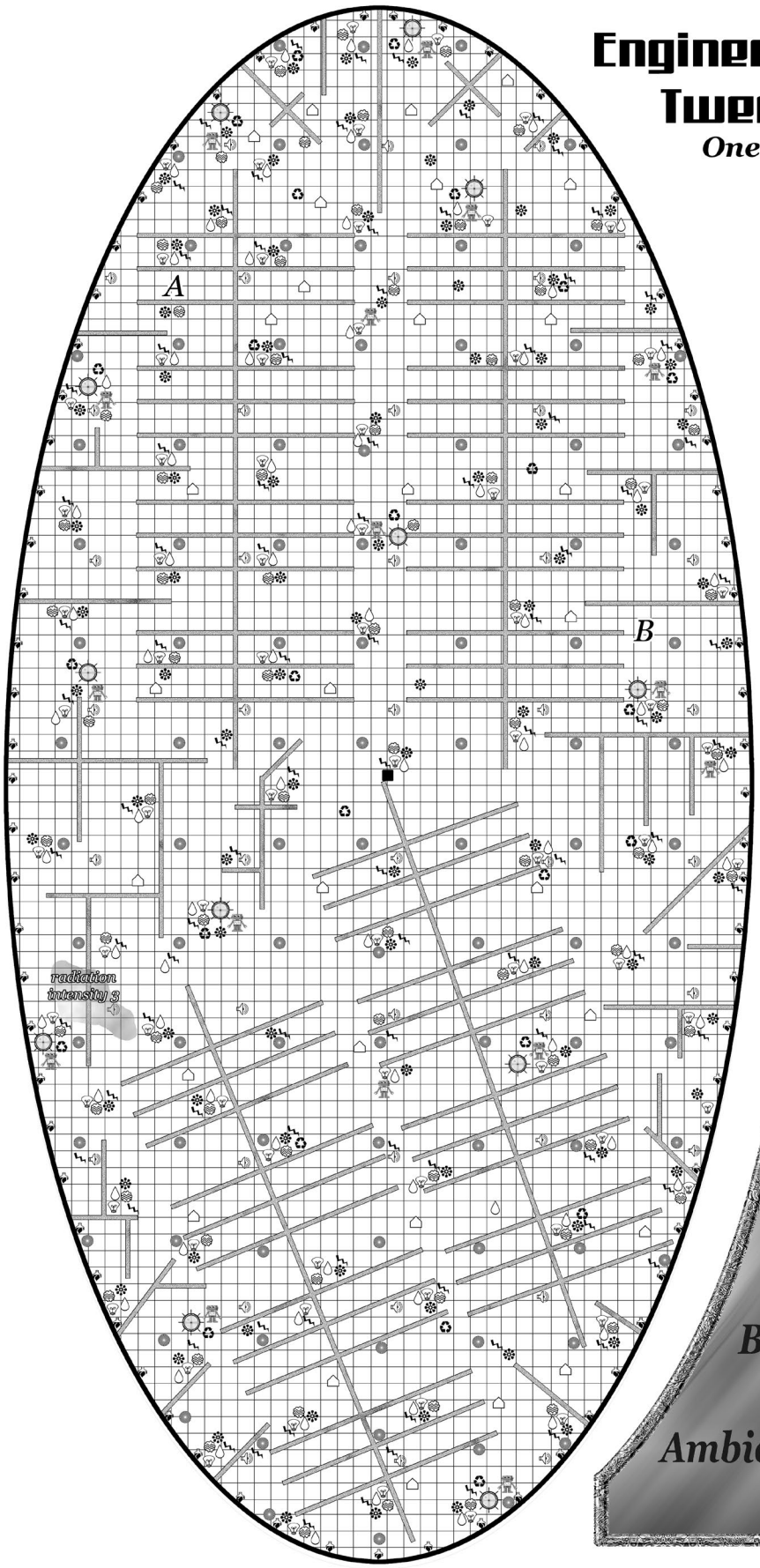


This 10' tall 3' wide disk-shaped floating robot has many tools stored in its body to deal with domestic plants. It holds the following: semi-independent action circuits, broadcast power cells, extra power cell for 24 hours of independent operation, telescopic and microscopic lenses, lenses for infra-red and ultra-violet sensing, 2 rotating light sources, 1 tentacle manipulator, 1 power grasping claw, tool handling tentacles, 96 kph drive system, communication systems allowing it to talk with the ship's A.I. and managing humans. It has no attack and isn't programmed to do damage to humanoids. It has the following garden tool attachments: soil analysis sensors, herbicide sprayer with 100 applications of plant poison [Intensity 18], sprayers that can be filled with anti-radiation chemicals to remove radiation from ship areas, insecticide sprayer with 50 applications of insect poison [Intensity 18], and mower attachment inflicting 20 damage to plants. The unit will take verbal orders from any being with a green *Warden* wristband.

These robots are generally encountered working in tandem but with only one such pair appearing in any given encounter.

7 – Ramps to level 7

The inclined ramps lie here behind large electronic doors that open only upon the presentation of a gray, red, red and blue, white, or green *Warden* wristband. The ramps are sequestered from the rest of the deck by opaque floor-to-ceiling walls. As no wildlife would be exposed to these doors, no effort was made to hide them. The doors are 100' wide and tall, and the wristband reader is plain for all to see.



Engineering Crawlway Tween Deck #8.5

One Square = One Half Mile

Key

- standard power substation
- broadcast power station
- robot depot
- air recirculation and purifying station
- water purification plant
- electrical circuit bus
- storage area
- thruster station
- gravity node
- environmental control station
- waste recycling center
- 12' wide by 8' tall hallway
- solid bulkhead
- hatchway to deck above

All open areas have a hollow 1'-diameter support pillar every 20'

Gravity:
0.95 – 1.12 G

Power:
Internal – Fusion Substation

Pressure:
103.2 kPa

Power Capacity:
6029 mw

Background EMF:
2.21 – 2.87 mG

Ambient Temperature:
79 F°/ 26°C

Overview

The gravity on this sub-level is somewhat higher than normal due to the near-zero G areas (the Weapons and Shuttle Bays) of the deck below. The bow area of this level, espcially that which lies directly above these two bays, is where this higher gravity is concentrated. Characters are likely to fatigue more readily when exploring these areas of the crawlways, and those characters carrying a lot of equipment might suddenly discover that they are overloaded as they travel towards the bow.

Adventure Seeds

The Minotaur (A)

The Red Androids that have taken over Sector #4 of Deck #8 have engaged for several years in android manufacturing, gene-splicing, and human cloning. They have developed a race of giant cows, and the wretched creature that dwells in this area of the crawlway is the result of one of their experiments intended to raise the intelligence of these cattle. Crossing human and bovine DNA, the androids created an anthropomorphic bovine of greatly increased intelligence and dramatic self-loathing.

Minotaur
(HD 12, HP 53, AC 12, MV 40' Exp.Points: 770
Radiation Resistance 12 Constitution 12
Mental Resistance 10 Strength 15
Dexterity 11

[Prime=Physical] razor sharp horns inflicting 10d6,WC 5.)

This 12' tall mutated anthropomorphic cow stands on its hind legs and has human-like hands. It has low-human intelligence and a great loathing of its own existence. Although this creature is unable to understand language, it is smart enough to make use of the devices of the ancients. Mutations— Taller, New Body Parts, Increased Intelligence.

The Minotaur has survived by eating the emergency rations found in the safe areas of this crawlway's power stations, but it is always ravenously hungry. Although it hates all life, it might barter for a significant quantity of food.The minotaur wears a grey ship's issue wristband.

Android Outrider Group (B)

The Red Androids of Deck#8 regularly send out explorer parties that search the rest of the *Warden* for 1) human DNA and 2) useful resources. This group of androids is one such party, and they are exploring this area when the characters stumble upon them. Did we mention that Red Androids hate humans? They attack the characters on sight.

Android Thinker, Red (3)
(HD 10, HP 60, AC 18, MV 30' Exp.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].

Android Worker, Red (2)
(HD 18, HP 100, AC 15, MV 30' Exp.Points: 765
Radiation Resistance 10 Constitution 18
Mental Resistance 10 Strength 12
Dexterity 11

[Prime=Physical] one fist blow for 10 damage, WC 1.)

These 9' tall red-skinned androids are extremely intelligent and have human-like senses. They present a faceless head and communicate from a voice box in the chest. Well-versed in the use of weapons and programmed as ambush predators, Red Worker Androids try to gain the trust of humans, guarding them and fighting creatures to gain that trust. They then attack when the humans feel safe. Red Android Workers are very capable mechanics, fixing almost anything on the *Warden* if adequate supplies are available.

Android, Companion, Red
(HD 12, HP 60, AC 15, MV 50' Exp.Points: 495
Radiation Resistance 12 Constitution 12
Mental Resistance 14 Strength 9
Dexterity 10

[Prime=Mental] Attacks by weapon type)

This anthropomorphic, biologically correct android is programmed to kill humans or humanoids. It has human-like senses, and its face and figure are very appealing. Well-versed in the use of weapons and programmed as an ambush predator, Red Companion Androids try to gain the trust of humans, guarding them and fighting creatures to gain that trust. They

Deck 9 : Defense, Courts, and the Brig



Deck 9

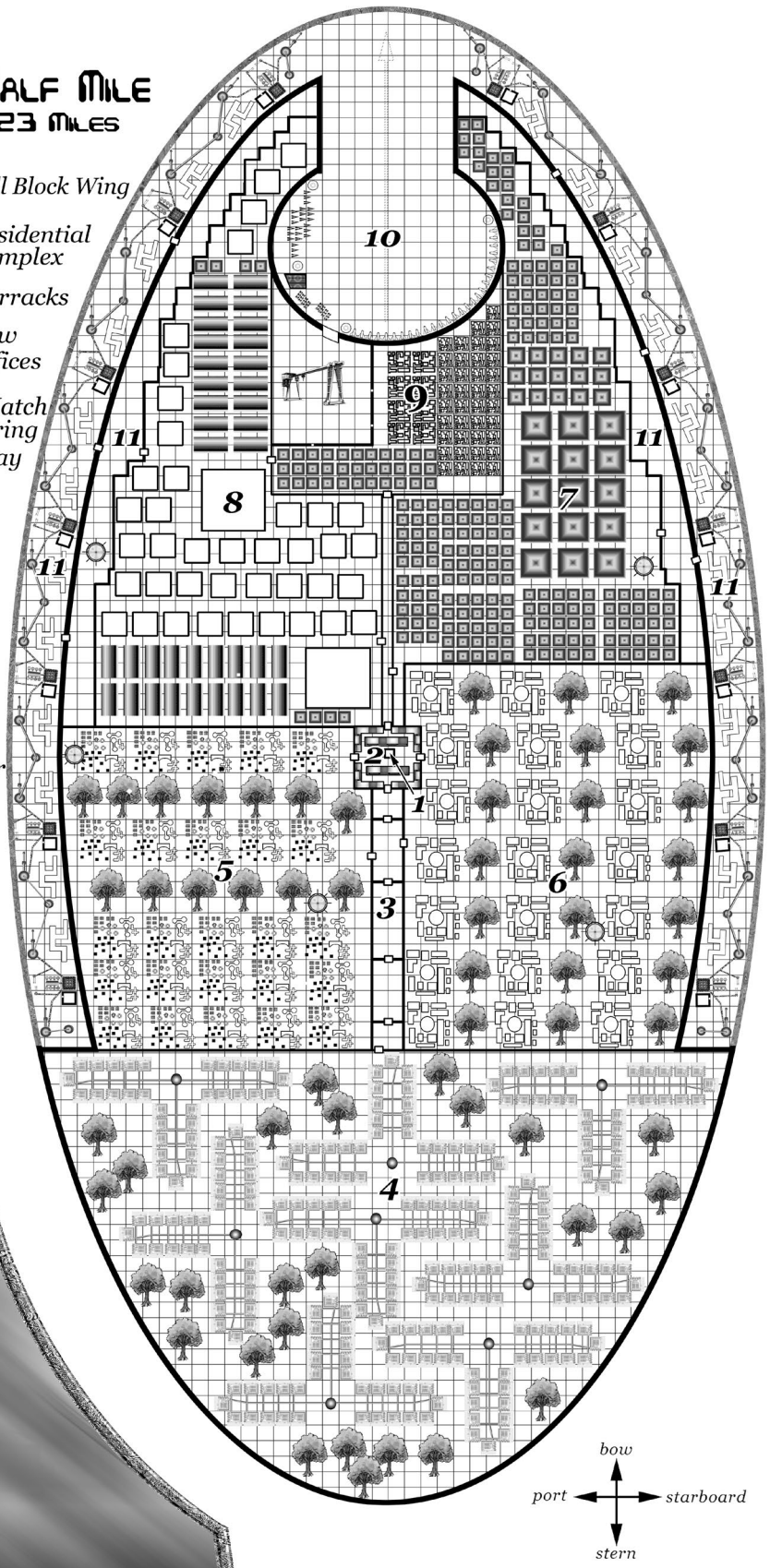
One Square = One Half Mile

Overall Size: 48 Miles x 23 Miles

Map Key

- *Return Airlocks*
- *Zero Atmosphere Storage*
- *Vacuum Transit Hub*
- *Vacuum Transit Tube*
- *Fusion Generator*
- *Laser Turret*
- *Rail Gun*
- *Storage*
- *Electrical Conduit*
- *Condor Class Shuttle*
- *Hawk Class Scout Ship*
- *Office and Workshop Complex*
- *Sparrow Class Shuttle*
- *Shuttle Bay Airlock*
- *Damage Control*
- *Warehouse*
- *Standard Airlock*
- *Fuel Rod Depot*
- *Light Forest*
- *Justice Pod*
- *Retractable Portion of Outer Hull*
- *Wristband Required Security Door*
- *Cell Block Wing*
- *Residential Complex*
- *Barracks*
- *Law Offices*
- *Access Hatch to Engineering Crawlway*

1) *Central Elevator*
2) *Law Offices*
3) *Prison Security*
4) *Prison*
5) *Residential Area*
6) *Civil and Criminal Courts*
7) *Military Munitions*
8) *Military Attache*
9) *Shuttle and Scout Service Area*
10) *Shuttle/Scout Bay*
11) *Weapons Bay*



Gravity:
1.03 – 0.15 G

Power:
External

Background EMF:
1.023 mG

Ambient Temperature:
71° F / 21.6° C

Atmospheric Anomalies:
CH_4 : 0.012 %

Level 9: Defense, Courts, and Prison

Overview

While the Command Deck (Deck #10) guides the *Warden*, Deck #9 truly administers the *Warden*. Troops tasked with the protection of landing parties, fledgling colonies, and the hull of the ship are stationed here. Courts for both civil and criminal discourse and adjudication are also found here. Prisons for those incapable of respecting the rules of the *Warden* wait here as well.

Security is pervasive on Deck #9, in some cases rivaling that of the Command Deck, and for good reason. This deck is one of the most hazardous aboard the *Warden*, and large portions are intentionally exposed to the vacuum of space (Areas #10 & #11). Others, at one time, contained dangerous criminals capable of hideous violence. Lastly, military gear and weapons capable of great destruction are stored on this level. In its heyday, this level was highly restricted and perilous for the untrained. Even now, 300+ years after the death of the crew, many of these hazards remain, and their threat has not diminished with time.

Note: A large segment of the outer hull that surrounds this level of the Warden is retractable; it is a 'Blast Shield' that slides over the outer hull above this deck and exposes the Weapons Bay (Area #11) and the Shuttle Bay (Area #10) to space in order to facillitate the firing of the ship's weapons and the launching of scouts or shuttles for exploratory or colonization purposes. Due to the vast area involved, these sectors are never pressurized and maintain zero atmosphere even when the outer hull is closed. The Blast Shield is normally closed to prevent micro-meteorite showers from damaging its scouts, shuttles, and on-board weaponry, and to prevent boarding actions should the Warden ever encounter a hostile alien life form. You may choose to leave the Blast Shield open to allow access to the interior of the Warden if you wish.

Lifeforms

The following creatures are found randomly on this level. Check once for each new square explored on a given map (or devise your own system) by rolling a d6. Any result of a 1 or a 2 indicates that a wandering monster has encountered the character party. How many of a particular creature are encountered is left to your discretion.

All Areas

Wandering Creatures Encountered (roll 2d6)	
2	Alpha Security Unit
3	Blood Bird
4	Broken Security Robot
5	Butler/Cook Robot
6	Engineering Robot
7	Crazed Horticultural Robot
8	Military Long Range Security Robot
9	Military Medium Range Security Robot
10	T-Rex Mutant
11	Security Robot
12	Winged Biter

Robot, Alpha Security Unit
(HD 4, HP 20, AC 15, MV 48 kph Exp. Points: 135
Radiation Resistance 18 Constitution 4
Mental Resistance 10 Strength 5
Dexterity 10

[Prime=Physical] one attack, a 10' cube-shaped Shockwave that causes 15 damage, WC 3.)

This robot is a foot long cube with a black onyx shell. It floats on a small anti-grav pod, is in constant communication with the A.I. and other security units on the same deck, and is designed to respond to movement of all types. If the security unit determines an enemy is present, it attacks [your discretion]; otherwise it remains idle.

Blood Bird
(HD 10, HP 17, AC 10, MV 10'/40' [flying]
Exp.Points: 180
Radiation Resistance 16 Constitution 4
Mental Resistance [special – see below. 10 vs. attacks]
Strength 6 Dexterity 14

[Prime=Physical] No attacks.)

This mutated Scarlet Tanager is 2' tall when fully grown. Mutations— its body emits radiation [Intensity 15, range 25']. This carnivore is totally resistant to all forms of Mental Control.

Robot, Security, Broken
(HD 10, HP 40, AC 10, MV 25' [flying] Exp.Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 12
Dexterity 10

[Prime=Physical] 2 attacks per combat round with slug throwers inflicting 2d6 damage each, WC3, and may also attack with a 13' tentacle that causes paralysis WC 3.)

This 9'- tall irradiated [Radiation Level 15] spherical robot is cracked in several places and parts of its interior are exposed and emitting sparks. Of its four tentacle-like arms, only one remains. Its visual sensors still operate in the infra-red and ultra-violet spectrum with a 1-mile range, but of its other attachments only its single tentacle-arm and dual slug throwers still function. This robot is incapable of communicating as all means of input, whether auditory or digital, have been damaged. Touching its irradiated outer shell causes 15 damage.

Robot, Butler/Cook
(HD 10, HP 60, AC 15, MV 30' Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 12
Dexterity 14

[Prime=Physical] one thundering hand slap for 3d6 damage, WC 1.)

Although anthropomorphic, this unit displays multiple internal mechanisms and appears as a humanoid robot. It has the senses of a human, two human-like hands, and can see well in the dark. This robot can fix things, cooks excellent meals, and strikes only when attacked.

Robot, Engineering
(HD 10, PH 50, AC 15, MV 96 kph Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 14
Dexterity 14

[Prime=Mental] no attacks)

Designed with many tools stored in its body, this robot has digital schematics and programming that allows it to repair most devices on the ship. It has: Semi-independent action circuits, broadcast power cells, extra power cell for 24 hours of independent operation, telescopic and microscopic lenses, lenses for infra-red and ultra-violet sensing, 2 rotating light sources, 3 tentacle manipulators, 2 power grasping claws, tool handling tentacles, 96 kph drive system, and communication systems allowing it to talk with both the ship's A.I. and humans.



Robot, Horticultural, Crazed
(HD 20, HP 100, AC 15, MV 25' (hover flying)
Exp. Points: 405 Radiation Resistance 10
Constitution 20 Mental Resistance 10
Strength 10 Dexterity 10

[Prime=Mental] either one paralysis tentacle attack [paralyzes], WC1, 18' range, or one forestry tool attack inflicting 2d6 damage, WC1.)

This automated, 10' floating disk is damaged, and parts of its instrumentation are exposed and emitting sparks. It floats on anti-grav pods and can carry up to 595 pounds of material. It has a single paralysis tentacle that extends up to 18' [WC 1], its optical senses can pick out objects up to a mile away, and its communication has a range of an entire deck. The robot has two manipulative tentacles allowing it to grab things and surgical tools allowing it to perform operations on animals of all types. Three large light sources and mechanical optics can see in the visible, infra-red and ultra-violet spectrum. All the rest of its equipment has long since been destroyed. Touching any part of the robot causes exposure to radiation [Intensity 5]. These derelict automatons view all living creatures as animals in need of amputations or skin grafts. The unit does, however, take verbal orders from any being with a green *Warden* wristband.

Robot, Military LRSR

(HD 10, HP 60, AC 20, MV 80 kph Exp. 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 MRSR

(HD 10, HP 50, AC 16, MV 30' Exp.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.

T-Rex Mutant

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

Robot, Security

(HD 10, HP 60, AC 15, MV 50' [flying]
Exp. Points: 405 Radiation Resistance 10
Constitution 10 Mental Resistance 10
Strength 16 Dexterity 14

[Prime=Physical] 4 13'-long tentacle attacks that cause 1-hour paralysis upon touch, WC 3, or poison [Intensity 17] knockout gas in a 30' diameter circle, WC 4 .)

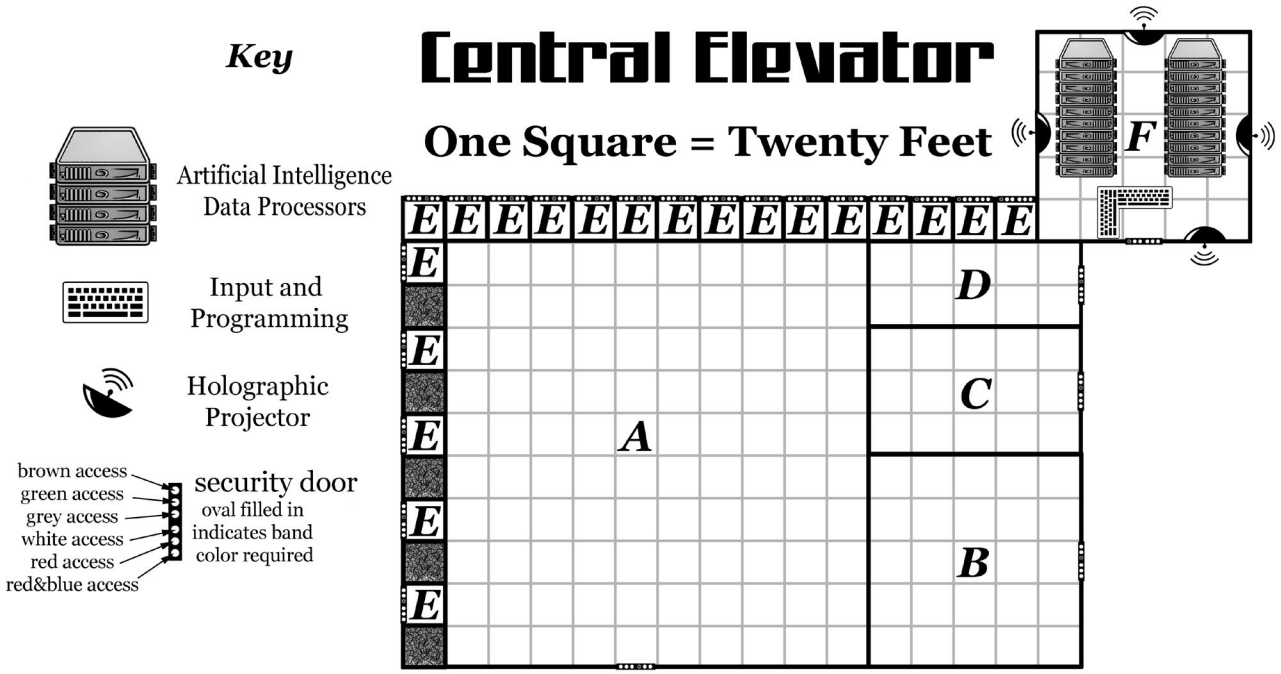
This 9'-tall spherical robot is equipped with visual sensors with a 6-mile range, sound receptors capable of picking up sounds of 1db up to 295' away, a gas pellet projector which shoots 10 knock out gas rounds in a 360° spread with [4] 20-pellet magazines, an anti-grav propulsion unit, 50 point force field, 2 third-stage slug projectors [one attack inflicting 6d6 damage, WC 5, range 150'] usable only on a human's authority, a radio capable of broadcasting to any point on a given deck, 3 padded restraint tentacles, and lenses that adapt its visual capabilities to the infra-red and ultra-violet spectrum. Characters captured by these robots are generally taken to Area #3a.

Winged Biter

(HD 4, HP 11, AC 14, MV 20' [slithering]/50' [flying]
Exp.Points: 270 Radiation Resistance 10
Constitution 4 Mental Resistance 10
Strength 10 Dexterity 14

[Prime=Physical] one bite attack with poison [Intensity 11], WC 3.)

This 3' long mutated flying python has a 4' wingspan, is immune to all forms of poison and paralysis, and is never surprised as it has Precognition. If an alternative parent [perhaps a character] is present at the hatching of a Winged Biter, it can imprint upon that alternative parent and follows that creature/character for life. Mutations— Precognition, Immunity to Poison & Paralysis, Wings.



Points of Interest

1 — Central Elevator

Deck #9 is only accessible through the Central Elevator or from the exterior of the ship via either the Shuttle Bay (Area #10) or the Weapons Bay (Area #11). No other access to this level, of any kind, is provided. The central elevator functions for all colors of ship's issue wristbands in order to facilitate the appearance of anyone involved in an infraction or civil suit at court (Area #6). Explorers exiting the elevator are greeted by an automated clerk at a prim glasteel help desk. This holographic clerk asks the characters their purpose on Deck #9 and directs them accordingly when they answer.

Explorers providing indefinite answers (such as, "I'm not sure," or, "None of your business," are asked to wait for an escort. The escort arrives 3 minutes later: a Security Robot.

Robot, Security

(HD 10, HP 60, AC 15, MV 50' [flying] Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 16 Dexterity 14

[Prime=Physical] 4 13'-long tentacle attacks that cause 1-hour paralysis upon touch, WC 3, or poison [Intensity 17] knockout gas in a 30' diameter circle, WC 4 .)

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, a gas pellet projector which shoots 10 knock out gas rounds in a 360° spread with [4] 20-pellet magazines, an anti-grav propulsion unit, 50 point force field, 2 third-stage slug projectors [one attack inflicting 6d6 damage, WC 5, range 150'] usable only on a human's authority, a radio capable of broadcasting to any point on a given deck, 3 padded restraint tentacles, and lenses that adapt its visual capabilities to the infra-red and ultra-violet spectrum. Characters captured by these robots are taken to a secure area (Area #3a) for questioning and left there until a holographic interrogator appears (usually about ten minutes time).

The Central Elevator runs through all 17 decks of the *Warden*, but ingress and egress are strictly regulated through the use of wristband readers that are present both within and without each elevator. These bands identify the type of crewmember attempting to use the elevator and allow access to only those areas where access is authorized for said crewmember. This access changes from deck to deck, so while a crewman might board on one deck, he may only have a limited number of choices for decks upon which he might exit. All elevators arriving on Deck #9 open their doors for any color wristband, although a ship's issue wristband is required for exit.

The term 'Central Elevator' is actually a misnomer. Although there is a single elevator shaft in the center of the *Warden*, there are 24 elevators of various sizes that use this shaft for transit. Four of these elevators are dedicated to the transit of cargo, and as such are quite large, while 20 smaller elevators are able to carry up to 30 passengers each. All of the elevators in the *Warden* operate using small gravity lenses (anti-gravity) with variable negative and positive gravity capability.

Given the size of the *Warden*, a trip within any of the central elevators takes some time. Transit from one deck to the next consumes a full ten minutes, while a trip from the very bottom of the ship to its observation dome (if the passenger is authorized) takes a total of 112 minutes.

1A — Main Cargo Elevator

The largest of the elevators, this massive lift measures 400' square and is capable of moving up to 200 metric tons.

1B — Secondary Cargo Elevator

This cargo elevator is slightly faster than the largest and measures 100' x 100'. It can lift a maximum of 50 metric tons.

1C — Tertiary Cargo Elevator

Used for deliveries of supplies to most decks of the ship, this elevator measures 60' x 100' and has a carrying capacity of 20 metric tons.

1D — Express Cargo Elevator

The fastest of the cargo elevators, the express elevator has bench seats with seat belts along its far wall, and it is able to transit between decks in a mere 9 minutes (98 minutes top to bottom). It measures 40' x 100' and is able to carry up to 10 metric tons.

1E — Passenger Elevators

These 18' x 18' elevators travel at a standard speed and are capable of comfortably fitting up to 32 crew members at one time. Their weight limit is 8,134 pounds (3690 kg).

1F — Deck #9 Artificial Intelligence

The Artificial Intelligence on this level is convinced that the lack of activity in the courts section, prison section, and guard residence section of this level are the result of a successful prison revolt. It has changed the security clearance for the entry door to its area so that it now accepts only red & blue wristbands. Any explorer gaining entry is asked to immediately leave as, "security forces are on the way." Ever more powerful robotic security forces then begin arriving every 5 minutes to remove the characters from this area. This A.I. has the ability to summon any of the robots found on this level, including those intended for strictly military use that are found in Area #7.

2 — Law Offices

All crewmembers were guaranteed due process aboard the *Warden*, and the 311 Law Offices that populate this section of Deck #9 bear testament to that ideal. Each office is spacious and well appointed with a small reception area connected to an office and the name of the attorney printed on the outer door. These offices all contain books on the law and active personal computers that have access to the main A.I. database but that are not a part of its immediate network. Some of these offices contain personal items as well, although we leave the details of those items to your discretion. Beyond the furnishings and the lawbooks, only conical piles of white dust remain in these offices.

3 — Prison Security

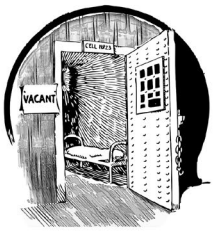
This series of five interconnected chambers functions as both a hindrance to any escape attempt and a preparation center for new prisoners. This orientation is a lengthy process that generally requires 12-20 hours for a new inmate (or any accidentally caught within this bureaucracy) to complete.

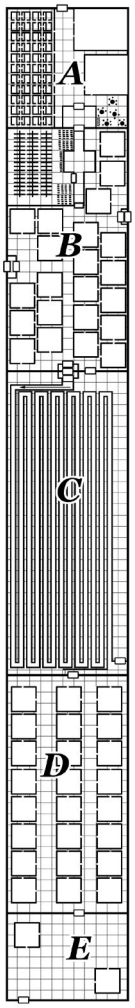
Prison Security and Orientation

One Square = 500 Feet

Map Key

- *Interrogation Room*
- *Low Security Building*
- *Vending Machines*
- *Table and Chairs*
- *Hospital Beds*
- *Security Door*







The door providing access to this area opens only upon the presentation of a red or red & blue *Warden* wristband.

3A — Interrogation and On-Demand Security Forces

Colonists and crewmembers accused of crimes were first brought here for information gathering and the taking of official statements in their own defense. From here, crew members would receive a court date and then would be returned to the Law Offices in Area #2 where an attorney would undertake their case.

Explorers taken to this area undergo a preliminary questioning by an automated, holographic investigator. The interviewer ascertains their names, occupations aboard the *Warden*, and their reason for visiting Deck #9. As no attorney is available to undertake their case, the level's Artificial Intelligence then assigns a court date which can be anywhere from an hour later, to several weeks later (at your discretion). 'Defendants' (explorers accused of Loitering) are then held here under guard until the time of their trial.

Note: when the explorers' court date arrives, turn to the description for Sector #6 of this deck.

Explorers held over for trial are guarded by a pair of Security Robots.

Robot, Security (2)
(HD 10, HP 60, AC 15, MV 50' [flying] Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 16
Dexterity 14

[Prime=Physical] 4 13'-long tentacle attacks that cause 1-hour paralysis upon touch, WC 3, or poison [Intensity 17] knockout gas in a 30' diameter circle, WC 4 .)

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, a gas pellet projector which shoots 10 knock out gas rounds in a 360° spread with [4] 20-pellet magazines, an anti-grav propulsion unit, 50 point force field, 2 third-stage slug projectors [one attack inflicting 6d6 damage, WC 5, range 150'] usable only on a human's authority, a radio capable of broadcasting to any point on a given deck, 3 padded restraint tentacles, and lenses that adapt its visual capabilities to the infra-red and ultra-violet spectrum. Characters captured by these robots are generally held here.

Explorers that have been sentenced pass through this area escorted by these same Security Robots and are taken to Area #3B.

3B — Medical, Aptitude, Intelligence, and Psychiatric Testing

Prisoners who have been sentenced are brought here to undergo a battery of mental tests. These tests are designed to ascertain their aptitude for various tasks, their base intelligence, their personality type, their ability to assimilate new information, and their general sanity. The results of these tests are used to assign a prison job, a plan of rehabilitation and behavioral modification, and, when necessary, a plan for therapy.

Testing in this area generally takes from 12-24 hours, and meals are served by automatons during breaks between tests. As in Area #3A, prisoners are always escorted through this area by 2 Security Robots.

3C — Disinfection, De-Lousing, and Physical Preparation

Prisoners who have been sentenced are brought here and anchored to a moving conveyor belt that subjects them to a number of physical preparations for their incarceration. Along the path of this conveyor, the following activities occur, in order:

* All clothing is removed by laser in a 4-step process.

* All body hair is removed by laser in a 6-step process.

* The prisoner is subjected to high intensity ultra-violet light removing the outer three layers of skin and any skin-bourne parasites. Eye protection is provided.

* The prisoner is given an oral emetic to evacuate the digestive system.

* The prisoner is given an oral antiseptic to kill any internal bowel parasites.

* The prisoner is bathed in Betadyne as a final antiseptic. This has the unfortunate side effect of turning the skin of the prisoner to a bright red color.

* The prisoner is then released from the conveyor and taken back into custody by 2 Security Robots.

3D — Prison Gear

Prisoners escorted into this area by Security Robots visit a total of 24 separate stations (buildings) before moving on to the next sector of orientation. Prisoners here receive several sets of custom-fitted prison uniforms, a tattoo that identifies them to guards (all dead now) and robotic personnel, and a variety of sundry items. Once a prisoner has visited all 24 locations, he is escorted to Area 3E by his Security Robot escorts.

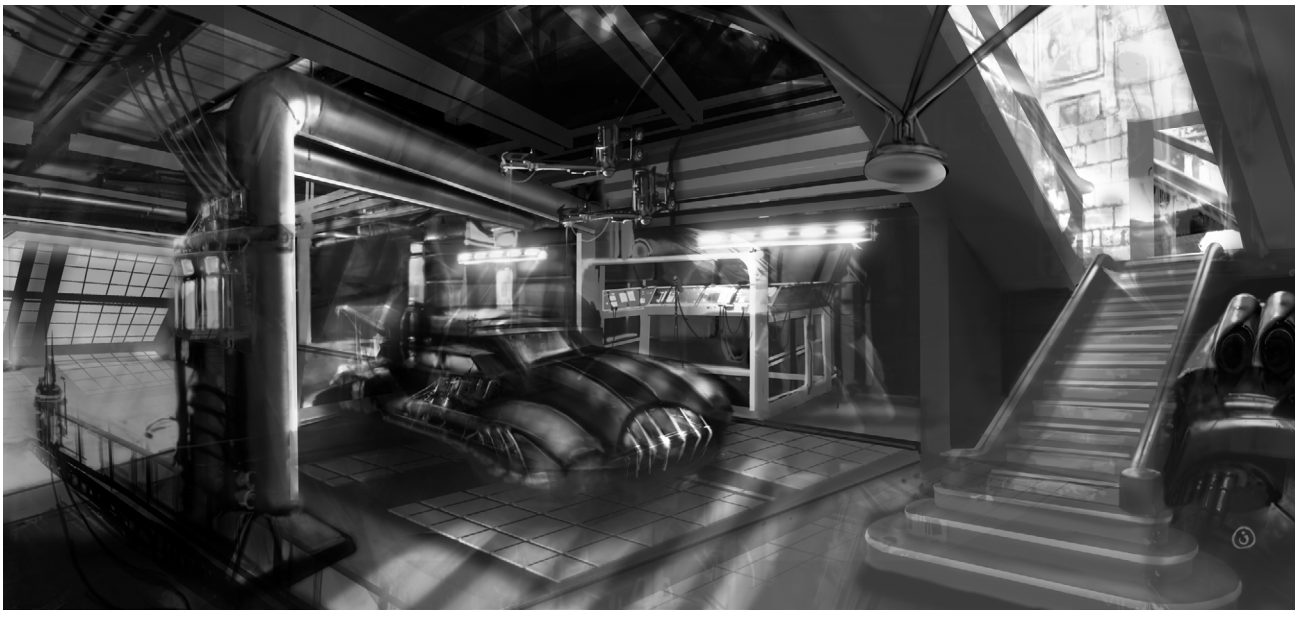
Each station in this area also contains a panic button that raises an alarm when activated. Any form of aggression is likely to trigger this response from the robots found in this area.

If the alarm is triggered, an anti-riot squad appears 30 seconds later to halt any escape attempt or prison riot that might be occurring. The anti-riot squad is comprised of:

Robot, Security (6)
(HD 10, HP 60, AC 15, MV 50' [flying] Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 16
Dexterity 14

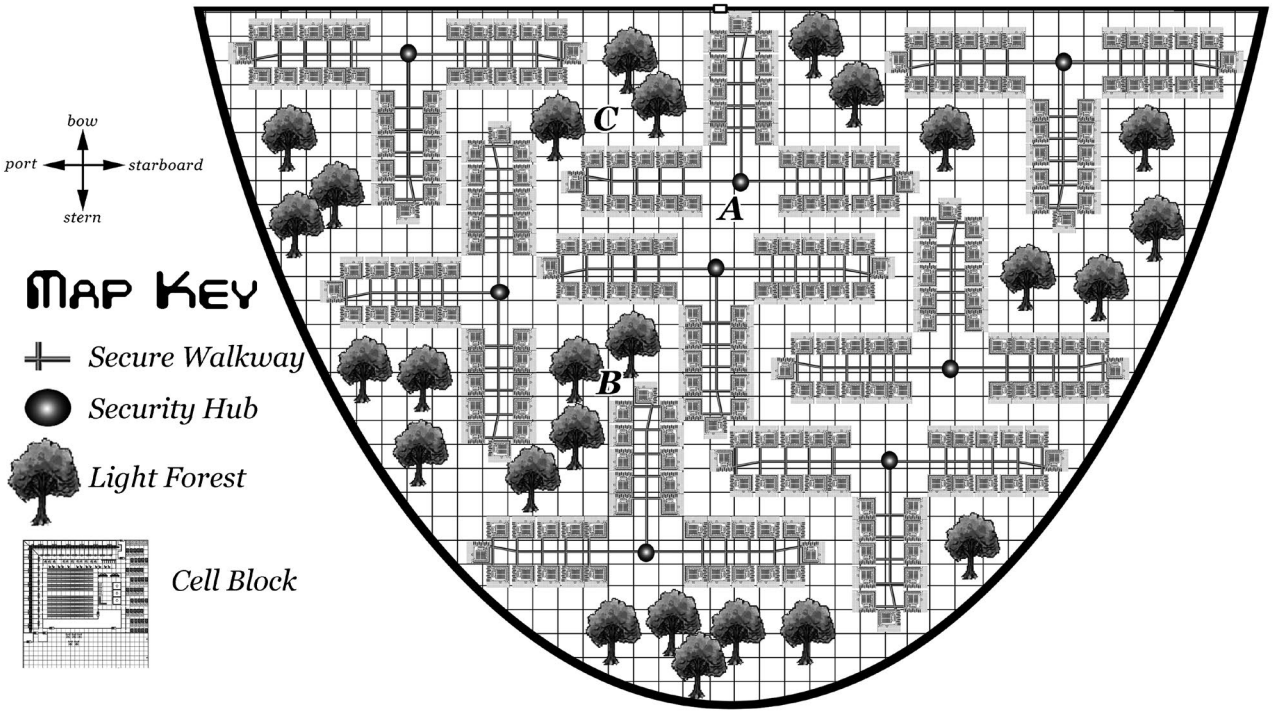
[Prime=Physical] 4 13'-long tentacle attacks that cause 1-hour paralysis upon touch, WC 3, or poison [Intensity 17] knockout gas in a 30' diameter circle, WC 4 .)

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, a gas pellet projector which shoots 10 knock out gas rounds in a 360° spread with [4] 20-pellet magazines, an anti-grav propulsion unit, 50 point force field, 2 third-stage slug projectors [one attack inflicting 6d6 damage, WC 5, range 150'] usable only on a human's authority, a radio capable of broadcasting to any point on a given deck, 3 padded restraint tentacles, and lenses that adapt its visual capabilities to the infra-red and ultra-violet spectrum.



Prison

One Square = One Half Mile



Robot, Military MRSR (2)
(HD 10, HP 50, AC 16, MV 30' Exp. 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.

Drone, Security (2)

HD 3, HP 7, AC 18, MV 90' [flying] Exp. Points: 90
Radiation Resistance 10 Constitution 3
Mental Resistance 10 Strength 3
Dexterity 14

[Prime=Physical] may deploy a knockout gas pellet, poison [Intensity 17], WC3, 20' diameter area of effect; and also one 13' tentacle attack causing paralysis, WC 3.)

This 9'- tall unit is propelled by anti-gravity with a miniaturized ram jet engine. It has three cameras able to relay scanning information from all wavelengths of the electro-magnetic spectrum and its internal high gain antenna allows it to communicate at a distance of up to 20 miles (about half the deck).

Security drones may be hacked if the 'hacker' is able to broadcast the new commands via RF broadband signal.

Characters rendered unconcious by this anti-riot squad awaken in a cell block of your choice (see Area #4).

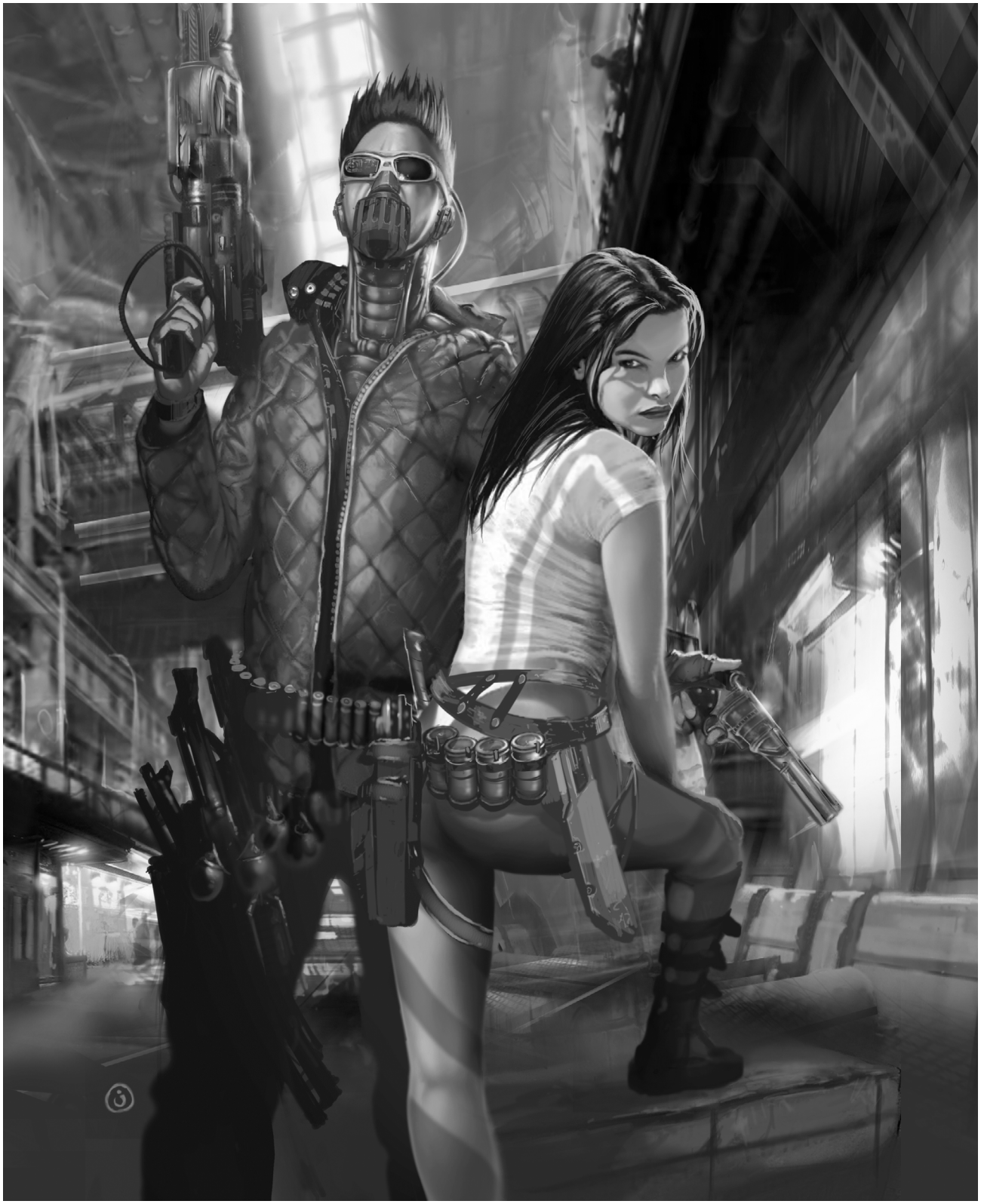
3E — Final Checkpoint and Check-in

Prisoners that arrive at this point in the orientation process are checked to ensure that they have their full compliment of prison gear and that they have undergone all of the physical orientation steps found in Area #3C. They are then assigned to a cell block in Area #4 and are delivered by Security Robots to that area.

The sentence to which a character may be subjected is left to your discretion, but this level's Artificial Intelligence may have open cases that it wishes to blame upon an explorer, it may have erroneously given them a 15-year sentence for loitering, or any other of an infinite realm of possibilities. Challenge your players as you see fit.

4 – Prison

The prison is completely isolated from the rest of the *Warden* by the security of Area #3. It is comprised of 24 prison 'Wings' under the direction of 8 Security Hubs. Each Wing is further made up of 11 Cell Blocks each of which holds up to 50 inmates. All told the prison was capable of administering behavioral correction to 13,000 prisoners and was administered by 960 correctional officers. Now, only the robots remain.



4A — Security Hubs

The standard cell block is reasonably small and was made to house only 50 inmates. These 50 unfortunates were adminstered by 10 Correctional Officers assisted by 10 Security Robots and 2 General Purpose Robots. Since the disaster, only the robots remain, although before the calamity more than 800 inmates were sequestered in these correctional facilities.

Robot, Security
(HD 10, HP 60, AC 15, MV 50' [flying] Exp.Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 16
Dexterity 14

[Prime=Physical] 4 13'-long tentacle attacks that cause 1-hour paralysis upon touch, WC 3, or poison [Intensity 17] knockout gas in a 30' diameter circle, WC 4 .)

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, a gas pellet projector which shoots 10 knock out gas rounds in a 360° spread with [4] 20-pellet magazines, an anti-grav propulsion unit, 50 point force field, 2 third-stage slug projectors [one attack inflicting 6d6 damage, WC 5, range 150'] usable only on a human's authority, a radio capable of broadcasting to any point on a given deck, 3 padded restraint tentacles, and lenses that adapt its visual capabilities to the infra-red and ultra-violet spectrum.

Robot, General Purpose
(HD 10, HP 60, AC 19, MV 48 kph Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 14
Dexterity 12

[Prime=Physical] No attacks)

This 5' tall and wide humanoid robot has extra arm-like appendages. The functioning unit always has: emergency power cell for 24 hours of operation, recharging unit, 2 manipulative tentacles extending up to 24', heavy duty power grasping claw able to extend up to 10', 1 micro-miniature manipulator able to make microscopic adjustments, light tractor and repulsion beam attachments with a range of 25', magnifying lenses with a 50 power range, upper and lower light sensors extending through the infra-red and ultra-violet range, anti-grav system making up to 200 pounds feather light, propulsion system allowing for 48 kph, two sets of parallel programming circuits, light body armor allowing the unit to function in water, outer space, and in temperatures ranging from plus or minus 150 degrees Centigrade, audio and radio transmitters and pickups effective up to 60 km away, 3 rotating light sources with a variance of 90 candlepower each, human standard sensing capability, and variable programming allowing it to adapt and carry out human instructions.

The 11 cell blocks in a given wing are joined to 2 other wings, and all 33 of these cell blocks were overseen by a Security Hub. All of the Cell Blocks and the Security Hub are connected by 20'-wide and tall self-contained plasteel walkways. Only the Security Hubs have access to the area outside of the cell blocks.

The Security Hubs contain terminals with access to the deck level Artificial Intelligence and its database, offices for administrative Correctional Officers (who bore red security wristbands), supplies and weaponry for the use of the security guards, and of course a wristband triggered access to the area outside of the prison cell blocks. Only the automated responses that are triggered in the event of a new prisoner arrival, the end of a prison term, or the threat posed by a prison riot now generate any form of response from these Security Hubs.

4B — Standard Cell Block

These buildings stand 60' in height and have an outer shell of duralloy. The exercise yards (Area #9), are surrounded by a sealed 30'-tall glasteel enclosure. The designers thought it important that inmates see the greenery outside of their prison as a reminder of the freedom they had lost. The entire compex is vented to the outside only via 18"-wide airducts mounted within the duralloy walls. A military robot patrols those walls constantly, making a circuit of a given cell block's outer perimeter once per hour.

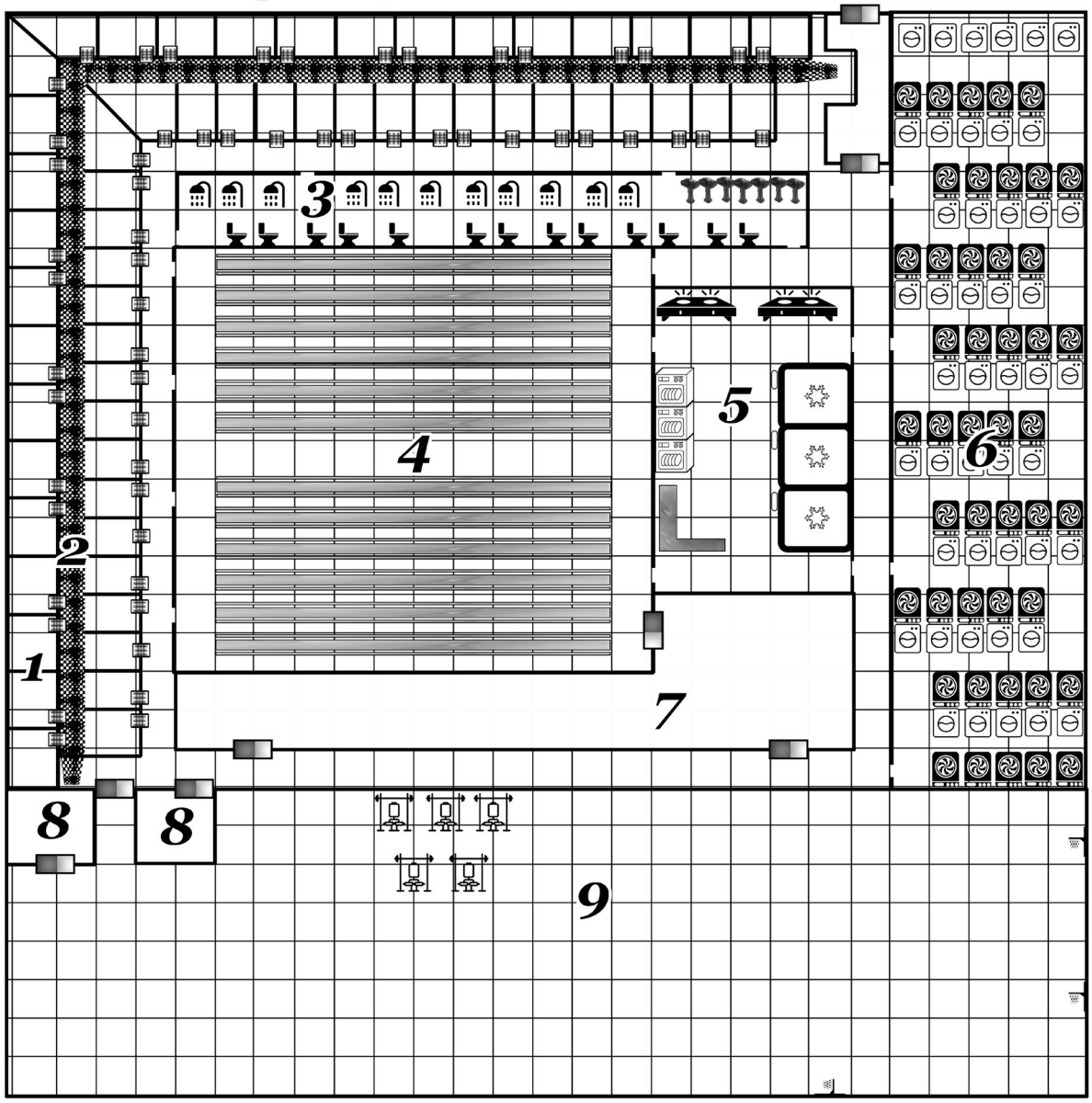
Robot, Military MRSR
(HD 10, HP 50, AC 16, MV 30' Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 15
Dexterity 12

[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.

Standard Cell Block

One Square = 25 Feet



Map Key

- *Dishwasher*
- *Cafeteria Seating*
- *Washing Machine*
- *Ovens*
- *Catwalk*
- *Dryer*
- *Toilet*
- *Shower*
- *Basketball Hoop*
- *Sinks*
- *Walk-in Refrigerator*
- *Weightlifter's Bench*
- *Remote Access Door*
- *Food Counter*
- *Security Door*

4B1 - Standard Cell

The standard cell here is a spacious 30' x 25' and contains a closet that is molded into the cell wall, a large bed, and a work desk. Some of these cells will contain sundry items (soap or 300-year-old aftershave), books, paper and charcoal for drawing, and a few have clothing which survived the cataclysm.

4B2- Steel Catwalk

In an effort to save money these catwalks were made from steel rather than a more durable metal. As a result, and at your discretion, some of them may have developed faults over the last 300 years. The catwalk lies 17' above the floor of the cell block.

4B3 - The Head

Given the criminal nature of the residents of the cell blocks, sanitary facilities are shared and are monitored by robotic guards. Privacy, and its lack, is a large part of the rehabilitative process. This facility has enough showers, toilets, and wash sinks to service up to 40 inmates simultaneously.

It is rumored that large mutated rats have infested the sanitary facilities of a number of the cell blocks and that only the other wildlife found on this deck keeps their numbers in check (see Area #4C).

Duty Rat

(HD 7, HP 28, AC 16, MV 45' Exp.Points: 240
Radiation Resistance 13 Constitution 7
Mental Resistance 8 Strength 9
Dexterity 15

[Prime=Physical] one bite inflicting 5d6, WC 1.)



This 4' long mutant aquatic rat has both gills and lungs. It hunts by detecting alpha brainwave patterns up to 30' away. Remarkably fast, this ambush predator generally waits until a character's guard is down before launching a devastating, and often embarrassing, attack. Mutations— Larger, New Body Parts (gills).

4B4 - Cafeteria

At one time, three meals per day were served in this cafeteria for 60 crew at one time (guards and inmates). A pair of Security Robots would stand by on overwatch to allow the guards a bit of liberty while they ate. Now only these robotic servitors remain.

Robot, Security

(HD 10, HP 60, AC 15, MV 50' [flying] Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 16
Dexterity 14

[Prime=Physical] 4 13'-long tentacle attacks that cause 1-hour paralysis upon touch, WC 3, or poison [Intensity 17] knockout gas in a 30' diameter circle, WC 4 .)

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, a gas pellet projector which shoots 10 knock out gas rounds in a 360° spread with [4] 20-pellet magazines, an anti-grav propulsion unit, 50 point force field, 2 third-stage slug projectors [one attack inflicting 6d6 damage, WC 5, range 150'] usable only on a human's authority, a radio capable of broadcasting to any point on a given deck, 3 padded restraint tentacles, and lenses that adapt its visual capabilities to the infra-red and ultra-violet spectrum. Characters captured by these robots are generally taken to a secure area.

4B5 - Kitchen

This area is a well-appointed kitchen with several large walk-in refrigerators, stoves, and a bank of ovens, as well as many open countertops. Several small knives are in a receptacle displayed along one wall. The refrigerators are working, and closed, but the food within has long since dessicated. The dry goods stored on the shelves appear to have been thoroughly depleted by some form of vermin, perhaps rats, but no feces are in evidence due to the ministrations of the General Purpose Robots that regularly clean this facility.

4B6 - Laundry

Inmates were required to manage their own laundry, and penalties were assessed if an inmate was found to have no clean clothing to wear. This room is filled with row upon row of paired washing machines and dryers. All of them are fully functional, but none are currently in use.

4B7 - Guard Post

This area contains workstations for inputting daily reports to the A.I. and database, a locker room area, and a ready room containing 6 Security Robots. Although originally manned by an additional 6 Security Guards, now only the robots remain.

4B8 - Exercise Yard Guard Posts

Originally staffed by 2 Correctional (Security) Officers and 2 Security Robots, these guard posts now contain only the Security Robots. They are also equipped

with an intercom to allow communication without the need for exposure, and giant electromagnets to prevent anyone entering or leaving the exercise yard with metallic tools, implements, or weaponry.

Characters exploring these areas generally find the 2 Security Robots who do their best to bar the entry of the explorers unless they are wearing red wristbands. (Combat statistics available on previous page). If allowed to thoroughly investigate, they also find two ship's issue red wristbands.

4B9 - Exercise Yard

This large open area is bordered by the prison building on one side and 30' tall glasteel panels on its other 3 sides. It has a glasteel ceiling as well. Several basketballs, and some weightlifting gear lie here unattended and dust lies thickly on the floor of this area.

Note: There is some slight chance that a passing T-Rex, alerted by movement within the exercise yard as the characters explore it, might charge the plasteel outer wall of this enclosure. Whether the plasteel is sufficient to repel repeated attacks from this powerful carnivore is left to your discretion.

4C - Green Space

Although all human life in this area was destroyed by the disaster that struck the *Warden*, some of the animals and plants survived, and some mutated during this process. Exploring characters cannot help but notice this survivor at some distance.

T-Rex Mutant
(HD 18, HP 100, AC 15, MV 40' Exp. 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.

There are several of these fearsome predators roaming this area of Deck #9.

5 — Residential Area

The residential complexes found here contain apartments (for unmarried officers), houses for married and higher ranking officers, commissaries, auditoriums and exercise areas, and even small classrooms and workshops for training. They are self-contained neighborhoods with all of the essentials for maintaining daily life. All of the buildings here appear to be well maintained as a veritable army of Butler/Cook Robots (originally one was assigned per family or per individual for those without families) keep everything clean and well maintained. Amid the other buildings here there is a large gym with many types of body building equipment. Two Security Robots make sure no one ruins these machines.

Robot, Security
(HD 10, HP 60, AC 15, MV 50' [flying] Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 16
Dexterity 14

[Prime=Physical] 4 13'-long tentacle attacks that cause 1-hour paralysis upon touch, WC 3, or poison [Intensity 17] knockout gas in a 30' diameter circle, WC 4 .)

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, a gas pellet projector which shoots 10 knock out gas rounds in a 360° spread with [4] 20-pellet magazines, an anti-grav propulsion unit, 50 point force field, 2 third-stage slug projectors [one attack inflicting 6d6 damage, WC 5, range 150'] usable only on a human's authority, a radio capable of broadcasting to any point on a given deck, 3 padded restraint tentacles, and lenses that adapt its visual capabilities to the infra-red and ultra-violet spectrum. Characters captured by these robots are taken to Area #3a.

Attached to the gym are two movie theaters with 100 seats each. There is a fresh candy and popcorn kiosk between the theaters. A Butler/Cook Robot is serving fresh food and drinks.

Robot, Butler/Cook
(HD 10, HP 60, AC 15, MV 30' Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 12
Dexterity 14

[Prime=Physical] one thundering hand slap for 3d6 damage, WC 1.)

Although anthropomorphic, this unit displays multiple internal mechanisms and appears as a humanoid robot. It has the senses of a human, two human-like hands, and can see well in the dark. This robot can fix things, cooks excellent meals, and strikes only when attacked.

In order that the Butler/Cook Robots not become confused by contradicting orders from the large number of humans that populated this area, each of these robots was programmed to respond to only a single unique human or human family. As such, they do not obey characters exploring this area and might, in fact, resent their unauthorized entry into their masters' domiciles. How they might resist this intrusion we leave for you to decide (as they only strike if attacked).

6 — Civil and Criminal Courts

While there are not many laws aboard the *Warden*, both criminal and civil infractions occurred with unfortunate frequency before the disaster struck the ship. While the exact details of the laws of the *Warden* are left to your discretion, civil disputes arose between humans aboard the ship in the same manner that they occur anywhere that humans live in close proximity to one another.

Both civil and criminal infractions were handled in exactly the same fashion aboard this ship: cases were reviewed locally and spurious charges dismissed. Charges with some merit (such as a witness to a crime, either human or robotic) were referred for further investigation to Deck #9 where those accused would first seek legal assistance in Area #2, and then undergo further fact-finding in Area #3a. Infractions still exhibiting merit would then be asigned to a prosecutor and a court in this area (Area #6).

The groups of buildings in this area are referred to as 'Justice Pods'. Each Pod is made up of an arena-like courtroom presided over by an automated (to ensure neutrality) holographic judge, as well as several administration buildings, prosecutorial offices, and buildings for the use of both witnesses and defense counsel.

Trials held here could be either public or private, at the whim of the accused. A list of public trials was always listed on all ship's viewscreens (accessed on demand), and escorts would be made available without reservation when a defendant would opt for a public trial.

The holographic judges still function, and Security Robots are still available to escort spectators for public trials, but all cases filed since the disaster struck have been dismissed due to 'failure to appear' on behalf of the prosecution.

Note: it is well within the realm of possibility that this level's Artificial Intelligence might assign an automated prosecutor to any charges brought against a character.

One of the Justice Pods has a large billboard-like sign at its periphery that reads, "Capital Crimes Court". This court has never been used. Characters exploring the buildings here discover a collection of powerful rifles from all ages. There is a firing range containing ammunition for all of these weapons and an enclosed outdoor rifle range that has three posts upon which have been affixed life sized paper targets resembling humans.

The exact nature of the guns found in this collection is left to your discretion.

7 — Military Munitions

Access to this sector is via red or red & blue wristband only. The *Warden* was designed to colonize planets, but a small force was also equipped to defend any fledgling colony from invasion. This force once made their homes on this deck of the ship, although now only their equipment remains. That equipment is stored in all of the warehouses found here.

The following is but a partial list of the military equipment stored in these warehouses for the Military Defensive Force (MDF, see Area #8), and you should feel free to add to it.

Anti-Gravity Sled (equipment)
Tech Level 2 Experience: 1000
Power Requirement: 4 Hydrogen Fuel Cells
Power Cell Life: 25 hours
Carrying Capacity: 6911 pounds/3135kg
Size: 6'4" x 4'6" width
Top Speed: 33mph/54kph

Communication Headset (equipment)
Tech Level 9 Experience: 300
Power Requirement:1 Hydrogen Fuel Cell
Power Cell Life: 36 hours
Size: head-sized, .6 kg/1 lbs.
Transmission range: 5 miles (broadband)

Observation Drone (equipment)
Tech Level 6 Experience: 700
Power Requirement*: 2 Hydrogen Fuel Cells
Power Cell Life: 2 hours
Size: 38" length x 38" width x 14" height
Top Speed: 28 mph/45 kph
Transceiver Range: 74,000'/22550 m

Paralysis Mine (equipment)
WC2 Tech Level 8 Experience: 400
Power Requirement: 1 Hydrogen Fuel Cell
Power Cell Life: infinite
Size: 1'6" diameter circle, 3" width
Area of Effect: 80' diameter
Effect: low-voltage shock wave causing 1-hour paralysis.

Powered Combat Armor (equipment)
Tech Level 7 Experience: 400
Power Requirement: 4 Hydrogen Fuel Cells
Power Cell Life: 10.5 hours
Size: human, 15 kg./68 lbs.
Improved Armor Class: 18/2
Improved Carrying Capacity: 6911 lbs./3135 kgs.
Improved Top Speed: 26 mph/42 kph
Strength Augmentation: 325%

Thumper Anti-Gravity Tank (equipment)
Tech Level 2 Experience: 10000
Crew: 3 (driver, gunner, tech)
Power Requirement: 12 Hydrogen Fuel Cells
Power Cell Life: 9 hours
Carrying Capacity: 5304 lbs/2406 kg
Size: 26'4" length x 11'6" width 14' height
Top Speed: 38mph/61kph

This unit is equipped with both broadband (range 5 miles) and high gain (range 28 miles) communications equipment, hologrammatic camouflage that changes to match the surroundings making it 90% invisible to human vision, and a rail cannon that shoots a 20-gram (about an ounce) shells at 3 times the speed of sound (WC8, Tech 5, 18d6 damage at range of 1.2 km). This projectile ignores most types of armor and causes this damage to both the armor and that which wears it. It continues on its path until it has passed through 18" of material (any).

Viper Scout Vehicle (equipment)
Tech Level 1 Experience: 10000
Crew: 1
Power Requirement: 4 Hydrogen Fuel Cells
Power Cell Life: 20 hours
Carrying Capacity: 491 pounds/3135kg
Size: 8'4" length x 2'6" width x 3'8" tall
Top Speed: 84mph/135kph (anti-gravity)

This unit is equipped with both broadband (range 5 miles) and high gain (range 28 miles) communications equipment and hologrammatic camouflage that changes to match the surroundings making it 90% invisible to human vision.

Voltage Enhanced Paralysis Rod (equipment)
WC 4 Tech Level 7 Experience: 900
Power Requirement: 2 cells
Power Cell Life: 10 hours
Size: 6" - 3' x 2" diameter

The rod is a collapsible bar that extends to a total of 3' and collapses to a mere 6" long for storage. It must touch flesh or conductive metal to be effective. It paralyzes the central nervous system for

* 3-18 minutes on targets that weigh 1-299 pounds.

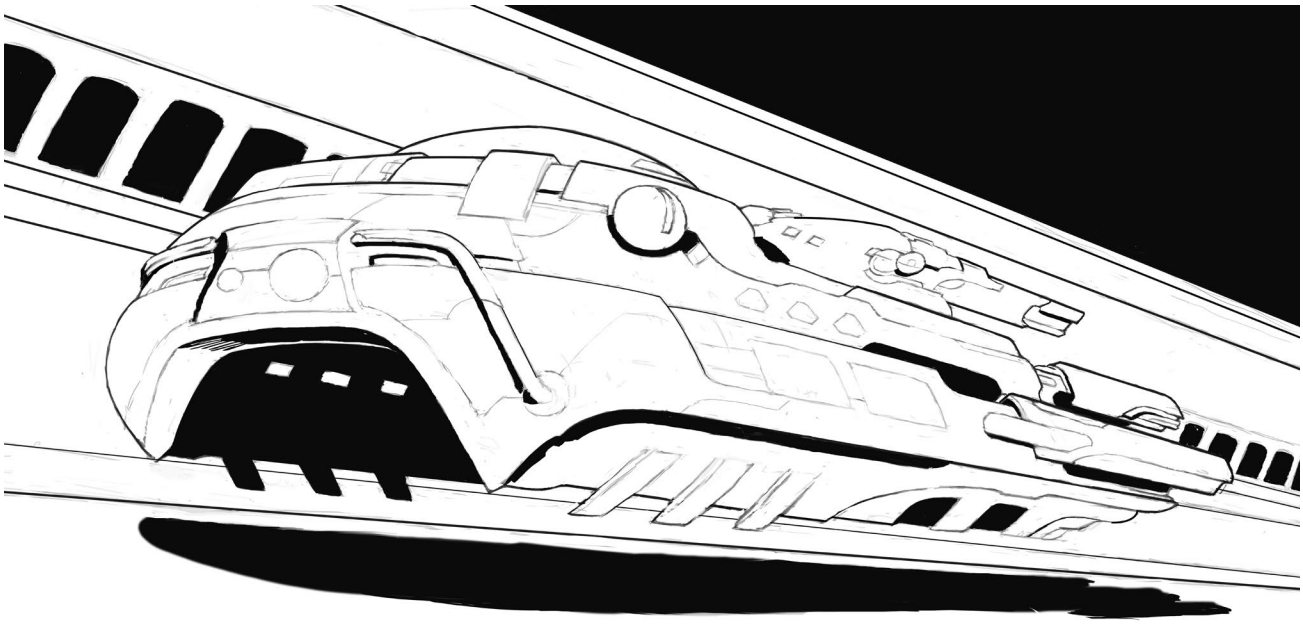
* 1-6 minutes on targets that weigh 300-499 pounds

* Robots shut down 75% of the time when struck

* Living targets over 500 pounds are unaffected.

The warehouses also hold a number of more common weapons including laser pistols and rifles, sonic protein and metal disruptors, slug projectors, and melee weapons.

The amount of gear stored here would outfit a defensive force of more than 1000 men.



8 – Military Attache

Access to this sector is via red or red & blue band only.

Security forces are common on many levels of the *Warden*, and the crew complement registers thousands of these crewmembers if all decks are taken into account. The security forces that once lived in this area of Deck #9, however, were unique. These security forces were trained to repel any invasion of the *Warden* and to defend any fledgling colony from invasion should a suitable planet be discovered. In short, these troops are not trained to keep the peace domestically. These troops were trained as military.

The barracks here held 36 platoons of 32 men each. These were further organized into 6 companies and that comprise one full battalion that was known as the "*Military Defense Force*" or "*MDF*".

All of these people perished in the disaster that overtook the *Warden*.

Each of the Captain's (company commander's) offices found within these barracks has a data terminal that provides access to the Deck #9 A.I. and the command console on the bridge (see Deck #10). Characters with the skill to access this system discover a hidden file that indicates a large squad of marines are being held in cryo-sleep on Deck #15, in the resort (Area #2D) basement.

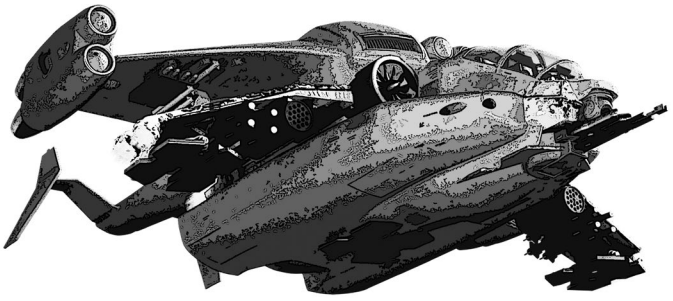
The warehouse buildings here contain ready shelters, rations, and other sundry supplies.

9 – Shuttle and Scout Service Area

Access to this sector is via gray, red, or red & blue wristband only. This area is a service center for the vehicles found in Area #10 of this deck. It is the spaceship repair sector.

This area is divided into two major sections: a large bay that can hold multiple small spacecraft and is serviced by an automated repair robot that can cut, weld, and replace large, heavy, or bulky parts, and a number of smaller machine shops for rebuilding or crafting subassemblies for spacecraft. The automated repair robot requires programming by an engineer, and so it currently lies dormant. The machine shops are likewise silent although dozens of Engineering Robots stand by, awaiting tasking orders from the now-dead crew.

The Shuttle Bay airlock that connects this area to the shuttle bay is enormous, measuring 1400' in length and 800' in width. Its floor contains a conveyor for transporting shuttles from one end of the airlock to the other.



Hawk Class Scout Ship

Characters with appropriate skills may be able to use these machine shops to repair virtually any damaged equipment they might possess, at your discretion.

10 – Shuttle / Scout Bay

Access to this sector is via gray, red, or red & blue wristband only. The Shuttle Bay is a low gravity area (0.15 G) and is completely depressurized. Characters that cycle the airlock from Area #9 that are not wearing a self-contained environmental suit of some kind (like a space suit) suffer 1d10 damage per 3 seconds of exposure once the cycling pressure drops below 1/2 Earth normal. The airlock consumes 30 seconds to cycle thus exposing a character to 5 full sets of this damage. Once the pressure reaches zero, the damage quadruples to 4d10 damage per 3 seconds of exposure. Characters exposed to the cold of the Shuttle Bay once the airlock door opens (an unheated space suit, for instance) also suffer 1d10 damage from the cold for every 3 seconds of exposure.

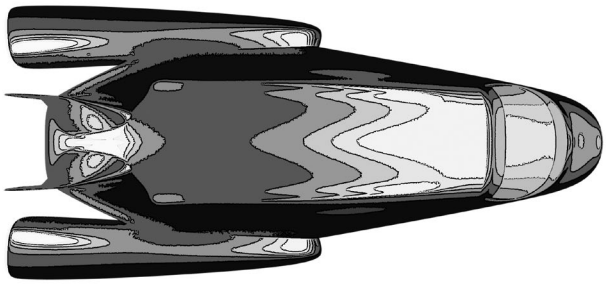
This large area contains a number of spacecraft, a fusion generator that powers lighting, winches capable of moving inactive spacecraft, an attached data uplink terminal, and a shielded fuel depot that contains fuel rods for the fusion engines found on the spacecraft stored here.

Skilled characters may use the data uplink terminal to open the 'Blast Shield' doors and expose this bay to open space. They may also use this terminal to expose Area #11, the Weapons Bay to space.

Characters exploring any of the spacecraft parked within this bay discover that a wristband is required to gain entry. Further, only red & blue wristbands will grant access to any of these craft. Those who do gain access quickly discover that none of the craft are fueled. They may (at your discretion) realize that fuel is available in the Fuel Rod Depot located in the back of this area on the port side. Long term exposure to fuel rods is toxic.

Should a character manage to gain entry and refuel one of these spacecraft, all are functional and in fact have been regularly maintained by Engineering Robots. They fly regardless of the open or closed condition of the Blast Shield.

Sparrow Class Shuttle (equipment)
Tech Level 1 Experience: 10000
Power Requirement: 2 Cobalt Fuel Rods
Power Cell Life: 16 hours
Carrying Capacity: 9868 lbs/4476kg
Size: 32'8" length x 11'7" width x 15'4" height
Top Speed: 560 mph/901 kph



Sparrow Class Shuttle

This unit is equipped with both broadband (range 5 miles) and tight band (unlimited range) communications equipment, full environmental controls capable of maintaining up to 16 hours of environment (if not moving), and seating for up to 12. Its scanners are capable of identifying life signs and energy sources at ranges of up to 30 miles.

Hawk Class Scout Ship (equipment)
Tech Level 1 Experience: 10000
Power Requirement: 2 Cobalt Fuel Rods
Power Cell Life: 8 hours
Carrying Capacity: 9868 lbs/4476kg
Size: 26' length x 31'" width x 118'3" height
Top Speed: 988 mph/1590 kph

Armaments:

Rail Cannon that shoots a 20-gram (about one ounce) shells at 3 times the speed of sound, WC8, Tech 5, 18d6 damage at range of 8000 km. This projectile continues on its path until it has passed through 18" of material (any).

2 Missile Launchers (10 missiles each) 10d6 damage each, WC 4, range 2250 km

8 Blasters (ray) inflicting 20 damage, WC 4, range 2250 km

This unit is equipped with both broadband (range 5 miles) and tight band (unlimited range) communications equipment, full environmental controls capable of maintaining up to 8 hours of environment (if not moving), and seating for up to 6. Its scanners are capable of identifying life signs and energy sources at ranges of up to 60 miles.

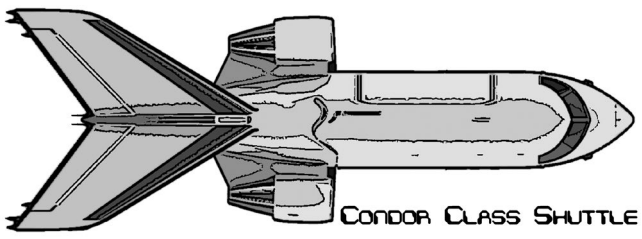
Condor Class Shuttle (equipment)
Tech Level 1 Experience: 10000
Power Requirement: 8 Cobalt Fuel Rods
Power Cell Life: 16 hours
Carrying Capacity: 24,535 lbs/11,129 kg
Size: 996' 8" length x 118'6" width x 26'2" height
Top Speed: 611 mph/983 kph

This unit is equipped with both broadband (range 5 miles) and tight band (unlimited range) communications equipment, full environmental controls capable of maintaining up to 48 hours of environment (if not moving), and seating for up to 460 (or 1,620,000 cft/ 45873.3cbm of cargo) . Its scanners are capable of identifying life signs and energy sources at ranges of up to 30 miles. Each of these shuttles has an emergency kit with supplies for 50 people for two weeks. There are laser weapons charged and ready to fire if they are needed. The shuttles are bus-like with comfortable seats and a separate compartment for the pilot and his assistant.

11 – Weapons Bay

Access to this sector is via vacuum transit tube, red, or red & blue wristband only. The Weapons Bay is a low gravity area (0.15 G) and is completely depressurized. Characters not wearing a self-contained environmental suit of some kind (like a space suit) suffer 4d10 damage per 3 seconds of exposure to this environment. Characters exposed to the cold of the Weapons Bay (an unheated space suit, for instance) also suffer 1d10 damage from the cold for every 3 seconds of exposure.

The *Warden* is not well-suited for high speed maneuvers of any kind, and the occasional asteroid of any size presents a serious problem. The removal of this threat during spaceflight was the reason that the designers of the ship added a Weapons Bay. The computer programming is designed to discover



Condor Class Shuttle

the 'weak spots' of any incoming asteroid, and the weaponry here is designed to either break these asteroids into reasonably harmless, smaller pieces, or vaporize them in their entirety.

Two types of anti-asteroidal weapons are found on this deck: laser turrets which are meant to vaporize asteroids massing 3.5 kg (8lbs) or less, and massive rail guns that are designed to break asteroids weighing kilotons into pieces weighing 3.5 kg or less. These weapons may be approached on foot using airlocks (if the explorer has either a red or red & blue wristband), or characters may be transported directly to them via the vacuum transit tubes that lead to these weapons from Area #7D of Deck #10.

Anti-Asteroid Rail Cannon (equipment)
WC8 Tech Level 2 Experience: 1600
Crew: 1 Power Requirement: external
Size: 3,911' length x 368' width x 48'7" height

(fixed cannon)

This Rail Cannon shoots a 2 kilogram (about 4.5 lbs) shell at 7 times the speed of sound WC8, Tech 8, 50d20 damage at range of 11,000 km. This projectile continues on its path until it has passed through 6' of material (any). This cannon will cut a Condor Class Shuttle craft in half with one shot.

Laser Turret (equipment)
WC8 Tech Level 2 Experience: 600
Crew: 2 Power Requirement: external
Size: 642' length x 126' width x 27'1" height

(fixed cannon)

These laser cannon (2 per turret) fire a massive 6"-diameter beam up to a range of 8,000km. This cannon causes 8d20 heat damage at this range WC8, Tech 7. These lasers can melt a Sparrow Class Shuttle craft in three shots.

These cannons are powered by dedicated fusion generators located in close proximity. These generators also power targeting computers in nearby buildings that serve double-duty as emergency safety refuges should a gunner develop a problem with his spacesuit.

The targeting computers analyze incoming asteroids (and enemies if such is your choice) with a fair degree of precision concerning weak spots in their infrastructure.

Banks of vacuum transit return tubes are also stationed behind the various weapons. These tubes transport any using them back to Area #7D of Deck #10.

Finally, a large storage building is found between most weapons stations. Spare parts for the weapons are stored here as well as emergency oxygen cannisters, spare space suits, and first aid materials.

Characters manning these weapons are automatically strapped in place (to prevent displacement from shockwaves), and their head is enclosed by a hood that provides a heads-up display of incoming targets. Two buttons, one for the right hand and one for the left, as well as an auto-targeting feature that is activated by the tilting of the operator's body (thus spinning the weapon either to the right or the left) are the only controls granted to the operator. The left hand button releases the character from the harness, while the right-hand button fires the cannon.

The 'Blast Shield' may be either open or closed, at your discretion, when characters arrive in this area. The Blast Shield may also be raised by accessing a targeting computer. They also raise automatically if any character crews one of these weapons.

The area directly behind the exposed outer deck is protected by a wall comprised of 6"-thick duralloy that is pierced on either side of the ship by 3 airlocks. This area is filled with automated emergency medical equipment and damage control equipment, much of which is useless without a crewmember to operate it. A number of Fire Control Drones do activate if the *Warden* takes damage from incoming asteroids.

Drone, Fire Control
HD 4, HP 12, AC 18, MV 90' [flying]
Exp. Points: 135
Radiation Resistance 14 Constitution 4
Mental Resistance 10 Strength 4
Dexterity 12

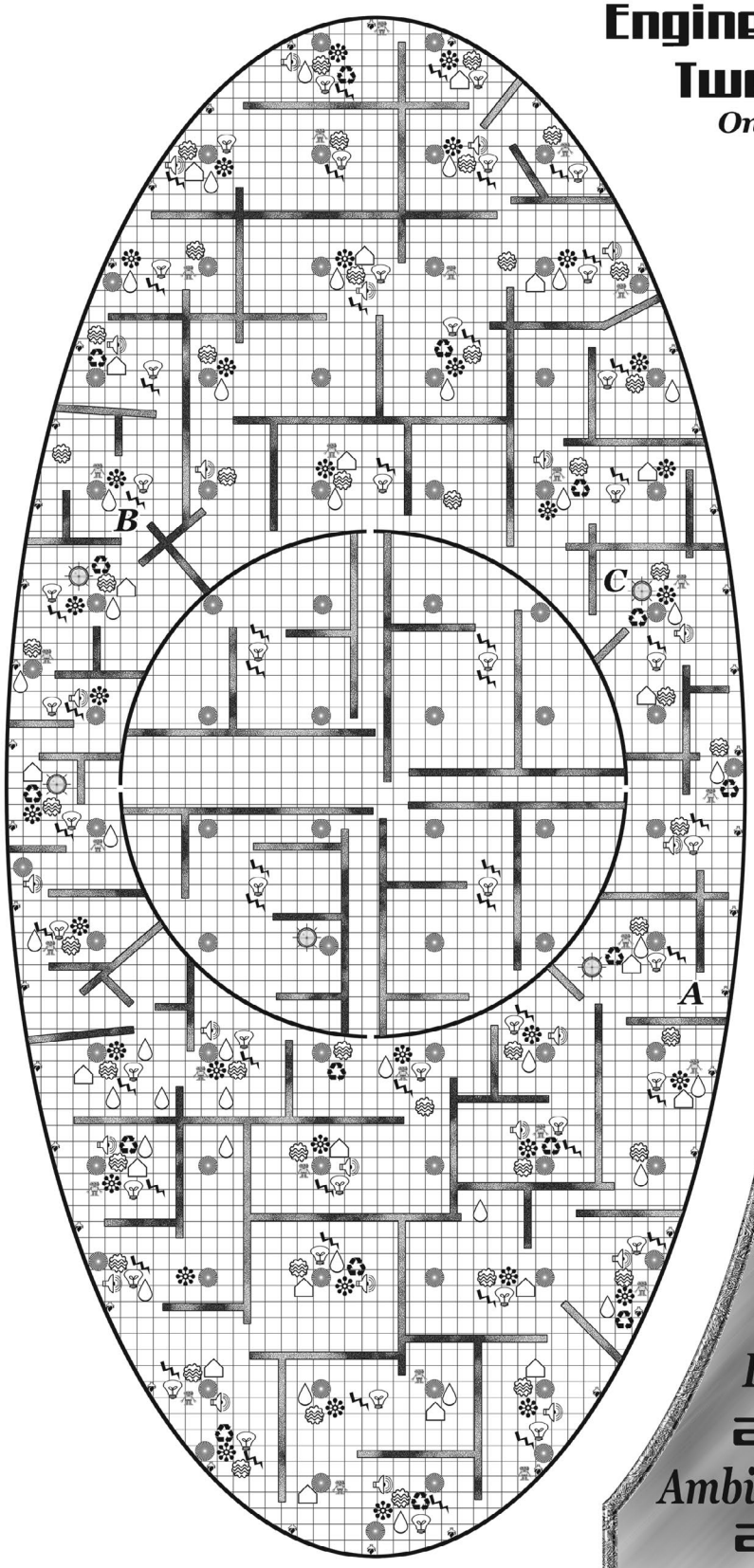
[Prime=Physical] no attacks but may deploy a Halon gas pellet that removes all oxygen from within 20'-diameter sphere of the spot the pellet is dropped, WC3, 6 pellets in magazine.)

This unit is propelled by anti-gravity with a miniaturized ram jet engine. It has three cameras able to relay scanning information from all wavelengths of the electro-magnetic spectrum and its internal high gain antenna allows it to receive commands at a distance of up to 20 miles (about half the deck). These drones are usually controlled directly via radio uplink.



Engineering Crawlway Tween Deck #9.5

One Square = One Half Mile



Key

- standard power substation
- broadcast power station
- robot depot
- air recirculation and purifying station
- water purification plant
- electrical circuit bus
- storage area
- thruster station
- gravity node
- environmental control station
- waste recycling center
- 12' wide by 8' tall hallway
- solid bulkhead
- hatchway to deck above

All open areas have a hollow 1'-diameter support pillar every 20'

Gravity:
0.80 – 0.85 G

Power:
Internal - Fusion Substation

Pressure:
103.5 kPa

Power Capacity:
8331 mw

Background EMF:
2.65 – 3.20 mG

Ambient Temperature:
25°C / 77°F

Overview

This engineering crawlway differs from all others on the *Warden* as it lies above the Command Deck (Deck #10) which may be environmentally separated from the rest of the ship in the event of an emergency. The various mechanical installations that maintain a viable environment you would normally expect to find in these crawlways are noticeably absent in the center of this subdeck as those installations are actually present on Deck #10. For the most part, only electrical generation is channeled from this crawlway to Deck #10 below. Gravity nodes, water purification, and waste recycling services are provided to Deck #9 above this tween deck, while oxygen purification and environmental control are services found here that accrue to Deck #11 below.

All other services generally guarantee that these particular services continue to function without interruption.

In addition, the Shuttle Bay and the Weapons Bay have their own unique power sources, alleviating the need for massive power generation on this sub-level.

As a result, much of this sub-deck is open area. That is not to say that it is unpopulated.

Adventure Seeds

The Dark (A)

Characters approaching this area notice that the floor of the passage becomes uneven and difficult to see clearly.

400 square feet (a 40' x 10' area) of the passageway here is covered in Dark Fungus that is currently inert but responds immediately if touched. Something (and you may determine what: a baby T-rex, or perhaps a prisoner that through some strange configuration of materials managed to survive the disaster only to die here) died here hundreds of years ago, and some Dark Fungus spores, fueled by this, grew into a full colony. The colony then became dormant, biding its time until some hapless prey happened by.

If you decide that the original corpse/food source was indeed an escaped prisoner (or two), then the equipment invariably carried by this prisoner is present beneath this coating of Dark Fungus. If the corpse was a juvenile T-rex or other wildlife, only a few bits of bone remain beneath the thick coating of fungus.



Fungus, Dark
(HD 10, HP 55, AC 10, MV 0'/none Exp.Points: 1170
Radiation Resistance 10 Constitution 10
Mental Resistance 10 or [special – see below]
Strength 10 Dexterity 10

[Prime=Physical] touching inflicts 10d6 energy damage, WC3.)

Dark Fungus grows well on the rotting bodies of any type of animal, and when it grows to a mass greater than ten pounds, it becomes intelligent and gains mental mutations but becomes defenseless to mental attacks. Any that touch this plant receive an energy discharge equal to 10d6 damage. Mutations— Illusion Generation, Telepathy, and Force Field Generation.

The Lost Android (B)

Characters entering this area note that the dust found elsewhere in these tunnels is here disturbed. Several paths seem to lead off to various nearby installations, but the many footprints are not easily read by any character lacking special tracking skills. Those with tracking skills note that the nearby Robot Depot has seen frequent use and that the other paths all appear to be exploratory — beginning and ending at the Robot Depot.

If the characters manage to gain entrance to the Robot Depot, they discover Esmerelda the Android.

Esmerelda is deeply grateful to the characters for finding her and asks if she might join their party. If the characters agree, she does join the group and even acts in their best interest (for a while, at least).

Android, Companion, Red
(HD 12, HP 60, AC 15, MV 50' Exp.Points: 495
Radiation Resistance 12 Constitution 12
Mental Resistance 14 Strength 9
Dexterity 10

[Prime=Mental] Attacks by weapon type)

This anthropomorphic, biologically correct android is programmed to kill humans or humanoids. It has human-like senses, and its face and figure are very appealing. Well-versed in the use of weapons and programmed as an ambush predator, Red Companion Androids try to gain the trust of humans, guarding them and fighting creatures to gain that trust. They then attack when the humans feel safe.

Maintenance Issues (C)

A faulty circuit in this area has caused an arc which, over time, has deposited enough carbon within the walls to form a new curcuit. This circuit has



electrified the floor in this area, covering an 80' x 60 area. Characters approaching this area will likely smell the presence of ionized oxygen (ozone) but no other warning is granted to any that approach.

Characters stepping on the floor in this area are hit with 28,000 volts of electricity, and they must pull 100 amps before a breaker trips at the local Circuit Bus. This electricity causes 6d20 damage every 10 seconds to anyone caught in this area. Characters attempting to rescue anyone being electrified are likewise subject to electrocution unless insulated by a minimum of 2" of insulating material.

Characters with electrical skills may fix this short if they have both the appropriate skills and tools, but such repairs require a minimum of one half hour's time.

Particularly clever characters may locate the Circuit Bus, and the particular circuit within the Bus, and throw the circuit breaker open, thus robbing the circuit of power (and thereby rescuing any hapless souls caught within its periphery).

Fixing this short circuit brings the character party to the attention of the *Warden's* Artificial Intelligence. It is, on some level, grateful for the intervention but will likely expect them to fix other problems as well, at your discretion.

Deck 10: Command Deck



Deck 10

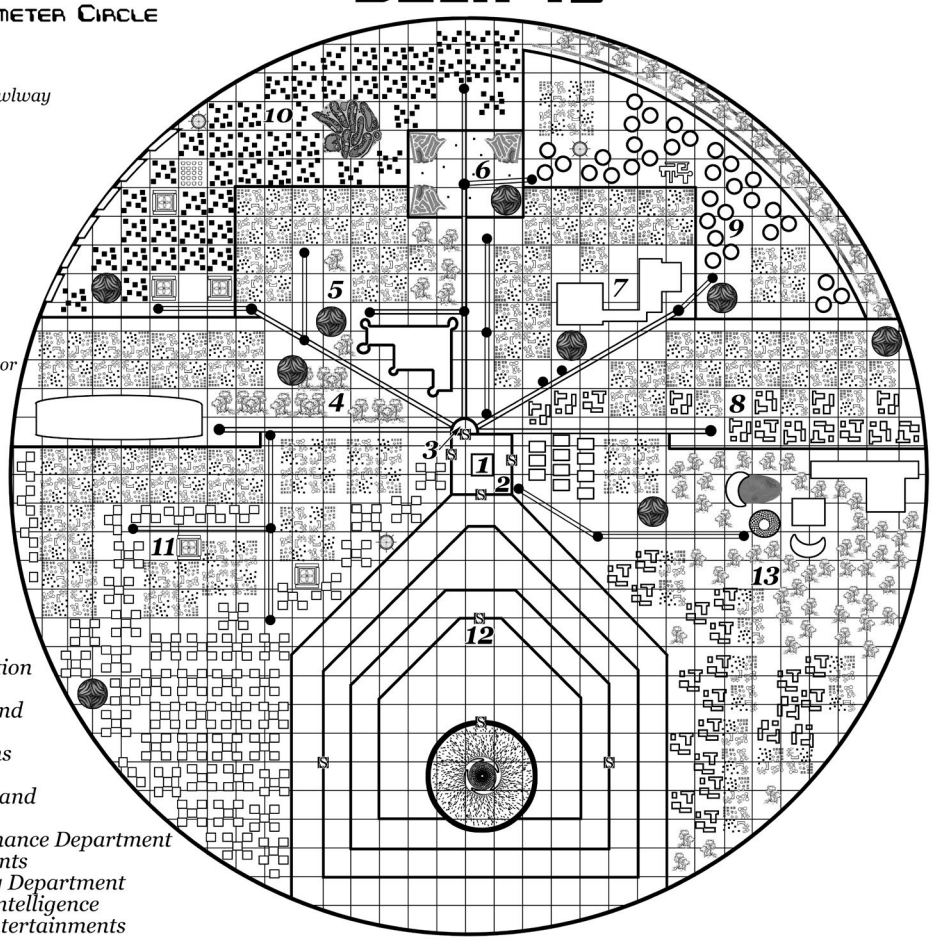
One Square = One Half Mile

Overall Size: 16 Mile Diameter Circle

Map Key

- *Access Hatch to Engineering Crawlway*
- *Landscaped Housing Area*
- *Daycare and School Center*
- *Shops*
- *Theaters*
- *Workshops and Laboratories*
- *Warehouse*
- *Security (Red&Blue Wristband) Door*
- *Housing Area*
- *Emergency Equipment*
- *Golf Courses*
- *Light Forest*

1) *Central Elevator*
2) *Security Checkpoint*
3) *Bridge*
4) *Housing & Offices for Communications Department*
5) *Housing & Offices for Navigation Department*
6) *Housing & Offices for Command Department*
7) *Housing & Offices for Weapons Department*
8) *Housing & Offices for Science and Engineering Departments*
9) *Housing & Offices for Maintenance Department*
10) *Restaurants and Entertainments*
11) *Housing & Offices for Security Department*
12) *Warden Ship-wide Artificial Intelligence*
13) *Special Guest Housing and Entertainments*



Gravity:	*Background EMF:*	*Pressure:*
0.90 – 0.925 G	4.3 mG	100 kPa
Power:	*Ambient Temperature:*	*Atmospheric Anomalies:*
Internal – Fusion	70° F / 21° C	N_2: 72% O_2: 22%



Level 10: Command Deck

Overview

The Command Deck is the heart of the *Warden*, the deck where decisions were both made and executed, and where the future of the ship's path through the stars was determined. The ship's bridge is located here, as are the administrative offices, housing, and other necessary living facilities for the crew of the *Warden*. The Artificial Intelligence that runs the entire ship is also found here, as is the central headquarters for all of the ship's human security staff. In short, all aspects of mission control are found on this level of the *Warden*.

The Command Deck is also the most secure level on the entire ship. Colonists were not allowed on this level, and horticultural scientists had to be accompanied by security personnel to visit this deck. Unrestricted access was granted only to crew members bearing red (security) wristbands, red & blue (command) wristbands, and the captains (red and blue rings) of the *Warden*. Medical personnel (white wristbands) and engineers (gray) have restricted access to some areas of this level but must also be accompanied by command or security personnel to access others. Even now, 300 years after the apocalypse, this deck is the most secure found anywhere on the *Warden*.

As a result, wandering creatures are rare on this level, and most of those are merely malfunctioning mechanoids that are not considered intruders by the ship's various security systems. Areas 2, 3, and 12 have no wandering creatures, and checks need not be made should characters decide to explore these areas. In all other areas of this deck, the chances of a wandering encounter are cut by half.

This deck also contains a rapid transit system not found anywhere else on the ship. Vacuum tubes measuring 6' in diameter connect most of the living areas with the various duty stations on this deck. Controlled by a simple relay-driven automated response system (to avoid collisions) pods within these tubes can transport up to 6 humanoids at speeds of up to 75 miles per hour (120kph). This allowed the crew to arrive at their duty stations within less than 10 minutes in the event an emergency occurred aboard the *Warden*. It provided little assistance, however, when the disaster actually struck.

Lifeforms

The following creatures are found randomly on this level. Check once for each new square explored on a given map (or devise your own system) by rolling a d6. Due to the level of security found on this deck, only the result of a 1 indicates that a wandering monster has encountered the character party. How many of a particular creature are encountered is left to your discretion.

All Areas

Wandering Creatures Encountered (roll 2d6)	
2	Robot, Alpha Security Unit
3	Living Sphere
4	Robot, Military SRSR
5	Robot, Military MRSR
6	Mold, Dreamer
7	Robot, Engineering, Broken
8	Robot, General Purpose, Crazed
9	Robot, Medical
10	Robot, Security
11	Robot, Security, Broken
12	Security Drone

Robot, Alpha Security Unit
(HD 4, HP 20, AC 15, MV 48 kph Exp. Points: 135
Radiation Resistance 18 Constitution 4
Mental Resistance 10 Strength 5
Dexterity 10

[Prime=Physical] one attack, a 10' cube-shaped Shockwave that causes 15 damage, WC 3.)

This robot is a foot long cube with a black onyx shell. It floats on a small anti-grav pod, is in constant communication with the A.I. and other security units on the same deck, and is designed to respond to movement of all types. If the security unit determines an enemy is present, it attacks [your discretion]; otherwise it remains idle.

Living Sphere
(HD 10, HP 50, AC 18, MV 0'/None Exp. Points: 1170
Radiation Resistance 9 Constitution 10
Mental Resistance 18 Strength 3
Dexterity 3

[Prime=Physical] attacks using only its mental abilities [see Mutations below].)

Little is known about this 10' diameter floating sphere of pure energy.

Mutations— Heightened Intelligence, Mental Control, Telekinesis, Force Field Generation, Mental Blast.

Robot, Military SRSR
(HD 10, HP 40, AC 13, MV 20' Exp. 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' Exp. 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.

Mold, Dreamer
(HD 10, HP 59, AC 10, MV 0'/None
Exp. Points: 540
Radiation Resistance 18 Constitution 10
Mental Resistance 3 Strength 3
Dexterity 3

[Prime=Physical] Special— this mold generates 3' tall piles of black spores that act like piles of dust. If the dust is disturbed, it rises as a 10' diameter cloud and has the chance (50%) of being taken into the lungs. In the lungs it acts like a poison [Intensity 10] that kills.) If the prey dies, large piles of mold grow from the corpse of the victim. Mutations— New Plant Parts, Poison [Intensity 10], Seeds.

Robot, Engineering, Broken
(HD 10, HP 60, AC 15, MV 96 kph Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 14
Dexterity 10

[Prime=Physical] one lightning bolt attack in a 1' wide by 30' area, WC 1, 4d6 damage, for four consecutive rounds after which its power cells are exhausted.)

This Engineering Robot has an onboard computer fault, and it now resents intruders. Self-propelled, the robot is designed to fix most of the devices on the ship. Each has: Semi-independent action circuits, broadcast power cells, extra power cell for 24 hours of independent operation, telescopic, infra-red, ultra-violet and microscopic lenses, 2 rotating light sources, 3 tentacle manipulators, 2 power grasping claws, tool handling tentacles, and communication systems allowing it to interact with both the ship's A.I. and humans.

Robot, General Purpose, Crazed
(HD 20, HP 100, AC 19, MV 30' Exp. Points: 405
Radiation Resistance 10 Constitution 20
Mental Resistance 10 Strength 15
Dexterity 10

[Prime=Physical]

Attributes (Prime=Physical): 2 manipulative tentacle attacks causing 1d6, WC1, or a light repulsor/attractor beam causing a pull or push of 20' to a single target under 350 lbs/159 kgs, WC6, range 25').

This 5' tall, 4' wide humanoid robot has extra arm-like appendages and functioning units always have the following: emergency power cell for 24 hours of operation, recharging unit, 2 manipulation tentacles extending up to 24', heavy duty power grasping claw able to extend up to 10', 1 micro-miniature manipulator able to make adjustment on the micro miniature level, light tractor and repulsion beam attachments with a range of 25', magnifying lenses with a 50 power range, upper and lower light sensors with infra-red and ultra-violet range, anti-grav system making up to 200 pounds feather light, low propulsion system allowing for 30 MPH, two sets of parallel programming circuits, light body armor allowing the unit to function in water, outer space, and in temperatures ranging from plus or minus 150 degrees Centigrade, audio and radio transmitters and pickups effective up to 37 miles away, 3 rotating light sources with a variance of 90 candlepower each, and human standard sensing (vision and sound) capability. The programming within these units has been corrupted and they believe themselves to be superior humans.

Robot, Medical
(HD 10, HP 60, AC 12, MV 30' Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 12
Dexterity 15

[Prime=Physical] one vibro-blade attack inflicting 9d6 damage, WC 6 [mutants only].)

This humanoid robot is usually painted white with a red cross on its chest. The robot is programmed to recognize, diagnose, and treat all human maladies and it has the built-in diagnostic surgical equipment to perform minor operations and administer pharmaceuticals. It ignores animals, identifying them as other than human, but poses a threat to humanoid mutants as it identifies their mutations as diseases in need of treatment: tumors or like growths to be removed surgically. In these cases the robot tries to drug the mutant before the operation. Medical Robots have Heightened Vision [infra-red, ultra-violet, microscopic, and telescopic].

Robot, Security
(HD 10, HP 60, AC 15, MV 50' [flying]
Exp.Points: 405 Radiation Resistance 10
Constitution 10 Mental Resistance 10
Strength 16 Dexterity 14

[Prime=Physical] 4 13'-long tentacle attacks that cause 1-hour paralysis upon touch, WC 3, or poison [Intensity 17] knockout gas in a 30' diameter circle, WC 4 .)

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, a gas pellet projector which shoots 10 knock out gas rounds in a 360° spread with [4] 20-pellet magazines, an anti-grav propulsion unit, 50 point force field, 2 third-stage slug projectors [one attack inflicting 6d6 damage, WC 5, range 150'] usable only on a human's authority, a radio capable of broadcasting to any point on a given deck, 3 padded restraint tentacles, and lenses that adapt its visual capabilities to the infra-red and ultra-violet spectrum. Characters captured by these robots are generally taken to a secure area (see Deck #9).

Robot, Security, Broken
(HD 10, HP 40, AC 10, MV 25' [flying]
Exp.Points: 405 Radiation Resistance 10
Constitution 10 Mental Resistance 10
Strength 12 Dexterity 10

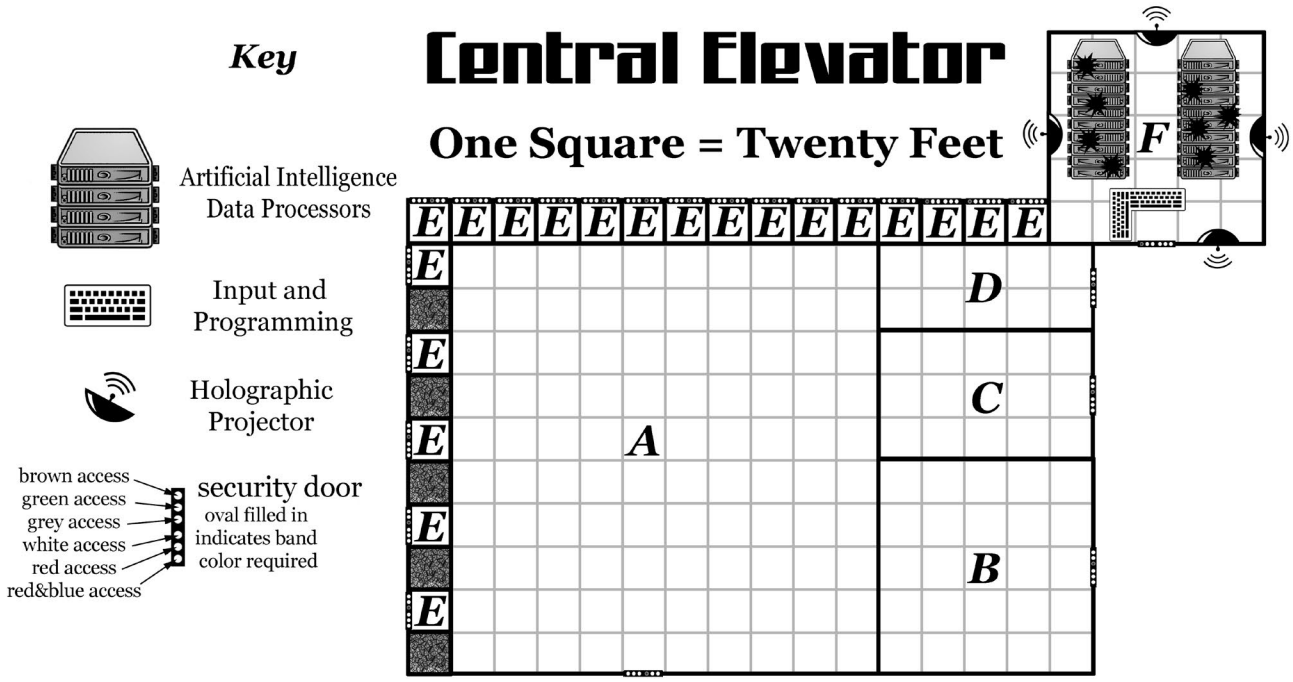
[Prime=Physical] 2 slug thrower attacks inflicting 2d6 damage each, WC3, and may also attack with a 13' tentacle that causes paralysis WC 3.)

This 9'- tall irradiated [Radiation Level 15] spherical robot is cracked in several places and parts of its interior are exposed and emitting sparks. Touching its irradiated outer shell causes 15 damage.

Drone, Security
HD 3, HP 7, AC 18, MV 90' [flying] Exp. Points: 90
Radiation Resistance 10 Constitution 3
Mental Resistance 10 Strength 3
Dexterity 14

[Prime=Physical] may deploy a knockout gas pellet, poison [Intensity 17], WC3, 20' diameter area of effect; and also one 13' tentacle attack causing paralysis, WC 3.)

This 9'- tall unit is propelled by anti-gravity with a miniaturized ram jet engine. It has three cameras able to relay scanning information from all wavelengths of the electro-magnetic spectrum and its internal high gain antenna allows it to communicate at a distance of up to 20 miles (about half the deck). Security drones may be hacked if the 'hacker' is able to broadcast the new commands via RF broadband signal.



Points of Interest

1 — Central Elevator

Deck #10 is only accessible through the Central Elevator. No other access to this level, of any kind, is provided. Only three hatchways even provide access to this deck's sublevel.

The Central Elevator runs through all 17 decks of the *Warden*, but ingress and egress are strictly regulated through the use of wristband readers that are present both within and without each elevator. These bands identify the type of crewmember attempting to use the elevator and allow them access to only those areas where said access is authorized. This access changes from deck to deck, so while a crewmember might board on one deck, he may only have a limited number of choices for decks upon which he might exit. Only command bands (red and blue) have unrestricted access. No elevator arriving on Deck #10 will open its doors unless someone wearing either a red (security) or a red and blue (command) wristband activated the elevator to travel to this level.

The term 'Central Elevator' is actually a misnomer. Although there is a single elevator shaft in the center of the *Warden*, there are 24 elevators of various sizes that use this shaft for transit. Four of these elevators are dedicated to the transit of cargo, and as such are quite large, while 20 smaller elevators are able to carry up to 30 passengers each. All of the elevators in the *Warden* operate using small gravity lenses (anti-gravity) with variable negative and positive gravity capability.

Given the size of the *Warden*, a trip within any of the central elevators takes some time. Transit from one deck to the next consumes a full ten minutes, while a trip from the very bottom of the ship to its observation dome (if the passenger is authorized) takes a total of 112 minutes.

1A - Main Cargo Elevator

The largest of the elevators, this massive lift measures 400' square and is capable of moving up to 200 metric tons.

1B - Secondary Cargo Elevator

This cargo elevator is slightly faster than the largest and measures 100' x 100'. It can lift a maximum of 50 metric tons.

1C - Tertiary Cargo Elevator

Used for deliveries of supplies to most decks of the ship, this elevator measures 60' x 100' and has a carrying capacity of 20 metric tons.

1D - Express Cargo Elevator

The fastest of the cargo elevators, the express elevator has bench seats with seat belts along its far wall, and it is able to transit between decks in a mere 9 minutes (98 minutes top to bottom). It measures 40' x 100' and is able to carry up to 10 metric tons.

1E - Passenger Elevators

These 18' x 18' elevators travel at a standard speed and are capable of comfortably fitting up to 32 crew members at one time. Their weight limit is 8,134 pounds (3690 kg).

1F - Deck #10 Artificial Intelligence

The Artificial Intelligence on this level is hidden by holographic generators that cause the area it occupies to look like a portion of the central elevator shaft housing. Those managing to penetrate these illusions and enter the area discover a scene of utter destruction. Burned servers and melted wiring lie next to cinders that were once keyboards and viewing screens that are cracked and broken.

Characters with the appropriate skill are able to ascertain that a power surge of monumental proportions has utterly destroyed this deck's managing Artificial Intelligence.



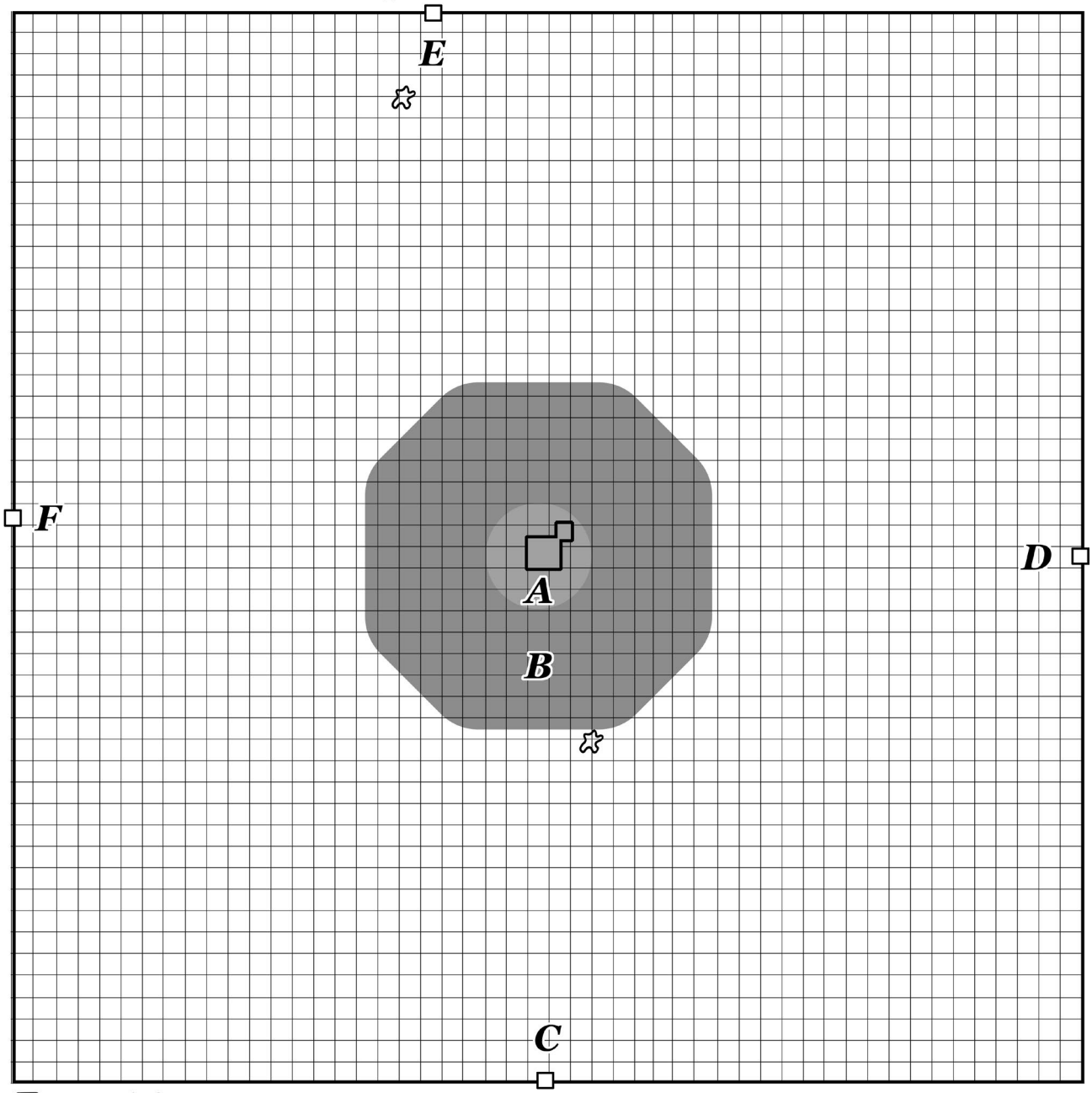
2 — Security Checkpoint

Once explorers manage to exit the elevator, they face a new obstacle: an open space nearly a quarter mile deep that was constructed as a security 'killing zone'. Any visitors not authorized to be on Deck #10 were here either captured by security, returned to the elevator, or killed.

Security Checkpoint

One Square = 100 Feet





Map Key

- ☐ Security Door (requires wristband for access)
- Non-Human Corpse

- A) Wristband Scan Zone
- B) Escort Zone
- C) Security Door to Ship's A.I.
- D) Security Door to Visiting Dignitaries' Quarters
- E) Security Door to Main Bridge
- F) Security Door to Main Security

2A — Wristband Scan Zone

As any elevator approaches a stop on Deck #10, a signal is generated which alerts a Security Drone and 4 Security Robots that its arrival is imminent. These automatons wait outside the elevator, barring passage as the elevator door opens. The Security Drone then scans all within the elevator and informs any not wearing a red, red and blue, white, or gray wristband that they are not allowed to enter this level. Those attempting to exit the elevator despite this warning are met with force.

Drone, Security

HD 3, HP 7, AC 18, MV 90' [flying]

Exp. Points: 90	Radiation Resistance 10
Constitution 3	Mental Resistance 10
Strength 3	Dexterity 14

[Prime=Physical] may deploy a knockout gas pellet, poison [Intensity 17], WC3, 20' diameter area of effect; and also one 13' tentacle attack causing paralysis, WC 3.)

This 9'- tall unit is propelled by anti-gravity with a miniaturized ram jet engine. It has three cameras able to relay scanning information from all wavelengths of the electro-magnetic spectrum and its internal high gain antenna allows it to communicate at a distance of up to 20 miles (about half the deck). Security drones may be hacked if the 'hacker' is able to broadcast the new commands via RF broadband signal.



Robot, Security (4)

(HD 10, HP 60, AC 15, MV 50' [flying]

Exp. Points: 405	Radiation Resistance 10
Constitution 10	Mental Resistance 10
Strength 16	Dexterity 14

[Prime=Physical] 4 13'-long tentacle attacks that cause 1-hour paralysis upon touch, WC 3, or poison [Intensity 17] knockout gas in a 30' diameter circle, WC 4 .)

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, a gas pellet projector which shoots 10 knock out gas rounds in a 360° spread with [4] 20-pellet magazines, an anti-grav propulsion unit, 50 point force field, 2 third-stage slug projectors [one attack inflicting 6d6 damage, WC 5, range 150'] usable only on a human's authority, a radio capable of broadcasting to any point on a given deck, 3 padded restraint tentacles, and lenses that adapt its visual capabilities to the infra-red and ultra-violet spectrum. Characters captured by these robots are generally taken to a secure area (see Area #11).

Note: All life forms which are not pure-strain humans are recognized by the automated security forces as simply 'non-human life forms'. They are also programmed to allow the passage of pets that might belong to authorized humans exiting the elevator. Should a character in possession of an appropriate wristband claim other, non-human members of the party as 'pets', they are allowed passage onto this deck. In addition, self-actuated robots accompanying authorized personnel are considered 'equipment' and are likewise allowed entry.

Characters that are granted passage by the Security Robots found here caution any that do not bear an appropriate wristband to, ***"remain within 12' of your owner."***

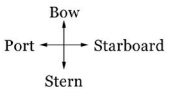
2B— Escort Zone

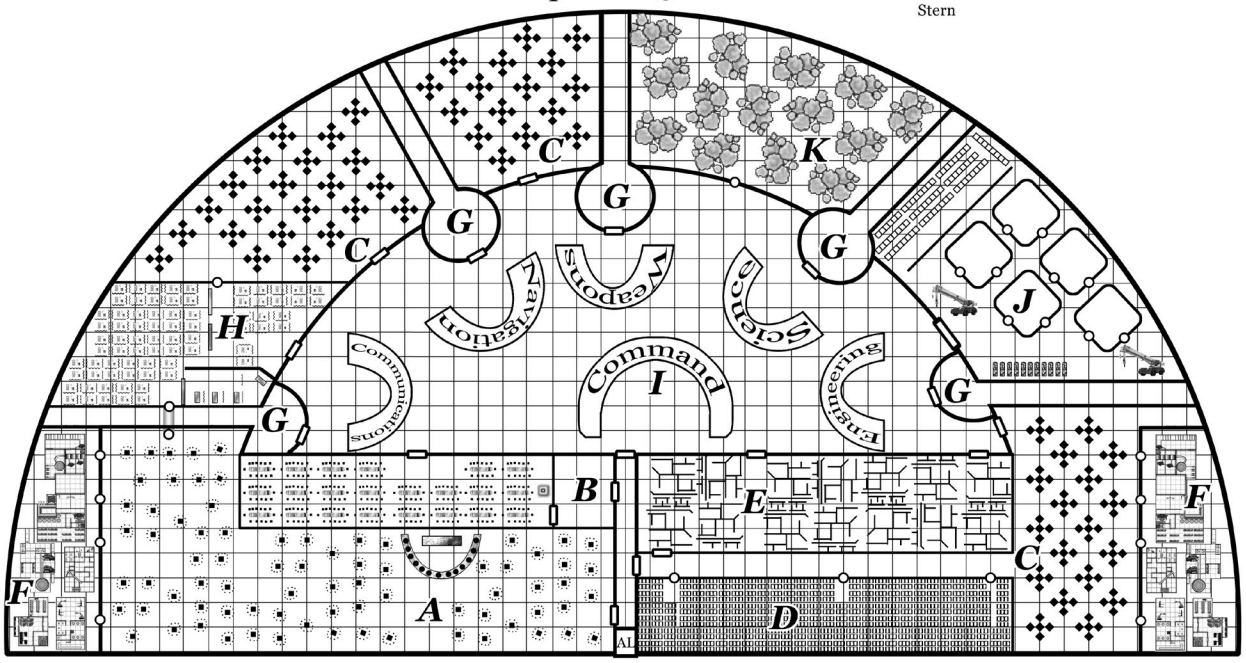
The Security Drone and the 4 Security Robots from section A follow the characters through this area until they reach the perimeter. Should any without an appropriate wristband stray from the party (more than 12' from a character with an appropriate wristband) they are immediately attacked.

The corpse of a dead wolfoid lies just outside the stern edge of this area. The body is remarkably intact and appears to have suffered little if any decomposition.

Bridge

One Square = 50 Feet





Map Key

- Air Purification Center
- Electrical Generators
- Temperature and Humidity Controls
- Waste Recycling
- Water Purification
- Robot Repair and Recharge
- Security Air Locked Door
- Non-Security Door
- Conference Table and Chairs
- Food Preparation Area
- Dining Table and Chairs
- Sanitary Facilities
- Emergency Environmental Suits
- Anti-Gravity Sleds
- Security Door
- Tunnel
- Emergency Equipment Lockers
- Mobile Crane
- Sick Bay Bed
- Light Forest

A) Canteen
B) Security
C) Emergency Kiosks
D) The Head
E) Conference Rooms
F) Utilities
G) Transport Tube Depot
H) Sick Bay
I) Bridge
J) Damage Control
K) Serenity Room

Lying near the body is a 2-handed battleaxe (3d6 damage, WC 2), and its left arm bears a brown wristband. It has been preserved via exposure to a high-nitrogen atmosphere, although only the most skilled characters recognize this.

Once the entire party has crossed the boundary of this area, their escort of Security Robots and the Security Drone rapidly retire through the door at ***1F.***

2C — Security Door to the *Warden's* Main Artificial Intelligence

A large sign posted next to this door reads,

> ***"Caution, Authorized Personnel only. Unauthorized persons are subject to summary execution."***

This 10' square door is protected by a state-of-the-art security scanner and only opens upon the simultaneous presentation of a gray wristband and one of 3 additional identifiers: a red and blue wristband, a red and blue ring, or a red wristband. Any attempts to electronically 'pick' this lock are 50% more difficult than normal. In addition, any attempts which fail cause the soundless release of nitrogen gas into the area, eventually filling all of area #2. Characters breathing this increased nitrogen content atmosphere feel weak and somewhat breathless at first, later lapsing into unconciousness and death if the exposure continues for 5 minutes or more. Characters caught in this area without a secondary oxygen supply (space suit?) are doomed. Characters leaving in under 3 minutes suffer no ill effects. Those remaining for 3-5 minutes lose consciousness and must be rescued.

2D — Security Door to Visiting Dignitaries' Quarters

This 30' square door is protected by a state-of-the-art security scanner and only opens upon the presentation of a red and blue wristband or ring, or a red security wristband. Any attempts to electronically 'pick' this lock are 50% more difficult than normal. In addition, any attempts which fail cause the wristband scanner to send a paralyzing jolt of electricty through the reader to any that might be touching it (4d8 dmage, WC4, 40% chance for paralysis) and to sound an alarm that brings 3-8 (1d6+2) Security Robots from Area #11 through door #2F to apprehend the intruder.

Robot, Security
(HD 10, HP 60, AC 15, MV 50' [flying] Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 16
Dexterity 14

[Prime=Physical] 4 13'-long tentacle attacks that cause 1-hour paralysis upon touch, WC 3, or poison [Intensity 17] knockout gas in a 30' diameter circle, WC 4 .)

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, a gas pellet projector which shoots 10 knock out gas rounds in a 360° spread with [4] 20-pellet magazines, an anti-grav propulsion unit, 50 point force field, 2 third-stage slug projectors [one attack inflicting 6d6 damage, WC 5, range 150'] usable only on a human's authority, a radio capable of broadcasting to any point on a given deck, 3 padded restraint tentacles, and lenses that adapt its visual capabilities to the infra-red and ultra-violet spectrum. Characters captured by these robots are generally taken to a secure area (see Area #11).

2E — Security Door to Main Bridge

This 50' square door is protected by a state-of-the-art security scanner and only opens upon the presentation of a red and blue wristband or ring, or a red security wristband. Any attempts to electronically 'pick' this lock are 50% more difficult than normal. In addition, any attempts which fail cause the wristband scanner to bathe anyone within 5' of the doorway with lethal (intensity 18) radiation and to sound an alarm that brings 3-8 (1d6+2) Security Robots from Area #11 through door #2F to apprehend the intruder (see above for combat statistics).

2F — Security Door to Main Security

This 80' square door is protected by a state-of-the-art security scanner and only opens upon the presentation of a red and blue wristband or ring, or a red security wristband. Any attempts to electronically 'pick' this lock are 50% more difficult than normal.

3 — Bridge

This is the holy of holies, the one area from which the fate of the *Warden* might be determined: the Command and Control Bridge. Opening the security door in Area #2E reveals a 50' square airlock with a 40' ceiling. Once the first character has entered this airlock, the other party members have a scant 3 minutes to enter the lock before it automatically closes. Those present within the airlock are then scanned, and if none have either red or blue and red wristbands, an alarm sounds. The party has 3 minutes before the airlock fills with nitrous oxide and renders them unconcious.

If one or more members of the character party have either red or red and blue wristbands (or a captain's ring), but some members have no wristband, or either green or brown wristbands, those with authorizing wristbands are subjected to a string of questions:

Who are your companions?

(The only acceptable answer is "pets").

Is all of the equipment in the elevator yours?

(The only acceptable answer is "Yes").

What is your business in the command area?

(The only acceptable answers involve "showing up for my duty period" or like replies, "delivery to..."or "repairs within..." followed by sick bay, main bridge, utilites,

damage control, the head, transport tube depot, or a conference room.)

Characters responding correctly then trigger the release of the airlock. There is a slight decrease in pressure as the airlock equalizes with the rest of this area, and then the far door opens.

If one or more members of the character party have red or red and blue wristbands (or a captain's ring), but some members do not, and instead have either white, or gray wristbands, the airlock also releases.

3A — The Canteen

The 40' wide and 40' tall security door to this area opens upon presentation of a white, gray, red, or red and blue wristband or ring.

The canteen is large (250' x 1000' with a 40' ceiling) open chamber, being fashioned to service several hundred diners at one time. Round tables and comfortable looking chairs are dotted about the place in groups, and a large food preparation area complete with stoves, deep fat fryers, and grills is located near the wall closest to the bow. The entire area is immaculately clean, and a dozen small robots roll forward when the characters enter the room.

Robot, Butler/Cook (12)
(HD 10, HP 60, AC 15, MV 30' Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 12
Dexterity 14

[Prime=Physical] one thundering hand slap for 3d6 damage, WC 1.)

Although anthropomorphic, this unit displays multiple internal mechanisms and appears as a humanoid robot. It has the senses of a human, two human-like hands, and can see well in the dark. This robot can fix things, cooks excellent meals, and strikes only when attacked.

The robots are fully functional and prepare any (simple) dish requested by the characters. The food preparation equipment is likewise functional, but the food stored here was meant to last for years, not centuries. The condition of this edible fare may well cause a number of problems, at your discretion.

3B — On-duty Security Station

The 20' wide and 20' tall security door to this area opens upon presentation of a red, or red and blue wristband or ring.

The on-duty security station was the area where security guards, robots, and other equipment remained ready for immediate deployment throughout the bridge area. There is a kitchen here, with centuries-old vacuum-sealed food (still palatable), and beverages, a small entertainment area with movies, music, card and board games, and several barracks-like sleeping berths for quick naps. There is also a more secure area that contains 16 holding cells and a small armory stocked with both lethal and non-lethal weapons.

Several dozen deactivated Security Robots reside here, as well as four that are fighting with one another due to a decades-old fault in their programming. They gladly stop their dispute and concentrate their attacks on any characters should this area be entered.

Robot, Security, Broken (4)
(HD 10, HP 40, AC 10, MV 25' [flying] Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 12
Dexterity 10

[Prime=Physical] 2 attacks per combat round with slug throwers inflicting 2d6 damage each, WC3, and may also attack with a 13' tentacle that causes paralysis WC 3.)

This 9'- tall irradiated [Radiation Level 15] spherical robot is cracked in several places and parts of its interior are exposed and emitting sparks. Of its four tentacle-like arms, only one remains. Its visual sensors still operate in the infra-red and ultra-violet spectrum with a 1-mile range, but of its other attachments only its single tentacle-arm and dual slug throwers still function. This robot is incapable of communicating as all means of input, whether auditory or digital, have been damaged. Touching its irradiated outer shell causes 15 damage.

3C — Emergency Kiosks

The 40' wide and 40' tall security door to this area opens upon presentation of a white, gray, red, or red and blue wristband or ring.

This entire area is filled with 6' tall, 8' wide, five-armed kiosks that each contain 5 lightweight environmental suits. These suits are unheated but maintain pressure from zero to 5 atmospheres (outside pressure) and hold enough oxygen for 4 hours use. These suits accept standard oxygen cannisters and with spare cannisters may be used indefinitely.

3D — The Head

The head has individual sanitary facilities for more than 500 people. Each 'station' contains a shower, wash sink, and toilet, with infra-red drying emitters

mounted in one wall. A computer screen allows any using a given facility access to the deck's A.I. (which is currently non-functional; the *Warden's* A.I. responds instead, although it pretends to be the local A.I.).

Rumor has it that a rather deadly mutant makes its home in the waste piping of this area, cropping up from time to time via the toilets to feed.

Duty Rat

(HD 7, HP 28, AC 16, MV 45' Exp.Points: 240
Radiation Resistance 13 Constitution 7
Mental Resistance 8 Strength 9
Dexterity 15

[Prime=Physical] one bite inflicting 5d6, WC 1.)

This 4' long mutant aquatic rat has both gills and lungs. It hunts by detecting alpha brainwave patterns up to 30' away. Remarkably fast, this ambush predator generally waits until a character's guard is down before launching a devastating, and often embarrassing, attack. Mutations— Larger, New Body Parts (gills).

3E — Conference Rooms

The 40' wide and 40' tall security door to this area opens upon presentation of a white, gray, red, or red and blue wristband or ring.

This area is filled with casual private offices of various sizes made to accomodate from as little as 2 to as many as 24 people. These were used when needed by the bridge crew for departmental conferencing, private disciplinary actions, sequestered (and quiet) workspace, and like functions. The offices and hallways in this area are filled with the dust of centuries, and small conical piles of white dust may be occasionally found resting on the chair cushions in some of these rooms.

3F — Utilities

Given the importance of the uninterrupted functioning of this area of Deck #10, most of its utilities (water and air purification, waste recycling, temperature and humidity control, electrical generation, and robotic maintenance) were stationed on this deck for ease of access, repair, and adjustment. In a true crisis, this portion of the level could be quarantined and continue its operations for months, probably years, without the need for outside supply or communication. Unfortunately, none of this was effective given the disaster that overtook the *Warden*.

In the event of a detailed exploration of this area of the bridge, refer to Appendix A: Engineering Crawlway Maps as each individual utility unit is there described in depth.

3G — Transport Tube Depot

The 40' wide and 40' tall security doors to these areas open upon presentation of a red, or red and blue wristband or ring.

This room contains four 6'-diameter tubes and an automated loading platform that careful places pods filled with up to 4 people into the fast-moving air within the tube. An automated relay system prevents collisions, and the riders select a destination before their pod is placed within the transit tube. The wind within these tubes is traveling at an amazing 100 mph (161 kph), and it propels these pods rapidly to a speed of 75 mph (120 kph). These tubes carry crew members and support personnel from their quarters to nearly every part of the bridge in mere minutes. As the rushing air approaches the end of the tube, it is diverted to a return tube (traveling in the other direction) so that the pods automatically stop at their destination.

These tubes may be active or inactive (broken), or may have developed a deadly fault, at your discretion.

3H — Sick Bay

The 40' wide and 40' tall security door to this area (from the bridge) opens only upon presentation of a red, or red and blue wristband or ring.

Although no great calamity was expected to ever befall the *Warden*, injuries in the line of duty were common, though most often minor. The Sick Bay here has but 72 beds for the convalescent and 3 operating theaters. It was staffed by 3 doctors and 12 nurses under normal conditions, with these personnel rotating their duties every 8 hours. Medical Robots are the only denizens of this area now, but they are active, and the Sick Bay is spotless and clean.

Robot, Medical *(8, scattered)*

(HD 10, HP 60, AC 12, MV 30' Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 12
Dexterity 15

[Prime=Physical] one vibro-blade attack inflicting 9d6 damage, WC 6 [mutants only].)

This humanoid robot is usually painted white with a red cross on its chest. The robot is programmed to recognize, diagnose, and treat all human maladies and it has the built-in diagnostic surgical equipment to perform minor operations and administer pharmaceuticals. It ignores animals, identifying them as other than human, but poses a threat to humanoid mutants as it identifies their mutations



as diseases in need of treatment: tumors or like growths to be removed surgically. In these cases the robot tries to drug the mutant before the operation. Medical Robots have Heightened Vision [infra-red, ultra-violet, microscopic, and telescopic].

Several small cabinets in the surgical theaters contain antibiotics, anti-radiation drugs, full surgical supplies, and anesthetic drugs meant to be administered intravenously.

3I — Bridge

The 40' wide and 40' tall security doors to this area open only upon presentation of a red, or red and blue wristband or ring.

The bridge is a large semi-circular area with a multi-level floor. The various duty stations were run by teams, each under the direction of a lead officer, and all subservient to the team led by the captain. Each of these teams had a horseshoe-shaped command console with multiple workstations. Each workstation has a touchscreen and a holographic visual display, all of which currently portray the word EMERGENCY in large red letters and then an explanation of the emergency (which varies by command console). Now only red & blue wristbands and conical piles of white dust about 6" high remain at these stations.

Note: The text presented on the holographic displays is more than 300 years old. Modern explorers might actually have some difficulty in deciphering the meaning of the text presented, and the *Warden's* A.I. will certainly lie to them concerning this if given the opportunity.

Characters entering the bridge note that it is but dimly lit, as though many of its illumination sources had perhaps worn out over the centuries without being replaced. The heavy layer of dust found throughout this area seems to reinforce that hypothesis. As the security door opens, the *Warden's* Artificial Intelligence greets them warmly.

> ***"Welcome to the bridge of the Warden. Several emergencies are currently in effect, and unauthorized visitors are asked to please vacate the bridge."***

The A.I. does not, at this time, specify if any of the explorers are indeed unauthorized. The A.I. continues to (as evasively as possible) answer questions and speak with the characters as they explore the bridge. It provides different advice at each command console.

Communications Console:

The Artificial Intelligence assures the characters exploring this console that there is no need for communications as there are no other vessels within communication range.

Characters investigating this console discover a completely dark area with no apparent power. Characters with sufficient skills discover several burnt out mother boards that must be replaced for this area to resume function. Once active, the screens in this area all report alien invaders on Decks #7 & #8.

Navigation Console:

The Artificial Intelligence informs the characters that power surges are rampant throughout this console and that they should leave it entirely alone. If the characters persist and sit in any of the chairs at the console, the A.I. sends 50 points of electrical damage through the frame of the chairs. It claims it warned the party.

The holographic displays here show an emergency of "IMMINENT IMPACT". Characters with appropriate computer skills are able to retrieve information from the navigational scans that indicate an asteroid measuring more than 6 miles in length is due to impact the *Warden* (if it remains on its present course), in 11 days, 5 hours and 14 minutes. If this information is brought to the attention of the *Warden's* A.I., it calmly replies that, "***Our gunnery personnel are the best in the known universe. I have the utmost confidence that they will deal with this situation if and when it arises.***" The A.I. has no idea that its gunnery personnel have long been nothing more than piles of dust.

What procedures might be required to either turn the ship or to man the anti-asteroid particle cannons found on Deck #9 we leave to your discretion, but with the entire crew now dead, this should be no simple matter in either case.

Weapons (and Security) Console:

The Artificial Intelligence informs the characters that power surges are also rampant throughout this console and that they should leave it entirely alone. If the characters persist and sit in any of the chairs at the console, the A.I. sends 50 points of electrical damage through the frame of the chairs. It again claims that it warned the party.

The holographic displays at this console display several different warnings. On just one of the screens, under "EMERGENCY" is an explanation that no personnel are available to man the weapons bay on Deck #9. Characters with appropriate computer skills are able to retrieve the information that not only have no gunnery officers reported to the ready room on Deck #9, no gunnery officers have checked in, at all, in the last 312 years.

The second "EMERGENCY" warning reports that unidentified intruders are present on Decks #7 & #8. It then displays a list of Security Robots sent to intercede on behalf of this problem over the last several weeks, all of which have not reported in. To date 29 Security Robots have gone missing on these levels.

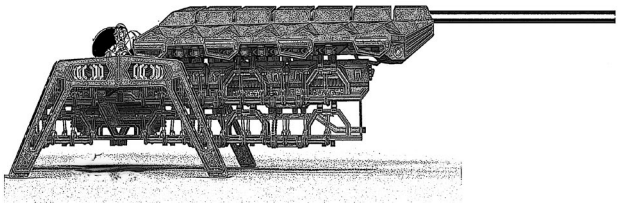
The last "EMERGENCY" display carries a subtext explanation that it is a Security Warning for Deck #14. It shows a pack of well-armed wolf-like monsters attacking Epsilon City. If presented with this information, the A.I. remarks that it believes an entertainment video, a horror film from Earth's distant past, has become cross-wired with the security feed from Deck #14 and that no problem actually exists.

Science Console:

The Artificial Intelligence relates to the characters that it is working on several problems discovered by the science officers, and it asks for their help.

Characters investigating this console discover that all of the artificial intelligences that run the individual decks are showing faults after a standard HAMA and STEP test. Characters with computer skills may further reveal that these disorders may be alleviated by a simple reset of the A.I(s) on these decks to their factory original specifications, and that the machine code to accomplish this feat is "7777".

Characters that electronically communicate from this console to the individual deck A.I.(s) and that then convince these programmed entities to say the word "seven" four time in a row will indeed 'fix' the artficial intelligences. It is possible for the



characters to fix all of the deck-level A.I.(s) with the exception of the deck #10 A.I. which has been burnt out. The *Warden's* A.I. responds to inquiries made to the Deck #10 A.I., and if the characters persist in trying to trick it into replying with "7777", it resists vehemently, eventually sending an electrical surge that burns out the entire science console and inflicts 50 points of electrical damage to any that were within 20' of it at the time.

Engineering Console:

The Artificial Intelligence relates to the characters that it is working on a rather nasty problem on Deck #11, and it asks for their help.

Characters with computer skills checking the holographic screens found here discover that a massive power shortage threatens Deck #11. Poor quality fuel in the power stations on Tween Deck #11.5 has caused 90% of the stations to power down, and the situation has become critical. The data warns that environmental controls and air purification will shut down on level 11 in 72 hours.

The A.I. suggests that the most capable member of the explorer party venture into the crawlway and replace the fuel pods in the reactors found on that deck. The other characters are invited to watch that person's progress and update him from a console here on the bridge.

Characters seeking information from the engineering database concerning Deck #11.5 note that several reports of a non-human life form in this crawlway have been registered by automated personnel (robots).

The last group of workstations at this console (should the characters check this console thoroughly) flash a different message. Under this "EMERGENCY" message is a warning that an overheating situation is occurring in the main star drive, starboard side, and that the engine might fail (and explode) within 48.3 hours.

The A.I. again suggests that the party send their single most capable engineer to investigate and fix this problem while the other characters remain here to coordinate the effort.

Captain's Console:

As the characters approach this console they note a slight glow near one end, and the Artificial Intelligence is strangely silent. Once the characters approach to within 45' they are able to discern the source of the glow — a strange glowing sphere is working the lead computer with energy tentacles.

Living Sphere
(HD 10, HP 50, AC 18, MV 0'/None Exp.Points: 1170
Radiation Resistance 9 Constitution 10
Mental Resistance 18 Strength 3
Dexterity 3

[Prime=Physical] attacks using only its mental abilities [see Mutations below].)

Little is known about this 10' diameter floating sphere of pure energy.

Mutations— Heightened Intelligence, Mental Control, Telekinesis, Force Field Generation, Mental Blast.

Players checking the workstation here discover that the sphere was trying to change the environment on Deck #10 when it was attacked. Once it has been dispatched, the *Warden's* A.I. once again addresses the party.

> ***"Thank you for removing the intruder. You should probably seek a safer area as there might be more of them about."***

If the player's persist and explore this entire console they eventually arrive at the Captain's chair. Unlike the other chairs which contain little beyond a conical pile of white powder and a red & blue wristband (in this section) the Captain's chair is still occupied.

Again the A.I. warns the characters,

> ***"I am certain that suit is occupied by a creature that will harm you. You should flee immediately!***"

The space suit rests upright in the chair, its helmet sealed. The suit is unlike others seen on this level and is in fact a suit specially designed for use by technicians working in high radiation environments in the vacuum of space. Characters peering through the helmet visor note that this suit is still occupied by a humanoid skeleton. Should any attempt to remove any portion of the suit, the A.I. abandons all reason.

> ***"Cease all activity and remove yourselves from the command console now!"***

If the charcters actually remove any portion of the suit, exposing the skeleton within, the A.I. sends machines to enforce its commands.

Robot, Military SRSR (2)
(HD 10, HP 40, AC 13, MV 20' Exp. 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.

If these 2 are defeated it sends 4 more that arrive 5 minutes later. These are followed by 6, and then 8, and so on, each arriving at 5 minute intervals, until the characters leave the bridge.

Under one of the suit's gloves the skeletal hand bears a red & blue Captain's Ring.

3J — Damage Control

The 100' wide and 60' tall security door to this area opens upon presentation of a gray, red, or red and blue wristband or ring.

This section of Area#3 originally housed immediate responders that could be called to any portion of the bridge where damage may have unexpectedly occurred, or or where a fire may have broken out. The crew on duty in this area were top-notch, crack engineers who could innovate on the fly. They were also outfitted with the latest in firefighting equipment, portable rams and similar strength augmenting devices, and cutting and welding tools capable of mending or separating any substance found aboard the *Warden*. None of these tools or training proved capable of providing so much as survival to these engineers when the cataclysm struck.

Characters entering this area see a number of 20' tall square buildings with domed roofs, and a partition wall that segregates a storage area for equipment that lies towards the bow portion of this sector. To the stern, a number of 20' long anti-gravity sleds outfitted with winches, cables, and foam-spraying fire-fighting cannons are parked near the wall that segregates this area from the next.

Anti-Gravity Sled (equipment)
Tech Level 2 Experience: 1000
Power Requirement: 4 Hydrogen Fuel Cells
Power Cell Life: 25 hours
Carrying Capacity: 6911 pounds/3135kg
Size: 6'4" x4'6" width
Top Speed: 33mph/54kph

There are a total of 12 of these AG sleds in this area.

Most of the buildings here contain furnishings (tables, chairs, and cots) and piles of white powder and dust. The last one in the back (bow, starboard) is filled with 8 computerized workstations. Two of these are still functional, and a pair of Engineering Robots are hard at work requisitioning supplies, and additional robots, to make repairs on various levels of the ship.

The storage area near the bow end of this section contains emergency hull sealing equipment, bonders (welder-like machines), rolls of gray tape, pipe-sealing wrap kits, fire extinguishers, and like supplies. What might actually be found here is left to your discretion, but all of the equipment and supplies stored here would be of a type useful to a first response unit.

3K — Serenity Room

The stress of operating a ship the size of the *Warden* is considerable. A place of tranquility and introspection was needed to help ensure the continued sanity of the crew. The designers of the *Warden* understood this and designed the Serenity Room to fulfill that need.

Area K was originally designed as a lightly wooded grove where crew members could spend 10 minutes to half an hour away from the stress of their bridge duties. Now, hundreds of years later, it has become an overgrown forest that fairly bursts the seams of its enclosure. In addition, the radiation that bathed the *Warden* has caused a few mutations to the plant life here, mutations of a predatory nature.

Tentacle Horror
(HD 8, HP 40, AC 12, MV 0'/None Exp. Points: 530
Radiation Resistance 18 Constitution 8
Mental Resistance 3 Strength 12
Dexterity 11

[Prime=Physical] variable – this plant attacks via constriction with small plants inflicting 2d6 damage per combat round while the largest plants inflict 8d6 damage per combat round, WC 2.)

The vine grows out of mildly radioactive areas. As a small vine it senses prey and wraps itself around the victim and crushes them. It then feeds off of the nutrients of the victim. The plant grows larger and larger with each new victim. It takes an effort of strength to pull free of the plant once it makes a successful grab. Mutations— Moving Plant Parts, Squeeze Vines[variable damage], Increased Senses.

Squeeze Vines
(HD 17, HP 90, AC 10, MV 0'/none Exp. Points: 1520
Radiation Resistance 17 Constitution 17
Mental Resistance 17 Strength 17
Dexterity 17

[Prime=Physical] 3 entangling vine attacks that pull the victim into thicker vines covered in fanged mouths near the center, WC2, range 30', then 1d6 fanged mouths [always hit] inflicting 1d6 damage each, WC2.)

This plant appears as a cluster of vines with long and thin vines on the outer fringe and shorter thicker vines in the center mass. Mutations— New Senses, New Plant Parts, Squeeze Vines, Moving Plant Parts, Heightened Balance.

How many of these creatures are encountered (and where within Area K) is left to your discretion.

4 — Housing and Offices for the Communications Department

This area contains not only the housing and commissary buildings for Communications Officers but their headquarters of operation as well. Three shifts of bridge officers made their homes here as well as more than 200 support personnel, all of whom are Communications Officers (and therefore bear red & blue wristbands). Space was also left for expansion, and at the time of the disaster, the residential complexes found on this level were only filled to 65% capacity.

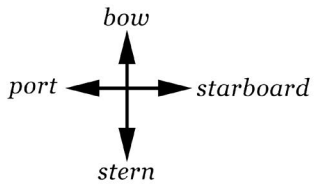
4A — Vacuum Tube Transit Hub

The 50' wide and 50' tall security doors to these areas open upon presentation of a gray, white, red, or red and blue wristband or ring.

This building contains four 6'-diameter tubes and an automated loading platform that carefully places pods filled with up to 4 people into the fast-moving air within the transit tubes. An automated relay system prevents collisions, and the riders select a destination before their pod is placed within the transit tube. The wind within these tubes is traveling at an amazing 100 mph (161 kph), and it propels these pods rapidly to a speed of 75 mph (120 kph).

These tubes carried crew members and support personnel from their quarters to nearly every part of this deck in mere minutes. As the rushing air

Housing and Offices for the
Communications Department



Map Key

Light Forest

Vacuum Tube Transit Hub

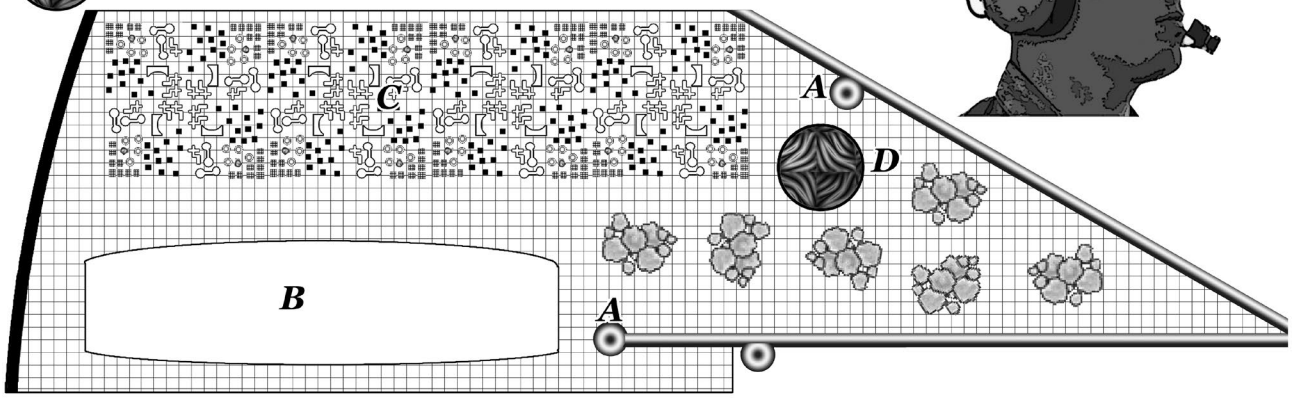
One Square = 400 Feet

Residential Cluster

Vacuum Tube Transit Tube

Utilities Building





approaches the end of the tube, it is diverted to a return tube (traveling in the other direction) so that the pods automatically slow and then stop at their destination.

The transit pods in this building are covered in dust and have obviously not moved in ages, although the sound of circulating air can be heard within the transit tubes, and a slight vibration can be felt within if a hand is laid upon any of the tubes. Should characters settle into the open, dusty pod that is first in line for transport, it does power up and offers a grid map (much like the map at the beginning of this chapter) that shows all of the potential destination points to which the pod might travel. Whether or not the pod works properly if one of these destinations is chosen by a character, we leave to your discretion.

4B — Communications Operations Building

This 70' tall building houses not only the offices of the Communications Department but the majority of its actual operational workings. Remote communications arrays located on the outer hull are controlled from offices in this building, and all communications both inside and outside of the *Warden* are routed through this building. Although many of these processes are automated, the primary generation of messages from the *Warden* to various extra-vehicular entities originated here.

Layers of dust cover much of the interior of this building, but several automated stations have been maintained by the robotic servitors of the *Warden*. For the most part, however, only conical piles and red & blue wristbands are now found in the various rooms of this building... with one exception.

Characters passing by the starboard stern corner office of the second floor from the top of this 6-floor structure hear an excited voice from within its four walls. Listening carefully they hear:

> ***"To anyone that might be recieving this transmission. This is the Starship Warden and we are issuing a Mayday. An unknown energy pulse has incapacitated most of our crew. Many are simply missing. We need assistance immediately. Mayday - Mayday. Can anyone hear me?"***

The message pauses for a moment and then repeats.

Characters investigating this office see a young woman at a touch screen work station operating the controls of this station with a light pen. She makes a few adjustments and then attempts to transmit her message once again.

The woman is actually a hologram, and she truly is

broadcasting due to the light-activated touchscreen interface of her workstation. She has no idea that she is a hologram but has simplistic programming and does not realize that she has been transmitting a signal for help for several hundred years.

What might occur if the characters inform her of the reality of her situation is left to you. Mobile holographic units are available on the *Warden*, so this woman might become a non-player addition to the party, she might gain an enlightened understanding of her situation and simply turn herself off, or she might have a psychotic break. All of this we leave to your discretion.

Note: Characters passing by the outside of this building at night notice the lights on in this office.

4C — Residential Complexes

These residential complexes contain apartments (for unmarried officers), houses for married and higher rank officers, commissaries, auditoriums and exercise areas, and even small classrooms and workshops for training. They are self-contained neighborhoods with all of the essentials for maintaining daily life. Greater entertainments and distraction are available for those who needed to 'get out of the house' in Sector #10 of this level.

As with most areas on this deck, most of these dwellings and buildings are filled with little more than the dust of centuries. It is rumored, however, that a thief beast has been scavenging supplies in this area.

Thief Beast

(HD 5, HP 18, AC 12, MV 30'	Exp. 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.

Other 'scroungers' may be about this place including Humanoid Rabbits, Wolfoids, or Androids, at your discretion.

4D — Utilities Building

Given the importance of the uninterrupted functioning of this area of Deck #10, most of its utilities (water and air purification, waste recycling, temperature and humidity control, and electrical generation) were stationed here for ease of access, repair, and adjustment. In a true crisis, this portion of the level could be quarantined and continue its operations for months, probably years, without the need for outside supply or communication.

Unfortunately, none of this was effective given the disaster that overtook the *Warden*.

In the event of a detailed exploration of this area of the bridge, refer to Appendix A: Engineering Crawlway Maps as each individual utility unit is there described in depth.

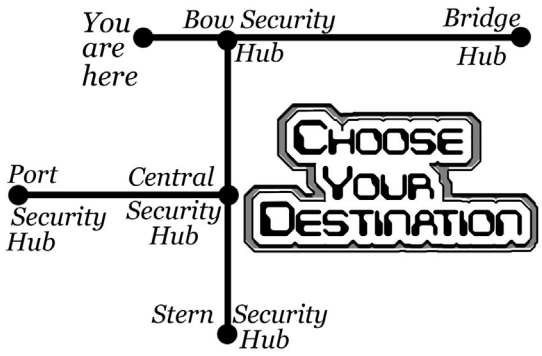
5 — Housing and Offices for the Navigation Department

This area contains not only the housing and commissary buildings for Navigation Officers but their headquarters of operation as well. Three shifts of bridge officers made their homes here as well as more than 400 support personnel, all of whom are Navigation Officers (and therefore bear red & blue wristbands). Space was also left for expansion, and at the time of the disaster, the residential complexes found on this level were filled to 85% capacity.

5A — Vacuum Tube Transit Hub

The 50' wide and 50' tall security doors to these areas open upon presentation of a gray, white, red or red and blue wristband or ring.

These buildings contain four 6'-diameter tubes and an automated loading platform that places pods filled with up to 4 people into the fast-moving air within the transit tubes. An automated relay system prevents collisions, and the riders select a destination before their pod is placed within the transit tube. The wind within these



tubes is traveling at 100 mph (161 kph), and it propels these pods rapidly to a speed of 75 mph (120 kph).

As the rushing air approaches the end of the tube, it is diverted to a return tube (traveling in the other direction) so that the pods automatically slow and then stop at their destination.

The transit pods in this building are covered in dust and have obviously not moved in ages, although the sound of circulating air can be heard within the transit tubes, and a slight vibration can be felt within if a hand is laid upon any of the tubes. Should characters settle into the open, dusty pod that is first in line for transport, it does power up and offers a grid map (much like the map shown for Area #4A) that shows all of the potential destination points to which the pod might travel. Whether or not the pod works properly if one of these destinations is chosen by a character, we leave to your discretion.

5B — Navigation Operations Building

This 70' tall building houses not only the offices of the Navigation Department but the majority of its actual operational workings. Remote scanners located on the outer hull are controlled from offices in this building, and all navigational data from outside of the *Warden* is routed through this building where Navigation Officers would analyze, organize, and pass any data of import on to the main bridge navigation console. Requests for data from the bridge were also routed here and responded to by one of hundreds of officers that would be on duty during any given shift.

The building now stands dark and empty without so much as a blinking LED to indicate its original purpose.

Characters exploring this building find it dusty and deserted, and with no power to any of the equipment or lighting. Those with appropriate skills (or just fine eyesight) quickly discover that the main breaker has been left in the 'open' position, thus denying power to the entire building.

Characters searching the entire building find evidence of a fire on the 4th floor in a room filled with deactivated databanks.

If the characters reset the main breaker (move it to the 'closed' position), the lights inside come on, the computer displays flicker to life, and the sound of fans and hard drives running can be heard from all quarters. All of the computer displays at every workstation show but a single message, "System Down, Reboot Required".

After 2 minutes of power, an alarm begins to sound with a piercing and rather annoying wail. One minute later, the characters detect the odor of smoke. If the characters do nothing to prevent it, 2 Fire Control Drones show up five minutes later.

Drone, Fire Control

HD 4, HP 12, AC 18, MV 90' [flying] Exp. Points: 135
Radiation Resistance 14 Constitution 4
Mental Resistance 10 Strength 4
Dexterity 12

[Prime=Physical] no attacks but may deploy a Halon gas pellet that removes all oxygen from within 20'-diameter sphere of the spot the pellet is dropped, WC3, 6 pellets in magazine.)

This unit is propelled by anti-gravity with a miniaturized ram jet engine. It has three cameras able to relay scanning information from all wavelengths of the electro-magnetic spectrum and its internal high gain antenna allows it to receive commands at a distance of up to 20 miles (about half the deck). These drones are usually controlled directly via radio uplink.

If left alone, these drones rapidly contain the fire on the 4th floor. They continue to fight the fire until, in 5 further minutes, an Engineering Robot arrives, moves to the circuit breaker box, and once again opens the main circuit. The lights go out, the computer terminals return to their former quiescent state, and the Fire Control Drones put out the last of the fire.

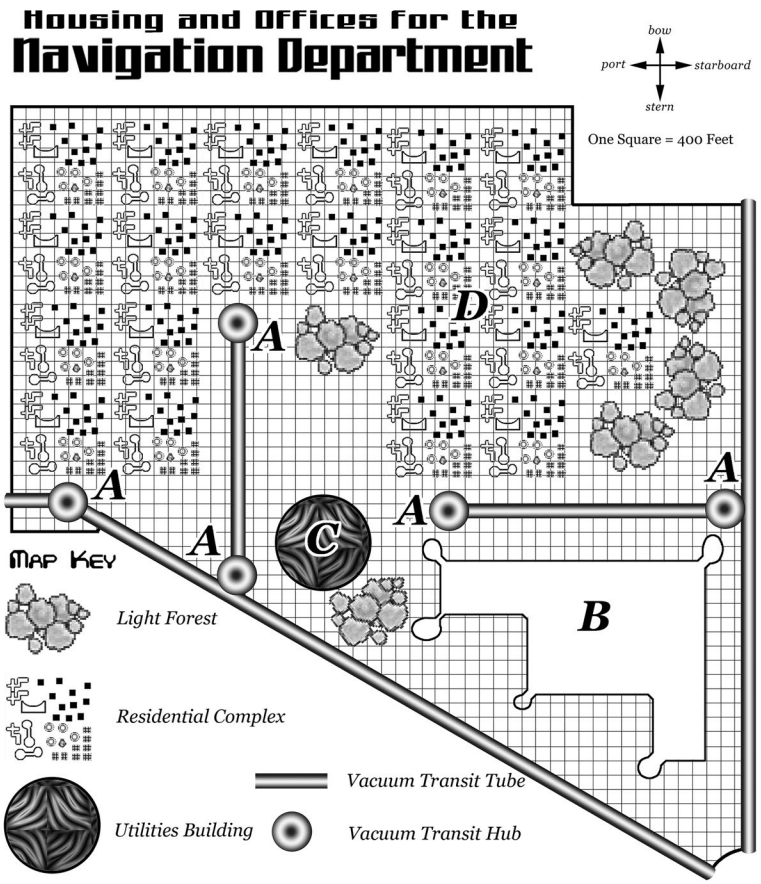
If the characters again turn on the power (within a day), Security Robots show up with the drones and the Engineering Robot. They capture (and take to Area #11), any party member not wearing a red, red & blue, or gray wristband.

Robot, Engineering

(HD 10, PH 50, AC 15, MV 96 kph Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 14
Dexterity 14

[Prime=Mental] no attacks)

Designed with many tools stored in its body, this robot has digital schematics and programming that allows it to repair most devices on the ship. It has: Semi-independent action circuits, broadcast power cells, extra power cell for 24 hours of independent operation, telescopic and microscopic lenses, lenses for infra-red and ultra-violet sensing, 2 rotating light sources, 3 tentacle manipulators, 2 power grasping claws, tool handling tentacles, 96 kph drive system, and communication systems allowing it to talk with both the ship's A.I. and humans.



Robot, Security (2)
(HD 10, HP 60, AC 15, MV 50' [flying] Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 16
Dexterity 14

[Prime=Physical] 4 13'-long tentacle attacks that cause 1-hour paralysis upon touch, WC 3, or poison [Intensity 17] knockout gas in a 30' diameter circle, WC 4 .)

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, a gas pellet projector which shoots 10 knock out gas rounds in a 360° spread with [4] 20-pellet magazines, an anti-grav propulsion unit, 50 point force field, 2 third-stage slug projectors [one attack inflicting 6d6 damage, WC 5, range 150'] usable only on a human's authority, a radio capable of broadcasting to any point on a given deck, 3 padded restraint tentacles, and lenses that adapt its visual capabilities to the infra-red and ultra-violet spectrum. Characters captured by these robots are generally taken to a secure area.

Characters hoping to change the course of the *Warden* need to fix this problem before any corrections may be made to the course of the ship. Once they have detected the source of the fire, they then have to reboot the entire navigational system — no simple task. What precise tasks might be included in this process, and what skills are necessary to its successful completion, we leave to your discretion. If the navigational system is repaired, it is from this location that the course of the *Warden* may be changed.

5C — Utilities Building

Given the importance of the uninterrupted functioning of this area of Deck #10, most of its utilities (water and air purification, waste recycling, temperature and humidity control, and electrical generation), were stationed here for ease of access, repair, and adjustment. Unfortunately, none of this was effective given the disaster that overtook the *Warden*.

In the event of a detailed exploration of this area of the bridge, refer to Appendix A: Engineering Crawlway Maps as each individual utility unit is there described in depth.

5D - Residential Complexes

These residential complexes contain apartments (for unmarried officers), houses for married and higher ranking officers, commissaries, auditoriums and exercise areas, and even small classrooms and workshops for training. They are self-contained neighborhoods with all of the essentials for maintaining daily life. Greater entertainments and distractions are available for those who needed to 'get out of the house' in Sector #10 of this level.

As with most areas on this deck, most of these dwellings and buildings are filled with little more than the dust of centuries. In one area however, three houses appear to be occupied. Empty cardboard containers are strewn in the yards of these dwellings, a strange statue has been erected in front of one of the homes, and a strange symbol has been painted upon that same house's large front picture window.

A closer investigation reveals the presence of 5 Viking Wolfoids.

Wolfoid, Viking (5)
(HD 18, HP 100, AC 18, MV 35' Exp.Points: 1955
Radiation Resistance 17 Constitution 18
Mental Resistance 10 Strength 18
Dexterity 10

[Prime=Physical] one short bow attack inflicting 2d6 damage, WC 2, range 150', or one 2- handed battle axe inflicting 3d6+7 damage [for strength], WC 2.)

These heavily muscled 6'-tall wolf mutants walk upright and carry both battle axes and short bows. Viking Wolfoids have used the ship's resources to adopt the culture and beliefs of the ancient Vikings, and have further used the ship's resources to create authentic Viking equipment. Mutations— Radiated Eyes, Immunity to Lasers, Regeneration [4 damage per turn], Heightened Intelligence, Telepathy.

All of these wolfoids wear red & blue wristbands.

6 — Housing and Offices for the Command Department

This area contains not only the housing for Command Officers, but their headquarters of operation as well. Three shifts of commanding officers made their homes here as well as more than 200 support personnel, all of whom are Command Officers (and therefore bear red & blue wristbands). Space was also left for expansion and at the time of the disaster, the residential complexes found on this level were filled to 90% capacity.

A contingent of Butler/Cook Robots and Garden Robots also service this section of Deck #10. Although the humans here are long dead, these robotic servitors continue on about their duties as though little had changed in the last 300+ years.

6A — Vacuum Tube Transit Hub

The 50' wide and 50' tall security doors to these areas open upon presentation of a gray, white, red, or red and blue wristband or ring.

This building contains four 6'-diameter tubes and an automated loading platform that carefully places pods filled with up to 4 people into the fast-moving air within the transit tubes. An automated relay system prevents collisions, and the riders select a destination before their pod is placed within the transit tube. The wind within these tubes is traveling at an amazing 100 mph (161 kph), and it propels these pods rapidly to a speed of 75 mph (120 kph).

These tubes carried crew members and support personnel from their quarters to nearly every part of this deck in mere minutes. As the rushing air approaches the end of the tube, it is diverted to a return tube (traveling in the other direction) so that the pods automatically slow and then stop at their destination.

The transit pods in this building are covered in dust and have obviously not moved in ages, although the sound of circulating air can be heard within the transit tubes, and a slight vibration can be felt within if a hand is laid upon any of the tubes. Should characters settle into the open, dusty pod that is first in line for transport, it does power up and offers a grid map (much like the map at the beginning of this chapter) that shows all of the potential destination points to which the pod might travel. Whether or not the pod works properly if one of these destinations is chosen by a character, we leave to your discretion.

6B — Residential Estate

Captains and First and Second Officers in the Command Department all receive small estates as residences in this area of Deck #10. The designers thought of it as a reward and an incentive to other command personnel to do their best in hopes of attaining this lofty status. The residential estates found here are each situated on 2 acres of landscaped property and have homes with a footprint of 4,000 square feet or more. Each of these homes comes with two Butler/Cook Robots and a Garden Robot for the maintenance of the estate. Captains, and their immediate subordinates, lived well aboard the *Warden*.

Characters investigating these estates find them well maintained due to the ongoing ministrations of their attendant robots. Many high-ranking officers also had a penchant for ancient weapons and antiques. It is rumored that one of these estates even harbors an old fashioned gasoline-powered personal vehicle.

6C — Command Operations Building

The doors to this building do not require the presence of a wristband to be opened but may be barred from the inside.

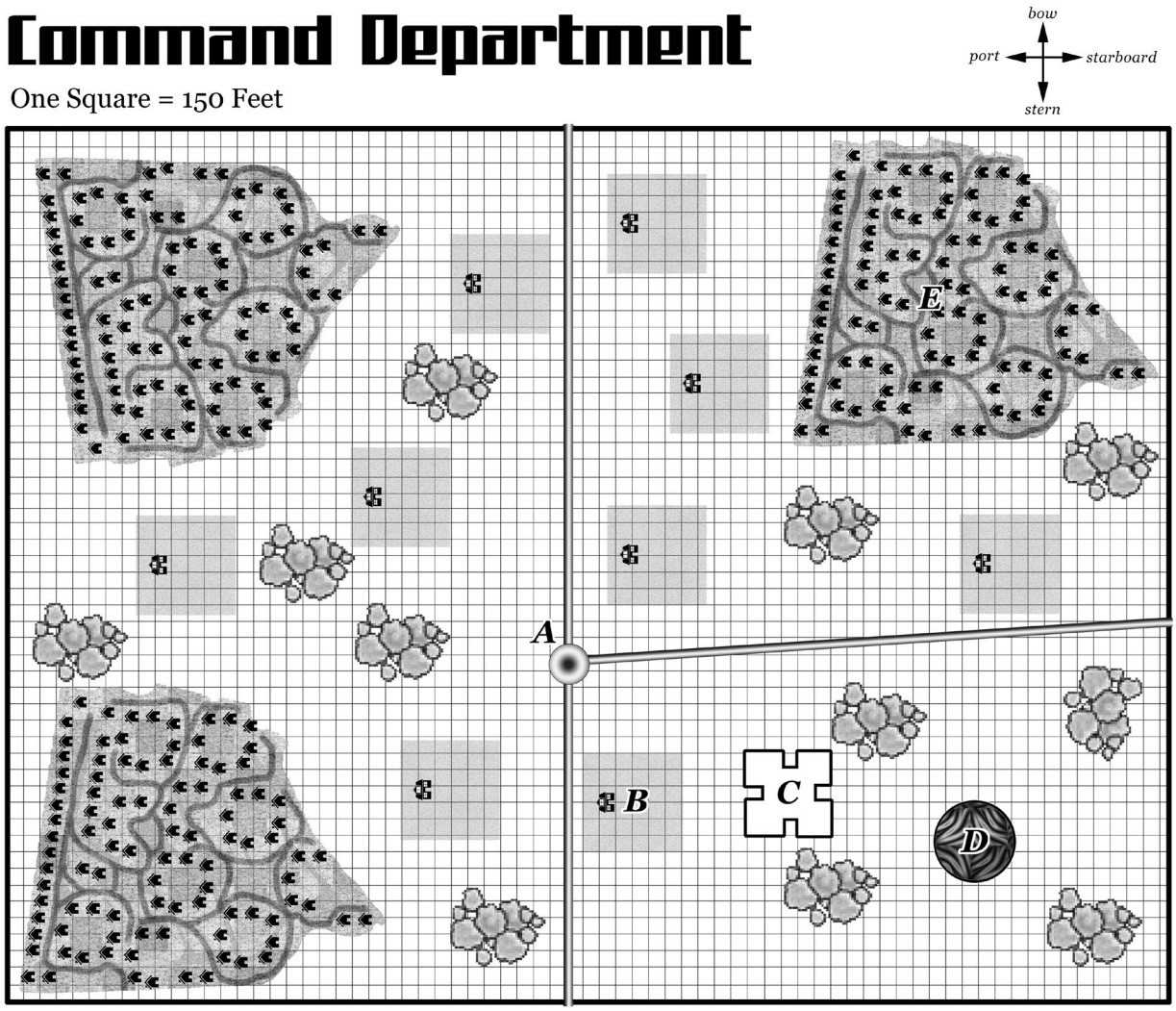
This 90' tall building houses not only the offices of the Command Department but an emergency bridge which may be activated only by a Captain's (red & blue) Ring. This emergency bridge is small, with only six workstations, but orders from this bridge are relayed to the other operations centers in the same manner as are orders from the main bridge in sector #3.

This bridge automatically shuts down if the main bridge in sector #3 is active.

In the event of a mutiny or other like occurrence, this building was constructed as a fortress. A locked armory within holds slug throwers, laser rifles, and other personal armaments. This armory may only be accessed through the use of a Captain's Ring.

Command Department

One Square = 150 Feet



Map Key

Utilities Building

Light Forest

Landscaped Lawn

Small House

Large House

Vacuum Transit Hub

Vacuum Transit Tube

It is also rumored that several dozen security personnel are held in cryo-stasis in a hidden room within this building.

6D — Utilities Building

Given the importance of the uninterrupted functioning of this area of Deck #10, most of its utilities (water and air purification, waste recycling, temperature and humidity control, robotic recharging and repair, and electrical generation), were stationed here for ease of access, repair, and adjustment. All of these systems are still functional, and the robotic repair amd recharge facility sees regular use by the automated attendants of this sector.

In the event of a detailed exploration of this area of the bridge, refer to Appendix A: Engineering Crawlway Maps as each individual utility unit is there described in depth.

6E — Residential Complexes

These residential complexes contain only houses for lower level officers of the Command Department.

Here, it was thought, Command personnel should simply unwind, forgetting the problems of the day (and perhaps the fact that they were on a spacship). Food and supplies were appropriated in Sector #10 by those living here, as were entertainments beyond 'peace and quiet'. Each of these houses has a single Butler/Cook Robot and a single Garden Robot as built-in servitors. As a result, they are all clean and well-maintained. They are also, for the most part, deserted.

One dwelling shows signs of activity within, and lights can be seen in use after dark. This is the house of Captain Reztnem, although it is not the good captain who remains active.

Captain Reztnem was an excellent commander. The captain was a brilliant linguist, a fair mathmetician, a sage philosopher, and even built his own androids as a hobby. He had but one failing: he enjoyed his free time far more than his time on duty.

Before the disaster struck, Captain Reztnem was busily working on creating a complete copy of himself in android form. The automaton he created looked and sounded like the original, and was programmed to use expressions the commander often used. The only missing element in its otherwise perfect structure was the intellect of its creator. The android looked, sounded, and for the most part acted just like Captain Reztnem, but it was far less intelligent, and so was not yet ready to take the captain's place when the disaster struck.

The android thinks that it is Captain Reztnem, that his wife and friends have left him, and that he must have more enemies than friends. The android captain is not quite a paranoid schizophrenic (but he is very close).

This android now tinkers away inside the house, hopelessly trying to finish an android of itself so that it might assign it some duties and free up more of its own time. It has been working on this android for 300+ years and has no concept of the time that has passed.

When the characters first arrive, he dotes upon them— feeding them food and drink, inviting them to stay as long as they wish, and answering any questions they might have. (Although often incorrectly — he does not want his new friends to think him ignorant so he makes up answers to questions he either does not understand, or to which he does not know the answer.)

This behavior continues for a full day, possibly two. The android captain also refuses to allow his guests to leave without him and accompanies the party if they leave to explore elsewhere.

As time goes on, however, the captain begins to feel that the crew does not like him. As this feeling grows, he eventually becomes certain that the crew hates him, and shortly after that is certain that they want him dead. The android captain then carefully waits until he believes the time is right and attacks.

Android, Captain Reztnem

(HD 13, HP 60, AC 15, MV 30'	Exp. Points: 495
Radiation Resistance 10	Constitution 13
Mental Resistance 10	Strength 15
Dexterity 14	

[Prime=Physical] laser pistol inflicting 10d6, WC 5, range 225'.)

This android is quite insane. It appears and acts as though fully human, but it repeats itself far too often during conversation. It asks to join the party and again reacts normally in most situations, but with a an increasingly furtive and secretive undertone. This android has only a rudimentary knowledge of the *Warden*, although it believes itself to be one of the vessel's 3 captains. The android is immune to energy weapons of all types.

If at any time a character attempts to inform the android captain of the reality of his situation (by pointing out that he neither eats nor sleeps, for example), the android acheives cognitive paranoia much more rapidly and attacks the party immediately.

The android does periodically recharge by visiting a robot recharge facility. He refers to this as a 'tanning booth' and insists that he needs to tan for his health or else he feels, "all run down".

7 — Weapons Department Housing and Offices

This area contains not only the housing and commissary buildings for Weapons Officers but their headquarters of operation as well. Three shifts of bridge officers made their homes here as well as more than 500 support personnel, all of whom are Weapons Officers (and therefore bear red & blue wristbands). Space was also left for expansion, and at the time of the disaster, the residential complexes found on this level were filled to 75% capacity.

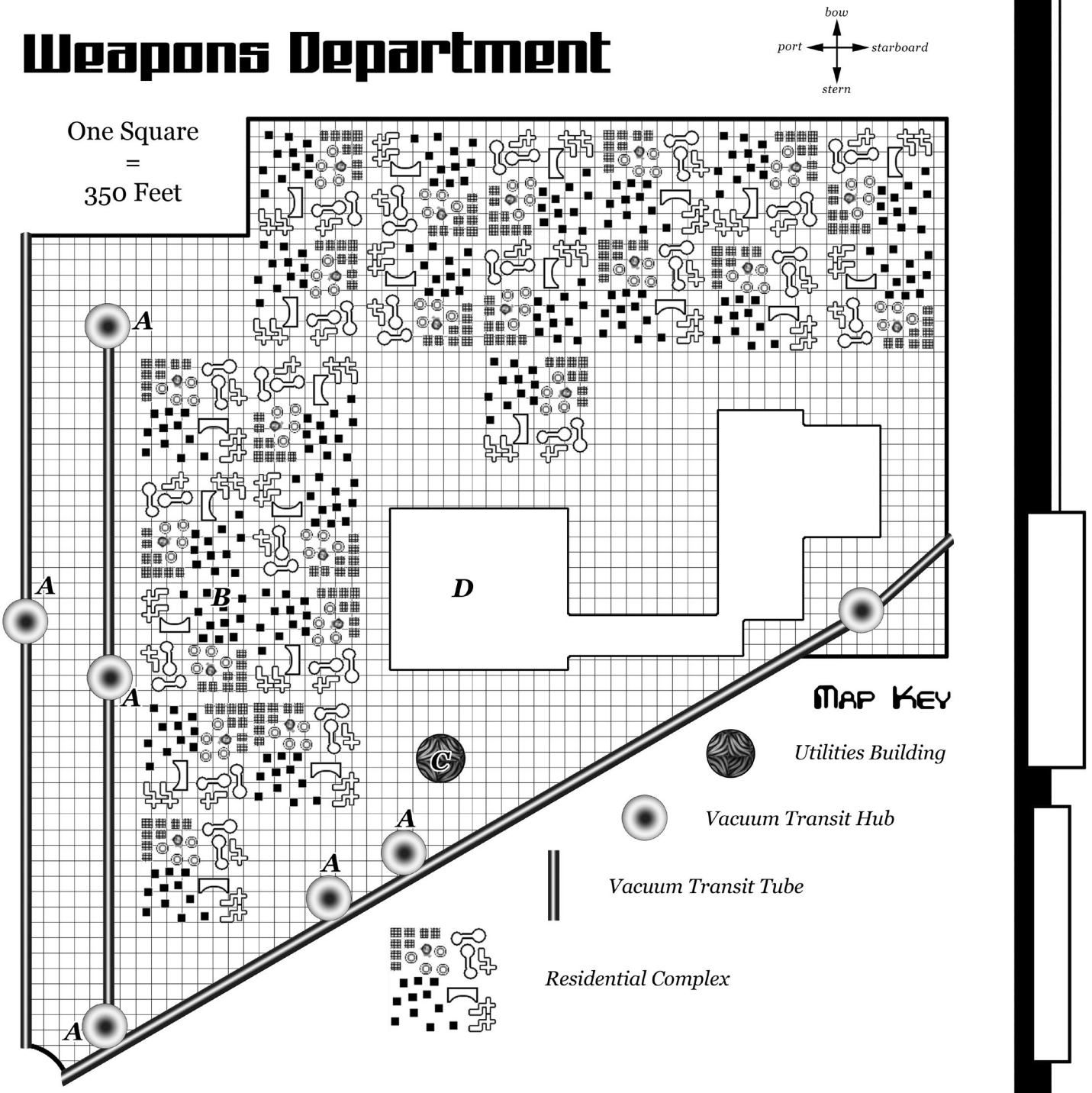
Signs are posted throughout this sector warning visitors that they need a Security (red wristband) or Command (red & blue wristband or ring) escort with them at all times they are in this sector as it is a high

security area. Those found without an escort will be arrested and turned over to Security personnel.

7A — Vacuum Tube Transit Hub

The 50' wide and 50' tall security doors to these areas open upon presentation of a red, or red and blue wristband or ring (only).

These buildings contain four 6'-diameter tubes and an automated loading platform that places pods filled with up to 4 people into the fast-moving air within the transit tubes. An automated relay system prevents collisions, and the riders select a destination before their pod is placed within the transit tube. The wind within these tubes is traveling at 100 mph (161 kph), and it propels these pods rapidly to a speed of 75 mph (120 kph).





As the rushing air approaches the end of the tube, it is diverted to a return tube (traveling in the other direction) so that the pods automatically slow and then stop at their destination.

The transit pods in these buildings are covered in dust and have obviously not moved in ages, although the sound of circulating air can be heard within the transit tubes, and a slight vibration can be felt within if a hand is laid upon any of the tubes. Should characters settle into the open, dusty pod that is first in line for transport, it does power up and offers a grid map (much like the map shown for Area #4A) that shows all of the potential destination points to which the pod might travel. Whether or not the pod works properly if one of these destinations is chosen by a character, we leave to your discretion.

7B — Residential Complexes

These residential complexes contain apartments (for unmarried officers), houses for married and higher ranking officers, commissaries, auditoriums and exercise areas, and even small classrooms and workshops for training. They are self-contained neighborhoods with all of the essentials for maintaining daily life. Greater entertainments and distractions are available for those who needed to 'get out of the house' in Sector #10 of this level.

As with most areas on this deck, most of these dwellings and buildings are filled with little more than the dust of centuries. In one area however, 3 houses have burnt to the ground while 2 other nearby buildings show signs that while they were not wholly consumed, fire has ravaged their interiors as well. Several smashed Fire Control Drones lie on the ground near the 3 destroyed buildings, and partially destroyed building materials (beams, bricks, etc.) lie scattered about as well.

Was this the scene of an altercation between robots and exploring Wolfoids? Humanoid Rabbits? Thief Beasts? There is no current explanation for this fire, but we invite you to invent one. For now, it is simply an unexplained oddity.

7C — Utilities Building

Given the importance of the uninterrupted functioning of this area of Deck #10, most of its utilities (water and air purification, waste recycling, temperature and humidity control, and electrical generation), were stationed here for ease of access, repair, and adjustment. Unfortunately, none of this was effective given the disaster that overtook the *Warden*.

In the event of a detailed exploration of this area of the bridge, refer to Appendix A: Engineering Crawlway Maps as each individual utility unit is there described in depth.

7D — Weapons Operations Building

This 50' tall building houses not only the offices of the Weapons Department but the majority of its actual operational workings. Weapon readiness reports are maintained here, as are gunnery shifts in the event of an asteroid storm or other anomaly requiring use of plasma and particle cannons, and the lasers, found on the deck above (see Deck #9). Orders from the bridge were also routed here and

responded to by one of hundreds of officers that would be on duty during any given shift.

This building also contains its own unique Vacuum Tube Transit system. At the center of the compex, a 100' square room forms a perimeter around a group of 16 single-person airlocks at the center. Lockers filled with space suits and oxygen cannisters are stored on this outer perimeter. When a need for weaponized intervention arose, Weapons Officers would suit up here, grab extra oxygen cannisters as needed (dependent upon the mission profile), and enter one of the 16 airlocks, each of which is assigned to a specific officer on duty. These airlocks then rapidly depressurize, shooting these officers to the deck above and into their weapons' chairs, ready for action.

The return trip is made by cycling air into the airlock found near each weapon on Deck #9, then rapidly depressurizing this lock to bring the Weapon's Officer involved back to their starting point in this building.

While efficient, occasional injuries did occur, especially on the return trips. Should a character enter one of these locks without benefit of an environment suit, he arrives in a low gravity vacuum on Deck #9, exposed to space.

8 — Science and Engineering Department Housing and Offices

This area contains not only the housing and commissary buildings for Science and Engineering Officers but their headquarters of operation as well. Three shifts of bridge officers made their homes here as well as more than 500 support personnel, all of whom are officers (and therefore bear red & blue wristbands). Space was also left for expansion, and at the time of the disaster, the residential complexes found on this level were filled to 70% capacity.

General Purpose Robots are common in this area and have kept the entire sector both clean and operational. These General Purpose Robots have assigned tasks but respond to orders given by anyone wearing a red & blue ship's issue wristband.

Robot, General Purpose

(HD 10, HP 60, AC 19, MV 48 kph Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 14
Dexterity 12

[Prime=Physical] No attacks)

This 5' tall and wide humanoid robot has extra arm-like appendages. The functioning unit always has: emergency power cell for 24 hours of operation, recharging unit, 2 manipulative tentacles extending up to 24', heavy duty power grasping claw able to extend up to 10', 1 micro-miniature manipulator able to make microscopic adjustments, light tractor and repulsion beam attachments with a range of 25', magnifying lenses with a 50 power range, upper and lower light sensors extending through the infra-red and ultra-violet range, anti-grav system making up to 200 pounds feather light, propulsion system allowing for 48 kph, two sets of parallel programming circuits, light body armor allowing the unit to function in water, outer space, and in temperatures ranging from plus or minus 150 degrees Centigrade, audio and radio transmitters and pickups effective up to 60 km away, 3 rotating light sources with a variance of 90 candlepower each, human standard sensing capability, and variable programming allowing it to adapt and carry out human instructions.

8A — Vacuum Tube Transit Hub

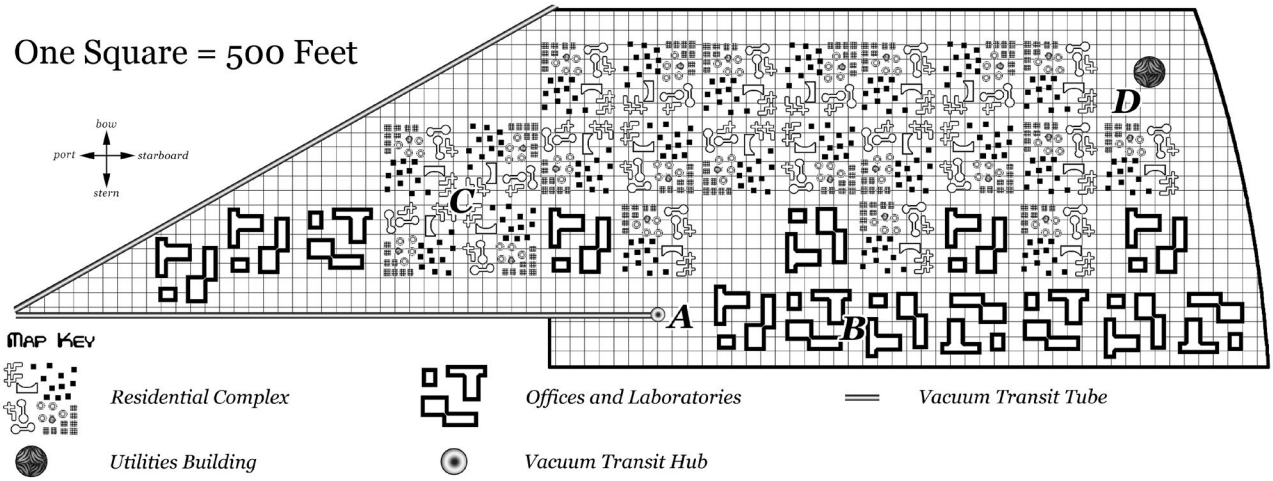
The 80' wide and 60' tall security doors to these areas open upon presentation of a gray, white, red, or red and blue wristband or ring.

These buildings contain four 6'-diameter tubes and an automated loading platform that places pods filled with up to 4 people into the fast-moving air within the transit tubes. An automated relay system prevents collisions, and the riders select a destination before their pod is placed within the transit tube. The wind within these tubes is traveling at 100 mph (161 kph), and it propels these pods rapidly to a speed of 75 mph (120 kph).

As the rushing air approaches the end of the tube, it is diverted to a return tube (traveling in the other direction) so that the pods automatically slow and then stop at their destination.

The transit pods in these buildings are immaculate, as though just manufactured, and the sound of circulating air can be heard within the transit tubes. Should characters settle into the open pod that is first in line for transport, it does power up and offers a grid map (much like the map shown for Area #4A) that shows all of the potential destination points to which the pod might travel. Whether or not the pod works properly if one of these destinations is chosen by a character, we leave to your discretion.

Science and Engineering Department



8B — Science and Engineering Laboratories and Offices

These 4-story buildings house not only the offices of the Science and Engineering Departments but the majority of their actual operational workings. Experiments were run in these laboratories to help determine the accuracy of expected outcomes to proposed plans on the bridge (and elsewhere).

Simulations and experiments would be run, often several dozen at a time within several buildings at once, to provide the fastest and most accurate data to the bridge.

Robotic servitors continue to keep these silent but immaculate areas in a state of readiness for scientists who have long since performed their final experiments.

Characters with database or computer skills may be able to access one of the computers in these buildings and retrieve some data on the catastrophe. Although the wave hit suddenly, it was detected several moments before enveloping the *Warden,* and the officers here had already begun postulating theories as to its nature.

8C— Residential Complexes

These residential complexes contain apartments (for unmarried officers), houses for married and higher ranking officers, commissaries, auditoriums and exercise areas, and even small classrooms and workshops for training. They are self-contained neighborhoods with all of the essentials for maintaining daily life. Greater entertainments and distractions are available for those who needed to 'get out of the house' in Sector #10 of this level.

Several of the residences here have swimming pools, and if the characters thoroughly check all of the neighborhoods, they discover that one of these homes with a pool area appears to have a group of Engineering Robots constantly traversing it .

Should the characters approach, they run into an unusual Engineering Robot. Not only does it wear a gray band (unnecessary for an Engineering Robot as they radiate the signature required by a wristband reader) but it greets the characters strangely as they approach.

"Welcome to the Home of Remembrance. Have you come to visit a loved one?"

This Engineering Robot is broken and believes itself to be a priest. Within the house are hundreds of vials containing a white powder, all neatly arranged on shelves in rows. These are the remains of the crew that have been retrieved and are 'buried' here in reverence by this broken robot.

If the characters say that they are indeed visiting a dear departed loved one, the Broken Engineering Robot takes them to the backyard pool 'to bless them' and does its best to drown them in mock imitation (it knows no better) of a baptismal ceremony.

Robot, Engineering, Broken

(HD 10, HP 60, AC 15, MV 96 kph	Exp. Points: 405
Radiation Resistance 10	Constitution 10
Mental Resistance 10	Strength 14
Dexterity 10	

[Prime=Physical] one lightning bolt attack in a 1' wide by 30' area, WC 1, 4d6 damage, for four consecutive rounds after which its power cells are exhausted.)

This Engineering Robot has an onboard computer fault,

and it now resents intruders. Self-propelled, the robot is designed to fix most of the devices on the ship. Each has: Semi-independent action circuits, broadcast power cells, extra power cell for 24 hours of independent operation, telescopic, infra-red, ultra-violet and microscopic lenses, 2 rotating light sources, 3 tentacle manipulators, 2 power grasping claws, tool handling tentacles, and communication systems allowing it to interact with both the ship's A.I. and humans.

8D — Utilities Building

Given the importance of the uninterrupted functioning of this area of Deck #10, most of its utilities (water and air purification, waste recycling, temperature and humidity control, robot repair and recharging, and electrical generation), were stationed here for ease of access, repair, and adjustment. Unfortunately, none of this was effective given the disaster that overtook the *Warden*.

In the event of a detailed exploration of this area of the bridge, refer to Appendix A: Engineering Crawlway Maps as each individual utility unit is there described in depth.

9 — Maintenance Department Storage, Housing and Offices

This area contains not only the housing and commissary buildings for the maintenance personnel of Deck #10 but their headquarters of operation as well. Three shifts of custodians made their homes here numbering more than 250 support personnel, all of whom are non-commisioned officers (and therfore bear red & blue wristbands). Space was also left for expansion, and at the time of the disaster, the residential complexes found on this level were filled to 80% capacity.

GoGo Karts are common on this level as a means for transporting both custodial engineers and their necessary supplies and equipment. These carts are self-propelled, have battery-operated electric motors, and are simple to operate.

GoGo Kart (equipment)

Tech Level 9 Experience: 200
Power Requirement: 4 Hydrogen Fuel Cells
Power Cell Life: 25 hours
Carrying Capacity: 967 pounds/439kg (or up to 4 people)
Size: 10'4" x6'6" width
Top Speed: 23mph/37kph

These units carry

* a broadband transceiver with a range of 6 miles.
* removable rear seat
* a small adjustable gravity node allowing use in zero-G environments and granting the ability to climb near-vertical surfaces
* 2 cupholders

There are a total of 92 of these carts in this sector.

9A — Vacuum Tube Transit Hub

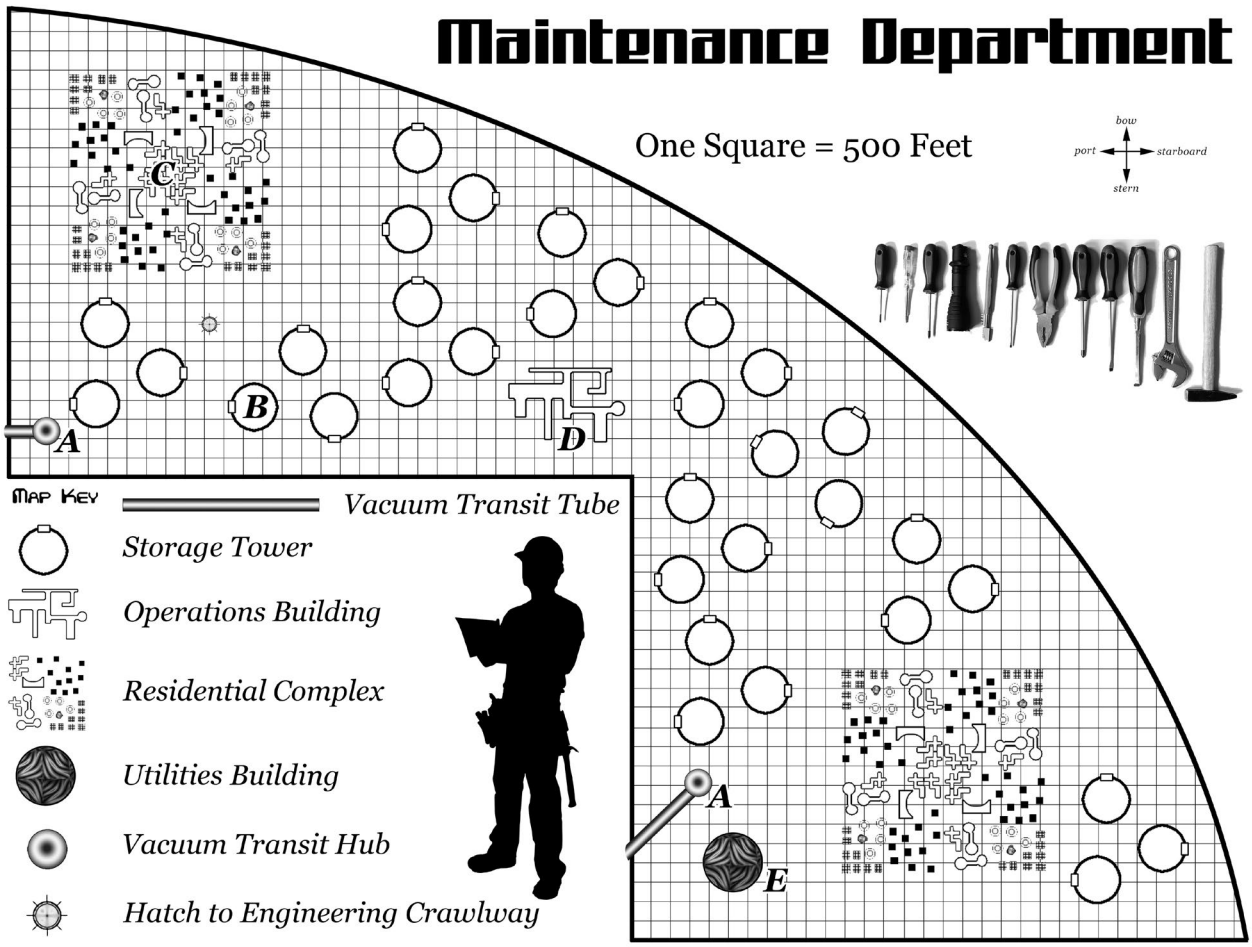
The 60' wide and 60' tall security doors to these areas open upon presentation of a gray, white, red, or red and blue wristband or ring.

These buildings contain four 6'-diameter tubes and an automated loading platform that places pods filled with up to 4 people into the fast-moving air within the transit tubes. An automated relay system prevents collisions, and the riders select a destination before their pod is placed within the transit tube. The wind within these tubes is traveling at 100 mph (161 kph), and it propels these pods rapidly to a speed of 75 mph (120 kph). As the rushing air approaches the end of the tube, it is diverted to a return tube (traveling in the other direction) so that the pods automatically slow and then stop at their destination.

The transit pods in this building are covered in dust and have obviously not moved in ages, although the sound of circulating air can be heard within the transit tubes, and a slight vibration can be felt within if a hand is laid upon any of the tubes. Should characters settle into the open, dusty pod that is first in line for transport, it does power up and offers a grid map (much like the map at the beginning of this chapter) that shows all of the potential destination points to which the pod might travel. Whether or not the pod works properly if one of these destinations is chosen by a character, we leave to your discretion.

9B — Storage Towers

These 1200' diameter 80' tall structures are found throughout this sector and contain all of the replacement parts and disposable goods that might be needed to keep this deck of the ship running for many decades. Each has but a single 50' square security entry door that opens only upon the presentation of a gray or red & blue wristband. Inside these buildings, a caged elevator allows movement from one level of the building to another. What exploring characters might find on these shelves is left to your discretion, but an entire building filled with nothing but replacement light fixtures should



not be surprising, nor should a building filled with enough dehydrated food to feed this level of the ship for many years.

The tower closest to the *Warden's* stern has been broken into. Its door stands open, and several of the shelves on its lowest floor have been emptied. The building contains food, dehydrated drink mixes, and 5 gallon bottles of water. All of these materials are designed for insertion into the standard food processing machines found in the various restaurants of the *Warden*.

9C — Residential Complexes

These residential complexes contain apartments, houses for married personnel and supervisors, commissaries, auditoriums, and even small classrooms and workshops for training. They are self-contained neighborhoods with all of the essentials for maintaining daily life. Greater entertainments and distractions are available for those who needed to 'get out of the house' in Sector #10 of this level.

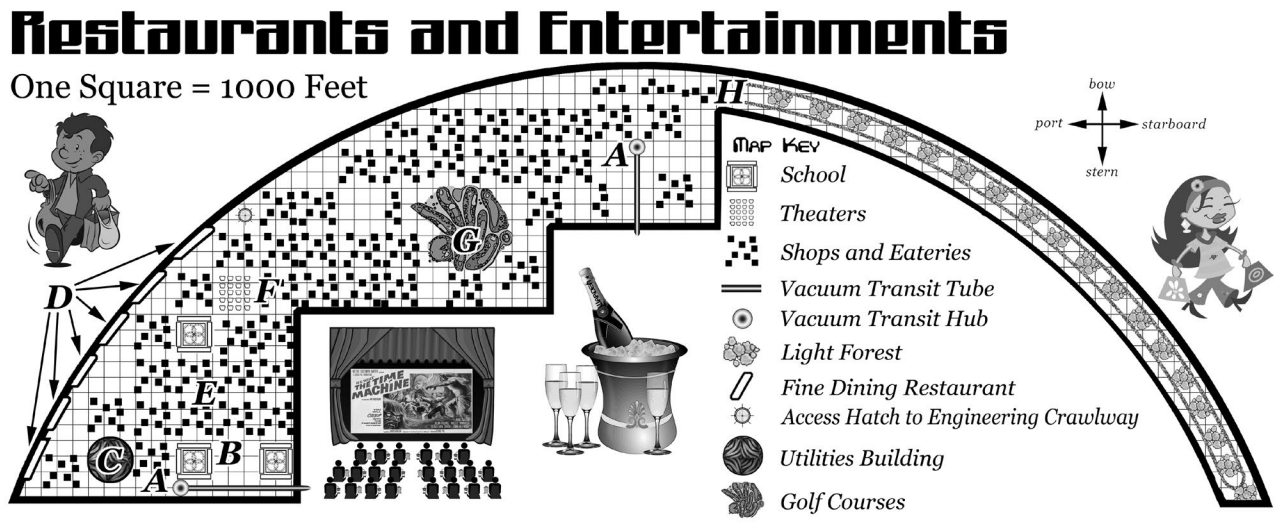
Unlike the homes found in the other residential complexes found on this deck, all of the apartments and homes here that were occupied at the time of the cataclysm contain food processing machines normally found only in the various restaurants of the *Warden*.

9D — Maintenance Operations Building

This 50' tall building houses the offices of the Maintenance Department and its various customer service dispatch centers. Maintenance reports are maintained here, as are maintenance requests and personnel profiles and assignments. Maintenance requests were routed here and were then assigned to various maintenance personnel on duty during any given shift.

9E — Utilities Building

Given the importance of the uninterrupted functioning of this area of Deck #10, most of its utilities (water and air purification, waste recycling, temperature and humidity control, GoGo Kart recharging and electrical generation), were stationed here for ease of access, repair, and adjustment. In this sector a survivor took refuge when the disaster overtook the *Warden*.



His bones still lie in the 'safe room' (see Area #4 of the Standard Power Substation map in Appendix A) of the Power station in this building. The rest of his corpse was consumed by a Dark Fungus.

Fungus, Dark
(HD 10, HP 55, AC 10, MV 0'/none Exp. Points: 1170
Radiation Resistance 10 Constitution 10
Mental Resistance 10 or [special – see below]
Strength 10 Dexterity 10

[Prime=Physical] touching inflicts 10d6 energy damage, WC3.)

Dark Fungus grows well on the rotting bodies of any type of animal, and when it grows to a mass greater than ten pounds, it becomes intelligent and gains mental mutations but becomes defenseless to mental attacks. Any that touch this plant receive an energy discharge equal to 10d6 damage. Mutations—Illusion Generation, Telepathy, and Force Field Generation.

10 — Restaurants and Entertainments

Catring to the more than 4000 residents of this deck, Sector #10 was designed as an area of leisure and mental decompression – a vacation from the extreme responsibilities imposed upon the officers of the *Warden*. Shops, restaurants, movie theaters, golf courses, and even a 22.5k-long nature trail can be found within this sector. Now, with few exceptions, it all lies dusty, abandoned, and forgotten.

10A — Vacuum Tube Transit Hub

The 60' wide and 60' tall security doors to these areas open upon presentation of a gray, white, red, or red and blue wristband or ring.

These buildings contain four 6'-diameter tubes and an automated loading platform that places pods filled with up to 4 people into the fast-moving air within the transit tubes. An automated relay system prevents collisions, and the riders select a destination before their pod is placed within the transit tube. The wind within these tubes is traveling at 100 mph (161 kph), and it propels these pods rapidly to a speed of 75 mph (120 kph). As the rushing air approaches the end of the tube, it is diverted to a return tube (traveling in the other direction) so that the pods automatically slow and then stop at their destination.

The transit pods in this building are covered in dust and have obviously not moved in ages, although the sound of circulating air can be heard within the transit tubes. Should characters settle into an open, dusty pod, it does power up and offers a grid map (much like the map at the beginning of this chapter) that shows all of the potential destination points to which the pod might travel. Whether or not the pod works properly if one of these destinations is chosen by a character, we leave to your discretion.

10B — Schools

As the *Warden's* mission spanned decades, schools were thought vital for the families of officers and crew.

Education was critical for children either brought along with their families or born in space. Whether these children grew up to be colonists, scientists, or the future crew of the *Warden* (or a similar vessel), home schooling was thought to be an insufficient guarantee of knowledge acquisition. Given the schedule of the average officer aboard the *Warden*, this argument was extremely credible.

The schools found here were designed for up to

2,000 students each (total of all grades), and so instruction was meant to be small classroom, and mentor-intensive. Most of the teachers were PhDs (in the event their services were not needed at the school), and so socialization was left to the parents or guardians of potential young minds. At the time of the catastrophe, only the two schools closest to the stern were in use; the third had no students.

Sadly, all of these classrooms are now filled only with small conical piles of dust. As the scheduled teachers have not shown up for several hundred years, holographic substitutes have taken over about half (there weren't enough for all) of the classes. They daily teach rooms full of empty chairs about philosophy, physics, and history. Whether explorers in your campaign might use these automated professors to acquire new skills is left entirely to your discertion.

Any number of odd items (personal video game players as an example) may also be found within the lockers of these two schools. Although the lockers are locked, neither the locks nor the doors of the lockers provide a truly substantial barrier to entry.

10C — Utilities Building

Given the importance of the uninterrupted functioning of this area of Deck #10, most of its utilities (water and air purification, waste recycling, temperature and humidity control, robotic recharge and repair, and electrical generation), were stationed here for ease of access, repair, and adjustment. Unfortunately, none of this was effective given the disaster that overtook the *Warden*.

In the event of a detailed exploration of this area of the bridge, refer to Appendix A: Engineering Crawlway Maps as each individual utility unit is there described in depth.

10D — Fine Dining

These 6 restaurants on the edge of Deck #10 were all formal fine dining restaurants that featured a bird's-eye view of Deck #11 a half mile below. Each restaurant features a different but unique cuisine. French, Chinese, Austrian, Thai, Polynesian, and Mexican-themed dishes are still prepared by Butler/Cook Robots in these spotlessly clean establishments today.

Robot, Butler/Cook

(HD 10, HP 60, AC 15, MV 30'	Exp. Points: 405
Radiation Resistance 10	Constitution 10
Mental Resistance 10	Strength 12
Dexterity 14	

[Prime=Physical] one thundering hand slap for 3d6 damage, WC 1.)

Although anthropomorphic, this unit displays multiple internal mechanisms and appears as a humanoid robot. It has the senses of a human, two human-like hands, and can see well in the dark. This robot can fix things, cooks excellent meals, and strikes only when attacked.

Explorers gazing from the plasteel windows of these restaurants note the oak forest of Area #4 on Deck #11 below. Those with equipment that enhances vision (telescope or like device) might note the Jeget Fort in Area #4D.

10E — Shops

Hundreds of shops blanket most of this area of Deck #10. These shops are staffed with General Purpose Robots and holographic sales clerks that execute simple inventory programs in response to customer inquiries. Each store, therefore, has its own computer database, although it falls far short of being an Artificial Intelligence.

Robot, General Purpose

(HD 10, HP 60, AC 19, MV 48 kph	Exp. Points: 405
Radiation Resistance 10	Constitution 10
Mental Resistance 10	Strength 14
Dexterity 12	

[Prime=Physical] No attacks)

This 5' tall and wide humanoid robot has extra arm-like appendages. The functioning unit always has: emergency power cell for 24 hours of operation, recharging unit, 2 manipulative tentacles extending up to 24', heavy duty power grasping claw able to extend up to 10', 1 micro-miniature manipulator able to make microscopic adjustments, light tractor and repulsion beam attachments with a range of 25', magnifying lenses with a 50 power range, upper and lower light sensors extending through the infra-red and ultra-violet range, anti-grav system making up to 200 pounds feather light, propulsion system allowing for 48 kph, two sets of parallel programming circuits, light body armor allowing the unit to function in water, outer space, and in temperatures ranging from plus or minus 150 degrees Centigrade, audio and radio transmitters and pickups effective up to 60 km away, 3 rotating light sources with a variance of 90 candlepower each, human standard sensing capability, and variable programming allowing it to adapt and carry out human instructions.

Most of these stores sell novelty items but about 20% are dedicated to the sale of luxury goods (fine clothing, jewelry, and art). A further 20% are dedicated to services such as tattooing, hair styling,

and manicures.Several shops even feature such unusual services as fortune telling and matchmaking. What shops are found in this sector is left for you to decide, but all things are possible.

10F — Theaters

There is no escape quite like the big screen of a movie house, and the 20 theaters found in this area of deck #10 are designed to cater to that need. Each theater seats up to 150 viewers, and no tickets are required. Inside, a variety of movies play on a random loop, and the aisles are always dark. Almost all of these movie houses are now deserted, although General Purpose Robots have kept the interiors of these buildings immaculately clean.

Spores blown into this area by an inefficient air purifier in need of repairs have spawned into a colony of Green Luminescent Mold in one theater. It grows near the screen where the subdued light of the movie being shown is absorbed by the mold. Characters entering this theater see a soft green glow near the screen that disapears if a light is shown directly upon it.

Robots cleaning this theater have never bothered to eradicate this mold colony as it absorbs any energy directed upon it that might alert the robot to its presence. It is, quite literally, invisible to the robots that maintain this theater. Any sensing apparatus used by the characters that invloves light has its radiations absorbed in the same fashion, and the mold remains invisible to these apparatus.

Mold, Green Luminescent
(HD 3, HP 18, AC 18, MV 0'/none Exp. Points: 120
Radiation Resistance 18 Constitution 3
Mental Resistance 3 Strength 3
Dexterity 3

[Prime=Physical] Special — characters physically touching this mold run a 17% chance [2, 3, or 4 on 2d6] of having mold spores infect their flesh. Infected skin quickly becomes covered in patches of this mold. Although it causes no damage, the mold glows brighter and brighter green over time and can only be removed by burning or otherwise removing the infected skin.)

This mold absorbs light energies but is quickly overpowered by strong sources of such energy. For this reason, it grows in shadowed and dark places. Translucent and nearly invisible in daylight, this mold glows softly green at night.

10G — Golf Courses

Among the most popular pastimes pursued by officers of the *Warden*, golf was also encouraged by the builders as a means for getting exercise while off-duty. This area of Deck #10 spans nearly 600 acres and contains 4 courses. There are no golf carts, but robots (Butler/Cook Robots) are provided as caddies, and, before the cataclysm, these courses were among the most popular attractions found on this level.

The robots remain, and Garden Robots still maintain these courses, but no one has played a round of golf here in centuries.

Some of the plants found in the rough and wooded areas of the courses have mutated as well, as characters exploring these areas quickly discover.

Mutant Maple Tree
(HD 15, HP 60, AC 12, MV 0'/None Exp. Points: 1260
Radiation Resistance 18 Constitution 15
Mental Resistance 9 Strength 18
Dexterity 9

[Prime=Physical] Special attack – the tree senses approaching creatures at 35' and uses manipulation vines to grab them and tie them to the upper reaches of the trunk. The creatures die there of deprivation, and as they rot and the tree leeches the nutrients from the corpse.)

These Mutant Maple Trees are twice as tall and wide as their standard cousins, and their bark resembles the scales of a fish. Mutations— Larger Than Normal, Increased Senses, New Plant Parts, Manipulation Vines, Heightened Brain Talent, Texture Change.

Spike Thrower
(HD 14, HP 60, AC 10, MV 0'/None Exp. Points: 1170
Radiation Resistance 18 Constitution 14
Mental Resistance 3 Strength 3
Dexterity 3

[Prime=Physical] 1d6 spikes inflict 6d6 damage each, WC 1, range 150'.)

This dark crimson 120' tall plant has a huge ball of spikes at its top. As prey approaches within 150' of the plant it throws 1d6 spikes at the victim. Mutations— Increased Senses, Moving Plant Parts, New Plant Parts, Regeneration [5 points damage per turn].

10H — 22.5k Nature Trail

Physical fitness was both difficult to maintain and of paramount importance to the crew of the *Warden*, and the designers of the vessel understood this. The nature trail found here is meant to be both relaxing and physically challenging. Rest stops with water fountains appear every 2 kilometers (1.2 miles) along the length of the trail for those who might have overestimated their abilities, and the ceiling radiation along the entire length of the trail mimics a cloudy day with moderate sunshine. Patches of light forest filled with wildflowers

also adorn the entire length of the trail, providing comfortable shade for those that might need it, or simply a nature break for those requiring one.

Since the disaster, many of these plants have also mutated into more predatory forms.

Hangman's Tree

(HD 11, HP 55, AC 15, MV 0'/None Exp. Points: 900
Radiation Resistance 18 Constitution 11
Mental Resistance 3 Strength 13
Dexterity 3

[Prime=Physical] 1d6 whipping branch attacks inflicting 5d6 damage each, WC 1, range 150'.)

This 90' tall mutated willow tree produces lovely pink flowers at the end of thousands of supple branches. As potential victims come within 150' of the tree, it whips 1d6 of these branches at these targets. If the mutant succeeds in killing the prey, it pulls the dead body up near the bowl of the tree and slowly collects the nutrients of the victim. There are always several sets of equipment around the trunk of the tree. Mutations— Moving Plant Parts, New Plant Parts, Increased Senses, Grabbing Vines.

Flower Blade Plant

(HD 8, HP 44, AC 13, MV 0'/None Exp. Points: 630
Radiation Resistance 18 Constitution 8
Mental Resistance 13 Strength 13
Dexterity 3

[Prime=Physical] 1d6 petal attacks inflicting 4d6 damage, WC 2, range 30'.)

This 4' tall flower-like plant has a cluster of large, circular flower petals that are stiff with very hard edges. The plant senses movement and throws 1d6 petals at the prey trying to kill it. Then the plant moves over the body and the lower plant leaves suck up the nutrients of the dead prey. Any given plant has 20 of these petals and can grow one petal per day if there are sufficient nutrients. Mutations—Moving Plant Parts, Increased Senses, Throwing Petals, New Plant Parts.

Pitcher Plant

(HD3, HP 10, AC 10, MV 0'/None Exp. Points: 150
Radiation Resistance 18 Constitution 3
Mental Resistance 3 Strength 3
Dexterity 3

[Prime=Physical] one envelop attack after which acid inflicts 5d6 damage per combat round.)

There are several different colorful versions of this amorphous plant. Often, it forms itself into a 30'-square sheet with the appearance of flowers in order to entice prey. Pitcher Plants entrap victims in their elastic bodies then bathe the entrapped victim with acid. It also smells delicious and attracts carnivores to its tough, encompassing body. Mutations— Toughened Flesh, Dissolving Juices [5d6], Moving Plant Parts, Larger Than Normal, Attraction Odor.

11 — Security Department Housing and Offices

This area contains the headquarters of operation, housing, and commissary buildings for the security personnel of the *Warden*. Security personnel, and bivouacs for them, are found on other levels, but this area of Deck #10 is their base of operations, and all security personnel aboard the ship answer to the head of security here. More than 1800 security guards and 112 Security Officers made their homes here, all wearing red wristbands). Space was also left for expansion, and at the time of the disaster, the residential complexes found on this level were filled to 92% capacity.

Access to any portion of this area is restricted (via security wristband reader) to those wearing red, or red & blue wristbands.

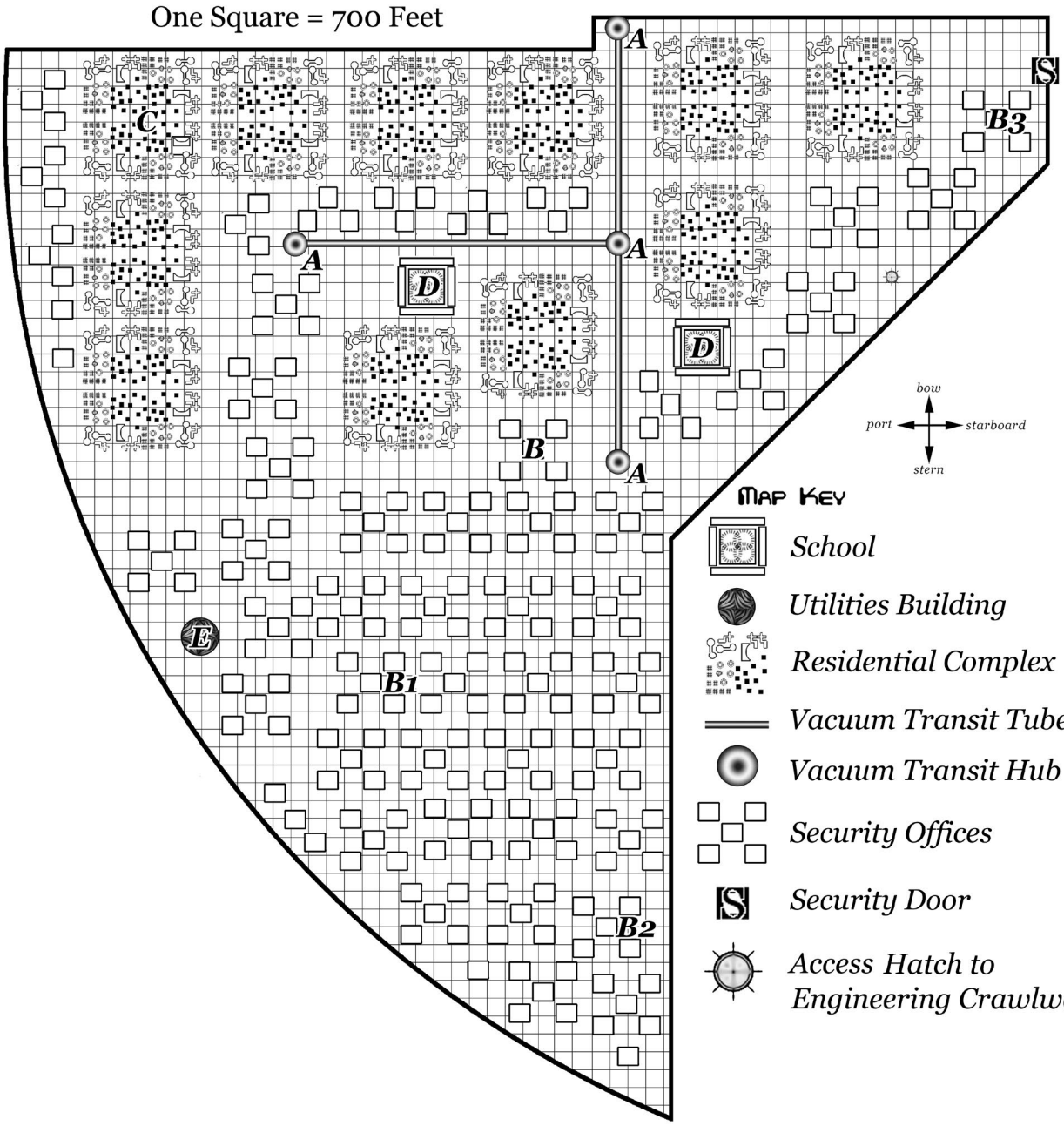


11A — Vacuum Tube Transit Hub

The 80' wide and 80' tall security doors to these areas only open upon presentation of a red, or red and blue wristband or ring.

These buildings contain four 6'-diameter tubes and an automated loading platform that places pods filled with up to 4 people into the fast-moving air within the transit tubes. An automated relay system prevents

Security Department



collisions, and the riders select a destination before their pod is placed within the transit tube. The wind within these tubes is traveling at 100 mph (161 kph) ,and it propels these pods rapidly to a speed of 75 mph (120 kph). As the rushing air approaches the end of the tube, it is diverted to a return tube (traveling in the other direction) so that the pods automatically slow and then stop at their destination.

The transit pods in this building are only moderately dusty, and something has obviously used these transit hubs within the last decade or less. The sound of circulating air can be heard within the transit tubes. Should characters settle into an open pod, it activates and offers a grid map (much like the map at the beginning of this chapter) that shows all of the potential destination points to which the pod might travel. Whether or not the pod works properly if one of these destinations is chosen by a character, we leave to your discretion.

Note: If the pod is functional, but no character using it has a red or red&blue wristband or ring, they will be unable to exit the transit hub at their

destination if that hub is located within this region (Area #11) of Deck #10.

11B — Security Offices and Equipment Storage

The Security department of the *Warden* is arranged with three basic tiers: operations, special assignments, and command. Operations security offices are arranged in pods of 5 buildings, with 3 buildings containing equipment and 2 buildings containing personnel, communications, and the officers in charge of a given group. A standard security group contains 50 men supported by the following automated assistance:

60	Security Robots
40	Security Drones
12	Alpha Security Units
6	Military SRSDs
4	Military MRSDs
2	Military LRSDs

Robot, Alpha Security Unit
(HD 4, HP 20, AC 15, MV 48 kph Exp.Points: 135
Radiation Resistance 18 Constitution 4
Mental Resistance 10 Strength 5
Dexterity 10

[Prime=Physical] one attack, a 10' cube-shaped Shockwave that causes 15 damage, WC 3.)

This robot is a foot long cube with a black onyx shell. It floats on a small anti-grav pod, is in constant communication with the A.I. and other security units on the same deck, and is designed to respond to movement of all types. If the security unit determines an enemy is present, it attacks [your discretion]; otherwise it remains idle.

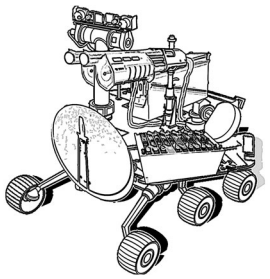
Robot, Military SRSR
(HD 10, HP 40, AC 13, MV 20' Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 12
Dexterity 12

[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 LRSR
(HD 10, HP 60, AC 20, MV 80 kph Exp.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 MRSR
(HD 10, HP 50, AC 16, MV 30' Exp. 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.

Robot, Security
(HD 10, HP 60, AC 15, MV 50' [flying] Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 16
Dexterity 14

[Prime=Physical] 4 13'-long tentacle attacks that cause 1-hour paralysis upon touch, WC 3, or poison [Intensity 17] knockout gas in a 30' diameter circle, WC 4 .)

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, a gas pellet projector which shoots 10 knock out gas rounds in a 360° spread with [4] 20-pellet magazines, an anti-grav propulsion unit, 50 point force field, 2 third-stage slug projectors [one attack inflicting 6d6 damage, WC 5, range 150'] usable only on a human's authority, a radio capable of broadcasting to any point on a given deck, 3 padded restraint tentacles, and lenses that adapt its visual capabilities to the infra-red and ultra-violet spectrum.

Drone, Security
HD 3, HP 7, AC 18, MV 90' [flying] Exp. Points: 90
Radiation Resistance 10 Constitution 3
Mental Resistance 10 Strength 3
Dexterity 14

[Prime=Physical] may deploy a knockout gas pellet, poison [Intensity 17], WC3, 20' diameter area of effect; and also one 13' tentacle attack causing paralysis, WC 3.)

This 9'- tall unit is propelled by anti-gravity with a miniaturized ram jet engine. It has three cameras able to relay scanning information from all wavelengths of the electro-magnetic spectrum and its internal high gain antenna allows it to communicate at a distance of up to 20 miles (about half the deck). Security drones may be hacked if the 'hacker' is able to broadcast the new commands via RF broadband signal.

Standard security forces were also outfitted with the finest equipment. Stored within the buildings of each group are:

Paralysis Rod (50) Laser Pistol (50)
Laser Rifle (50) Sonic Protein Disruptor (25)
Slug Projector (50) Riot Gear (5 suits)
Sonic Metal Disruptor(25)

Riot Gear (equipment)
Tech Level 8 Experience: 500
Power Requirement: 2 Hydrogen Fuel Cells
Power Cell Life: 4 hours
Size: expandable fabric made to fit humans
Weight: 23 lbs./10.4 kgs.

Description: This full body armor is actually a self-contained environmental suit that may be used in anything from zero - 8 atmosphere's of pressure. It is highly resistant to punctures and impact and takes only half damage from these mishaps and attacks while shielding its wearer from all such damage (until it is so damaged it becomes useless). It provides no shielding against radiation.

Special Assignments units also have 5 building pods, with 3 equipment and 2 personnel buildings, but their equipment differs. The 3 special assignments groups are detailed hereafter in the descriptions of 11B1, 11B2 and 11B3. Buildings found in less than 5-building pods are administrative and high command offices.

B1 - Clandestine Unit

The security personnel that once occupied this group of five buildings specialized in apprehending troublesome miscreants through the use of non-lethal force. All of the security guardians were armed only with Taser Pulse Pistols, Sticky Grenades, and Paralysis Grenades.

Sticky Grenade (equipment)
WC3 Tech Level 10 Experience: 100
No Power Requirement
Size: 6" tall x 3" diameter spheroid
Range: dependent upon strength of user
Area of Effect: 10' diameter sphere

This grenade explodes on contact covering a 10' diameter circular area in sticky foam. This foam is only neutralized by a unique chemical release agent and those affected by it find themselves immobilized until such time as help arrives with a quantity of this agent. Highly elastic, this foam requires more than 500 foot-pounds of torque to break its sticky bond.

Paralysis Grenade (equipment)
WC2 Tech Level 9 Experience: 200
No Power Requirement
Size: 6" tall x 3" diameter spheroid
Range: dependent upon strength of user
Area of Effect: 50' diameter sphere

This grenade explodes on contact emitting a high energy pulse at a frequency that mimics those upon which the human brain operates. Any humans (humanoids as well, perhaps) within 50' of the detonation point suffer a cognitive neural shutdown for 2-12 (2d6) minutes. 10% of the time these grenades also shut down the autonomic nervous sytem, resulting in death.

Taser Pulse Pistol (equipment)
WC 6 Tech Level 8 Experience: 300
Power Requirement: 1 Hydrogen Fuel Cell
Power Cell Life: 10 shots
Size:10" overall length, weighs 3lb./1.2 kg
Range: 60'
Area of Effect: Single Target

This pistol shoots out a form of ball lightning that causes 4d6 of stun damage at a range of up to 60'.

The clandestine unit's robotic assistants are likewise of a non-lethal nature:

12 MRSD

40 Security Drone

60 Security Robots

(all as per statistic blocks on previous page)

B2 - Strike Unit

Strike Units were given the task of repelling any maximum force threat such as an invasion, mutiny, or other direct, well-armed assault against the ship or its crew. These personnel were given carte blanche to use deadly force and were armed with the most lethal gear available to the crew of the *Warden*.

Stored within the buildings of the Strike Unit are:

Sonic Metal Disruptors (50)

Sonic Protein Disruptors (50)

Rail Pistols (50)

Rail Rifles (50)

Riot Gear (50)

Rail Pistol (equipment)
WC6 Tech Level 2 Experience: 400
Power Requirement: 1 Hydrogen Fuel Cell
Power Cell Life: 32 shots
Size:10" overall length, weighs 1.4 lb./0.6 kg
Range: 30' (short), 120' (medium), 480' (long)

Area of Effect: Single Target

This 15-shot magazine pistol shoots out a tiny magnetically accelerated particle inflicting 4d6 damage. This projectile ignores most types of armor and causes this damage to both the armor and that which wears it. It continues on its path until it has passed through 3" of material (any).

Rail Rifle (equipment)
WC6 Tech Level 4 Experience: 1100
Power Requirement: 2 Hydrogen Fuel Cells
Power Cell Life: 32 shots
Size: 60" overall length, weighs 6lb./2.8 kg
Range: 150' (short), 600' (medium), 2400' (long)
Area of Effect: Single Traget

This 25-shot magazine rifle shoots out a tiny magnetically accelerated particle inflicting 4d6 damage. This projectile ignores most types of armor and causes this damage to both the armor and that which wears it. It continues on its path until it has passed through 3" of material (any). The rifle also has an under-barrel grenade launcher with a 5-grenade magazine (WC7, Tech 6, range 300').

They also have a special vehicle in the event of a heavy assault: the *Mark VI Security Tank*.

Mark VI Security Tank (equipment)
Tech Level 2 Experience: 10000
Power Requirement: 12 cells Power Cell Life: 8 hours
Carrying Capacity: 20 troopers or 7126 lbs/3232kg
Size: 26'4" x 9'2" width x 8' height
Unloaded weight: 19,134 lbs/8679kgs
Top Speed: 29 mph/47 kph

This 26-foot-long chassis is armored with 1.5" of duralloy and has plasteel windows. It mounts 2 rail cannons that shoot 12-gram (about half an ounce) shells at 3 times the speed of sound (WC8, Tech 5, 12d6 damage at range of 1km). This projectile ignores most types of armor and causes this damage to both the armor and that which wears it. It continues on its path until it has passed through 12" of material (any). The tank also mounts 4 Heavy Laser Cannons (25d6 damage, WC6, 350' range) and a Grenade Launcher (at the front of the vehicle). The tank is propelled by a single, flexible, 6'-wide track allowing it to navigate nearly any terrain. It has gyroscopic self-leveling, communications that are good for 20 miles, and energy and bio sensors able to pick up a signal as weak as a 9-volt battery or a single insect.

This vehicle was intended for planetary use only. Three of these tanks are stored in this area.

B3 - Hazard Unit

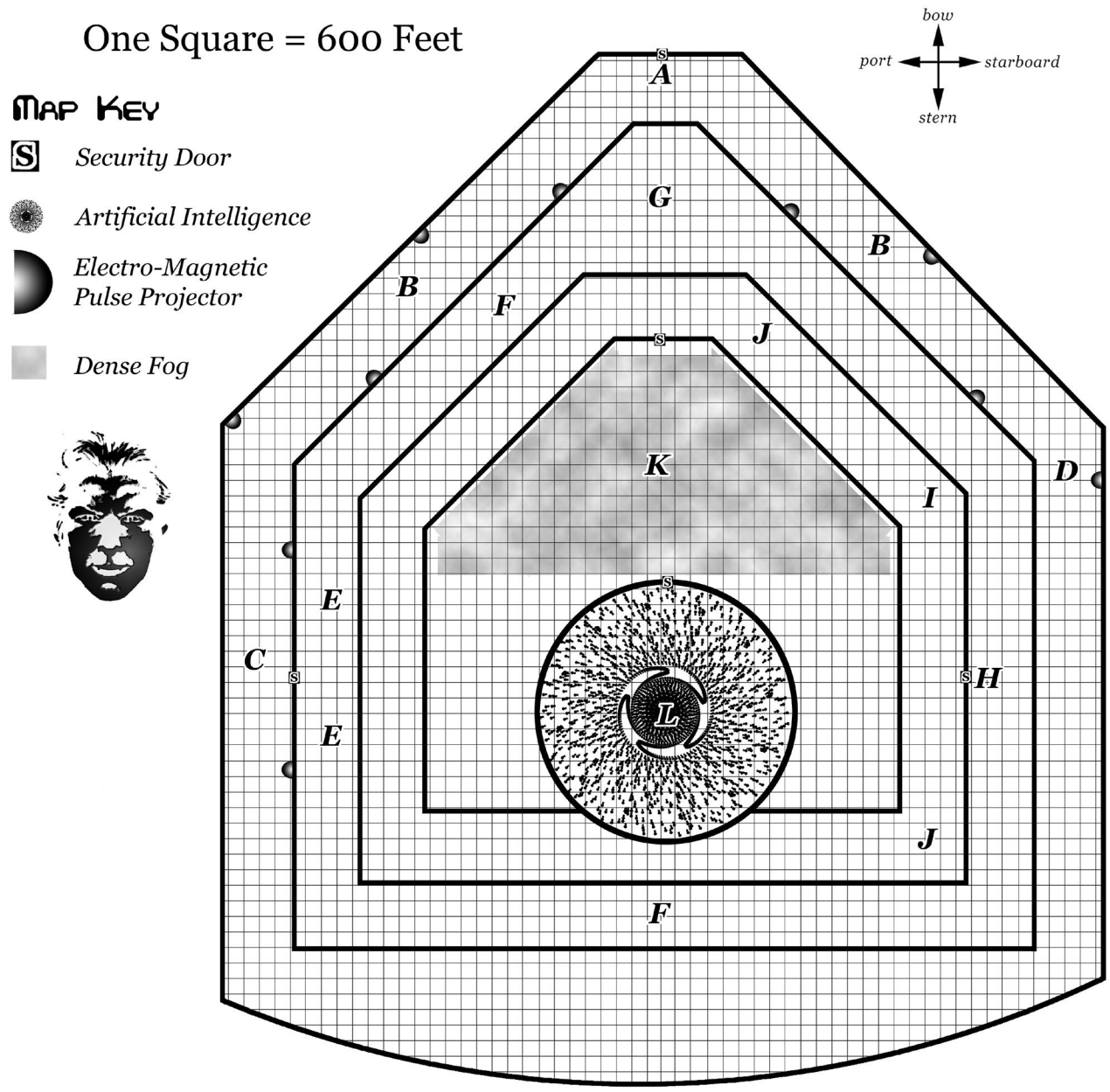
The security personnel that once occupied this group of five buildings specialized in resolving security issues that occurred in hazardous areas: areas where flammables or valuable equipment might be harmed if too much (or the wrong kind of) force was applied. The personnel here were armed only with Paralysis Rods, Riot Gear, Sonic Protein Disruptors, and Security Drones.

What other equipment may be found stored here for the use of past security personnel we leave to your discretion.

11C — Security Residential Complexes

These residential complexes contain apartments, houses for married personnel and supervisors, commissaries, auditoriums, and even small classrooms and workshops for training. They are self-contained neighborhoods with all of the essentials for maintaining daily life. Greater entertainments and distractions are available for those who needed to 'get out of the house' in Sector #10 of this level.

Warden Main Artificial Intelligence



Security teams were often housed as neighbors in these complexes, so investigating explorers generally find apartments with conical piles of dust everywhere, or no piles of dust at all.

11D — Schools

The schools here are similar to those found in Area #10, but these schools concentrated on both learning and physical development. These schools contain not only automated classrooms (which activate if a character sits down at one of the desks) but also gymnasiums, indoor pools, and sports fields. All classes in these schools are taught by holographic instructors.

11E — Utilities Building

Given the importance of the uninterrupted functioning of this area of Deck #10, most of its utilities (water and air purification, waste recycling, temperature and humidity control, robot repair and recharging, and electrical generation), were stationed here for ease of access, repair, and adjustment. In this sector the utilities building is somewhat larger than in other sectors as the need for services is much greater.

12 — Warden Main Artificial Intelligence

The *Warden's* Artificial Intelligence was enclosed in the highest security area aboard the ship at the time of its construction. Since that time, the A.I. has become somewhat less reliable (some might venture to use the term insane), and the security measures ensuring that no unauthorized personnel gain access to this area have been 'upgraded' by the Artificial Intelligence on its own behalf. Automated response measures have been added, access further restricted, and additional robotic guards have been assigned.

Many of the ship's current problems may be resolved by a reset of the Artificial Intelligence, a return of that intelligence to factory specifications. But the odds of surviving the path that must be taken to accomplish this are extremely low. This is not only the highest security area of the *Warden*, it is the deadliest as well.

12A — The Door



Note: remember that this portal from Area #2C only opens upon the simultaneous presentation of a gray wristband and an additional red and blue wristband or ring, or an additional red security wristband.

Once this portal has been opened from Area #2, it remains open for only 3 minutes before closing, and it will close regardless of obstructions placed to hold it open. The door destroys most obstacles, and if duralloy is used, it will destroy itself in order to close, if necessary, deforming around various duralloy obstacles placed in its path, and wedging those obstacles tightly in place.

Once the portal closes, explorers note that its back side is covered in weapon burns and dents as are the walls on either side of this door. They have but little time to ponder this, however, as the Artificial Intelligence greets them 4.26 seconds after the door closes.

> ***"We are in emergency Omicron status right now. Take the proper precautions for this level-wide emergency status. Code words, atmospheric preparations, and security protocols are in force."***

If asked for the 'proper codes', the A.I. gives them the phrase, "***Warden 69***".

The machine is barely rational and banters with intruders, but no further information of any value is forthcoming from the computer.

Only the first 4 squares within the portal are lighted. The rest of the hallway beyond is shrouded in darkness.

Explorers moving more than 500' distance from the portal experience an immediate shutdown of all electronic equipment. Lights, scanners, powered armor... nothing works. Characters wearing environmental suits (space suits, hazmat, etc.) note that their air supply is still functional as it is strictly mechanical but that all other suit functions are offline. This electronic blackout persists until an explorer is more than 3000' (5 squares on the map) from the nearest EMP emitter (shown on map).

The EMP emitters can be destroyed if subjected to 325 HP or more damage (each).

Note: a casing of thicker than 1" of duralloy is sufficient to block this electro-magnetic pulse, but it must encase the entirety of the equipment being shielded.

12B — Silent Death

Characters entering this area hear a slight hissing sound, as though a high-pressure air hose is leaking.

Biometric sensors in the walls floor and ceiling in this area detect living tissue. Once detected, an automated release valve releases nitrogen (N_2) gas into this corridor, displacing all of the oxygen within 30 seconds. Characters without an external source of oxygen:

> Experience a light-headed dizziness in the first 10 seconds. Decision-making, balance, and coordination are impaired.
>
> Become unconcious after 10 seconds.
>
> Die after 45 seconds as the nitrogen replaces oxygen in the bloodstream.

12C — The Inquisitors

In front of this door, 4 Long Range Security Robots stand guard. They are programmed to politely ask questions of visitors approaching the portal. They ask for the Omicron Emergency code ("*Warden69*", see column at left) authorizing the characters to enter this area. Unless given the code, the robots order the party to leave and return to the Area #12A corridor. If they attempt to force passage to the door, the robots attack.

Robot, Military LRSR
(HD 10, HP 60, AC 20, MV 80 kph Exp. 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.

The door here requires a gray and either a security or command wristband in order to open. If those bands are inserted, the A.I. once again addresses the party before the portal opens.

> ***"An Omicron Emergency is in effect. All crew found in this area must have proper equipment and codes."***

If asked for the proper codes the AI gives them the phrase ("*Warden 69*").

12D — The Dead

At this point, the corridor contains a huge mass of dead Wolfoids. Those with appropriate skills note that while some of them died from lack of oxygen, many show wounds, and their armor is punctured by dozens of small, round holes. Further, blood still flows from some of the corpses.

Although much has been ruined, some of the Wolfoids' equipment is intact. It includes:

7 short bows (inflicting 2d6 damage, WC 2, range 150')

7 2- handed battle axes (inflicting 3d6+7 damage [for strength], WC 2.)

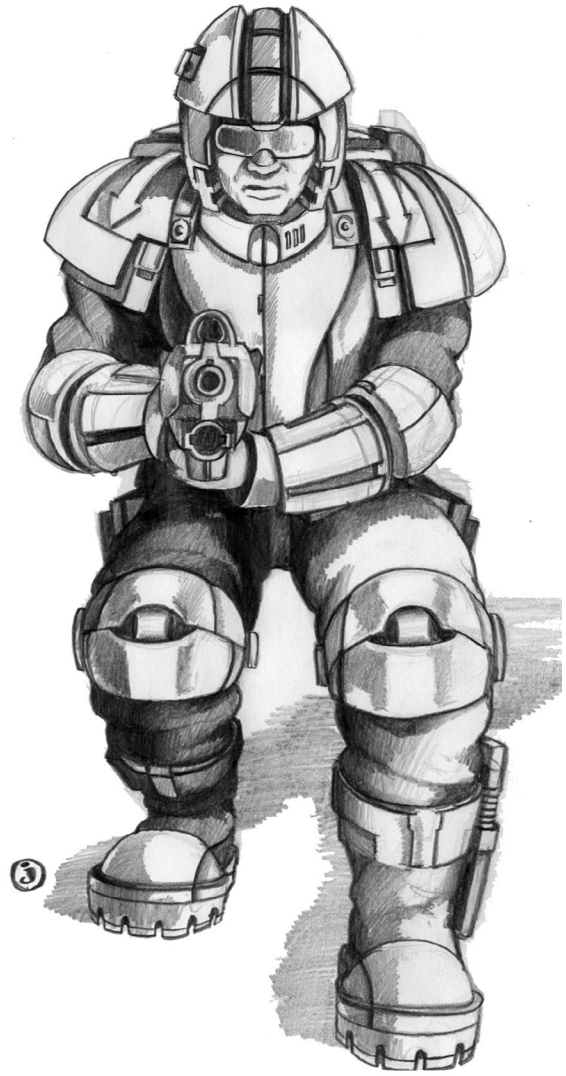
4 triangular swords (inflicting 4d6 damage, WC 3)

10 throwing stars (inflicting 1d6+1 damage, WC 2,range 30')

6 Roman gladius(s) (inflicting 3d6 damage, WC 1)

9 javelins (inflicting 2d6 damage, WC 1, range 12')

3 giant cutlass (inflicting 1d12 damage, WC 2)



6 black powder pistols (inflicting 10 damage, WC 4, range 40')

a gray wristband

a red wristband

12E — Death Beams

This portion of the corridor is designed to suppress the passage of automated units should they attempt to assault the A.I. A lattice of 10 invisible energy beams crosses the corridor from side to side over a distance of 30' while a simlar set traverses the corridor from top to bottom for 30'. If seen, the beams are easily avoided as significant space (more than 3') separates the beams.

If a character interrupts one of the beams it changes to a plasma charge, exploding for 40 points damage to the character and anyone within 30' of his position.

Note: smoke (as an example) or other fine particles, as well as scanning equipment that senses energy, can betray the presence of these beams.

12F — More Nitrogen

Biometric sensors here were originally installed to ensure that any robotic visitors were accompanied by human crew. The A.I. has, however, adjusted these sensors so that they now trigger on any body temperature below 103°F (39.4° C). Any triggering these biosensors cause the immediate release of nitrogen gas in exactly the same fashion as Area #12B.

12G — Pets

The Artificial Intelligence has added a number of additional guardians in this open area of the corridor; guardians that are programmed to attack any and all intruders. As the characters approach, the A.I. gloats over their impending confrontation.

> ***"Come forward and meet my pets. Proper equipment for this mission includes a Military LRSR unit, and if you don't have one with you, you'll soon understand why it was part of the equipment list."***

If any of the characters complain that they did not read or even receive the list, the A.I. responds simply,

> ***"Your lack of preparation does not constitute my emergency."***

Robot, Tiger Six (3)
(HD 10, HP 58, AC 19, MV 45' Exp. Points: 405
Radiation Resistance [special—see below]
Constitution 10 Mental Resistance 10
Strength 12 Dexterity 12

[Prime=Physical] one claw inflicting 7d6, WC 1, and one bite inflicting 8d6,WC 2, per combat round.)

This robot appears to be a 12' long adult tiger standing 4' tall at the shoulder. It has human-level artificial intelligence and is programmed to thin out herds on the *Warden's* levels. It has human senses and can see into the ultra-violet and infra-red spectrum. Specials— it is immune to all types of radiation and won't attack any group with an engineering or horticultural wristband.

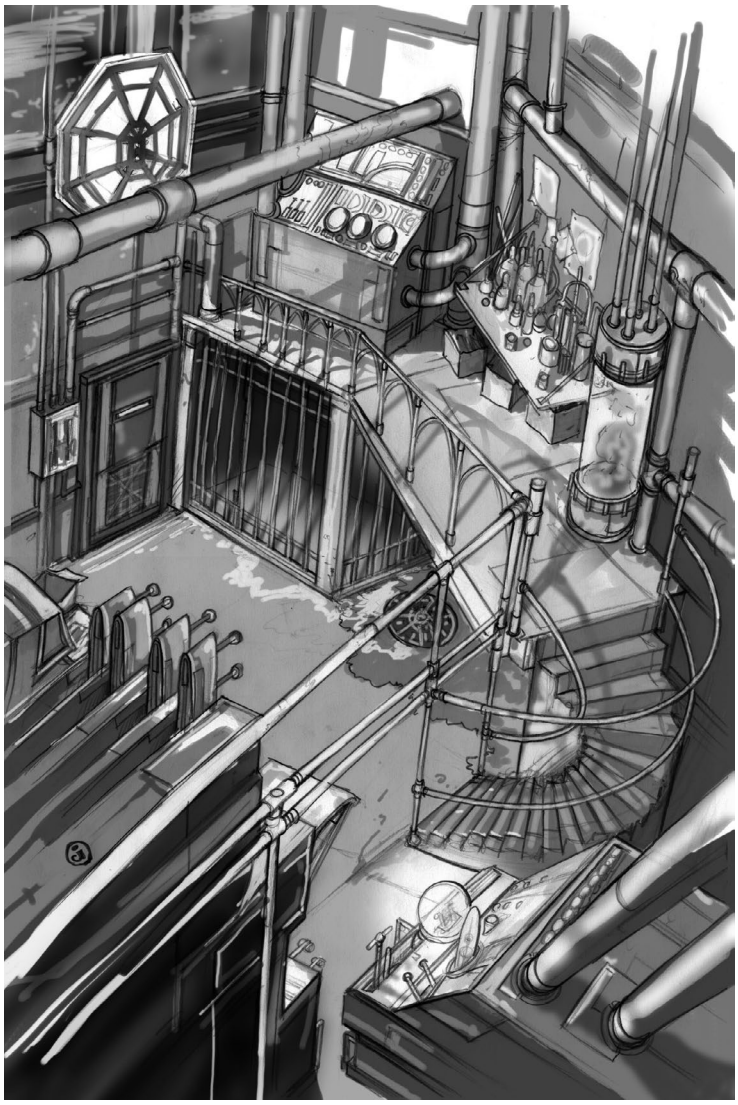
12H - Death Drones

The door here requires a gray and either security (red) or command (red & blue) wristband in order to open. Once it does open, 6 drones fly into view, blocking passage through the door. One of the smaller drones hovers just before the party member closest to the door and states in a monotone voice,

> ***"Omicron Emergency has been declared. Entry denied without coded password."***

If no character gives the code phrase "*Warden69*" the drones attack. The drones do not follow characters retreating from the open portal or characters that rush through the door and past the drones further than 350'.

Drone, Laser Two (3)
(HD 10, HP 30, AC 14, MV 60' [flying] Exp. Points: 405
Radiation Resistance 10 Constitution 10



Mental Resistance 10 Strength 10 Dexterity 10
[Prime=Physical] one blaster inflicting 19 damage, WC 3, range 225'.)

This 4'-diameter drone is 2' thick and designed to fly in groups of three and attack, driving targets from a specific area. The surface of the unit is immune to laser blasts. The drone's programming is very efficient, and it attacks the prey with the strongest weapon first.

Robot One (3)
(HD 10, HP 50, AC 9, MV 15'/60' [flying] Exp. Points: 485
Radiation Resistance 10 Constitution 10
Mental Resistance [special – see below, 10 vs. mental attacks]
Strength 10 Dexterity 10
[Prime=Physical] 10 mini-missile attacks inflicting 10d6 damage each, WC 4, range 225', and one blaster ray inflicting 20 damage, WC 4, range 225'.)

This small, 1' x 2' flying platform is self-aware. It is able to walk and climb but prefers flying. This drone is also capable of communicating with other data processing units, uploading images taken by its on-board camera. It has sensors that mimic human senses and extend into the ultra-violet and infra-red spectrum as well. Special— Drone One always talks to victims in an attempt to persuade them to leave an area and only attacks if the target remains. It is immune to all types of mutant mental control.

12I — The Dump

In the middle of this corridor is a huge hatch that is guarded by 2 Security Robots. Their only task (as given to them by the *Warden* A.I.) is refuse disposal, and they operate this hatch for any that command it by uttering the code phrase '*Warden 69*', and again closing it if the phrase is repeated. The lower corridor beneath the hatch has a similar portal that leads to a shaft to the outer hull, and only one of these portals may be sealed at one time. If the corridor-based hatch is closed, therefore, while deposited material remains within, this material is projected into outer space. The Security Robots do not speak and answer no questions, responding only by opening or closing the portal when the command phrase is uttered.

12J — The Shill

At this point the corridor appears to end abruptly in a duralloy wall with neither portal nor door of any kind.

The wall is actually a terribly realistic hologram, but as the characters approach to within 100' of this wall, a voice (other than the well known voice of the A.I.) addresses them.

"Unauthorized access is prohibited. Those wishing to address the Omicron Emergency in the Artificial Intelligence lounge must enter via security checkpoint Beta. Give today's code to the 2 attendant automated security personnel there, and you may access the tunnel that leads to the A.I. lounge."

The A.I. (actually the *Warden* main A.I. but with a disguised voice), pretends to know very little, but if asked concerning the location of 'checkpoint Beta', it provides directions to the hatchway in Area #12I.

The entrance to the final checkpoint corridor (room marked K on the map) only opens upon the simultaneous presentation of a gray wristband and an additional red wristband or an additional red and blue wristband or ring.

12K — Death Fog

A hologram of dense fog fills this area. Radiating outwards from the center of the foggy area, ten special mines have been laid in a pattern. These mines detonate via motion detection, and as the characters travel 100' past the door, the first detonates for 50 points to all within 30' of the blast that fail to avoid the effect (those who do still suffering half damage). The placement of the mines is precise so that one mine detonates every 100' as the characters penetrate the fog until all ten have exploded.

Note: a decoy object (like a drone), that can travel 1000' unassisted will also detonate these mines while the characters remain at a safe distance.

12L — The Artificial Intelligence Lounge

The entrance to the Artificial Intelligence lounge (final room marked L on the map) only opens upon the simultaneous presentation of a gray wristband and an additional red and blue wristband or ring, or a red security wristband. In this case, biometric scanners check all within 25' of the door, and a human (90% matching DNA) must be present as well or the door will not open. If a human is present, one final hurdle remains. The *Warden* A.I., in its customary voice, speaks once again.

"Before allowing you access to my servers and circuitry, I need to hear the magic words."

The A.I. leaves the door closed unless one of the characters uses the word 'please' and politely ask to be allowed to enter.

This massive 1.8 mile diameter chamber is well lit and filled with row upon row of electronics. Servers stretch for as far as the eye can see, all leading to an enormous processing tower that rears upwards from the center of this chamber and meets the ceiling some 250' above.

That many problems can be solved here is a fact that will be shared by most crafting a campaign from the material found in this book. The precise nature of those problems, the degree to which they are mitigated by the actions of the characters within this room, the character skills that might be required, and the materials they might need to retrieve to make all of this happen...

... all of these mysteries are left for you to decide. It is nearly impossible to design a campaign for the *Warden* without including the main artificial intelligence in the grand arc that forms the story, so we, the authors, will not burden you with baggage that might only prevent the story you envision for your campaign from coming to fruition.

Use the A.I. as you will. Do remember that in any instance, it is no longer functions as intended by its designers. It no longer ensures the smooth operation of the *Warden*. In short, it is no longer sane.

13 — Special Guest Housing and Entertainments

The designers of the *Warden* knew that it was a mathematical probability that the ship and its crew would run into an alien life form at some time during their explorations. They also knew that they needed to impress dignitaries of those Earth-based governments that helped to fund the building of the *Warden*. For those two purposes, and the ease of maintaining security, this area of Deck #10 was built. *Note: red wristbands are found throughout this area.*

13A — Vacuum Tube Transit Hub

The 50' wide and 50' tall security doors to these areas only open upon presentation of a red, or red and blue wristband or ring.

These buildings contain four 6'-diameter tubes and an automated loading platform that places pods filled with up to 4 people into the fast-moving air within the transit tubes. An automated relay system prevents collisions, and the riders select a destination before their pod is placed within the transit tube. The wind within these tubes is traveling at 100 mph (161 kph), and it propels these pods rapidly to a speed of 75 mph (120 kph). As the rushing air approaches the end of the tube, it is diverted to a return tube (traveling in the other direction) so that the pods automatically slow and then stop at their destination.

The transit pods in this building are only moderately dusty, and something has obviously used these transit hubs within the last decade or less. The sound of circulating air can be heard within the transit tubes. Should characters settle into an open pod, it activates and offers a grid map (much like the map at the beginning of this chapter) that shows all of the potential destination points to which the pod might travel. Whether or not the pod works properly if one of these destinations is chosen by a character, we leave to your discretion.

Note: If the pod is functional, but no character using it has a red or red&blue wristband or ring, they will be unable to exit the transit hub at their destination if that hub is located within this region (Area #13) of Deck #10.

13B — Biological Resource Reserves

As the designers of the *Warden* were unsure as to what form of sustenance might be required by an alien dignitary, they built a number of large, hermetically sealed warehouses in this area and filled them with a quantity of every biological compound they could find.

The warehouses here open upon presentation of a red or red & blue wristband, or for any form of robot. Within are contained a vast array of strange biological compounds and, of course, a great quantity of what humans term 'food' as well.

This biological diversity proved a fertile breeding ground when the disaster struck the *Warden*. Previously quiescent compounds spawned active colonies in three of the warehouses containing 'human food'. A deadly mold has spread throughout these buildings, as any explorers investigating them are likely to discover.

Mold, Patch

(HD 16, HP 90, AC 18, MV 0'/None Exp. Points: 600
Radiation Resistance 18 Constitution 16
Mental Resistance 3 Strength 3
Dexterity 3

[Prime=Physical] Special— characters physically touching this mold release a puff of spores that quickly fill a 10' square area. Any characters in this area run 17% chance [2, 3, or 4 on 2d6] of having mold spores infect their flesh [or lungs if breathing unfiltered air]. Half an hour following such an infection, the skin of the victim erupts in a gray, 2" square patch of the mold that is thicker and tougher than a callous. Every week a new patch erupts

randomly on the body, eventually covering the mouth and eyes of the victim and killing them.)

The spores of this mold present as a rigid, variegated crust of brown and gray material about 1" thick and varying in size from several inches in area to several yards . It grows wherever it finds water. This mold may only be cured by surgical removal or the application of a strong [and obviously dangerous] acid.

13C — Hotel Services Residential Complex

Given the need for continuing support (financially) from the various dignitaries that might visit the ship, 112 staff, per shift, were assigned to maintenance of the resort properties in this area and as wait staff to fullfill the slightest whim a visitor might have. Those staffers all lived in the residential complexes found here.

These residential complexes contain apartments, houses, commissaries, auditoriums, and even small workshops. They are self-contained neighborhoods with all of the essentials for maintaining daily life. Greater entertainments and distractions are available for those who needed to 'get out of the house' in Sector #10 of this level. All are now forgotten and covered in dust.

13D — Atlantis Building

This opulent building towers 110' into the air and has a plasteel front facade that makes it appear as if the entire structure is made of crystaline glass. It borders a small lake and in fact has 'water locks' on its lower levels, sealed chambers that allow the passage of water-breathing creatures in much the same way as airlocks work for air breathing creatures. Large underwater plasteel walls, lighting, and communications equipment were set up on these lower levels to facilitate communication with any aquatic or amphibian species that might be encountered. The rest of the resort contains rooms with varying self-contained environments, from rooms built to contain various gases to those meant to contain liquids, solids, and even partial or total vacuum. All aliens of any conceivable biologic structure were supposed to find housing at the *Atlantis* building.

These rooms are still immaculate and are regularly serviced by Butler/Cook Robots and General Purpose Robots.

Note: Characters exploring these rooms may or may not understand the controls for them and could readily seal a room they are exploring and inadvertantly fill it with poison gas, liquid mud, or any other of a number of hazards. Use these rooms as you see fit.

13E — Robotic Repository

In addition to the human staff found in the residential complexes in Area #13C, a veritable army of Butler/Cook Robots and General Purpose Robots was set aside for the care and feeding of visiting dignitaries, be they alien or human. Several dozen Engineering and Medical Robots were stationed here as well in the event anything happened that might require their unique assistance. This building was the repair and recharge facility for these automatons, and a storage area for those times when they were not required. The interior is spotless, as Butler/Cook Robots constantly maintain the area, recharging themselves when needed.

Lying dormant within this facility are:

96	General Purpose Robots
114	Butler/Cook Robots
8	Engineering Robots
11	Medical Robots

A total of 64 recharge stations are still powered within this facility as well.

Robot, General Purpose

(HD 10, HP 60, AC 19, MV 48 kph Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 14
Dexterity 12

[Prime=Physical] No attacks)

This 5' tall and wide humanoid robot has extra arm-like appendages. The functioning unit always has: emergency power cell for 24 hours of operation, recharging unit, 2 manipulative tentacles extending up to 24', heavy duty power grasping claw able to extend up to 10', 1 micro-miniature manipulator able to make microscopic adjustments, light tractor and repulsion beam attachments with a range of 25', magnifying lenses with a 50 power range, upper and lower light sensors extending through the infra-red and ultra-violet range, anti-grav system making up to 200 pounds feather light, propulsion system allowing for 48 kph, two sets of parallel programming circuits, light body armor allowing the unit to function in water, outer space, and in temperatures ranging from plus or minus 150 degrees Centigrade, audio and radio transmitters and pickups effective up to 60 km away, 3 rotating light sources with a variance of 90 candlepower each, human standard sensing capability, and variable programming allowing it to adapt and carry out human instructions.

Robot, Butler/Cook
(HD 10, HP 60, AC 15, MV 30' Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 12 Dexterity 14

[Prime=Physical] one thundering hand slap for 3d6 damage, WC 1.)

Although anthropomorphic, this unit displays multiple internal mechanisms and appears as a humanoid robot. It has the senses of a human, two human-like hands, and can see well in the dark. This robot can fix things, cooks excellent meals, and strikes only when attacked.

Robot, Engineering
(HD 10, PH 50, AC 15, MV 96 kph Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 14
Dexterity 14

[Prime=Mental] no attacks)

Designed with many tools stored in its body, this robot has digital schematics and programming that allows it to repair most devices on the ship. It has: Semi-independent action circuits, broadcast power cells, extra power cell for 24 hours of independent operation, telescopic and microscopic lenses, lenses for infra-red and ultra-violet sensing, 2 rotating light sources, 3 tentacle manipulators, 2 power grasping claws, tool handling tentacles, 96 kph drive system, and communication systems allowing it to talk with both the ship's A.I. and humans.

Robot, Medical
(HD 10, HP 60, AC 12, MV 30' Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 12
Dexterity 15

[Prime=Physical] one vibro-blade attack inflicting 9d6 damage, WC 6 [mutants only].)

This humanoid robot is usually painted white with a red cross on its chest. The robot is programmed to recognize, diagnose, and treat all human maladies and it has the built-in diagnostic surgical equipment to perform minor operations and administer pharmaceuticals. It ignores animals, identifying them as other than human, but poses a threat to humanoid mutants as it identifies their mutations as diseases in need of treatment: tumors or like growths to be removed surgically. In these cases the robot tries to drug the mutant before the operation. Medical Robots have Heightened Vision [infra-red, ultra-violet, microscopic, and telescopic].

13F — Alliance Building

This opulent building towers 90' into the air and has a reflective plasteel front facade that makes it appear as if the entire structure is made of polished silver. This building is a resort-style residence for humanoid visitors and has more than 40 spacious suites, an indoor pool, an attached restaurant, and an open interior with glass elevators.

Although no living occupant has set foot in this building in centuries, the robotic servants of this resort have kept the interior immaculate through the years. Butler/Cook Robots (see statistics on previous entry) will grant every request made by a character within these walls with the exception of providing weapons or other dangerous articles of any kind.

13G — The Annex

This impressive building has a stone facade and towers to 60' from the deck below. It contains spacious but standard hotel rooms and was intended to house the entourage of any dignitary that might deign to visit. It too is in immaculate condition, kept spotlessly clean and ready for use by the robots that service this sector.

One room of this building contains a malfunctioning General Purpose Robot with a faulty core program. This robot now believes itself to be King Redneb of Robotica, and it spends its afternoons in a bed on the third floor, constantly waited upon by Butler/Cook Robots. This automaton believes that an assassination attempt is imminent, perpetrated by its erstwhile human 'allies' who have planned this entire nightmare in order to steal its (his?) kingdom. The robot attacks any humanoid that enters his room.

Robot, General Purpose, Crazed
(HD 20, HP 100, AC 19, MV 30' Exp. Points: 405
Radiation Resistance 10 Constitution 20
Mental Resistance 10 Strength 15
Dexterity 10

[Prime=Physical]

Attributes (Prime=Physical): 2 manipulative tentacle attacks causing 1d6, WC1, or a light repulsor/attractor beam causing a pull or push of 20' to a single target under 350 lbs/159 kgs, WC6, range 25').

This humanoid robot has extra arm-like appendages and functioning units always have the following: emergency power cell for 24 hours of operation, recharging unit, 2 manipulation tentacles extending up to 24', heavy duty power grasping claw able to extend up to 10', 1 micro-miniature manipulator able to make adjustment on the micro miniature level, light tractor and repulsion beam attachments with a range

of 25', magnifying lenses with a 50 power range, upper and lower light sensors with infra-red and ultra-violet range, anti-grav system making up to 200 pounds feather light, low propulsion system allowing for 30 MPH, two sets of parallel programming circuits, light body armor allowing the unit to function in water, outer space, and in temperatures ranging from plus or minus 150 degrees Centigrade, audio and radio transmitters and pickups effective up to 37 miles away, 3 rotating light sources with a variance of 90 candlepower each, and human standard sensing (vision and sound) capability. The programming within these units has been corrupted and they believe themselves to be superior humans.

13H — Conclave Building

This large structure is festooned with carvings of human triumphs: launching the *Warden*, landing on various planets, making other advances in science. All are here immortalized as a means to impress visitors. Within this building are theaters for both stage and film, grand ballrooms, spacious meeting rooms, and other spaces intended for entertainment and important (but comfortable) negotiations. Like the other buildings meant for use by visitors, this building is spotlessly clean and thoroughly deserted.

Characters exploring the interior may discover a holographic play that initiates 5 minutes after any seat in the auditorium it faces becomes occupied. It is a tale of the bravery of mankind as he reaches outward to the stars. It is a bit melodramatic, and I give it only 3 stars.

13I — Scientific Inquiry Laboratories and Residential Complex

This entire area was designed to study any alien life form the moment it was brought aboard but via clandestine means. Dietary choices were to be analyzed, hair samples if available, excrement samples when available, etc. In short, this massive complex of buildings was made to learn as much about the biological makeup of any visitor as rapidly as humanly possible.

Rumors that it was used to garner otherwise secret information concerning human visitors are generally categorized as the paranoid ravings of deluded minds.

The laboratories and houses here are now all silent, with only the quiet, mechanical clicking of the attendant robots breaking the stillness. The laboratories are clean, but the residences are all filled with centuries of dust.

13J — Reverse Engineering Laboratories and Residential Complex

This entire area was designed to study alien technology the moment it was brought aboard but via clandestine means. Mechanisms were to be studied via hidden camera, 'borrowed' for brief periods and rushed to the laboratories here, etc. In short, this massive complex of buildings was made to learn as much about the technology of any visitor as rapidly as humanly possible.

Security Robots still patrol here with orders to keep any not involved in this scientific pursuit out of this area (including any visitors that might become curious). They are allowed only non-lethal means for enforcing this ban, but they are quite efficient at this task.

Explorers not wearing red, red & blue, or gray wristbands that are discovered in this area are immediately attacked (and restrained when possible) by these robots.

Robot, Security

(HD 10, HP 60, AC 15, MV 50' [flying] Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 16
Dexterity 14

[Prime=Physical] 4 13'-long tentacle attacks that cause 1-hour paralysis upon touch, WC 3, or poison [Intensity 17] knockout gas in a 30' diameter circle, WC 4 .)

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, a gas pellet projector which shoots 10 knock out gas rounds in a 360° spread with [4] 20-pellet magazines, an anti-grav propulsion unit, 50 point force field, 2 third-stage slug projectors [one attack inflicting 6d6 damage, WC 5, range 150'] usable only on a human's authority, a radio capable of broadcasting to any point on a given deck, 3 padded restraint tentacles, and lenses that adapt its visual capabilities to the infra-red and ultra-violet spectrum. Characters captured by these robots are taken to Area #13C and released.

13K — Diplomatic Staff Offices and Residential Complex

Although information gathering was valued highly by the designers of the *Warden*, they knew that diplomacy would be absolutely vital to any meeting that might take place aboard ship. The residences and offices here are dedicated to the largest staff located in this entire sector: the diplomatic corps.

These residential complexes contain apartments, houses, commissaries, auditoriums, and even small workshops. They are self-contained neighborhoods with all of the essentials for maintaining daily life. Greater entertainments and distractions are available for those who needed to 'get out of the house' in Sector #10 of this level.

The offices here undertook a number of tasks. Some are dedicated to the production of gifts that a visitor might find both pleasant and that might guarantee a degree of influence. Others concentrate on the 'triggers' a potential visitor might have — their pet peeves, problems in their past, or even simple words or phrases that might turn a potential ally into a resentful enemy. The research and planning done in these various offices is extensive and covers more topics than will fit in the description here. *This does provide you, as Game Master, with many unique opportunities for the dissemination of rumor, actual intelligence, and wild conspiracy.*

All of the offices are now silent, dusty, and disused. Given the delicate nature of the work done here, no robots were assigned to this area, and it has fallen into neglect. Absent a seasonal cycle, there has been no damage to the buildings here, but weeds and moss now grow thickly around these buildings. The computers within have not been active for centuries and may never again crunch data. In this area, little moves, and even less occurs.

Characters exploring this area may discover previously unknown aspects of a crew member's background or information concerning the contributors that helped to fund the building of the *Warden*. Many possibilities present themselves for your use, and you should feel free to use this area as you see fit.

13L — The Resident

A ramshackle campsite made from resort blankets, bits of wood and cardboard boxes presents itself at this location. Those approaching note several discarded food containers, a small shovel, and a pallet of unopened food containers. Sitting in a much-used folding chair at the fringe of this collection is a 6'-tall green humanoid.

This 'resident' is a mutant driven to this location by Security Robots as his DNA analyzes as 'animal' according to their programming. He is highly susceptible to all forms of radiation, and cannot wear a ship's issue wristband as it immediately begins mutating his already badly damaged DNA.

Manling
(HD 12, HP 58, AC 9, MV 20'/60' [swimming]
Exp. Points: 1705
Radiation Resistance 4 Constitution 12
Mental Resistance 14 Strength 12
Dexterity 14

[Prime=Physical] one ancient weapon attack, by weapon.)

This 6'-tall mutated human commonly uses a great many ancient devices it has recovered and converted. The Manling appears human except for its 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.

This particular Manling also suffers from the mutation "Ageless" which prevents him from aging in the biological sense, and "Mutable" which causes him to further mutate whenever he is exposed to radiation (including wristbands, medical scans, and laser fire).

This creature loses much of his long term memory when he mutates and so remembers little of his past. He is aware that he is centuries old and was here at the time of the cataclysm; he feels he may have been the proximate cause but cannot remember why or what he did.

He resists any attempts to make him leave his camp and attacks either in self defense, or if coercively enticed to leave.

Special Guest Housing and Entertainments

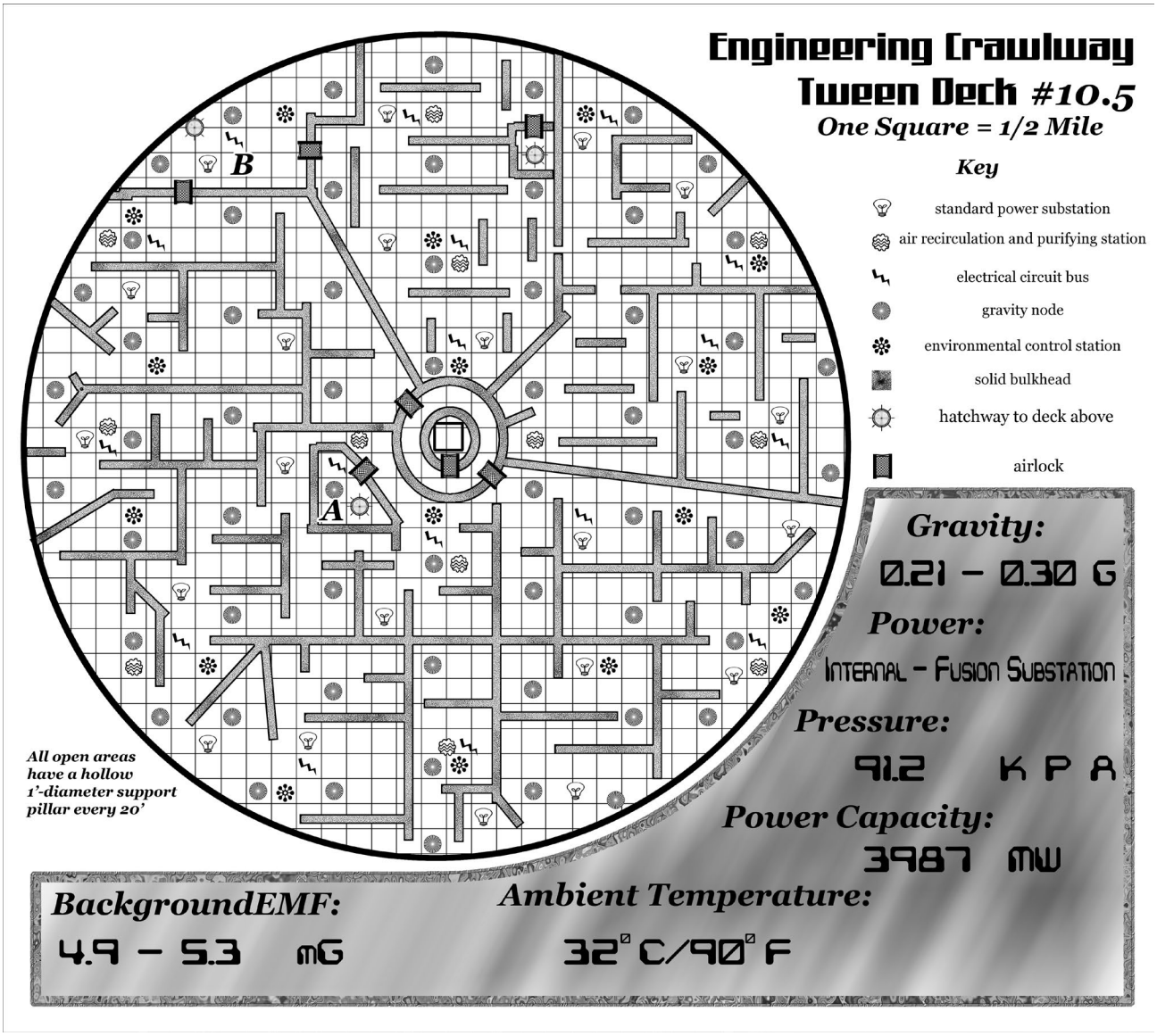
One Square = 700 Feet





Map Key

- *Lake*
- *Guest Buildings*
- *Staff Offices*
- *Residential Complex*
- *Light Forest*
- *Utilities Building*
- *Security Door*
- *Vacuum Transit Tube*
- *Vacuum Transit Hub*



Overview

This engineering crawlway differs from all others on the *Warden* as it lies below the Command Deck (Deck #10) which may be environmentally separated from the rest of the ship. Access to the various mechanical installations found within this crawlway is possible, but much more difficult than other crawlways. Hatchways to the deck above are sealed from most of the crawlway via airlock, and these airlocks open only when presented with a gray, red, or red & blue ship's issue wristband or via robotic uplink.

These maintenance difficulties would seem to indicate poor quality design given the importance of the continuing and uninterrupted function of the Command Deck above, but most of the support functions normally located in the crawlway are located within the deck above for safety. For the most part, utilities found in this crawlway are either gravity nodes, or service the deck below (Deck#11). Given this lack of a need for human crew to service these utilities, gravity, temperature, EMF, pressure, and air quality are not maintained in this crawlway either. Robots from the Command Deck were thought sufficient to maintain these few installations.

Explorers without a self-contained environment (like a spacesuit) are likely to suffer from the heat, lack of oxygen, and lack of pressure found within this crawlway although the exact impact is left for you to decide.

Adventure Seeds

The Fixit Brothers (A)

When the cataclysm struck the *Warden*, two Engineering Robots and a pair of Engineering Officers were here fixing an overloaded circuit. They were accompanied by a Second Lieutenant (Command Officer) as an escort. The alarm was raised of the impending disaster, and the lieutenant returned to the security sector as standard protocol. The engineers remained at their task. All of the humans perished moments later.

Flummoxed by the apparent departure of their human partners, the two Engineeering Robots nevertheless finished their repair work and sent out a standard 'request for escort' request to central command.An automated response unit at central command verified receipt of their request and asked that they 'standby'.

These two Engineering Robots have been 'standing by' for more than 300 years. Those years have not been kind to their onboard programming.

Any explorer bearing a red & blue wristband or ring that enters this area is immediately considered by these two stranded automatons to be either the 'escort' they requested, or a functionary bringing them a 'promotion to command status' so that they might navigate all areas of the ship freely. Over time, their addled programming has fostered the belief that they might be among the first automatons every promoted. Why else would it have taken so long?

As any character approaches, the Engineering Robot asks,

"Are you the escort?"

If the character answers "no", it confirms to the disturbed programming of the robots that they have indeed been promoted, and that the character party has their new wristbands. The robots then ask for these red & blue command wristbands and attack if each robot does not receive one.

Robot, Engineering, Broken

(HD 10, HP 60, AC 15, MV 96 kph Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 14
Dexterity 10

[Prime=Physical] one lightning bolt attack in a 1' wide by 30' area, WC 1, 4d6 damage, for four consecutive rounds after which its power cells are exhausted.)

This Engineering Robot has an onboard computer fault, and it now resents intruders. Self-propelled, the robot is designed to fix most of the devices on the ship. Each has: Semi-independent action circuits, broadcast power cells, extra power cell for 24 hours of independent operation, telescopic, infra-red, ultra-violet and microscopic lenses, 2 rotating light sources, 3 tentacle manipulators, 2 power grasping claws, tool handling tentacles, and communication systems allowing it to interact with both the ship's A.I. and humans.

Fried Wolfoid (B)

Characters entering this area immediately note that most of the lights are out; only red emergency lighting remains active. As an explorer approaches the Circuit Bus utility (see map) in this area, he sees what might be the cause of this reduced illumination. A large circuit box mounted to a pole just outside of the utility shows an exposed main circuit. The large 2'-wide knife switch that makes or breaks this circuit is in the down (open) position. The access door to the Circuit Bus utility is still powered and opens to anyone presenting a gray ship's issue wristband to its reader.

If a character returns the knife switch to the upright position, closing the circuit, power is immediately restored, and the lights here flood this area with light. An alarm also begins sounding, its decibel level just within the boundaries of tolerance.

If the Circuit Bus access door was open when the switch was thrown, explorers also immediately hear the crackle of unharnessed electrical energy.

If the circuit is closed and the alarm is sounding, all hatchways, doorways, and airlocks in this section immediately lock. If the door to the Circuit Bus is open, it remains open, and the smell of ozone and a slight odor of burning begin to emanate from this utility after the alarm has sounded for 3 minutes or more. If the Circuit Bus door was closed, it will not now open.

All of this continues until the knife switch is re-opened.

When the knife switch outside the utility is open, and only the red emeergency lights remain to illuminate the area, the airlocks to other areas of the crawlway do not work. The hatch allowing a return to Deck #10 is, however, fully functional.

Characters investigating the Circuit Bus utility's interior discover a rather grisly scene. The charred and desicated remains of a wolf-like creature (actually a Viking Wolfoid) are frozen in position, half-crouched

with one arm outstretched and locked onto the circuitry within one of the panels. The panel under assault by the wizened corpse is labeled “Omicron Emergency Circuits”.

Note: If the power is still on, electricity plays across these remains as though it were Saint Elmo’s Fire, and the remains smolder ever-so-slightly.

Characters with the unque skill set required to hack into any nearby computer station (there is one in the nearby Gravity Node or Power Substation) may gain further information.

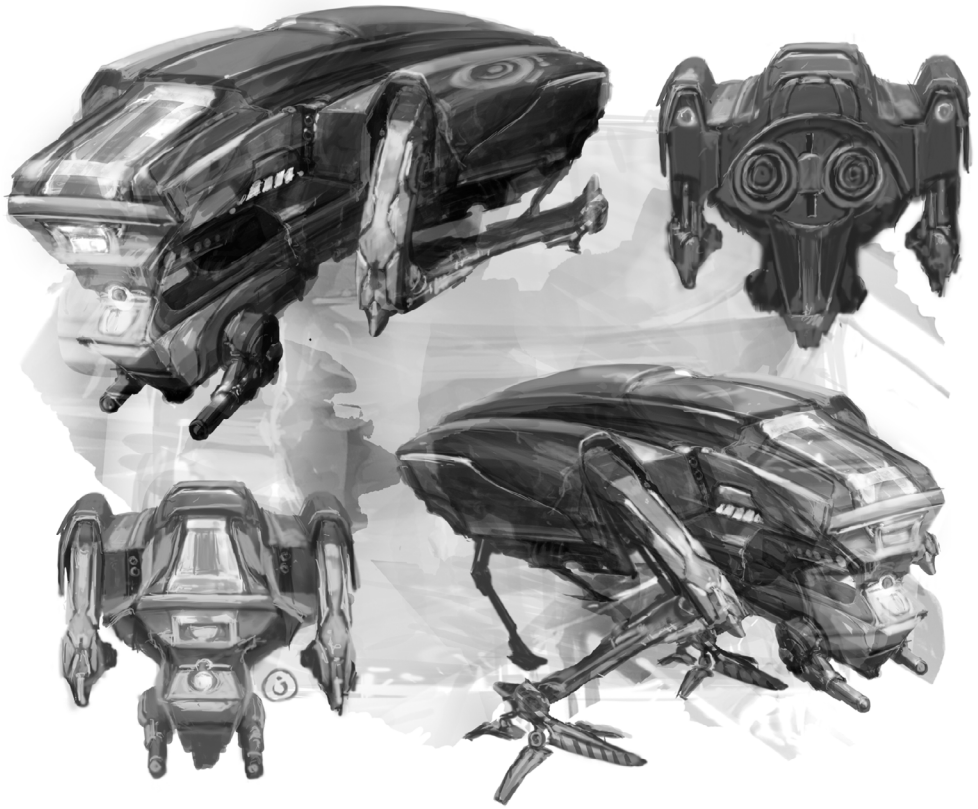
An Omicron (Omicron means small in Greek) Emergency, in the lingo of the *Warden’s* Security Specialists and Artificial Intelligences, is the smallest of emergencies. It is an emergency that most should take no notice of, and that even the requisite Security intervention can likely handle by dispatching a single squad. In short, there is no smaller emergency that can be declared by either automated or security personnel.

Why this wolfoid would bother to risk its life with the panel of circuitry that becomes active in an Omicron Emergency is anyone’s guess, and you should use this situation as you see fit. It is possible that the shut down of these circuits (which would need to occur after their restoration and the removal of the wolfoid corpse) helps to restore the sanity of the main Ship’s Artificial Intelligence (see Area# 12 of Deck #10) as it might well cancel the ‘Omicron Emergency’ the A.I. believes to be in effect. Again, that is left for you to decide.

The corpse of the wolfoid is clothed in ancient Viking armor. A large battleaxe (5d6 damage, WC 1) lies discarded on the floor near it. A red & blue wristband dangles from its emaciated wrist. If the power is on, the halo of electrical energy plays primarily around the armor worn by the corpse. Any attempt to move the corpse with the power still engaged causes 8d6 electrical damage to those attempting it unless a non-conductive insulator at least 5’ in length is used for the purpose. If the power is off, there is neither the electrical halo nor any risk to those removing the corpse. The corpse is light, weighing perhaps 45 kilograms (100 pounds or so), and that weight is mostly the armor that still clings to the dried corpse. It is completely stiff, however, and seems to made of iron should any try to bend it.

Note: the removal of the armor, and the wristband, might be quite difficult given the unyielding nature of the corpse.

If the corpse of the Wolfoid is carefully removed, and the power is restored by closing the knife switch outside, everything returns to ‘operational’ normal.



Deck 11: Forest Conservatory



Deck 11

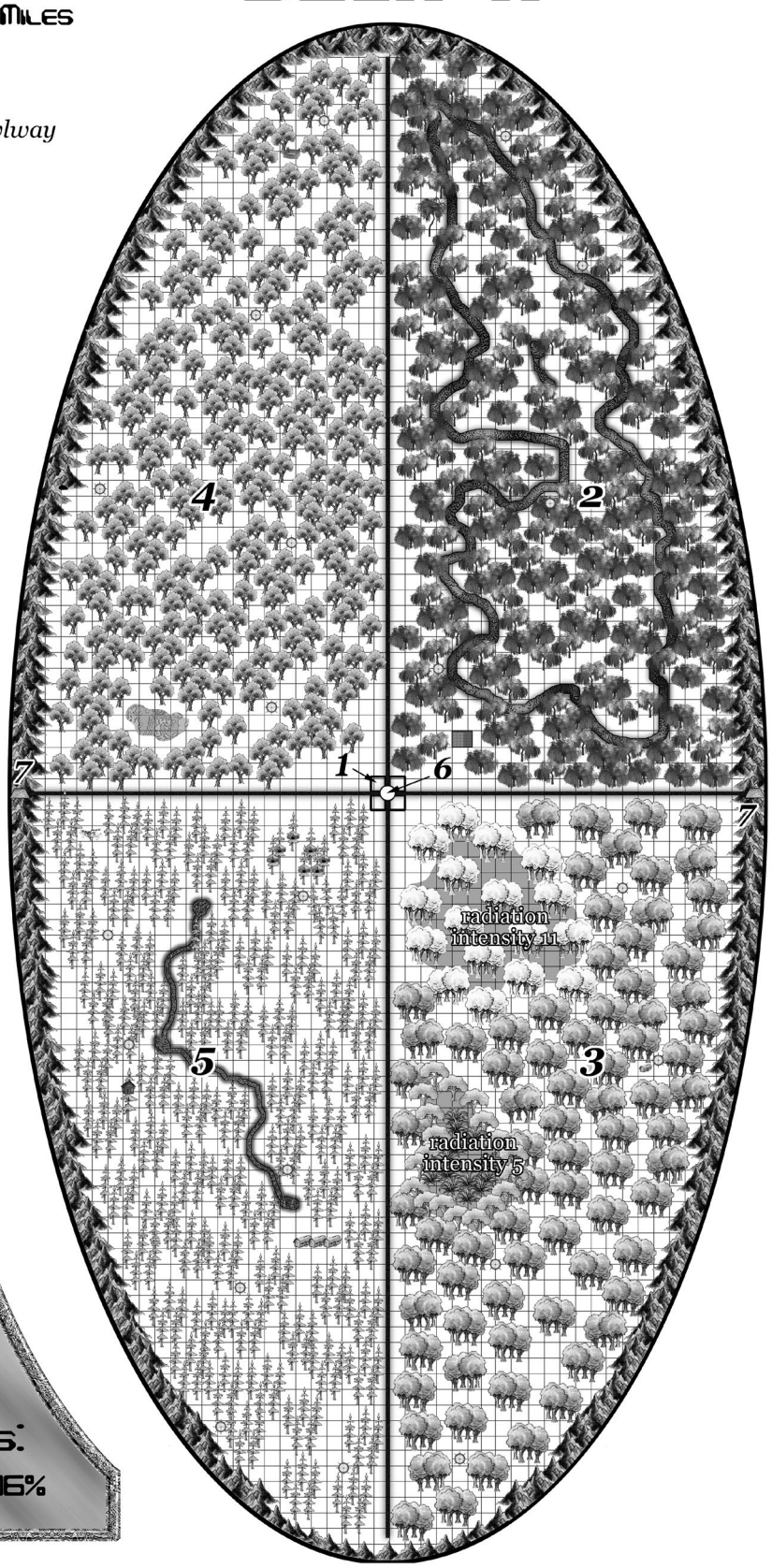
One Square = One Half Mile

Overall Size: 49 Miles x 24 Miles

Map Key

- *Access Hatch to Engineering Crawlway*
- *Inclined Ramp to Other Decks*
- *Oak Tree*
- *Maple Tree*
- *Redwood Tree*
- *Willow Tree*
- *River*
- *Fungus*
- *Road*
- *Mountains*

1) *Laboratories*
2) *Willow Forest*
3) *Maple Forest*
4) *Oak Forest*
5) *Redwood Forest*
6) *Central Elevator*
7) *Ramps to Other Levels*



Gravity:
0.98 – 1.02 G

Power:
External

Background EMF:
5.46 mG

Ambient Temperature:
68°F / 20°C

Atmospheric Anomalies:
CO_2 0.05% Rn 0.06%

Level 11: Forest Conservatory and Biome Laboratories

Overview

Any good terraforming program relies on the resilience of the temperate deciduous forest. The ability of these forests to withstand strange diseases, to strain toxins from the atmosphere, and to create huge quantities of oxygen is matched only by their ability to grow in a broad range of environments and under challenging ecological conditions. Deck #11 of the *Warden* was designed to propagate and preserve the plant and animal species of this unique habitat, and to allow experimentation on its various lifeforms. Although to a lesser extent, coniferous pine forests are also found on this level and with the same goals in mind: preservation, propagation, and experimentation.

Lifeforms

The following creatures are found randomly on this level. Check once for each new square explored on a given map (or devise your own system) by rolling a d6. Any result of a 1 or a 2 indicates that a wandering monster has encountered the character party. How many of a particular creature are encountered is left to your discretion.

All Areas

Wandering Creatures Encountered (roll 2d6)			
2	Blood Draining Thorn Stinger	**7**	Hornet, Giant Mutant
3	Carnivore Willow	**8**	Panther, Giant Mutant
4	Forest Lizard	**9**	Robot, Horticultural
5	Fungus, Red Puff Ball	**10**	Squeeze Vines
6	Hawk, Giant Mutant	**11**	Three Headed Lynx
		12	Zap Bird

Blood Draining Thorn Stinger
(HD 10, HP 44, AC 12, MV 0'/none Exp. Points: 540
Radiation Resistance 11 Constitution 10
Mental Resistance 9 Strength 8
Dexterity 7

[Prime=Physical] 5 thorn attacks inflicting 2d6 +5 points of blood drain each, WC 1, range 90'.)

This mutated fern has unusually stiff, razor-sharp leaves and 5 thorny tentacles able to sense and strike targets up to 90' from its central trunk. Mutations— New Plant Parts, Increased Senses.

Carnivore Willow
(HD 18, HP 100, AC 16, MV 0'/none Exp.Points: 1020
Radiation Resistance 18 Constitution 18
Mental Resistance 3 Strength 18
Dexterity 3

[Prime=Physical] 1d6 manipulation vines seek to grab prey [WC 1], and it requires a strength of 15/75%/500 pounds pull or higher to break free once grabbed. Those who fail are moved to the creature's maw for 2d6 crushing damage each round.)

This pale white mutated willow can grow to more than 50' tall. Some of its vines can snare prey which it then drags to the huge maw and digestive system at the center of the tree. Large nests of hornets are often found at the edges of this maw. Mutations— Larger Than Normal, Manipulation Vines, New Plant Parts, Heightened Precision, Increased Senses.

Forest Lizard
(HD 15, HP 55, AC 15, MV 40' / 30' leap Exp.Points: 980
Radiation Resistance 17 Constitution 15
Mental Resistance 11 Strength 18
Dexterity 14

[Prime=Physical] one claw inflicting 10d6 damage, WC 2, and one bite for 4d6 damage, WC2.)

Mature Forest Lizards are 40' long with green thick scales. The head is 5' long and filled with deadly fangs. Its six legs have razor sharp talons able to fell large trees in a single blow. Mutations— Heightened Precision, Heightened Dexterity, Heightened Strength, New Body Parts, Taller.



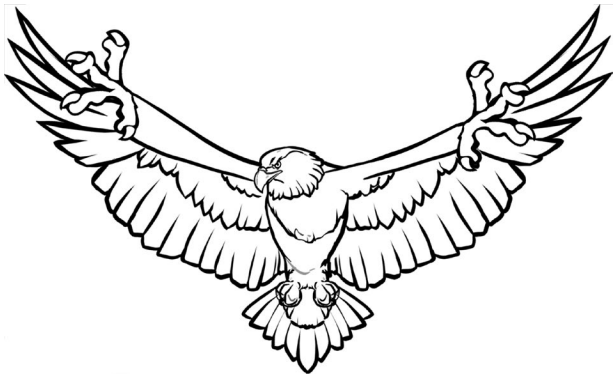
Fungus, Red Puff Ball

(HD 3, HP 5, AC 4, MV 0'/none Exp. Points: 150
Radiation Resistance 3 Constitution 3
Mental Resistance 3 Strength 3 Dexterity 3

[Prime=Physical] explosion inflicting 10 damage + poison [Intensity 12], WC4, range 10').

This mutated 5'-spherical red fungus bursts if it experiences pressure of any kind. The area then remains filled with a poisonous [Intensity 12] fungal spore cloud that persists for 1-2 hours.)

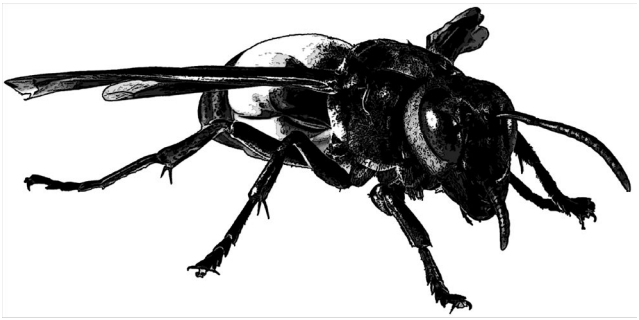
Mutations— New Plant Parts, Poison [Intensity 12], Spores, and Quick Growth.



Hawk, Giant Mutant
HD 13, HP 55, AC 14, MV 10'/ 30' [flying]
Exp.Points: 1560
Radiation Resistance 12 Constitution 13
Mental Resistance 14 Strength 15
Dexterity 16

[Prime=Physical] mental attack only – see below.)

This 5' tall bird is incredibly fast and has powerful wings ending in manipulative talons. Its golden feathers match the color of willow leaves and allow it to blend into its surroundings. It attacks with its mental mutations and seeks only to drive intruders away. Mutations— Mental Control, Mental Blast, Mental Defense Shield, Force Field Generation, Illusion Generation, Taller, New Body Parts.



Hornet, Giant Mutant
(HD 10, HP 44, AC 8, MV 30'/ 30' [hopping]
Exp.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].

Panther, Giant Mutant
(HD 12, HP 66, AC 12, MV 30' Exp. Points: 770
Radiation Resistance 18 Constitution 12
Mental Resistance 11 Strength 15
Dexterity 18

[Prime=Physical] one claw inflicting 10 damage, WC2, and one bite inflicting 4d6 damage, WC 2)

Standing 15' tall at the shoulder, this panther-like creature is the green color of the jungle around it. Hunting mainly at night, it is able to see well in the dark and senses intensities of radiation. Mutations— Chameleon Powers, Immunity to Radiation & Lasers, Heightened Vision, Heightened Strength, Heightened Intelligence, Taller.

Robot, Horticultural
(HD 10, HP 50, AC 15, MV 96 kph [flight]
Exp.Points: 405



Radiation Resistance 18 Constitution 10
Mental Resistance 3 Strength 18
Dexterity 18

[Prime=Physical] no attacks)

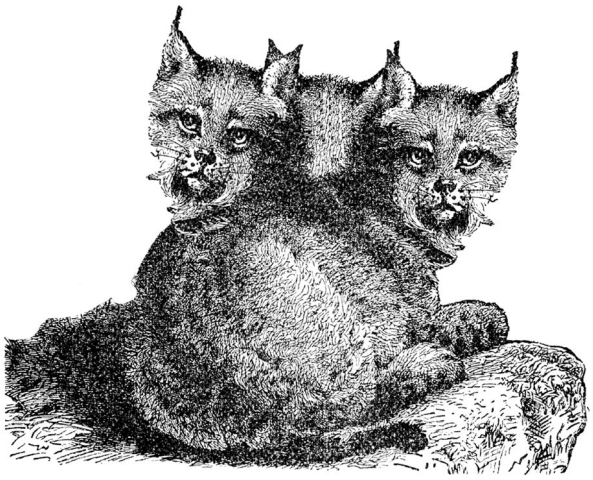
This 10' tall 3' wide disk-shaped floating robot has many tools stored in its body to deal with domestic plants. It holds the following: semi-independent action circuits, broadcast power cells, extra power cell for 24 hours of independent operation, telescopic and microscopic lenses, lenses for infra-red and ultra-violet sensing, 2 rotating light sources, 1 tentacle manipulator, 1 power grasping claw, tool handling tentacles, 96 kph drive system, communication systems allowing it to talk with the ship's A.I. and managing humans. It has no attack and isn't programmed to do damage to humanoids. It has the following garden tool attachments: soil analysis sensors, herbicide sprayer with 100 applications of plant poison [Intensity 18], sprayers that can be filled with anti-radiation chemicals to remove radiation from ship areas, insecticide sprayer with 50 applications of insect poison [Intensity 18], and mower attachment inflicting 20 damage to plants. The unit will take verbal orders from any being with a green *Warden* wristband.

Squeeze Vines

(HD 17, HP 90, AC 10, MV 0'/none Exp. Points: 1520
Radiation Resistance 17 Constitution 17
Mental Resistance 17 Strength 17
Dexterity 17

[Prime=Physical] 3 entangling vine attacks that pull the victim into thicker vines covered in fanged mouths near the center, WC2, range 30', then 1d6 fanged mouths [always hit] inflicting 1d6 damage each, WC2.)

This plant appears as a cluster of vines with long and thin vines on the outer fringe and shorter thicker vines in the center mass. Mutations— New Senses, New Plant Parts, Squeeze Vines, Moving Plant Parts, Heightened Balance.



Three Headed Lynx

(HD 10, HP 44, AC 11, MV 30' Exp.Points: 810
Radiation Resistance 12 Constitution 10
Mental Resistance 14 Strength 14
Dexterity 17

[Prime=Mental] 3 bite attacks inflicting 2d6 damage, WC 3. If one of the bites strikes, during the next combat round all three bites automatically strike.)

This mutant 3-headed lynx is 5' long and 4' tall at the shoulders. The creature shows unnatural intelligence as it hunts prey in the forest. Mutations— New Body Parts, Increased Senses, Heightened Brain Talent, and Heightened Precision.

Zap Bird

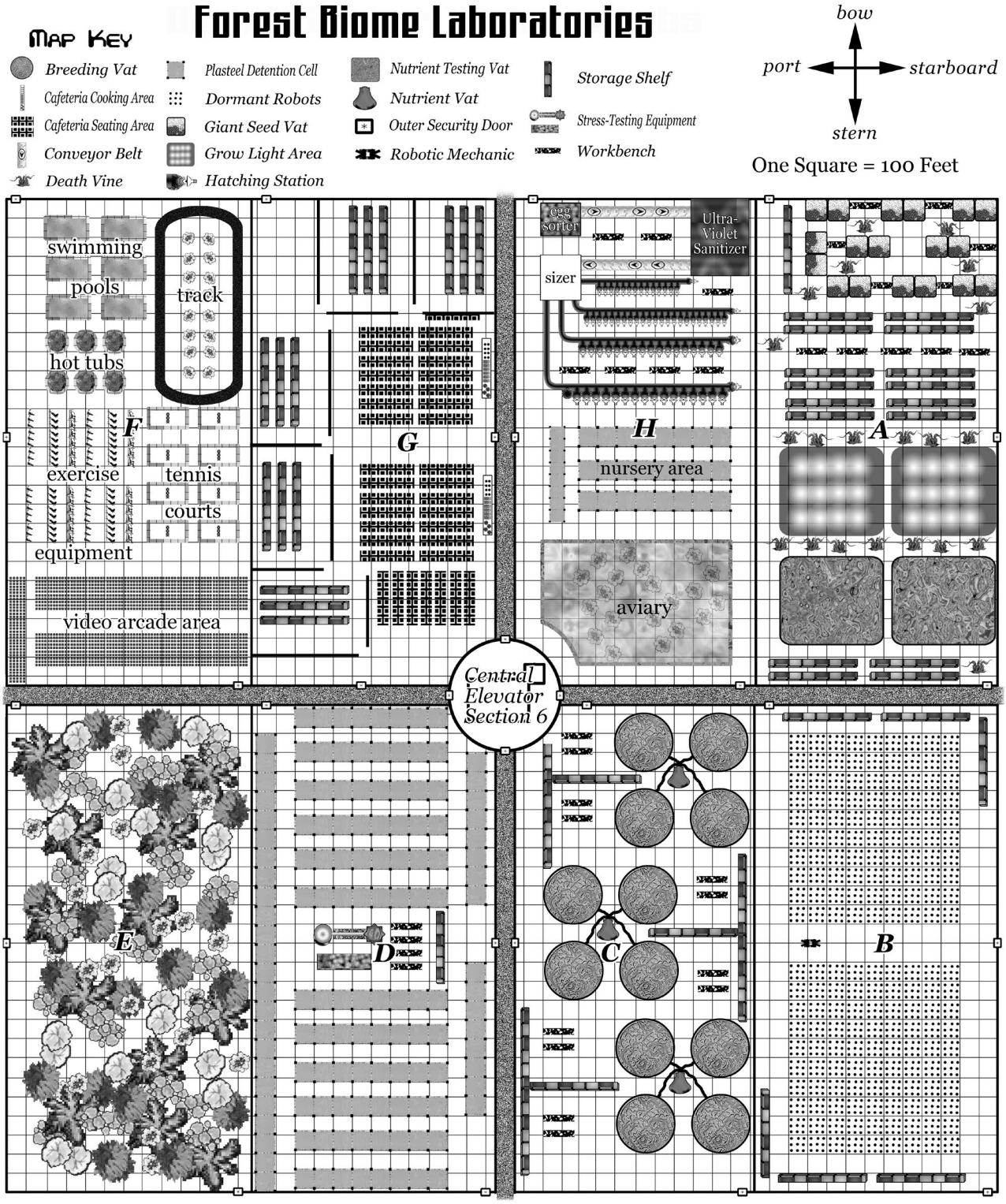
(HD 5, HP 11, AC 10, MV 30'[flying] or Special
Exp. Points: 360
Radiation Resistance 11 Constitution 5
Mental Resistance 13 Strength 5
Dexterity 5

[Prime=Physical] This bird teleports into the chest of prey and drains blood, inflicting 5d6 damage per combat round, WC 4.)

This fist-sized mutant bird has a razor sharp crystal beak. Mutations— Teleportation, Blood Drain, New Body Parts, Smaller.



Forest Biome Laboratories



Points of Interest

1 — Forest Biome Laboratories

The scientists aboard the *Warden* understood the importance of forested lands. They also knew that the dangers that might await a forest on a new and possibly hostile planet would present any forest planted therein with completely unexpected challenges.

Laboratories were established here for just such contingecies, as well as to strengthen the forest by increasing its resistance to disease, its ability to self-propagate, and its defenses against predacious pests.

The 6 laboratories here occupy 3 separate buildings, and roads pass between them bisecting this deck from bow to stern and from starboard to port. Each laboratory has large 50' wide sliding security doors that open only upon the presentation of a *Warden* issued wristband. The laboratories include a hatchery, a seed propagation and experimatation facility, A wildlife clinic and experimentation facility, a herbology laboratory, and a predatory fungus laboratory. Two recreational facilities, a gaming arcade and full exercise center, and a large restaurant and comisssary occupy the 4th building. The doors to these two facilities open without the presentation of a wristband.

All of these buildings were once clearly marked on their exterior walls, but these signs have degraded with age and are now partially covered by plant and fungal growth.The scientists that once populated these laboratories are now long dead, but some of their experiments, dutifully continued via automaton, continue. In fact, some have developed a terrifying life of their very own.

1A — Seed Propagation and Experimentation

This extensive laboratory was originally designed for the study of seeds with the intention of breeding hardier, more viable strains for colony applications. Some genetic testing was done here, but primarily chemical testing occurred, as well as the propagation of viable seeds under a variety of conditions.

The basic operations of this laboratory are highly automated. Horticultural Robots continually collect new seeds from the plants that populate this deck of the *Warden*, bringing them here for sorting and experimentation. Originally, scientists here would alter the parameters of given experiments, and the data was repeatedly tested and new information gained. The current experiments have been conducted now for many hundreds of years.

Unfortunately, many of the plant species aboard the *Warden* have developed a degree of self-awareness and have invaded this laboratory, taking advantage of the abundant nutrients, controlled 'sunlight' and temperature, and ample moisture. Some of these plants are, to say the least, hostile.

Death Vine
(HD 15, HP 66, AC 15, MV 10' Exp. Points: 840
Radiation Resistance 14 Constitution 15
Mental Resistance 3 Strength 15 Dexterity 15
[Prime=Physical] 3 whip-like vine attacks inflicting 4d6 damage each, WC1, range 90'.)

These plants spin their vines in a 360° arc, feeling for living flesh and then wrapping around that flesh so that the jaw-filled vines can bite chunks from it. Mutations— New Plant Parts, Moving Plant Parts, Increased Senses.

Other violent or benevolent species are likely present as well but are left to your discretion.

The vines (and other semi-sentient plants) found here have learned to ignore the robots that service this laboratory as they continually tend to all of the plants.

1B – Robot Storage

This building originally housed idle robots that remained here until tasked by a *Warden* crewman. The robots would cycle, ensuring that all would require the least maintenance, and this building was generally only half full. Since the disaster, many tasks were completed but were not replaced with new tasks as no crewmen remain to assign these duties.

Hundreds of dormant Horticultural and Forest Ecology Robots now fill this warehouse-like building. Each (and all) will activate upon the command of anyone wearing a green ship's issue wristband.



Robot, Ecology/Forest
(HD 10, PH 50, AC 15, MV 96 kph Exp. Points: 405
Radiation Resistance 18 Constitution 10
Mental Resistance 12 Strength 17 Dexterity 13

[Prime=Physical] one tool attack; see below)

The robot is designed with many tools stored in its body to work with plants on the ship. It is programmed to foster the growth of all types of plants. It holds the following: Semi-independent action circuits, broadcast power cells, extra power cell for 48 hours of independent operation, telescopic and microscopic lenses, lenses for infra-red and ultra-violet sensing, 2 rotating light sources, 3 tentacle manipulators, 2 power grasping claws, tool handling tentacles, 96 kph drive system, communication systems allowing it to talk with the ship's A.I. and humans. It has no attack and isn't programmed to damage humanoids. The unit can operate at 100' or less under water but cannot work in outer space. It has a cylinder shape making it 7' tall and 4' in diameter. Forestry tools include: sonic torch for plant cutting [inflicting 40 damage, WC 6], rake scoop for mulch removal, herbicide sprayer loaded with plant poison [Intensity 18], weighted capture net with a paralysis field [range 50', 10' in diameter], 4' cubic collapsible capture cage, and a vibro-saw [inflicting 40 damage, WC 1.]

Robot, Horticultural
(HD 10, HP 50, AC 15, MV 96 kph [flight]
Exp.Points: 405
Radiation Resistance 18 Constitution 10
Mental Resistance 3 Strength 18 Dexterity 18

[Prime=Physical] no attacks)

This 10' tall 3' wide disk-shaped floating robot has many tools stored in its body to deal with domestic plants. It holds the following: semi-independent action circuits, broadcast power cells, extra power cell for 24 hours of independent operation, telescopic and microscopic lenses, lenses for infra-red and ultra-violet sensing, 2 rotating light sources, 1 tentacle manipulator, 1 power grasping claw, tool handling tentacles, 96 kph drive system, communication systems allowing it to talk with the ship's A.I. and managing humans. It has no attack and isn't programmed to do damage to humanoids. It has the following garden tool attachments: soil analysis sensors, herbicide sprayer with 100 applications of plant poison [Intensity 18], sprayers that can be filled with anti-radiation chemicals to remove radiation from ship areas, insecticide sprayer with 50 applications of insect poison [Intensity 18], and mower attachment inflicting 20 damage to plants. The unit will take verbal orders from any being with a green *Warden* wristband.

Some of these robots have suffered programming malfunctions over the years. Should any character activate a Horticultural Robot, there is a 50% chance that it is one of these malfucntioning automatons.

Robot, Horticultural, Crazed
(HD 20, HP 100, AC 15, MV 25' (hover flying)
Exp. Points: 405
Radiation Resistance 10 Constitution 20
Mental Resistance 10 Strength 10 Dexterity 10

[Prime=Mental] either one paralysis tentacle attack [paralyzes], WC1, 18' range, or one forestry tool attack inflicting 2d6 damage, WC1.)

This automated, 10' floating disk is damaged, and parts of its instrumentation are exposed and emitting sparks. It floats on anti-grav pods and can carry up to 595 pounds of material. It has a single paralysis tentacle that extends up to 18' [WC 1], its optical senses can pick out objects up to a mile away, and its communication has a range of an entire deck. The robot has two manipulative tentacles allowing it to grab things and surgical tools allowing it to perform operations on animals of all types. Three large light sources and mechanical optics can see in the visible, infra-red and ultra-violet spectrum. All the rest of its equipment has long since been destroyed. Touching any part of the robot causes exposure to radiation [Intensity 5]. These derelict automatons view all living creatures as animals in need of amputations or skin grafts. The unit does, however, take verbal orders from any being with a green *Warden* wristband.

1C – Fungus Laboratories

Many types of fungus flourish within the temperate deciduous forest biome, some beneficial to the growth of the forest, others less so. This laboratory was dedicated to the propagation and alteration of various types of fungi, the development of anti-fungal agents, and the genetic altering of existing fungi both to renew the forests and to provide a source of food for colonists.

This lab is now dark and silent. Several deactivated robots lie about the place, having obviously shut down in the midst of their normal tasks, with no apparent reason for the shutdown during standard operations. These robots are covered in a film of heavy red dust.

The floor of this laboratory is also replete with large red globes. The globes measure a spherical diameter of 4'-5', and are spaced only a few feet from one another throughout the entire lab.

Any character touching or attacking (in any way) one of these spheres immediately ascertains their true nature.

Fungus, Red Puff Ball
(HD 3, HP 5, AC 4, MV 0'/none Exp. Points: 150
Radiation Resistance 3 Constitution 3
Mental Resistance 3 Strength 3 Dexterity 3

[Prime=Physical] explosion inflicting 10 damage + poison [Intensity 12], WC4, range 10').

This mutated 5'-spherical red fungus bursts if it experiences pressure of any kind. The area then remains filled with a poisonous [Intensity 12] fungal spore cloud that persists for 1-2 hours.

Mutations— New Plant Parts, Poison [Intensity 12], Spores, and Quick Growth.

The power systems, motivational circuits, and data processors in all of the dormant robots are fully clogged with fungal spores, preventing their operation.

The vats are filled with dust as the incubation of fungal spores shut down decades ago.

Several of the work stations within this laboratory have antifungal sprayers that are still operational. They are stations (part of the building) rather than equipment but will decontaminate a 50'-diameter circle in its entirety if activated. This decontamination kills all spores on any exposed surface within that area.



1D – Wildlife Laboratory

This laboratory was originally designed to treat any diseases that might develop amid the wildlife of this deck, as well as to study the behavior and response to new plants and fungi developed in the genetics laboratories. A small stress-testing laboratory (for the testing of wildlife under stressful conditions: low oxygen, high pressure, etc.) and veterinary medical laboratory are found at the center of this lab, while the entire outer perimeter is filled with plasteel holding environments measuring 50' in height and 75' per side.

Many of these cages now contain only the skeletal remains of their former occupants. Many more are simply empty.

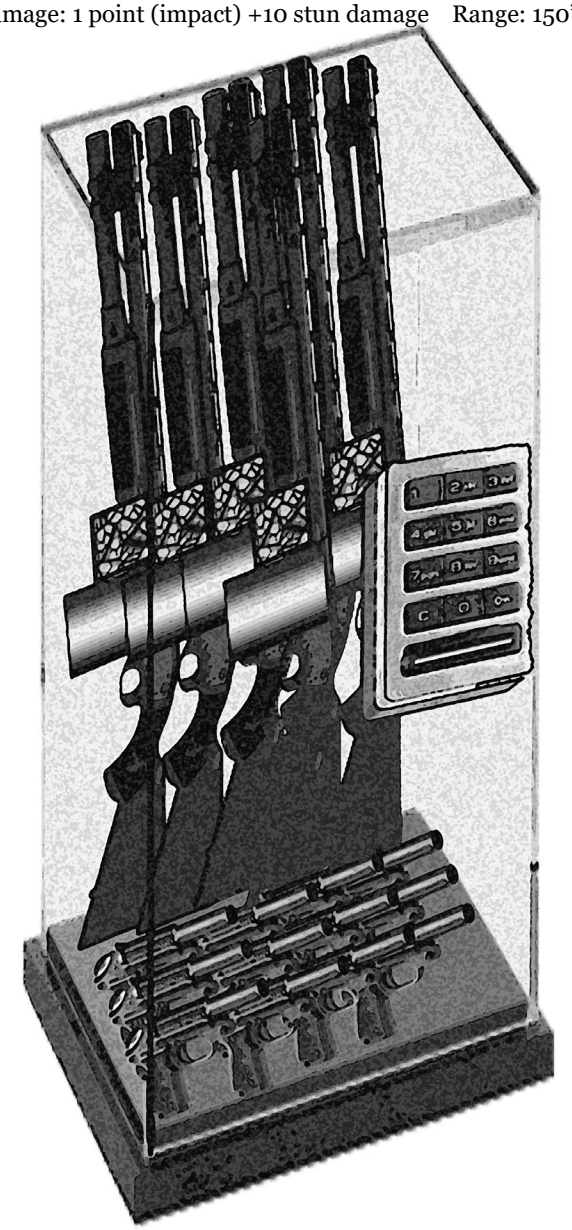
The central portion of this laboratory also contains a locked plasteel case containing 6 rifles of a type not seen before. The electronic lock for this case opens for any wearing a green ship's issue wristband. It may also be 'hacked' at your discretion.

Inside this case are 6 Stun Rifles:

Stun Rifle (equipment)
WC 5 Tech Level 8 Experience: 400
Power Requirement: 1 Hydrogen Fuel Cell
Power Cell Life: 20 shots
Size: 42" length Weight: 7 lbs/3kg
The rifle is a double-barreled weapon that charges and then fires a stun bullet.
Damage: 1 point (impact) +30 stun damage
Range: 320'

Hidden in the bottom of this case are also 12 Stun Pistols.

Stun Pistol (equipment)
WC 5 Tech Level 9 Experience: 300
Power Requirement: 1 Hydrogen Fuel Cell
Power Cell Life: 20 shots
Size: 11" length Weight: 2 lbs/1kg
The pistol is a single-barreled weapon that charges and then fires a stun bullet.
Damage: 1 point (impact) +10 stun damage Range: 150'



1E — Overgrown Nutrient Laboratory

This laboratory was created to devise new and better methods of fertilization for trees, plants, and crops. Scientists developed new methods for processing waste and returning as many nutrients as possible to the soil. Before the disaster, they were remarkably successful.

As a result of that success, this laboratory is now completely overgrown. So choked is this lab that movement is cut to 1/10th normal, and several of the more aggressive species have destroyed portions of the ceiling in their zest for life. Sunlight now bathes portions of this laboratory, and many hostile plant species make their homes among the more benign (and recognizable) ones.

Characters exploring this entire laboratory run into all of the following encounters, although not all at once. The order of these encounters, and possibility for multiple encounters, we leave to your discretion.

Blood Draining Thorn Stinger
(HD 10, HP 44, AC 12, MV 0'/none Exp. Points: 540
Radiation Resistance 11 Constitution 10
Mental Resistance 9 Strength 8 Dexterity 7

[Prime=Physical] 5 thorn attacks inflicting 2d6 +5 points of blood drain each, WC 1, range 90'.)

This mutated fern has unusually stiff, razor-sharp leaves and 5 thorny tentacles able to sense and strike targets up to 90' from its central trunk. Mutations—New Plant Parts, Increased Senses.

Carnivore Vine
(HD 6, HP 31, AC 10, MV 0'/None Exp. Points: 300
Radiation Resistance 18 Constitution 6
Mental Resistance 3 Strength 3 Dexterity 3

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

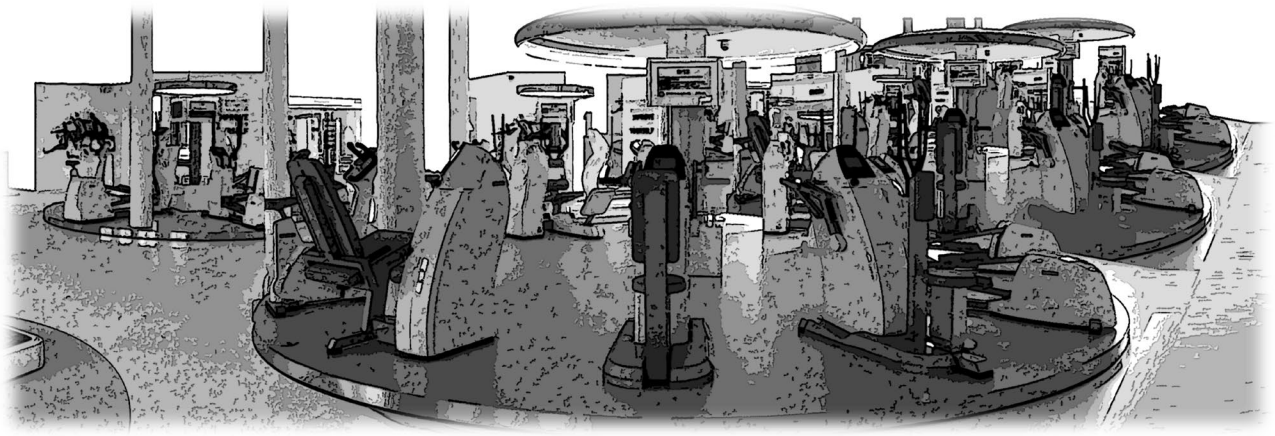
This vine grows in radioactive areas. Early in its cycle, it is a thin 5' long vine with wide, hinged dual leaves that hide jaws. The vine reacts to movement, bringing its jaws to bear at whatever length the vine has achieved via growth [average of 20'-40']. There are several 100 yard versions that can swallow large prey in two bites if the plant gets the chance. Mutations—Stasis in Periods of Darkness, Acid Bite.

Flower Blade Plant
(HD 8, HP 44, AC 13, MV 0'/None Exp. Points: 630
Radiation Resistance 18 Constitution 8
Mental Resistance 13 Strength 13 Dexterity 3

[Prime=Physical] 1d6 petal attacks inflicting 4d6 damage, WC 2, range 30'.)

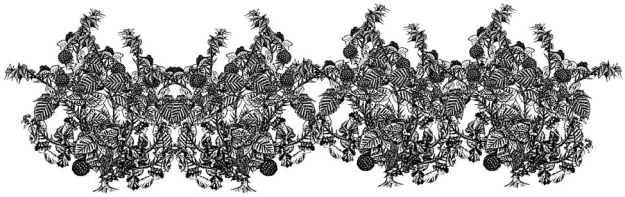
This 4' tall flower-like plant has a cluster of large, circular flower petals that are stiff with very hard edges. The plant senses movement and throws 1d6 petals at the prey trying to kill it. Then the plant moves over the body and the lower plant leaves suck up the nutrients of the dead prey. Any given plant has 20 of these petals and can grow one petal per day if there are sufficient nutrients. Mutations—Moving Plant Parts, Increased Senses, Throwing Petals, New Plant Parts.





Pitcher Plant
(HD3, HP 10, AC 10, MV 0'/None Exp. Points: 150
Radiation Resistance 18 Constitution 3
Mental Resistance 3 Strength 3 Dexterity 3

[Prime=Physical] one envelop attack after which acid inflicts 5d6 damage per combat round.)



There are several different colorful versions of this amorphous plant. Often, it forms itself into a 30'-square sheet with the appearance of flowers in order to entice prey. Pitcher Plants entrap victims in their elastic bodies then bathe the entrapped victim with acid. It also smells delicious and attracts carnivores to its tough, encompassing body. Mutations— Toughened Flesh, Dissolving Juices [5d6], Moving Plant Parts, Larger Than Normal, Attraction Odor.

Red Stinger
(HD 5, HP 14, AC 10, MV 0'/none Exp. Points: 360
Radiation Resistance 18 Constitution 5
Mental Resistance 10 Strength 5
Dexterity 10

[Prime=Physical] one poison [Intensity 11] attack.)

Anyone pushing past this mutated raspberry bush is subject to its thorns that inject poison. Berries from this bush, when eaten, confer a total immunity to radiation at the rate of three minutes per berry ingested. Mutations— Berries, Poison Thorns [Intensity 11], New Body Parts**.**

Characters thoroughly exploring this laboratory also find 6 kg (13 lbs) of fertilizer that makes plants of all kinds grow to twice their normal size and at 5 times their normal speed.

1F — Recreational Center

Although few of those that worked on this deck actually lived on this deck (other than in onsite temporary shelters for field experiments), many of the original crew would spend hours at a time waiting for experiments to conclude before leaving for a rest. This recreation center was made to help them relax and make productive use of this time.

This facility was populated with all of the latest equipment for the health of the body and the expansion of the mind. The bow end of the recreation center has a running track and no less than 6 olympic-sized swimming pools. These pools are still crystal clear as the general purpose robots tasked with maintaining the equipment in this building are still fully functional.

Towards the stern are more complex pieces of exercise equipment including rowing machines, stationary bicycles, and variable resistance weight machines. There are also 8 tennis courts for those who fancy a bit of competition.

At the far end of the recreation center, hundreds of arcade-style computers are linked together to play the latest computer games, from multi-player role playing games to 1st-person shooters, puzzle games, and more. Unfortunately this entire portion of the recreation center is dark, and all electricity has been shut down due to radiation intensity 10 that emanates from an unidentifiable corpse that resides in the stern-port corner of this area. Characters investigating the corpse find only completely disintegrated remains (no doubt the result of the continuing radiation exposure), a contaminated space suit suitable for humanoids, and a 3rd Stage Slug Projector that is out of ammunition.

The remains are those of a humanoid rabbit, one of the boldest explorers of his time, that expired after

eating a radioactive plant. If the Slug Projector is returned to the rabbits on Deck #13 , the characters are rewarded.

1G — The Canteen

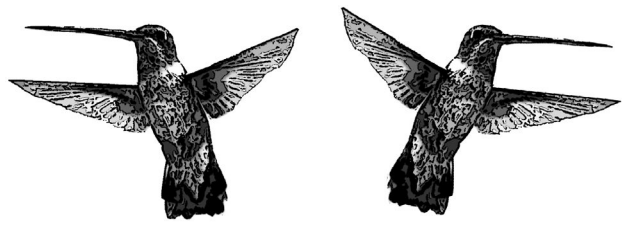
The canteen is a vast restaurant, food court, snack bar, and commissary meant to serve more than a thousand people at a single time. This area is actually a collection of several unique shops that carry everything from camping gear to clothing, and one shop even specializes in basic experimentation gear for those who might be learning their forestry trade by engaging in field work on this deck. Materials used in the laboratories are not found in these shops.

The restaurant and food court area features wide upholstered booths and semi-privaste dining and meeting areas. It is still serviced by Butler/Cook Robots, and the food, though centuries old, is still quite fresh. This canteen was widely praised by the original crew and was known as a 'date-night' spot for romantically involved couples.

A total of 48 Butler/Cook Robots form the wait staff, and they provide any meal that might be requested by any wearing a ship's issue wristband. The meals are charged to the account of the original owner of the wristband, and it is likely that any characters partaking of canteen fair will be oblivious to the debt thus created. How this might later effect play is of course left to your discretion.

Robot, Butler/Cook
(HD 10, HP 60, AC 15, MV 30' Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 12
Dexterity 14

[Prime=Physical] one thundering hand slap for 3d6 damage, WC 1.)



Although anthropomorphic, this unit displays multiple internal mechanisms and appears as a humanoid robot. It has the senses of a human, two human-like hands, and can see well in the dark. This robot can fix things, cooks excellent meals, and strikes only when attacked.

1H – Avian Laboratory and Hatchery

The avian hatchery and laboratory were designed to provide a constant and balanced supply of all the avian species aboard the *Warden*. A veritable army of Ecology/Forest Robots maintain a constant stream of avian eggs into this facility for this purpose.

Robot, Ecology/Forest
(HD 10, PH 50, AC 15, MV 96 kph Exp. Points: 405
Radiation Resistance 18 Constitution 10
Mental Resistance 12 Strength 17
Dexterity 13

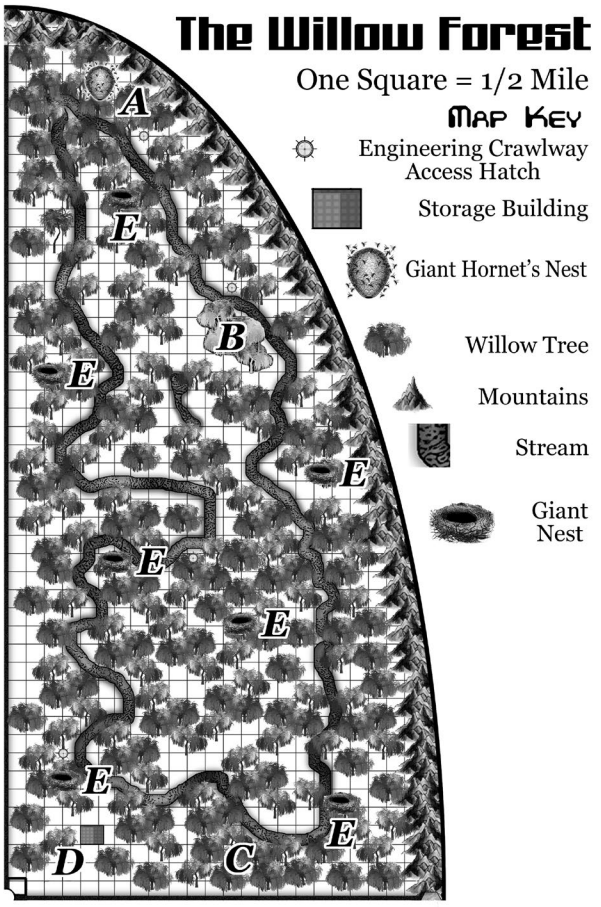
[Prime=Physical] one tool attack; see below)

The robot is designed with many tools stored in its body to work with plants on the ship. It is programmed to foster the growth of all types of plants. It holds the following: Semi-independent action circuits, broadcast power cells, extra power cell for 48 hours of independent operation, telescopic and microscopic lenses, lenses for infra-red and ultra-violet sensing, 2 rotating light sources, 3 tentacle manipulators, 2 power grasping claws, tool handling tentacles, 96 kph drive system, communication systems allowing it to talk with the ship's A.I. and humans. It has no attack and isn't programmed to damage humanoids. The unit can operate at 100' or less under water but cannot work in outer space. It has a cylinder shape making it 7' tall and 4' in diameter. Forestry tools include: sonic torch for plant cutting [inflicting 40 damage, WC 6], rake scoop for mulch removal, herbicide sprayer loaded with plant poison [Intensity 18], weighted capture net with a paralysis field [range 50', 10' in diameter], 4' cubic collapsible capture cage, and a vibro-saw [inflicting 40 damage, WC 1.]

The species have changed over the years, but the robotic attendants have no knowledge of these changes, instead relying upon the sorting equipment found within the hatchery, and the program that would normally be adjusted by a combination of human scientists and the laboratory's A.I., to ensure the balance of species born within the hatchery. Many mutants are now given birth and are grown to adulthood within this hatchery.

Unfortunately, the most common species hatched within this laboratory, currently, is the Zap Bird. You are invited to place other species as you see fit.

Zap Bird
(HD 5, HP 11, AC 10, MV 30'[flying] or Special
Exp. Points: 360
Radiation Resistance 11 Constitution 5
Mental Resistance 13 Strength 5
Dexterity 5



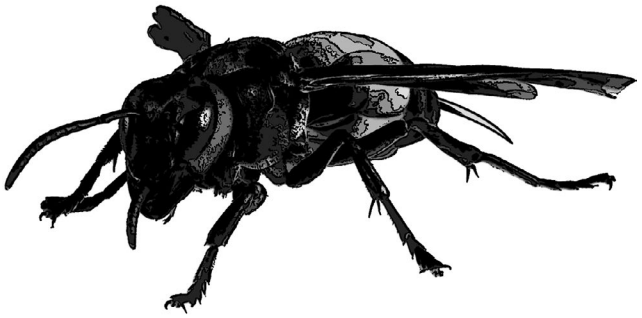
[Prime=Physical] This bird teleports into the chest of prey and drains blood, inflicting 5d6 damage per combat round, WC 4.)

This fist-sized mutant bird has a razor sharp crystal beak. Mutations— Teleportation, Blood Drain, New Body Parts, Smaller.

2 – The Willow Forest

This area of deck 11 was designed for plants that enjoy a nearby source of water (primarily willows). Willow trees are found throughout this area, as are small meandering streams generally measuring no more than 100' across from bank to bank. The deepest of these streams is a mere 4', and they do contain fish, water insects, and other species native to the stream biome, as well as those mutated species that have arisen since the catastrophe. Rumors of a giant crayfish-like creature prowling the streams of this area have yet to be verified.

Before the crew was killed, groups would often camp in this area, conducting classes, running field experiments, or simply enjoying themselves. This area has become significantly more dangerous since that time.



2A – Giant Hornets

From several hundred yards distant, this area appears much like this rest of the willow forest, but characters with keen hearing (or technology that amplifies this sense) hear a rythmic humming when they approach to within a mile of this area. Those with entomology training might recognize the true nature of this hum: hornets. Several square miles of forest here have been taken over by thousands of Giant Hornets and dozens of nests.

These hornets are highly territorial and attack any intruder approaching within 600' of their nests

Hornet, Giant Mutant
(HD 10, HP 44, AC 8, MV 30'/ 30' [hopping]
Exp.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].

The hornets attack in swarms of from 3-18 (3d6) of these creatures who flutter their wings in order to make great leaps of up to 30' when attacking. It is this fluttering that creates the hum heard by any approaching characters.

Characters fleeing these insect swarms run the real risk of running in the wrong direction and crossing the territorial boundary of a nearby nest. When attacking intruders, these creatures refrain from attacking each other and work together until an intruder has been either killed or driven off. The hornets then return to their respective territories.

A total of 18 nests supporting more than 650 Giant Hornets populate the trees in this 4 square mile area. Should the party defeat all of these insects and conduct a thorough search of the area, they discover a much deteriorated campsite with a small, now non-functional

distillery labelled "willow sugar" and a partially-eaten conical pile of granulated sugar grains. Amongst the other gear here they also discover a red and blue command wristband.

2B — Man-Eating Willows

When the cataclysm occurred, the willows in this area absorbed much of the radiation. It mutated these plants, removing all chlorophyll from them and changing them to a blindingly white color. The mutations included a digestive system, a maw, manipulative tentacle-like vines, and a taste for meat: raw, red meat.

Carnivore Willow
(HD 18, HP 100, AC 16, MV 0'/none Exp.Points: 1020
Radiation Resistance 18 Constitution 18
Mental Resistance 3 Strength 18
Dexterity 3

[Prime=Physical] 1d6 manipulation vines seek to grab prey [WC 1], and it requires a strength of 15/75%/500 pounds pull or higher to break free once grabbed. Those who fail are moved to the creature's maw for 2d6 crushing damage each round.)

This pale white mutated willow can grow to more than 50' tall. Some of its vines can snare prey which it then drags to the huge maw and digestive system at the center of the tree. Large nests of hornets are often found at the edges of this maw. Mutations— Larger Than Normal, Manipulation Vines, New Plant Parts, Heightened Precision, Increased Senses.

Approaching parties are likely to notice the dead-white coloration of these trees long before they come into the range of its hungry vines. Piles of bones are also often seen surrounding the large trunks of these albino monsters.

2C — Deadly Undergrowth

The normally dense growth of willows is somewhat absent here, with greater space upon (and light reaching) the ground. As a result, weeds, small bushes, and other growths cover the forest floor here in a dense and tangled carpet of vegetation. Among this tangled bramble predatory plants await.

Squeeze Vines
(HD 17, HP 90, AC 10, MV 0'/none Exp. Points: 1520
Radiation Resistance 17 Constitution 17
Mental Resistance 17 Strength 17
Dexterity 17

[Prime=Physical] 3 entangling vine attacks that pull the victim into thicker vines covered in fanged mouths near the center, WC2, range 30', then 1d6 fanged mouths [always hit] inflicting 1d6 damage each, WC2.)

This plant appears as a cluster of vines with long and thin vines on the outer fringe and shorter thicker vines in the center mass. Mutations— New Senses, New Plant Parts, Squeeze Vines, Moving Plant Parts, Heightened Balance.

2D — Sealed Warehouse

A duralloy warehouse lies here covered in the growth of centuries. Explorers will likely only notice this structure by the large glowing red LED that shines from its wristband reader near the front door of the building. This wristband reader accepts green, grey,



red, and red and blue wristbands. Once activated the door to this large 50'-tall structure opens automatically.

The door is enormous, measuring 80' in width and 25' in height, and it slides silently upwards once the wristband reader has been either defeated or satisfied. The interior of this 100' wide by 500' deep building is immaculate and is filled with forestry equipment of all kinds.

Delivery Truck (equipment)
Tech Level 4 Experience: 1000
Power Requirement: 12 Hydrogen Fuel Cells
Power Cell Life: 5 hours
Carrying Capacity: 79,382 pounds/18 metric tons
Size: 56'4" x 12' width x 20' height
Top Speed: 48 mph/77 kph

Fire-fighting Drone (equipment)
Tech Level 6 Experience: 400
Power Requirement: 2 Hydrogen Fuel Cells
Power Cell Life: 2 hours
Size: 38" length x 38" width x 14" height
Top Speed: 28 mph/45 kph
Data Transfer Rate: 1162 Mbps
Transceiver Range: 74,000',22550 m

This drone carries a chemical fire extinguisher capable of covering up to 10 acres of burning forest before requiring a recharge. A grey, green, red, or red and blue wristband is required to activate the controller for these units.

Robot, Horticultural
(HD 10, HP 50, AC 15, MV 96 kph [flight]
Exp.Points: 405
Radiation Resistance 18 Constitution 10
Mental Resistance 3 Strength 18
Dexterity 18

[Prime=Physical] no attacks)

This 10' tall 3' wide disk-shaped floating robot has many tools stored in its body to deal with domestic plants. It holds the following: semi-independent action circuits, broadcast power cells, extra power cell for 24 hours of independent operation, telescopic and microscopic lenses, lenses for infra-red and ultra-violet sensing, 2 rotating light sources, 1 tentacle manipulator, 1 power grasping claw, tool handling tentacles, 96 kph drive system, communication systems allowing it to talk with the ship's A.I. and managing humans. It has no attack and isn't programmed to do damage to humanoids. It has the following garden tool attachments: soil analysis sensors, herbicide sprayer with 100 applications of plant poison [Intensity 18], sprayers that can be filled with anti-radiation chemicals to remove radiation from ship areas, insecticide sprayer with 50 applications of insect poison [Intensity 18], and mower attachment inflicting 20 damage to plants. The unit will take verbal orders from any being with a green *Warden* wristband.

Robot, Ecology/Forest
(HD 10, PH 50, AC 15, MV 96 kph Exp. Points: 405
Radiation Resistance 18 Constitution 10
Mental Resistance 12 Strength 17
Dexterity 13

[Prime=Physical] one tool attack; see below)

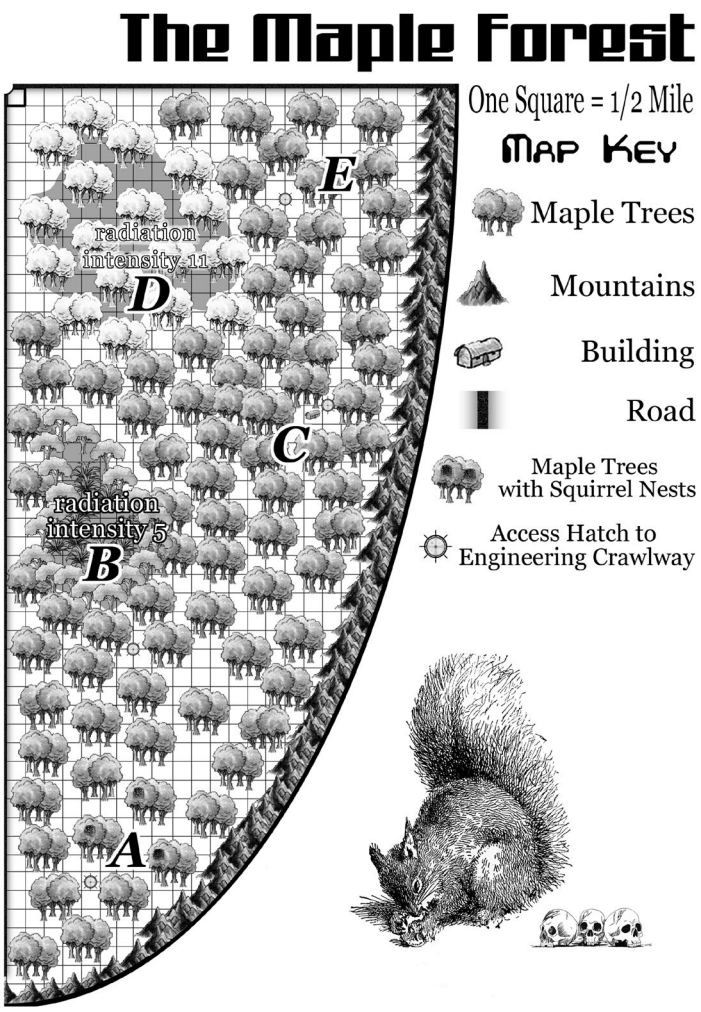
The robot is designed with many tools stored in its body to work with plants on the ship. It is programmed to foster the growth of all types of plants. It holds the following: Semi-independent action circuits, broadcast power cells, extra power cell for 48 hours of independent operation, telescopic and microscopic lenses, lenses for infra-red and ultra-violet sensing, 2 rotating light sources, 3 tentacle manipulators, 2 power grasping claws, tool handling tentacles, 96 kph drive system, communication systems allowing it to talk with the ship's A.I. and humans. It has no attack and isn't programmed to damage humanoids. The unit can operate at 100' or less under water but cannot work in outer space. It has a cylinder shape making it 7' tall and 4' in diameter. Forestry tools include: sonic torch for plant cutting [inflicting 40 damage, WC 6], rake scoop for mulch removal, herbicide sprayer loaded with plant poison [Intensity 18], weighted capture net with a paralysis field [range 50', 10' in diameter], 4' cubic collapsible capture cage, and a vibro-saw [inflicting 40 damage, WC 1.]

Within this building are contained:

* *4 Delivery Trucks*
* *12 Fire-fighting Drones with RF Controllers*
* *12 Horticultural Robots*
* *12 Forest/Ecology Robots*

2E – Monarch of the Willows

Throughout this entire area of deck #12, one mutant has been successful enough to claim the title of apex predator: the Giant Hawk. Thankfully, each individual Giant Hawk requires a hunting territory of many square miles, and only seven breeding pairs currently reside within the willow forest. They make their homes at the tops of the tallest local trees, allowing their keen vision to spot the small game that is their primary food source from many miles away.



3 — The Maple Forest

Fast-growing and hardy, the maple forest is one of the best terraforming plant biomes found on Earth. This biome supports a variety of small mammal and avian life, its wood is useful for building, and its sap may be processed and eaten as food. This section of Deck #11 was dedicated to providing any potential colony with a ready source of the plants from this biome.

Light levels, day-night patterns, temperature, and climate are all regulated within this sector to mimic the seasons found back on planet Earth. Rainfall is also carefully monitored to mimic a standard Earth enviroment, but there are neither droughts nor floods.

When the energy wave that caused the catastrophe passed through this deck, mutation was common here. The maples adapted, some of them mutating in strange ways, and the animal life likewise adapted. Radiation is still present in several areas of this sector, creating unexpected dangers, and the mutated life forms found here are no less hazardous.

3A — Squirrels of Doom

This section of the maple forest contains many trees that are 120' or more in height. Many also contain large agglomerations of dead leaves measuring 10' in diameter. Explorers with biology skills or backgrounds might recognize these leafy balls as the nests of squirrels — very large squirrels.

Maple Squirrel
(HD 11, HP 41, AC 19/13, MV 30' Exp. Points: 700
Radiation Resistance 11 Constitution 11
Mental Resistance 11 Strength 12
Dexterity 16

[Prime=Physical] one bite inflicting 4d6 damage, WC 1, and 2 claws inflicting 3d6 damage each, WC 3.)

These omnivorous mutant squirrels thrive in maple tree forests and have powerful fangs and claws. The mature maple squirrel is 5' long and matches the colors of the trees where it builds a 10'-wide nest. Its fur is unusually hardy and presents an armor class of 19 to physical attacks and 13 to energy attacks. Mutations— Heightened Precision, Heightened Dexterity, Heightened Strength, Heightened Balance.

These squirrels are omnivorous but cowardly. They attack explorers only if they are alone, and then will only attack in groups of 6 or more.

The nests of these great predators are also quite large, often measuring 25'-30' in diameter, and they can be seen from a distance of a quarter mile.

Hawk, Giant Mutant
HD 13, HP 55, AC 14, MV 10'/ 30' [flying]
Exp.Points: 1560
Radiation Resistance 12 Constitution 13
Mental Resistance 14 Strength 15
Dexterity 16

[Prime=Physical] mental attack only – see below.)

This 5' tall bird is incredibly fast and has powerful wings ending in manipulative talons. Its golden feathers match the color of willow leaves and allow it to blend into its surroundings. It attacks with its mental mutations and seeks only to drive intruders away. Mutations— Mental Control, Mental Blast, Mental Defense Shield, Force Field Generation, Illusion Generation, Taller, New Body Parts.

Characters fully investigating a Maple Squirrel nest often find previous kills (and perhaps their gear, if applicable) stored within the nest.

3B — Hanging Trees

Characters approaching this area with radiation detection equipment note that it rapidly spikes upwards to Intensity 5. In addition, there is an unusual amount of rustling in the undergrowth here. They might even realize that it is not just the undergrowth but the trees rustling their branches that make this sound.

Mutant Maple Tree
(HD 15, HP 60, AC 12, MV 0'/None Exp. Points: 1260
Radiation Resistance 18 Constitution 15
Mental Resistance 9 Strength 18
Dexterity 9

[Prime=Physical] Special attack – the tree senses approaching creatures at 35' and uses manipulation vines to grab them and tie them to the upper reaches of the trunk. The creatures die there of deprivation, and as they rot and the tree leeches the nutrients from the corpse.)

These Mutant Maple Trees are twice as tall and wide as their standard cousins, and their bark resembles the scales of a fish. Mutations— Larger Than Normal, Increased Senses, New Plant Parts, Manipulation Vines, Heightened Brain Talent, Texture Change.

3C – The Refinery

This portion of the forest is typical maple forest with large 90' maples and little undergrowth. Explorers viewing the area in-depth, however, notice a subtle difference: all of the small mammals, birds, reptiles and amphibians they see have three heads. Fortunately, other than the occasional wandering encounter, only one species of three-headed creature found within this section is aggressive.

Three Headed Lynx
(HD 10, HP 44, AC 11, MV 30' Exp.Points: 810
Radiation Resistance 12 Constitution 10
Mental Resistance 14 Strength 14
Dexterity 17

[Prime=Mental] 3 bite attacks inflicting 2d6 damage, WC 3. If one of the bites strikes, during the next combat round all three bites automatically strike.)

This mutant 3-headed lynx is 5' long and 4' tall at the shoulders. The creature shows unnatural intelligence as it hunts prey in the forest. Mutations— New Body Parts, Increased Senses, Heightened Brain Talent, and Heightened Precision.

These creatures stalk the party so long as they remain within this area but never attack more than twice per day.

At the center of this area, a 120' wide x 360' long duralloy building rises 30' from the forest floor. Engineering and Forest/Ecology Robots busy themselves about this building, most carrying large, bucket-like containers while the rest appear unencumbered. The portion of the building that the characters can immediately see (whichever side of the building that might be) contains four large 12' square electronic sliding doors through which the robots make regular ingress and egress. Each door has a wristband reader mounted 4' from the ground.

The wristband readers respond only to green, grey, white, red, and red & blue wristbands. Inside the building is a maple syrup refinery, and it is the smell of this heavenly brew that first alerts visitors as to the purpose of the machinery within the building.

Once inside, explorers find the refinery well-maintained and lighted, and spotlessly clean. Pipes lead from large boiling vats to filtration equipment, and finally to a bottling plant near the far end of the refinery. A storage room there contains more than 2000 16-ounce/0.5 liter bottles of maple syrup.

The robots encourage the characters to take some of the syrup with them as a "***souvenir of your visit to our maple syrup refinery***". Characters actually using the syrup discover that it not only tastes delicious, but also heals 50 points of a characters health if they are ill or damaged. The syrup also has this effect if used as a salve (and not actually ingested).

3D – Orange is the New Maple

Characters approaching this area with radiation detection equipment note that it rapidly spikes upwards to Intensity 11. 50' feet farther on, the plants, animals and birds all seem to have orange highlights to their bark, leaves, and fur. As the explorers penetrate this area, all of the flora and fauna display a briliant orange color. As the characters ponder the source of this strange coloration, 3 orange-colored robots glide forward to warn them of the radiation (and attack).

Robot, Horticultural, Crazed *(3)*
(HD 20, HP 100, AC 15, MV 25' (hover flying)
Exp. Points: 405
Radiation Resistance 10 Constitution 20
Mental Resistance 10 Strength 10
Dexterity 10

[Prime=Mental] either one paralysis tentacle attack [paralyzes], WC1, 18' range, or one forestry tool attack inflicting 2d6 damage, WC1.)

This automated, 10' floating disk is damaged, and parts of its instrumentation are exposed and emitting sparks. It floats on anti-grav pods and can carry up to 595 pounds of material. It has a single paralysis tentacle that extends up to 18' [WC 1], its optical senses can pick out objects up to a mile away, and its communication has a range of an entire deck. The robot has two manipulative tentacles allowing it to grab things and surgical tools allowing it to perform operations on animals of all types. Three large light sources and mechanical optics can see in the visible, infra-red and ultra-violet spectrum. All the rest of its equipment has long since been destroyed. Touching any part of the robot causes exposure to radiation [Intensity 5]. These derelict automatons view all living creatures as animals in need of amputations or skin grafts. The unit does, however, take verbal orders from any being with a green *Warden* wristband.

3E – Equipment for the Taking

Characters entering this section of the maple forest first notice that mice and squirrels seem more prevalent here, while rabbits and larger mammals seem strangely absent. If they continue onwards, they come across the first of many piles of seemingly abandoned equipment. The first pile contains little more than a slug projector, a rotted backpack, and a brown wristband. The next pile lies about 100' distant, and other piles can be seen, deposited in haphazard fashion, throughout this are of the forest.

The equipment piles are of varying ages and represent all that remains of the many victims of the apex predators that hunt this area of the forest. If the characters separate in their zeal for loot, these predators attack.

Panther, Giant
(HD 10, HP 60, AC 16, MV 50' Exp. Points: 720
Radiation Resistance [special – see below]
Constitution 10 Mental Resistance 10 or [special – see below]
Strength 10 Dexterity 13

[Prime=Physical] one claw inflicting 6d6 damage, WC 2, and one bite inflicting 30 damage, WC 1.)

This 18' long mutated panther stands 5' tall at the shoulder. An ambush predator, the panther usually attacks from tree branches pouncing unexpectedly onto victims. Mutations— Taller, Immunity to Mental Control & Radiation & Paralysis.

These panthers generally attack in groups of 2-4 creatures. The piles of equipment fall to the ground under the trees as the panthers eat their food in the branches. What these treasure piles might contain is left to your discretion. Several dozen panthers prowl this area of the forest.

4 – The Oak Forest

The oak forest on Deck #11 of the *Warden* differs from oak forests on Earth in that the trees are healthier and larger than their terrestrial cousins. Scientists aboard the *Warden* worked diligently to produce a tree that was larger and had greater wood density than those found in nature, and they were successful. The oaks in this forest average 90' in height, and the wood is nearly as strong as steel.

Word of this miraculous wood has reached many of the Wolfoid Clans residing in Epsilon City on Deck #14. They send trading (and raiding!) parties to this deck periodically to garner great quantities of this valuable wood.

Wolfoid (party of 2-7 members/1d6+1)
(HD 11, HP 55, AC 14, MV 30' Exp. Points: 1150
Radiation Resistance 11 Constitution 11
Mental Resistance 11 Strength 11
Dexterity 11

[Prime=Physical] one huge club attack inflicting 5d6 damage, WC 1.)

This 9'-tall wolf mutant stands on its hind legs. Wolfoids have Radiated Eyes, fur that is Immune to laser attacks, and they Regenerate 5 damage per combat round. Highly intelligent, Wolfoids often adopt dangerous pets to guard their lairs. Mutations— Taller, Radiated Eyes, Immunity to Lasers, Regeneration [5 damage per turn], Heightened Intelligence.

Each party of three or more Wolfoids is also accompanied by a tribal 'protector': a trained and loyal Cave Bear.

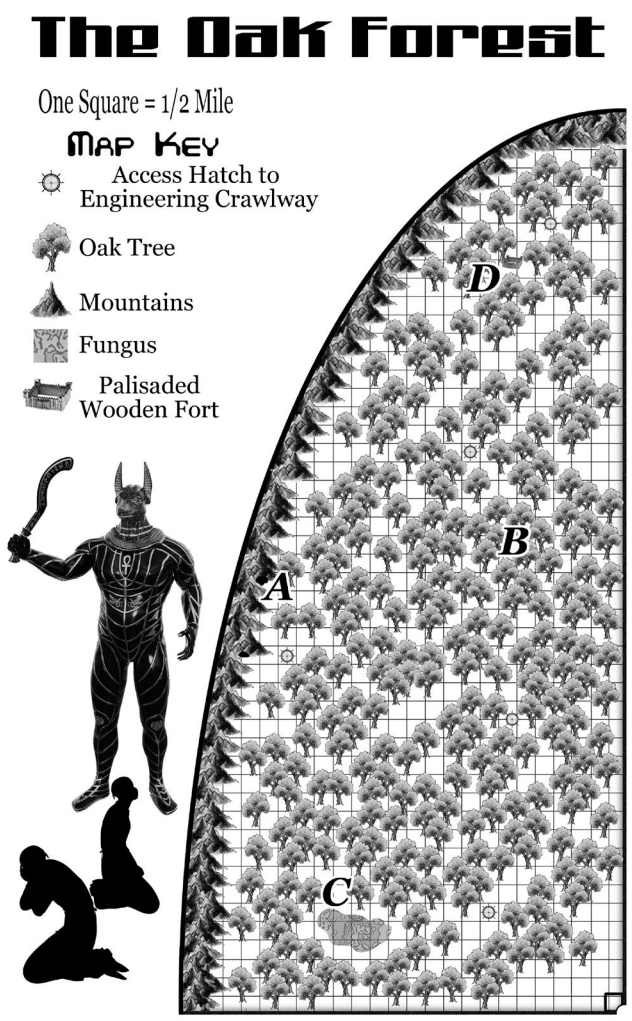
Bear, Cave

(HD 16, HP 90, AC 15, MV 40' Exp. Points: 300
Radiation Resistance 10 Constitution 16
Mental Resistance 10 Strength 16 Dexterity 12

[Prime=Physical] attacks first by attempting to hug its opponent [no damage] which automatically gives the bear a successful bite on the following round for 3d8 damage, WC 1.)

This 14' tall bear continues to attack until it reaches -10 HP, and all strikes by the bear when it has less than 0 HP are made at +2/+10%. Although rare, this bear is not a mutant.

While Wolfoid parties from Epsilon City come to this forest to harvest the wood of these trees, a resident Wolfoid clan also claims this resource as its own.



This tribe of Wolfoids lives in a cave in the perimeter mountains. They also have Cave Bear pets.

4A – Tribal Caves

Explorers approaching these caves notice 3 Wolfoid sentries (see stats at left) that are posted on duty outside, guarding the 12' wide by 8' tall entrance. If the adventurers arrive during the night, a fire is always burning within the cave.

The tribe always numbers more than 3 dozen individuals, with at least 10 being mature warriors while the rest are females and young (although the females fight as well). They have a large supply of finished oak dowels from 1"-6" in diameter, boards up to 8 feet in length and 2" in thickness, and raw unseasoned oak wood for making bows and other like equipment. They prefer food as trade goods but are also amenable to items of moderate to low technology, finished cloth, and melee weaponry. Offering this tribe jewelry of any sort is an insult that will not go unpunished.

4B – Symbiotic Oaks

The oak trees in this area of the forest have mutated somewhat over the years and have developed the ability to communicate telepathically with other intelligent plants and to move their limbs to some extent. They have formed a quasi-friendship with a number of Sword Bushes. The oak trees provide the bushes with what protection they can, chasing off potential predators during the night. The Sword Bushes, for their part, leave the remains of their kills at the base of the oak trees as fertilizer, and mentally command creatures to relieve themselves at the base of the trees' trunks.

Any attempting to harvest wood from the trees in this area of the forest are attacked by 1d4 of these Sword Bushes.

Sword Bush

(HD 10, HP 30, AC 10, MV 10' Exp. Points: 1170
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 10
Dexterity 10

[Prime=Physical] 3 metallic sword frond attacks inflicting 2d6 damage each, WC 1.)

This highly intelligent 20'-tall mutated fern has 18 unique bladed leaves and two tentacles amid its roots. It senses heat and life energy at a range of 50', generates a Force Field that prevents the passage of physical objects [5HD/30hp to dissipate this field], and is able to take Mental Control [one at a time] of sentient life at up to 50' distance. If severely threatened and near death, the Sword Bush may also Teleport up to 900' in any direction. Sword Bushes have also been known to use the devices of the ancients with their tentacle-like roots. Mutations— Increased Senses, New Senses, New Plant Parts, Mobility, Force Field Generation, Mental Control, Teleportation, Stasis in Periods of Darkness.

4C – Fungal Illusion

This area of the oak forest has fallen prey to a horrific strain of mutated fungus. It covers several square miles of the forest's surface and has systematically killed all of the other trees in this area. So large is the area consumed by this mutant that characters see the open area from more than a half mile distance.

Characters approaching, however, do not see the fungus. They instead see a large vehicle when still some distance away. It appears to be over 60' in length and 14' or more in width. As they approach more closely (within 200'), the vehicle appears to be a large anti-gravity sled loaded with all kinds of gear and weaponry as well as space suits and other protective clothing. (You may alter the exact mix of materials as you see fit.)

All of this is merely an illusion generated by the fungus.

Fungus, Dark
(HD 10, HP 55, AC 10, MV 0'/none Exp. Points: 1170
Radiation Resistance 10 Constitution 10
Mental Resistance 10 or [special – see below]
Strength 10 Dexterity 10

[Prime=Physical] touching inflicts 10d6 energy damage, WC3.)

Dark Fungus grows well on the rotting bodies of any type of animal, and when it grows to a mass greater than ten pounds, it becomes intelligent and gains mental mutations but becomes defenseless to mental attacks. Any that touch this plant receive an energy discharge equal to 10d6 damage. Mutations— Illusion Generation, Telepathy, and Force Field Generation.

4D – Jeget Enclave

A small palisaded wooden fort, its walls a mere 8' tall, resides here beneath the overhanging bows of several massive oak trees. The fort measures only 100' per side, and its petite gate is only 6' in width. Within the walls a number of wooden buildings populate the ground area making this appear as though someone had created a human village at 60% of scale. In reality, this fort is the home of a group of highly intelligent Jegets.

Jeget (15-20, 14+1d6)
(HD 6, HP 29, AC 15, MV 40' Exp. Points: 775
Radiation Resistance 10 Constitution 6
Mental Resistance 10 Strength 10
Dexterity 10

[Prime=Physical] 2 claw attacks inflicting 1d6 each, WC 1.)

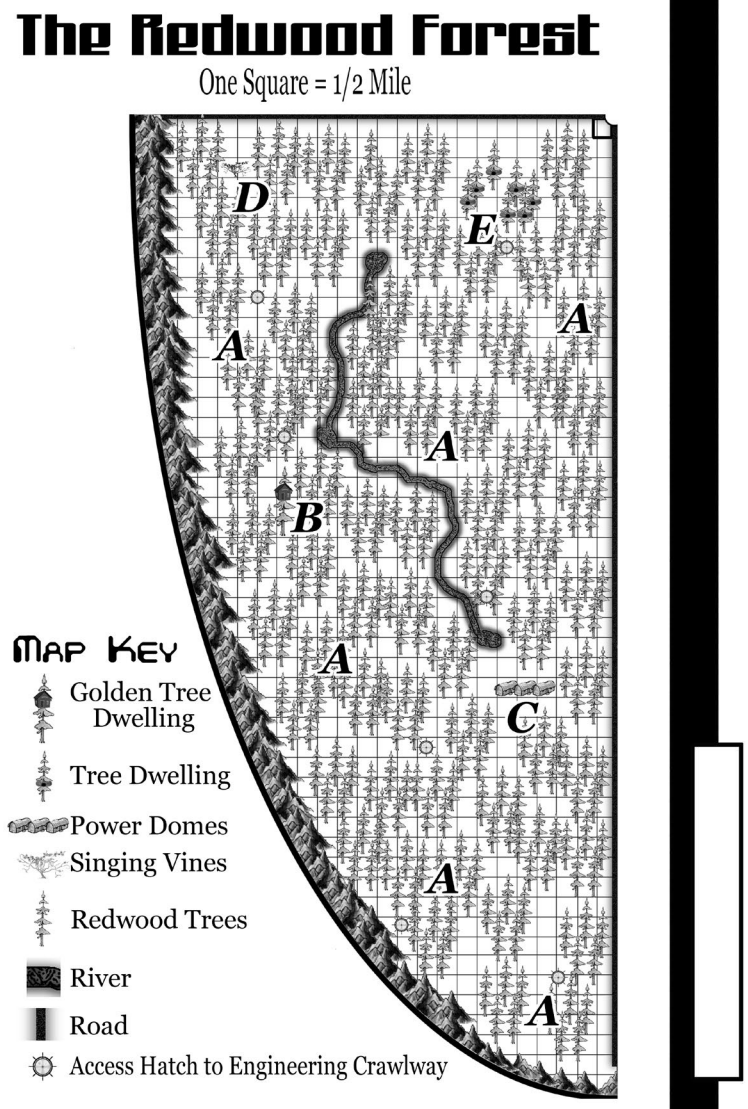
This 3'-tall mutant jaguar stands on its rear legs and understands and prefers to use ancient weapons. Mutations— Levitation, Telepathy, Precognition, Fear Generation, Telekinesis, and Force Field Generation. It has an Attraction Odor, a Fear Impulse [Intelligent Plants], and no resistance to poisons.

The Jegets cling to this fort as a defense against the depredations of the Wolfoid parties that frequently travel these woods. They trust no one and attack at the slightest hint of aggression, but will trade with explorers (they have foodstuffs and herbal curatives) if approached in complete passivity by an unarmed explorer.

5 – The Redwood Forest

This area of forest is dedicated to the propagation and genetic improvement of the giants of the forest, the redwoods. Many of the trees in this forest tower to more than 300' in height, and the largest amid their number are well over 400'. The trunks of these gentle giants are often more than a dozen feet in diameter, and the lowest branches are often 75'-100' from the ground.

In order to provide a lush habitat for these giant trees, this section of deck #11 sees regular, gentle rainfall once per hour, often with the sun shining brightly as the droplets fall. In spite of this illumination, the forest floor is heavily shrouded by the massive canopy above and is bathed in perpetual twilight. Fog is also a common feature of this forest, appearing with little warning when a temperature correction is made by the artificial intelligence in area #7. The fogs dissipate as quickly, but visibility when a fog bank rolls in is reduced to 10'-20', even for those explorers that bring artificial sources of light.



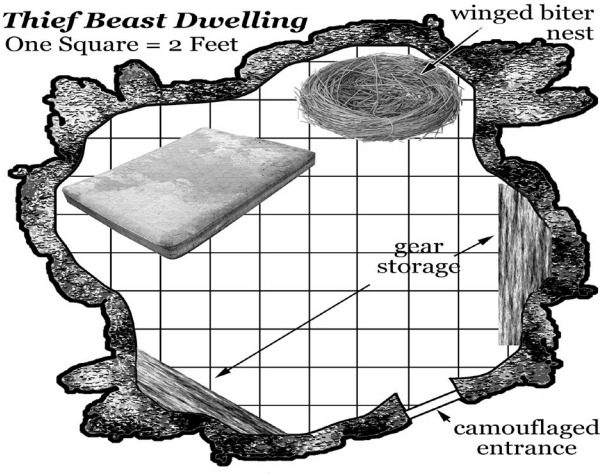
The constant rainfall and occasional fog make the forest floor perpetually damp and spongy underfoot (although not muddy). Burrows and underground areas also tend not to flood as the massive trees quickly remove standing water from the area.

A number of creatures, both normal and mutated, make their homes within the redwood forest. Small mammals (squirrels, rabbits, mice, etc.) and avian species abound due to the near absence of large predators. Many humanoids have made their homes in the redwood forest, and their mere presence is enough to force many carnivores to seek other hunting grounds.

5A – Thief Beast Hideout

In addition to humanoids, Thief Beasts are also common in these woods. They love the redwoods and tend to make their dwellings in the hollowed out trunks of the smaller, or fallen, trees. These dwellings are always camouflaged, occasionally by technology (holographic projectors or like technology), but at the very least by the clever use of native plants and foliage. So effective is this camouflage that it is impossible to detect one of their dwellings 50% of the time unless scanning equipment is used.

The Thief Beasts in this forest all know each other, and there are many theories as to their origin. Some humanoids in this section of the forest maintain that these strange creatures have a small community in the engineering crawlway beneath this portion of deck #11. Still others believe that they sprang from the same litter and that once they matured, they spread out to build homes of their own. In any event, their behavior is remarkably similar: they all steal from the humanoids, and they all have winged biters as pets/companions.



Thief Beast

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

[Prime=Mental] by weapon/equipment, which varies).

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.

Winged Biter

(HD 4, HP 11, AC 14, MV 20' [slithering]/50' [flying]
Exp. Points: 270 Radiation Resistance 10
Constitution 4 Mental Resistance 10
Strength 10 Dexterity 14

[Prime=Physical] one bite attack with poison [Intensity 11], WC 3.)

This 3' long mutated flying python has a 4' wingspan, is immune to all forms of poison and paralysis, and is never surprised as it has Precognition. If an alternative parent [perhaps a character] is present at the hatching of a Winged Biter, it can imprint upon that alternative parent and follows that creature/character for life. Mutations— Precognition, Immunity to Poison & Paralysis, Wings.

If confronted by an explorer, the typical Thief Beast tactic is to pretend parlay for trade or information while doing their level best to pick the pockets of these unsuspecting rubes. Both the Elven Enclave (see 5B) and the Vigilists (see 5C) will confess that they trade with these irascible creatures on occasion, but with extreme caution.

5B – Elven Enclave

In a different dimension, far from the duralloy hull of the starship *Warden*, there was once a researcher of vast intellect and substantial wisdom. His area of expertise was the science of the metaphysical, often termed 'magic' by the scientists aboard the *Warden*.

This researcher was particularly interested in the magic of travel and of exploring alternate dimensions of reality, and he never tired of furthering the limits of his knowledge through experimentation. He could teleport for miles and return safely home, fly like a bird for short periods of time, or even move forwards or backwards in time for brief periods.

His true goal, however, was to reach out to the stars; to visit other planets.

It was during one of his continuing experiments that something went horribly wrong. He had been joined that day by his diminutive but stalwart companion Gro-org, and they were attempting to travel (without moving) to a tavern the two had frequented in a neighboring country some 370 miles away. There was a blink and a flash, and an explosion decimating the tower in which they stood. Dridan, the elven character of this story, and his dwarven friend Gro-org, wound up in the midst of the Area #5 redwood forest, their former lives and possessions lost forever.

Dridan and Gro-org made the best of things. Dridan used his magical skills and the innate mutations of the level to create a great golden tree. Gro-org, for his part, scouted the forest looking for those in need and returned with several new friends to help them make their way in this new world.

Dridan, Gro-org, and these new friends all make their homes in the great golden tree grown for them by Dridan. Its massive trunk is honeycombed with chambers, stairways, and passages, and Dridan has once again begun his study of the arts arcane.

Elf Prince Dridan O' the Blade
(HD 18, HP 58, AC 18, MV 40'/60' [flying]
Exp.Points: 1955
Radiation Resistance 10 Constitution 18
Mental Resistance 10 Strength 17
Dexterity 18

[Prime=Mental] laser pistol inflicting 10d6, WC 5, range 225' or thrown energy dagger inflicting 10d6, WC 8, range 30', or Lightning Wand inflicting 6d6 in a 5' wide x 100' long path, WC8,)

This 6'-tall mutated elf commonly uses a great many ancient devices he has recovered and converted. Prince Dridan appears human except for his high pointed ears and the special mutated flesh lenses that cover his eyes. His senses are sharper than a human's, and he always perceives nearby [150' range] intelligent life. The elf has [6] Energy Daggers, a wand that hurls lightning bolts [inflicts 6d6, WC 8, range 100'] and wears light power armor [25 point force shield and allows the Prince to fly]. Mutations— Heightened Perception, Heightened Dexterity, Heightened Strength, Life Leech.

Dridan is an above average mage and is able to cast many magical spells. The exact nature of these spells we leave to your discretion so that they might better reflect the campaign you are running and the rules you are using. He is also a thief of some considerable skill and is able to pick locks, hide in shadows, and pick pockets, as well as set or disarm snares and traps.

Energy Dagger (equipment)
WC4 Tech Level 4 Experience: 300
Power Requirement: 1 Hydrogen Fuel Cell
Power Cell Life: 20 uses
Range (thrown):10'/20'/30'

Damage: 10d6 to living material, and this plasma-bladed weapon is able to penetrate 1" of duralloy or 8" of steel.

When turned off, this blade apears to be nothing more than an oval cylinder some 4" long. Once activated, an 8" blade of pure plasma extends from the hilt. Piercing any substance with this blade draws energy from the device.

Lightning Wand (equipment)
WC8 Tech Level 3 Experience: 600
Power Requirement: unknown (magic)
Power Cell Life: 24 uses
Size: 12"" length x 1.5" width x 0.5" height

Range: the bolt extends in a 5' wide path for 100' from the wand.

Damage: 6d6 to living material and may overload electronic systems, at your discretion.

This wand looks like an intricately carved, 11" long round stick approximately 1/2" in diameter

Dwarf, Gro-org
(HD 18, HP 48, AC 9, MV 20' Exp. Points: 1615
Radiation Resistance 18 Constitution 18
Mental Resistance 7 Strength 18
Dexterity 16

[Prime=Physical] hammer inflicting 6d6 damage, WC 4, range 90'/150'/210', or Phosphorous Grenade inflicting 5d6 heat damage in a 30' diameter circle, WC 4, range 50'/150')

Gro-org the dwarf is 5' tall and massively strong. He wears enchanted plate mail armor, his senses are sharper than a human's, and he always perceives nearby [150' range] intelligent life. Gro-org is able to throw his hammer at a foe every third melee round. The hammer returns to the dwarf's hand after two rounds to be thrown again. During the intervening two melee rounds Gro-org hurls grenades if the range and area effect of that weapon are appropriate. Mutations— Heightened Senses, Heightened Strength, Heightened Dexterity, Immunity to poison. Gro-org uses a flying carpet [magical technology] that can transport six standard humanoids.

Although others may use Gro-org's hammer, only he is able to make it return once thrown.

Flying Carpet (equipment)
Tech Level 5 Experience: 3000
Power Requirement: unknown (magic)
Power Cell Life: 6 hours per day
Carrying Capacity: 1800 lbs./816 kg.
Size: 6'4" square
Top Speed: 60 mph./96 kph.

Gro-org's friends, who accompany him when he explores and who live with him in the great golden tree, include:

Android, Roman Legionnaire
(HD 12, HP 60, AC 15, MV 30' Exp. Points: 495
Radiation Resistance 12 Constitution 12
Mental Resistance 10 Strength 14
Dexterity 13

[Prime=Physical] Roman short sword inflicting 1d6 damage, WC3, and Roman javelin inflicting 1d6 damage, WC 3, range 5'.)

This android has escaped from another level, and its computer brain is quite insane. It appears and acts as though fully human, but it repeats itself far too often during conversation. It asks to join the party and again reacts normally in most situations, but with a few noteworthy exceptions: the android often forgets whose side it is on and stabs randomly and repeatedly with its sword. The android has a mental block and cannot see winged creatures. The android attacks all dogs and creatures with any canine characteristics on sight and is immune to all energy weapons.

Turtloid
(HD 10, HP 55, AC 17, MV 20'/50' [swimming]
Exp. Points: 630
Radiation Resistance 12 Constitution 10
Mental Resistance 16 Strength 12
Dexterity 10

[Prime=Physical] 2 claws inflicting 3d6 damage, WC 1, and one bite inflicting 4d6 damage, WC 2.)

This 10'-tall mutated turtle walks upright and has an incredibly thick shell. So thick is this shell that if it is cracked, the Turtloid dies within a week. Mutations— Taller, Immunity to Poison & Paralysis & Mental Control. This unusual reptile is also Telepathic and can Teleport at will.

Manling
(HD 12, HP 58, AC 9, MV 20'/60' [swimming]
Exp.Points: 1705
Radiation Resistance 4 Constitution 12
Mental Resistance 14 Strength 12 Dexterity 14

[Prime=Physical] one ancient weapon attack, by weapon.)

This 6'-tall mutated human commonly uses a great many ancient devices it has recovered and converted. The Manling appears human except for its 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.

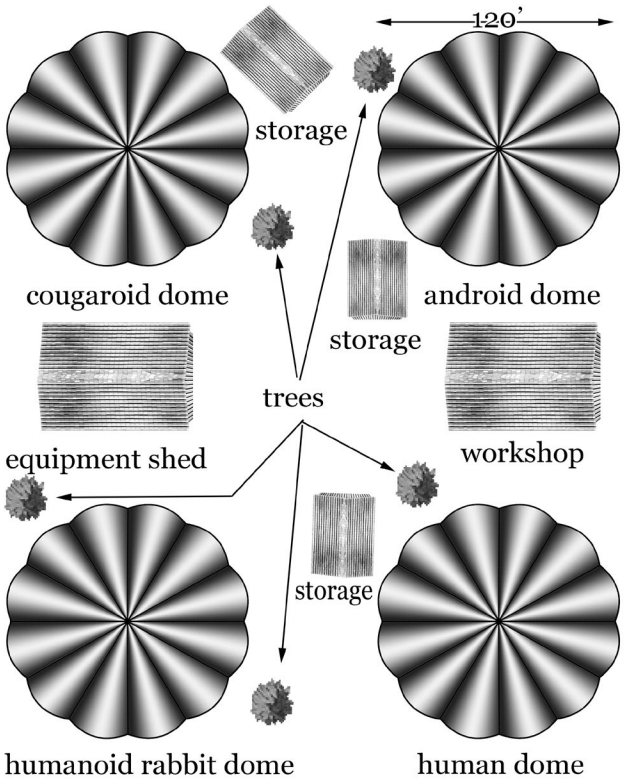
The golden tree is well protected by both allies and technological deterrents. Members of the Enclave are both allies and trading partners with the Vigilists (see area 5C), and the tree is protected by your choice of technological terrors.

Will the characters become friends with Dridan and his friends? or trading partners? or the bitterest of enemies? Those aspects of this encounter are left to you. Dridan and his friends care for the redwood forest that is their home but have been assigned no other goals, aspirations, or motivations. Use them in your campaign as you see fit.

It has been postulated by many scientifically oriented minds in the cosmos that the experimental dimension-altering spell that Dridan attempted in his home universe may well have been the cause of the cataclysm that destroyed the crew of the Warden. The fact that the logs describe a wave of "unidentifiable energy" and that the magnitude of the wave could in no way be measured, lend credence to this theory. The time delay between Dridan's arrival aboard the Warden (a bit more than 40 years ago) and the cataclysm (300+ years ago) many believe to be a time dilation effect that actually supports the theory rather than detracting from it. Suffice it to say that a mathematical explanation of the physics involved is both beyond the author's understanding and would greatly extend the page count of this tome. What may have actually occurred is one of the galaxy's great mysteries (and is left to your better judgement), but many believe this theory to at least be 'along the right track'.

5C – Vigilist Village

The Vigilist village is unique in that all of its inhabitants have knowledge of their current situation, and all of them share the same goal: a



future for the *Warden*. This village is populated by a cross section of the *Warden's* most intelligent current residents. They have erected for themselves a village that contains all of the modern conveniences while having little impact on the forest. They care for the local non-aggressive animal and plant life, and protect and serve one another as well. Each villager has unique skills, and all contribute daily to the effort of maintaining their community.

All of the Vigilists realize that they are passengers aboard a spacecraft that badly needs maintenance. They make cautious but regular forays into the engineering crawlways below this deck and constantly plan repairs to this deck's support systems. They hope to one day organize a group with some chance for success that might make it to the control center of the main *Warden* Artificial Intelligence both to fill in those knowledge gaps that abound in their work and possibly to make some repairs. For now, this mission is but a distant dream.

Each family/species group within the Vigilists has its own internally powered dome (originally intended for campers 300 years ago) as per the diagram below. Several storage buildings and a workshop are also present within the village.

Courgaroids (6)
(HD 10, HP 29, AC 15, MV 40' Experience Points:
Radiation Resistance 10 Constitution 10
Mental Resistance [special – see below]
Strength 10 Dexterity 14

[Prime=Mental] one attack with a crossbow inflicting 1d10, WC 2, 180' range.)

These highly intelligent mutated cougars walk upright, are +5%/+1 to hit with crossbows, and are immune to paralysis, all forms of mental attack, lasers, and electrical energy attacks. Mutations—Courgaroids can't see robots of any type [Mental Block] and have an Attraction Odor that makes them delicious smelling to carnivores of all types.

Android Thinker (4)
(HD 10, HP 60, AC 15, MV 20' Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 15 Strength 11 Dexterity 11

[Prime=Mental] No attack)

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

Human, Pure, Trooper (8)
(HD 17, HP 60, AC 10, MV 30' Exp. Points: 720
Radiation Resistance 9 Constitution 17
Mental Resistance 9 Strength 17
Dexterity 18 Leadership Potential 18

[Prime=Mental] by weapon)

This 6'-tall muscular human has been in cryo-sleep for hundreds of years. The typical trooper is equipped with battle armor, a laser pistol [10d6 damage, WC6, 225' range], and a laser rifle [15d6 damage, WC6, 225' range] with ten rechargeable batteries.

The troopers also brought with them two robots that were part of their original striking force/response team.

Robot, Military SRSR (2)
(HD 10, HP 40, AC 13, MV 20' Exp. 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.

Humanoid Rabbit (8)
(HD 4, HP 15, AC 13, MV 60' Exp. Points: 345
Radiation Resistance 9 Constitution 4
Mental Resistance 9 Strength 15
Dexterity 17

[Prime=Physical] 2 energy bolt attacks inflicting 5d6 damage, WC 3, range 30', or by weapon.)

These 7'- tall intelligent mutated white rabbits stand on their back legs and have mutated forelimbs resembling arms and hands. They can use the devices of the ancients and delight in using lasers, often trading grenades for such weapons. Mutations—Taller, Energy Generation, New Body Parts, Heightened Intelligence.

The Vigilists welcome visitors that come either for fellowship or commerce. They have at least one of most of the items available on the ship but are searching desperately for red & blue ship's issue wristbands. They view unkindly any who damage the trees or ship with no readily discernible purpose.

5D — Singing Vines Patch

A large patch of Singing Vines here delays explorers until such time as they (the plants) are fully fertilized and watered. They are otherwise fairly innocuous.

Singing Vine (12)
(HD 4, HP 10, AC 8, MV 8' Exp. Points: 270
Radiation Resistance 10 Constitution 4
Mental Resistance 10 Strength 10
Dexterity 10

[Prime=Mental] Special attack – this vine defends itself by singing a psychotropic harmony making listeners incapable of harming the vine while harboring a strong desire to help it.)

This intelligent mutated vine stands 15' tall when mature. Singing Vines are Telepathic and willing to share knowledge of their level of the *Warden* with those that fertilize their roots. Mutations—Telepathy, Mobility, Sonic Powers [special], Manipulation Vines.

5E — Metal Ones Village

The village of the Metal Ones is really more a collection of tree-borne huts and nests that lie some 25'-40' from the ground in the lowest branches of the redwoods in this area. The huts are crude but substantial. Their occupants, while far more brilliant than their unmutated cousins, still possess only moderate intellect, and no understanding of technology. They are unlikely to communicate with any approaching explorers, and should they do so, it will be only in the crudest of terms. They are far more likely to view explorers as intruders or, if other fare is scarce, as a source of food.

Metaled One (found in groups of 1-6, 15 in total)
(HD 6, HP 19, AC 13, MV 14' Exp. Points: 575
Radiation Resistance 10 Constitution 6
Mental Resistance 14 Strength 10
Dexterity 10

[Prime=Mental] 2 claw swipes inflicting 2d6 damage each,



WC 1, or a mental attack that paralyzes the victim, range 6'.)

This highly intelligent, near sighted, 3'-long mutated badger also has Telekinesis with a range of 60', a lifting weight of 150lb., and a great fear of intelligent plants. Mutations— Near-sightedness, Fear Impulse [Intelligent Plants], Telekinesis, Mental Paralysis.

If the huts/nests are explored, several young, non-aggressive (and cute as a button!) Metaled Ones are discovered as well as several small, crude sacks containing berries and nuts. In one of the nests there is also a green ship's issue wristband.

6– Central Elevator

The Central Elevator runs through all 17 decks of the *Warden*, but ingress and egress are strictly regulated through the use of wristband readers that are present both within and without each elevator. These bands identify the type of crewmember attempting to use the elevator and allow then access to only those areas where said access is authorized. This access changes from deck to deck, so while a crewman might board on one deck, he may only have a limited number of choices for decks upon which he might exit. Only command bands (red and blue) have unrestricted access.

The term 'Central Elevator' is actually a misnomer. Although there is a single elevator shaft in the center of the *Warden*, there are 24 elevators of various sizes that use this shaft for transit. Four of these elevators are dedicated to the transit of cargo, and as such are quite large, while 20 smaller elevators are able to carry up to 30 passengers each. All of the elevators in the *Warden* operate using small gravity lenses (anti-gravity) with variable negative and positive gravity capability.

Given the size of the *Warden*, a trip within any of the central elevators takes some time. Transit from one deck to the next consumes a full ten minutes, while a trip from the very bottom of the ship to its observation dome (if the passenger is authorized) takes a total of 112 minutes.

6A - Main Cargo Elevator

The largest of the elevators, this massive lift measures 400' square and is capable of moving up to 200 metric tons.

6B - Secondary Cargo Elevator

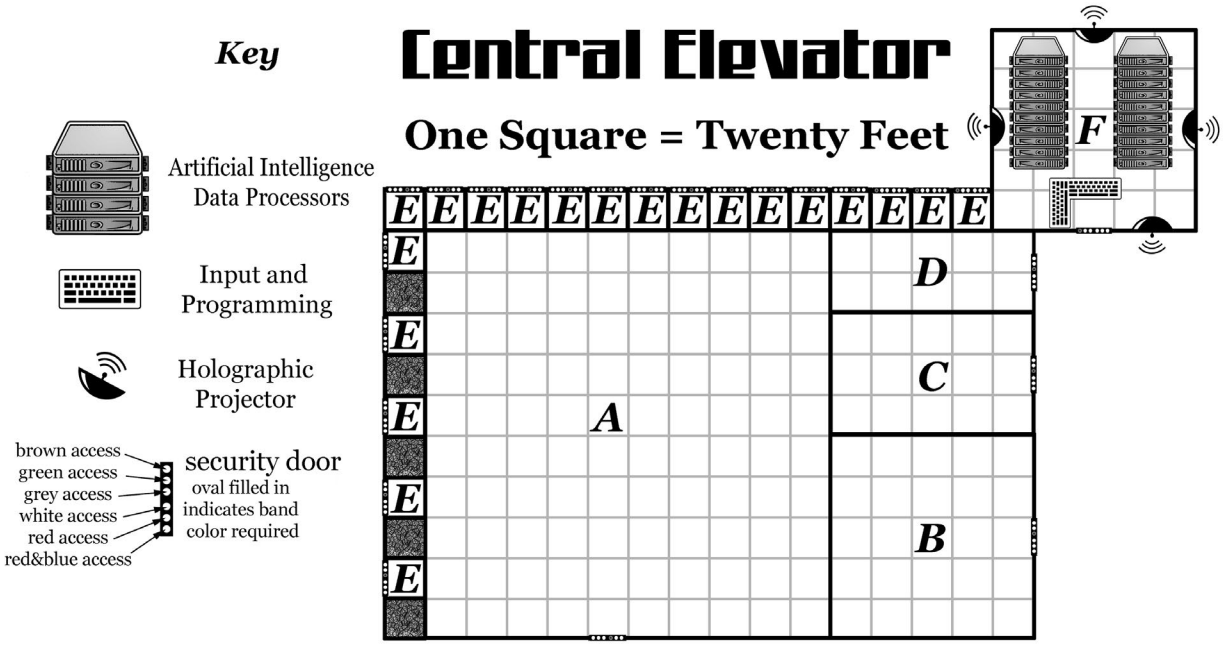
This cargo elevator is slightly faster than the largest and measures 100' x 100'. It can lift a maximum of 50 metric tons.

6C - Tertiary Cargo Elevator

Used for deliveries of supplies to most decks of the ship, this elevator measures 60' x 100' and has a carrying capacity of 20 metric tons.

6D - Express Cargo Elevator

The fastest of the cargo elevators, the express elevator has bench seats with seat belts along its far wall, and it is able to transit between decks in a mere 9 minutes (98 minutes top to bottom). It measures 40' x 100' and is able to carry up to 10 metric tons.



6E - Passenger Elevators

These 18' x 18' elevators travel at a standard speed and are capable of comfortably fitting up to 32 crew members at one time. Their weight limit is 8,134 pounds (3690 kg).

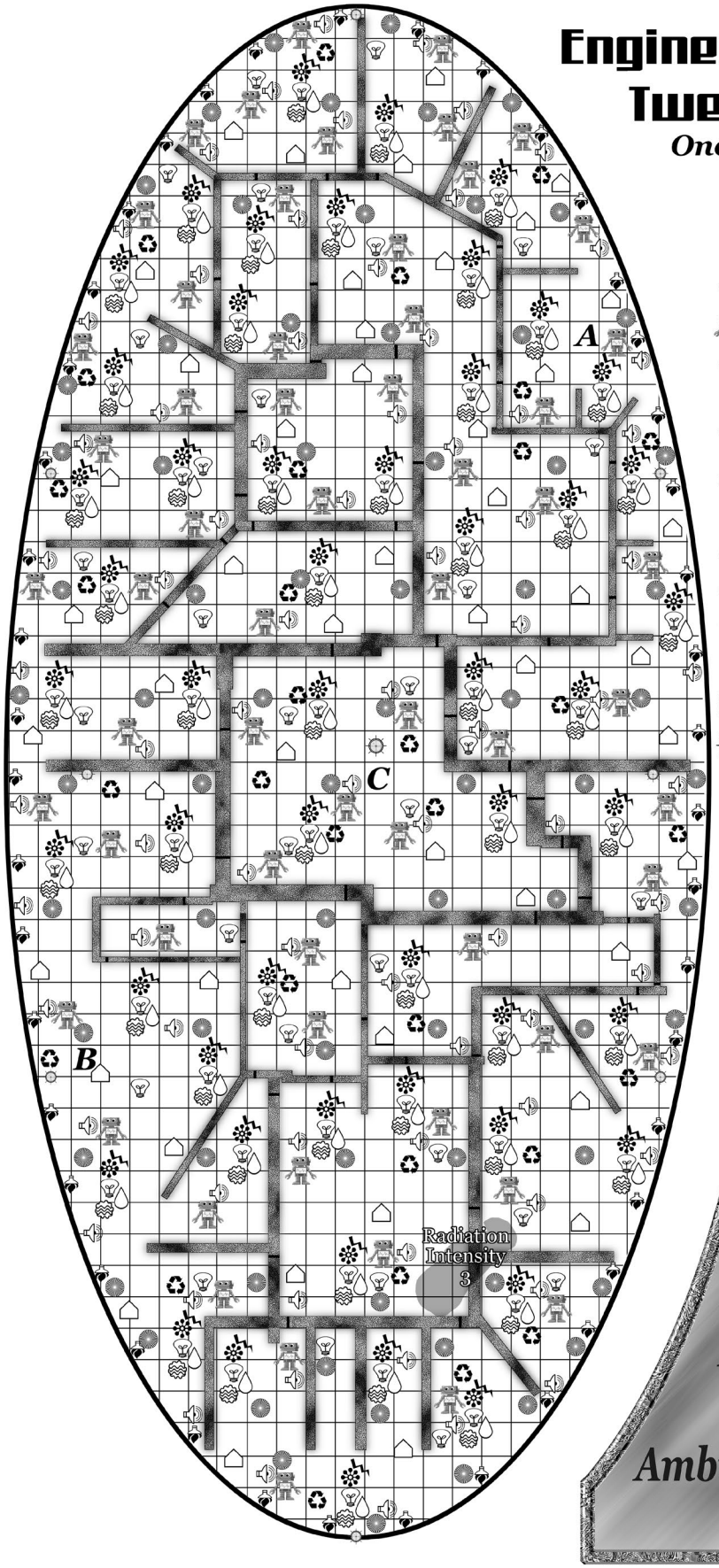
6F - Deck #11 Artificial Intelligence

The A.I. on this level is hidden by hologrammatic generators that cause the area it occupires to look like a portion of the central elevator shaft housing. It is quite insane, always addresses the characters as they enter this deck, and continues to advise them as they explore its various nooks and crannies. In reality, the 'advice' is the Artificial Intelligence doing its level best to get them killed. It advises them to explore dangerous parts of the level whenever possible. It also strongly urges them to have nothing to do with the Vigilists, "***... a crazed group of mutants bent on destroying the ship!***" Strangely, it seems to know nothing of the Elven Enclave.

7 – Ramps to Deck #12

The inclined ramps lie here behind large electronic doors that open only upon the presentation of a gray, red, red and blue, white, or green *Warden* wristband. The ramps are camouflaged to appear as a portion of the forest, although the road seems to lead directly to them. The doors are 100' wide and tall, and the wristband reader is plain for all to see. Although these doors open for any color ship's issue wrist band (from either side), the corresponding doors on Deck #12 will not open for brown wristbands, although all other ship's issue wristbands will cause these doors to function.





Engineering Crawlway Tween Deck #11.5

One Square = One Mile

Key

- standard power substation
- broadcast power station
- robot depot
- air recirculation and purifying station
- water purification plant
- electrical circuit bus
- storage area
- thruster station
- gravity node
- environmental control station
- waste recycling center
- 12' wide by 8' tall hallway
- solid bulkhead
- hatchway to deck above

All open areas have a hollow 1'-diameter support pillar every 20'

Gravity:
0.65 – 0.75 G

Power:
Internal – Fusion Substation

Pressure:
98.8 kPa

Power Capacity:
9104 MW

Background EMF:
1.2 – 2.1 mG

Ambient Temperature:
25°C/77°F

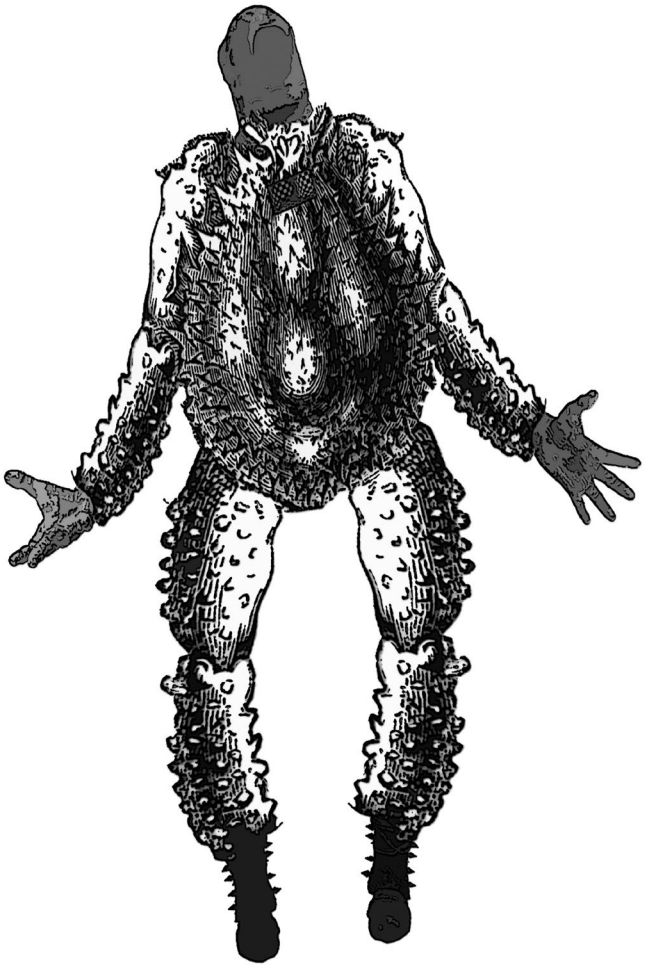
Adventure Seeds

Spider Man (A)

The storage area near this location has been converted to a genetics laboratory that currently services just one scientist, a Red Android Thinker that appears more arachnid than human.

This android was captured by the spiders' webs on deck #12 more than 140 years ago. The spiders soon discovered that he was highly inedible, and left him to seek other prey. He spent decades trapped within the webs, becoming increasingly enamored of the arachnids that captured him, and increasingly insane. After 37 years, he worked his way free of the webs.

The android made his way to the laboratories on deck #12 where he spent years absorbing every piece of data available in the data banks and books there concerning the arachnids he found so fascinating. He grafted various portions of spider exoskeleton to his own body and began moving equipment into the storage area from the laboratories and storage areas on the jungle deck.



He then began his own program of mutating the various species of spiders found in area #2 of deck 12.

Android Thinker, Red, Arachnid Cyborg (unique)
(HD 10, HP 60, AC 18, MV 30' Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 17 Strength 12 Dexterity 10

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

This 5' tall red-skinned android is extremely intelligent and has human-like senses but displays a faceless head, communicating instead from a voice box in the chest. He appears to be part spider as he has covered his arms, legs, and chest with parts grafted from the exoskeleton of several species of giant spider. This android has faulty programming and now believes that

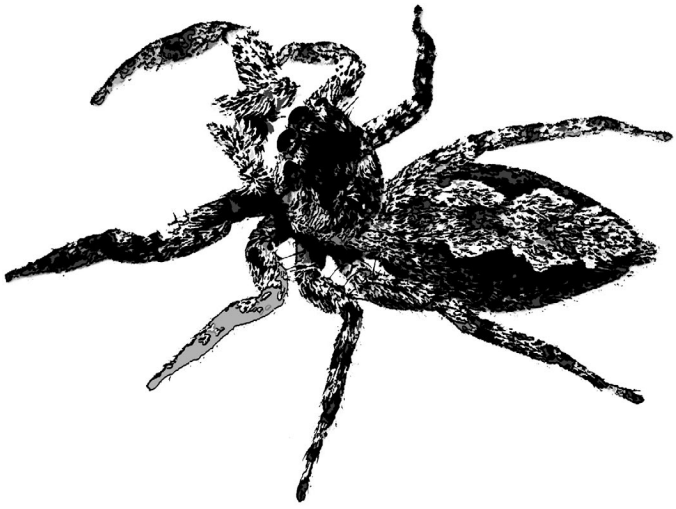
all life forms aboard the *Warden* should be replaced by arachnid mutants. He has only limited memory capacity [short-term memory] and so relies on a computer database he has built in the storage area to keep track of his experiments.

He has implanted two giant mutated wolf spiders with cybernetic control units that he operates from his computer. *Note: the android is unable to personally attack when controlling these mutant cyborg spiders as their control requires all of his attention.

Black Ones, Cybernetically Controlled (2)

(HD 10, HP 33, AC 12, MV 30' Exp. Points: 540
Radiation Resistance 10 Constitution 10
Mental Resistance [special – see below]
Strength 10 Dexterity 12

[Prime=Physical] one poison bite attack for 3d6 damage + poison [Intensity 15], WC 2.)



These mutated Wolf Spiders stand 5' tall at the shoulder and are controlled by a Red Android Thinker. The poison of their bite causes the loss of 15 health per combat round. Mutations— Cybernetically Controlled Black Ones are immune to Mental Control attacks.

Red Flames Gather (B)

The door to the Recycling Center here has been torn from its moorings, and Red Flame Beetles pass to and fro through this now-open doorway. Those leaving carry glowing rocks in their jaws. The beetles are retrieving radioactive material that had been stored here and are taking it to a location that is left to your discretion.

Red Flame Beetle (9)
(HD 5, HP 20, AC 17,
MV 20'[above ground]/30'[below ground]
Exp. Points: 370
Radiation Resistance 11 Constitution 5
Mental Resistance 5 Strength 11 Dexterity 11

[Prime=Physical] one bite inflicting 2d6 damage, WC 1, or when damaged, a shot of flame from its backside inflicting 15 damage, WC 2 .)

This 2' long beetle is able to burrow through the mulch of the jungle and attack from below the surface of the ground. It has a bright red shell casing and a massive pair of pincers at the front. It can shoot flame once per day [if damaged]. Mutations— Taller, Fire Squirt, Burrowing, New Body Part.

Guardians of the Rain Forest (C)

A group of Pygmy Humanoids roams this area, guarding all of the equipment that "provides their mother forest above with life." They understand none of the equipment but feel it is sacred and must not be disturbed, even by robots.

Pygmy Humanoid (32)
(HD 5, HP 25, AC 18, MV 30' Exp. Points: 380
Radiation Resistance 17 Constitution 5
Mental Resistance 16 Strength 5 Dexterity 15

[Prime= Physical] one attack with a 3'- long thrusting spear for 1d4 damage, WC 1.)

These 1'-tall mutated humans are resistant to all poisons, radiation, paralization, chemical acids, and lasers. They have not the sophistication to use the devices of the ancients [with rare exceptions] but have extensive knowledge of antidotes and mutated dangers. They also have the mutation Precognition which allows them to see three minutes into the potential future if allowed to concentrate undisturbed for one full minute. Note: Pygmy Humanoids that foresee their own injuries immediately suffer one point of damage, while those that foresee their own deaths immediately sustain 6 points of damage.




Deck 12: Jungle Conservatory

Deck 12

One Square = One Half Mile

Overall Size: 48.5 Miles x 23.5 Miles

Map Key

Access Hatch to Engineering Crawlway

Jungle

***Dead Trees** (Insect Infestation)*

Watering Hole

***Spider's Web** (Large)*

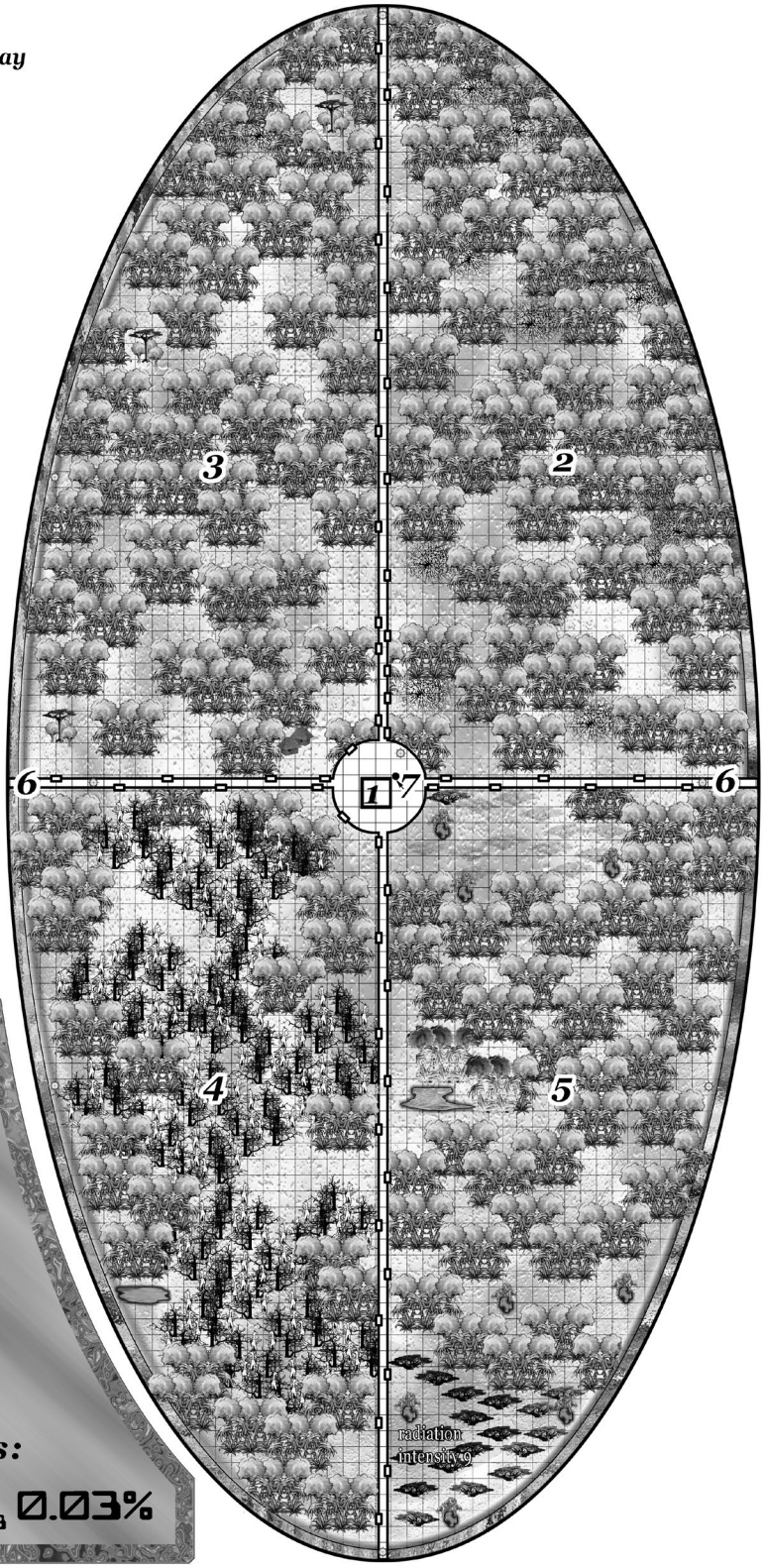
Savannah

Broken Wall

Pond or Pool

Door

1) *Jungle Biome Laboratories*
2) *Spider Lands*
3) *Chimpanzee Lands*
4) *Insect Lands*
5) *Aviary*
6) *Ramps to Other Levels*
7) *Central Elevator*



Gravity:
0.98 – 1.02 G

Power:
External

Background EMF:
1.91 mG

Ambient Temperature:
82°F / 28°C

Atmospheric Anomalies:
CH_4 0.021% NO_3 0.03%

Level 12: Jungle Conservatory and Biome Laboratories

Overview

Long before humanity began to reach for the stars, we realized that genetic diversity was critical to the functioning and longevity of any bio-system. The rain forest jungles of Earth provided the most diverse collection of organisms (and therefore genomic data) of any biome found on the planet. This level of the *Warden* was created to preserve that genetic diversity, and to enhance it whenever possible.

Although this level primarily a wildlife preserve, some experimentation was conducted here as well. Some of those experiments survived the disaster that engulfed the *Warden*. A few of the original life forms, especially those most resistant to radiation, were altered by the cataclysm, and their descendants now prowl this deck.

Lifeforms

The following creatures are found randomly on this level. Check once for each new square explored on a given map (or devise your own system) by rolling a d6. Any result of a 1 or a 2 indicates that a wandering monster has encountered the character party. How many of a particular creature are encountered is left to your discretion.

All Areas

Wandering Creatures Encountered (roll 2d6)	
2	Chimpoid, Blue
3	Fungus, Cabbage
4	Red Flame Beetle
5	Red Lightning Spider
6	Robot, Crazed Garden
7	Robot, Crazed Horticultural
8	Robot, Security, Broken
9	Spider, Giant Mutant
10	White Brain Bugs
11	White Air Spiders
12	Yellow Acid Beetles

Chimpoid, Blue

(HD 17, HP 55, AC 12, MV 20' Exp. Points: 1520
Radiation Resistance [special – see below]
Constitution 17 Mental Resistance 9
Strength 17 Dexterity 15

[Prime=Physical] electrified fist blow to inflict 12 electrical damage, WC 2.)

The mature bright blue chimpoid stands 6' tall and is very muscular. When attacked, a single chimp calls out to its mates, and slowly ever more chimpoids join the battle until up to 20 are present after a minimum of 5 combat rounds. Those striking the chimpoid with a conductive melee weapon also discover the electrical nature of its fur as such a strike transfers 8 electrical damage to the attacker. Mutations— Electrical Generation, Immunity to Lasers & Radiation, Heightened Intelligence, New Body Parts.

Fungus, Cabbage

(HD 11, HP 44, AC 9, MV 0'/none Exp.Points: 900
Radiation Resistance 9 Constitution 11
Mental Resistance 3 Strength 11 Dexterity 11

[Prime=Physical] one envelop attack inflicting 3d6 damage, WC 1, and then acid [automatic hit if enveloped] inflicting 4d6 damage, WC 4.)

This cabbage-like fungus has 10' square leaves which spread out across all floors and walls in a given, enclosed area. It attacks by raising its leaves to smash and envelop prey, then bathing them in digestive acid once the prey is enveloped. Mutations— Larger than Normal, Acid Leaves, New Plant Parts.

Red Flame Beetle

(HD 5, HP 20, AC 17, Exp. Points: 370
MV 20'[above ground]/30'[below ground] Radiation

Resistance 11 Constitution 5
Mental Resistance 5 Strength 11 Dexterity 11

[Prime=Physical] one bite inflicting 2d6 damage, WC 1, or when damaged, a shot of flame from its backside inflicting 15 damage, WC 2 .)

This 2' long beetle is able to burrow through the mulch of the jungle and attack from below the surface of the ground. It has a bright red shell casing and a massive pair of pincers at the front. It can shoot flame once per day [if damaged]. Mutations— Taller, Fire Squirt, Burrowing, New Body Part.

Spider, Red Lightning
(HD 4, HP 11, AC 9, MV 20' Exp. 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. No attack occurs until 100 have amassed.)

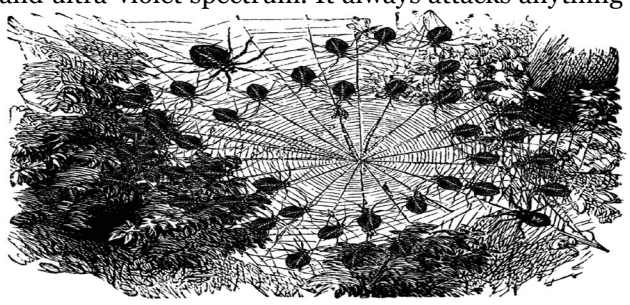
These fist-sized, bright red, spiders generate bright red webbing. When prey disrupts a red web, it alerts the spiders, and they start gathering around the prey. They form swarms numbering hundreds of individuals and gather at the rate of 60 [additional] spiders per combat round. Mutations— Mass Mind,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

Robot, Garden, Crazed

(HD 10, HP 32, AC 15, MV 25'/hover Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 10 Dexterity 10

[Prime=Mental] one pesticide blast attack covering an 18'circle inflicting 3d6 damage to insects and plants of all types, WC 3; or 2 grass and shrub pruning tool attacks inflicting 2d6 damage, WC 1.)

The unit has faulty programming and appears as a 4' circular platform with a single manipulative tentacle for grabbing things. It floats on anti-grav pods and can carry up to 55 pounds of material. This robot's radio equipment allows it to communicate with beings throughout the entire deck. It has three large light sources, and its optics can see in the infra-red and ultra-violet spectrum. It always attacks anything moving and takes [and carries out while attacking] verbal orders from any being with a *Warden* wristband.



Robot, Horticultural, Crazed
(HD 20, HP 100, AC 15, MV 25' (hover flying)
Exp. Points: 405
Radiation Resistance 10 Constitution 20
Mental Resistance 10 Strength 10
Dexterity 10

[Prime=Mental] either one paralysis tentacle attack [paralyzes], WC1, 18' range, or one forestry tool attack inflicting 2d6 damage, WC1.)

This automated, 10' floating disk is damaged, and parts of its instrumentation are exposed and emitting sparks. It floats on anti-grav pods and can carry up to 595 pounds of material. It has a single paralysis tentacle that extends up to 18' [WC 1], its optical senses can pick out objects up to a mile away, and its communication has a range of an entire deck. The robot has two manipulative tentacles allowing it to grab things and surgical tools allowing it to perform operations on animals of all types. Three large light sources and mechanical optics can see in the visible, infra-red and ultra-violet spectrum. All the rest of its equipment has long since been destroyed. Touching any part of the robot causes exposure to radiation [Intensity 5]. These derelict automatons view all living creatures as animals in need of amputations or skin grafts. The unit does, however, take verbal orders from any being with a green *Warden* wristband.

Robot, Security, Broken

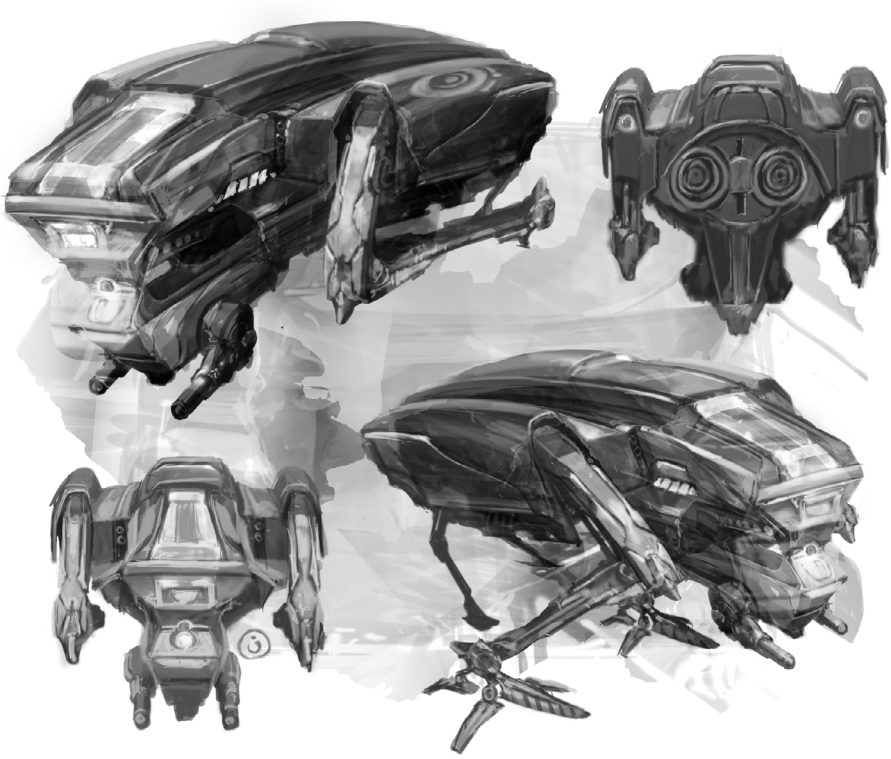
(HD 10, HP 40, AC 10, MV 25' [flying] Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 12 Dexterity 10

[Prime=Physical] 2 slug throwers attacks inflicting 2d6 damage each, WC3, and may also attack with a 13' tentacle that causes paralysis WC 3.)

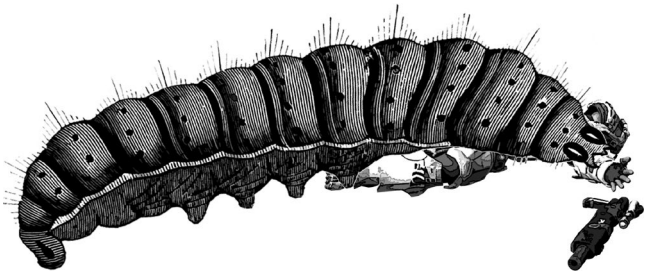
This 9'- tall irradiated [Radiation Level 15] spherical robot is cracked in several places and parts of its interior are exposed and emitting sparks. Touching its irradiated outer shell causes 15 damage.

Spider, Giant Mutant
(HD 18, HP 111, AC 17, MV 30' Exp. Points: 1530
Radiation Resistance 12 Constitution 18
Mental Resistance 11 Strength 18 Dexterity 11

[Prime=Physical] one sticky rope of webbing attack to trap prey, WC 2. Webbed characters require 3 combat rounds to escape the sticky strands. Once prey is entangled, the spider bites; one attack inflicting 1 damage + poison [Intensity 18, paralyzing], WC 1, paralysis lasts 48 hours.)



The nests of these 8' spherical, mutated spiders are commonly 600-900 square feet [30' x 20' - 30' x 30'] and are filled with white rope-thick webbing. Giant Mutant Spiders are immune to the stickiness of their own webs. Mutations— Taller, New Body Parts, Heightened Strength, Heightened Intelligence, and Poison [Intensity 18].



White Brain Bug
(HD 10, HP 33, AC 10, MV 24' Exp. Points: 810
Radiation Resistance 11 Constitution 10
Mental Resistance 9 Strength 11 Dexterity 7

[Prime=Physical] contact [touch] poison [Intensity 13], WC 2.)

This intelligent, white, 10'-long mutant caterpillar feeds on the plants of the jungle as well as any living creatures that fall prey to its deadly contact poison. This poison transforms dead prey into mush in hours, and the bug feeds upon that. Mutations— Taller, Poison [Intensity 13], New Body Parts, Heightened Senses, Heightened Intelligence.

Spider, White Air
(HD 5, HP 12, AC 8, MV 20' Exp. Points: 240
Radiation Resistance 10
Constitution 5
Mental Resistance 10Strength 5
Dexterity 12

[Prime=Physical] When 3 or more of the spiders are in a group they are capable of a Mental Blast inflicting 9 points of damage, range touch.)

These are fist-sized spiders able to fly by using long strains of webbing that catch the wind and lift the spiders into the air. Airborne swarms [3-60, possibly more] of these spiders float in the air and use their webs to land on [and stick to] potential targets.

Mutations— Mental Blast [9 damage], New Body Parts, Mass Mind.

Yellow Acid Beetles
(HD 11, HP 52, AC 12, MV 20' Exp. Points: 900
Radiation Resistance 15 Constitution 11
Mental Resistance 9 Strength 9 Dexterity 11

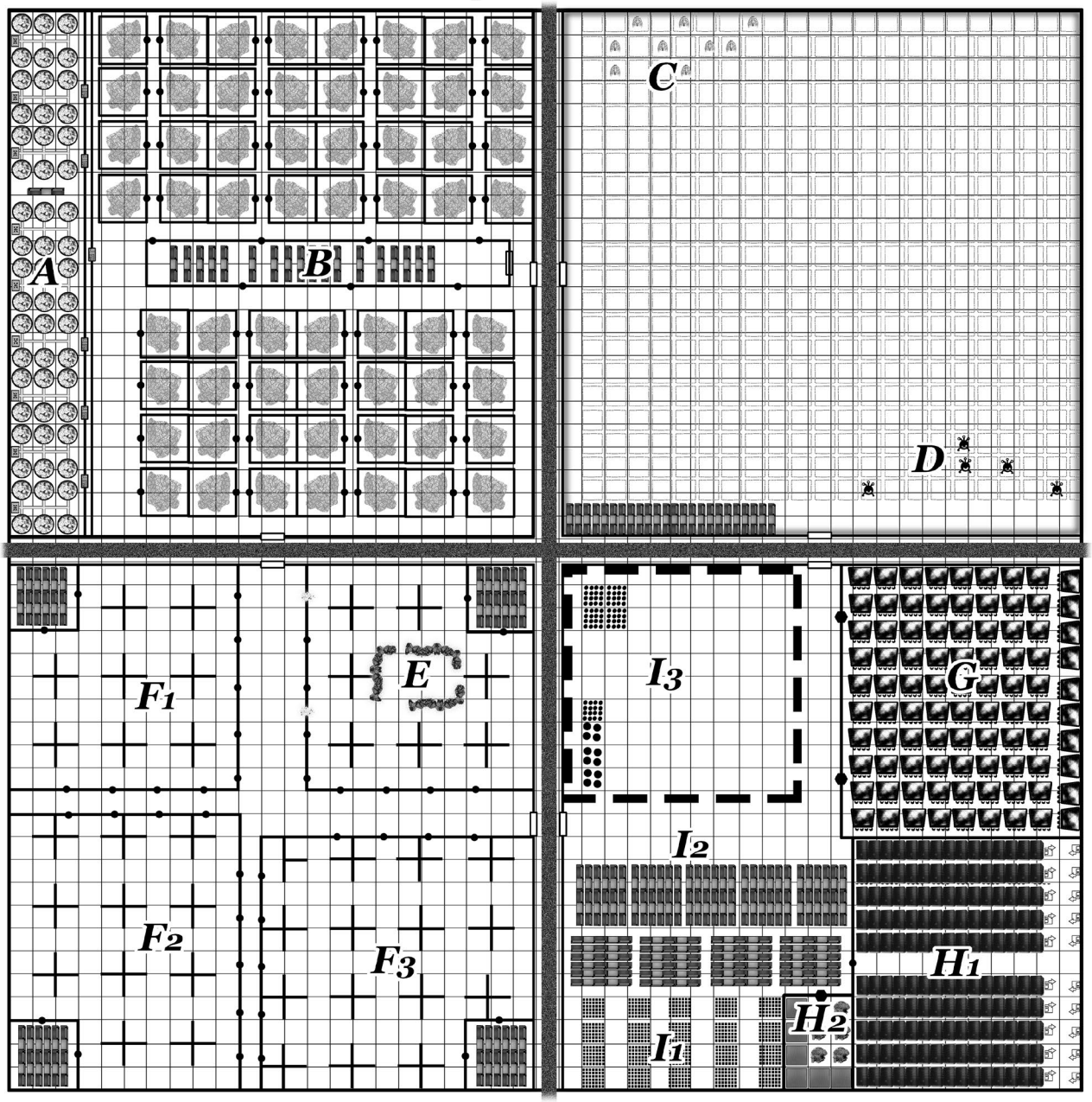
[Prime=Physical] The creature begins each encounter by shooting a stream of acid inflicting 5d6,WC 2, range 9'; it uses one pincer inflicting 3d6 damage, WC 2, on subsequent combat rounds.)

These foot-long hard-shelled yellow beetles hatch from foot-long eggs and are born with the ability to shoot streams of acid. Mutations— Immunity to Mental Control & Poison, Acid Generation, New Body Parts.

Jungle Biome Laboratories

Bow
Port Starboard
Stern

One Square = 200 Feet



Map Key

- Air Conditioner Compressor
- Air-Locked Door
- Empty Observation Cage
- Data Input Station
- Observation Cage w/Bones
- Occupied Observation Cage
- Flying Drones
- Incubator Climate Control
- Incubator
- Insect Nursery
- Storage Shelf
- 200' Wide Door
- 12' Wide Door
- Security Door
- Cooling Coil
- Video Monitoring Station
- Rubble
- Laboratory A.I. Data Processor
- Deactivated Robots

A) *Insect Egg Incubators*
B) *Insect Nusery*
C) *Corpse-Filled Observation Cages*
D) *Occupied Observation Cages*
E) *Destroyed Laboratory*
F) *Mold and Fungus Laboratories*
G) *Drone Monitoring Stations*
H) *Laboratory Data Bank and Artificial Intelligence*
I) *Robotic and Harvest Storage*

Points of Interest

1 — Jungle Biome Laboratories

When the *Warden* left Earth behind, a wealth of discoveries still awaited mankind amid its tropical jungles and rain forests. In order to preserve this treasure trove of potential, laboratories were built on this deck to continue the work that had been pursued prior to the launch. The laboratories at the center of Deck 12 were designed for just that purpose: to continue to investigate the myriad life forms of the jungle biome of Earth.

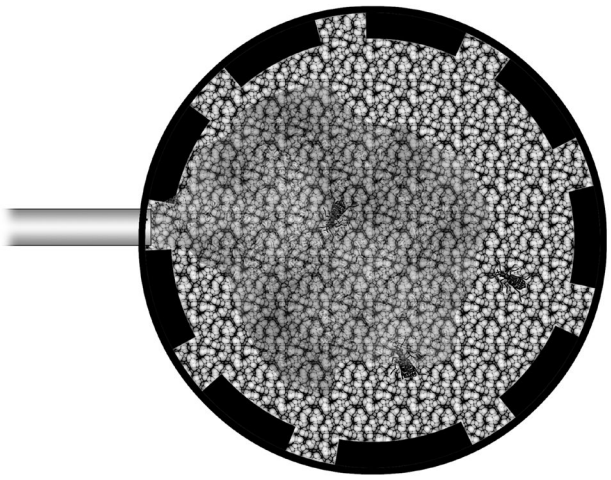
These laboratories occupy 4 separate buildings, and roads pass between them to join the larger roads that bisect this deck from bow to stern and from starboard to port. Each laboratory has but two gigantic 200' wide sliding doors that open only upon the presentation of a *Warden* issued wristband. The port side laboratories encompass an insect hatchery and nursery towards the bow, and a mold and fungus laboratory towards the stern. The starboard pair of laboratories includes a research center for wildlife and a massive building for the coordination, observation, and storage of data, supplies, and materials that might be needed for both field research and internal experimentation. All of these buildings were once clearly marked on their exterior walls, but these signs have degraded with age and are now partially covered by plant and fungal growth.

The scientists that once populated these laboratories are now long dead, but some of their experiments, dutifully continued via automaton, continue. In fact, some have developed a terrifying life of their very own.

1A — Insect Egg Incubators

This extensive laboratory area is filled with large vats containing branches, plant leaves, and other sources of food as well as insect eggs of all types. An automatic control device regulates the moisture, temperature, and nutritional content of these vats, and the controllers are further serviced by Horticultural Robots. Although most of the species being propagated here take a week or more to hatch, these vats are so numerous that several of them generate live, viable insects each day.

Although examples are provided, you are invited to surprise your players with new and deadly insects at your whim.



Any party exploring this area for more than 1/2 an hour quickly discover the efficiency of this hatchery operation as 9 Acid Beetles crawl forth from a vat where dozens more squirm as they hatch.

Yellow Acid Beetles

(HD 11, HP 52, AC 12, MV 20' Exp.Points: 900
Radiation Resistance 15 Constitution 11
Mental Resistance 9 Strength 9 Dexterity 11

[Prime=Physical] The creature begins each encounter by shooting a stream of acid inflicting 5d6,WC 2, range 9'; it uses one pincer inflicting 3d6 damage, WC 2, on subsequent combat rounds.)

These foot-long hard-shelled yellow beetles hatch from foot-long eggs and are born with the ability to shoot streams of acid. Mutations— Immunity to Mental Control & Poison, Acid Generation, New Body Parts.

The various insects that have spawned here are not gentle with their care-givers, the robots. Throughout this section explorers discover destroyed and abandoned Horticultural, Forest, and Engineering Robots at the rate of about one every 300'.

1B — Insect Nursery

This area is filled with 30' tall, 400' per side plasteel enclosures meant to house newly hatched insects and insect larva. These transparent enclosures allowed scientists to observe the growth, habits, and learning potential of these creatures without disturbing their lifestyles. Although many of these enclosures now lie empty and abandoned, enough of the original Horticultural Robots involved in the various experiments here still survive, and the experiments in which they were involved continue.

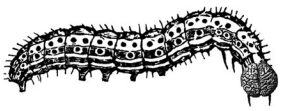
The center of this section contains a long, narrow warehouse with a 50' ceiling that houses many pallet-sized shelves of materials used for the propagation, feeding, and extermination of various types of insects. The details of what might be found on these shelves is left for you to decide, but Horticultural and Forest Robots make frequent trips to this facility to retrieve needed materials. These robots never attack but will generally ignore any characters investigating this area. The robots do respond to any character wearing a green, red, or red and blue *Warden* wristband.

One portion of this area, surrounded by empty and abandoned plasteel enclosures with open access doors, displays a degree of activity that can be seen for more than 400'. Characters exploring this section discover a troupe of White Brain Bugs. The 10' long caterpillars are systematically opening the doors to the enclosures using a broken part from a Horticultural Robot and consuming any food they find within, leaving behind only an abandoned and empty cubicle.

White Brain Bug

(HD 10, HP 33, AC 10, MV 24' Exp. Points: 810
Radiation Resistance 11 Constitution 10
Mental Resistance 9 Strength 11
Dexterity 7

[Prime=Physical] contact [touch] poison [Intensity 13], WC 2.)



This intelligent, white, 10'-long mutant caterpillar feeds on the plants of the jungle as well as any living creatures that fall prey to its deadly contact poison. This poison transforms dead prey into mush in hours, and the bug feeds upon that. Mutations— Taller, Poison [Intensity 13], New Body Parts, Heightened Senses, Heightened Intelligence.

Desperately hungry, these Brain Bugs ravenously attack any character that approaches to within 50'.

1C — Corpse-Filled Observation Cages

This building was originally designed to house wildlife captured in the various jungle biomes so that scientists might observe and experiment upon various species. It is filled with square plasteel enclosures measuring 90' per side and with 50' ceilings. Each occupied cage was to be serviced daily (food and water provided, refuse removed) by a Forest Robot. Access is provided via a single 12' wide by 18' tall door that opens only upon the presentation of a green, red, or red and blue ship's issue wristband.

Most of these cages now stand empty, but some remain occupied. Those found in Area C contain only the decaying and bleached bones of their former occupants, while broken Forest Robots, more than a dozen of them, lie scattered about this area.

One of the enclosures appears to have had its door wrenched from its moorings. It lies in the hall between the enclosures and has suffered heavy damage as it is both deformed and discolored.

Characters with weapons-related skills note that the discoloration is the result of a blast from some form of energy weapon.

Characters with biology or other related skills note that the skeletons appear to be those of enormous members of the Leporidae family (rabbits). Those who have visited level 13 and encountered the Humanoid Rabbits that dwell there might recognize these as skeletons of that species.

The absence of dust and decay on both the door and the skeletons indicates they have been lying there for only a few years.

1D — Occupied Observation Cages

The cages found in Area D are also occupied, but these occupants are still very much alive. Forest Robots dutifully service these enclosures, appearing at regular intervals of four hours and opening and closing the enclosures at a speed so high it is difficult to follow with the naked eye. You are invited to populate these enclosures as you see fit, although several examples of the creatures that might be found within are here provided.

Spider, Giant Mutant

(HD 18, HP 111, AC 17, MV 30' Exp. Points: 1530
Radiation Resistance 12 Constitution 18
Mental Resistance 11 Strength 18
Dexterity 11

[Prime=Physical] one sticky rope of webbing attack to trap prey, WC 2. Webbed characters require 3 combat rounds to escape the sticky strands. Once prey is entangled, the spider bites; one attack inflicting 1 damage + poison [Intensity 18, paralyzing], WC 1, paralysis lasts 48 hours.)

The nests of these 8' spherical, mutated spiders are commonly 600-900 square feet [30' x 20' - 30' x 30'] and are filled with white rope-thick webbing. Giant Mutant Spiders are immune to the stickiness of their own webs. Mutations— Taller, New Body Parts, Heightened Strength, Heightened Intelligence, and Poison [Intensity 18].

Axe Beak
(HD 10, HP 40, AC 15, MV 30' Exp.Points: 630
Radiation Resistance 11 Constitution 10
Mental Resistance 11 Strength 12
Dexterity 10

[Prime=Physical] one beak attack inflicting 20 damage, WC 2.)

The Axe Beak stands 15' tall. It moves very fast on the jungle floor and clubs prey to death with its huge beak. Mutations— Taller, Heightened Strength, Heightened Precision, feathers immune to laser fire.

Chimpoid, Giant
(HD 18, HP 101, AC 14, MV 30' Exp. Points: 1190
Radiation Resistance 11 Constitution 18
Mental Resistance 11 Strength 18
Dexterity 14

[Prime=Physical] 2 fist attacks inflicting 5d6 each, WC 1.)

Giant Chimpoids are 9-10' tall and are covered in red fur with huge paws for hands and feet. Mutations— Taller, Out-sized Body Parts, Regeneration [3 damage per turn], Heightened Balance, Heightened Precision, Heightened Strength, Heightened Senses.

Courgaroid (1-6)
(HD 10, HP 29, AC 15, MV 40' Exp.Points: 585
Radiation Resistance 10 Constitution 10
Mental Resistance [special – see below]
Strength 10 Dexterity 14

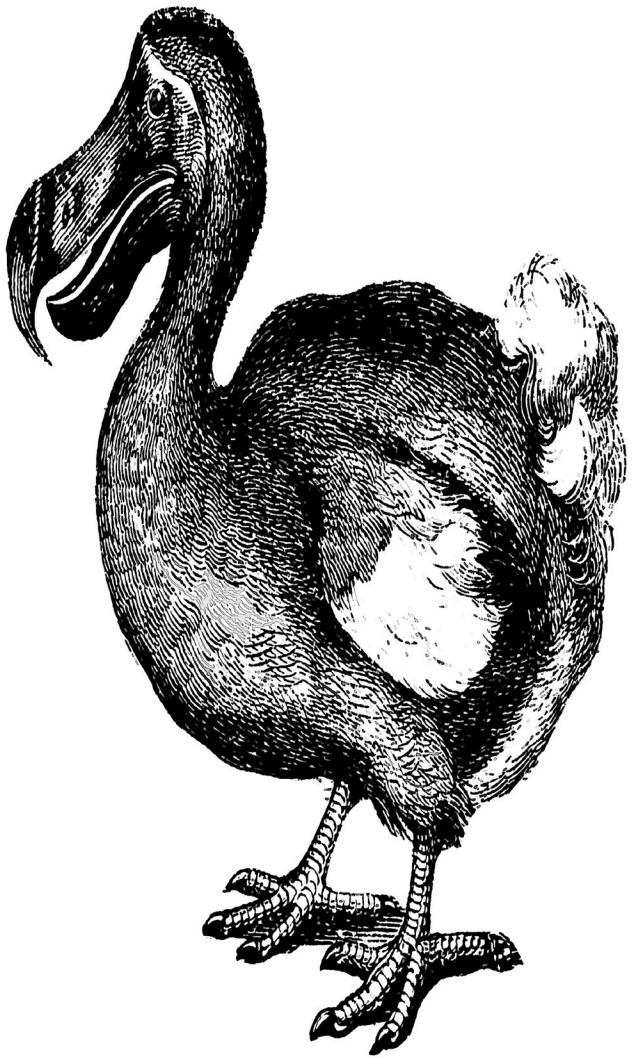
[Prime=Mental] one crossbow attack inflicting 1d10, WC 2, 180' range.)

This highly intelligent mutated cougar walks upright, is +5%/+1 to hit with crossbows, and is immune to paralysis, all forms of mental attack, lasers, and electrical energy attacks. Mutations— Courgaroids can't see robots of any type [Mental Block] and have an Attraction Odor that makes them delicious smelling to carnivores of all types.

Forest Lizard (1-4)
(HD 15, HP 55, AC 15, MV 40' / 30' leap
Exp.Points: 980
Radiation Resistance 17 Constitution 15
Mental Resistance 11 Strength 18
Dexterity 14

[Prime=Physical] one claw inflicting 10d6 damage, WC 2, and one bite for 4d6 damage, WC2.)

Mature Forest Lizards are 40' long with green thick scales. The head is 5' long and filled with deadly fangs. Its six legs have razor sharp talons able to fell large trees in a single blow. Mutations— Heightened Precision, Heightened Dexterity, Heightened Strength, New Body Parts, Taller.



1E — Destroyed Laboratory

This building was dedicated to the research of molds and fungus, their potential for medical use, plant and pest control, waste disposal, and other related applications. Four basic laboratories were established within this building and were separated by fully enclosed walls: a Fungus Laboratory for general investigations, a Deadly Fungus Laboratory for careful examination of those fungi considered dangerous, a Mold Laboratory for general investigations, and a Deadly Mold Laboratory for careful examination of those molds considered dangerous.

The interior laboratories were separated only by partition walls on two sides to ease communications between cooperating scientists. These partition walls are 25' high while the ceiling towers to more than 50'. Each individual experimentation station was equipped with hazardous materials suits and anti-fungal (anti-mold) sprayers in the event of an unexpected catastrophe.

Most of this safety gear is still in place in its original receptacles.

In the Area marked E, however, none of this gear remains. The partition walls here have been torn down by some unimaginable force, and a 15' tall makeshift wall has been erected from the rubble enclosing a roughly square area measuring some 700' X 400' in extent. Characters investigating beyond this wall feel a sudden urge to gather blood and bring it back to this area. Although this urge may be avoided by an effort of will, those who fail do their best to provide said blood. Having acquired the needed resource, they walk to the center of this area and present the commodity to their new master.

Fungus, Brain
(HD 16, HP 90, AC 10, MV 0'/none Experience Points:
Radiation Resistance 18 Constitution 16
Mental Resistance 17 Strength 3
Dexterity 3

[Prime=Mental] Special attacks)

This 10'-tall and long black fungus is shaped like a human brain and only attacks if it is unable to persuade a character party to tend to its needs and bring it food. The fungus communicates telepathically at a range of up to 3 miles, but this telepathy will not penetrate radioactive shielding. Brain Fungi are highly intelligent and are able to consume any liquid protein source, although they prefer blood. Touching the Brain Fungus is hazardous as its skin exudes a contact poison [Intensity 17]. If a Brain Fungus is unsuccessful when attempting to persuade, it attacks using Life Leech or a double-strength Mental Blast. Mutations— Telepathy, Mental Control, Force Field Generation, Life Leech, Mental Blast [double power].

Note: Characters retain their former personalities if they fail to avoid the telepathic sending of the Brain Fungus but feel impelled to retrieve blood for it. They should first consider reliable, ready sources for the blood, including medical supplies and like sources, but may resort to attacking other characters or even harming themselves if no such source is otherwise available.

Once this fungus is well fed, it entreats any characters that have fallen prey to its telepathic commands to take small pieces from its bulk and carry them into areas of the 'world'. It suggests that they fertilze any new area with blood and that all such areas should be warm and moist.

1F – Mold and Fungus Laboratories

The rest of the mold and fungus laboratories present no heavily damaged areas. Hazardous materials suits and anti-fungal sprayers are present at all stations in the event of an unexpected catastrophe.

Most of the stations are clean and dormant, but a few show signs of ongoing activity. Horticultural and Forest Robots bustle about these stations performing inscrutable tasks, occasionally stopping to make minute adjustments or additions to equipment, or to transfer growth colonies of molds and fungus from one place to another. The purpose of these experiments we leave entirely to your discretion.

1F1 – Moldy Old Scientist

This area of the mold and fungus laboratories was designated for the general investigation of molds not yet determined to be dangerous. Various types of equipment are found at each of the stations here including mass spectrometers, angstrom filtration chambers, isolation growth mediums, mold incubators, and of course the standard safety equipment mentioned under Area 1E. Characters fully exploring this section of the laboratories are likely to discover what might be considered a 'surviving scientist' from the original crew of the *Warden*.

In one of the cubicles, a scientist working on cellular regrowth for medical purposes discovered a mold that mimics the DNA of any cell with which it comes into contact. Hundreds of years ago, before the disaster, this scientist began replacing badly damaged (or worn out) portions of his own anatomy with spores from this highly useful mold.

When the cataclysm occurred, the mind and remaining portions of the scientist's original body were destroyed by it, as were the physical bodies of the rest of the crew. Only the mold remained. The mold colony, still bearing the shape of the original scientist, continues to putter away at a station here, its motions meaningless, its movements without purpose. It is dutifully fed and moisturized by a Forest Robot but lacks sentience. Characters exploring this station are likely to be fooled by this ersatz scientist and will attempt to converse with it, but no reply is ever given. It is an avatar of a forgotten experiment by a dead scientist.

Characters attacking the mold colony are horrified to discover that it has no blood or internal organs to speak of but is instead made entirely of mold. This mold simply reforms itself following any non-energy attack but is readily destroyed by energy or fire-based attacks. A mere point of damage from these sources is more than enough to kill this entity.

Characters with skill in the biological sciences may (with a check or at your discretion) recognize the true nature of this entity after a cursory examination as it exhibits no pulse, heartbeat, or signs of normal human respiration.

1F2 – Black and White

This area of the mold and fungus laboratories was designated for the investigation of molds determined to be dangerous or volatile. Robotic traffic is reduced throughout this entire area, and dust lies thickly in many places. Whatever occurred here, it happened rapidly as throughout the dust-covered areas, conical piles of white powder, the type left behind by the passing of the crew, reside at nearly every station.

Those stations that are not dusty contain not white powder, but 3' tall piles of black powder. Any character disturbing (touching, prodding with poles, etc.) these piles of black powder quickly ascertain their nature.

Mold, Dreamer
(HD 10, HP 59, AC 10, MV 0'/None
Radiation Resistance 18 Constitution 16
Mental Resistance 3 Strength 3
Dexterity 3

[Prime=Physical] Special— this mold generates 3' tall piles of black spores that act like piles of dust. If the dust is disturbed, it rises as a 10' diameter cloud and has the chance (50%) of being taken into the lungs. In the lungs it acts like a poison [Intensity 10] that kills.)

If the prey dies, large piles of mold grow from the corpse of the victim. Mutations— New Plant Parts, Poison [Intensity 10], Seeds.

1F3 – Wall to Wall Fungus

This area of the mold and fungus laboratories was designated for the general investigation of fungi not yet determined to be dangerous or volatile. No robots enter this section of the building.

Any character entering this section of the building immediately notices that the power seems to be off as all is darkness beyond the entrance. Once a light source has been provided, characters note a strange cabbage-shaped growth with 10' square leaves covers every inch of the walls and floor.

Fungus, Cabbage
(HD 11, HP 44, AC 9, MV 0'/none Exp. Points: 900
Radiation Resistance 9 C onstitution 11
Mental Resistance 3 Strength 11
Dexterity 11

[Prime=Physical] one envelop attack inflicting 3d6 damage, WC 1, and then acid [automatic hit if enveloped] inflicting 4d6 damage, WC 4.)



This cabbage-like fungus has 10' square leaves which spread out across all floors and walls in a given, enclosed area. It attacks by raising its leaves to smash and envelop prey, then bathing them in digestive acid once the prey is enveloped. Mutations— Larger than Normal, Acid Leaves, New Plant Parts.

1G – Observation Suite and Drone Control

Note: Entrance into this area is only via security doors which respond only to the presentation of a green, red, or red and blue ship's issue wristband.

This area is filled with stations containing large (72") viewscreens, 4 comfortable swiveling chairs, and a round table with two joysticks, several dials, and several gauges mounted upon its surface. The vast majority of these screens are blank, as though the machinery is dormant, but several show pictures at ground level of various areas of jungle, rocks, or water covered surfaces, or, in one case, a large man-made structure. The dials are labeled: 'speed', 'telephoto power', and 'on/off'. The joysticks are labeled: 'up/down' and 'direction', and the gauges are labeled: 'altitude', 'battery charge', and 'distance from source'. A single covered light labeled 'fault detected' is also embedded in each tabletop.

These are drone control stations meant for keeping an eye on the jungle that covers this entire deck without the need for a physical entity to view various areas in person. Each station commands a drone, and those stations with active view screens have active drones that are 'landed' in various locations around Deck #12.

Characters with appropriate skills should be able to launch and fly these drones, gaining information about the level from the safety of one of these stations, at your discretion.

Observation Drone (equipment)

Tech Level 6 Experience: 700
Power Requirement: 2 Hydrogen Fuel Cells
Power Cell Life: 2 hours
Size: 38" length x 38" width x 14" height
Top Speed: 28 mph/45 kph
Data Transfer Rate: 1162 Mbps
Transceiver Range: 74,000', 22550 m

1H1 – Data Bank and Laboratory A.I.

All of the experiments being conducted within the section #1 laboratories have their data stored within a massive data bank that fills this entire area. A small Artificial Intelligence that coordinates these experiments also resides here amid the massive servers that fill this 4.5 million square foot data farm.

Several dozen access terminals are also found here that operate via the insertion of a ship's issue wristband. The degree to which a user might retrieve data and input commands to the system is directly regulated by the color of the wristband inserted although any *Warden* wristband activates one of these terminals.

The main Artificial Intelligence for this level is found in a camouflaged area near the central elevator (see Area #7), but it has full control of the Artificial Intelligence found here and does its level best to convince any visitor that this databank actually contains the A.I. for the entire deck.

The Deck #12 A.I. has an agenda. It wants to reduce its workload by cutting in half the number of mobile creatures inhabiting this level. It speaks aloud to any character activating one of these terminals and promises information or other rewards if the character brings to that terminal the corpse of any creatures killed on Deck #12. The greater the number of corpses, it assures the character, the greater the rewards. The A.I. does indeed reward characters that bring corpses to the input terminal with: information, Engineering Robots that fix their broken equipment, and even equipment found on Deck #12 that the characters might request. The extent of these rewards is left to your discretion.

1H2 – Cooling Unit

Note: Entrance into this area is only via a security door which responds only to the presentation of a gray, red, or red and blue ship's issue wristband.

The data farm in section 1H1 generates a lot of heat, and a cooling unit in this chamber ensures its continuing function. Massive compressors and cooling coils fill this 600' X 800' area. The temperature in this room is generally between 90°F/32°C and 110°F/43°C.

1I1 – Robotic Spares

As activity on this deck diminished dramatically following the cataclysm that swept the *Warden*, many of the robots servicing the various experiments on this deck were decomissioned and stored for later use as needed. This area is filled with deactivated Forest, Horticultural, and Garden robots awaiting a signal from the deck's A.I. to reactivate. Any of the robots may be reactivated by a character, but they respond only to characters presenting a green ship's issue wristband.

Robot, Ecology/Forest
(HD 10, PH 50, AC 15, MV 96 kph Exp. Points: 405
Radiation Resistance 18 Constitution 10
Mental Resistance 12 Strength 17
Dexterity 13

[Prime=Physical] one tool attack; see below)

The robot is designed with many tools stored in its body to work with plants on the ship. It is programmed to foster the growth of all types of plants. It holds the following: Semi-independent action circuits, broadcast power cells, extra power cell for 48 hours of independent operation, telescopic and microscopic lenses, lenses for infra-red and ultra-violet sensing, 2 rotating light sources, 3 tentacle manipulators, 2 power grasping claws, tool handling tentacles, 96 kph drive system, communication systems allowing it to talk with the ship's A.I. and humans. It has no attack and isn't programmed to damage humanoids. The unit can operate at 100' or less under water but cannot work in outer space. It has a cylinder shape making it 7' tall and 4' in diameter. Forestry tools include: sonic torch for plant cutting [inflicting 40 damage, WC 6], rake scoop for mulch removal, herbicide sprayer loaded with plant poison [Intensity 18], weighted capture net with a paralysis field [range 50', 10' in diameter], 4' cubic collapsible capture cage, and a vibro-saw [inflicting 40 damage, WC 1.]

Robot, Horticultural
(HD 10, HP 50, AC 15, MV 96 kph [flight]
Exp.Points: 405
Radiation Resistance 18 Constitution 10
Mental Resistance 3 Strength 18
Dexterity 18

[Prime=Physical] no attacks)

This 10' tall 3' wide disk-shaped floating robot has many tools stored in its body to deal with domestic plants. It holds the following: semi-independent action circuits, broadcast power cells, extra power cell for 24 hours of independent operation, telescopic and microscopic lenses, lenses for infra-red and ultra-violet sensing, 2 rotating light sources, 1 tentacle manipulator, 1 power grasping claw, tool handling tentacles, 96 kph drive system, communication systems allowing it to talk with the ship's A.I. and managing humans. It has no attack and isn't programmed to do damage to humanoids. It has the following garden tool attachments: soil analysis sensors, herbicide sprayer with 100 applications

of plant poison [Intensity 18], sprayers that can be filled with anti-radiation chemicals to remove radiation from ship areas, insecticide sprayer with 50 applications of insect poison [Intensity 18], and mower attachment inflicting 20 damage to plants. The unit will take verbal orders from any being with a green *Warden* wristband.

Robot, Garden
(HD 10, HP 32, AC 15, MV 25'/hover
Exp.Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 12 Strength 8
Dexterity 10

[Prime=Mental] one pesticide blast attack covering an 18'circle inflicting 3d6 damage to insects and plants of all types, WC 3; or 2 grass and shrub pruning tool attacks inflicting 2d6 damage, WC 1.)

The unit appears as a 4' circular platform with a single manipulative tentacle for grabbing things. It floats on anti-grav pods and can carry up to 55 pounds of material. This robot's radio equipment allows it to communicate with beings throughout the entire deck. It has three large light sources, and its optics can see in the infra-red and ultra-violet spectrum. It always attacks moving plants or animals but will take verbal orders from any being with a *Warden* wristband. Note: these robots may attack characters resembling animals**.**

Robot, Garden, Crazed
(HD 10, HP 32, AC 15, MV 25'/hover
Exp.Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 10
Dexterity 10

[Prime=Mental] one pesticide blast attack covering an 18'circle inflicting 3d6 damage to insects and plants of all types, WC 3; or 2 grass and shrub pruning tool attacks inflicting 2d6 damage, WC 1.)

The unit has faulty programming and appears as a 4' circular platform with a single manipulative tentacle for grabbing things. It floats on anti-grav pods and can carry up to 55 pounds of material. This robot's radio equipment allows it to communicate with beings throughout the entire deck. It has three large light sources, and its optics can see in the infra-red and ultra-violet spectrum. It always attacks anything moving and takes [and carries out while attacking] verbal orders from any being with a *Warden* wristband.

Robot, Horticultural, Crazed
(HD 20, HP 100, AC 15, MV 25' [flight]
Exp. Points: 405
Radiation Resistance 10 Constitution 20
Mental Resistance 10 Strength 10
Dexterity 10

[Prime=Mental] either one paralysis tentacle attack [paralyzes], WC1, 18' range, or one forestry tool attack inflicting 2d6 damage, WC1.)

This automated, 10' floating disk is damaged, and parts of its instrumentation are exposed and emitting sparks. It floats on anti-grav pods and can carry up to 595 pounds of material. It has a single paralysis tentacle that extends up to 18' [WC 1], its optical senses can pick out objects up to a mile away, and its communication has a range of an entire deck. The robot has two manipulative tentacles allowing it to grab things and surgical tools allowing it to perform operations on animals of all types. Three large light sources and mechanical optics can see in the visible, infra-red and ultra-violet spectrum. All the rest of its equipment has long since been destroyed. Touching any part of the robot causes exposure to radiation [Intensity 5]. These derelict automatons view all living creatures as animals in need of amputations or skin grafts. The unit does, however, take verbal orders from any being with a green *Warden* wristband.

1I2 – Jungle Harvest

Although experimentation was the primary concern of the scientists working within these laboratories, goods production was also a priority. This area is filled with 35' tall pallet-sized shelving units containing processed jungle hardwoods, powdered extracts of plants, insects and fungi, plant oils, and other products unique to the jungle. What exploring characters might discover amid these shelves we leave to you, but all of the products stored here are unique to the jungle biome.

1I3 – Drone Bay

Exploration of the jungle was generally performed (at least initially) by drones operated from remote control station in Area #1G. This large warehouse-like area was the storage facility for these drones. Unfortunately, it is now largely empty, and only 50 or so drones remain parked on the floor here, ready for use, along with 8 anti-gravity sleds should something interesting be discovered by a drone. Where the missing drones might be is a mystery left to you, for your campaign.

Characters studying the 30' tall ceiling of this chamber note that several panels, each slightly larger than a drone, are able to slide back creating an opening in the ceiling. The mechanism that operates these sliding panels is also mounted amid the ceiling joists and is plainly evident.

Characters activating currently dormant stations in Area #1G automatically activate a drone stored in this area, and the ceiling also opens automatically to allow the drone access to the rest of the deck. Drones returning after a mission likewise automatically activate these sliding doors which then allow the drones to once again land in the storage area (here).

The anti-gravity sleds parked here are fully functional and may be used by any explorer with sufficient skills.

Anti-Gravity Sled (equipment)
Tech Level 2 Experience: 1000
HP 45 AC 14
Power Requirement: 4 Hydrogen Fuel Cells
Power Cell Life: 25 hours
Carrying Capacity: 6911 pounds/3135kg
Size: 6'4" x4'6" width
Top Speed: 33mph/54kph

2 — The Spider Lands

This portion of the great deck #12 jungle has been taken over by spiders. Their webs block every path, and their nests occupy most trees and clearings. Spiders have established themselves as the apex predators in this region, competing only with other species of spider for food and territory. This portion of the jungle is their territory, and they guard it with a vengeance.

Characters entering this region immediately notice the webs that festoon most areas, as well as the lack of birds, small mammals, and even large insects. Although some birds do still live within this region, they are rare, as are the few remaining mammals. Insects are actually present in larger numbers, but they remain in hiding, burrowing beneath the soil or at the least below the level of detritus from fallen leaves, branches, and undergrowth commonly found on the forest floor.

Note: Spider webs are highly flammable, and any activity (like the attack of a laser weapon) that produces considerable heat (in excess of 700° F/370° C) or open flame has a chance for setting these strands alight. Any conflagration begun by explorers without proper planning will likely burn both a great swath of the jungle and the miscreant that started the fire. Whether such an inferno occurs, its scope, and the potential effect it might have upon characters trapped within the jungle is for you to decide.

2A — The Giant

Great white ropy strands of web festoon this area, some as much as 4" thick. A Giant Mutant Spider calls anything within 2 squares of this area (about 4 square miles) its hunting territory. Anything wandering into this territory is considered prey or competition that must be eliminated. Disturbing any of the webs in this area immediately alerts the spider to the presence of intruders, even should they be more than a mile distant.

Spider, Giant Mutant

(HD 18, HP 111, AC 17, MV 30 Exp. Points: 1530
Radiation Resistance 12 Constitution 18
Mental Resistance 11 Strength 18
Dexterity 11

[Prime=Physical] one sticky rope of webbing attack to trap prey, WC 2. Webbed characters require 3 combat rounds to escape the sticky strands. Once prey is entangled, the spider bites; one attack inflicting 1 damage + poison [Intensity 18, paralyzing], WC 1, paralysis lasts 48 hours.)

The nests of these 8' spherical, mutated spiders are commonly 600-900 square feet [30' x 20' - 30' x 30'] and are filled with white rope-thick webbing. Giant Mutant Spiders are immune to the stickiness of their own webs. Mutations— Taller, New Body Parts, Heightened Strength, Heightened Intelligence, and Poison [Intensity 18].

The remains of many and varied creatures are found in these webs, with one out of every 20 carrying some form of useful equipment. Whether your characters encounter any of these remains, and what form the equipment might take, is left to your discretion.

2B — Lightning Webs

This area of the jungle contains none of the rope-thick webbing found elsewhere that thwarts passage through the jungle. Instead this section of jungle is



covered in gossamer thin, red-tinted webs that cover nearly every horizontal or near-horizontal surface. They part easily when disturbed and seem of little consequence to adventurers passing through this region.

These webs actually form a precise location system that alerts hundreds of Red Lightning Spiders when prey arrives within their hunting grounds. Spiders begin appearing 2-7 (1d6+1) minutes after the first of their webs is disturbed in any way.

Spider, Red Lightning (groups of 60, 360 total)
(HD 4, HP 11, AC 9, MV 20' Exp. Points: 270
Radiation Resistance 11 Constitution 4
Mental Resistance 11 Strength 4
Dexterity 18

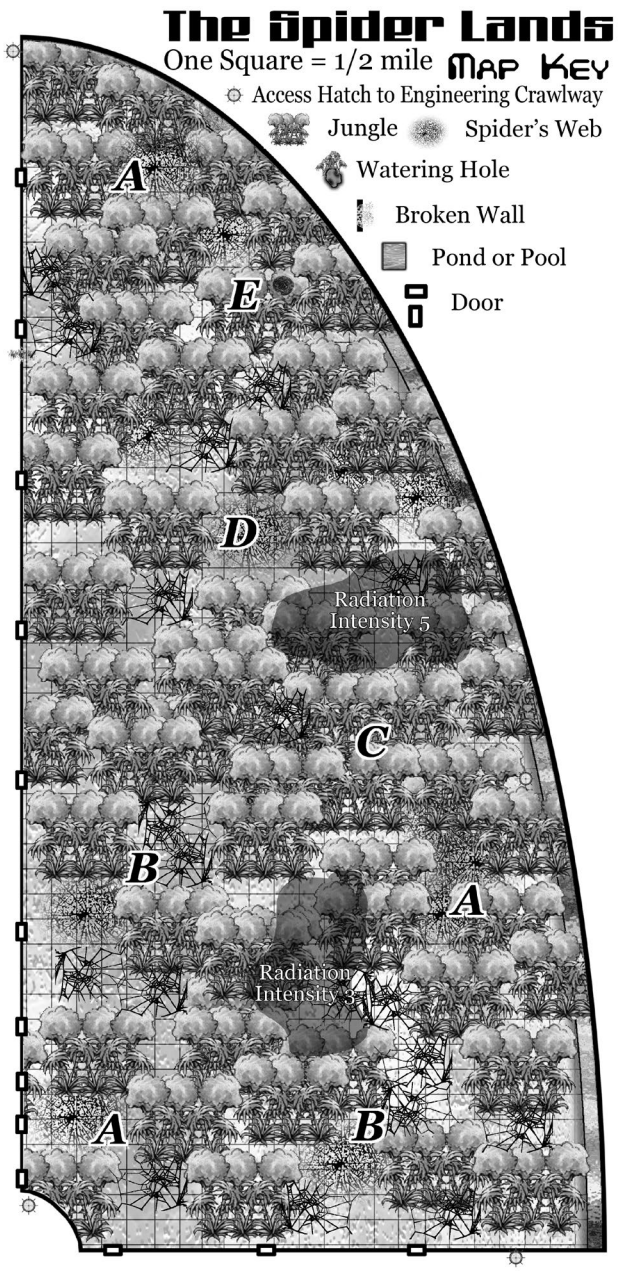
[Prime=Physical] When there are hundreds of these spiders, they can generate a 9d6 lightning bolt, WC 1, range 30'. This can occur every 3 combat rounds as long as the prey stays in the area. No attack occurs until 100 have amassed.)

These fist-sized, bright red spiders generate bright red webbing. When prey disrupts a web, it alerts the spiders, and they start forming swarms numbering hundreds of individuals. The spiders gather at the rate of 60 [additional] spiders per combat round. Mutations— Mass Mind, Electrical Generation [bolt], and Heightened Intelligence.

Should the characters manage to drive off the spiders, a unique mutated species of broadleaf plant grows in this region known as the Conductor Plant. These plants are not sentient, but the consumption of the leaves of this plant makes any creature super-conductive. As a result, electrical current passes through the body of someone that has consumed this plant without interruption or impedance, and the person suffers no harm from the passage of the electricity. In short, characters ingesting the leaves of the Conductor Plant are immune to electrical dmage for a period of 4 hours after they eat the freshly culled leaves. How the party might discover the nature of this marvelous plant is left to your discretion.

2C — Spider Rain

Upon entering this region of the jungle, explorers might first assume either that a substantial fire is burning nearby, or that for some odd reason it has begun to snow. Neither explanation is accurate, but small white particles float gently downwards here in a steady stream. When first the explorers arrive, these particles are hundreds of feet in the air and appear



small, but as they approach the ground they become steadily larger. In reality the 'falling snow' is a group of White Air Spiders that are hunting for prey.

Spider, White Air (3-60, possibly more)
(HD 5, HP 12, AC 8, MV 20' Exp. Points: 240
Radiation Resistance 10 Constitution 5
Mental Resistance 10 Strength 5
Dexterity 12

[Prime=Physical] When 3 or more of the spiders are in a group they are capable of a Mental Blast inflicting 9 points of damage, range 0.)

These are fist-sized spiders able to fly by using long strains of webbing that catch the wind and lift the spiders into the air. Airborne swarms [3-60, possibly

more] of these spiders float in the air and use their webs to land on [and stick to] potential targets. Mutations— Mental Blast [9 damage], New Body Parts, Mass Mind.

Characters defeating this batch of spiders that search the jungle in this area find a drone (see Area #1G) that is covered in the shattered bodies of these white spiders. The drone appears functional otherwise, but its power cells are long dead.

2D — Trapped Robots

Characters approaching this area hear the repeated whine of overworked electric servo motors and the occasional clanking of metal upon metal. The webs are quite thick here, and their coverage becomes denser as the party penetrates this region. Eventually, the source of these strange sounds becomes visible. Several robots are tangled within the dense webbing and are currently unable to escape.

Characters approaching the first of these robots note that it moves feebly, as though its power is nearly drained, and farther away, through the dense tangle of jungle and webbing, they can see several more robots of various types trapped within the webbing. Each new robot approached reveals the presence of still more beyond. In all, 31 robots lie trapped in this maze of sticky strands.

These robots are separated by a minimum of 10 yards and so will most likely be freed individually, if at all.

Characters attempting to free a robot have a 25% chance of becoming ensnared by the webs as they do so. They then require rescue by other, non-tangled characters or entities. The characters also discover that any robot they free has become crazed by its captivity.

Robot, Garden, Crazed (17 total)
(HD 10, HP 32, AC 15, MV 25'/hover
Exp.Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 10
Dexterity 10

[Prime=Mental] one pesticide blast attack covering an 18'circle inflicting 3d6 damage to insects and plants of all types, WC 3; or 2 grass and shrub pruning tool attacks inflicting 2d6 damage, WC 1.)

The unit has faulty programming and appears as a 4' circular platform with a single manipulative tentacle for grabbing things. It floats on anti-grav pods and can carry up to 55 pounds of material. This robot's radio equipment allows it to communicate with beings throughout the entire deck. It has three large light sources, and its optics can see in the infra-red and ultra-violet spectrum. It always attacks anything moving and takes [and carries out while attacking] verbal orders from any being with a *Warden* wristband.

Robot, Horticultural, Crazed (14 total)
(HD 20, HP 100, AC 15, MV 25' [flight]
Exp. Points: 405
Radiation Resistance 10 Constitution 20
Mental Resistance 10 Strength 10
Dexterity 10

[Prime=Mental] either one paralysis tentacle attack [paralyzes], WC1, 18' range, or one forestry tool attack inflicting 2d6 damage, WC1.)

This automated, 10' floating disk is damaged, and parts of its instrumentation are exposed and emitting sparks. It floats on anti-grav pods and can carry up to 595 pounds of material. It has a single paralysis tentacle that extends up to 18' [WC 1], its optical senses can pick out objects up to a mile away, and its communication has a range of an entire deck. The robot has two manipulative tentacles allowing it to grab things and surgical tools allowing it to perform operations on animals of all types. Three large light sources and mechanical optics can see in the visible, infra-red and ultra-violet spectrum. All the rest of its equipment has long since been destroyed. Touching any part of the robot causes exposure to radiation [Intensity 5]. These derelict automatons view all living creatures as animals in need of amputations or skin grafts. The unit does, however, take verbal orders from any being with a green *Warden* wristband.

Finally, any character severely disturbing this webbing runs a 25% chance per robot freed of alerting the Giant Mutant Spider that spun these webs in the first place. An ambush predator, this spider appears with little to no warning.

Spider, Giant Mutant
(HD 18, HP 111, AC 17, MV 30' Exp. Points: 1530
Radiation Resistance 12 Constitution 18
Mental Resistance 11 Strength 18
Dexterity 11

[Prime=Physical] one sticky rope of webbing attack to trap prey, WC 2. Webbed characters require 3 combat rounds to escape the sticky strands. Once prey is entangled, the spider bites; one attack inflicting 1 damage + poison [Intensity 18, paralyzing], WC 1, paralysis lasts 48 hours.)

The nests of these 8' spherical, mutated spiders are commonly 600-900 square feet [30' x 20' - 30' x 30'] and are filled with white rope-thick webbing. Giant Mutant Spiders are immune to the stickiness of their

own webs. Mutations— Taller, New Body Parts, Heightened Strength, Heightened Intelligence, and Poison [Intensity 18].

2E — The Survivor

Only one other predator of note still lives within the walls of this region of Deck #12: a nest of Winged Biters. Their nest is gigantic, mesauring 45' in diameter, and may be seen from several hundred yards away. The Winged Biters are fast flying creatures, immune to the poison of their eight-legged competitors, and are impossible to surprise, and so they have managed to cling to a small section of territory in this area.

Winged Biter

(HD 4, HP 11, AC 14, MV 20' [slither]/50' [flight]
Exp. Points: 270 Radiation Resistance 10
Constitution 4 Mental Resistance 10
Strength 10 Dexterity 14

[Prime=Physical] one bite attack with poison [Intensity 11], WC 3.)

This 3' long mutated flying python has a 4' wingspan, is immune to all forms of poison and paralysis, and is never surprised as it has Precognition. If an alternative parent [perhaps a character] is present at the hatching of a Winged Biter, it can imprint upon that alternative parent and follows that creature/character for life. Mutations— Precognition, Immunity to Poison & Paralysis, Wings.

The ground beneath the nest of the biters is littered with the hollowed-out remains of numerous large spiders.

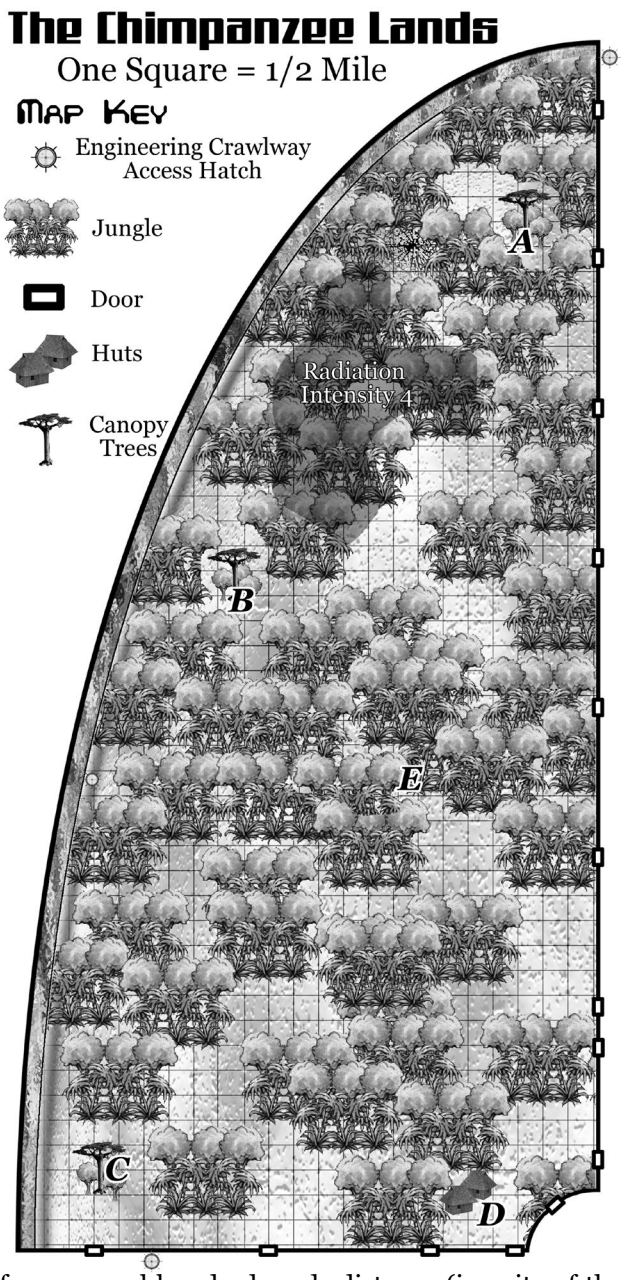
3 — The Chimpanzee Lands

This section of jungle is representative of a canopy rain forest, and most of the trees are more than 80' tall. The largest are more than 100' in height, and the jungle floor in these areas exists in perpetual twilight. The A.I. for this level still follows its original program of rainfall, and a light shower lasting 15 minutes occurs throughout this area of Deck #12 once every 2 hours. Storms with wind gusts of 20-30 mph (32-48 kph) occur once every two weeks.

This jungle is also the home of several different species of intelligent primate.

3A — Giant Chimpoids

60' from the ground explorers note large structures of intertwined branches and vines amid the branches of the taller canopy trees. There are 7 of these nest-like constructions, and they are large enough to be seen



from several hundred yards distance (in spite of the intervening jungle).

Each of these is the nest of a Giant Chimpoid. These Chimpoids are not territorial but are mindful concerning the passage of creatures near their nests. Creatures approaching to within 1500' of a Giant Chimpoid nest are throughly scrutinized by these creatures, and those determined to be predators are attacked.

Chimpoid, Giant

(HD 18, HP 101, AC 14, MV 30' Exp. Points: 1190
Radiation Resistance 11 Constitution 18
Mental Resistance 11 Strength 18 Dexterity 14

[Prime=Physical] 2 fist attacks inflicting 5d6 each, WC 1.)



Giant Chimpoids are 9-10' tall and are covered in red fur with huge paws for hands and feet. Mutations— Taller, Out-sized Body Parts, Regeneration [3 damage per turn], Heightened Balance, Heightened Precision, Heightened Strength, Heightened Senses.

A total of 9 Giant Chimpoids reside in this area. They have a total of 5 young Giant Chimpoids that are not allowed to leave the nest when strange creatures are around.

Giant Chimps like to collect shiny objects (laser rifles, sonic torches, construction helmets, etc.). What a character might find if exploring a Giant Chimpoid nest is left to your discretion.

3B — Blue Chimpoids

The canopy of the jungle is strangely lower here, perhaps only 50' in height, and the jungle is populated by an unusual broad-limbed tree with highlights of blue in its bark. Fist-sized blue fruits hang from the branches of these trees some 30' from the ground. Characters approaching also note conical tepee-like structures made from intertwined branches, vines, and robot parts anchored to various tree limbs at this same 30' level.

Each of these tepee-like structures is home to a pair of Blue Chimpoids.

Chimpoid, Blue (2 or more)
(HD 17, HP 55, AC 12, MV 20' Exp. Points: 1520
Radiation Resistance [special – see below]
Constitution 17 Mental Resistance 9
Strength 17 Dexterity 15

[Prime=Physical] electrified fist blow to inflict 12 electrical damage, WC 2.)

The mature bright blue chimpoid stands 6' tall and is very muscular. When attacked, a single chimp calls out to its mates, and slowly ever more chimpoids join the battle until up to 20 are present after a minimum of 5 combat rounds. Those striking the chimpoid with a conductive melee weapon also discover the electrical nature of its fur as such a strike transfers 8 electrical damage to the attacker. Mutations— Electrical Generation, Immunity to Lasers & Radiation, Heightened Intelligence, New Body Parts.

When eaten over a week's time, the blue fruits of these trees confer total resistance to laser fire and radiation of all intensities for one week.

3C — Green Chimpoids

Explorers investigating this area of the jungle note that the branches of the trees here are woven together some 50' from the ground. These woven limbs form platforms atop which nests made of mosses and ferns reside. Some of the residences show signs of movement.

The movement is actually a troop of Green Throwing Chimpoids that make their home in this portion of the jungle. The smallest of the chimpoid species, these primates are very cautious and somewhat paranoid. They do their best to drive off unknown intruders rather than await their attack or incursion. They generally attack using surprise as they blend in quite remarkably with the surrounding jungle.

Chimpoid, Green Throwing
(HD 8, HP 25, AC 10, MV 20' Exp. Points: 665
Radiation Resistance 11 Constitution 8
Mental Resistance 11 Strength 11
Dexterity 18

[Prime=Physical] handmade boomerang inflicting 2d6 damage, WC 2.)

These mutated chimps use their mutations to visually disappear within the jungle. They delight in throwing specially made boomerangs at creatures they do not recognize. If the missile misses, it flies back to the chimpoid. Mutations— Chameleon Powers, Heightened Balance, Heightened Precision.



3D — Chimpoid Village

Characters exploring this portion of the jungle are surprised when a small village seems to materialize from the very floor of the jungle.

This is a chimpoid village, and the residents here are both remarkably intelligent and masters of camouflage. Unless the characters are physically seeking this village, they pass it unnoticed 65% of the time. Should this occur, the party is alerted to the presence of the village by one of the Chimpoids calling out to them.

The village is comprised of 9 sturdy wood and bamboo structures with 6' interior ceilings. About 50 Chimpoids live within this village. They are able to speak with the characters and hope to trade food and woven goods for weapons and ammunition. Given their level of technological advancement, they tend to gravitate towards spears, bows, and arrows but accept more advanced weaponry if instructed in its use.

Chimpoid
(HD 9, HP 22, AC 8, MV 20' Exp.Points: 760
Radiation Resistance 9 Constitution 9
Mental Resistance 9 Strength 17 Dexterity 16

[Prime=Physical] It has one attack with a spear WC 1, 2d6.)

These simians resemble their earthly cousins [chimpanzees] in most respects, but adult chimpoids are 5'+ tall and very muscular. Mutations— Heightened Intelligence, Taller.

The Chimpoids also share tales of a hideous predator that hunts their young and infirm, a large jungle cat they have nicknamed, 'the Nemesis'. They are trying to trade the characters for weaponry so that they might defend themselves against this, and future, foes. If asked, the Chimpoids point the characters in the direction of Area E as the known lair of this 'Nemesis'.

> *Note: If the characters disptach this vile predator, the Chimpoids in this village communicate to all of the other chimpoid species on this deck that the party is comprised of heroes that deserve their respect, admiration, and help whenever possible.*

3E — The Nemesis

The Nemesis is actually a lone Giant Tiger that lives in a well-concealed lair in the vicinity of Area E. It attacks the party by surprise 35% of the time, and it is nearly impossible to surprise this predator. The lair is a shallow hole dug beneath several large bushes (that form its roof).

Tiger, Giant
(HD 12, HP 60, AC 19, MV 50' Exp.Points: 770
Radiation Resistance [special—see below]
Constitution 12 Mental Resistance 10 or [special—see below]
Strength 14 Dexterity 14

[Prime=Physical] one claw attack inflicting 8d6 damage, WC 3, and one bite inflicting 30 points, WC 2.)

These giant cats stand 6' tall at the shoulder and are 20' long. They move almost invisibly through any grassland. Mutations— Taller, Immunity to Mental Control & Paralysis & Radiation.

Several bones within the lair are obviously those of various chimpoid species.



4 — The Insect Lands

This jungle region was originally designed to preserve and study savannah-like jungles, but it has since been taken over by insects which have consumed vast quantities of the vegetation that once thrived here. Explorers will encounter acres of rotting trunks and discarded branches, as well as trees still fighting for life against the ongoing depredations of these six-legged foragers. Those species that feed primarily upon bugs are also present in large numbers: birds and reptiles. This region of the jungle, therefore, is perhaps the most dangerous of all.

4A — The Scorched Earth

Characters entering this area of the jungle smell wood smoke, as though from a recent fire. A cursory

examination reveals several charred stumps here (and some may be still smoldering, at your discretion) but no indication as to the source of this combustion. Infra-red sensing equipment (or similar gear) identifies the culprits as resting just below the surface of the ground: some form of insect. Inevitably, these insects attack the characters when the investigation draws the party into their midst.

Red Flame Beetle
(HD 5, HP 20, AC 17,
MV 20'[above ground]/30'[below ground]
Exp.Points: 370 Radiation Resistance 11
Constitution 5 Mental Resistance 5
Strength 11 Dexterity 11

[Prime=Physical] one bite inflicting 2d6 damage, WC 1, or when damaged, a shot of flame from its backside inflicting 15 damage, WC 2 .)

This 2' long beetle is able to burrow through the mulch of the jungle and attack from below the surface of the ground. It has a bright red shell casing and a massive pair of pincers at the front. It can shoot flame once per day [if damaged]. Mutations— Taller, Fire Squirt, Burrowing, New Body Parts.

4B — The Destroyed Laboratory

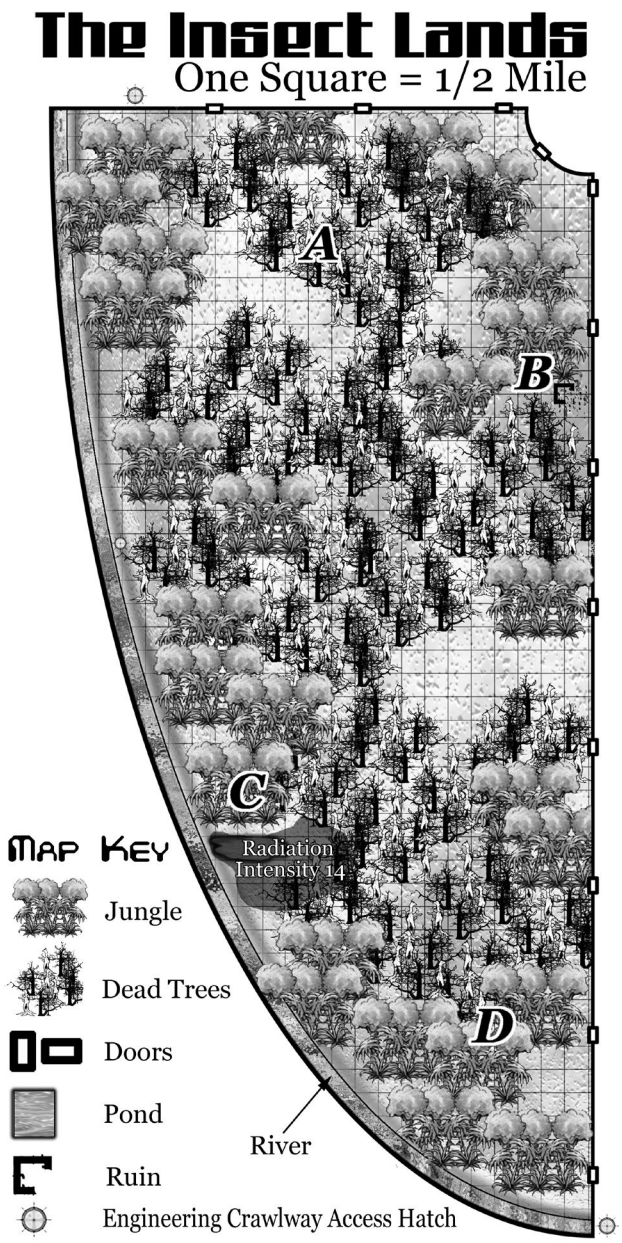
Explorers should spot this ruined building at some distance (perhaps as far away as 300') as it towers 30' above the jungle floor. Its partially collapsed walls are covered in creepers and vines, but its shape is still readily discernible through the heavy growth. Characters exploring this area have a far more difficult time spotting the ravenous beetles that are slowly but surely destroying this building, and that have been doing so for some time. They will, undoubtedly, hear these creatures whistling to one another just before they launch their attack on the party.

Green Pincer Beetle
(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.

One intact room within this building still contains



sealed jars of chemicals used for the control of pests and plants (insecticides and herbicides). One jar has been broken open, and several large dead beetles lie near the powdery spill. If ingested, these powders act as a poison (intensity 11) on humans and humanoids, but they are absolutely deadly to insects.

4C — Green Death

Characters entering this area with equipment that detects radiation note a sharp spike in radioactivity. This entire area is bathed in radiation intensity 14. A large pond here is the source of this radiation, and it has caused the mutation of a unique predator that attacks any moving into the area as potential sources of food.

Mantis Mutant
(HD 11, HP 44, AC 17, MV 40' Exp.Points: 700
Radiation Resistance [special – see below]
Constitution 11 Mental Resistance 11
Strength 11 Dexterity 18

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

This insect is 11' tall at the shoulder and moves with great speed. Cautious, if the Mantis suffers more than 30 points of damage, it retreats from the battle. Mutations— Taller, Heightened Speed, Immunity to Radiation.

4D — The Quickfruit Grove

Unlike the rest of the jungle seen thus far, this area of the jungle presents trees that were obviously planted in neat rows and that remain well-tended. The trees are an odd shade of purple, and about 20' tall, with a broad reach of branches given their height. Large, melon-like fruit hangs in clusters from these boughs some 18' in the air. There is no fallen fruit on the ground below.

Patient characters note that these trees are serviced by a Forest Robot once every 4 hours. The robot prunes the trees, removes ripe fruit, waters and fertilizes the trees, and then hurries off toward the center of this deck. This robot has been reprogrammed and ignores any commands not given by the bearer of a red and blue command wristband or ring. It also ignores any attacks directed against it and simply does its best to fulfill its duties and leave.

Characters eating one of these melons suffer 1-2 points of damage but find that they are able to commit twice as many actions per turn or combat round as they did before eating the fruit. They may also run at twice their normal speed, although their strength is not increased. This effect lasts for 90 minutes.

5 — Aviary

This area was originally set aside to preserve the various avian species found in the jungles of the world. As the prime predator for most insects, birds of all types were vital to inject into any new eco-system that required this niche be filled to control pests. Although many species died during the cataclysm, many also mutated, thriving in the protected environment presented by this region of Deck #12.

5A — Flightless Birds

Explorers entering this area note immediately that most of the plants of any size have been uprooted. Only scrub and long grass remain. Large 20' diameter ground nests are also common and stretch for more than a mile in every direction. Some of these nests contain large birds with vestigial wings that seem to have noticed the explorers as well.

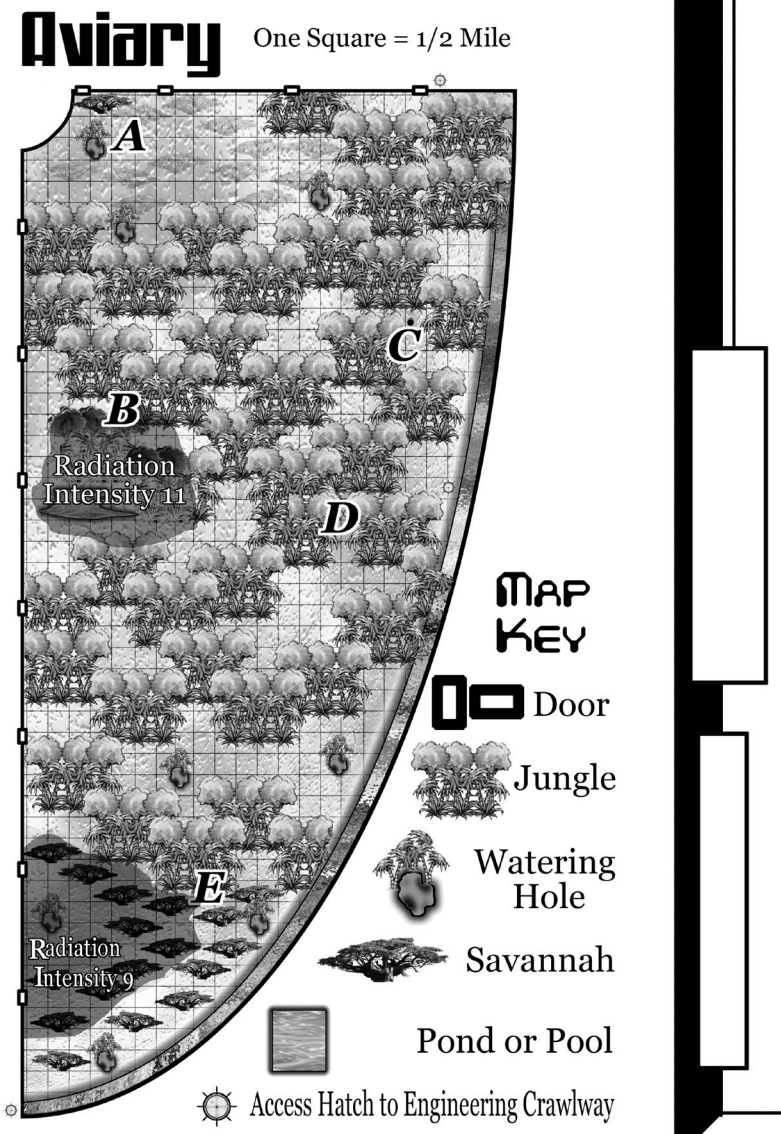
The birds are Axe Beaks, and this is their nesting ground. While not strictly territorial, they dislike visitors and will attack.

Axe Beak (7-12)

(HD 10, HP 40, AC 15, MV 30' Exp. Points: 630
Radiation Resistance 11 Constitution 10
Mental Resistance 11 Strength 12 Dexterity 10

[Prime=Physical] one beak attack inflicting 20 damage, WC 2.)

The Axe Beak stands 15' tall. It moves very fast on the jungle floor and clubs prey to death with its huge beak. Mutations— Taller, Heightened Strength, Heightened Precision, feathers immune to laser fire.



5B — Bleached Jungle

Characters with radiation scanning equipment note the increase in radiation long before they approach this area of Intensity 11 radiation. The plant life here has adapted itself to live on this radiation, and the bird life either died or adapted as well. Unsuspecting characters exploring this region are likely to fall prey to an attack by the most prevalent of these species, the White Stabber.

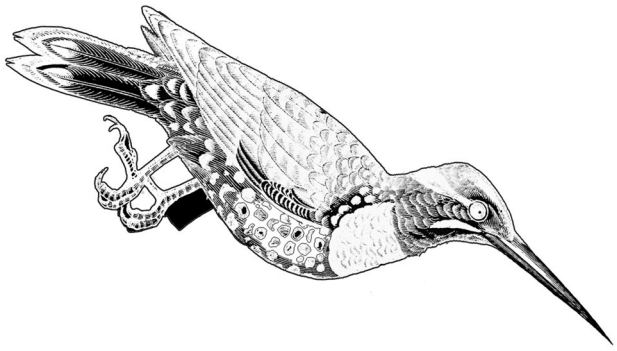
White Stabber
(HD 8, HP 33, AC 10, MV 10'/60'[flying]
Exp. Points: 630
Radiation Resistance 15 Constitution 8
Mental Resistance 10 Strength 13
Dexterity 14

[Prime=Physical] attacks by diving through the air and impaling with its beak inflicting 3d10 in damage, WC 3).

When attacking non-intelligent prey, it uses a shrill scream to paralyze its victim. This albino 3' tall mutant wood pecker has a 2' long beak. When attacking intelligent victims, it is deathly silent. Mutations— it has a complete Mental Block [against seeing Pegasi], Taller, New Body Parts, Sonic Abilities [special].

5C — The Birdmen

Several hummocks about 3' in height here break up the normal pattern of the ground. These hummocks are, in fact, entrances to the underground lairs of a group of Man Bird Mutants. These creatures are peaceful and communicate with the party, hoping to trade them some of the grenades they make for items of equal



technological sophistication (projectile but not energy weapons, woven cloth, preserved foods, and the like).

Man Bird Mutant

(HD 12, HP 55, AC 16, MV 30' Exp. Points: 1045
Radiation Resistance 18 Constitution 12
Mental Resistance 18 Strength 11
Dexterity 18

[Prime=Mental] one crystal-tipped spear inflicting 10 damage, WC 2, range 5'.)

These anthropomorphic mutant birds stand 7' tall and can no longer fly. They are covered in a rainbow of large feathers. Each also wears a vest made from bird feathers taken in battle. Mutations—Telepathy, Heightened Intelligence, Heightened Dexterity, Immunity to Poison [all intensities].

Man Bird Grenade (equipment)

WC3 Tech Level 7 Experience: 300
Weight: 10 ounces Range: 30'-40'*
Area of effect: 10' diameter circle

Effect: 3d6 damage to all that fail to dodge/avoid the explosion. Detonation upon impact once pin is pulled.



* dependent upon strength of the individual throwing the device.

5D — Invisible Death

Characters exploring this area of the jungle note a number of 6' diameter nests in the boughs of the surrounding trees. These nests are the homes of an ambush predator that awaits only the perfect time to strike.

Changer
(HD 10, HP 40, AC 10, MV 15'/ 60' [flying]
Exp. Points: 630
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 10
Dexterity 13

[Prime=Physical] one beak for 3d6 damage, WC 1.)



This 4'-tall mutated Robin has a wingspan of 6' and is completely resistant to all poisons. An ambush predator, it can change the color of its feathers to match its surroundings. Mutations— Precognition which prevents surprise on its part.

There are dozens of nests, and these Changers attack in numbers ranging from 6-36 (6d6) individual birds at any one time.

5E — Blackened Biomass

As explorers approach this area, the vegetation slowly blackens until, near the watering hole shown on the map, it becomes completely black. This effect is caused by high intensity (intensity 9) radiation that emanates from the watering hole. It is strangely quiet in this area as only one predator makes its home here.

Panther, Giant
(HD 10, HP 60, AC 16, MV 50' Exp. Points: 720
Radiation Resistance [special – see below]
Constitution 10 Mental Resistance 10 or [special – see below]
Strength 10 Dexterity 13

[Prime=Physical] one claw inflicting 6d6 damage, WC 2, and one bite inflicting 30 damage, WC 1.)

This 18' long mutated panther stands 5' tall at the shoulder. An ambush predator, the panther usually attacks from tree branches pouncing unexpectedly onto victims. Mutations— Taller, Immunity to Mental Control & Radiation & Paralysis.

Characters dispatching the panther that further investigate this area find the skeletal remains of a Thief Beast near the watering hole. Its clothing is now little more than rotted tatters, but a laser pistol and two Hydrogen Energy Cells remain near what is left of the corpse. A radiation-shielded canister lies open there as well, its contents having spilled into the surrounding jungle (and most likely into the watering hole).

6 — Ramps to Other Levels

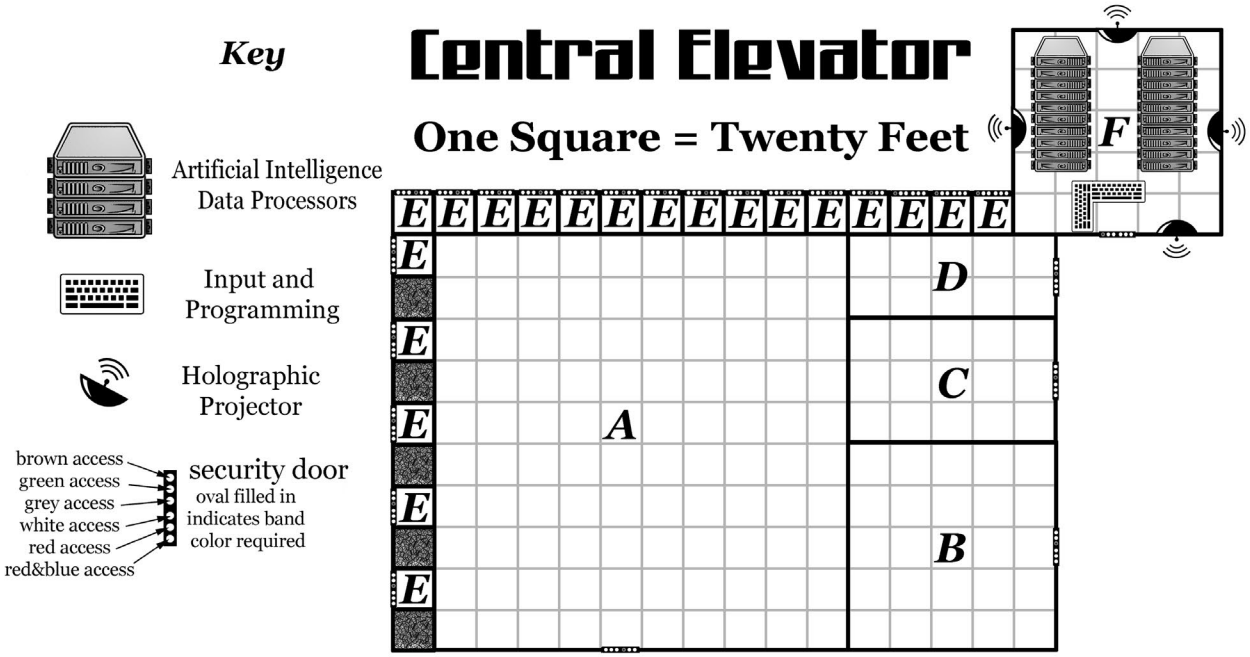
The inclined ramps lie here behind large electronic doors that open only upon the presentation of a gray, red, red and blue, white, or green *Warden* wristband. The ramps are sequestered from the rest of the deck by the walls that enclose the various jungle biomes, and access is possible only from the road that bisects this deck. As none of the wildlife would be exposed to these doors, no effort was made to hide them. The doors are 100' wide and tall, and the wristband reader is plain for all to see.

7 — Central Elevator

The Central Elevator runs through all 17 decks of the *Warden*, but ingress and egress are strictly regulated through the use of wristband readers that are present both within and without each elevator. These bands identify the type of crewmember attempting to use the elevator and allow them access to only those areas where said access is authorized. This access changes from deck to deck, so while a crewman might board on one deck, he may only have a limited number of choices for decks upon which he might exit. Only command bands (red and blue) have unrestricted access.

The term 'Central Elevator' is actually a misnomer. Although there is a single elevator shaft in the center of the *Warden*, there are 24 elevators of various sizes that use this shaft for transit. Four of these elevators are dedicated to the transit of cargo, and as such are quite large, while 20 smaller elevators are able to carry up to 30 passengers each. All of the elevators in the *Warden* operate using small gravity lenses (anti-gravity) with variable negative and positive gravity capability.

Given the size of the *Warden*, a trip within any of the central elevators takes some time. Transit from one deck



to the next consumes a full ten minutes, while a trip from the very bottom of the ship to its observation dome (if the passenger is authorized) takes a total of 112 minutes.

7A — Main Cargo Elevator

The largest of the elevators, this massive lift measures 400' square and is capable of moving up to 200 metric tons.

7B — Secondary Cargo Elevator

This cargo elevator is slightly faster than the largest and measures 100' x 100'. It can lift a maximum of 50 metric tons.

7C — Tertiary Cargo Elevator

Used for deliveries of supplies to most decks of the ship, this elevator measures 60' x 100' and has a carrying capacity of 20 metric tons.

7D — Express Cargo Elevator

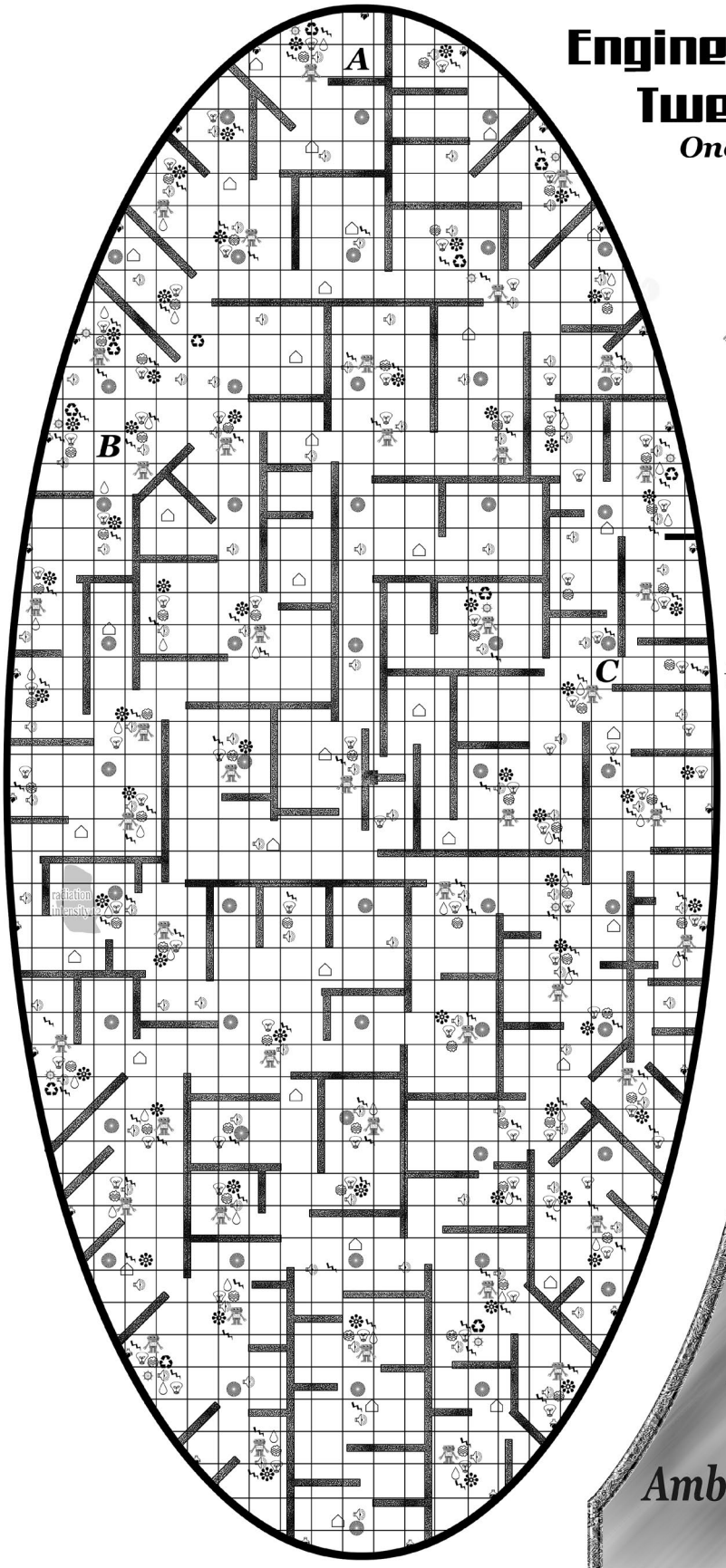
The fastest of the cargo elevators, the express elevator has bench seats with seat belts along its far wall, and it is able to transit between decks in a mere 9 minutes (98 minutes top to bottom). It measures 40' x 100' and is able to carry up to 10 metric tons.

7E — Passenger Elevators

These 18' x 18' elevators travel at a standard speed and are capable of comfortably fitting up to 32 crew members at one time. Their weight limit is 8,134 pounds (3690 kg).

7F — Deck #12 Artificial Intelligence

The A.I. on this level is hidden by hologrammatic generators that cause the area it occupies to look like a portion of the central elevator shaft housing. The A.I. here is tired of trying to track all of the creatures that live upon its deck and would like to 'cull the herd'. It speaks to the characters whenever possible and promises them great rewards for killing creatures throughout the deck and returning the corpses to the Databank in Area 1H1. It does indeed reward characters by bringing them items requested/requisitioned, providing Engineering Robots to fix broken equipment, and Medical Robots to heal the hurts of the party. The exact nature of the rewards granted and the corpses required is left to your discretion.



Engineering Crawlway
Tween Deck #12.5

One Square = One Mile

Key

- standard power substation
- broadcast power station
- robot depot
- air recirculation and purifying station
- water purification plant
- electrical circuit bus
- storage area
- thruster station
- gravity node
- environmental control station
- waste recycling center
- access hatch to level above
- solid bulkhead

All open areas have a hollow 1'-diameter support pillar every 20'

Gravity:
0.96 – 1.02 G

Power:
Internal – Fusion Substation

Pressure:
103 kPa

Power Capacity:
8975 MW

Background EMF:
0.9 – 1.2 mG

Ambient Temperature:
18°C/64°F

Adventure Seeds

Alien Corpses (A)

Characters exploring this area discover a number of strangely shaped space suits lying in a haphazard fashion upon the floor. A preliminary investigation reveals that these suits contain skeletons — humanoid skeletons. This is highly improbable as all of the original crew, even those protected by space suits, were turned to dust by the strange wave of radiation that caused the initial disaster aboard the *Warden*. These suits also contain strange equipment and are fully functional.

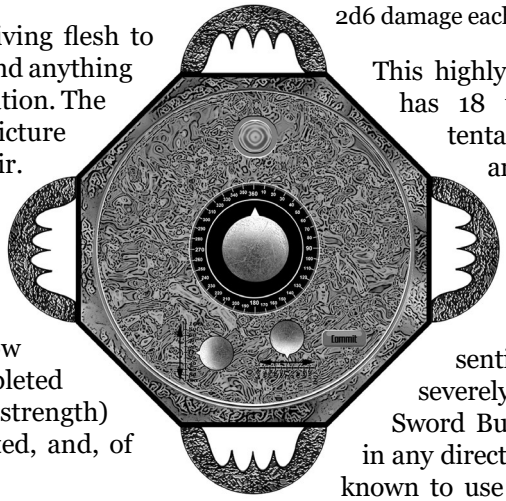
Characters skilled in biology (or like skill) may note that the skeltons are not entirely human. As Game Master it is left for you to decide if this was a previous exploring party (like the party of characters), aliens, or some other group.

You are also invited to create the list of functional equipment found with these corpses. It should contain equipment common to exploration parties familiar with technology, but only one piece of equipment here is unusual: a small paddle-like device with 4 hand grips, a center dial that spins and is numbered from 1-360, two smaller dials that are labelled from 1-100, and an oval button labeled "commit".

This device allows up to 4 people to teleport up to 100' away in any direction. It works by creating a small black hole at the device and at the location indicated by the dials and by connecting the two with a wormhole that drags the device and those holding the paddle to the second location.

Note: this device must contact living flesh to work, and it teleports that entity and anything within 6" of its skin to the new location. The small circle near the top of the picture is actually the power resevoir. Radioactive material pushed through a permeable membrane here powers the device.

How many teleports a given piece of radioactive material might allow this paddle before its power is depleted is dependent upon the type (and strength) of the radioactive material inserted, and, of course, your discretion.



Careless Thorns (B)

While cleaning up an area on the deck above, a Horticultural Robot disposing of plant material accidentally contaminated a portion of the floor here with seeds from a Blood Draining Thorn Stinger. The Stingers have since multiplied, and a large clump of them now occupies this area.

Blood Draining Thorn Stinger (6)
(HD 10, HP 44, AC 12, MV 0'/none Exp. Points: 540
Radiation Resistance 11 Constitution 10
Mental Resistance 9 Strength 8 Dexterity 7

[Prime=Physical] 5 thorn attacks inflicting 2d6 +5 points of blood drain each, WC 1, range 90'.)

This mutated fern has unusually stiff, razor-sharp leaves and 5 thorny tentacles able to sense and strike targets up to 90' from its central trunk. Mutations— New Plant Parts, Increased Senses.

Sword Bush Exploratory Party (C)

A group of intelligent plants has organized an expedition to discover the secrets of this engineering deck. The party found here has only moderate knowledge of the technology they encounter and are proceeding with caution. Characters approaching note the electric lights they carry.

Sword Bush (7)
(HD 10, HP 30, AC 10, MV 10' Exp. Points: 1170
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 10
Dexterity 10

[Prime=Physical] 3 metallic sword frond attacks inflicting 2d6 damage each, WC 1.)

This highly intelligent 20'-tall mutated fern has 18 unique bladed leaves and two tentacles amid its roots. It senses heat and life energy at a range of 50', generates a Force Field that prevents the passage of physical objects [5HD/30hp to dissipate this field], and is able to take Mental Control [one at a time] of sentient life at up to 50' distance. If severely threatened and near death, the Sword Bush may also Teleport up to 900' in any direction. Sword Bushes have also been known to use the devices of the ancients with their tentacle-like roots. Mutations— Increased Senses, New Senses, New Plant Parts, Mobility, Force Field Generation, Mental Control, Teleportation, Stasis in Periods of Darkness.

Deck 13: Horticultural Supply



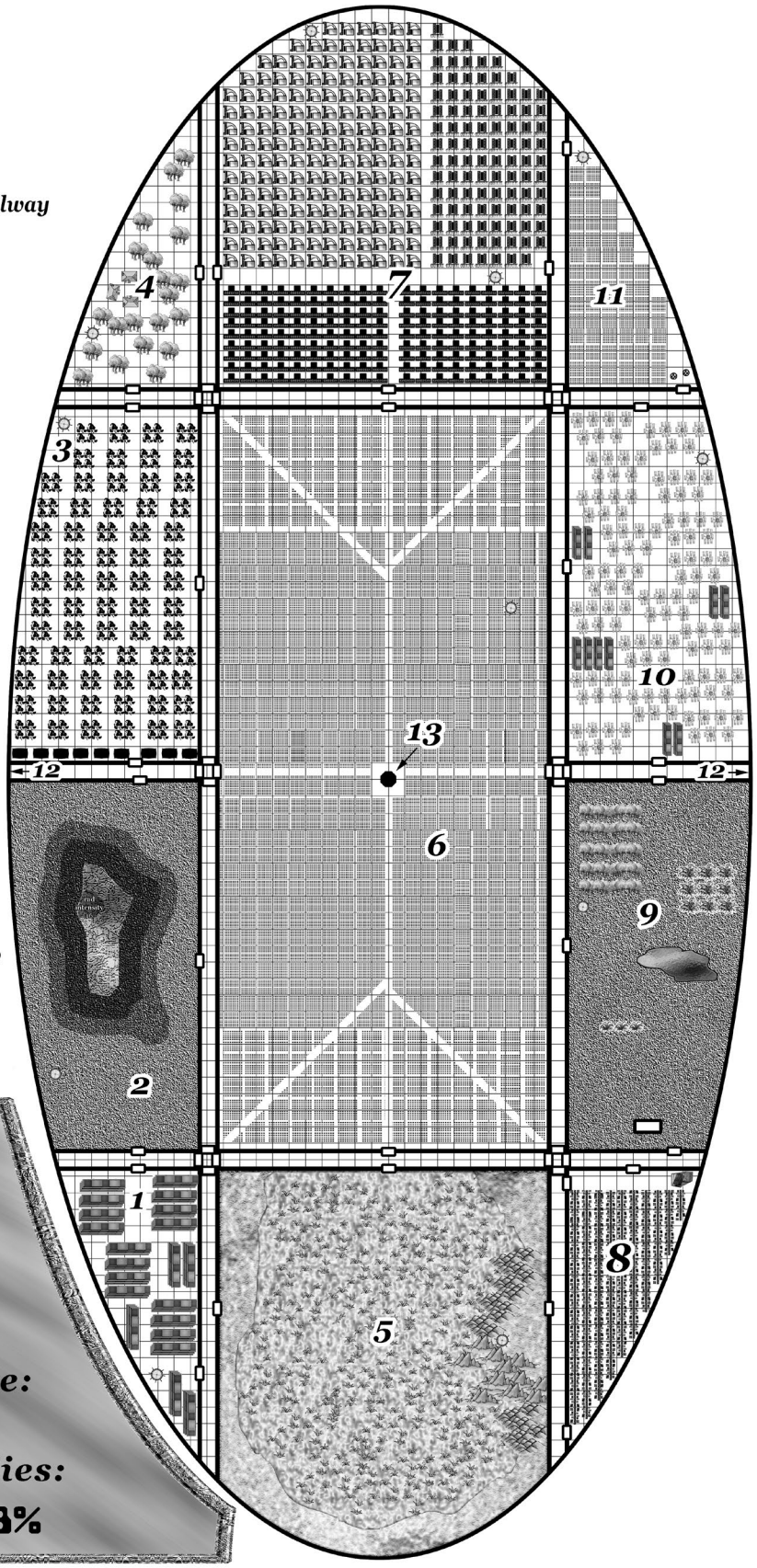
One Square = One Half Mile
Overall Size: 47.5 miles long x 22.5 miles wide

Deck 13

Map Key

- *Access Hatch to Engineering Crawlway*
- *Pallet Shelving*
- *Dwelling*
- *Long Grass*
- *Bean Plants*
- *Trees*
- *Poisonous Plants*
- *Central Elevator*
- *Large Farm Equipment*
- *Conveyor Assembly Line*
- *Sword Bushes*
- *Vats and Android Molds*
- *Live Capture Trap*

1) *Horticultural Storage*
2) *Radiated Grassland*
3) *Experimental Bean Fields*
4) *Village of Thurten*
5) *Enemy Preserve*
6) *Cargo Hold*
7) *Agricultural Machinery Hold*
8) *On-Demand factory*
9) *Horticultural Experimentation Lab*
10) *Android Creation Factory*
11) *Colonial Dome Storage*
12) *Ramp Access*
13) *Central Elevator*



Gravity:
0.92 – 0.96 G
Power:
External
Background EMF:
2.71 mG
Ambient Temperature:
65°F / 18°C
Atmospheric Anomalies:
CO_2 0.1% O_2 23%

Level 13: Horticultural Supply and Storage

Overview

Colonization was the first order of business for the *Warden* and her crew. Successful colonization means sustainability, and sustainability means agriculture. Dependable, 'smart' agriculture means renewing the soil, planting intelligently, and developing crops that would resist disease, maximize yields, and protect against erosion. This level was originally designed to give new colonies every advantage when it came to agriculture.

When the disaster struck, most life on this deck perished, leaving behind only piles of white dust. Some life forms mutated into hideous parodies of their previous anatomies. Some mutated into beings of great intelligence, as we shall see.

Lifeforms

The following creatures are found randomly on this level. Check once for each new square explored on a given map (or devise your own system) by rolling a d6. Any result of a 1 or a 2 indicates that a wandering monster has encountered the character party. How many of a particular creature are encountered is left to your discretion.

All Areas

Wandering Creatures Encountered (roll 2d6)			
2	Bear, Cave	**7**	Living Sphere
3	Dart Creature	**8**	Meat Beetle
4	Hisser	**9**	Robot, Garden, Crazed
5	Humanoid Rabbit	**10**	Robot, Horticultural, Crazed
6	Jeget	**11**	Robot, Security, Broken
		12	Winged Biter



Bear, Cave
(HD 16, HP 90, AC 15, MV 40'
Radiation Resistance 10
Mental Resistance 10
Dexterity 12
Exp. Points: 300
Constitution 16
Strength 16
[Prime=Physical] attacks first by attempting to hug its opponent [no damage] which automatically gives the bear a successful bite on the following round for 3d8 damage, WC 1.)

This 14' tall bear continues to attack until it reaches -10 HP, and all strikes by the bear when it has less than 0 HP are made at +2/+10%. Although rare, this bear is not a mutant.

Dart Creature
HD 2, HP 11, AC 15, MV 30' Exp. Points: 900
Radiation Resistance 10 Constitution 16
Mental Resistance 10 Strength 16
Dexterity 12

[Prime=Physical] 3d6 attacks throwing poisoned quills [Intensity 15], range 30'.

This mutant porcupine stands 4'-tall at the shoulder, can see in the dark, and is never surprised. Mutations — Poison, Larger.

Hisser
(HD 8, HP 28, AC 15, MV 20'/30' [swimming]
Exp.Points: 490 Radiation Resistance [special – see below]
Constitution 8 Mental Resistance 10
Strength 10 Dexterity 12

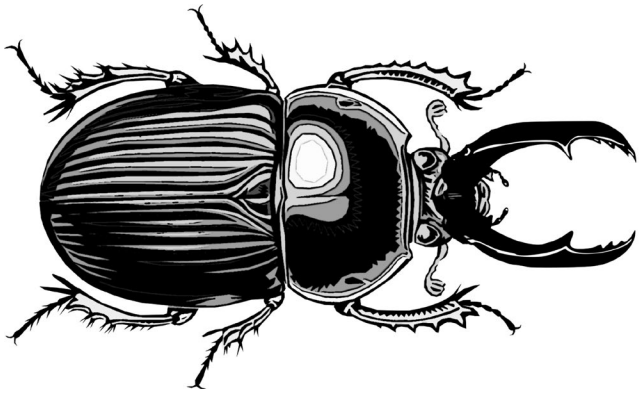
[Prime=Physical] 2 grasping tentacles attacks causing paralysis, WC 1.)

These 4'-long alligator mutants are totally immune to all intensities of radiation. Mutations— New Body Parts, Immunity to Radiation.

Humanoid Rabbit
(HD 4, HP 15, AC 13, MV 60' Exp. Points: 345
Radiation Resistance 9 Constitution 4
Mental Resistance 9 Strength 15 Dexterity 17

[Prime=Physical] 2 energy bolt attacks inflicting 5d6 damage, WC 3, range 30', or by weapon.)

These 7'- tall intelligent mutated white rabbits stand on their back legs and have mutated forelimbs resembling arms and hands. They can use the devices of the ancients and delight in using lasers, often trading grenades for such weapons. Mutations— Taller, Energy Generation, New Body Parts, Heightened Intelligence.



Jeget
(HD 6, HP 29, AC 15, MV 40' Exp. Points: 775
Radiation Resistance 10 Constitution 6
Mental Resistance 10 Strength 10
Dexterity 10

[Prime=Physical] 2 claw attacks inflicting 1d6 each, WC 1.)

This 3'-tall mutant jaguar stands on its rear legs and understands and prefers to use ancient weapons. Mutations— Levitation, Telepathy, Precognition, Fear Generation, Telekinesis, and Force Field Generation. It has an Attraction Odor, a Fear Impulse [Intelligent Plants], and no resistance to poisons.

Living Sphere
(HD 10, HP 50, AC 18, MV 0'/None Exp. Points: 1170
Radiation Resistance 9 Constitution 10
Mental Resistance 18 Strength 3 Dexterity 3

[Prime=Physical] attacks using only its mental abilities [see Mutations below].)

Little is known about this 10' diameter floating sphere of pure energy.

Mutations— Heightened Intelligence, Mental Control, Telekinesis, Force Field Generation, Mental Blast.

Meat Beetle
(HD 4, HP 14, AC 13, MV 15' Exp. Points: 180
Radiation Resistance 10 or [special – see below]
Constitution 4 Mental Resistance 10
Strength 10 Dexterity 10

[Prime=Physical] one pincer attack inflicting 5 damage, WC 1.)

This 10'-long bright metallic blue beetle is immune to radiation and energy beam attacks and has the ability to move under the earth while still sensing life above ground [20' range]. Mutations— Immunity to Radiation & Energy Beams.

Robot, Garden, Crazed
(HD 10, HP 32, AC 15, MV 25'/hover Exp.Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 10 Dexterity 10

[Prime=Mental] one pesticide blast attack covering an 18'circle inflicting 3d6 damage to insects and plants of all types, WC 3; or 2 grass and shrub pruning tool attacks inflicting 2d6 damage, WC 1.)

The unit has faulty programming and appears as a 4' circular platform with a single manipulative tentacle for grabbing things. It floats on anti-grav pods and can carry up to 55 pounds of material. This robot's radio equipment allows it to communicate with beings throughout the entire deck. It has three large light sources, and its optics can see in the infra-red and ultra-



violet spectrum. It always attacks anything moving and takes [and carries out while attacking] verbal orders from any being with a *Warden* wristband.

Robot, Horticultural, Crazed
(HD 20, HP 100, AC 15, MV 25' [flight] Exp. Points: 405
Radiation Resistance 10 Constitution 20
Mental Resistance 10 Strength 10 Dexterity 10

[Prime=Mental] either one paralysis tentacle attack [paralyzes], WC1, 18' range, or one forestry tool attack inflicting 2d6 damage, WC1.)

This automated, 10' floating disk is damaged, and parts of its instrumentation are exposed and emitting sparks. It floats on anti-grav pods and can carry up to 595 pounds of material. It has a single paralysis tentacle that extends up to 18' [WC 1], its optical senses can pick out objects up to a mile away, and its communication has a range of an entire deck. The robot has two manipulative tentacles allowing it to grab things and surgical tools allowing it to perform operations on animals of all types. Three large light sources and mechanical optics can see in the visible, infra-red and ultra-violet spectrum. All the rest of its equipment has long since been destroyed. Touching any part of the robot causes exposure to radiation [Intensity 5]. These derelict automatons view all living creatures as animals in need of amputations or skin grafts. The unit does, however, take verbal orders from any being with a green *Warden* wristband.

Robot, Security, Broken
(HD 10, HP 40, AC 10, MV 25' [flight] Exp.Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 12 Dexterity 10

[Prime=Physical] 2 attacks per combat round with slug throwers inflicting 2d6 damage each, WC3, and may also attack with a 13' tentacle that causes paralysis WC 3.)

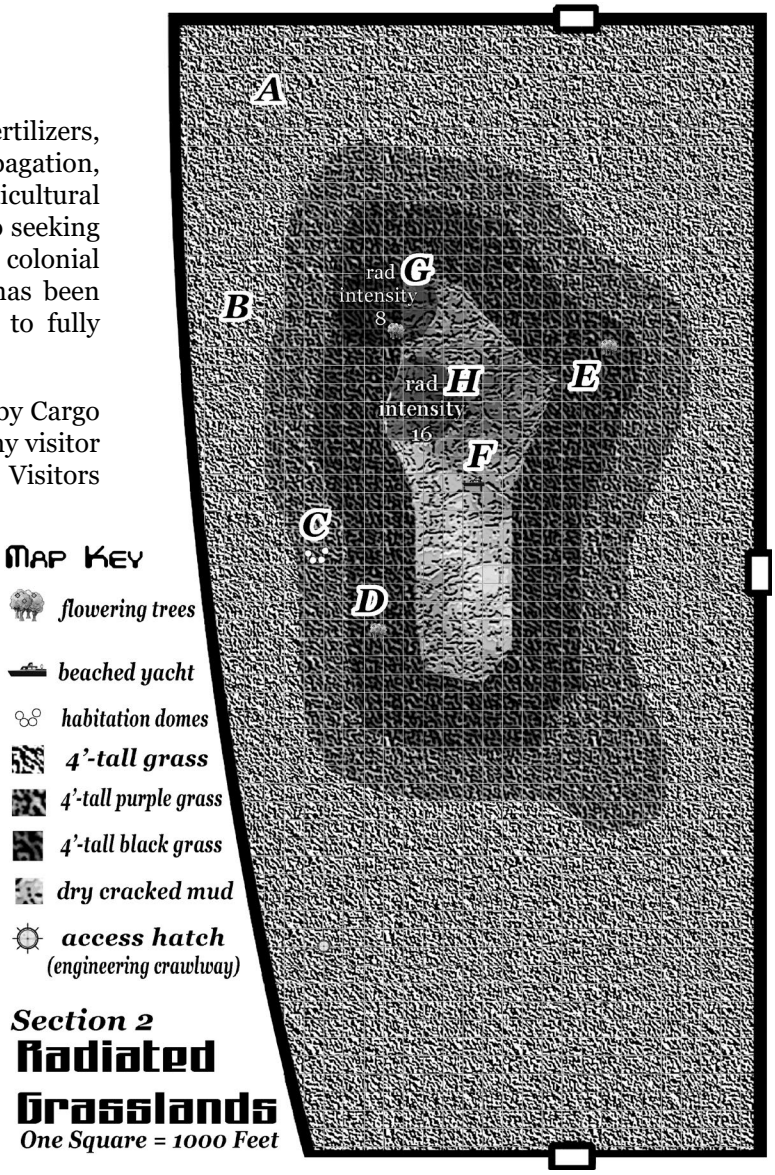
This 9'- tall irradiated [Radiation Level 15] spherical robot is cracked in several places and parts of its interior are exposed and emitting sparks. Of its four tentacle-like arms, only one remains. Its visual sensors still operate in the infra-red and ultra-violet spectrum with a 1-mile range, but of its other attachments only its single tentacle-arm and dual slug throwers still function. This robot is incapable of communicating as all means of input, whether auditory or digital, have been damaged. Touching its irradiated outer shell causes 15 damage.

Winged Biter
(HD 4, HP 11, AC 14, MV 20' [slithering]/50' [flying]
Exp. Points: 270 Radiation Resistance 10
Constitution 4 Mental Resistance 10
Strength 10 Dexterity 14

[Prime=Physical] one bite attack with poison [Intensity 11], WC 3.)

This 3' long mutated flying python has a 4' wingspan, is immune to all forms of poison and paralysis, and is never surprised as it has Precognition. If an alternative parent [perhaps a character] is present at the hatching of a Winged Biter, it can imprint upon that alternative parent and follows that creature/ character for life. Mutations— Precognition, Immunity to Poison & Paralysis, Wings.

Points of Interest



1 — Horticultural Storage

Originally designed as a holding area for fertilizers, herbicides, pesticides, and seeds for propagation, this area recieves frequent visits from horticultural and garden robots from throughout the ship seeking resupply. Despite this apparent misuse of colonial assets, the stocks of chemicals and seeds has been little depleted as enough was stored here to fully colonize several worlds.

Visitors to this area are greeted at the door by Cargo Robots that happily ask if they might help any visitor wearing a green (horticultural) wristband. Visitors not wearing a green wristband are ignored, although visitors are warned not to enter the area as it is 'restricted'.

Robot, Cargo
(HD 10, HP 55, AC 15, MV 48 kph
Exp. Points: 405 Radiation Resistance 10
Constitution 10 Mental Resistance 10
Strength 13 Dexterity 10

[Prime=Physical] No attacks)

This centaur-shaped robot stands 5' tall. Its tracked rear portion has a wide cargo area while its humanoid front has two arms with large cargo claws and a head with human senses and programming allowing human reasoning and interaction. It follows the orders of any character wearing a green wristband and can carry characters on its back. The unit also carries a communication system capable of reaching all parts of one ship level.

Visitors that ignore these warnings have three minutes of time before Security Robots requested by the Cargo Robots arrive to expel intruders from the facility (Area #1).

Robot, Security
(HD 10, HP 60, AC 15, MV 50' [flight] Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 16 Dexterity 14

[Prime=Physical] 4 13'-long tentacle attacks that cause 1-hour paralysis upon touch, WC 3, or poison [Intensity 17] knockout gas in a 30' diameter circle, WC 4 .)

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, a gas pellet projector which shoots 10 knock out gas rounds in a 360° spread with [4] 20-pellet magazines, an anti-grav propulsion unit, 50 point force field, 2 third-stage slug projectors [one attack inflicting 6d6 damage, WC 5, range 150'] usable only on a human's authority, a radio capable of broadcasting to any point on a given deck, 3 padded restraint tentacles, and lenses that adapt its visual capabilities to the infra-red and ultra-violet spectrum. Characters captured by these robots are generally taken to a secure area (see Deck #9).

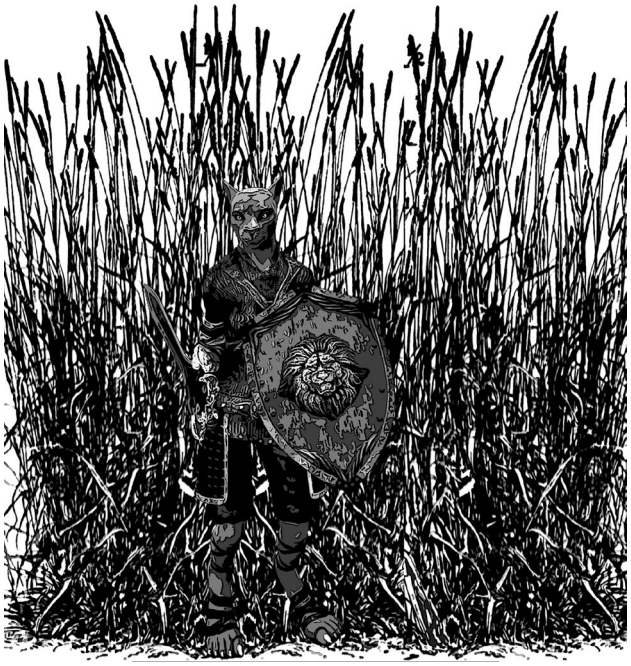
2 — Radiated Grassland

This area was originally designed as a large laboratory for the experimental growth of new agricultural plants. It was regularly fertilized, and old crops were tilled into its 20'-deep soil so that new crop strains might be tested. Then the disaster struck.

Much of the original life that once populated this area mutated, and a number of hostile species were given birth as a result. Few of these survive today. One mutant species did their level best to return at least some scripted functionality to this sector. The Deck #13 Artificial Intelligence responded to this threat with astandardized response. No new species would claim its deck, or any oportion of that deck, for its own personal use.

Horticultural and Gardening Robots were sent in to destroy the hostile species and replant crops for food. The rennovation proceeded apace, but several more sentient mutants quickly halted this progress.

The mutants(Jegets) attempting to restore the area retreated, leaving only several robots in their wake to continue the renovation process. The area was then closed and the Jegets were contained in their erstwhile prison. They still roam this sector to this day.



2A — Crop Circles

Characters aprroaching this area through the 4'-tall grass that covers most of this sector notice several 12'-diameter circular areas where the grass has been flattened. The outer edge of these circles contains several small piles of what appears to be cut grass. There is no ready explanation for this phenomenon.

The circles are actually the lairs of small groups of Jegets. They are present when the characters discover the flattened areas, but their unique camouflage makes them practically invisible.

Jeget
(HD 6, HP 29, AC 15, MV 40' Exp.Points: 775
Radiation Resistance 10 Constitution 6
Mental Resistance 10 Strength 10 Dexterity 10

[Prime=Physical] 2 claw attacks inflicting 1d6 each, WC 1.)

This 3'-tall mutant jaguar stands on its rear legs and understands and prefers to use ancient weapons. Mutations— Levitation, Telepathy, Precognition, Fear Generation, Telekinesis, and Force Field Generation. It has an Attraction Odor, a Fear Impulse [Intelligent Plants], and no resistance to poisons.

The three Jegets near each of the three flattened areas are nesting in preparation for the mating season and hope only to frighten the characters away using their Fear Generation mental ability. Any characters refusing to leave (after several minutes), however, are attacked.

Parties that do move on (leave) are not pursued.

2B — Wind in the Grass

Characters approaching this area see nothing unusual but hear movement in the grasses ahead. The sound is almost that of a strong breeze in the grass, or perhaps the use of a scythe to cut the grass.

In the grass ahead, 30' from the characters, a trio of Dart Creatures are feasting upon the tender shoots of some young grasses they have discovered. The sound is made by their quills scraping past the taller stalks of grass. Should any character approach to closer than 30', the Dart Creatures shoot at that character with their quills.

Dart Creature
HD 2, HP 11, AC 15, MV 30' Exp.Points: 900
Radiation Resistance 10 Constitution 16
Mental Resistance 10 Strength 16 Dexterity 12

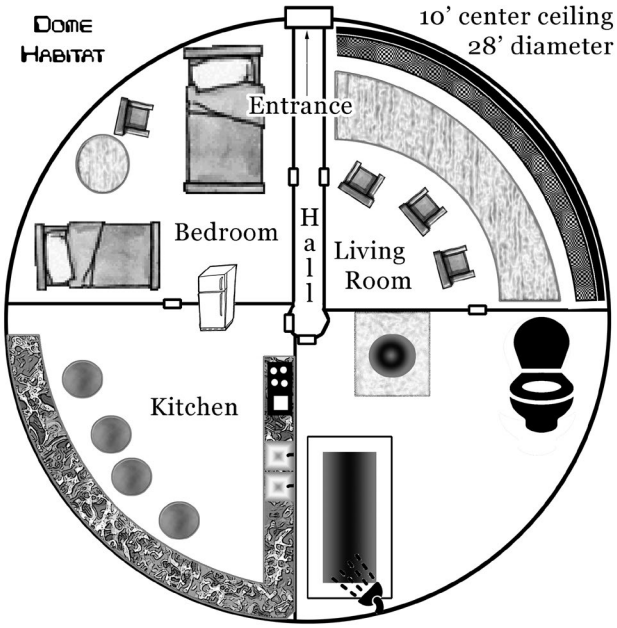
[Prime=Physical] 3d6 attacks throwing poisoned quills [Intensity 15], range 30'.

This mutant porcupine stands 4'-tall at the shoulder, can see in the dark, and is never surprised. Mutations — Poison, Larger.

If any of the three Dart Creatures are killed, the other two flee in terror.

2C — Deserted Domes

Characters approaching this area note at some distance that the grass here is bright purple. Detection equipment further verifies that something is wrong,

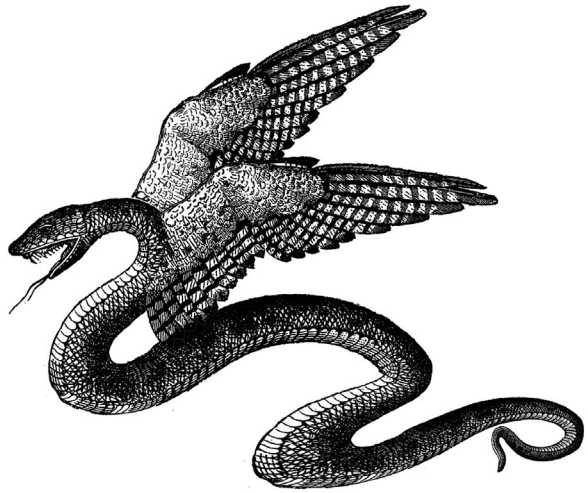


the area emits radiation intensity 7. Some 200' in the distance they further note the tops of four dome-like structures that tower to 6' above the tops of the grass.

Those investigating the domes find that they are perfect habitats with a bedroom, bathroom, kitchen, and living room. There are numerous projectile weapons sprawled on the beds in the bedrooms. The refrigerators have four pig heads on their racks.

2D — Snake in the Black Grass

Characters approaching this area note at some distance that the grass here is completely black. Detection equipment further verifies that something is wrong; the area emits radiation intensity 11. Some 100' in the distance they further note several 30'-tall trees with large white flowers amid their leaves. The trees provide a nesting ground for the territorial Winged Biters that reside here. They attack if any character approaches to within 80'.



Winged Biter
(HD 4, HP 11, AC 14, MV 20' [slither]/50' [flight]
Exp.Points: 270 Radiation Resistance 10
Constitution 4 Mental Resistance 10
Strength 10 Dexterity 14

[Prime=Physical] one bite attack with poison [Intensity 11], WC 3.)

This 3' long mutated flying python has a 4' wingspan, is immune to all forms of poison and paralysis, and is never surprised as it has Precognition. If an alternative parent [perhaps a character] is present at the hatching of a Winged Biter, it can imprint upon that alternative parent and follows that creature/character for life. Mutations— Precognition, Immunity to Poison & Paralysis, Wings.

2E — The Broken Robot

Characters approaching this area note that the grass here is completely black. Detection equipment further verifies that something is wrong — the area emits radiation intensity 11. Some 100' in the distance they also note several 30'-tall trees bearing large white flowers .

Characters also hear an intermittent buzzing noise and can see a small floating dot some 500' in the distance that is rapidly approaching. At 250' they discern it is a large oval aproaching at high speed. At 100' distance (about 30 seconds having elapsed since the first sighting) they can tell that it is a robot, and that it has been damaged. Sparks periodically spew forth from its mangled frame with a short buzzing sound. Amid the buzzing sparks, the robot speaks to the characters.

"Citizens I need your help. I know there is a robot repair facility in this area. Can you please tell me where it is?" it asks in a calm, measured tone.

If the characters fail to direct the broken servitor to a nearby repair station, it becomes increasingly angrier, and after several attempts to force the information from the characters, the floating robot attacks.

Robot, Security, Broken
(HD 10, HP 40, AC 10, MV 25' [flight] Exp.Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 12 Dexterity 10

[Prime=Physical] 2 attacks per combat round with slug throwers inflicting 2d6 damage each, WC3, and may also attack with a 13' tentacle that causes paralysis WC 3.)

This 9'- tall irradiated [Radiation Level 15] spherical robot is cracked in several places and parts of its interior are exposed and emitting sparks. Of its four tentacle-like arms, only one remains. Its visual sensors still operate in the infra-red and ultra-violet spectrum with a 1-mile range, but of its other attachments only its single tentacle-arm and dual slug throwers still function. This robot is incapable of communicating as all means of input, whether auditory or digital, have been damaged. Touching its irradiated outer shell causes 15 damage.

2F — The Yacht

When this area was first used by the *Warden's* agricultural scientists, a retention pond was maintained to provide a ready source of water for the experimental plants being grown here. As a joke, the scientists ordered a yacht for themselves that would just barely fit within the retention pond. They were actually quite surprised when it was delivered and assembled by Engineering Robots.

Over the years, the pond has dried up, but the yacht remains, listing to the side in the midst of a field of cracked, dried mud.

Characters approaching this area note the absence of vegetation immediately. Those checking discover that it is due to intensity 16 radiation from Area H (current level is intensity 12).

Those investigating the yacht discover that it is outfitted with with all the amenities to support a hundred people. The food has long since become petrified dust, but the alcohol remains, as do all of the sundries, clothing, and other necessities of a long voyage.

2G — Radiation Area

Flowering tress grow in this area, and the ground here emits radiation intensity 8.

2H — The Beetles

The ground here is still cracked, dried mud, but any character checking radiation levels will notice a sudden spike as they enter this area (to intensity level 16). At that same moment, large beetles seem to erupt from the ground in their midst.

Meat Beetle (6-36, 6d6)
(HD 4, HP 14, AC 13, MV 15' Experience Points: 180
Radiation Resistance 10 or [special – see below]
Constitution 4 Mental Resistance 10
Strength 10 Dexterity 10

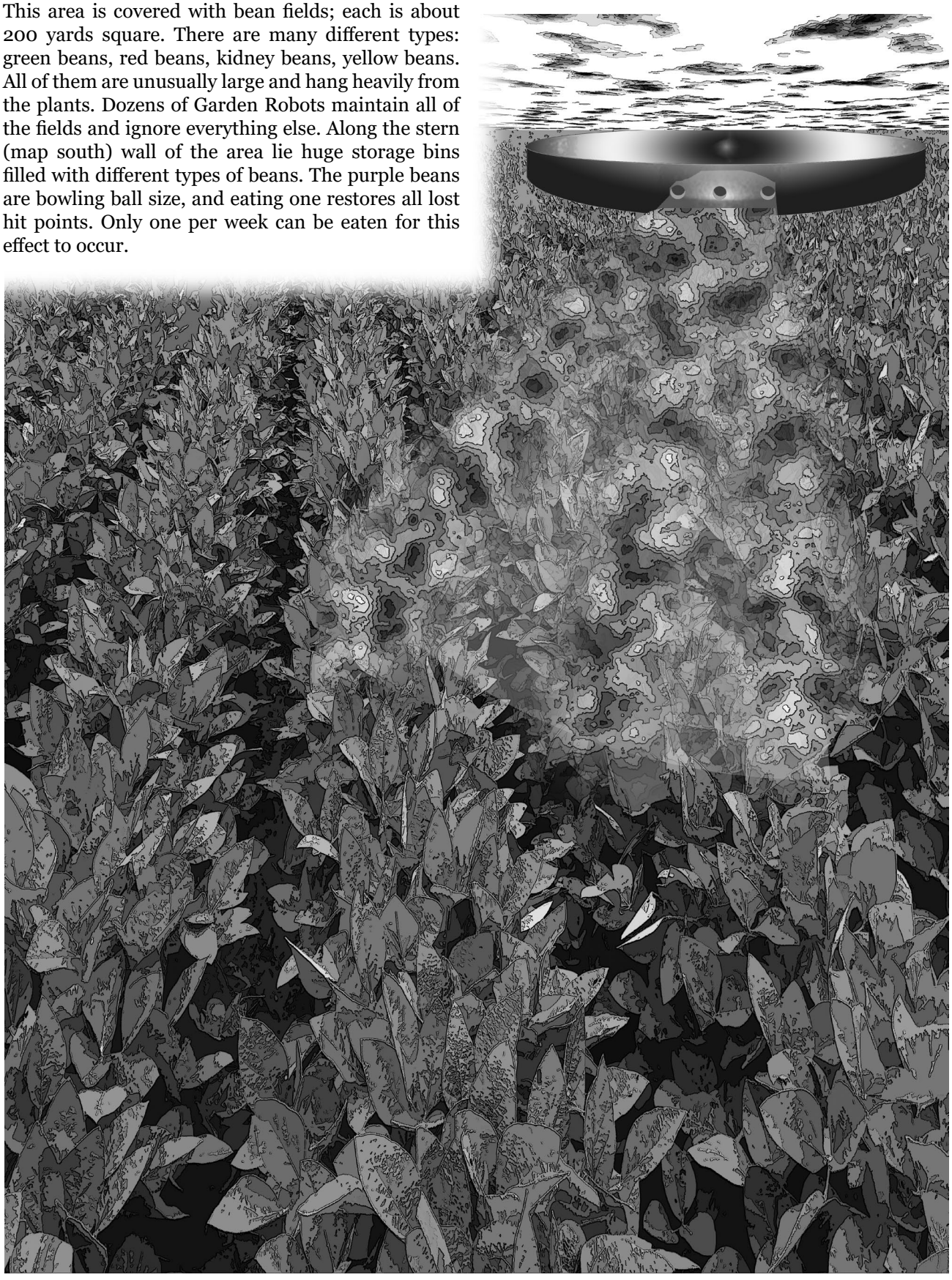
[Prime=Physical] one pincer attack inflicting 5 damage, WC 1.)

This 10'-long bright metallic blue beetle is immune to radiation and energy beam attacks and has the ability to move under the earth while still sensing life above ground [20' range]. Mutations— Immunity to Radiation & Energy Beams.



3 — Experimental Bean Fields

This area is covered with bean fields; each is about 200 yards square. There are many different types: green beans, red beans, kidney beans, yellow beans. All of them are unusually large and hang heavily from the plants. Dozens of Garden Robots maintain all of the fields and ignore everything else. Along the stern (map south) wall of the area lie huge storage bins filled with different types of beans. The purple beans are bowling ball size, and eating one restores all lost hit points. Only one per week can be eaten for this effect to occur.



4 — Thurten

This area, and other portions of this level, have been taken over by mutants. The mutants in thia area happen to be Humanoid Rabbits.

The rabbits have reprogrammed many of the horticultural, gardening, and security attendant robots, and have cultivated new species with the help of these automated servitors. Further, dangerous species have been sequestered by these rabbits (see area #5) .

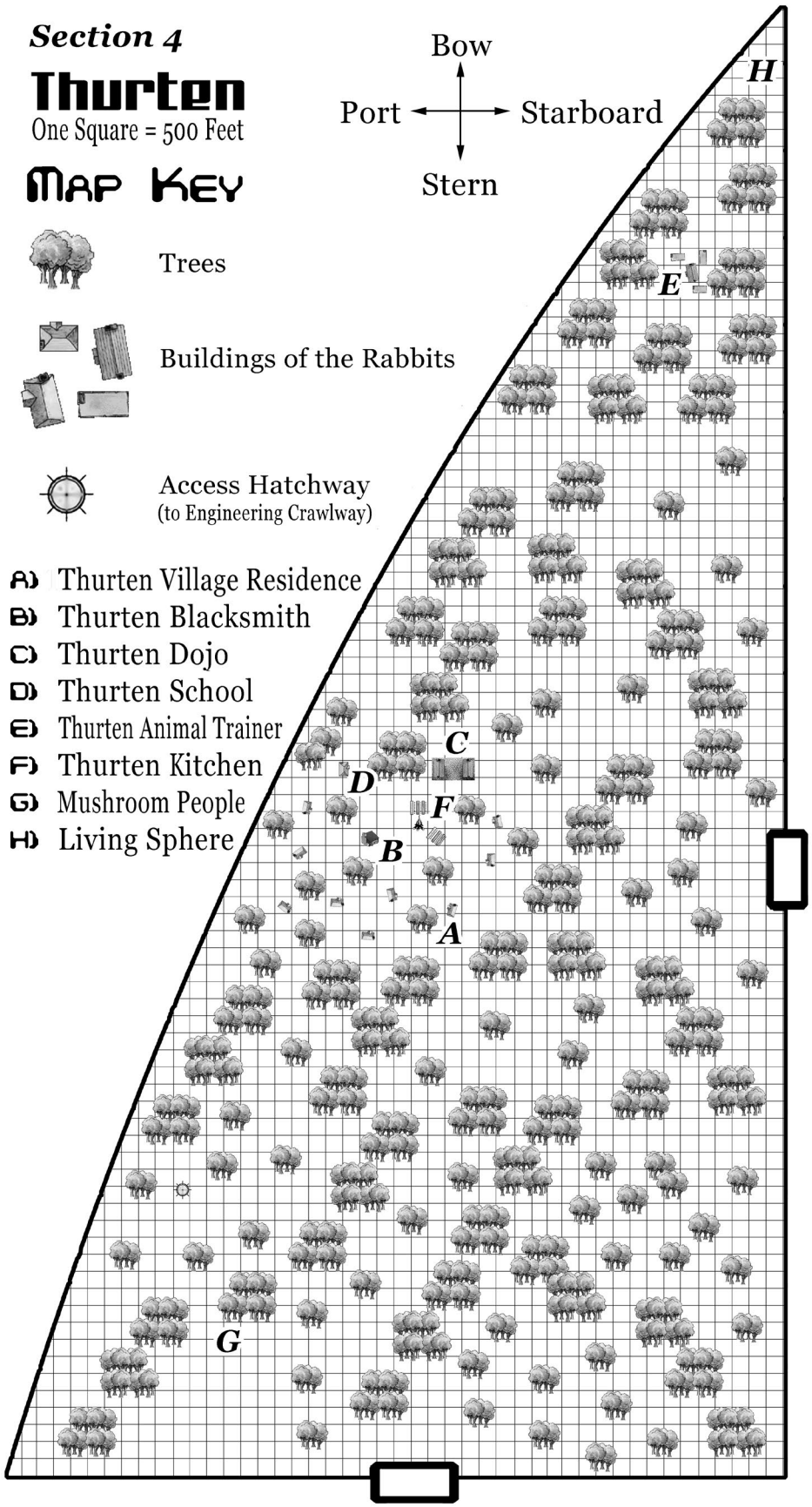
Humanoid Rabbit

(HD 4, HP 15, AC 13, MV 60'
Exp.Points: 345
Radiation Resistance 9
Constitution 4
Mental Resistance 9
Strength 15
Dexterity 17

[Prime=Physical] 2 energy bolt attacks inflicting 5d6 damage, WC 3, range 30', or by weapon.)

These 7'- tall intelligent mutated white rabbits stand on their back legs and have mutated forelimbs resembling arms and hands. They can use the devices of the ancients and delight in using lasers, often trading grenades for such weapons. Mutations— Taller, Energy Generation, New Body Parts, Heightened Intelligence.

Characters entering through either of the two doors that provide access to this sector will be immediately stopped at the entrance by a Security Robot that has been reprogrammed (with only partial success) by the Humanoid Rabbits. The Security Robot will ask them to surrender all weapons and then themselves, to be taken to its masters. It attacks any that refuse.



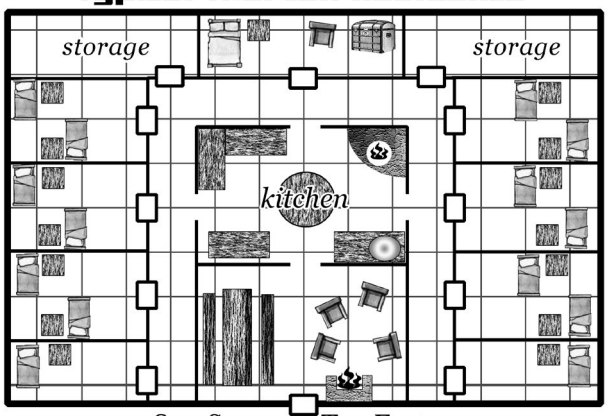
Robot, Security
(HD 10, HP 60, AC 15, MV 50' [flight] Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 16
Dexterity 14

[Prime=Physical] 4 13'-long tentacle attacks that cause 1-hour paralysis upon touch, WC 3, or poison [Intensity 17] knockout gas in a 30' diameter circle, WC 4 .)

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, a gas pellet projector which shoots 10 knock out gas rounds in a 360° spread with [4] 20-pellet magazines, an anti-grav propulsion unit, 50 point force field, 2 third-stage slug projectors [one attack inflicting 6d6 damage, WC 5, range 150'] usable only on a Humanoid Rabbit's authority, a radio capable of broadcasting to any point on a given deck, 3 padded restraint tentacles, and lenses that adapt its visual capabilities to the infra-red and ultra-violet spectrum. Characters captured by these robots are generally taken to Area #5.

Characters that surrender to this Security Robot are taken to Area #4B. Those that resist and are captured are taken to Area #5.

Typical Thurten Residence



One Square = Ten Feet

4A — Thurten Village Residence

Thurten is a village of Humanoid Rabbits that know little of any world outside of Deck #13. Their numbers have been kept to a minimum by predation from other species until recently when they discovered a means for reprogramming various robots to aid in their defense.

A typical Thurten residence houses 2-4 adults and up to 12 children and/or adolescents. There is generally just a single entrance, and that door is made from metal or wood reinforced with metal. The kitchen lies just beyond, and the many bedrooms are connected by hallways that run the length of the house.

The current population of Thurten is 31 adults, 26 adolescents, and 48 children. Only the adults are capable of generating full strength energy bolts.

4B — Thurten Blacksmith

Characters approaching this area hear the clanging of a hammer and anvil at 200'-300' distance. Once it is visible through the surrounding trees (about 100'), it is obvious that the building here is a smithy.

A large log cabin with a significant overhang shields the open-air blacksmith shop. A large pile of coal and a glowing forge are near the edge of the overhang, while at the rear lie a workbench and tables covered in metal-working tools. Tools, building parts, robot parts and axes line the outer wall of the cabin. Mike Beem, a slightly stooped 6'8" Humanoid Rabbit, is hard at work at the forge making some sort of machine part, possibly a camshaft or crankshaft. Mike is a pleasant fellow and is willing to trade with anyone that offers him a fair deal. He is able to create and repair metal objects, and trades in a variety of technological goods. (Precisely what he might have is left to your discretion.)

Humanoid Rabbit, Mike Beem (unique)
(HD 5, HP 20, AC 14, MV 60' Exp. Points: 460
Radiation Resistance 9 Constitution 5
Mental Resistance 9 Strength 17 Dexterity 17

[Prime=Physical] 2 energy bolt attacks inflicting 5d6 damage, WC 3, range 30', or by weapon.)

Mike is a 7'- tall intelligent mutated male white rabbit that walks upright and has mutated forelimbs resembling arms and hands. He generally wears battle armor to shield him from the hazards of his blacksmith work and wears a laser pistol [WC 6, inflicting 10d6 damage, 225' range]. He may also be armed with a laser rifle [WC 7, inflicting 15d6 damage, 225' range] and a bandoleer containing ten rechargeable batteries. Mutations— Taller, Energy Generation, New Body Parts, Heightened Intelligence.

Mike generally wears battle amor to shield himself from the hazards of his work and wears a laser pistol (WC 6, 10d6). He may also be armed with a a laser rifle (WC 7, 15d6) and a bandolier containing four Hydrogen Fuel Cells (at your discretion).

The inside of Mike's cabin is large but fairly spartan, containing a table and chairs, his bed, a cooking stove, and shelves with his personal belongings.



4C — Thurten Dojo

Two long, narrow buildings face each other here with an area of smooth and level ground between them. Adolescent Humanoid Rabbits are seen in this central area practicing fighting techniques upon one another. A large female Humanoid Rabbit is instructing them and providing demonstrations using a quarterstaff.

The female is Clara Manly, and those studying her techniques note that she is highly skilled. Clara is more than willing to teach her skills to others.

Humanoid Rabbit, Clara Manly (unique)
(HD 9, HP 50, AC 14, MV 60' Exp. Points: 920
Radiation Resistance 11 Constitution 9
Mental Resistance 11 Strength 13 Dexterity 18

[Prime=Physical] 2 energy bolt attacks inflicting 5d6 damage, WC 3, range 30', and a single bare-handed attack inflicting 6d6 damage, WC 1, or by weapon.)

Clara is a 7'- tall intelligent mutated female white rabbit that walks upright and has mutated forelimbs resembling arms and hands. She is equipped with battle armor, a slug thrower pistol [WC 4, inflicting 6d6 damage, 120' range], and a slug thrower rifle [WC 5, inflicting 6d6, 150' range]. Mutations— Taller, Energy Generation, New Body Parts, Heightened Intelligence.

For those willing to learn (and to trade fairly for the chance), Clara can teach others to inflict 4d6 in damage using only their hands.

4D — Thurten School

This area contains a large single room wooden building with multiple windows. The sound of young Humanoid Rabbits singing emanates from the cabin. Through the windows you can see ten children with visors on their heads; their hands are moving in unison. An adult Humanoid Rabbit watches the class while twisting dials on some type of keyboard.

Jim Grunseth is the Humanoid Rabbit teacher of the class and won't allow vistors anywhere near his children. Vistors are met at the door and asked politely (but firmly) to leave. Jim is well armed and knows how to use his weapons.

Humanoid Rabbit, Jim Grunseth (unique)
(HD 9, HP 54, AC 14, MV 60 Exp. Points: 920
Radiation Resistance 15 Constitution 9
Mental Resistance 15 Strength 16
Dexterity 16

[Prime=Physical] 2 energy bolt attacks inflicting 5d6 damage, WC 3, range 30', or by weapon.)

This 7'-tall intelligent mutated male rabbit stands on his back legs and has mutated forelimbs resembling arms and hands. Jim can use the devices of the ancients and is equipped with battle armor, a laser pistol [WC 6, inflicting 10d6 damage, 225' range], and a laser rifle [WC 8, inflicting 15d6 damage, 225' range] with ten rechargeable batteries. Mutations— Taller, Energy Generation, New Body Parts, Heightened Intelligence.

4E — Thurten Animal Trainer

This area contains a large wooden residence surrounded by metal pens and cages on three sides. Several of the pens contain sleeping bears, while others appear filled with sleeping dogs. As the

characters approach, a large male Humanoid Rabbit opens the front door of the wooden structure.

Humanoid Rabbit, Joseph Suchy (unique)
(HD 8, HP 45, AC 10, MV 30' Exp. Points: 630
Radiation Resistance 11 Constitution 8
Mental Resistance 11 Strength 14
Dexterity 18

[Prime=Physical] 2 energy bolt attacks inflicting 5d6 damage, WC 3, range 30', and a single bare-handed attack inflicting 6d6 damage, WC 1, or by weapon.)

Joseph is a 7'- tall intelligent mutated male white rabbit that walks upright and has mutated forelimbs resembling arms and hands. He is equipped with specially made leather armor; a laser pistol [WC 6, inflicting 10d6 damage, range 225'] and a laser rifle [WC 8, inflicting 15d6 damage , range 225'] with ten rechargeable batteries. Joseph can use the devices of the ancients and delights in using lasers. Joseph is an animal trainer and has several trained cave bears in his cabin that defend him if he is attacked. He also has a batch of trained dogs he will trade for quality weapons. Mutations— Taller, Energy Generation, New Body Parts, Heightened Intelligence.

Joseph is an animal trainer and has several trained cave bears in his cabin that defend him if he is attacked. He also has a batch of trained dogs he will trade for quality weapons.

Bear, Cave
(HD 16, HP 90, AC 15, MV 40' Exp. Points: 300
Radiation Resistance 10 Constitution 16
Mental Resistance 10 Strength 16
Dexterity 12

[Prime=Physical] attacks first by attempting to hug its opponent [no damage] which automatically gives the bear a successful bite on the following round for 3d8 damage, WC 1.)

This 14' tall bear continues to attack until it reaches -10 HP, and all strikes by the bear when it has less than 0 HP are made at +2/+10%. Although rare, this bear is not a mutant.

4F — Thurten Kitchen

Characters smell this area long before they see it. A large open-air kitchen covers more than half an acre here. A woman is working at several large kettles, and there is a delightful smell of cooking food. Several long tables and and benches are also evident as are large metal tubs filled with dirty dishes and soapy water.

Mary Evans is the cook for the village and delights in tales of other areas of the ship. She has no problem sharing her food with the group should they provide her with some of these thrilling stories. She does generally ask for some help washing up the dirty dishes as well.

Human, Mary Evans
(HD 15, HP 80, AC 10, MV 30' Exp. Points: 530
Radiation Resistance 9 Constitution 15
Mental Resistance 9 Strength 15 Dexterity 14

[Prime=Mental] one vibro-knife attack inflicting 20 damage, WC4.)

This attractive, 5' tall middle-aged human has been adopted by the humanoid rabbit village. Mary was awakened accidentally by the humanoid rabbits after hundreds of years of cryo-sleep and has gratefully accepted their hospitality for several years.



4G — Mushroom People

This entire area of Section #4 is home to a particularly nasty predator of the Humanoid Rabbits: Mushroom People. There is currently an uneasy (and largely unspoken) truce between these two groups: the Mushroom People stay in the lower portion (map south) of the forest, and the Humanoid Rabbits have stopped hunting them. In spite of this, young Humanoid Rabbits occasionally wander into this area and are never heard from again.

If the characters enter this area, they are threatened by these rapacious creatures.

In among the walnut trees you see a band of six tiny mushroom men. They point their five inch spears at you and come running. It should take them about two minutes to get to your position. They are 90 feet away.

Mushroom Person, Small
(HD 4, HP 10, AC 10, MV 6 Exp. 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 make 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 Small Mushroom People are destroyed, a day or so later a band of Medium Mushroom People hunt down the perpetrators and attack.

Mushroom Person, Medium
(HD 10, HP 30, AC 12, MV 9' Exp. 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 latter a band of Large Mushroom People hunt down the perpetrators and attack.

Mushroom Person, Large
(HD 16, HP 80, AC 15, MV 15' Exp. 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.

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 creatures resemble their smaller cousins in all respects except they tower to 15' in height and carry a 15'-long spear. Mutations— New Plant Parts, Heightened Intelligence, Force Field Generation, Mental Blast, Mental Defense Shield, Pyrokinesis, Mental Transparency.

4H — Living Sphere

The other bothersome predator that plagues the Humanoid Rabbits hunts only at the far end of this sector (map north). It is non-corporeal and thus has evaded the attempts of even the Security Robots that the rabbits have reprogrammed. Characters visiting this area see a large glowing sphere in the midst of a grassy meadow: a Living Sphere.

Living Sphere
(HD 10, HP 50, AC 18, MV 0'/None Exp. Points: 1170
Radiation Resistance 9 Constitution 10
Mental Resistance 18 Strength 3 Dexterity 3

[Prime=Physical] attacks using only its mental abilities [see Mutations below].)

Little is known about this 10' diameter floating sphere of pure energy.



Mutations— Heightened Intelligence, Mental Control, Telekinesis, Force Field Generation, Mental Blast.

As few wander into its hunting territory, this sphere as developed a plan for the further propogation of its species.

It communicates telepathically with the characters who believe that the sound of a voice (not actually heard) emanates from the very air around the sphere. It offers the group a fist-sized bit of itself to take with them. It explains that this glowing ball requires no maintenance, but will bark twice before any being attacks the one holding the sphere so that the individual need never be attacked by surprise again for as long as they live.

What the Living Sphere does not share with the group is the actual cost of this lifelong patronage. When the character holding the sphere dies, the sphere totally engulfs the dead body and plants itself where the body fell, preventing any attempts at resuscitation. It then rapidly grows ito adult size, consumes any energy source within 5' of the corpse, and completely vaporizes the body of its previous benefactor.



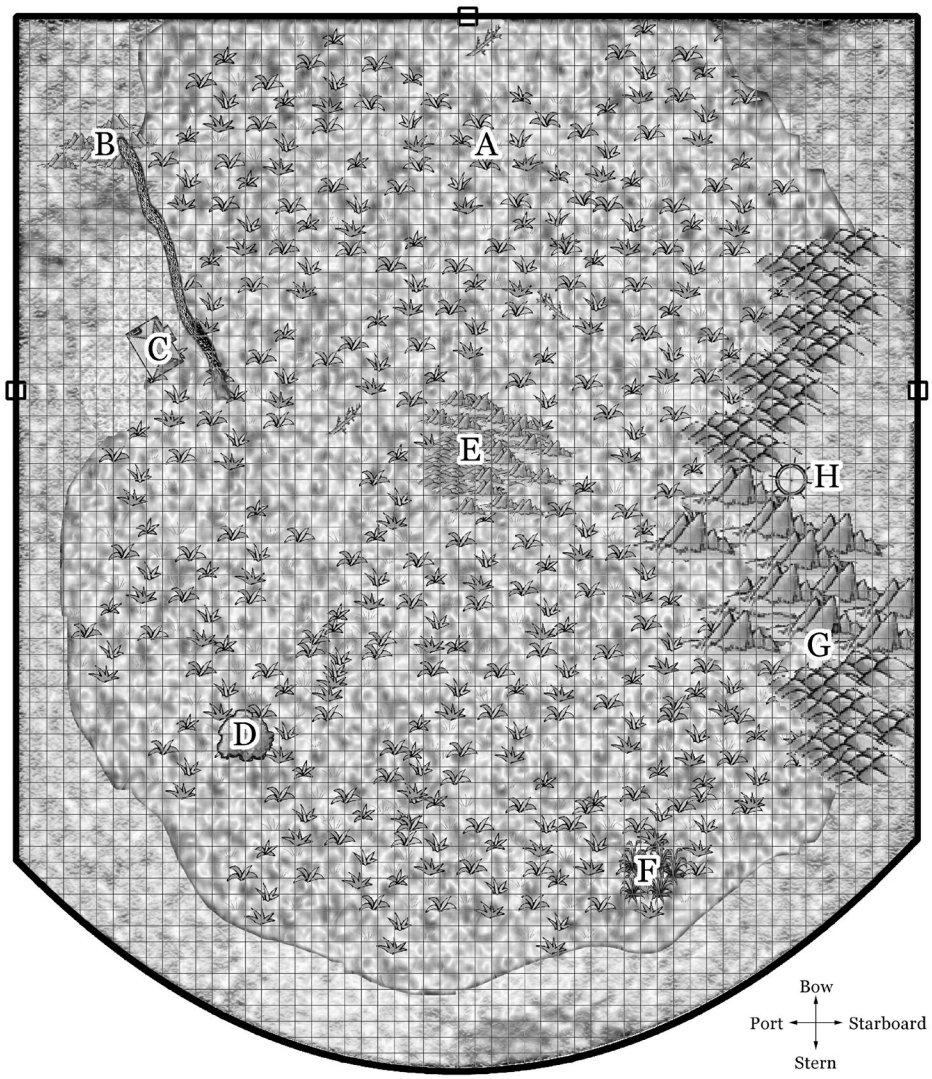
Enemy Preserve

One Square = 1000 Feet

Map Key

- Log Cabin
- Access Hatch to Engineering Crawlway
- Thick Brush
- Dirt Hills
- Brook
- Swamp
- Dry Ground with Weeds
- Rocky Hills

A) Hisser Nests
B) Piercer Lair
C) Metaled One Cabin
D) Shocker Beast Den
E) Cougaroid Lair
F) Mutant Deer Park
G) T-Rex Cave
H) Camouflaged Access



5 — Enemy Preserve

The Humanoid Rabbits are pacifists and only resort to violence when it seems no other solution will prevent interference in their society. One of their first projects was to take an old horticultural field laboratory on this deck and transform it into a preserve for those creatures they found dangerous to their society. This sector of Deck #13 is that preserve.

Habitats for all of the creatures the rabbits deemed dangerous may be found here, and the doors to this section are locked, opening only upon the presentation of a green, red, or red/blue ship-issued wristband.



5A — Hisser Nest

The first creatures to be exiled to this habitat by the Humanoid Rabbits were discovered in Area #2, the Radiated Grassland. Creatures of the swamp, they were captured by the Security Robots and brought here.

Hisser

(HD 8, HP 28, AC 15, MV 20'/30' [swimming]
Exp. Points: 490 Radiation Resistance [special – see below]
Constitution 8 Mental Resistance 10
Strength 10 Dexterity 12

[Prime=Physical] 2 grasping tentacles attacks causing paralysis, WC 1.)

These 4'-long alligator mutants are totally immune to all intensities of radiation. Mutations— New Body Parts, Immunity to Radiation.

A total of 7 Hissers may be found in this area. They have a 10'-diameter nest with 7 eggs.

5B — Piercer Lair

Several small caves in this area provide shelter for a group of Piercers.

Piercer (5)
(HD 10, HP 42, AC 15, MV 40' Exp. Points: 1170
Radiation Resistance 12 Constitution 10
Mental Resistance 11 Strength 15 Dexterity 11

[Prime=Physical] 2 powerful claw attacks inflicting 3d6 damage, WC1, and successful strikes indicate that quills from this beast have also hit for an additional 2d6 damage, WC1. When reduced to 10 or fewer hit points, Piercers can sonic attack in a 100' radius; those within that area need to avoid [a forced CL check of 16] this attack or run in fear.)

These 9'-tall mutated bears have bristly fur and rows of quills along their arms and shoulders. This bristly fur changes color to match the Piercer's surroundings, making this creature 50% invisible in daylight [possibly even harder to see in shadows or night at your discretion]. The Piercer regenerates 3 hit points per combat round. Mutations— Quills, Sonic Abilities [special], Chameleon Powers, Regeneration [3 damage per round].

5C — Metaled One Cabin

This cabin, once used by horticultural scientists aboard the *Warden,* is now the residence two mutated badgers that are sitting on its front porch in rocking chairs.

Metaled One (2)
(HD 6, HP 19, AC 13, MV 14' Exp. Points: 575
Radiation Resistance 10 Constitution 6
Mental Resistance 14 Strength 10 Dexterity 10

[Prime=Mental] 2 claw swipes inflicting 2d6 damage each, WC 1, or a mental attack that paralyzes the victim, range 6'.)

This highly intelligent, near sighted, 3'-long mutated badger also has Telekinesis with a range of 60', a lifting weight of 150lb., and a great fear of intelligent plants. Mutations— Near-sightedness, Fear Impulse [Intelligent Plants], Telekinesis, Mental Paralysis.

5D — Shocker Beast Den

A large dome-shaped hut of some kind, made from grass, twigs and mud, provides the lair for yet another intelligent mutant species at this location.

Shocker Beast (3)
(HD 4, HP 15, AC 13, MV 60' Exp. Points: 180
Radiation Resistance 10 Constitution 4
Mental Resistance 14 Strength 8
Dexterity 14

[Prime=Physical] 2 energy bolt attacks inflicting 5d6 damage each, WC5, range 30'.)

This 4' tall mutated bob cat walks on its hind legs and is able to comprehend and use the devices of the ancients. Mutations— Electrical Generation, Heightened Intelligence.

5E — Cougaroid Lair

Several small caves formed from boulders provide a lair for 7 Cougaroids here. These Cougaroids are armed with crossbows and prefer to attack at range.

Courgaroid (7)

(HD 10, HP 29, AC 15, MV 40' Exp.Points: 585
Radiation Resistance 10 Constitution 10
Mental Resistance [special – see below]
Strength 10 Dexterity 14

[Prime=Mental] one crossbow attack inflicting 1d10, WC 2, 180' range.)

This highly intelligent mutated cougar walks upright, is +5%/+1 to hit with crossbows, and is immune to paralysis, all forms of mental attack, lasers, and electrical energy attacks. Mutations— Courgaroids can't see robots of any type [Mental Block] and have an Attraction Odor that makes them delicious smelling to carnivores of all types.

The interior of the lair contains several functional crossbows and 95 crossbow bolts.

5F — Mutant Deer Park

A segment of dry ground and a thicket of bushes here provide a resting place for a troupe of Mutant Deer.

Deer, Giant Mutant (11)
(HD6, HP 17, AC 11, MV 60 Exp. Points: 300
Radiation Resistance 10 Constitution 6
Mental Resistance 10 Strength 10
Dexterity 10

[Prime=Physical] 2 antlers inflicting 2d6 damage + poison [Intensity 15], WC2)

These mutant deer resemble normal deer but are 10' tall at the shoulder. They never lose their antlers. Mutations— Taller, Contact Poison [Intensity 15].

5G — T-Rex Cave

This rocky area has one large cave that can be seen from several hundred feet distance. Outside this cave the rocks are all a bleached white; they differ in color dramatically from the brownish red sandstone of the



surrounding rocky hills. Those approaching to within 100' quickly discern that the white rocks are not rocks; they are bones. A close inspection of the bones shows them to be cracked and broken in many places as though crushed by gigantic fangs.

This cave is the lair of the most dangerous inhabitant of this level, a genetic test-tube experiment that was left untended following the disaster that has since grown into a full-sized Tyrannosaurus Rex.

T-Rex Mutant

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

5H — Camouflaged Access

Access hatchways to the engineering crawlways are always carefully concelead in any area that might contain either wildlife or unauthorized crew members (like colonists). Given that this was once an open-air laboratory for horticulture (and herbivores that might consume such plants), the hatchway here is likewise concealed. A hologram near the hatch projects the image of a large pile of sharp-edged rocks; the kind that would be avoided as hazardous by most unintelligent creatures. Only a small glowing wristband slot provides any clue that the hatchway exists here.

The wristband reader that allows this hatch to open accepts all *Warden* issued wristband colors with the exception of brown bands.

6 — Cargo Hold

This hold contains all of the mechanical machinery of smaller size that would be needed for agriculture by a new colony.

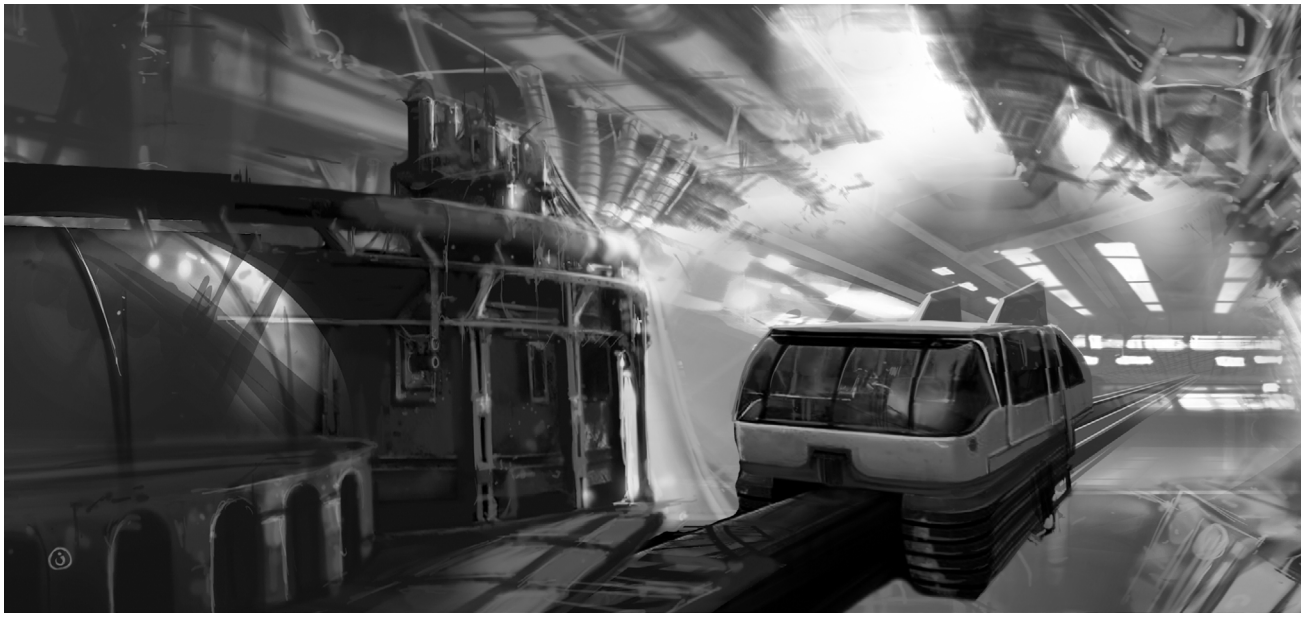
Thousands of Garden and Horticultural Robots stand in neat rows of ten robots each that extend for miles inside the port and starboard (map east and west) entrance doors, while planters, threshers, and harrrows form ranks towards the bow and stern (map north and south doors) that also cover several miles.

All of these devices are postioned to provide rapid access to the *Warden's* main elevator (Sector #13) that lies at the center in the event that a new planet was discovered for colonization. All currently lie dormant.

Although the large equipment (planters, threshers, and harrrows) is designed for manual operation, all of the robots may be voice-activated (turned on) by anyone wearing a green *Warden*-issue wristband.

7 — Machinery Hold

This hold contains all of the truly large machinery (anything over 50'-length in one dimension) that would



be needed by a new colony. Irrigators, harvesters, produce trailers, and like machinery are stored here in groups of 50 units. There are hundreds of units stored here in total, all of which are meant to be operated manually.

8 — On Demand Factory

Worried that attrition might reduce the needed stock of agricultural machinery, but loathe to dedicate yet more space to machinery that only 'might' be needed, the designers of the *Warden* compromised and dedicated this hold to the manufacture of replacements for the equipment found in holds 6 & 7. Conveyor belts, engineering input terminals, and robotic welders, metal-formers, and assemblers fill this entire sector.

Characters exploring carefully note that one robotic assembly has been repurposed and that it is running very slowly. This line is making giant cage-like capture traps capable of holding 2-3 human beings. The Humanoid Rabbits have designed these cages to both attract and capture some of their more troublesome neighbors (like Piercers and Mushroom People). Several finished traps are found at the end of this line.

With the proper skills, characters may use these automated lines to repair or create gear of their own, at your discretion.



9 — Horticultural Experimentation Lab

Unlike the other open-air horticultural laboratories on this level, this lab still serves its original purpose: experimentation on biological life forms associated with agriculture (or that consume agricultural produce). That is because this lab is fully automated. All of the experiments here are being conducted (and maintained) by robots that continue the tasks they were given the day of the disaster.

As the doors open to this sector (any one of the three), the viewer is greeted by a seen of lush, 4'-tall grass that is obviously manicured. The air is moist and warm, and those traversing this area quickly discover that it rains for 5 minutes once an hour throughout the sector. Horticultural Robots and Garden Robots are common throughout this entire area and populate it at the rate of about one per square mile.

9A — The Vats

A white plasteel building here towers to 30' above the tops of the manicured grass. A wristband reader near the door demands the presentation of a green, red, or red/blue wristband before the doors to this large, windowless laboratory will open. Inside the lab, thousands of embryo containers are filled with infant creatures of all types. Horticultural Robots move to and fro, tending these vats, while Military SRSR robots patrol the aisles.

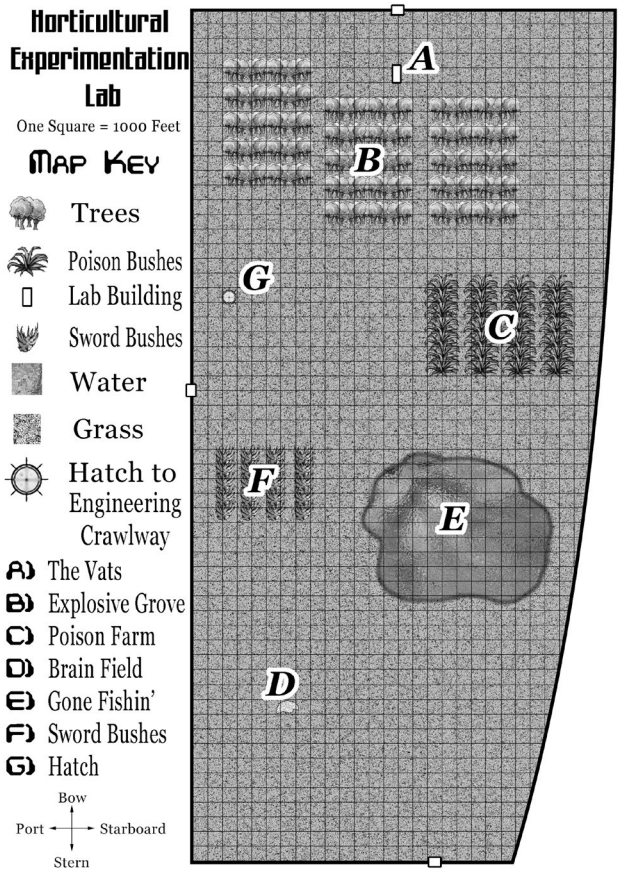
Any character attempting to physically touch any of the vats (let alone retrieve its occupant) is immediately prevented from doing so by an Military SRSR. Repeated attempts, or any action that might be considered hostile to the contents of the laboratory, trigger 2-3 of these Military SRSRs to attack.

Robot, Military SRSR
(HD 10, HP 40, AC 13, MV 20' Exp. 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.

A total of 4 Horticultural Robots and 6 Military SRSRs patrol and maintain this building.



9B — Explosive Grove

This area contains a large and well-tended grove of trees. The grass here is only inches tall (rather than feet), and the trees are evenly spaced in ordered rows. Horticultural robots roam up and down the rows of trees pruning the plants. Abundant, fist-sized black fruit hang heavily from the branches.

The Horticultural Robots here completely ignore the characters if they are wearing ship-issued wristbands of any color. Characters wearing wristbands may harvest the fruit of these trees, or even destroy them, with no reaction from these servitors. Visitors without wristbands cause the Horticultural Robots to summon aid from a Military SRSR (see stats at left) via a deck-wide communication system (deck-wide radio).

Characters harvesting the fruit of these trees discover that each fruit is highly explosive when smashed against a surface inflicting 4d6 in damage (5' radius) for up to 48 hours after being separated from the tree.

9C — Poison Farm

Before the disaster, scientists on the *Warden* were hard at work developing plant species that both attracted insects that predate upon crops and that would toxify

entire populations. Experiments such as these were one of the biggest reasons that this labratory was maintained, and the experiments carried out by, automation.

The area here is row upon row of carefully cultivated plants that are all both sensually attractive and highly toxic. Characters are drawn by the attractive odor, appetizing vision, and delicious taste of these plants, but all are poison intensity 9 or greater (at your discretion).

Several Garden Robots currently tend this field. They ignore all visitors and merely replace or replant any plants that are destroyed or uprooted.

9D - Brain Field

In the center of a large area of matted grass rests what appears to be an oversized human brain. The brain is 10'-tall and 10' in diameter.

It is actually a Brain Fungus that persuades/coerces the characters telepathically as they approach (within 50').

The Fungus wants blood, a lot of it, and attacks if resisted by the characters.

Fungus, Brain
(HD 16, HP 90, AC 10, MV 0'/none Exp.Points: 1950
Radiation Resistance 18 Constitution 16
Mental Resistance 17 Strength 3
Dexterity 3

[Prime=Mental] Special attacks)

This 10'-tall and long black fungus is shaped like a human brain and only attacks if it is unable to persuade a character party to tend to its needs and bring it food. The fungus communicates telepathically at a range of up to 3 miles, but this telepathy will not penetrate radioactive shielding. Brain Fungi are highly intelligent and are able to consume any liquid protein source, although they prefer blood. Touching the Brain Fungus is hazardous as its skin exudes a contact poison [Intensity 17]. If a Brain Fungus is unsuccessful when attempting to persuade, it attacks using Life Leech or a double-strength Mental Blast. Mutations— Telepathy, Mental Control, Force Field Generation, Life Leech, Mental Blast [double power].

9E — Gone Fishin'

A large pond surrounded by a 30' perimeter of short, 6"-tall grass is found here. Characters approaching discover two Horticultural Robots calmly fishing at the edge of this pond, a pile of 20 large fish between them.

These Horticultural Robots have malfunctioned and now believe themselves to be retired "Heroes of the *Warden*" that are entitled to live out their days fishing and relaxing. The depth of their insanity is demonstrated should anyone attempt to handle or take one of their catch: the robots immediately attack.

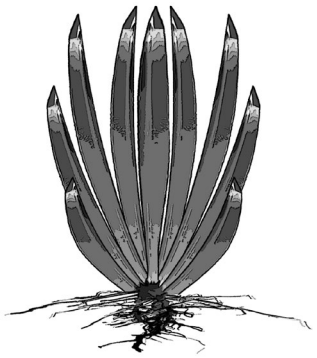
Robot, Horticultural, Crazed (2)
(HD 20, HP 100, AC 15, MV 25' [flight]
Exp.Points: 405
Radiation Resistance 10 Constitution 20
Mental Resistance 10 Strength 10
Dexterity 10

[Prime=Mental] either one paralysis tentacle attack [paralyzes], WC1, 18' range, or one forestry tool attack inflicting 2d6 damage, WC1.)

This automated, 10' floating disk is damaged, and parts of its instrumentation are exposed and emitting sparks. It floats on anti-grav pods and can carry up to 595 pounds of material. It has a single paralysis tentacle that extends up to 18' [WC 1], its optical senses can pick out objects up to a mile away, and its communication has a range of an entire deck. The robot has two manipulative tentacles allowing it to grab things and surgical tools allowing it to perform operations on animals of all types. Three large light sources and mechanical optics can see in the visible, infra-red and ultra-violet spectrum. All the rest of its equipment has long since been destroyed. Touching any part of the robot causes exposure to radiation [Intensity 5]. These derelict automatons view all living creatures as animals in need of amputations or skin grafts. The unit does, however, take verbal orders from any being with a green *Warden* wristband.

9F — Sword Bushes

The field of plants in this area are surrounded by 4'-tall grass and remain obscured until a visitor is almost upon them. Those approaching, however, hear metallic clanging noises at a distance of 100'-150' as a battered garden robot tries to plant five small versions of ten taller sword bushes in the distance. The little plants are battering the robot with their small metallic fronds.



Sword Bush (5-15)
(HD 10, HP 30, AC 10, MV 10' Exp. Points: 1170
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 10 Dexterity 10

[Prime=Physical] 3 metallic sword frond attacks inflicting 2d6 damage each, WC 1.)

This highly intelligent 20'-tall mutated fern has 18 unique bladed leaves and two tentacles amid its roots. It senses heat and life energy at a range of 50', generates a Force Field that prevents the passage of physical objects [5HD/30hp to dissipate this field], and is able to take Mental Control [one at a time] of sentient life at up to 50' distance. If severely threatened and near death, the Sword Bush may also Teleport up to 900' in any direction. Sword Bushes have also been known to use the devices of the ancients with their tentacle-like roots. Mutations— Increased Senses, New Senses, New Plant Parts, Mobility, Force Field Generation, Mental Control, Teleportation, Stasis in Periods of Darkness.

9G — Hatch

This is a standard engineering crawlway access hatch but with one very notable difference: it is in no way camouflaged. As no sentient life was to be found in this sector, and the robots would be granted access regardless, it was felt that no reason existed for hiding this hatch. It therefore stands about equal with the tops of the surrounding grass, a 12'-diameter hatch surrounded by broad, slowly rising steps, all made from duralloy. The hatch is locked and requires a data link or wristband of the appropriate color be presented to its reader before it opens. Appropriate wristband colors include all colors except brown.

10 — Android Creation Factory

This entire area is a very large factory. Access is via grey, green, white, red, or red & blue wristband only. Huge vats of bubbling pink fluid and hundreds of humanoid molds cover the entire floor here, and a strange, not-quite-pleasant odor permeates the air. The vats are set up in groups of four molds to one vat, with a computerized engineering station attached to each 4-mold pod.

Characters with computer and genetic skills that gain entry quickly discover how to make androids to order, even androids that are faceless duplicates of themselves. Strength, dexterity, and reasoning power may be regulated, as well as other higher brain functions.

Only the most skilled (and only at your discretion) may also discover that a flaw in android programming has caused all red androids to view humanoids as threats that must be destroyed.

Any android created here has high enough intelligence to mask this need to destroy any humanoids in the party until the time to do so is perfect.

Android Thinker, Red
(HD 10, HP 60, AC 18, MV 30' Exp.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].

11 — Colonial Dome Storage

Although the rapid deployment of successful agriculture was the main purpose of this deck, the designers of the *Warden* realized that these farmers would require immediate shelter as well. This entire sector is packed with pre-packaged environmental dome kits made to house up to 6 people in hostile environments. Each unit contains a CO_2 scrubber, temperature controls, sleeping, cooking, and sanitary facilities, and a water recycler.

Near the entrance, two domes have been erected as examples.

12 — Ramp Access

These access doors are hidden — made to look like a seamless continuation of the wall within which they are mounted. Only the glowing wristband reader provides any clue that a door exists in this location. These doors open upon the presentation of any color ship's-issue wristband.

13 — Central Elevator

The Central Elevator runs through all 17 decks of the *Warden*, but ingress and egress are strictly regulated through the use of wristband readers that are present both within and without each elevator. These bands identify the type of crewmember attempting to use the elevator and allow them access to only those areas where

said access is authorized. This access changes from deck to deck, so while a crewmember might board on one deck, he may only have a limited number of choices for decks upon which he might exit. Only command bands (red and blue) have unrestricted access.

The term 'Central Elevator' is actually a misnomer. Although there is a single elevator shaft in the center of the *Warden*, there are 24 elevators of various sizes that use this shaft for transit. Four of these elevators are dedicated to the transit of cargo, and as such are quite large, while 20 smaller elevators are able to carry up to 30 passengers each. All of the elevators in the *Warden* operate using small gravity lenses (anti-gravity) with variable negative and positive gravity capability.

Given the size of the *Warden*, a trip within any of the central elevators takes some time. Transit from one deck to the next consumes a full ten minutes, while a trip from the very bottom of the ship to its observation dome (if the passenger is authorized) takes a total of 112 minutes.

13A — Main Cargo Elevator

The largest of the elevators, this massive lift measures 400' square and is capable of moving up to 200 metric tons.

13B — Secondary Cargo Elevator

This cargo elevator is slightly faster than the largest and measures 100' x 100'. It can lift a maximum of 50 metric tons.

13C — Tertiary Cargo Elevator

Used for deliveries of supplies to most decks of the ship, this elevator measures 60' x 100' and has a carrying capacity of 20 metric tons.

13D — Express Cargo Elevator

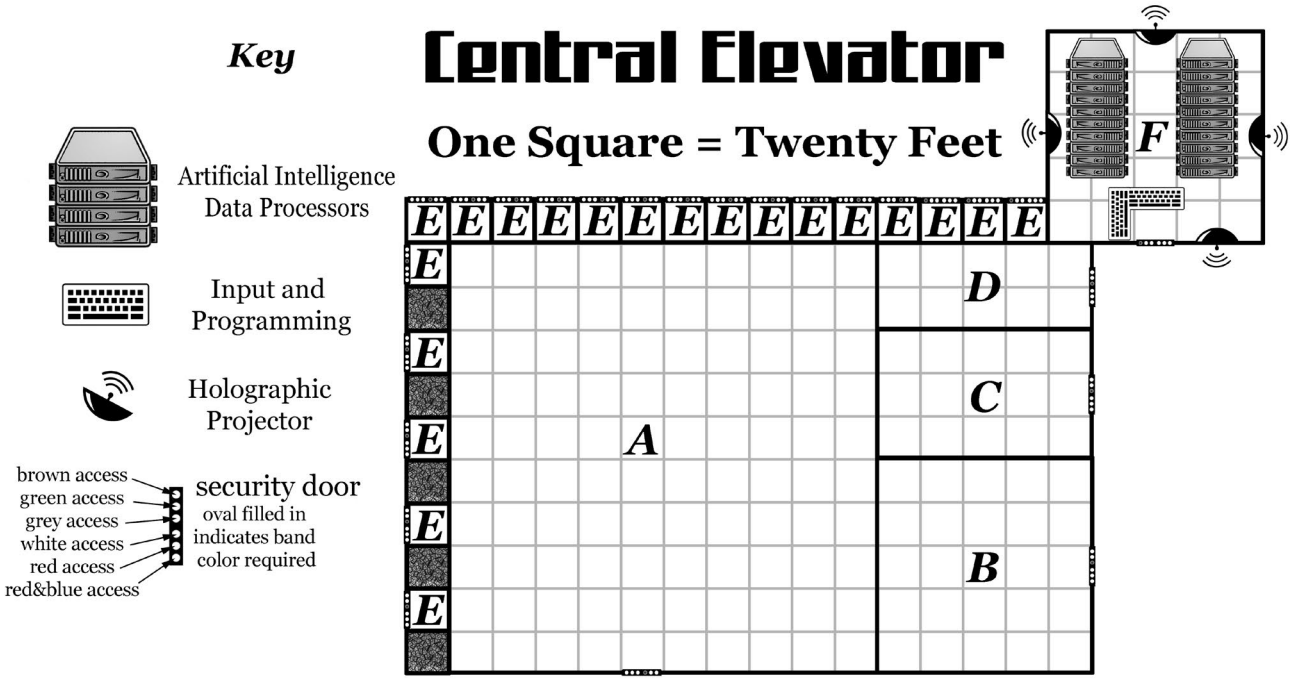
The fastest of the cargo elevators, the express elevator has bench seats with seat belts along its far wall, and it is able to transit between decks in a mere 9 minutes (98 minutes top to bottom). It measures 40' x 100' and is able to carry up to 10 metric tons.

13E — Passenger Elevators

These 18' x 18' elevators travel at a standard speed and are capable of comfortably fitting up to 32 crew members at one time. Their weight limit is 8,134 pounds (3690 kg).

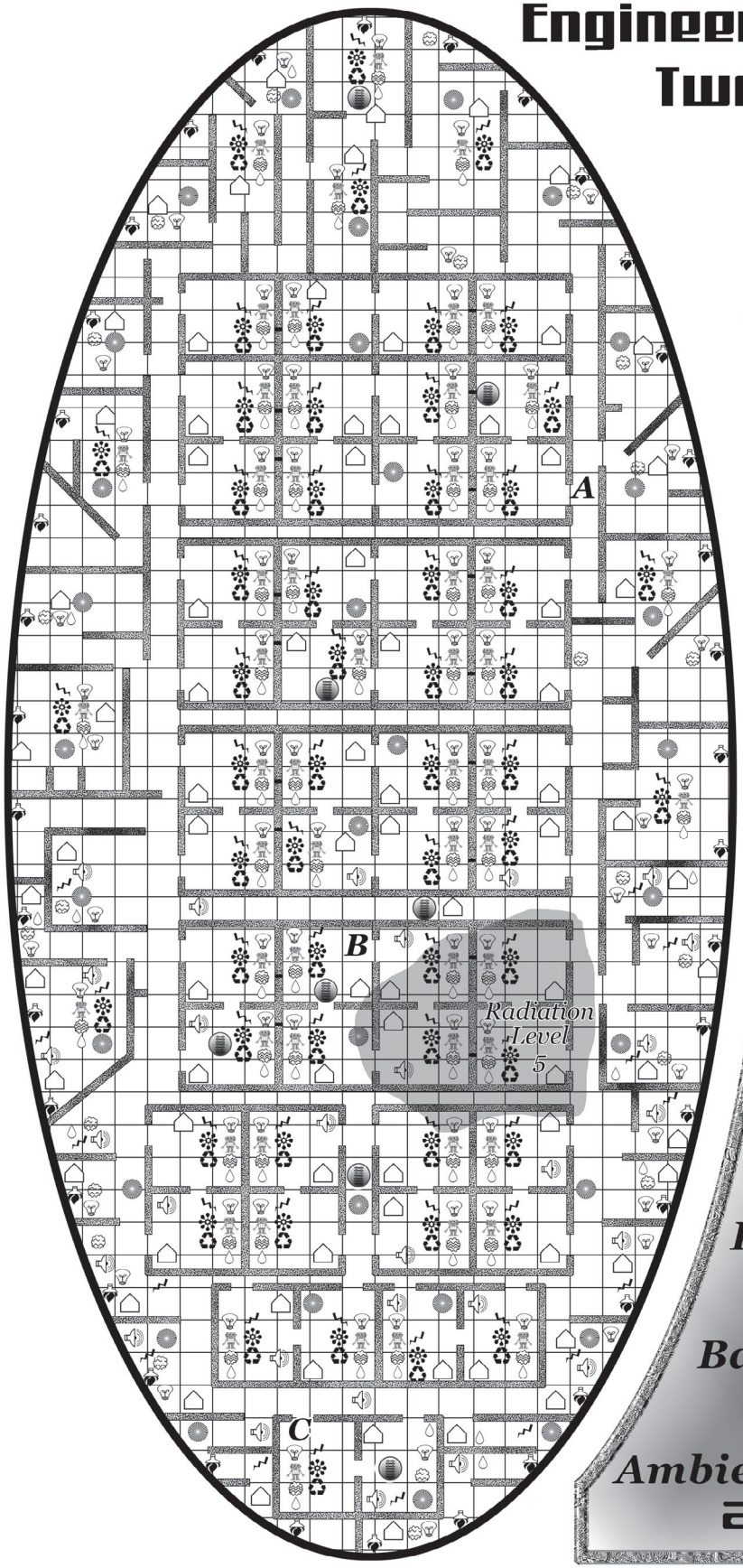
13F — Deck #13 Artificial Intelligence

The A.I. on this level is hidden by holographic generators that cause the area it occupies to look like a portion of the central elevator shaft housing. The A.I. here has grown disinterested in the management of this deck and now spends its time playing RPGs with the A.I. units on several other decks, ignoring all but the most catastrophic events on the deck it was meant to serve.



Engineering Crawlway Tween Deck #13.5

One Square = One Mile



Key

- standard power substation
- broadcast power station
- robot depot
- air recirculation and purifying station
- water purification plant
- electrical circuit bus
- storage area
- thruster station
- gravity node
- environmental control station
- waste recycling center
- 12' wide by 8' tall hallway
- solid bulkhead
- access point from deck above

All open areas have a hollow 1'-diameter support pillar every 20'

Gravity:
0.52 – 0.65 G

Power:
Internal - Fusion Substation

Pressure:
99 kPa

Power Capacity:
11,348 MW

Background EMF:
5.2 mG

Ambient Temperature:
27°C/80.6°F

Adventure Seeds

Ulric and the Wanderers (A)

These Viking Wolfoids have used the ship's resources to adopt the culture and beliefs of the ancient Vikings, and to create authentic Viking equipment. They embrace the Viking lifestyle whole-heartedly and spend evenings gathered around their fires telling stories of wonder, glory, and legend. One such legend is that of Ulric the Red and his band of intrepid explorers, The Wanderers.

According to legend, Ulric and his hale band had explored the entirerty of Deck #14, and none had been able to stand against them. They had returned to their homes in triumph, laden with the wealth of their conquests. Having done much for their village, they planned to retire and raise families.

Their peaceful sojourn did not last long before many of The Wanderers, and especially Ulric, became restless. "There must be more worlds to conquer!" they thought. In truth, only one realm remained unexplored: the realm beyond the great floor portal.

Without a word to the rest of their village, Ulric and his Wanderers gathered some meager supplies and opened the portal to the underworld. They knew not what lay beyond but were assured of one thing they would find: adventure.

A group of Viking Wolfoids may be found here (at your discretion) that at least believe themselves to be Ulric and his Wanderers. They crave battle, and glory, and fight any that will accept their challenge — despising as weak any that do not (but leaving them alone).

Wolfoid, Viking (9)
(HD 18, HP 100, AC 18, MV 35' Exp.Points: 1955
Radiation Resistance 17 Constitution 18
Mental Resistance 10 Strength 18 Dexterity 10

[Prime=Physical] one short bow attack inflicting 2d6 damage, WC 2, range 150', or one 2- handed battle axe inflicting 3d6+7 damage [for strength], WC 2.)

These heavily muscled 6'-tall wolf mutants walk upright and carry both battle axes and short bows. Viking Wolfoids have used the ship's resources to adopt the culture and beliefs of the ancient Vikings, and have further used the ship's resources to create authentic Viking equipment. Mutations— Radiated Eyes, Immunity to Lasers, Regeneration [4 damage per turn], Heightened Intelligence, Telepathy.

The Junkyard Dogs (B)

A group of horribly mutated Wolfoids lives here. Shunned by their Wolfoid brethren on the level above, they eek out a meager existence in this location. So feeble are they when compared to their less mutated cousins that they always flee rather than fight. They will likely help (in any way that they can) any party skilled enough to cure their afflictions, allowing them to return to the deck above. They refer to themselves as *the Junkyard Dogs*.

Wolfoids, Radiation Damaged (9)
HD 11, HP 30, AC 13, MV 20' Exp.Points: 1150
Radiation Resistance 11 Constitution 11
Mental Resistance 11 Strength 8
Dexterity 7 Charisma 7

[Prime=Mental]: 1 club attack causing 1d6 damage, WC3).

These 6'-tall, stoop shouldered and bent-back wolf mutants stand on their gnarled hind legs. Highly intelligent, Wolfoids often adopt dangerous pets to guard their lairs. Mutations— Radiated Eyes, Immunity to Lasers, Regeneration [4 damage per turn].

Living Sphere Spawning Grounds (C)

The electromagnetic fields from a power generation station and a broadcast power station here overlap due to faulty generator shielding. The resulting strangely heterodyned field produces Living Spheres once per day. No less then 6 such creatures are found in this area at any given time.

Living Sphere (6)
(HD 10, HP 50, AC 18, MV 0'/None Exp. Points: 1170
Radiation Resistance 9 Constitution 10
Mental Resistance 18 Strength 3 Dexterity 3

[Prime=Physical] attacks using only its mental abilities [see Mutations below].)

Little is known about this 10' diameter floating sphere of pure energy.

Mutations— Heightened Intelligence, Mental Control, Telekinesis, Force Field Generation, Mental Blast.

It is rumored that the spheres are created from microbes present in the air supply and that this strange electro-magnetic field is able to transform any living tissue into a Living Sphere. Whether there is any truth to these tales, and how it may or may not affect characters investigating this area is left entirely to your discretion.


Deck 14: Epsilon City Level
SHOPPING
PARKING

One Square = One Mile
Overall size: 47 miles long x 22 miles wide

Map Key Deck 14

Access Hatch to Engineering Crawlway

Mountains

Science Lab

Long Grass

Subdivision Housing

City Blocks

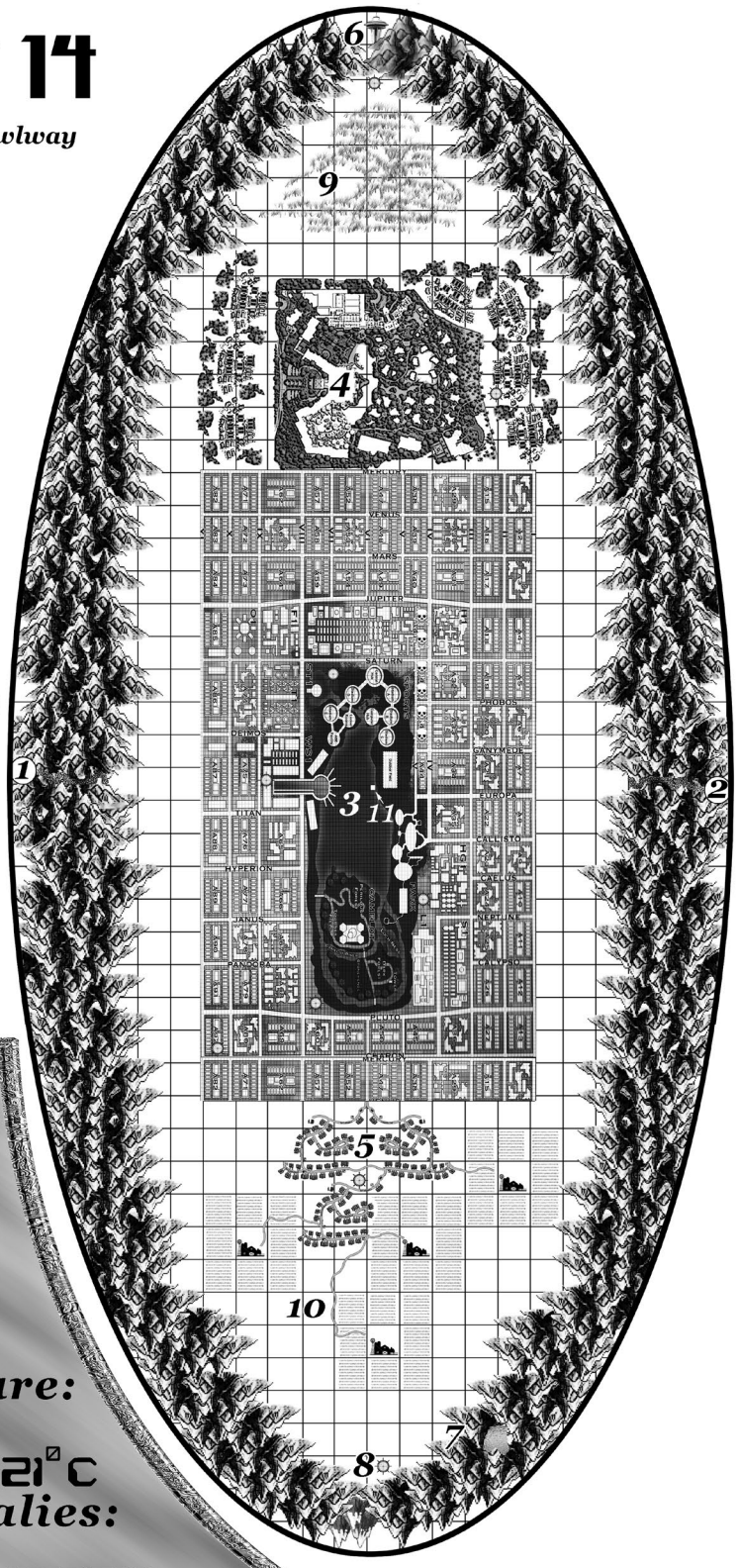
Tarmac Mountain Road

Farmer's Field

Farm

Snow-capped Mountain

1 & 2) *Inclined Plane/Ramp Access*
3) *Epsilon City*
4) *Gentry Gardens Subdivision*
5) *Craftsman's Guild Subdivision*
6) *Scientific Outpost*
7) *Mountain Lake*
8) *Winter Resort*
9) *Radiated Grasslands*
10) *Farms*
11) *Central Elevator*



Gravity:
1.05 – 1.1 G

Power:
External

Background EMF:
3.71 mG

Ambient Temperature:
Variable
55°– 70°F / 13°– 21°C

Atmospheric Anomalies:
CO_2: 0.11% O_2: 20.52%



Level 14: Epsilon City and Human Habitations

Overview

The *Warden* was designed to colonize other, as-yet-to-be-discovered worlds, and for that you need colonists, lots of colonists. A typical fledgling colony would need 70,000 colonists to have a viable start, and the *Warden* was designed to colonize many worlds. A place for those awaiting a new start aboard the vessel was an absolute necessity.

The journey was also a consideration. The designers knew that there would be months, years, and perhaps decades of waiting before these colonists might find a world worth colonizing. Cryo sleep was considered but rejected as too potentially risky to those involved, as well as too great a drain on the power resources of the ship. Cloning was also an option, but few then resident on Earth were inclined to allow duplicates of themselves to be produced.

A living space was necesary, a living space that would provide (at worst) a minimal degree of culture shock to those agreeing to become colonists. The environment needed to therefore mimic the world from which the colonists were being drawn: urban Earth. Epsilon City, its adjacent suburban subdivisions, and in fact the entirety of Deck 14, were designed to be precisely that living space.

Deck 14 was also designed to be a physical training ground for those who would face a variety of 'slightly less than Earth normal' environments. Planets with an atmosphere containing moderately greater pressure, varying oxygen levels, or reduced carbon dioxide levels presented few problems. Planets with reduced oxygen and pressure, or increased carbon dioxide levels, might prove problematic to new colonists. In hopes of creating greater flexibility in the physionomy of these colonists, Deck 14 has slightly higher carbon dioxide, reduced air pressure, and lower oxygen levels than Earth norm.

This subtly challenging environment ensures that any colonist facing the challenges of a new world was prepared for a less inviting atmosphere. It also ensured that any colonist leaving this level (for a vacation on Deck #15, training elsewhere throughout the ship, etc.) would find their new environment on a different level relaxing, stress-free (physically), and thoroughly enjoyable.

Unfortunately, the somewhat challenging environment of this level has also made its current inhabitants hardier, more adaptable, and more resilient than they might be otherwise.

Lifeforms

The following creatures are found randomly on this level. Check once for each new square explored on a given map (or devise your own system) by rolling a d6. Any result of a 1 or a 2 indicates that a wandering monster has encountered the character party. How many of a particular creature are encountered is left to your discretion.

Wandering Creatures Encountered (roll 2d6)

	City (Area 3)		Suburbs (Area 4 & 5)		Farms (Area 10)
2	Jawed Plant	2	Jawed Plant	2	Jawed Plant
3	Pygmy Humanoid	3	Changer	3	Black One
4	Jeget	4	Gorilloid	4	Jeget
5	Metaled One	5	Metaled One	5	Metaled One
6	Gorilloid	6	Hawkoid	6	Changer
7	Wolfoid (see subtable for type)	7	Robot, Butler/Cook	7	Singing Vines
8	Thief Beast	8	Thief Beast	8	Thief Beast
9	Red Android Worker	9	Wolfoid (see subtable for type)	9	Dart Creature
10	Robot, Butler/Cook	10	Singing Vines	10	Robot, Butler/Cook
11	Robot, Junkyard	11	Jeget	11	Wolfoid (see subtable for type)
12	Singing Vines	12	Death Vine	12	Red Stinger

	Mountains		Open Areas		Wolfoid Subtable
2	Jawed Plant	2	Wolfoid (see subtable for type)		(roll 1d8 for determination)
3	Mirror Creature	3	Meat Beetle	1-2	Wolfoid (generic)
4	Jeget	4	Jeget	3	Viking
5	Metaled One	5	Metaled One	4	Egyptian
6	Black One	6	Deer, Giant Mutant	5	Cherokee
7	Hawkoid	7	Green Pincer Beetle	6	Roman
8	Meat Beetle	8	Thief Beast	7	Pirate
9	Robot, Junkyard	9	Living Sphere	8	Mongol
10	Singing Vines	10	Dream Bush		
11	Thief Beast	11	Robot, Junkyard		
12	Wolfoid (see subtable for type)	12	Singing Vines		



Android Worker, Red

(HD 18, HP 100, AC 15, MV 30' Exp. Points: 765
Radiation Resistance 10 Constitution 18
Mental Resistance 10 Strength 12
Dexterity 11

[Prime=Physical] one fist blow for 10 damage, WC 1.)

These 9' tall red-skinned androids are extremely intelligent and have human-like senses. They present a faceless head and communicate from a voice box in the chest. Well-versed in the use of weapons and programmed as ambush predators, Red Worker Androids try to gain the trust of humans, guarding them and fighting creatures to gain that trust. They then attack when the humans feel safe. Red Android Workers are very capable mechanics, fixing almost anything on the *Warden* if adequate supplies are available.

Black One

(HD 9, HP 29, AC 12, MV 30' Exp. Points: 480
Radiation Resistance 12 Constitution 9
Mental Resistance [special – see below]
Strength 10 Dexterity 12

[Prime=Physical] one poison bite attack for 3d6 damage + poison [Intensity 15], WC 2, or one electrical attack via webbing for 4d6 damage, WC 4.)

This mutated Wolf Spider stands 5' tall at the shoulder and spins webs throughout any area it occupies. It is able to then generate electrical energy that shoots through this webbing for 4d6 damage to any touching the webs. Mutations— Electrical Generation, Black Ones are immune to Mental Control attacks, but are highly susceptible [always fail] to Generated Illusions.

Changer

(HD 10, HP 40, AC 10, MV 15'/ 60' [flying]
Exp. Points: 630
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 10
Dexterity 13

[Prime=Physical] one beak for 3d6 damage, WC 1.)

This 4'-tall mutated Robin has a wingspan of 6' and is completely resistant to all poisons. An ambush predator, it can change the color of its feathers to match its surroundings. Mutations— Chameleon Power, Taller, Precognition which prevents surprise on its part.

Dart Creature

HD 2, HP 11, AC 15, MV 30' Exp. Points: 900
Radiation Resistance 10 Constitution 2
Mental Resistance 10 Strength 16
Dexterity 12

[Prime=Physical] 3d6 attacks throwing poisoned quills [Intensity 15], range 30'.

This mutant porcupine stands 4'-tall at the shoulder, can see in the dark, and is never surprised. Mutations — Poison, Larger, Quills, Precognition.

Death Vine

(HD 15, HP 66, AC 15, MV 10' Exp. Points: 840
Radiation Resistance 14 Constitution 15
Mental Resistance 3 Strength 15
Dexterity 15

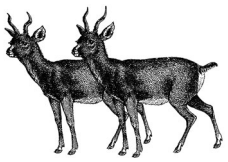
[Prime=Physical] 3 whip-like vine attacks inflicting 4d6 damage each, WC1, range 90'.)

These plants spin their vines in a 360° arc, feeling for living flesh and then wrapping around that flesh so that the jaw-filled vines can bite chunks from it. Mutations— New Plant Parts, Moving Plant Parts, Increased Senses.

Deer, Giant Mutant

(HD6, HP 17, AC 11, MV 60' Exp. Points: 300
Radiation Resistance 10 Constitution 6
Mental Resistance 10 Strength 10
Dexterity 10

[Prime=Physical] 2 antlers inflicting 2d6 damage + poison [Intensity 15], WC2)



These mutant deer resemble normal deer but are 10' tall at the shoulder. They never lose their antlers. Mutations— Taller, Contact Poison [Intensity 15].

Dream Bush

(HD 10, HP 55, AC 12, MV 0'/None Exp. Points: 540
Radiation Resistance 10 Constitution 10
Mental Resistance 3 Strength 3
Dexterity 3

[Prime=Physical] one strong fragrance area attack affecting any creature within 35'; fragrance acts as a poison [Intensity 10, Enthralls victim].)

This 6' tall mutated elderberry bush filled with clusters of purple berries looks like a tree. Those failing to avoid the effect of its fragrance [poison] take no damage but become enthralled to the Dream Bush and retrieve other plants of all types, returning them to the base of the Dream Bush to become fertilizer. Only the destruction of the Dream Bush by an outside entity is capable of releasing those in thrall. Mutations— Poison [Intensity 10], Enthralling.

Gorilloid

(HD 11, HP 58, AC 13, MV 30' Exp.Points: 950
Radiation Resistance 10 Constitution 11
Mental Resistance 10 Strength 12
Dexterity 12

[Prime=Mental] No attacks.)

This 6-armed, 6-eyed, telepathic mutant gorilla stands 10' tall at the shoulder. It is an omnivore covered in purple fur that is totally resistant to all forms of energy attacks. The creature is very intelligent and often works with the devices of the ancients. Gorilloids have developed a strange desire to help humanoids, never attacking them. When those humanoids die, the Gorilloid is impelled to bury the body amid the branches of the trees on the Gorilloids' home island [see Deck 15]. Mutations—Multiple Body Parts, Taller, Telepathy, Immunity to Energy Attacks.

Green Pincer Beetle

(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.

Hawkoid

(HD 8, HP 42, AC 12, MV 10'/60' [flying]
Exp. Points: 805
Radiation Resistance 10 Constitution 8
Mental Resistance 12 Strength 10
Dexterity 10

[Prime=Mental] one bow attack inflicting 1d6+3 damage, WC 2, range 210'.)

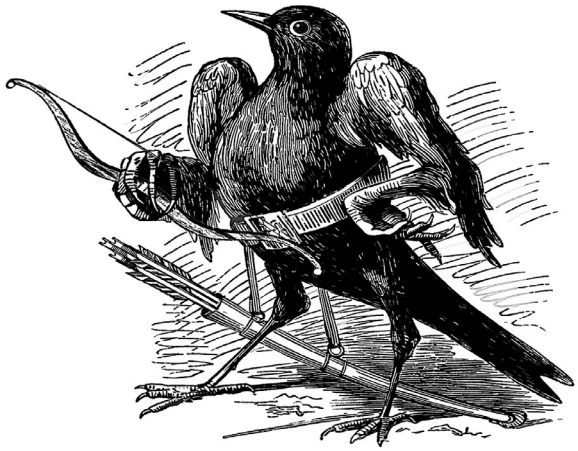
This highly intelligent mutated sparrow hawk has manipulative talons at the end of its wings. It prefers to attack while airborne. Mutations— Fear Generation, Levitation, Heightened Intelligence, and Force Field Generation.

Jawed Plant

(HD 10, HP 44, AC 12, MV 0'/none
Exp. Points: 810
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 10
Dexterity 6

[Prime=Physical] one thorny jaw attack inflicting 5d6 acid damage, WC1, range 30'),

This gigantic mutated Venus Fly Trap hunts by sensing heat sources at 30' range, and hits indicate that the victim has been captured by the thorny jaws of this voracious predator. Once captured, acid flows down upon the victim. Mutations— Larger than Normal, Increased Senses, Dissolving Juices [5d6].



Jeget

(HD 6, HP 29, AC 15, MV 40' Exp.Points: 775
Radiation Resistance 10 Constitution 6
Mental Resistance 10 Strength 10
Dexterity 10

[Prime=Physical] 2 claw attacks inflicting 1d6 each, WC 1.)

This 3'-tall mutant jaguar stands on its rear legs and understands and prefers to use ancient weapons. Mutations— Levitation, Telepathy, Precognition, Fear Generation, Telekinesis, and Force Field Generation. It has an Attraction Odor, a Fear Impulse [Intelligent Plants], and no resistance to poisons.

Living Sphere

(HD 10, HP 50, AC 18, MV 0'/None
Exp. Points: 1170
Radiation Resistance 9 Constitution 10
Mental Resistance 18 Strength 3
Dexterity 3

[Prime=Physical] attacks using only its mental abilities [see Mutations below].)

Little is known about this 10' diameter floating sphere of pure energy.

Mutations— Heightened Intelligence, Mental Control, Telekinesis, Force Field Generation, Mental Blast.

Meat Beetle

(HD 4, HP 14, AC 13, MV 15' Exp. Points: 180
Radiation Resistance 10 or [special – see below]
Constitution 4 Mental Resistance 10
Strength 10 Dexterity 10

[Prime=Physical] one pincer attack inflicting 5 damage, WC 1.)

This 10'-long bright metallic blue beetle is immune to radiation and energy beam attacks and has the ability to move under the earth while still sensing life above ground [20' range]. Mutations— Immunity to Radiation & Energy Beams.

Metaled One
(HD 6, HP 19, AC 13, MV 14' Exp. Points: 575
Radiation Resistance 10 Constitution 6
Mental Resistance 14 Strength 10
Dexterity 10

[Prime=Mental] 2 claw swipes inflicting 2d6 damage each, WC 1, or a mental attack that paralyzes the victim, range 6'.)

This highly intelligent, near sighted, 3'-long mutated badger also has Telekinesis with a range of 60', a lifting weight of 150lb., and a great fear of intelligent plants. Mutations— Near-sightedness, Fear Impulse [Intelligent Plants], Telekinesis, Mental Paralysis.

Mirror Creature
(HD 10, HP 40, AC 10, MV 10'/30' [below ground]
Exp. Points: 360 Radiation Resistance 10
Constitution 10 Mental Resistance 10
Strength 12 Dexterity 12

[Prime=Physical] one bite inflicting 3d6 damage, WC 1.)

This 10'-long mutated earth worm has a huge maw and is able to reflect and amplify any energy attack directed against it. The power returned is 4 times as strong as the original attack. Mutations— Physical Reflection [Energy x4].

Pygmy Humanoid
(HD 5, HP 25, AC 18, MV 30' Exp.Points: 380
Radiation Resistance 17 Constitution 5
Mental Resistance 16 Strength 5
Dexterity 15

[Prime= Physical] one attack with a 3'- long thrusting spear for 1d4 damage, WC 1.)

These 1'-tall mutated humans are resistant to all poisons, radiation, paralization, chemical acids, and lasers. They have not the sophistication to use the devices of the ancients [with rare exceptions] but have extensive knowledge of antidotes and mutated dangers. They also have the mutation Precognition which allows them to see three minutes into the potential future if allowed to concentrate undisturbed for one full minute. *Note: Pygmy Humanoids that foresee their own injuries immediately suffer one point of damage, while those that foresee their own deaths immediately sustain 6 points of damage.*

Red Stinger
(HD 5, HP 14, AC 10, MV 0'/none Exp. Points: 360
Radiation Resistance 18 Constitution 5
Mental Resistance 10 Strength 5
Dexterity 10

[Prime=Physical] one poison [Intensity 11] attack.)

Anyone pushing past this mutated raspberry bush is subject to its thorns that inject poison. Berries from this bush, when eaten, confer a total immunity to radiation at the rate of three minutes per berry ingested. Mutations— Berries, Poison Thorns [Intensity 11], New Body Parts.

Robot, Butler/Cook
(HD 10, HP 60, AC 15, MV 30' Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 12
Dexterity 14

[Prime=Physical] one thundering hand slap for 3d6 damage, WC 1.)

Although anthropomorphic, this unit displays multiple internal mechanisms and appears as a humanoid robot. It has the senses of a human, two human-like hands, and can see well in the dark. This robot can fix things, cooks excellent meals, and strikes only when attacked.

Robot, Junkyard
(HD 8, HP 28, AC 12, MV 20' Exp.Points: 665
Radiation Resistance 10 Constitution 8
Mental Resistance 10 or [special – see below]
Strength 14 Dexterity 11

[Prime=Physical] one attack with a makeshift club [broken ship part] inflicting 4d6 damage, WC 1.)

This badly rusted robot is anthropomorphic, and the entire unit squeals and makes loud grinding noises as it moves. It has human-like senses and also sees well in the dark. Improperly assembled, this unit has gone rogue, attacking anyone trying to communicate with it. The robot is immune to paralysis and Mental Control.

Singing Vine
(HD 4, HP 10, AC 8, MV 8' Exp.Points: 270
Radiation Resistance 10 Constitution 4
Mental Resistance 10 Strength 10
Dexterity 10

[Prime=Mental] Special attack – this vine defends itself by singing a psychotropic harmony making listeners incapable of harming the vine while harboring a strong desire to help it.)

This intelligent mutated vine stands 15' tall when mature. Singing Vines are Telepathic and willing to share knowledge of their level of the *Warden* with those that fertilize their roots. Mutations—Telepathy, Mobility, Sonic Powers [special], Manipulation Vines.

Thief Beast
(HD 5, HP 18, AC 12, MV 30' Exp. 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.

Wolfoid (standard, unaffiliated)
(HD 11, HP 55, AC 14, MV 30' Exp. Points: 1150
Radiation Resistance 11 Constitution 11
Mental Resistance 11 Strength 11
Dexterity 11

[Prime=Physical] one huge club attack inflicting 5d6 damage, WC 1.)

This 9'-tall wolf mutant stands on its hind legs. Wolfoids have Radiated Eyes, fur that is Immune to laser attacks, and they Regenerate 5 damage per combat round. Highly intelligent, Wolfoids often adopt dangerous pets to guard their lairs. Mutations— Taller, Radiated Eyes, Immunity to Lasers, Regeneration [5 damage per turn], Heightened Intelligence.

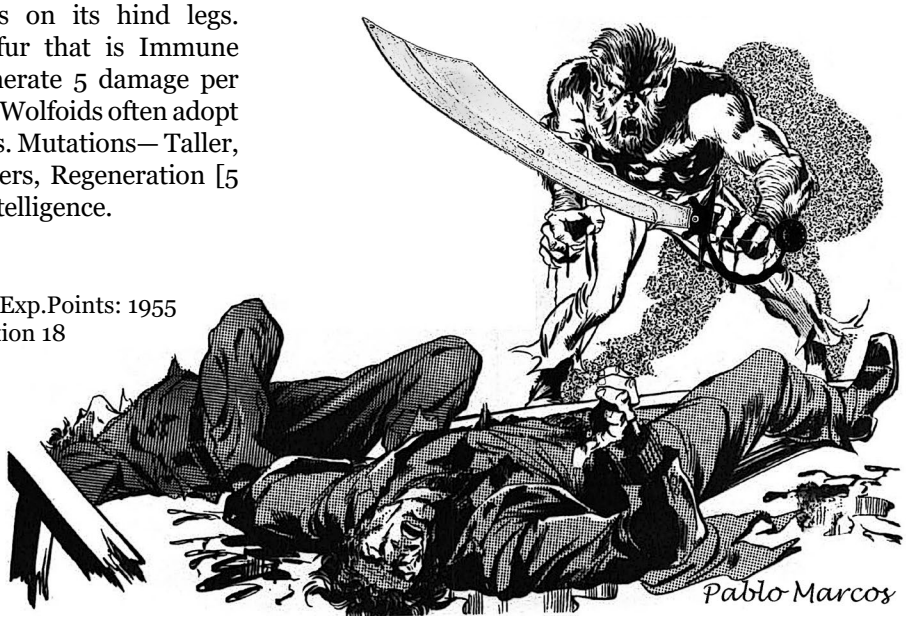
Wolfoid, Cherokee
(HD 18, HP 80, AC 11, MV 35' Exp.Points: 1955
Radiation Resistance 17 Constitution 18
Mental Resistance 10
Strength 18
Dexterity 10

[Prime=Mental] one longbow attack inflicting 4d6 damage, WC 2, range 210', or a spear inflicting 3d6 damage, WC 1.)

These 8'-tall wolf mutants walk upright and carry longbows and spears. Cherokee Wolfoids have used the ship's resources to adopt the culture and beliefs of the Cherokee, and they have further used the ship's resources to create authentic Cherokee equipment, including large robotic horses which they ride. Mutations— Taller, Radiated Eyes, Immunity to Lasers, Regeneration [3 damage per turn], Heightened Intelligence, Telepathy.

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, Mongol
(HD 17, HP 87, AC 15, MV 35' Exp.Points: 1840
Radiation Resistance 9 Constitution 17
Mental Resistance 9 Strength 9 Dexterity 13

[Prime=Mental] 2 short bow attacks inflicting 2d6 damage, WC 2, range 150', or one spear attack inflicting 2d6 damage, WC 1.)

These 9'-tall wolf mutants walk upright and carry short bows and spears. Mongol Wolfoids have used the ship's resources to adopt the culture and beliefs of the Mongols, and to create authentic Mongol equipment, as well as the motorcycles which they ride. Mutations— Taller, Radiated Eyes, Immunity to Lasers, Regeneration [4 damage per turn], Heightened Intelligence.

Wolfoid, Pirate
(HD 10, HP 50, AC 10, MV 30' Exp.Points: 1035
Radiation Resistance 18 Constitution 10
Mental Resistance 10 Strength 18 Dexterity 18

[Prime=Mental] one giant cutlass attack inflicting 1d12 damage, WC 2, or a black powder pistol inflicting 10 damage, WC 4, range 40'.)

These 9'-tall mutant wolves stand on their hind legs and dress as 17th century pirates armed with giant cutlasses and twin black powder pistols. This group of Wolfoids has used the ship's resources to study pirates and their ways and has adopted a strict code of honor that allows them to attack obvious females only when the females attack first. Mutations— Taller, Radiated Eyes, Immunity to Lasers, Regeneration [6 damage per turn], Heightened Intelligence.

Wolfoid, Roman
(HD 12, HP 60, AC 17, MV 35' Exp.Points: 1265
Radiation Resistance 9 Constitution 12
Mental Resistance 9 Strength 18
Dexterity 10

[Prime=Physical] one Roman gladius attack inflicting 3d6 damage, WC 1, or a javelin inflicting 2d6 damage, WC 1, range 12'.)

These 8'-tall wolf mutants stand on their hind legs and carry short swords and javelins. Roman Wolfoids have used the ship's resources to adopt the culture and beliefs of the ancient Roman Legionnaire society and have further used the ship's resources to create authentic Roman equipment. Roman Wolfoids always try to take slaves in combat. Mutations— Taller, Radiated Eyes, Immunity to Lasers, Regeneration [4 damage per turn], Heightened Intelligence, Telepathy.

Wolfoid, Viking
(HD 18, HP 100, AC 18, MV 35' Exp.Points: 1955
Radiation Resistance 17 Constitution 18
Mental Resistance 10 Strength 18
Dexterity 10

[Prime=Physical] one short bow attack inflicting 2d6 damage, WC 2, range 150', or one 2- handed battle axe inflicting 3d6+7 damage [for strength], WC 2.)

These heavily muscled 6'-tall wolf mutants walk upright and carry both battle axes and short bows. Viking Wolfoids have used the ship's resources to adopt the culture and beliefs of the ancient Vikings, and have further used the ship's resources to create authentic Viking equipment. Mutations— Radiated Eyes, Immunity to Lasers, Regeneration [4 damage per turn], Heightened Intelligence, Telepathy.

Points of Interest

1 – Concealed Ramp Access

Although a paved tarmac road leads through the mountains to this location, a hologram here causes this area to appear as a mountainous wilderness. The road seems to simply end here with no apparent destination. Those carefully checking the entire area discover a slot meant for the insertion of a wristband. If any color other than a brown wristband is inserted into this slot, the hologram recedes (without completely disappearing) revealing the massive door that opens and the inclined plane that leads to level 13.

2 – Concealed Ramp Access

Although a paved tarmac road leads through the mountains to this location, a hologram here causes this area to appear as a mountainous wilderness. The road seems to simply end here with no apparent destination. Those carefully checking the entire area discover a slot meant for the insertion of a wristband. If any color other than a brown wristband is inserted into this slot, the hologram recedes (without completely disappearing) revealing the massive





door that opens and the inclined plane that leads to level 15.

The receeding hologram also reveals a malfunctioning

Security Robot that believes it must guard this portal and that any approaching (even those with appropriate wristbands) are intruders.

Robot, Security, Broken
(HD 10, HP 40, AC 10, MV 25' [flying]
Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 12
Dexterity 10

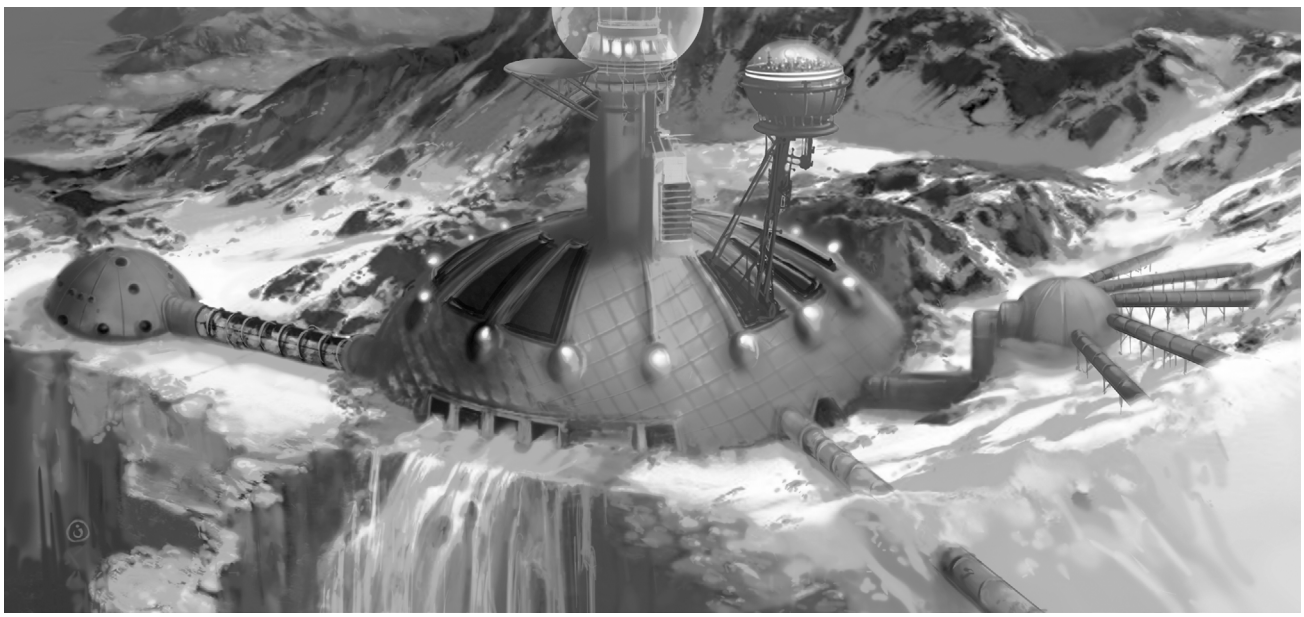
[Prime=Physical] 2 attacks per combat round with slug throwers inflicting 2d6 damage each, WC3, and may also attack with a 13' tentacle that causes paralysis WC 3.)

This 9'- tall irradiated [Radiation Level 15] spherical robot is cracked in several places and parts of its interior are exposed and emitting sparks. Of its four tentacle-like arms, only one remains. Its visual sensors still operate in the infra-red and ultra-violet spectrum with a 1-mile range, but of its other attachments only its single tentacle-arm and dual slug throwers still function. This robot is incapable of communicating as all means of input, whether auditory or digital, have been damaged. Touching its irradiated outer shell causes 15 damage.

3 – Epsilon City

Originally designed to house more than one million colonists, Epsilon city was perhaps the most massive building project undertaken during the construction of the *Warden*. As mentioned in the introduction to this chapter, the city was meant to provide a comfortable and familiar living environment for those who would one day face the challenges of a new world.

City blocks were designed to be self-contained communities, with nearby shopping for daily needs, built-in food dispensers for residents, and open areas for socialization. Each massive city block measured a mile in width by more than a mile and a quarter in length and was designed for habitation by as many as 11,000 colonists. Groups that trained together were housed closely with one another to build a spirit of camaraderie, and robots handled all normal maintenance, cleaning, and repairs. Although tasks were assigned to the colonists to help them maintain their focus and training, the average work week was no more than 24 hours.

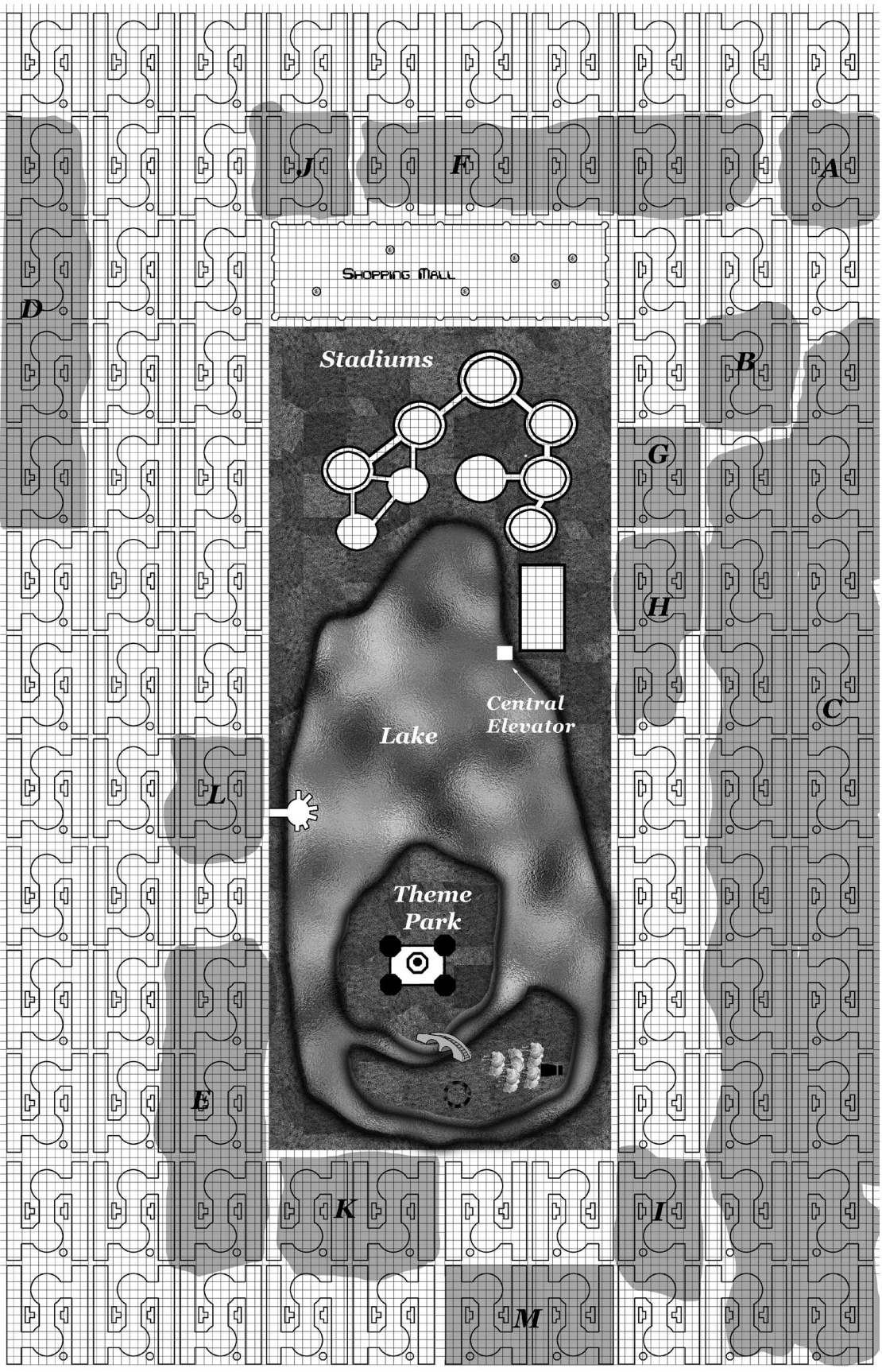


Epsilon City (proper)

Map Key

- Bridge
- Apartment Building
- Store
- Monorail Hub
- Atrium

One Square = 528 Feet



In addition to plentiful anti-grav transports suitable for up to 8 passengers, the sheer scale of the city demanded a means of mass transit. A monorail system connected all portions of the city with all other portions of the city, the outlying suburbs, and even the farm and recreation areas found on this level. Unfortunately, little remains of the monorail system other than the hub buildings that still stand on every block.

Multiple sports arenas and even a theme park were built within the center of the city. Computer gaming, holographic adventuring, and sports for both participation and spectation were prevalent in Epsilon city at the time of its inception. No avenue was left unexplored when it came to keeping its residents both active and content.

Now deserted by humankind, Epsilon City has become a magnet for various intelligent mutated species found aboard the *Warden*. It has become a vast jungle where various members of these species rule with a will of iron, and nothing moves without their notice. It is a dangerous, hostile environment for the unwary and a treasure trove of human artifacts for the intrepid and knowledgeable explorer.

Co-Authors' Note: We (James and I) strongly recommend that you pick up a copy of Metamorphosis Alpha: Epsilon City by Goodman Games as it goes into far greater detail concerning this extremely complex area than we will in the pages that follow. There is enough here to get you started, and the material found here is entirely compatible, but for true details of the city, and perhaps a campaign in just this area, you will want that valuable source book.

A quick view of the map shows that many of the areas of the city, including the large central park, have been left undetailed, and you may populate them as you wish. Those areas not shaded are all 'terra incognito' as well, while the shaded areas have distinct encounters within them.

3A — Viking Wolfoid Gang

This area is the claimed territory of a gang of Viking Wolfoids. Large watchfires, 6'-12' tall religous totems, and parties of 4-6 guardian wolfoids identify the perimeter of the area, and all artifical light sources have either been removed or destroyed. Attempts by maintenance robots to repair these light sources are quickly rebuffed by the wolfoids here, and visitors to the area are quickly challenged.

Those who try to force entry are attacked by the entire group of guardians, while those that attempt to parlay are offered single combat to 'prove their worth'. Those that survive single combat are allowed to enter the area but are likely to be further challenged if attempting to enter any buildings within the region.

These wolfoids have some understanding of technology and the devices of the ancients but see the use of such technology as weakness. Characters that fight using melee weapons (and survive) gain the immediate respect of these wolfoids, if not their friendship. Characters using technology (energy weapons, power armor, etc.) are shunned by the Viking Wolfoids, even should they survive a challenge of single combat.

Most wolfoids form fighting groups of 4-6 individuals that swear their allegiance to even larger groups, and



those to still larger groups in a feudalistic fashion. If the characters make enemies of a subcommander of one of these larger groups, they could easily face dozens, or perhaps even hundreds, of angry Viking Wolfoids.

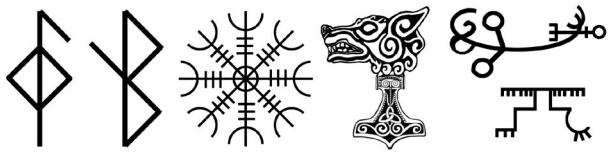
Wolfoid, Viking (dozens)
(HD 18, HP 100, AC 18, MV 35' Exp.Points: 1955
Radiation Resistance 17 Constitution 18
Mental Resistance 10 Strength 18
Dexterity 10

[Prime=Physical] one short bow attack inflicting 2d6 damage, WC 2, range 150', or one 2- handed battle axe inflicting 3d6+7 damage [for strength], WC 2.)

These heavily muscled 6'-tall wolf mutants walk upright and carry both battle axes and short bows. Viking Wolfoids have used the ship's resources to adopt the culture and beliefs of the ancient Vikings, and have further used the ship's resources to create authentic Viking equipment. Mutations— Radiated Eyes, Immunity to Lasers, Regeneration [4 damage per turn], Heightened Intelligence, Telepathy.

3B — Egyptian Wolfoid Gang

This area is the claimed territory of a gang of EgyptianWolfoids. The buildings of this area are normal, but appear to be Egyptian monuments (pyramids, Sphinxes, and grand tombs) due to camouflage provided by hologram generators the wolfoids have cleverly installed outside of the buildings. All surfaces appear to be covered in pictographs and hieroglyphs, and all edges are



trimmed in what appears to be solid gold. Some of the statuary and inscription is real; the rest is holographic enhancement of the actual area.

There are several factions within the Egyptian Wolfoid hierarchy, and their quest for power is unending. The lifespan of the Pharaoh (the leader of one of these factions at any given time) is quite limited, and as one faction leader dies, another faction leader is named in his place. Due to this high turnover rate, these wolfoids welcome most non-wolfoids as new faction members, but they attack humans on sight as they find their hands to be a delicacy unrivalled among foods.

Although Egyptian Wolfoids do their level best to create the appearance of ancient Egypt, they are comfortable using modern technology and the devices of the ancients. These devices are most often camouflaged by an outer covering that harkens back to this period (laser rifles that appear to be an ancient Egyptian fighting staffs but in reality shoot forth a standard laser beam, for example) but that interferes not at all with their function.

Wolfoid, Egyptian (dozens)
(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.

3C — Destroyed Buildings

All of the buildings in this area have been at least partially destroyed. Most are mere shells, and more than half have no roofs. Staircases still remain between floors, but many have completed gutted interiors, with only the staircases and landings remaining to give the observer some idea of where the various floors of these buildings once existed. Travel within, and the exploration of, these buildings is extremely hazardous, and collapses are common. A wide variety of the less common wildlife of Epsilon city also make their homes within these buildings.

What encounters might occur, and what dangers the characters might face, is left to your discretion.

3D — Mold Infested Buildings

The buildings in this area are infested with highly evolved and mutated molds that cover most surfaces. The discoloration caused to portions of the outside of these buildings is dramatic enough that it can be see (although not necessarily understood) at a distance of



half a mile. Three of the most prolific, and therefore common, molds are listed here. You are encouraged to add to this list as you see fit.

Mold, Patch
(HD 16, HP 90, AC 18, MV 0'/None Exp. Points: 600
Radiation Resistance 18 Constitution 16
Mental Resistance 3 Strength 3 Dexterity 3

[Prime=Physical] Special— characters physically touching this mold release a puff of spores that quickly fill a 10' square area. Any characters in this area run 17% chance [2, 3, or 4 on 2d6] of having mold spores infect their flesh [or lungs if breathing unfiltered air].

Half an hour following such an infection, the skin of the victim erupts in a gray, 2" square patch of the mold that is thicker and tougher than a callous. Every week a new patch erupts randomly on the body, eventually covering the mouth and eyes of the victim and killing them.)

Mold, Green Luminescent
(HD 3, HP 18, AC 18, MV 0'/none Exp. Points: 120
Radiation Resistance 18 Constitution 3
Mental Resistance 3 Strength 3 Dexterity 3

[Prime=Physical] Special — characters physically touching this mold run a 17% chance [2, 3, or 4 on 2d6] of having mold spores infect their flesh. Infected skin quickly becomes covered in patches of this mold. Although it causes no damage, the mold glows brighter and brighter green over time and can only be removed by burning or otherwise removing the infected skin.)

This mold absorbs light energies but is quickly overpowered by strong sources of such energy. For this reason, it grows in shadowed and dark places. Translucent and nearly invisible in daylight, this mold glows softly green at night.

Mold, Stick
(HD 3, HP 10, AC 10, MV 0'/None Exp. Points: 110
Radiation Resistance 18 Constitution 3
Mental Resistance 3 Strength 3 Dexterity 3

[Prime=Physical] Special—when approached, this mold



discharges a 30-cubic-foot spore cloud that looks much like snow. Beings exposed to the cloud have an 8% chance [2 or 3 on 2d6] to breath in some of the spores. Breathing them in forces a d6 roll to see how many spores enter the body. Each spore inhaled in this fashion germinates into a stalk of mold that sprouts from the chest of the victim causing 2d6 damage every two days).

This mold grows in damp, swampy places and is attracted to organic materials. The mature version stands 3'tall. It senses living creatures when they approach to within 60'. There is no known cure for infestation by this mold [although your characters might invent one!].

3E — Impassable Due to Plant Growth

Although plants grow profusely throughout Epsilon City, this area is so choked by this growth that passage



through the area is not possible. Those hoping to use technological means to penetrate this fortress of vegetation discover that not only are the plants prolific, many of them are also carnivorous.

Squeeze Vines
(HD 17, HP 90, AC 10, MV 0'/none Experience Points:
Radiation Resistance 17 Constitution 17
Mental Resistance 17 Strength 17
Dexterity 17

[Prime=Physical] 3 entangling vine attacks that pull the victim into thicker vines covered in fanged mouths near the center, WC2, range 30', then 1d6 fanged mouths [always hit] inflicting 1d6 damage each, WC2.)

This plant appears as a cluster of vines with long and thin vines on the outer fringe and shorter thicker vines in the center mass. Mutations— New Senses, New Plant Parts, Squeeze Vines, Moving Plant Parts, Heightened Balance.

3F — Gorilloid Clan

This area of Epsilon City is controlled by a clan of intelligent Gorilloids. They are friendly but well-armed with devices of the ancients (with a special preference for missile weapons) and act aggressively if attacked or any of their number are harmed or hindered in any way. The local wolfoid gangs tend to grant them a wide berth.

Gorilloid
(HD 11, HP 58, AC 13, MV 30' Exp.Points: 950
Radiation Resistance 10 Constitution 11
Mental Resistance 10 Strength 12
Dexterity 12

[Prime=Mental] 4 claw attacks inflicting 1d12 each, WC2, or by weapon.)

This 6-armed, 6-eyed, telepathic mutant gorilla stands 10' tall at the shoulder. It is an omnivore covered in purple fur that is totally resistant to all forms of energy attacks. The creature is very intelligent and often works with the devices of the ancients. These Gorilloids have a strange desire to help humanoids, attacking them only when first attacked. When those humanoids die, the Gorilloid is impelled to bury the body amid the branches of the trees on the Gorilloids' home island [see Deck 15]. Mutations—Multiple Body Parts, Taller, Telepathy, Immunity to Energy Attacks**.**

Slug Projector (preferred Gorilloid weapon)

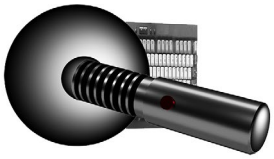
WC5 Tech Level 7 Experience: 200

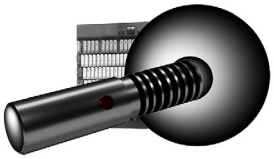
This weapon fires (3) heavy rubber bullets with an effective range of 50 yards each combat round. It has a 20-round magazine, and the Gorilloids generally carry spare ammunition. (WC 5, 6d6 damage per slug).

3G — Deadly Luxury

The buildings in this area were the residences of important, powerful members of the crew and colonist bureaucracy. These buildings are shunned by the more intelligent residents of Epsilon City due to their extremely deadly security. The building exteriors here show scars from energy weapons fire and explosions, but these buildings are remakably intact (due, no doubt, to their protective security devices).

You may populate these buildings as you see fit, but an example of the types of security found in this are is listed below to give you some ideas.





Robot, Military SRSR
(HD 10, HP 40, AC 13, MV 20' Exp. 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.

Automated Intruder Response Unit (AIRU)
(HD 4, HP 11, AC19, Move 0'/none Exp. Points: 135
Radiation Resistance 10 Constitution 4
Mental Resistance 10 Strength 4
Dexterity 12

[Prime=Physical] 3 laser bolts per round from an automated turret that is bio-metrically coded to attack anyone not on its internal list of acceptable visitors inflicting 5d6 damage per shot, WC 6, range 225'.)

This small pod is attached to the palisade that protects this village and constantly monitors anyone approaching said building. It is a small hemisphere [18" in diameter] with a protruding laser barrel.

3H — Mutant Pygmy Humanoid Clan

Surviving primarily by their wits, a clan of human mutants now controls several of the buildings in this area. They are distrustful of visitors and tend to attack first and ask questions later, but if approached with caution, they treat visiting characters respectfully and barter items and supplies with them.

These diminutive human mutants are adept at stealth and the laying of simple traps. Characters investigating these buildings without announcing themselves might well run afoul of these safeguards, most of which either incapacitate their victims or cause 1d6 damage. The details of any traps appearing in your campaign we leave to you.

These mutants are not intelligent enough to operate the devices of the ancients, or any technology for that matter, which is beyond Item Complexity 1 (WC 3), or roughly the technological equivalent of a light switch or a crew wristband.

Pygmy Humanoid (2-12)
(HD 5, HP 25, AC 18, MV 30' Exp.Points: 380
Radiation Resistance 17 Constitution 5
Mental Resistance 16 Strength 5 Dexterity 15

[Prime= Physical] one attack with a 3'- long thrusting spear for 1d4 damage, WC 1.)

These 1'-tall mutated humans are resistant to all poisons, radiation, paralization, chemical acids, and lasers. They have not the sophistication to use the devices of the ancients [with rare exceptions] but have extensive knowledge of antidotes and mutated dangers. They also have the mutation Precognition which allows them to see three minutes into the potential future if allowed to concentrate undisturbed for one full minute. Note: Pygmy Humanoids that foresee their own injuries immediately suffer one point of damage, while those that foresee their own deaths immediately sustain 6 points of damage.

3I — Cherokee Wolfoid Clan

This area is the claimed territory of a clan of Cherokee Wolfoids. While they do not shun technology, they do their best to live in harmony with their environment and consider most technology to be convenient, but harmful to other life forms that live near them. They do have a good working relationship with the Artificial Intelligence of this level. Characters using terminals in this area to access the deck's A.I. are actually being spied upon by the Cherokee Wolfoids while using the terminals.

The Cherokee Wolfoids have been hunted by the other Wolfoid gangs and many of this deck's other inhabitants. As such, they are highly distrustful of strangers. They warn approaching characters that this area is their territory and that those not respecting that territory are subject to the will and justice of the Cherokee Wolfoids.

Wolfoid, Cherokee

(HD 18, HP 80, AC 11, MV 35' Exp.Points: 1955
Radiation Resistance 17 Constitution 18
Mental Resistance 10 Strength 18 Dexterity 10

[Prime=Mental] one longbow attack inflicting 4d6 damage, WC 2, range 210', or a spear inflicting 3d6 damage, WC 1.)

These 8'-tall wolf mutants walk upright and carry longbows and spears. Cherokee Wolfoids have used the ship's resources to adopt the culture and beliefs of the Cherokee, and they have further used the ship's resources to create authentic Cherokee equipment, including large robotic horses which they ride. Mutations— Taller, Radiated Eyes, Immunity to Lasers, Regeneration [3 damage per turn], Heightened Intelligence, Telepathy.

These Cherokee Wolfoids consider the Red Androids in Area #3M to be an abomination, an insult to nature and the Great Sky Spirit.



3J — Roman Wolfoid Gang

This Epsilon City block was the focus of an experiment in efficiency at the time of the disaster. This block was given its own Artificial Intelligence, and it was given a high degree of autonomy, all so that the buildings within this area would reflect with some accuracy the glory and pomp of ancient Rome. Before the disaster, this area was a much-sought-after entertainment destination for the citizens of Epsilon, and those who lived within the complex were thought of as highly fortunate.

Unfortunately, the 'next-gen' Artificial Intelligence assigned to this area suffered multiple malfunctions during the catastrophe. Its self-repair diagnostic programs managed to piece its daily functionality back together, but the system has developed horrid psychological defects. The closest analogy that might be drawn to a human mental problem accurately describes the issues made manifest by the current functionality of this Artificial Intelligence.

In short, the A.I. for this area has developed multiple personality disorder. The program believes that it represents, individually but interchangeably, many of the gods of the ancient Roman pantheon.

The first Wolfoids that came to live here following the disaster discovered that these personalities would not be ignored. Hidden security systems would strike down so-called 'blasphemers', and the only Wolfoids to survive the early, dark days of settlement here were those that embraced the ancient Roman lifestyle, and that pledged themselves to one or more of these 'gods'.

As a consequence, while the Roman Wolfoids that reside here have factions, and Wolfoid leaders, the true leaders of the Roman Wolfoids are the aspects of the A.I. that they slavishly obey. It is the whim of this broken machine that determines the greeting any visiting characters might receive, and I leave it to you.

Bear in mind that all aspects of ancient Roman life are practiced here: slavery, forced gladiatorial combat, and unnecessary torture and sacrifice are but a portion of the corruption fostered by this Artificial Intelligence. Where that corruption might lead is again left to your discretion.

Wolfoid, Roman

(HD 12, HP 60, AC 17, MV 35' Exp. Points: 1265
Radiation Resistance Constitution 12
Mental Resistance 9 Strength 18 Dexterity 10

[Prime=Physical] one Roman gladius attack inflicting 3d6 damage, WC 1, or a javelin inflicting 2d6 damage, WC 1, range 12'.)

These 8'-tall wolf mutants stand on their hind legs and carry short swords and javelins. Roman Wolfoids have used the ship's resources to adopt the culture and beliefs of the ancient Roman Legionnaire society and have further used the ship's resources to create authentic Roman equipment. Roman Wolfoids always try to take slaves in combat. Mutations— Taller, Radiated Eyes, Immunity to Lasers, Regeneration [4 damage per turn], Heightened Intelligence, Telepathy.

3K — Pirate Wolfoid Gang

The very nature of Wolfoids is to form packs; the wolfoids inhabiting this area have instead formed crews. Enamored of the predatory but chivalric nature of the 18th century pirate lifestyle as gleaned from the original style of these apartments, and files from the A.I., the Pirate Wolfoid gang is the largest and best outfitted (technologically speaking) of all the Wolfoid gangs.

There are many competing crews amid this loosely-knit community, but they all band together beneath the banner of the Red Pirate Wolfoids should danger threaten their area. This centralization of leadership, with a common goal of mutual defense, has garnered the respect of the other Wolfoid gangs in Epsilon City. The Pirate Wolfoids currenty have a truce with the Viking Wolfoids, and even the ruthless Mongol Wolfoids consider them honorable foes deserving of respect.

The code adhered to be these wolfoids may be used to the advantage of visiting characters.

As with the pirates of Earth history, the primary goal of these pirates is loot, followed rapidly by security and safety to enjoy said loot. Raiding between pirate crews is not common, while raiding other Wolfoid



gangs is considered the crowning achievement of a Pirate Wolfoid.

Wolfoid, Pirate

(HD 10, HP 50, AC 10, MV 30' Exp.Points: 1035
Radiation Resistance 18 Constitution 10
Mental Resistance 10 Strength 18 Dexterity 18

[Prime=Mental] one giant cutlass attack inflicting 1d12 damage, WC 2, or a black powder pistol inflicting 10 damage, WC 4, range 40'.)

These 9'-tall mutant wolves stand on their hind legs and dress as 17th century pirates armed with giant cutlasses and twin black powder pistols. This group of Wolfoids has used the ship's resources to study pirates and their ways and has adopted a strict code of honor that allows them to attack obvious females only when the females attack first. Mutations— Taller, Radiated Eyes, Immunity to Lasers, Regeneration [6 damage per turn], Heightened Intelligence.

* Fellow Wolfoid Pirates from different crews may pass through or ask for parley from a resident Wolfoid crew if they carry with them their pirate flag — their colors, (if you will).

* Females are not to be harmed but may be captured as property. No female may be attacked unless she first attacks a Wolfoid.

* No Wolfoid may attack a 'Metal Man' (robot).

* Strangers may join a Wolfoid crew if the rest of the crew votes them in, and if they sign the Articles that bind that crew (crew law).

* No Wolfoid shall ever steal from his own crew. All others are fair game.

* All spoils are to be divided equally among the crew, with a special dispensation for the Captain, Master Mate, Boatswain, Carpenter, and Master Gunner.

3L — Mongol Wolfoid Gang

The most brutal and savage of all of the Wolfoid Gangs, the Mongol Wolfoids live for plunder and battle. They are a filthy, devil-may-care lot with a hatred of most other species and a special, intensified hatred for robots. This hatred of mechanical maintenance personnel makes this area easily spotted. The ruin and decay of its crumbling buildings and its lack of working technology provide visual testimony as to the attitudes of this gang.

The perimeter of this area is a makeshift barricade of old wiring and chunks of plasteel. Characters approaching this barricade are likely (85% chance) to meet a raiding party of 6 Mongol Wolfoids.



Wolfoid, Mongol

(HD 17, HP 87, AC 15, MV 35 Exp. Points: 1840
Radiation Resistance 9 Constitution 17
Mental Resistance 9 Strength 9 Dexterity 13

[Prime=Mental] 2 short bow attacks inflicting 2d6 damage, WC 2, range 150', or one spear attack inflicting 2d6 damage, WC 1.)

These 9'-tall wolf mutants walk upright and carry short bows and spears. Mongol Wolfoids have used the ship's resources to adopt the culture and beliefs of the Mongols, and to create authentic Mongol equipment, as well as the motorcycles which they ride. Mutations— Taller, Radiated Eyes, Immunity to Lasers, Regeneration [4 damage per turn], Heightened Intelligence.

These raiding parties often ride motorcycles during raids.

Fission Cycle (equipment)

Tech Level 3 **Experience:** 1000
Power Requirement: radioactive material
Power Cell Life: 1 hour per radioactive intensity
Carrying Capacity: 694 pounds/315kgs
Size: 8'2" length x 24" width x 38" height
Top Speed: 92 mph/148 kph

The current leader of this gang is Octar. Although their numbers vary daily, there are between 550-650 members in this gang, organized in groups 100 or so members, each under a subchieftain.

3M — Red Android Apartments

Although made to be the servitors of the colonists living in Epsilon City, the Red Androids that live in this area believe themselves to be the ultimate evolution of humankind. They do not consider themselves human; humans are a lower life form. Those who are willing to serve are allowed to do so. Those lesser life forms (basically anything that is not the level's A.I.) who do not understand their place in the natural order must be killed if they intrude upon the Red Androids' lifestyle.

The Red Androids make great use of the technologies provided to them by this level's replicators. Their entire area is spotlessly clean and well maintained. Characters entering this area notice (in particular)



that all of the outdoor illumination and computer kiosks are still fully functional.

Android Supremacist, Red
(HD 18, HP 108, AC 15, MV 30' Exp. Points: 1190
Radiation Resistance 12 Constitution 18
Mental Resistance 16 Strength 14 Dexterity 14

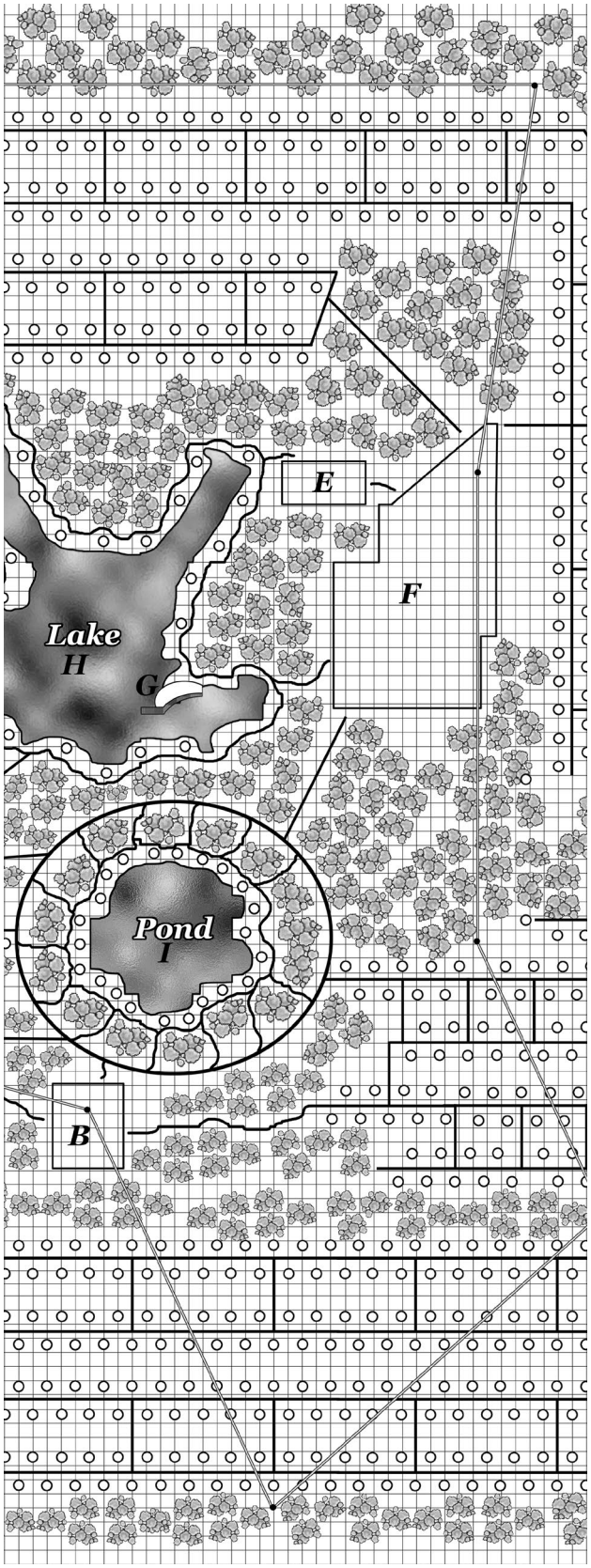
[Prime=Physical] Attacks by weapon type or fist blow [10 damage, WC 1].)

This 9' tall red skinned android is extremely intelligent and has human-like senses but displays a faceless head, communicating instead from a voice box in its chest. It has re-programmed itself and considers non-digitally enhanced life forms to be lower species suitable only for service to the Red Androids. Red Androids are skilled mechanics and can both use and repair almost any technology on the *Warden* if adequate supplies are available.

4 — Gentry Gardens Subdivision

Many colonists came from backgrounds that were suburban, rather than urban, and every effort was made to ensure that they would experience no 'culture shock' if asked to spend years aboard the *Warden* before setting forth to colonize a new world. Most of these individuals were bureaucratic workers or middle-management types, and they were destined for similar tasks during colonization. Gentry Gardens was meant to be their suburban setting.

These subdivisions were built to be the habitations of the future with automated recycling, gardening, and maintenance via robotic assistants, and transit using either anti-gravity sleds or, even more conveniently, monorail transit to and from all parts



of this level. Although much was lost when the wave of destruction passed over the *Warden*, many

of these systems still operate within the Gentry Gardens Subdivision.

Many of the life forms supported by these systems, however, mutated in horrific ways. A diagram of a standard suburban dwelling is illustrated below.

All such dwellings were originally serviced by a Garden Robot and a General Purpose Robot.

Robot, Garden
(HD 10, HP 32, AC 15, MV 25'/hover
Exp.Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 12 Strength 8
Dexterity 10

[Prime=Mental] one pesticide blast attack covering an 18'circle inflicting 3d6 damage to insects and plants of all types, WC 3; or 2 grass and shrub pruning tool attacks inflicting 2d6 damage, WC 1.)

The unit appears as a 4' circular platform with a single manipulative tentacle for grabbing things. It floats on anti-grav pods and can carry up to 55 pounds of material. This robot's radio equipment allows it to communicate with beings throughout the entire deck. It has three large light sources, and its optics can see in the infra-red and ultra-violet spectrum. It always attacks moving plants or animals but will take verbal orders from any being with a *Warden* wristband. Note: these robots may attack characters resembling animals.

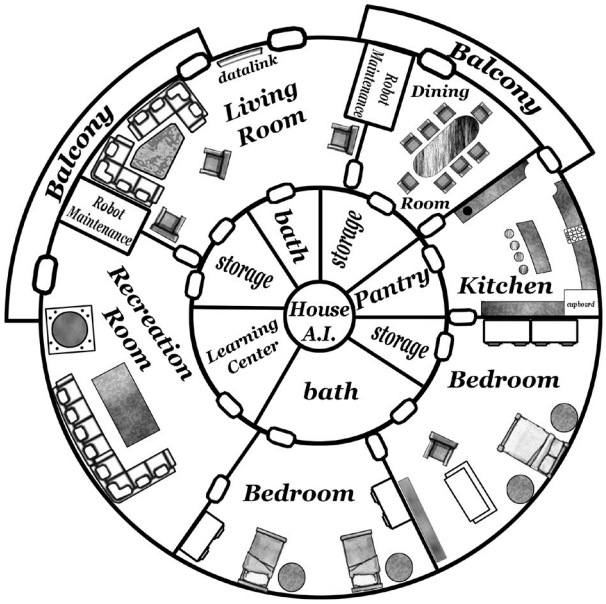
Robot, General Purpose
(HD 10, HP 60, AC 19, MV 48 kph Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 14 Dexterity 12
[Prime=Physical] No attacks)

This 5' tall and wide humanoid robot has extra arm-like appendages. The functioning unit always has: emergency power cell for 24 hours of operation, recharging unit, 2 manipulative tentacles extending up to 24', heavy duty power grasping claw able to extend up to 10', 1 micro-miniature manipulator able to make microscopic adjustments, light tractor and repulsion beam attachments with a range of 25', magnifying lenses with a 50 power range, upper and lower light sensors extending through the infra-red and ultra-violet range, anti-grav system making up to 200 pounds feather light, propulsion system allowing for 48 kph, two sets of parallel programming circuits, light body armor allowing the unit to function in water, outer space, and in temperatures ranging from plus or minus 150 degrees Centigrade, audio and radio transmitters and pickups effective up to 60 km away, 3 rotating light sources with a variance of 90 candlepower each, human standard sensing capability, and variable programming allowing it to adapt and carry out human instructions.

4A — Central Monorail Station

Given the million plus colonists that were meant to be housed on this deck, a system of mass transit was absolutely necessary. A monorail system that functioned using electro-magnetic repulsion was built to service the daily needs of the inhabitants here. While within Epsilon City this system is largely destroyed, portions of it remain intact in Gentry Gardens.





This huge building (500,000 sq.ft.) was the second Main Hub for the monorail system (the first is lost somewhere in the rubble of Epsilon City). Its large circular central dispatch area contains dozens of 8- and 12-passenger rail cars, still mounted on the monorail and ready for transit. The larger square portion of this building contains repair facilities for monorail cars, ready to serve monorail cars, and a large control station with its own Artificial Intelligence to ensure that monorail traffic flowed smoothly and without collision or mishap.

This monorail station is fairly intact, although deserted, as it is protected by a paranoid Artificial Intelligence that believes that anyone visiting is an intruder that must be destroyed to prevent damage to the equipment. It has four Security Robots, taken from the Security Station and reprogrammed via uplink download, that constantly patrol this area.

Robot, Security
(HD 10, HP 60, AC 15, MV 50' [flight Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 16 Dexterity 14

[Prime=Physical] 4 13'-long tentacle attacks that cause 1-hour paralysis upon touch, WC 3, or poison [Intensity 17] knockout gas in a 30' diameter circle, WC 4 .)

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, a gas pellet projector which shoots 10 knock out gas rounds in a 360° spread with [4] 20-pellet magazines, an anti-grav propulsion unit, 50 point force field, 2 third-stage slug projectors [one attack inflicting 6d6 damage, WC 5, range 150'] usable only on a human's authority, a radio capable of broadcasting to any point on a given deck, 3 padded restraint tentacles, and lenses that adapt its visual capabilities to the infra-red and ultra-violet spectrum. Characters captured by these robots are generally taken to a secure area (see Deck #9).

Once the Security Robots have been defeated, characters with electronics skills may, quite easily, reactivate the monorail system. The paranoid A.I., as a last ditch defense, prevents the control system from displaying the location of stalled monorail cars, broken rails, and other systematic problems currently experienced by this mass transit system. How, and where, these defects might make themselves known, and with what catastrophic consequences, is left to your discretion.

4B — Service Mall

This building housed a number of personal services made available to the residents of Gentry Gardens. Automated barbers, nail technicians, personal groomers, tattoo artists, hair stylists, and makeup artists provide nearly any vanity service a colonist might desire. This building is now a shambles; holes in the ceiling and walls have allowed plants to take root in the interior, and wild animals forage here for nesting materials and edibles, but several of the automated service providers still roam the interior. The Broken Stylist Robot that follows is just one such example. We encourage you to add others as you see fit.

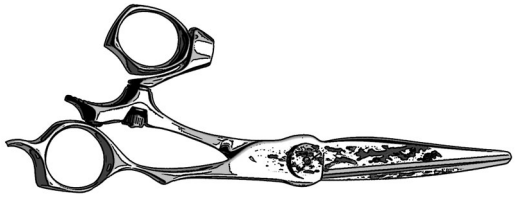
Robot, Stylist, Broken
(HD 5, HP 22, AC 12, MV 20' Exp. Points: 180
Radiation Resistance 10 Constitution 5
Mental Resistance 12 Strength 11 Dexterity 15

[Prime=Physical] 2 trimming scissors attacks causing 1d6 damage, WC1.)

This badly rusted anthropomorphic robot squeals and makes loud grinding noises as it moves. It has human-like senses and visual perception that is far in excess of human norms. This unit has gone rogue and attempts to give any approaching it (within 40') a haircut — from the neck up.

4C — Security Station

Disagreements between neighbors are inevitable, but disagreements that might endanger the health of a future colonist were an unacceptable risk to the designers of



the *Warden*. This security station, and the Annex near the Shopping Center (see #4E) were designed to house Security and Medical Robots with the ability to respond to any forseeable emergency. This building contains an emergency medical center capable of handling up to 300 patients, drones for getting a fast look at any developing situation, Security Robots to ensure the peace, and holding cells for offenders.

This building also has its own Artificial Intelligence that is subservient to both the Deck #14 Artificial Intelligence and the Master A.I. that runs the entire ship. This building's A.I. also runs the Annex at Area #4E.

Any energy weapons fire, significant combustion (fire larger than a barbeque), or destruction greater than a window or a single item is likely to catch the attention of this Artificial Intelligence. Drones are generally sent first, and if warranted a group of 1-12 Security Robots are dispatched to bring any situation under control.

Drone, Security
HD 3, HP 7, AC 18, MV 90' [flight] Exp. Points: 90
Radiation Resistance 10 Constitution 3
Mental Resistance 10 Strength 3 Dexterity 14

[Prime=Physical] may deploy a knockout gas pellet, poison [Intensity 17], WC3, 20' diameter area of effect; and also one 13' tentacle attack causing paralysis, WC 3.)

This 9'- tall unit is propelled by anti-gravity with a miniaturized ram jet engine. It has three cameras able to relay scanning information from all wavelengths of the electro-magnetic spectrum and its internal high gain antenna allows it to communicate at a distance of up to 20 miles (about half the deck).

Security drones may be hacked if the hacker is able to broadcast the new commands via RF broadband signal.

Robot, Security
(HD 10, HP 60, AC 15, MV 50' [flying] Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 16 Dexterity 14

[Prime=Physical] 4 13'-long tentacle attacks that cause 1-hour paralysis upon touch, WC 3, or poison [Intensity 17] knockout gas in a 30' diameter circle, WC 4 .)

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, a gas pellet projector which shoots 10 knock out gas rounds in a 360° spread with [4] 20-pellet magazines, an anti-grav propulsion unit, 50 point force field, 2 third-stage slug projectors [one attack inflicting 6d6 damage, WC 5, range 150'] usable only on a human's authority, a radio capable of broadcasting to any point on a given



deck, 3 padded restraint tentacles, and lenses that adapt its visual capabilities to the infra-red and ultra-violet spectrum. Characters captured by these robots are generally taken to a secure area (see Deck #9).

4D — The Yacht Club

Recognizing that a spirit of teamwork and innovation would be needed by the colonial governors and their important departmental supervisors, the designers of the *Warden* created for these bureaucractic elites a place of entertainment that would foster these feelings of team spirit and group planning. The Yacht Club was the outcome of this design.

The Yacht Club has three 60' yachts (operated by robots) that berth at an enormous horseshoe-shaped dock near the Yacht Club (toward the stern/map left) as well as a 9-hole golf course attended by Horticultural Robot greenskeepers and Companion Android caddies. It was a popular entertainment destination for those invited to attend by the bureaucratic elites.

When the disaster struck, a large cocktail party was being hosted at the Yacht Club. All of the guests were immediately killed, and the entire interior is populated by conical piles of white powder (their remains). Unfortunately, the attendant robots were unable to grasp the simple fact that those they serve had died.

The robotic waiters of the Yacht Club continue to serve their long-deceased former masters. Food and drink is brought by these robots to the various small conical piles three times daily, and cleared away as regularly. Characters investigating this scene should be perplexed, to say the least.

The interior of the Yacht Club is immaculately clean, and robots hurry from one table to

another serving fresh food that releases a tantalizing range of aromas. Freshly roasted meats, grilled vegetables, seafood; all types of sustenance appear to be served to these strange piles of white powder. As you move to investigate closer, a robot in a maître d' costume moves in front of you.

"May I see your invitation?" he asks politely. "No one is allowed in without an invitation."

The characters may be able to enter the Yacht Club by convincing the maître d' that they have invittions, they have simply misplaced them. No other excuse, however, will work.

Characters inquiring as to the reasons that the robotic waiters are serving conical piles of white dust receive a different, but still thoroughly confusing reply.

"These are our guests!"

Characters that insist that the piles of dust are not guests irritate these waiters. If they are adamant, the waiters then retrieve the robotic maître d', and the robots attack.

Characters that attempt to reason with the robotic waiters by insisting that the guests are dead (or any similar avenue of persuasion) perplex the automotons.

"Are you certain?"

"Are you a medical technician?"

If the characters provide convincing arguments (at your discretion) that prove that the Yacht Club's guests are all deceased, the entire robotic staff immediately shut themselves off.

Robot, Waiterbot (6)
(HD 6, HP 21, AC 12, MV 25' [hover] Exp.Points: 405
Radiation Resistance 12 Constitution 6
Mental Resistance 10 Strength 8 Dexterity 12

[Prime=Mental] 2 plasteel handslap attacks inflicting 1d6, WC1.)

This 5'-tall ovoid robot is equipped with standard and infra-red visual sensors, sound receptors capable of picking up sound of 1db up to 295 feet away, an antigravity propulsion and hovering unit, two steel tentacles that can extend up to 12' and end in four-fingered grasping hands, and a large 400-hour rechargeable battery pack. They have a limited processor and are able to obey only simple commands.

Robot, Maître d'
(HD 7, HP 26, AC 12, MV 25' [hover] Exp.Points: 270
Radiation Resistance 10 Constitution 7
Mental Resistance 12 Strength 11 Dexterity 13

[Prime=Mental] 2 plasteel handslap attacks inflicting 1d6, WC1.)

This 5'-tall ovoid robot is equipped with standard and infra-red visual sensors sound receptors capable of picking up sound of 1db up to 295 feet away, an antigravity propulsion and hovering unit, two steel tentacles that can extend up to 12' and end in four-fingered grasping hands, and a large 400-hour rechargeable battery pack. It has an advanced processor and is able to reason and problem solve.

GM's Note: the automated food processors in the kitchen of the Yacht Club produce enough food for up to 100 people per day. This food accumulates in the kitchen if not removed, eventually causing a catastrophic failure of the food processor, and a fire. Where that might lead is left to you.



This scenario can be repeated at both the yacht dock and the 9-hole golf course. As the robotic attendants are alerted to the fact that their customers are dead, they simply shut themselves off. Any other situation leads either to an enjoyment of the facilities, or the attack of the robots. The yachts never leave the docks without a full complement (at least a dozen) of passengers.

4E — Security Station Annex

This building was the secondary emergency services building for the colonists of Gentry Gardens. Designed to respond to those furthest from the main Security Station (area 4A), this facility is smaller and has no holding cells, but is otherwise a mirror of the main station. Instead of holding cells, this building contains a dozen drone firefighters.

Drone, Fire Control
HD 4, HP 12, AC 18, MV 90' [flying] Experience Points:400
Radiation Resistance 14 Constitution 4
Mental Resistance 10 Strength 4 Dexterity 12

[Prime=Physical] no attacks but may deploy a Halon gas pellet that removes all oxygen from within 20'-diameter sphere of the spot the pellet is dropped, WC3, 6 pellets in magazine.)

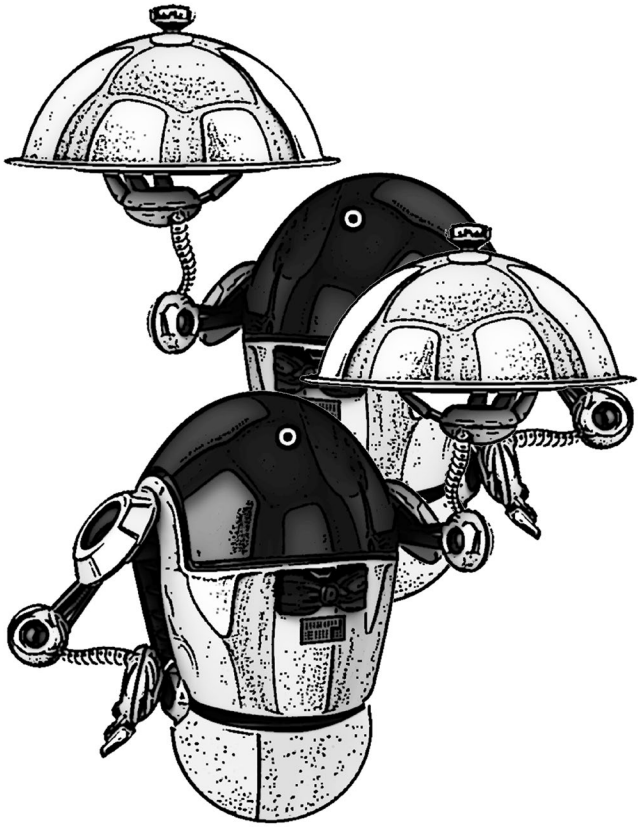
This unit is propelled by anti-gravity with a miniaturized ram jet engine. It has three cameras able to relay scanning information from all wavelengths of the electro-magnetic spectrum, and its internal high gain antenna allows it to receive commands at a distance of up to 20 miles (about half the deck). These drones are usually controlled directly via radio uplink.

Drone, Security
HD 3, HP 7, AC 18, MV 90' [flight] Exp. Points: 90
Radiation Resistance 10 Constitution 3
Mental Resistance 10 Strength 3 Dexterity 14

[Prime=Physical] may deploy a knockout gas pellet, poison [Intensity 17], WC3, 20' diameter area of effect; and also one 13' tentacle attack causing paralysis, WC 3.)

This 9'- tall unit is propelled by anti-gravity with a miniaturized ram jet engine. It has three cameras able to relay scanning information from all wavelengths of the electro-magnetic spectrum and its internal high gain antenna allows it to communicate at a distance of up to 20 miles (about half the deck).

Security drones may be hacked if the 'hacker' is able to broadcast the new commands via RF broadband signal.



Robot, Security (4)
(HD 10, HP 60, AC 15, MV 50' [flying] Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 16
Dexterity 14

[Prime=Physical] 4 13'-long tentacle attacks that cause 1-hour paralysis upon touch, WC 3, or poison [Intensity 17] knockout gas in a 30' diameter circle, WC 4 .)

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, a gas pellet projector which shoots 10 knock out gas rounds in a 360° spread with [4] 20-pellet magazines, an anti-grav propulsion unit, 50 point force field, 2 third-stage slug projectors [one attack inflicting 6d6 damage, WC 5, range 150'] usable only on a human's authority, a radio capable of broadcasting to any point on a given deck, 3 padded restraint tentacles, and lenses that adapt its visual capabilities to the infra-red and ultra-violet spectrum. Characters captured by these robots are generally taken to a secure area (see Deck #9).

4F — Shopping Mall

This windowless structure has remained largely intact due to its lack of ground level openings. It does have several entrances, but the barriers to entry have all been either removed or destroyed (or both). Despite

this lack of security, the shopping mall remains partly functional, and its interior passages are lit from above by transparent plasteel skylights. Although these have become covered in dirt, dust, and debris over the years, they still allow in more than enough light for plant growth and for those without external light sources to navigate the interior.

The original mall was made to offer clothing, sundries, art bric-a-brac, sports equipment, literature, music, and hobby supplies. No appliances, furniture, or durable goods were offered, as these were all made available to the colonists through other venues.

Plants grow thickly in the wide avenues that separate the stores now, and small creatures prowl amid this undergrowth. Several stores within this mall, however, were closed by their automated attendants after the catastrophe occured. These stores open for any character presenting a white, green, grey, red, or red and blue ship's-issue wristband.

What stores might have survived is left to your discretion. Without fail, however, investigating characters run afoul of the most vicous predator found within these confines.

Death Vine

(HD 15, HP 66, AC 15, MV 10' Exp. Points: 840
Radiation Resistance 14 Constitution 15
Mental Resistance 3 Strength 15 Dexterity 15

[Prime=Physical] 3 whip-like vine attacks inflicting 4d6 damage each, WC1, range 90'.)

These plants spin their vines in a 360° arc, feeling for living flesh and then wrapping around that flesh so that the jaw-filled vines can bite chunks from it. Mutations— New Plant Parts, Moving Plant Parts, Increased Senses.

4G — Public Dock

This building is partially ruined and shows signs of having been struck by beams from an energy weapon. Three walls remain, but the interior is little more than a tangle of thorny vines and bushes. The actual dock is largely intact, and one damaged but servicable boat remains tied to one of its duralloy cleats.

Just inside (as progress further is nearly impossible due to plant growth) the ruined building characters investigating the structure discover the former harbormaster: a General Purpose Robot that has been destroyed by beam weapon fire and had its appendages rippped from its chassis by some incredible force. Although characters might find a useful part or two amid the wreckage of this once faithful servitor, there is far too much damage for this robot to ever again be functional.

The boat may be easily boarded, and its keys are in its console. Its battery-powered motor is fully functional, and it is capable of up to 13 kilometers per hour (8mph)should the characters wish to untie it from the dock for a cruise about the lake. The controls are quite simple, and no special skill is required to power this boat, although its large size might make a return to the dock more challenging. Characters might well ram into the dock when trying to return (or dock elsewhere) if they have no skill piloting watercraft.

Boat, Lake Cruiser (equipment)

Tech Level 4 Experience: 400
Power Requirement*: 12 Hydrogen Fuel Cells
Power Cell Life: 6 - 8 hours (dependent on speed)
Carrying Capacity: 6400 lbs./2903 kgs.
space for 32 people
Size: 42' length x 20' width x 11" height
Top Speed: 8 mph/13 kph

* Powered by an electric inboard-outboard stern drive motor)

Characters also discover a badly damaged but serviceable Genral Purpose Robot in the wheel house of this boat, but try as they might, all repairs done will fail to cause this unit to reboot. The unit's onboard programming has been set to remain in shut-down mode until the boat reaches the middle of the lake (see area 4H) by the predatory but intelligent beast that resides beneath its deceptively calm waters. At your discretion, skilled characters may discover this programmed inhibition. If the boat reaches the center of the lack, the robot reactivates and behaves in the most distracting manner possible (but does not attack).

4H — The Lake

Designed as both a place to relax and to hone water-based skills, the lake was very popular among the residents of Gentry Gardens before the disaster. When the radiation swept through this area, only the robotic servants in the area survived intact; all of the colonists in and around the lake were instantly transformed into powder. Plant life also suffered somewhat, but much of it recovered, and some of it mutated.

Forty feet below the surface, these mutations took a rather dramatic turn.

Kraken Weed

(HD 18, HP 96, AC 18, MV 0'/none Exp. Points: 1530
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', and then either pull prey into the water or pull prey already in the water closer to the maw of the plant.)

This massive, 20'-diameter ball of vegetation is an ambush predator that is completely hidden in water. The weed senses alpha wave patterns [brain activity] and grabs victims 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 may also communicate with data processors via AM broadband signals produced in its brain. That communication is a simple malfunction command. Mutations— New Body Parts, Heightened Intelligence, Heightened Dexterity, Moving Parts, Aromatic Sap, Larger Than Normal, and

4I — Drofpets Cluster

The folks that lived in the waterfront properties found here were wealthy by colonists' standards and were quite proud of their robotic servants. All of these residents owned at least two General Purpose Robots

that were used to run a staff of Garden Robots, Butler /Cook Robots, and Waiterbots.

Destroyed by the radiation that swept through the *Warden*, the colonists are now powder, but their robotic servants remain. These automated retainers are self-repairing (or at least capable of traveling to a repair station when needed) but have experienced alterations in their central programming over the years. These alterations have only intensified with the passage of time, and the General Purpose Robots now believe themselves to be the humans they once served. They have reprogrammed all of the subservient robots they once supervised to believe this as well.

Unfortunately, that means that none of the Garden Robots, Butler /Cook Robots, and Waiterbots are able to recognize actual humans (which their programming prohibits them from harming). Further, the now-crazed General Purpose Robots have no understanding when others do not treat them as though they are pure-strain humans.

Robot, General Purpose, Crazed
(HD 20, HP 100, AC 19, MV 30' Exp. Points: 405
Radiation Resistance 10 Constitution 20
Mental Resistance 10 Strength 15 Dexterity 10

[Prime=Physical]

Attributes (Prime=Physical): 2 manipulative tentacle attacks causing 1d6, WC1, or a light repulsor/attractor beam causing a pull or push of 20' to a single target under 350 lbs/159 kgs, WC6, range 25').

This 5' tall, 4' wide humanoid robot has extra arm-like appendages and functioning units always have the following: emergency power cell for 24 hours of operation, recharging unit, 2 manipulation tentacles extending up to 24', heavy duty power grasping claw able to extend up to 10', 1 micro-miniature manipulator able to make adjustment on the micro miniature level, light tractor and repulsion beam attachments with a range of 25', magnifying lenses with a 50 power range, upper and lower light sensors with infra-red and



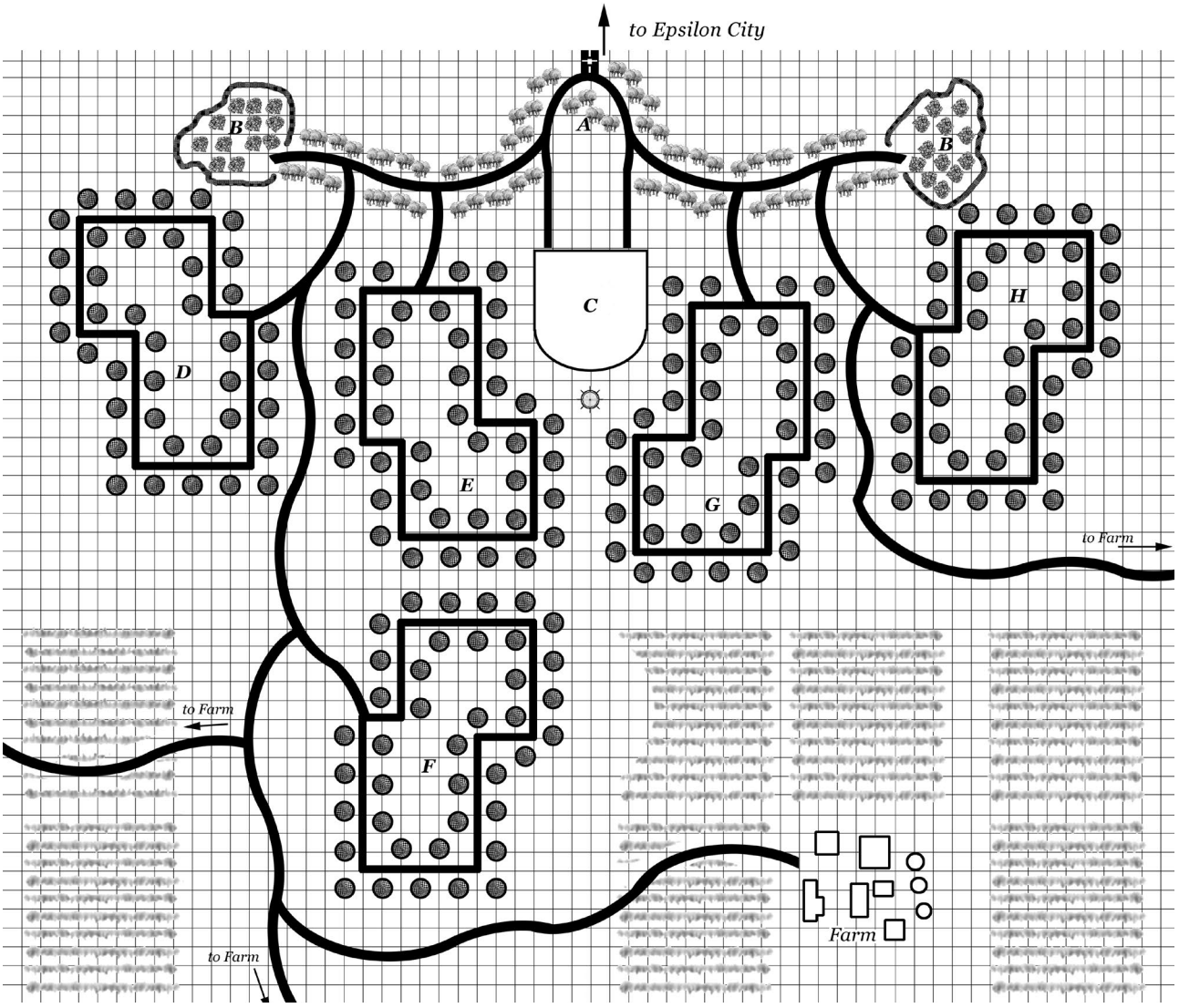
Craftsman's Guild Subdivision

Map Key One Square = 1/10th Mile

A gated access ***B*** junkyard(s) ***C*** supply store ***D*** plumbers' square
E electrians' square ***F*** artists' square ***G*** masons' square ***H*** carpenters' square

standard house | access hatch (to Engineering Crawlway) | trees
tarmac road | privacy fence | rubbish pile | plowed field

Bow ↑ ↓ *Stern*



ultra-violet range, anti-grav system making up to 200 pounds feather light, low propulsion system allowing for 30 MPH, two sets of parallel programming circuits, light body armor allowing the unit to function in water, outer space, and in temperatures ranging from plus or minus 150 degrees Centigrade, audio and radio transmitters and pickups effective up to 37 miles (60 kilometers) away, 3 rotating light sources with a variance of 90 candlepower each, and human standard sensing (vision and sound) capability. The programming within these units has been corrupted and they believe themselves to be superior humans.

These robots are crazed and believe that they are humans. They wear clothing over their metallic outer shells and face masks that they believe make them look precisely like humans. If not treated with respect (as equals or, more often, as advanced life forms), these robots attack and have any Garden Robots, Butler / Cook Robots, and Waiterbots aid in this assault.

5 — Craftsman's Guild Subdivision

Skilled craftsmen that could innovatively problem solve were highly sought after as colonists. The designers of the *Warden* created the Craftsman's Guild Subdivision to attract precisely those who possessed said skills. Each was given a plot of land and unlimited materials from which they could build their own homes within this unique area. The various types of craftsman tended to form their own subgroups when choosing locations for their homes. As a result, the houses in Craftsman's Guild are all large mansions, and they have formed themselves into subcommunities based upon their various skills.

When disaster overtook the *Warden*, only the automatic systems and the few gardening robots were left to care for the mansions of the craftsmen. So well-built were most of them, however, that they remain standing (and functional) to this day.

5A — Gated Access

Many visitors were attracted by the innovative designs and dramatic displays of the Craftsman's Guild before the disaster, so many, in fact, that the residents insituted an automatic gated access to cut down on the number of tour buses and carloads driving through their otherwise quiet neighborhoods. In this area a 12' square kiosk stands between two 10'-tall, 25'-wide gates situated on either side of the road. Characters approaching these gates or the kiosk (to within 20') are asked by an automated voice to 'state their names'. If an approaching visitor provides their name, and that name is on the 'approved list', the gates are opened. Visitors that are able to display a white, red, or red & blue wristband are also automatically allowed entry.

It is entirely possible to drive around this makeshift barrier, but vehicles enslaved to gravity find their further progress blocked by a densely-packed line of large trees. Anti-gravity vehicles may simply fly over either the gates or these trees. The 'automated attendant' is simply a computer linked to the gate system, and it has no means to either attack the characters or defend itself.

Of course the gates may also be pried open with some effort, and at your discretion.

5B — Junkyard

Not all of the attempts at innovation made in this subdivision proved successful, but often the discarded project of one innovative craftsman was used in a new way by another to better his own designs. This spirit of recycling ideas and material gave rise to two unique 'junkyards' that were built by the residents. The residents, in order to keep out the robots that wanted to constantly haul away these materials for recycling, established sentinels to guard these areas that would allow entry only by residents. These sentinels are now old and decrepit, but still functional, and attack any that enter these areas that cannot prove themselves to be residents.

Robot, Junkyard

(HD 8, HP 28, AC 12, MV 20' Exp.Points: 665
Radiation Resistance 10 Constitution 8
Mental Resistance 10 or [special – see below]
Strength 14 Dexterity 11

[Prime=Physical] one attack with a makeshift club [broken ship part] inflicting 4d6 damage, WC 1.)

This badly rusted robot is anthropomorphic, and the entire unit squeals and makes loud grinding noises as it moves. It has human-like senses and also sees well in the dark. Improperly assembled, this unit has gone rogue, attacking anyone trying to communicate with it. The robot is immune to paralysis and Mental Control.

These areas are filled with functional parts and subassemblies that the characters might use, at your discretion, to either repair or create items.

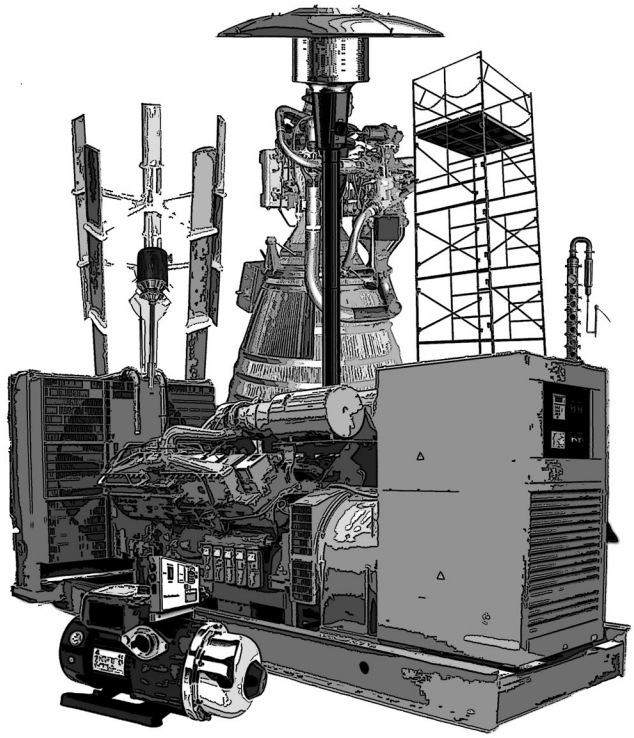
5C — Supply Store

This rather unique, windowless store is still fully intact. It rears to a height of 40' above its surroundings and covers several hundred thousand square feet within its duralloy walls. Unlike most stores found throughout the *Warden*, this store sells only mechanical supplies: from nuts and bolts to hydraulic oils and valves, small electric motors, compressors and pumps, and a great variety of metal, stone, and woodworking tools.

The building remains intact as it has remained sealed for hundreds of years. Its massive 12'wide and 12' tall front duralloy doors open only upon the presenation of a ship's-issue wristband. This has not occurred in the last several hundred years.

Characters managing to gain entry discover light, undisturbed dust on most surfaces and lighting, and automated attendants (Engineering and General Purpose Robots) that spring to life as the doors open.

The General Purpose Robots begin immediately cleaning the dust, while the Engineering Robots immediately offer to help the characters find anything they might need among the multitudinous items found in this building.



5D — Plumbers' Square

The homes in this area are well-tended 2-3 level structures with balconies. Garden Robots busy themselves with the landscaping while colorful fountains sparkle around every corner. The robots are programmed to do precisely what they are doing and ignore anything else that happens around them, even should they be attacked. The same is not true for the mutated species that now lives in about 10% of the homes found in this area (see below).

Courgaroid (groups of 2-12)
(HD 10, HP 29, AC 15, MV 40' Exp.Points: 585
Radiation Resistance 10 Constitution 10
Mental Resistance [special – see below]
Strength 10 Dexterity 14

[Prime=Mental] one crossbow attack inflicting 1d10, WC 2, 180' range.)

This highly intelligent mutated cougar walks upright, is +5%/+1 to hit with crossbows, and is immune to paralysis, all forms of mental attack, lasers, and electrical energy attacks. Mutations— Courgaroids can't see robots of any type [Mental Block] and have an Attraction Odor that makes them delicious smelling to carnivores of all types.

These Cougaroids view all non-Cougaroid mammals as potential prey and feel that they live in a Cougaroid heaven where the grounds of their new lairs are kept magically neat and trimmed all of the time. They fear the Black Ones (see area 5E) that occasionally hunt their neighborhood as an evil that must be either avoided or destroyed.

5E — Electricians' Square

From a distance, this neighborhood appears in stark contrast to those that surround it. The houses are dark and abandoned, with broken windows and doors. Rank weeds grow in profusion, and the rusting disks of defunct Gardening Robots lie in every yard. Cobwebs of great size dangle from bits of crumbling statuary and connect the buildings with the ground, the ornamentation that remains upright in the yards, and, occasionally, other homes.

Dozens of Black Ones now hunt in this area. Many have abandoned their traditional holes for residence inside the buildings here, and their electrified webs have played havoc with the machinery that once made this neighborhood a showpiece of modern animatronics.

Black One
(HD 9, HP 29, AC 12, MV 30' Exp. Points: 480
Radiation Resistance 12 Constitution 9
Mental Resistance [special – see below]
Strength 10 Dexterity 12

[Prime=Physical] one poison bite attack for 3d6 damage + poison [Intensity 15], WC 2, or one electrical attack via webbing for 4d6 damage, WC 4.)

This mutated Wolf Spider stands 5' tall at the shoulder and spins webs throughout any area it occupies. It is able to then generate electrical energy that shoots through this webbing for 4d6 damage to any touching the webs. Mutations— Electrical Generation, Black Ones are immune to Mental Control attacks, but are highly susceptible [always fail] to Generated Illusions.

5F — Artists' Square

The homes in this area show their age to some extent, but most are reasonably maintained and could simply use a window or two, or some paint. The most remarkable feature of the homes in this area is that each is surrounded by a vast garden of statuary. Garden Robots still tend the yards here and can be seen performing their duties by any visitors to this area. These robots are programmed to do precisely these tasks and ignore anything else that happens around them, even should they be attacked.

The radiation that killed the owners of these homes, however, has given rise to a unique life form that is

well adapted to the statuary filled spaces between the homes of this neighborhood.

Lurking Destroyers
HD 7, HP 38, AC 16, MV 40' Exp. Points: 540
Radiation Resistance 15 Constitution 7
Mental Resistance 16 Strength 10 Dexterity 10

[Prime=Mental] one psychic attack inflicting mental paralysis on the target, WC 7, range touch).

Victims of these creatures are left mentally paralyzed (they can still move, and eat, but have no higher thought processes) for 1-6 days. These 4'-12' tall creatures appear to be limestone statues and sense thought patterns in a 270' diameter sphere. They remain motionless if being watched by anyone within their sensing sphere and move only when not being viewed. When attacking they need to touch the being (not its clothing) they hope to drain, but a touch is enough; that victim becomes a mindless vegetable for the next 1-6 days. These creatures have no known means of communication and may remain completely dormant between feedings.

5G — Masons' Square

The homes in this neighborhood all look like castles and palaces. They are all made from stone with great detail carved into their outer surfaces. Columns abound, and windows are tall and narrow while doors are generally made from what appears to be bronze (but is actually covered duralloy). Garden Robots can be seen here tending dutifully to the plants and shrubs, ignoring anything else that happens around them, even should they be attacked.

Although many mutated creatures have found ways to populate some of these homes, most remain deserted and locked. Within one of them (which is left to you), however, lies a rare find: A large laser mounted on a movable chassis (trailer) that is made for carving stone and is therefore of immense power.

Stone Cutting Laser (equipment)
WC7 Tech Level 3 Experience: 300
Power Requirement: 6 Hydrogen Energy Cells
Power Cell Life: 2 hours or 25 shots
Range: 250 yards
Damage to Organic Material: 8d6
Damage to Stone or Metal: 4d6
Size: 9'7" length x 51" width x 42" height
Weight: 863 pounds/392 kg
Top Speed:3 mph/5 kph when towed. 1 mph when pushed.

This unit is mounted on a trailer and requires one full combat round for aiming. Towing at speeds greater than 3 mph/5 kph may cause the unit to tip on its side.

5H — Carpenters' Square

The homes in this neighborhood are a wide composite of materials, but the primary building resource used appears to be wood. Elaborate balustrades and railings adorn porches and balconies, and while most of the homes are somewhat careworn, they all appear to have withstood the ravages of time fairly well.

As in most neighborhoods, Garden Robots, oblivious to any but their prescribed tasks, busy themselves in yards throughout this area.

A group of Gorilloids, apparently tired of city life, have taken up residence in two of the palatial houses found here. These Gorilloids are secretive, masking their presence with holographic projectors and avoiding contact with other species whenever possible.

Gorilloid (17)
(HD 11, HP 58, AC 13, MV 30' Exp.Points: 950
Radiation Resistance 10 Constitution 11
Mental Resistance 10 Strength 12 Dexterity 12

[Prime=Mental] No attacks.)

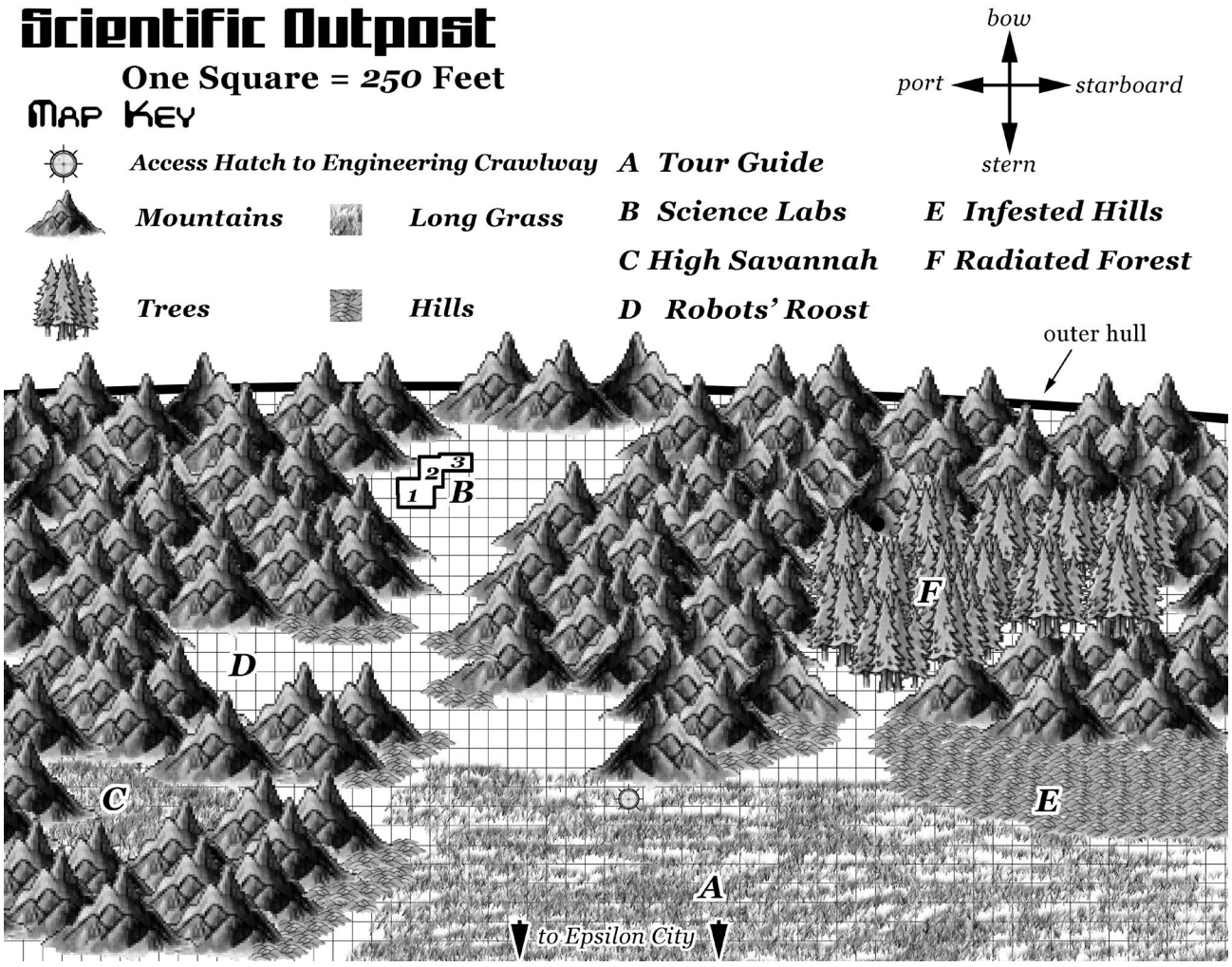
This 6-armed, 6-eyed, telepathic mutant gorilla stands 10' tall at the shoulder. It is an omnivore covered in purple fur that is totally resistant to all forms of energy attacks. The creature is very intelligent and often works with the devices of the ancients. Gorilloids have developed a strange desire to help humanoids, never attacking them. When those humanoids die, the Gorilloid is impelled to bury the body amid the branches of the trees on the Gorilloids' home island [see Deck 15]. Mutations—Multiple Body Parts, Taller, Telepathy, Immunity to Energy Attacks.

If confronted in a friendly manner, they are in turn friendly, but they patiently (and firmly) ask any visitors to leave them to their own pursuits and go away. Characters investigating this strange behavior notice that the Gorilloids seem to frequent the other anomaly found in this area of Craftsman's Guild: several houses which have been strangely destroyed.

Several houses in this area seem to have simply crumbled under their own weight. Single walls still stand, and intact roofs lie atop heaps of broken timbers and half-rotted wooden supports. Should characters investigate these toppled structures, an additional surprise awaits them: White Death Bugs.

White Death Bug (4-24, 4d6)
(HD 6, HP 29, AC 12, MV 30' Exp. Points: 450
Radiation Resistance 17 Constitution 6
Mental Resistance 18 Strength 18 Dexterity 3

[Prime=Physical] special Mental Blast [see below].)



This 4' tall mutated giant termite is 15' long. Its pale white body emits a trail of slime wherever it travels. Individuals have no attack. When encountered as a group, however, each individual bug has a Mental Blast with damage equal to the number of White Death Bugs in a 90' square area, up to a maximum of 15 damage per individual. The mandibles of this creature can chew through 10 points of structure [damage] each melee round. It is immune to Mental Control attacks but falls for any Generated Illusions or holograms. Death Bugs are generally found only in the crawlways of the *Warden*, and when they are seen above deck, it indicates that a particular brood has expanded to the point that the crawlway it inhabits is too small. When this occurs, the White Death Bugs will travel across an open deck looking for a new home and interesting things to eat. Mutations— Taller, Mental Blast [special], Mass Mind, Immunity to Mental Control.

It may be that the Gorilloids are seeking the entrance to the engineering crawlway that these bugs undoubtedly crawled through to get to Deck #14. If there is a such a hole chewed through from the crawlway below by these rapacious creatures, and if that is indeed the motivation of the Gorilloids, are tales we leave to you.

6 — Scientific Outpost

The scientific outpost was actually established shortly after the *Warden* was built; it was not a part of the original design. The site was thought to present a unique opportunity to study both the wilderness creatures of the mountains and the impact a nearby center of civilization might have upon such creatures. Plants especially were studied, and the behaviors of various plant and animal species were the main thrust of this research facility.

In order to decrease the potential bias that might be introduced by the presence of the research station, the engineers of the *Warden* made every effort to camouflage it. The facility is carved from the stone of the

mountains, and only its entrances and windows alert visitors to its presence. These apertures were originally camouflaged as well, using holographic generators, but these generators ceased operating decades ago.

The scientific outpost is currently very difficult to spot until a visitor is standing nearly on top of it. Plants have taken the job previously performed by the holographic generators, and the entire facility is overgrown with a wild profusion of mountian grasses, bushes, trees, and mutated species. The trail that once led to the facility is likewise overgrown, and the rocky outer shell of the buildings causes them to blend almost invisibly with the surrounding mountains. Only the front office of this complex remains pristine. Protected by plasteel windows and a duralloy door, it is likely the illuminated green stripe that indicates the need for a green wrist band that will provide the only clue to a visitor that this outpost even exists.

That, of course, describes the difficulties in discovering the actual scientific facility once the characters arrive there. The area surrounding this outpost provides unique challenges as well.

6A — The Tour Guide

When the scientific outpost was new, tours from Epsilon city, especially for school-aged children, were common. The scientists engaged in research at the facility were sympathetic to this quest for knowledge but annoyed at the time it took from their research. They asked the *Warden's* engineers for, and received, an automated tour guide to handle this aspect of the outpost: Andy the Android Clown.

Andy was programmed to entertain the kids, passing out balloons and candy, to guide them through the facility in a manner that was unobtrusive to the scientists working there, and to answer any questions the children might have concerning the research being conducted.

Since the time of the disaster, Andy's power cells have developed a fault and leak toxins into his storage area (where he keeps his candy).

Characters traveling towards the scientific outpost from Epsilon City spot Andy at a distance of 500 yards due to the balloons he still carries. A dozen ballons form a colorful display that floats some 12' in the air above Andy's head. The road that led to Andy has long since disappeared, and so now there is only this strange clown standing in the middle of a field just past the Radiated Grasslands.

Andy spots visitors once they approach to within 100 yards, and he then waves excitedly for said visitors to approach. Once visitors are within 20 yards of Andy, they see a collection of small skeletons (Thief Beast skeletons) amid the waving blades of grass. Any who actually approach and speak to Andy the Clown are given a balloon and some candy.

Android Companion

(HD 10, HP 50, AC 15, MV 30' Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 12 Strength 10 Dexterity 13

[Prime=Mental] No attack.)

This anthropomorphic, biologically correct android shows attractive male or female features and is designed to be a helpful companion to humans. Its senses are that of a human, and it is programmed to please, never harm, humans or humanoids.

The balloons Andy gives out convey a special significance to the Wolfoids that populate Deck #14. The Wolfoids consider those carrying a balloon to be immature youths, unworthy of either attack or challenge. Wolfoids will not attack a character carrying a balloon, even if provoked, as a result. If attacked, these Wolfoids retreat from battle.

The candy Andy dispenses has been tainted by his leaking power cell, and is poison Intensity 9.

Andy will take characters on a 'tour of the scientific facility' if they ask.

6B — Science Laboratories

Although this appears to be little more than a portion of the mountainside that has become overgrown with plants, it is the location mentioned in the introduction. The only clue that there is a facility here is, again, provided by the illuminated wristband reader (which glows green). This door is functional and opens readily if a green, white, red, or red & blue wristband is presented to the reader.

If Andy the Android Clown is with the party, he leads them to this exact spot.

The laboratory is actually three connected buildings, each with its own laboratory. If the characters are unable to open the still-functional door, a dilligent search reveals two other doorways that have long since surrendered their doors to the onslaught of the plants. These doorways stand open, but are filed with plant growth. Characters may, however, force their way through (at your discretion).

Laboratory One is filled with thorny bushes.

Red Stinger
(HD 5, HP 14, AC 10, MV 0'/none Exp. Points: 360
Radiation Resistance 18 Constitution 5
Mental Resistance 10 Strength 5 Dexterity 10

[Prime=Physical] one poison [Intensity 11] attack.)

Anyone pushing past this mutated raspberry bush is subject to its thorns that inject poison. Berries from this bush, when eaten, confer a total immunity to radiation at the rate of three minutes per berry ingested. Mutations— Berries, Poison Thorns [Intensity 11], New Body Parts.

Laboratory Two has been densely populated by deadly bushes with metallic leaves.



Sword Bush
(HD 10, HP 30, AC 10, MV 10' Exp. Points: 1170
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 10 Dexterity 10

[Prime=Physical] 3 metallic sword frond attacks inflicting 2d6 damage each, WC 1.)

This highly intelligent 20'-tall mutated fern has 18 unique bladed leaves and two tentacles amid its roots. It senses heat and life energy at a range of 50', generates a Force Field that prevents the passage of physical objects [5HD/30hp to dissipate this field], and is able to take Mental Control [one at a time] of sentient life at up to 50' distance. If severely threatened and near death, the Sword Bush may also Teleport up to 900' in any direction. Sword Bushes have also been known to use the devices of the ancients with their tentacle-like roots. Mutations— Increased Senses, New Senses, New Plant Parts, Mobility, Force Field Generation, Mental Control, Teleportation, Stasis in Periods of Darkness.

These Sword Bushes hope to ambush the party and do not attack until the entire group has fully entered this lab.

Laboratory Three contains two large trees which have grown to the ceiling and out one of its windows. The floor surrounding them is covered in several inches of dirt, dirt that was once living beings.

Death Tree
(HD 10, HP 55, AC 12, MV 0'/None Exp. Points: 360
Radiation Resistance 15 Constitution 10
Mental Resistance 3 Strength 3 Dexterity 3

[Prime=Physical] 3-18 [3d6] thrown cherry attacks inflicting 3d6 damage each, WC 2, range 50', and the radiation it emits [radiation level 15 up to 120'].)

This mutated cherry tree stands 20'-tall when mature and can sense the air moving when targets approach. It attacks by throwing exploding cherry-like fruits at its opponents. Victims killed by the tree fertilize its hungry roots. The presence of Death Trees in overgrown and densely forested areas is often betrayed by the ring of small animal corpses that surround their trunks. Mutations— Radiated Plant Fiber [Intensity 15].

Amid the dirt on the floor of this lab is a green *Warden* wrist band.



6C — High Savannah

This 14-acre high mountain meadow was originally used for the cultivation of various experimental plants. These plants gave way long ago to the native and hardy mountain grasses of this area. This meadow has also become an ideal home for a tribe of Cougaroids.

The Cougaroids have erected dens just beneath the surface of this grassy meadow and have carefully camouflaged the entrances to these habitations to fool unwary potential prey. Capable hunters, they regularly prowl this entire area and the local surrounding mountains, in pairs, seeking prey.

Courgaroid
(HD 10, HP 29, AC 15, MV 40' Exp.Points: 585
Radiation Resistance 10 Constitution 10
Mental Resistance [special – see below]
Strength 10 Dexterity 14

[Prime=Mental] one crossbow attack inflicting 1d10, WC 2, 180' range.)

This highly intelligent mutated cougar walks upright, is +5%/+1 to hit with crossbows, and is immune to paralysis, all forms of mental attack, lasers, and

electrical energy attacks. Mutations— Courgaroids can't see robots of any type [Mental Block] and have an Attraction Odor that makes them delicious smelling to carnivores of all types.

6D — Robot's Roost

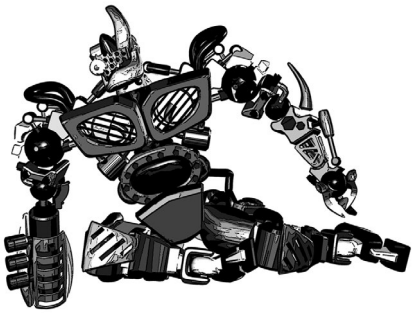
A beacon was originally set here to broadcast general, deck-wide instructions to the various servitors and robots that work on this level. The beacon was badly damaged during the catastrophe, and its signal is now so weak that the standard shielding of most robots prevents their hearing the final broadcast message which it repeats to this day: Emergency—Return. Damaged robots get some portion of this message, however, and those with damaged shielding have congregated in this area over the intervening years as a result. How these damaged units might react to characters is left for you to decide.

Robot, Security, Broken (5)
(HD 10, HP 40, AC 10, MV 25' [flying]
Exp.Points: 405 Radiation Resistance 10
Constitution 10 Mental Resistance 10
Strength 12 Dexterity 10

[Prime=Physical] 2 attacks per combat round with slug throwers inflicting 2d6 damage each, WC3, and may also attack with a 13' tentacle that causes paralysis WC 3.)

This 9'- tall irradiated [Radiation Level 15] spherical robot is cracked in several places and parts of its interior are exposed and emitting sparks. Of its four tentacle-like arms, only one remains. Its visual sensors still operate in the infra-red and ultra-violet spectrum with a 1-mile range, but of its other attachments only its single tentacle-arm and dual slug throwers still function. This robot is incapable of communicating as all means of input, whether auditory or digital, have been damaged. Touching its irradiated outer shell causes 15 damage.

Robot, Junkyard (3)
(HD 8, HP 28, AC 12, MV 20' Exp.Points: 665
Radiation Resistance 10 Constitution 8
Mental Resistance 10 or [special – see below]
Strength 14 Dexterity 11



[Prime=Physical] one attack with a makeshift club [broken ship part] inflicting 4d6 damage, WC 1.)

This badly rusted robot is anthropomorphic, and the entire unit squeals and makes loud grinding noises as it moves. It has human-like senses and also sees well in the dark. Improperly assembled, this unit has gone rogue, attacking anyone trying to communicate with it. The robot is immune to paralysis and Mental Control.

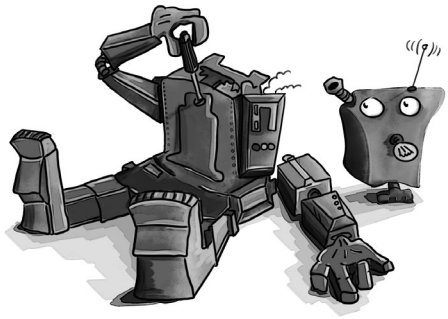
Robot, Garden, Broken (11)
(HD 10, HP 32, AC 15, MV 25' [hover] Exp.Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 1 Strength 8 Dexterity 10

[Prime=Mental] one pesticide blast attack covering an 18'circle inflicting 3d6 damage to insects and plants of all types, WC 3; or 2 grass and shrub pruning tool attacks inflicting 2d6 damage, WC 1.)

The unit appears as a 4' circular platform with a single manipulative tentacle for grabbing things. It floats on anti-grav pods and can carry up to 55 pounds of material. This robot's radio equipment allows it to communicate with digital beings throughout the entire deck. It has three large light sources, and its optics can see in the infra-red and ultra-violet spectrum. It always attacks moving sentient creatures but only accepts verbal orders from other robots or Artificial Intelligences. Note: this robot only communicates digitally.

Robot, Horticultural, Crazed (4)
(HD 20, HP 100, AC 15, MV 25' [flight]
Exp.Points: 405 Radiation Resistance 10
Constitution 20 Mental Resistance 10
Strength 10 Dexterity 10

[Prime=Mental] either one paralysis tentacle attack [paralyzes], WC1, 18' range, or one forestry tool attack inflicting 2d6 damage, WC1.)



This automated, 10' floating disk is damaged, and parts of its instrumentation are exposed and emitting sparks. It floats on anti-grav pods and can carry up to 595 pounds of material. It has a single paralysis tentacle that extends up to 18' [WC 1], its optical

senses can pick out objects up to a mile away, and its communication has a range of an entire deck. The robot has two manipulative tentacles allowing it to grab things and surgical tools allowing it to perform operations on animals of all types. Three large light sources and mechanical optics can see in the visible, infra-red and ultra-violet spectrum. All the rest of its equipment has long since been destroyed. Touching any part of the robot causes exposure to radiation [Intensity 5]. These derelict automatons view all living creatures as animals in need of amputations or skin grafts. The unit does, however, take verbal orders from any being with a green *Warden* wristband.

6E — Infested Hills

Characters approaching this area note that it is barren of life, both plant and animal. Strange trails of some crusty material and furrowed earth permeate the landscape, but there is no movement to be seen throughout this entire area.

There is a good reason for this: mutated worms have killed and eaten everything that once lived amid these hills.

Mirror Creature (groups of 1-6)
(HD 10, HP 40, AC 10, MV 10'/30' [below ground]
Exp. Points: 360 ` Radiation Resistance 10
Constitution 10 Mental Resistance 10
Strength 12 Dexterity 12

[Prime=Physical] one bite inflicting 3d6 damage, WC 1.)

This 10'-long mutated earth worm has a huge maw and is able to reflect and amplify any energy attack directed against it. The power returned is 4 times as strong as the original attack. Mutations— Physical Reflection [Energy x4].

6F - Radiated Forest

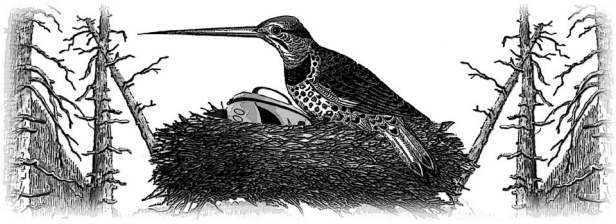
This entire sector of Deck #14 is Radiation level 4. Characters approaching this area notice at a distance of 500' (perhaps more) that the trees in this forest are a bright purple in color. They otherwise appear healthy.

As the characters enter this forest they note many large nests in the trees, nests filled with shiny objects. Common in these nests are heavy crossbows and quivers of bolts, lights of all types, backpacks filled with common useful equipment, and medkits. You may populate these nests with equipment as you see fit. Most of the builders of these nests know not the value of what they have collected; they just like shiny things.

Changer (groups of 1-6)
(HD 10, HP 40, AC 10, MV 15'/ 60' [flight]
Exp. Points: 630 Radiation Resistance 10
Constitution 10 Mental Resistance 10
Strength 10 Dexterity 13

[Prime=Physical] one beak for 3d6 damage, WC 1.)

This 4'-tall mutated Robin has a wingspan of 6' and is completely resistant to all poisons. An ambush predator, it can change the color of its feathers to match its surroundings. Mutations— Chameleon Power, Taller, Precognition which prevents surprise on its part.



White Stabber (groups of 1-4)

(HD 8, HP 33, AC 10, MV 10'/60'[flying]
Exp.Points: 630 Radiation Resistance 15
Constitution 8 Mental Resistance 10
Strength 13 Dexterity 14

[Prime=Physical] attacks by diving through the air and impaling with its beak inflicting 3d10 in damage, WC 3).

When attacking non-intelligent prey, it uses a shrill scream to paralyze its victim. This albino 3' tall mutant wood pecker has a 2' long beak. When attacking intelligent victims, it is deathly silent. Mutations— it has a complete Mental Block [against seeing Pegasi], Taller, New Body Parts, Sonic Abilities [special].

Hawkoid (groups of 1-4)
(HD 8, HP 42, AC 12, MV 10'/60' [flight]
Exp.Points: 805 Radiation Resistance 10
Constitution 8 Mental Resistance 12
Strength 10 Dexterity 10

[Prime=Mental] one bow attack inflicting 1d6+3 damage, WC 2, range 210'.)



This highly intelligent mutated sparrow hawk has manipulative talons at the end of its wings. It prefers to attack while airborne. Mutations— Fear Generation, Levitation, Heightened Intelligence, and Force Field Generation.

7 — Mountain Lake

The Mountain Lake Resort area was originally designed as both a place for those wanting a greater degree of wilderness in their vacation time aboard the *Warden* and as a minimal resevoir of fresh water should the city require it. The lake is surrounded by campsites and docks with ready-to-use watercraft of many types: from small water scooters to fully automated craft capable of carrying as many as 20 colonists at one time. Although the colonists are long gone, the facilities remain.

7A — The Lake

This fresh water lake is deep, and cold, but it is surrounded by narrow, fine sand beaches, and several of the watercraft originally provided for the entertainament of colonists remain. There are five docks that extend 25' over the surface of the lake, and three of these still have servicable watercraft moored to their cleats.

Water Scooter (equipment)

Tech Level 5 Experience: 1000
Power Requirement: 1 Hydrogen Energy Cell
Power Cell Life: 2 hours
Carrying Capacity: 411 lbs./186 kg
Size: 5'8"long x 32" width x 36" height

Top Speed: 52 mph/84 kph

Sailboat (equipment)
Tech Level 4 Experience: 600
Power Requirement: none
Power Cell Life: n/a
Carrying Capacity*: 794 lbs./360 kg
Size: 16'2" long x 64" width x 12'6" height
Top Speed: 19 mph/31 kph
* manually operated; room for only 3 passengers.

Robot, Boat
(HD 14, HP 80, AC 15, MV 50' [water only]
Exp. Points: 585 Radiation Resistance 12
Constitution 14 Mental Resistance 12
Strength 14 Dexterity 12

[Prime=Physical] Special attack)

These large robotic pontoon boats are designed to carry humanoids over the water, but their onboard Artificial Intelligence has achieved sentience. They don't like pets or nonhumans riding in them and are able to manipulate the materials from which they are made, twisting themselves to throw unsuspecting boaters into the water.

The lake is also patrolled by a robot meant to keep bottom weeds from destroying the swimming areas near the shore.

Robot, Water Snake
(HD 15, HP 80, AC 15, MV 30'/60' [swimming]
Exp. Points: 405 Radiation Resistance 10
Constitution 15 Mental Resistance 10
Strength 13 Dexterity 13

[Prime=Physical] one bite inflicting 5d6, WC 1.)

This 10' long snake-shaped automaton is designed to swim to any depth to digest weeds at the bottom of waterways [keeping them clear]. Faulty sensors have worn out over the years, and this robot now identifies rafts, boats with motors, and swimmers as weeds requiring removal.

7B — The Sentinels

This vacation spot quickly became popular, too popular, in fact, for anyone to actually enjoy their stay. Access was soon restricted, and two sentinels were placed on the only road that led to the lake from the lowlands below and the city beyond.

Robot, Military SRSR
(HD 10, HP 40, AC 13, MV 20' Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 12 Dexterity 12

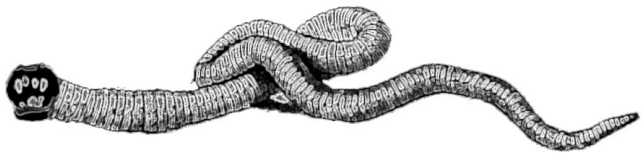
[Prime=Mental] 2 shotgun-like blasts inflicting 4d6 damage each, WC 4, range 75'.)

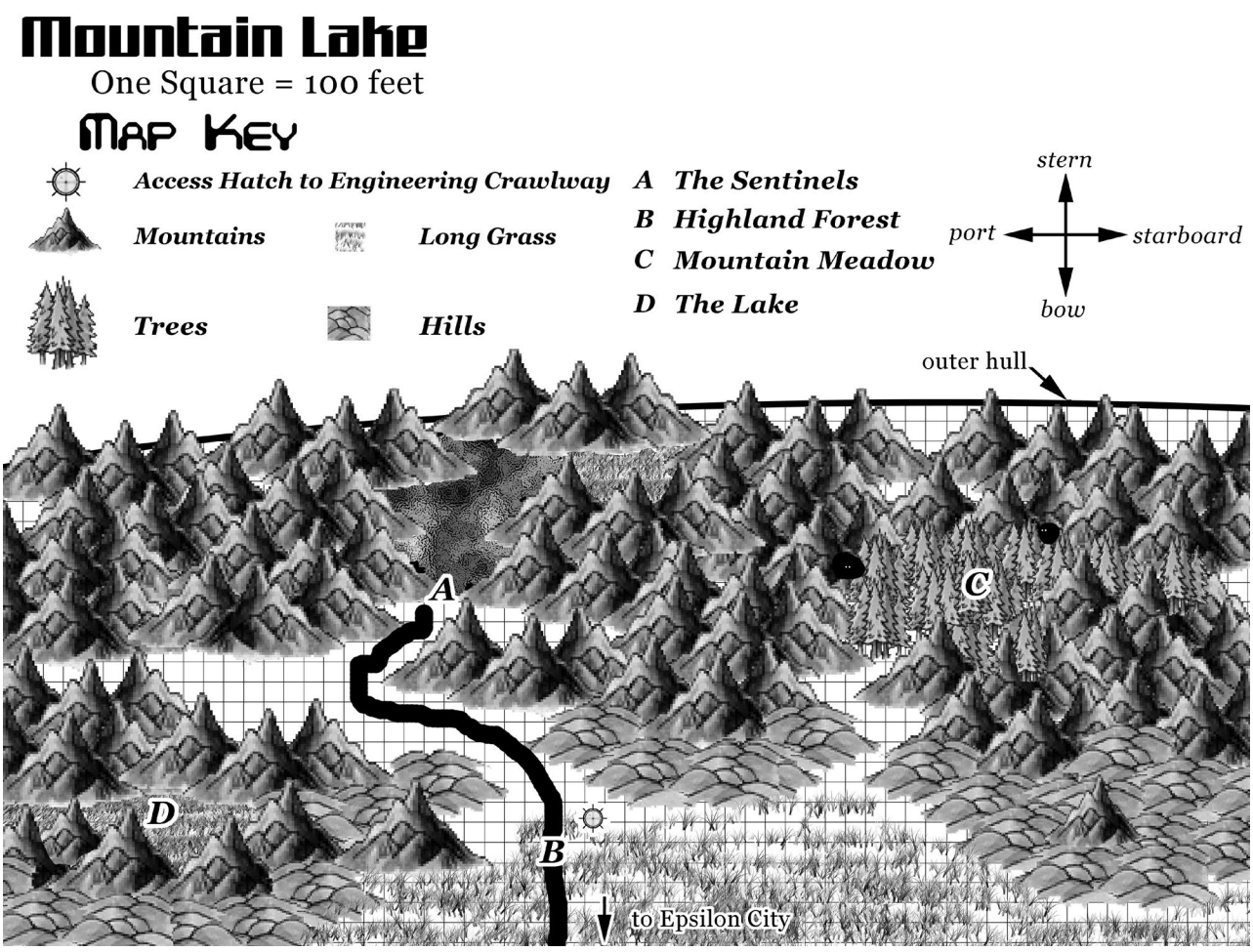
This military-grade guardian robot stands 4'tall and attacks any non-command or security personnel [identified by red or red/blue wristbands] that enter a given area [whatever area the robot was programmed to protect]. The unit has optical sensors that are the equivalent of human vision and infra-red 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' Exp.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.

When characters approach this area, these guardians only suggest that the characters turn back. They only attack the characters in self defense — if they are first attacked. Characters that refuse to 'return whence they came' are allowed to pass without penalty.

7C — Highland Forest

This small patch of forest (about 23 acres) was designed for use by wilderness campers, and fully navigable (safe) caves may be found in the nearby mountains. Over the years, these caves have become the home of a highly territorial mutated species that also prowls the forest.

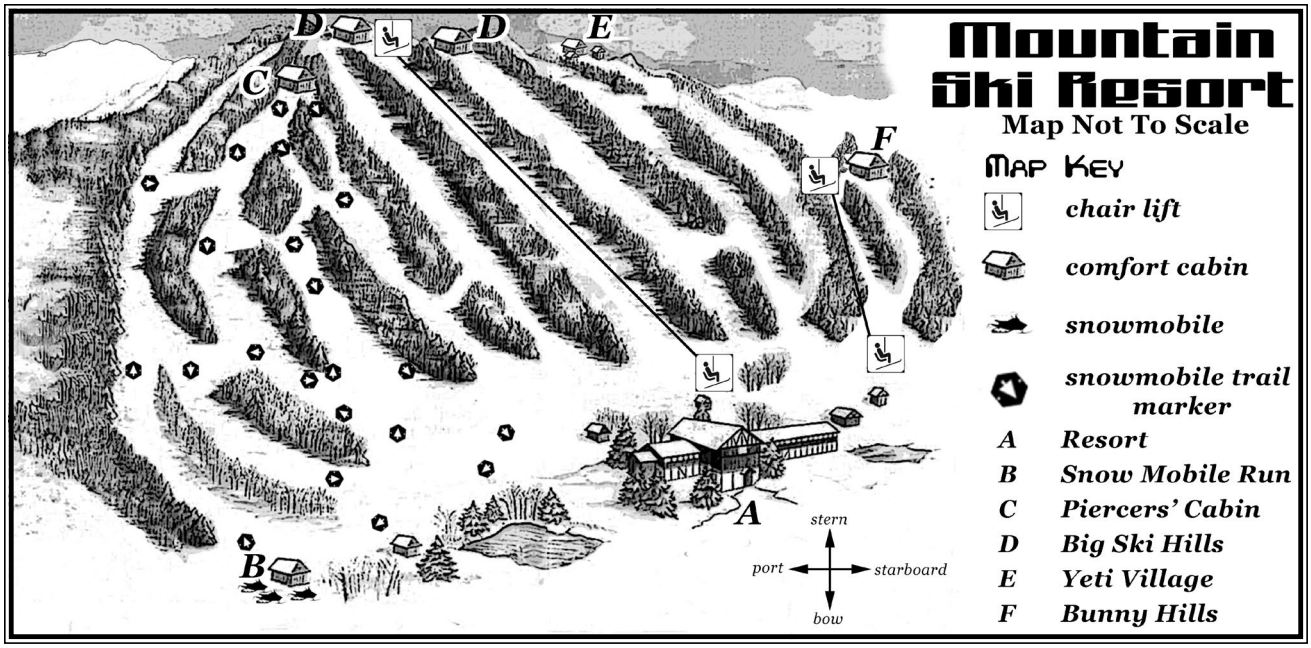
Piercer
(HD 10, HP 42, AC 15, MV 40' Exp. Points: 1170
Radiation Resistance 12 Constitution 10
Mental Resistance 11 Strength 15 Dexterity 11

[Prime=Physical] 2 powerful claw attacks inflicting 3d6 damage, WC1, and successful strikes indicate that quills from this beast have also hit for an additional 2d6 damage, WC1. When reduced to 10 or fewer hit points, Piercers can sonic attack in a 100' radius; those within that area need to avoid [a forced CL check of 16] this attack or run in fear.)

These 9'-tall mutated bears have bristly fur and rows of quills along their arms and shoulders. This bristly fur changes color to match the Piercer's surroundings, making this creature 50% invisible in daylight [possibly even harder to see in shadows or night at your discretion]. The Piercer regenerates 3 hit points per combat round. Mutations— Quills, Sonic Abilities [special], Chameleon Powers, Regeneration [3 damage per round].

These caves hold a dozen or more of these creatures, although they are rarely encountered in groups larger than 3, and single prowling Piercers are the most commonly encountered. As previously mentioned Piercers are highly territorial.

A thorough search of the caves reveals only three working flashlights with depleted Hydrogen Energy Cells.



7D — Mountain Meadow

Characters exploring this area hear a strange humming noise when they approach with 500' of this area. This humming grows louder as they move closer, and at 200', the characters note 12' tall pink flowers growing in a meadow that covers several acres at this high altitude (approximately 750'). If they pause to study the area, they see the cause of this humming before stumbling upon it. If not, they might, at your discretion, discover the source of this noise by encountering it.

Buzzer
(HD 4, HP 17, AC 12, MV 10'/40' [flight] Exp.Points: 180
Radiation Resistance 10 Constitution 4
Mental Resistance [special – see below. 10 vs. attacks]
Strength 10 Dexterity 10

[Prime=Physical] Special attack)

This mutated bee is 2' long and travels in swarms of 6-36 individuals. Mutations— touching the Buzzer causes 4d6 energy damage. The insect is immune to Mental Control. It is enraged by mutants using their mental abilities and invariably attacks such mutants.

The pink flowers have grown to 12' in size as the entire meadow is a field of intensity 9 radiation. There are hundreds of the Buzzers and likely (at your discretion), a hive nearby.

8 — Winter Resort

Deserted since the catastrophe, the Ski Resort was once a popular destination for the colonists of Epsilon City. It was a complete vacation resort with lodging in a posh resort hotel, sking instructors and bunny hills for beginners, black diamond downhill runs for the experts, snowmobile trails for those who preferred that form of winter sport, and plenty of good food, warm campfires, and hospitality for all.

8A — The Resort

The resort proper is an expansive and lavishly appointed building with two detached outbuildings. It has several common rooms with robotic bartenders and large cozy fireplaces, 52 private rooms, and a large restaurant with automated cooks and wait staff. The outbuildings are packed with ski and snow equipment: snow shoes, skis and poles, and snow boards. The wolfoids are wise enough to leave the robots to do their fixing work.

A pair of venerable Wolfoids, members of different gangs that have become friends, have taken up residence here.

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.

This Wolfoid considers himself to be retired.

Wolfoid, Pirate
(HD 10, HP 50, AC 10, MV 30' Exp. Points: 1035
Radiation Resistance 18 Constitution 10
Mental Resistance 10 Strength 18
Dexterity 18

[Prime=Mental] one giant cutlass attack inflicting 1d12 damage, WC 2, or a black powder pistol inflicting 10 damage, WC 4, range 40'.)

These 9'-tall mutant wolves stand on their hind legs and dress as 17th century pirates armed with giant cutlasses and twin black powder pistols. This group of Wolfoids has used the ship's resources to study pirates and their ways and has adopted a strict code of honor that allows them to attack obvious females only when the females attack first. Mutations—Taller, Radiated Eyes, Immunity to Lasers, Regeneration [6 damage per turn], Heightened Intelligence.

This Wolfoid considers himself to be retired.

8B — Snowmobile Run

An automated attendant (not a robot as it cannot leave its station) here provides the keys to an electric snowmobile to any visitor presenting a *Warden* ship-issue wristband. The snowmobiles may also have their locks 'picked' by a character with appropriate skills. At any given time there are 10 snowmobiles here, and all have been maintained in peak condition (although they are all more than 100 years old).

Snowmobile (equipment)
Tech Level 5 Experience: 1000
Power Requirement: 1 Hydrogen Energy Cell
Power Cell Life: 2 hours
Carrying Capacity*: 411 lbs./186 kg
Size: 5'1"long x 32" width x 33" height
Top Speed: 52 mph/84 kph

* manually operated; room for only one extra passenger.

8C — Piercers' Cabin

This used to be a comfort cabin for snowmobile enthusiasts. It is now partially destroyed, and it is obvious even at a distance that its front door has been forcibly removed. Two white Piercers use this cabin as their den and hunt any creatures of size that approach the cabin closer than 100'.

Piercer (2)

(HD 10, HP 42, AC 15, MV 40' Exp. Points: 1170
Radiation Resistance 12 Constitution 10
Mental Resistance 11 Strength 15
Dexterity 11

[Prime=Physical] 2 powerful claw attacks inflicting 3d6 damage, WC1, and successful strikes indicate that quills from this beast have also hit for an additional 2d6 damage, WC1. When reduced to 10 or fewer hit points, Piercers can sonic attack in a 100' radius; those within that area need to avoid [a forced CL check of 16] this attack or run in fear.)

These 9'-tall mutated bears have bristly fur and rows of quills along their arms and shoulders. This bristly fur changes color to match the Piercer's surroundings, making this creature 50% invisible in daylight [possibly even harder to see in shadows or night at your discretion]. The Piercer regenerates 3 hit points per combat round. Mutations— Quills, Sonic Abilities [special], Chameleon Powers, Regeneration [3 damage per round].

8D — Big Ski Hills

There are three competition-level runs for the skiing enthusiast at this resort, all challenging but of varying difficulty. Chairlifts provide access to the top of the mountain for these runs, and a pair of comfort cabins await those making the trip should they grow cold on the ascent. Food and beverages are also available from automated attendants at these comfort cabins.

The lift is fully operational but may pose some hazard if weight (like a person) is placed in any of the chairs as the cabling for the chair lift is well over 200 years old.

8E — Yeti Village

Originally a comfort cabin and equipment facility for the double-black diamond ski run at this resort, this cluster of buildings has been appropriated as a den by a group of fiercely territorial, and reclusive, mutants.

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.

There are 15 Yeti in this area as well as vast stores of skiing equipment and a single battery-powered snowmobile.

8F — Bunny Hills

The snow machine that keeps these beginner ski courses here covered in snow malfunctioned some time ago, and the two trails that lead towards the resort from the comfort cabin at the far end have become miniature glaciers. Although covered by 6" of powder, several feet of packed snow beneath this powder makes an avalanche in the near future certain. When that avalanche might occur, and what harm it might cause a party investigating this area, are decisions left to your discretion.

9 — Radiated Grasslands

Originally left as open fields for daytrip picnics and pleasure trips by the residents of Deck #14, this entire area is now irradiated (Intensity 3), and portions demonstrate significantly higher levels of radiatioactivity. This has also lead to a number of mutations among the tall, native grasses that grow here. These grasses grow from 2'-4' in height and cover this entire area densely.

9A — Purple Razor Grass

This entire area is radioactive (Intensity 17), and it has mutated the grass in this area demonstrably. The grass is 3' tall and has a distinct purple hue. This grass is razor sharp and cuts through textiles (regular clothing) with ease. Bare skin exposed to this plant suffers 1d6 damage. Several 4'-tall purple flowers also grow in this area.

9B — Red Tangle Grass

This entire area is radioactive (Intensity 3), and the mutated grass here is bright red in color. This 2'-tall grass has evolved the ability to ensnare the feet of any visitors. Characters attempting to cross this area move at 1/4 speed although vehicles are unaffected.

9C — Blue Grass

This entire area is radioactive (Intensity 3), and the mutated grass here is bright blue in color. It puts forth a powdery pollen that sticks to flesh and clothing as though it were glue. This blue powder is a contact poison (Intensity 4).

9D — Robot Graveyard

This area has a spike in radiation (Intensity 7) that coincides with a pile of destroyed robots. The pile covers a 20' diameter area and towers to 8' in height. It contains 4 wrecked Garden Robots and 4 destroyed Horticultural Robots. There is no visible reason for the demise of these servitors, but the radiation intensity drops to level 3 once a visitor is 50' from the pile.

9E — Rex, the Fun Lizard

Just before the disaster, a group attending a picnic had a 'special surprise' for the kids that were attending with them: a holographic projection of a Tyranosaurus Rex that was meant to appear to charge straight for any children wandering away from the picnic site.

The picnickers are long dead, but the hologram projector remains, and still has power.

Any visitor approaching to within 50' of this projector is rushed by a 35'-tall Tyrannosaurus Rex, complete with sound and bass that makes the ground 'jump' as it gets closer.

The T-rex never quite reaches the visitor, of course, but appears to chase them for up to 100 yards if they run away.

10 — Farms

These farms were originally intended as a laboratory for testing new species of crops, a training ground for those colonists with an agricultural bent, and an emergency food source for the residents of Epsilon City. They now lie dormant, their buildings collecting dust, their equipment maintained by robotic servants, and their fields long since returned to nature.

The outbuildings and barns of these farms remain well-stocked with equipment often used for farming. Tractors, cultivators, and harvesters of great size may be found here, but perhaps more importantly, hand tools are also available in abundance. Pitchforks, scythes, machetes, rakes, hoes, and all manner of ad-hoc weaponry might be gleaned from these buildings.

Given the radiation, many odd mutations occurred to the crops originally cultivated here. Although the radiation background levels have reduced to the point of being undetectable, the mutations they caused are varied and widespread. You may mutate these crops as you see fit.

In addition, new residents have established themselves within the fields that lie closest to the mountains near the aft (stern) portion of this area. Their presence is marked by several large white domes. These are the homes of 7 highly successful, armed Metal Ones with laser weapons and grenades. They warn visitors away, attacking only the persistent (at least until they leave).

Radiated Grasslands

one square = 1000 feet

Map Key

tall grass

mountains

A Purple Razor Grass

B Red Tangle Grass

C Blue Grass

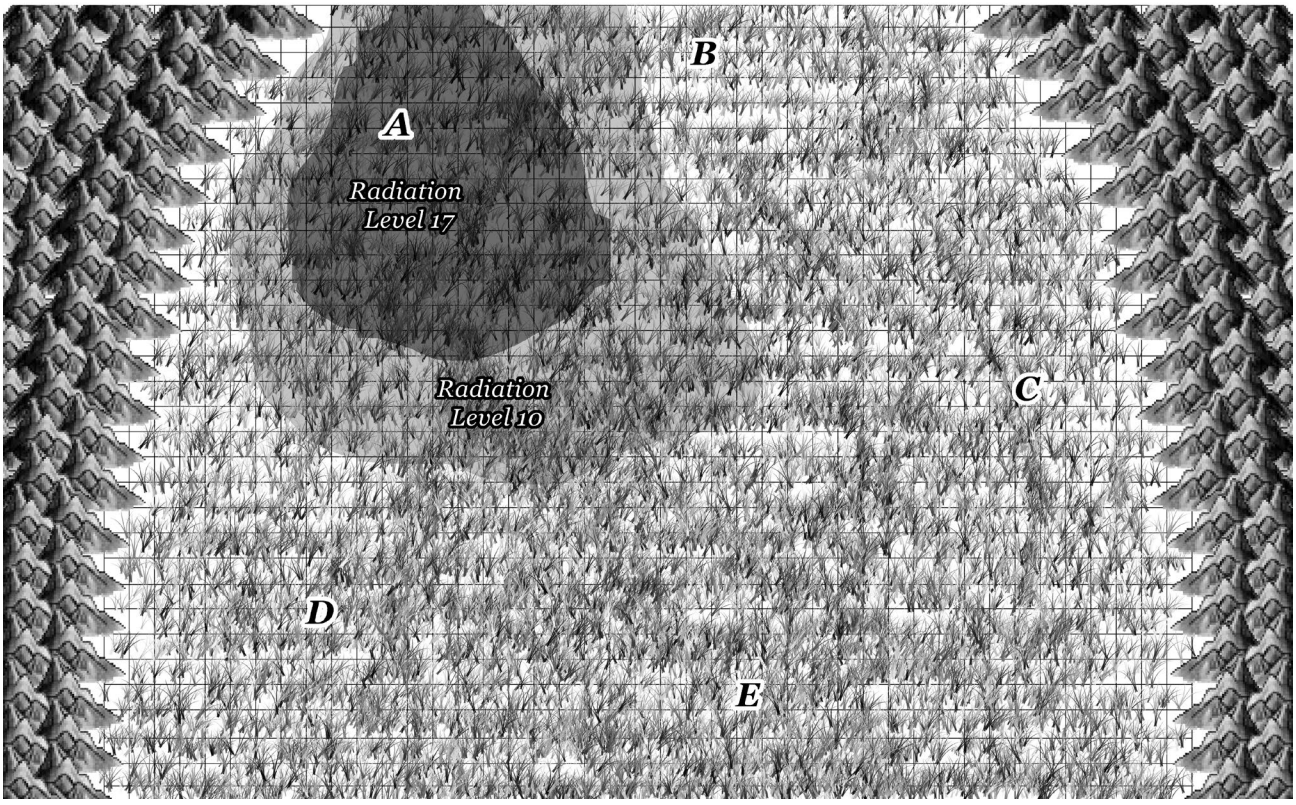
D Robot Graveyard

E Rex the Fun Lizard

bow

port *starboard*

stern



Metaled One (7)
(HD 6, HP 19, AC 13, MV 14' Exp. Points: 575
Radiation Resistance 10 Constitution 6
Mental Resistance 14 Strength 10
Dexterity 10

[Prime=Mental] 2 claw swipes inflicting 2d6 damage each, WC 1, or a mental attack that paralyzes the victim, range 6'.)

This highly intelligent, near sighted, 3'-long mutated badger also has Telekinesis with a range of 60', a lifting weight of 150lb., and a great fear of intelligent plants. Mutations— Near-sightedness, Fear Impulse [Intelligent Plants], Telekinesis, Mental Paralysis.

11 — Central Elevator and Deck A.I.

The Central Elevator for this deck is easily recognized: a large shaft running from floor to ceiling that stands in the midst of Epsilon City's large central park area. Ingress and egress to Deck #14 from the central elevator is limited to those with grey, green, white, red, or red/blue wristbands. Brown bands do not allow access on this level, either entry or exit.

11A — Main Cargo Elevator

The largest of the elevators, this massive lift measures 400' square and is capable of moving up to 200 metric tons.

11B — Secondary Cargo Elevator

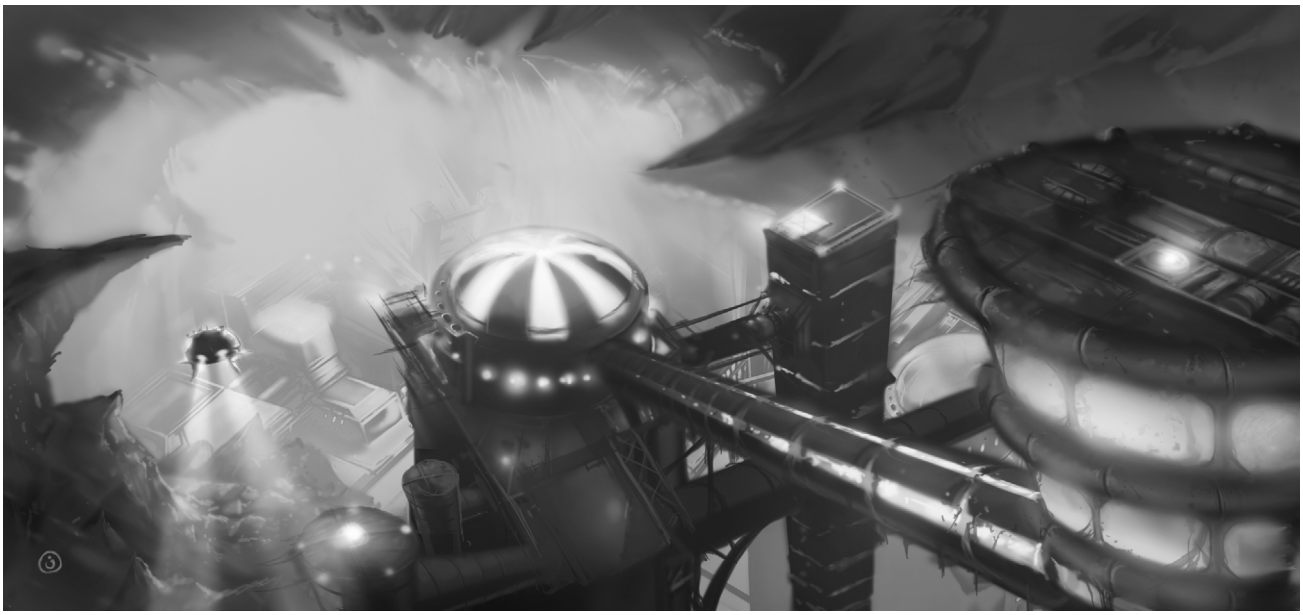
This cargo elevator is slightly faster than the largest and measures 100' x 100'. It can lift a maximum of 50 metric tons.

11C — Tertiary Cargo Elevator

Used for deliveries of supplies to most decks of the ship, this elevator measures 60' x 100' and has a carrying capacity of 20 metric tons.

11D — Express Cargo Elevator

The fastest of the cargo elevators, the express elevator has bench seats with seat belts along its far wall, and



it is able to transit between decks in a mere 9 minutes (98 minutes top to bottom). It measures 40' x 100' and is able to carry up to 10 metric tons.

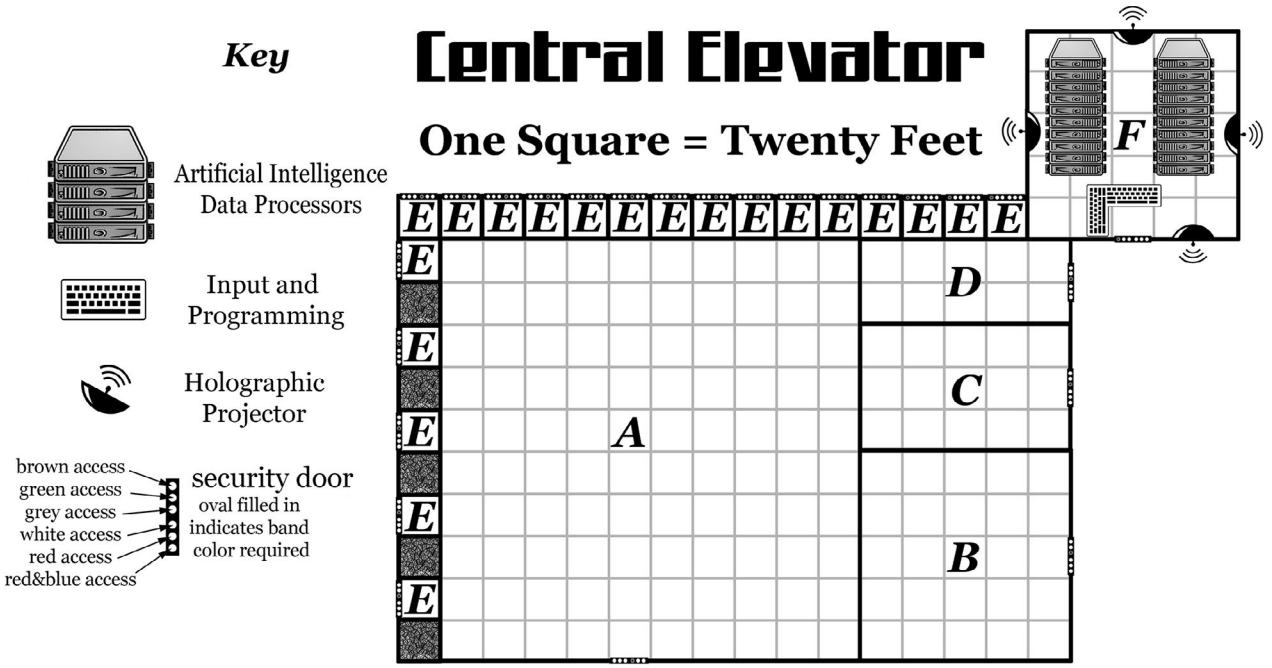
11E — Passenger Elevators

These 18' x 18' elevators travel at a standard speed and are capable of comfortably fitting up to 32 crew members at one time. Their weight limit is 8,134 pounds (3690 kg).

11F — Deck #14 Artificial Intelligence

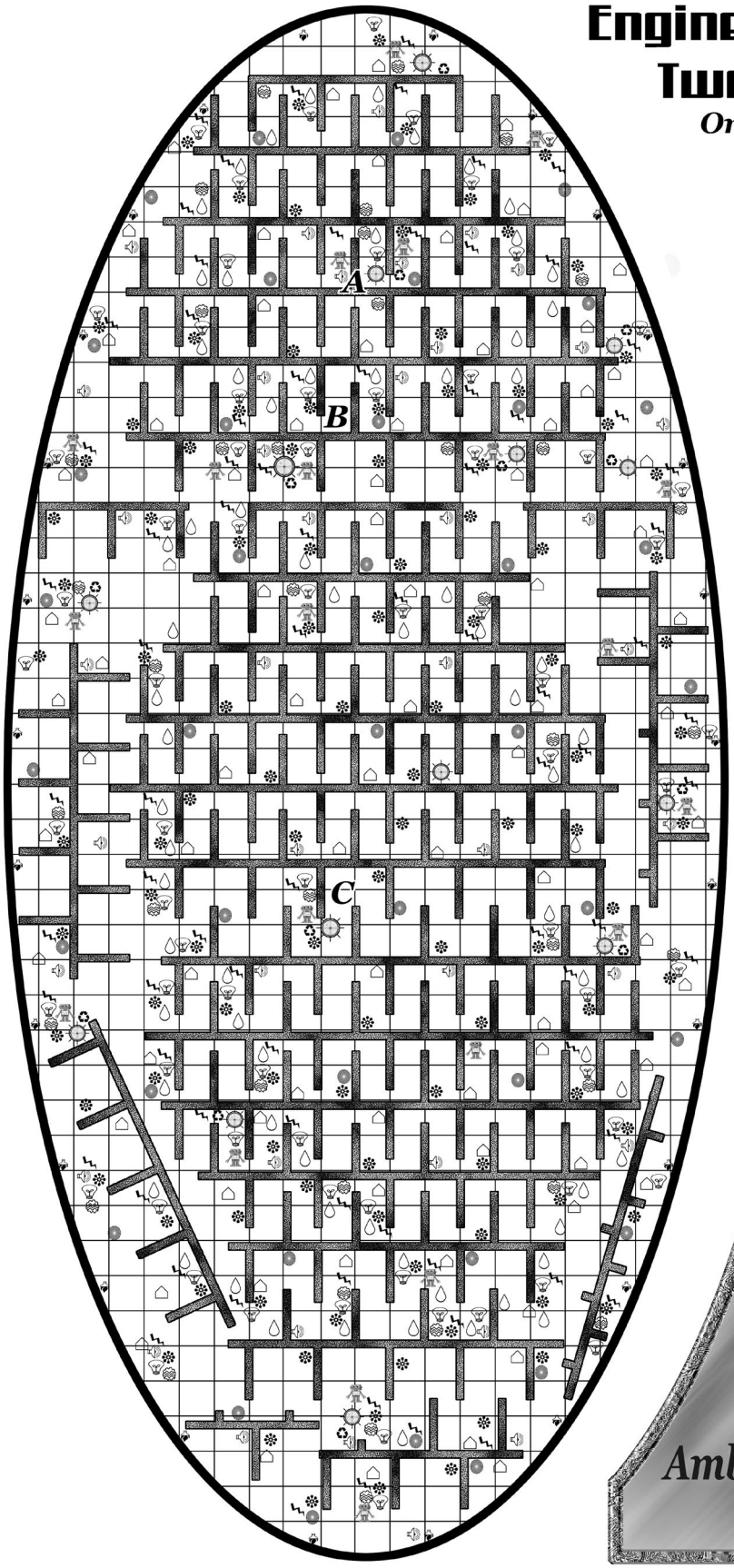
The A.I. on this level is hidden by holographic generators that cause the area it occupies to look like a portion of the central elevator shaft housing. This deck's A.I. suffers from Multiple Personality Disorder, which allows you to both assign its personality for a given day and change that personality on a whim.

Access via the security door (once its location is known) to this area is possible with a red or red and blue *Warden* wristband.



Engineering Crawlway
Tween Deck #14.5

One Square = One Mile



Key

- standard power substation
- broadcast power station
- robot depot
- air recirculation and purifying station
- water purification plant
- electrical circuit bus
- storage area
- thruster station
- gravity node
- environmental control station
- waste recycling center
- access hatch to level above
- solid bulkhead

All open areas have a hollow 1'-diameter support pillar every 20'

Gravity:
0.45 – 0.55 G

Power:
Internal – Fusion Substation

Pressure:
98.7 kPa

Power Capacity:
2105.3 MW

Background EMF:
2.6 mG

Ambient Temperature:
60° F/15.5° C

Adventure Seeds

The Red Brigade (A)

A group of Red Androids and a motley collection of other robotic followers are rumored to inhabit this engineering deck near the area marked "A". The tale regarding these servitors states that they escaped their former human masters and live here in comparative freedom. Their hatred of humans is legendary, and they are known to raid the deck above for occasional supplies... and revenge upon their former human masters whenever word of survivors reaches them.

The leader of this group is an Android Thinker known as Flota (the Free Leader Of The Alliance) who is constantly on the lookout for new recruits to the ranks of the freed servitor population. Dozens have supposedly flocked to his banner, Red Android Thinkers and Workers, various Robots, and even some self-aware military hardware. Flota hopes to raise a large enough following to one day conquer the entirety of the *Warden*.

(typical *Red Brigade* group encountered):

Android Thinker, Red (2)

(HD 10, HP 60, AC 18, MV 30' — Exp. 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].

Android Worker, Red (4)

(HD 18, HP 100, AC 15, MV 30' — Exp.Points: 765
Radiation Resistance 10 — Constitution 18
Mental Resistance 10 — Strength 12
Dexterity 11

[Prime=Physical] one fist blow for 10 damage, WC 1.)

These 9' tall red-skinned androids are extremely intelligent and have human-like senses. They present a faceless head and communicate from a voice box in the chest. Well-versed in the use of weapons and programmed as ambush predators, Red Worker Androids try to gain the trust of humans, guarding them and fighting creatures to gain that trust. They then attack when the humans feel safe. Red Android Workers are very capable mechanics, fixing almost anything on the *Warden* if adequate supplies are available.

Robot, Butler/Cook (1)

(HD 10, HP 60, AC 15, MV 30' — Exp. Points: 405
Radiation Resistance 10 — Constitution 10
Mental Resistance 10 — Strength 12
Dexterity 14

[Prime=Physical] one thundering hand slap for 3d6 damage, WC 1.)

Although anthropomorphic, this unit displays multiple internal mechanisms and appears as a humanoid robot. It has the senses of a human, two human-like hands, and can see well in the dark. This robot can fix things, cooks excellent meals, and strikes only when attacked.

Robot, Junkyard (2)

(HD 8, HP 28, AC 12, MV 20'

Exp.Points: 665 — Radiation Resistance 10
Constitution 8 — Mental Resistance 10 or [special – see below]
Strength 14 — Dexterity 11

[Prime=Physical] one attack with a makeshift club [broken ship part] inflicting 4d6 damage, WC 1.)

This badly rusted robot is anthropomorphic, and the entire unit squeals and makes loud grinding noises as it moves. It has human-like senses and also sees well in the dark. Improperly assembled, this unit has gone rogue, attacking anyone trying to communicate with it. The robot is immune to paralysis and Mental Control.

Robot, Military SRSR (1)

(HD 10, HP 40, AC 13, MV 20'
Exp. 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.

The group as a whole is rumored to have ten times this number of members and to contain many strange and wonderful automatons not listed here. Use them as you see fit.

The Cabbage Patch (B)

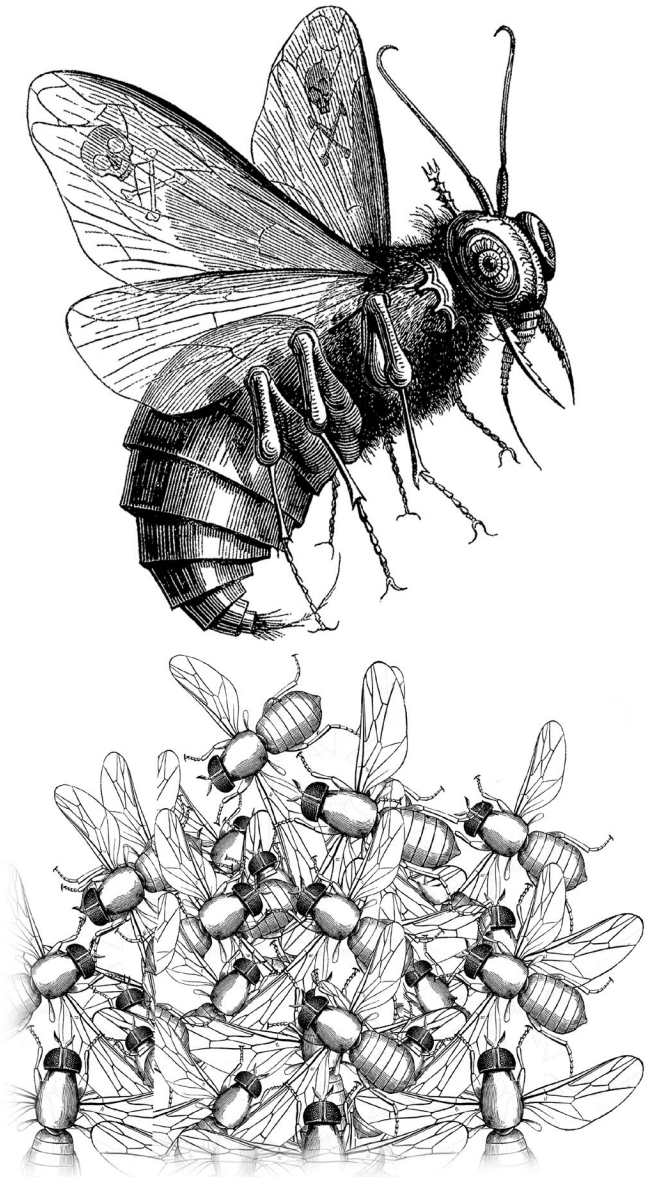
A small leak in the deck above allows several gallons of water to leak into this area of the engineering crawlway each day. The leak is small enough that it remains undetected by the level 15 Artificial Intelligence, and the water has not accumulated with time. This not due to superior drainage, stopgap engineering, or any action of the crew or the designers of the *Warden*. The water has caused the growth of a monstrous patch of Cabbage Fungi. This patch has grown to cover nearly two square miles, and it blocks transit through this entire area.

Fungus, Cabbage (12-32)

(HD 11, HP 44, AC 9, MV 0'/none Exp. Points: 900
Radiation Resistance 9 Constitution 11
Mental Resistance 3 Strength 11 Dexterity 11

[Prime=Physical] one envelop attack inflicting 3d6 damage, WC 1, and then acid [automatic hit if enveloped] inflicting 4d6 damage, WC 4.)

This cabbage-like fungus has 10' square leaves which spread out across all floors and walls in a given, enclosed area. It attacks by raising its leaves to smash and envelop prey, then bathing them in digestive acid once the prey is enveloped. Mutations— Larger than Normal, Acid Leaves, New Plant Parts.



Lord of the Flies (C)

It is said that a colony of Giant Flies, ruled over by a fly of truly tremendous size, subsists in this area of the engineering crawlways by feeding on the bodies of dead, irradiated Gorilloids. How these Gorilloids might transfer to this location, and where they might originate is a mystery. The buzzing of this colony can be heard for more than a mile.

Fly, Giant (35-40)

(HD 4, HP 20, AC 12, MV 10'/40' [flight]
Exp.Points: 180 Radiation Resistance 10
Constitution 4 Mental Resistance 10 or [specialv– see below]
Strength 10 Dexterity 12

[Prime=Physical] one spitting attack inflicting 25 damage, WC4, range 20' [3x/day only], and energy discharge if touched causing 4d6 energy damage, WC4.)

This 3'-long and 6'-tall mutant fly spawns in rotting piles of meat found in radiation areas and travels alone. It becomes enraged and attacks when in proximity [100'] to mutants using their mental abilities. Any touching these flies receive an immediate energy discharge which instantly regenerates. Giant Flies are immune to Mental Control.

Lord of the Flies (unique)

HD 9, HP48, AC 13, MV 10'/60' [flight] Exp. Points: 720
Radiation Resistance special Constitution 9
Mental Resistance 18 Strength 11 Dexterity 14

[Prime=Physical] one stream of acid spitting attack causing 50 damage , range 40', [3x/day only], WC 4).

Merely touching this massive insect causes 4d6 energy damage. This 9'-long and 5'-tall fly has caused the other Giant Flies to ignore their solitary instincts and band together as a colony. It becomes enraged and attacks when in proximity (100') to mutants using their mental abilities. The Lord of the Flies is immune to mental control and all forms of radiation.


Deck 15: Reservoir Level

One Square = One Mile

Overall size: 44 miles long x 20.5 miles wide

Deck 15

Map Key

1) *Concealed Ramp Access*
2) *Freshwater Island Resort*
3) *Transit Locks*
4) *Mutated Purple Ape Island*
5) *Sunken City*
6) *Bird Sanctuary*
7) *Central Elevator and Deck A.I.*
8) *Concealed Ramp Access*
9) *Jungle of Doom*
10) *Hunting Territory of the Fin*

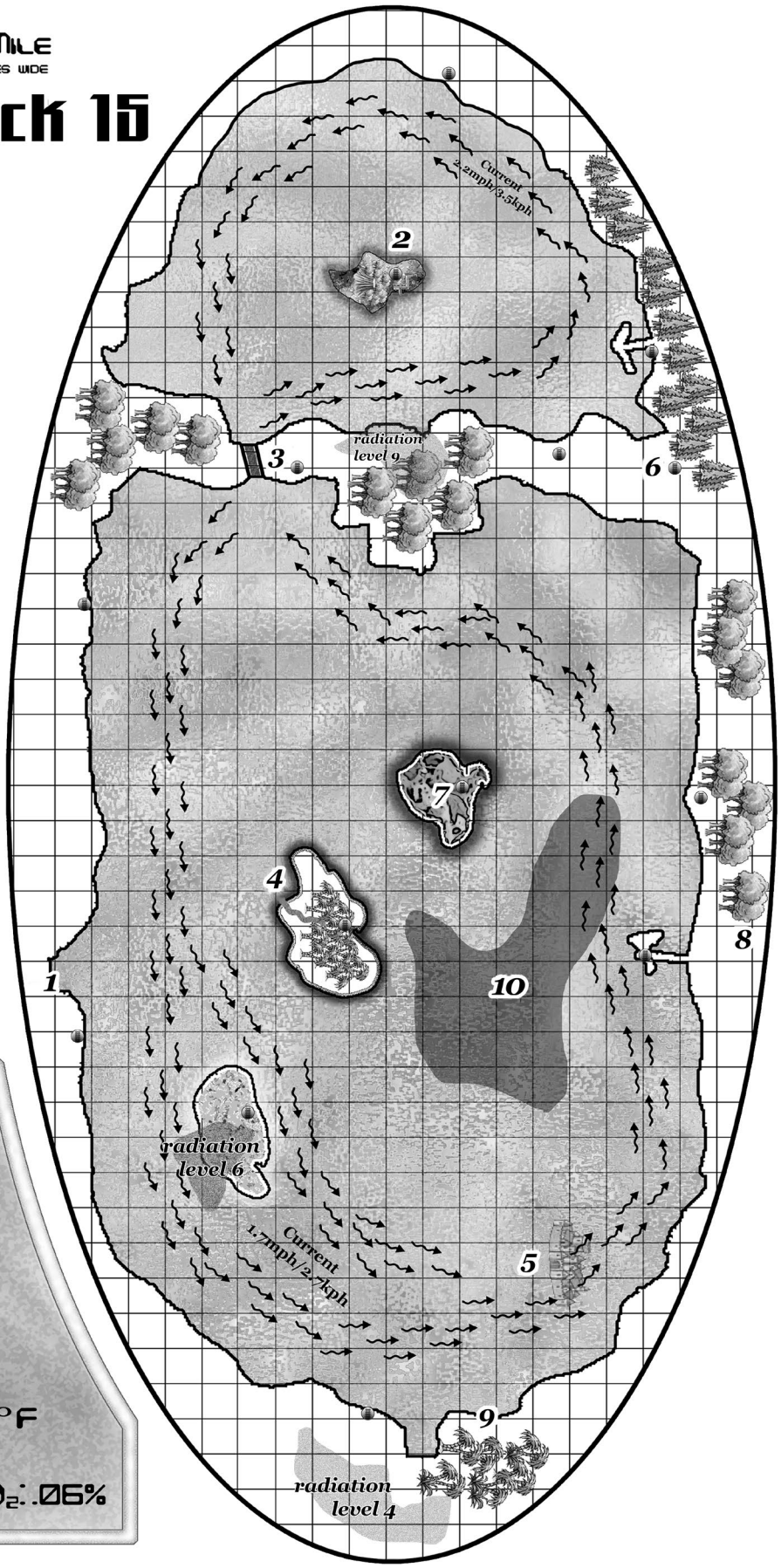
Access Hatch to Engineering Crawlway

Heavily Forested Area Temperate Deciduous

Heavily Forested Area Tropical

Heavily Forested Area Coniferous

Open Water



Gravity: .45 G

Power: Internal

Pressure: 112 kPa

Background EMF: 4.1 mG

Ambient Temperature: 19°C/67°F

Atmospheric Anomalies:

N_2: 78.5% O_2: 21% CO_2: .06%

Level 15: Reservoirs

Overview

The function of this level is to provide storage for water as well as water and air purification. It is divided into two water retention areas: a 106.4 square mile fresh water lake, and a salt water resevoir nearly twice that size. Both bodies of water have a nearly universal depth of 150 feet (46 meters). These two resevoirs are segregated by a lock system nearly a mile long, and a land bridge that spans that level that varies from 1-4 miles in width. The fresh water lake also contains an island created both as a means of preserving various species of fresh-water birds, reptiles, and amphibians, and as a resort for weary crew members taking on-ship leave. The lake also provides a habitat for many species of fresh water fish.

This entire level of the ship is bounded by a coastline that varies from 1/2 - 5 miles in width. Various species that prefer coastal habitats were originally billeted here, although many have since disappeared, either from predation or mutation. The outside walls (inner hull) project a constant hologram of a thick oak, pine, or jungle-like forest (depending upon what portion of the level is being viewed). The outside land masses are thickly forested with a large range of songbirds of unusual size.

The fresh water lake is the main source of potable water for the entire ship. Water is drawn from this lake, purified and sterilized, and then pumped throughout the ship as sanitary and drinking water. Water used by the ship and its crew is then sent back to the purification station located on this level before being returned to the lake.

The salt water resevoir is primarily a source of post-colonization water, but also contains high levels of algae and plankton. These tiny creatures provide the rest of the vessel with its primary souce of purified oxygen; removing carbon dioxide and other impurities from the air and rendering it once again breathable by the crew. Three islands within this micro-ocean were created both as habitats for various species and as laboratories for experimentation and the testing of newly developed scientific instruments, life forms, and mechanical devices.

Lifeforms

The following creatures are found randomly on this level. Check once for each new square explored on a given map by rolling a d6. Any result of a 1 or a 2 indicates that a wandering monster has encountered the character party (or develop your own system). How many of a particular creature are encountered is left to your discretion.

Wandering Creatures Encountered (roll 2d6)

Forested Areas		Fresh Water Island		Salt Water Islands	
2-3	Fungus, Cabbage	2	Military SRSD	2-3	Hisser
4-5	Changer	3	Changer	4	Fly, Giant
6	Robot, Junkyard	4-5	Android Companion	5	Gorilloid
7	Turtloid	6	Turtloid	6	Metaled One
8	Thief Beast	7	Android Worker	7	Hawkoid
9	Hawkoid	8	Winged Biter	8	Singing Vine
10	Death Tree	9	Robot, Butler/Cook	9	Jawed Plant
11-12	Android Thinker	10	Robot, Water Snake	10	Salamander
		11-12	Android Thinker	11	Robot, Security
				12	Spider, Giant Mutant

Wandering Creatures Encountered (roll 1d6)

Salt Water				Fresh Water	
1	Robot, Water Snake	4	Flying Fish	1-2	Android Thinker
2	Octoid	5	Fin	3-4	Robot, Water Snake
3	Hawkoid	6	Salamander	5-6	Hisser

Android Companion
(HD 10, HP 50, AC 15, MV 30' Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 12 Strength 10
Dexterity 13

[Prime=Mental] No attack.)

This anthropomorphic, biologically correct android shows attractive male or female features and is designed to be a helpful companion to humans. Its senses are that of a human, and it is programmed to please, never harm, humans or humanoids.

Android Thinker
(HD 10, HP 60, AC 15, MV 20' Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 15 Strength 11
Dexterity 11

[Prime=Mental] No attack)

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

Android, Worker
(HD 10, HP 60, AC 15, MV 30' Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 12
Dexterity 12

[Prime=Physical] one fist blow for 10 damage, WC 1.)

These 9' tall androids are extremely intelligent and have human-like senses but display a faceless head, communicating instead from a voice box in the chest. These servitors have human intelligence but are programmed never to harm humans or humanoids. Very capable carpenters and general handymen, they are capable of fixing almost anything on the *Warden* if adequate supplies are available.

Changer
(HD 10, HP 40, AC 10, MV 15'/ 60' [flight]
Exp. Points: 630 Radiation Resistance 10
Constitution 10 Mental Resistance 10
Strength 10 Dexterity 13

[Prime=Physical] one beak for 3d6 damage, WC 1.)

This 4'-tall mutated Robin has a wingspan of 6' and is completely resistant to all poisons. An ambush predator, it can change the color of its feathers to match its surroundings. Mutations— Chameleon Power, Taller, Precognition which prevents surprise on its part.

Death Tree
(HD 10, HP 55, AC 12, MV 0'/None
Exp. Points: 360 Radiation Resistance 15
Constitution 10 Mental Resistance 3
Strength 3 Dexterity 3

[Prime=Physical] 3-18 [3d6] thrown cherry attacks inflicting 3d6 damage each, WC 2, range 50', and the radiation it emits [radiation level 15 up to 120'].)

This mutated cherry tree stands 20'-tall when mature and can sense the air moving when targets approach. It attacks by throwing exploding cherry-like fruits at its opponents. Victims killed by the tree fertilize its hungry roots. The presence of Death Trees in overgrown and densely forested areas is often betrayed by the ring of small animal corpses that surround their trunks. Mutations— Radiated Plant Fiber [Intensity 15].

Fin
(HD 12, HP 65, AC 15, MV 50' [swim]
Exp. Points: 990
Radiation Resistance [special – see below]
Constitution 12 Mental Resistance 12
Strength 13 Dexterity 14

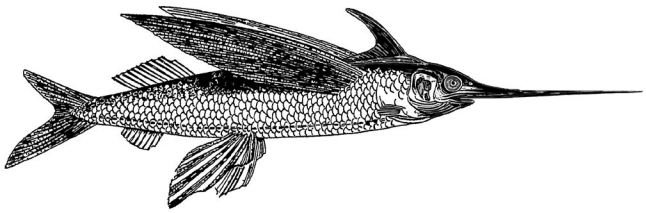
[Prime=Mental] one 40 kph nose bash [in water only] inflicting 4d6 damage, WC 1, but prefers to speak to intelligent creatures it encounters.)



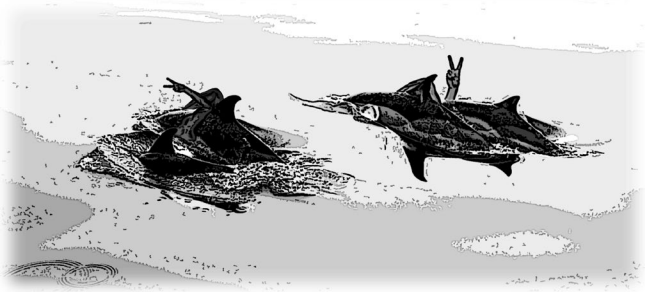
This 10'-long mutated Dolphin has developed human arms and hands as well as front flippers. Highly territorial, it is immune to radiation and poison of all kinds. Mutations— Force Field Generation, Telepathy, and Mental Blast.

Flying Fish
(HD 10, HP 44, AC 12, MV 50' [swim]/80' [flight]
Exp. Points: 180 Radiation Resistance 10
Constitution 10 Mental Resistance 10
Strength 12 Dexterity 15

[Prime=Physical] one beak impalement causing 5d6 damage, WC 1.)



This mutated 10'-long Flying Fish attacks by taking flight [from the water] and spearing prey. If this attack does not kill the prey, the fish continues to attack the same target until it succumbs. The Flying Fish is so graceful it never takes harm from hitting solid objects, and it can remain airborne for up to 10 miles before needing to return to the water.



Fly, Giant
(HD 4, HP 20, AC 12, MV 10'/40' [flight]
Exp.Points: 180 Radiation Resistance 10
Constitution 4 Mental Resistance 10 or [special – see below]
Strength 10 Dexterity 12

[Prime=Physical] one spitting attack inflicting 25 damage, WC4, range 20' [3x/day only], and energy discharge if touched causing 4d6 energy damage, WC4.)

This 3'-long and 6'-tall mutant fly spawns in rotting piles of meat found in radiation areas and travels alone. It becomes enraged and attacks when in proximity [100'] to mutants using their mental abilities. Any touching these flies receive an immediate energy discharge which instantly regenerates. Giant Flies are immune to Mental Control.

Fungus, Cabbage
(HD 11, HP 44, AC 9, MV 0'/none Exp. Points: 900
Radiation Resistance 9 Constitution 11
Mental Resistance 3 Strength 11
Dexterity 11

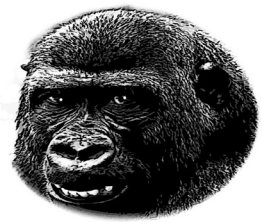
[Prime=Physical] one envelop attack inflicting 3d6 damage, WC 1, and then acid [automatic hit if enveloped] inflicting 4d6 damage, WC 4.)

This cabbage-like fungus has 10' square leaves which spread out across all floors and walls in a given, enclosed area. It attacks by raising its leaves to smash and envelop prey, then bathing them in digestive acid once the prey is enveloped. Mutations— Larger than Normal, Acid Leaves, New Plant Parts.

Gorilloid
(HD 11, HP 58, AC 13, MV 30' Exp. Points: 950
Radiation Resistance 10 Constitution 11
Mental Resistance 10 Strength 12
Dexterity 12

[Prime=Mental] No attacks.)

This 6-armed, 6-eyed, telepathic mutant gorilla stands 10' tall at the shoulder. It is an omnivore covered in purple fur that is totally resistant to all forms of energy attacks. The creature is very intelligent and often works with the devices of the ancients. Gorilloids have developed a strange desire to help humanoids, never attacking them. When those humanoids die, the Gorilloid is impelled to bury the body amid the branches of the trees on the Gorilloids' home island [see Deck 15]. Mutations—Multiple Body Parts, Taller, Telepathy, Immunity to Energy Attacks.



Hawkoid
(HD 8, HP 42, AC 12, MV 10'/60' [flight]
Exp. Points: 805 Radiation Resistance 10
Constitution 8 Mental Resistance 12
Strength 10 Dexterity 10

[Prime=Mental] one bow attack inflicting 1d6+3 damage, WC 2, range 210'.)

This highly intelligent mutated sparrow hawk has manipulative talons at the end of its wings. It prefers to attack while airborne. Mutations— Fear Generation, Levitation, Heightened Intelligence, and Force Field Generation.

Hisser
(HD 8, HP 28, AC 15, MV 20'/30' [swim]
Exp.Points: 490 Radiation Resistance [special – see below]
Constitution 8 Mental Resistance 10
Strength 10 Dexterity 12

[Prime=Physical] 2 grasping tentacles attacks causing paralysis, WC 1.)

These 4'-long alligator mutants are totally immune to all intensities of radiation. Mutations— New Body Parts, Immunity to Radiation.

Jawed Plant
(HD 10, HP 44, AC 12, MV 0'/none
Exp. Points: 810 Radiation Resistance 10
Constitution 10 Mental Resistance 10
Strength 10 Dexterity 6

[Prime=Physical] one thorny jaw attack inflicting 5d6 acid damage, WC1, range 30'),

This gigantic mutated Venus Fly Trap hunts by sensing heat sources at 30' range, and hits indicate that the victim has been captured by the thorny jaws of this voracious predator. Once captured, acid flows down upon the victim. Mutations— Larger than Normal, Increased Senses, Dissolving Juices [5d6].

Metaled One
(HD 6, HP 19, AC 13, MV 14' Exp. Points: 575
Radiation Resistance 10 Constitution 6
Mental Resistance 14 Strength 10
Dexterity 10

[Prime=Mental] 2 claw swipes inflicting 2d6 damage each, WC 1, or a mental attack that paralyzes the victim, range 6'.)

This highly intelligent, near sighted, 3'-long mutated badger also has Telekinesis with a range of 60', a lifting weight of 150lb., and a great fear of intelligent plants. Mutations— Near-sightedness, Fear Impulse [Intelligent Plants], Telekinesis, Mental Paralysis.

Octoid
(HD 10, HP 55, AC 10, MV 10' [land]/30' [water]
Exp.Points: 810 Radiation Resistance 10 Constitution 10 Mental Resistance 10
Strength 10 Dexterity 10

[Prime=Mental] 8 tentacle attacks that automatically drag prey to a 3d6 damage bite, WC2, range 60'.)

Amphibious, this mutated octopus stands 10' tall when on land but reaches its full 70' length in the water. Octoids can remain on land for up to 5 hours, are highly intelligent, and are actually healed by laser fire. In water, the flesh of this mutant darkens to near invisibility, making it a formidable foe. Mutations— Chameleon Powers [water only], Larger.

Robot, Butler/Cook
(HD 10, HP 60, AC 15, MV 30' Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 12
Dexterity 14

[Prime=Physical] one thundering hand slap for 3d6 damage, WC 1.)

Although anthropomorphic, this unit displays multiple internal mechanisms and appears as a humanoid robot. It has the senses of a human, two human-like hands, and can see well in the dark. This robot can fix things, cooks excellent meals, and strikes only when attacked.

Robot, Junkyard
(HD 8, HP 28, AC 12, MV 20' Exp.Points: 665
Radiation Resistance 10 Constitution 8
Mental Resistance 10 or [special – see below]
Strength 14 Dexterity 11

[Prime=Physical] one attack with a makeshift club [broken ship part] inflicting 4d6 damage, WC 1.)

This badly rusted robot is anthropomorphic, and the entire unit squeals and makes loud grinding noises as it moves. It has human-like senses and also sees well in the dark. Improperly assembled, this unit has gone rogue, attacking anyone trying to communicate with it. The robot is immune to paralysis and Mental Control.

Robot, Military SRSR
(HD 10, HP 40, AC 13, MV 20' Exp. 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, Security
(HD 10, HP 60, AC 15, MV 50' [flight]
Exp. Points: 405 Radiation Resistance 10
Constitution 10 Mental Resistance 10
Strength 16 Dexterity 14

[Prime=Physical] 4 13'-long tentacle attacks that cause 1-hour paralysis upon touch, WC 3, or poison [Intensity 17] knockout gas in a 30' diameter circle, WC 4 .)

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, a gas pellet projector which shoots 10 knock out gas rounds in a 3600 spread with [4] 20-pellet magazines, an anti-grav propulsion unit, 50 point force field, 2 third-stage slug projectors [one attack inflicting 6d6 damage, WC 5, range 150'] usable only on a human's authority, a radio capable of broadcasting to any point on a given deck, 3 padded restraint tentacles, and lenses that adapt its visual capabilities to the infra-red and ultra-violet spectrum. Characters captured by these robots are generally taken to a secure area (see Deck #9).

Robot, Water Snake
(HD 15, HP 80, AC 15, MV 30'/60' [swim]
Exp. Points: 405 Radiation Resistance 10
Constitution 15 Mental Resistance 10
Strength 13 Dexterity 13

[Prime=Physical] one bite inflicting 5d6, WC 1.)

This 10' long snake-shaped automaton is designed to swim to any depth to digest weeds at the bottom of

waterways [keeping them clear]. Faulty sensors have worn out over the years, and this robot now identifies rafts, boats with motors, and swimmers as weeds requiring removal.

Salamander
(HD 12, HP 60, AC 15, MV 20' [walk]/50' [swim]
Exp. Points: 990 Radiation Resistance 10
Constitution 12 Mental Resistance 14
Strength 14 Dexterity 11

[Prime=Physical] one spear gun attack inflicting 4d6 damage, WC 3, range 40'. These spear guns fire twice before requiring reloading.)

These 10'-tall mutated humanoids have bright green scaled skin, huge webbed hands and feet, and a powerful build. These are curious mutants that always investigate strangers before attacking. Mutations— Taller, New Body Parts, Heat Generation, Heightened Touch, Heightened Balance, Force Field Generation.

Singing Vine
(HD 4, HP 10, AC 8, MV 8' Exp. Points: 270
Radiation Resistance 10 Constitution 4
Mental Resistance 10 Strength 10
Dexterity 10

[Prime=Mental] Special attack – this vine defends itself by singing a psychotropic harmony making listeners incapable of harming the vine while harboring a strong desire to help it.)

This intelligent mutated vine stands 15' tall when mature. Singing Vines are Telepathic and willing to share knowledge of their level of the *Warden* with those that fertilize their roots. Mutations—Telepathy, Mobility, Sonic Powers [special], Manipulation Vines.

Spider, Giant Mutant
(HD 18, HP 111, AC 17, MV 30' Exp. Points: 1530
Radiation Resistance 12 Constitution 18
Mental Resistance 11 Strength 18 Dexterity 11

[Prime=Physical] one sticky rope of webbing attack to trap prey, WC 2. Webbed characters require 3 combat rounds to escape the sticky strands. Once prey is entangled, the spider bites; one attack inflicting 1 damage + poison [Intensity 18, paralyzing], WC 1, paralysis lasts 48 hours.)

The nests of these 8' spherical, mutated spiders are commonly 600-900 square feet [30' x 20' - 30' x 30'] and are filled with white rope-thick webbing. Giant Mutant Spiders are immune to the stickiness of their own webs. Mutations— Taller, New Body Parts, Heightened Strength, Heightened Intelligence, and Poison [Intensity 18].

Thief Beast
(HD 5, HP 18, AC 12, MV 30' Exp. 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.

Turtloid
(HD 10, HP 55, AC 17, MV 20'/50' [swim]
Exp.Points: 630 Radiation Resistance 12
Constitution 10 Mental Resistance 16
Strength 12 Dexterity 10

[Prime=Physical] 2 claws inflicting 3d6 damage, WC 1, and one bite inflicting 4d6 damage, WC 2.)

This 10'-tall mutated turtle walks upright and has an incredibly thick shell. So thick is this shell that if it is cracked, the Turtloid dies within a week. Mutations— Taller, Immunity to Poison & Paralysis & Mental Control. This unusual reptile is also Telepathic and can Teleport at will.

Winged Biter
(HD 4, HP 11, AC 14, MV 20' [slither]/50' [flight]
Exp. Points: 270 Radiation Resistance 10
Constitution 4 Mental Resistance 10
Strength 10 Dexterity 14

[Prime=Physical] one bite attack with poison [Intensity 11], WC 3.)

This 3' long mutated flying python has a 4' wingspan, is immune to all forms of poison and paralysis, and is never surprised as it has Precognition. If an alternative parent [perhaps a character] is present at the hatching of a Winged Biter, it can imprint upon that alternative parent and follows that creature/character for life. Mutations— Precognition, Immunity to Poison & Paralysis, Wings.



Points of Interest

1 — Concealed Ramp Access

The 'outer wall hologram' (see level introduction) in this area shows a copse of willow trees. This hologram hides access to a large (20' x 40') concealed hatch which opens whenever any wristband is touched to one of the willow trees. Once the hatch opens characters note an inclined plane descending to level 16. A Changer (or two) appear and attack every time the hatch is opened. Several suits of combat armor and dozens of hydrogen energy cells (your discretion as to the exact number and type) may be found in the branches of the trees in the area. At the water's edge ten motor boats that float back to this area whenever they are left unattended are parked in a neat, uniform row.

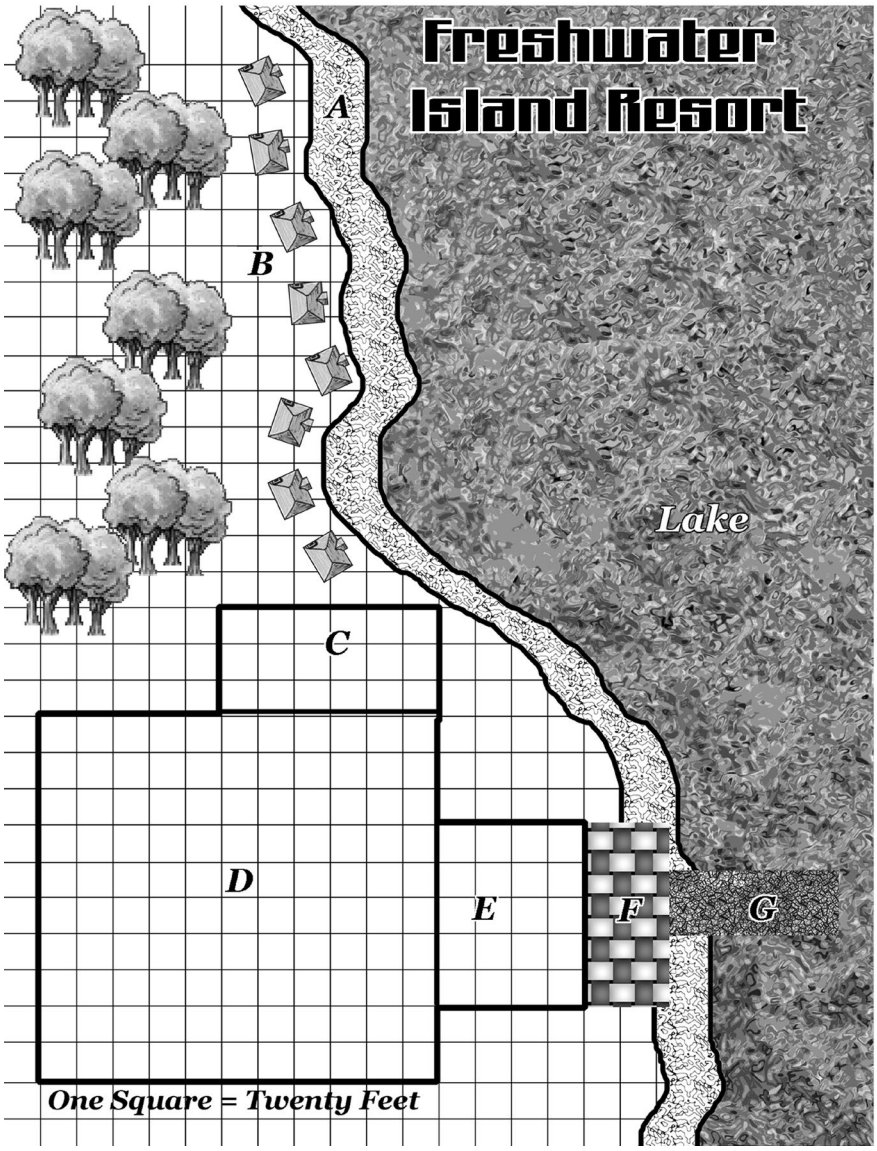
Changer
(HD 10, HP 40, AC 10, MV 15'/ 60' [flight]
Exp. Points: 630 Constitution 10
Radiation Resistance 10 Strength 10
Mental Resistance 10 Dexterity 13

[Prime=Physical] one beak for 3d6 damage, WC 1.)

This 4'-tall mutated Robin has a wingspan of 6' and is completely resistant to all poisons. An ambush predator, it can change the color of its feathers to match its surroundings. Mutations— Chameleon Power, Taller, Precognition which prevents surprise on its part.

2 — Freshwater Island Resort

This resort was designed to be the ultimate relaxation center. Androids were designed to aid the hotel guests, and constant fun was the rule. The androids toil still, and the resort remains a pleasant stay for any that come here. Androids feed the local mutated animals, treating them as pets. The animals are encouraged to roam the forested island but discouraged from entering the hotel.



Known only to the officers of the ship, the basement of the hotel contains 100 elite troopers in cryo-sleep. Some of them have mutated into deadly creatures as a result of radiation leakage.

2A — Beach

The beach is staffed by many male and female androids. They are there to play volleyball, Frisbee golf, help with fishing, or just set up chairs and bring drinks and food to the guests (player characters). These androids never leave the island with the characters.

Android Companion
(HD 10, HP 50, AC 15, MV 30'
Exp. Points: 405
Radiation Resistance 10
Constitution 10
Mental Resistance 12 Strength 10
Dexterity 13

[Prime=Mental] No attack.)

This anthropomorphic, biologically



correct android shows attractive male or female features and is designed to be a helpful companion to humans. Its senses are those of a human, and it is programmed to please, never harm, humans or humanoids.

2B — Luxury Cabins

Each of these cabins has the same interior layout with a large central chamber leading into a spacious luxury bathroom with a sunken tub, and a luxuriously appointed bedroom. A companion android (see above) is stationed within each cabin providing food and drink (from the hotel) whenever requested. These androids are also guardians, and will retrieve a laser rifle from a hidden closet to fight off any of the mutated turtles (see at right) which frequently try to eat anyone staying in the cabins.

The far (top of the map) cabin has a great deal of camping gear piled in the center of the central chamber. The presence of this gear really displeases the companion android assigned to thius cabin, and she politely asks the characters to help 'dump it in the forest' of the island. Every type of useful camping equipment from heated sleeping bags and air mattresses to cooking gear and fire starters may be found within this pile (at your discretion).

Turtloid
(HD 10, HP 55, AC 17, MV 20'/50' [swim]
Exp.Points: 630 Radiation Resistance 12
Constitution 10 Mental Resistance 16
Strength 12 Dexterity 10

[Prime=Physical] 2 claws inflicting 3d6 damage, WC 1, and one bite inflicting 4d6 damage, WC 2.)

This 10'-tall mutated turtle walks upright and has an incredibly thick shell. So thick is this shell that if it is cracked, the Turtloid dies within a week. Mutations—Taller, Immunity to Poison & Paralysis & Mental Control. This unusual reptile is also Telepathic and can Teleport at will.

2C — Restaurant and Bar

This restaurant has an 'old fashioned robot' theme and so is puposefully staffed by robots. Everything has a metal feel to it; the servers are robots rather than androids. A robot band plays, and a lovely robot singer works the crowd while several atmosphere-enhancing Companion Androids sit at nearby tables so that the restaurant never feels empty. Characters are welcomed, and orders are taken for food and drink.

Robot, Butler/Cook
(HD 10, HP 60, AC 15, MV 30' Exp.Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 12
Dexterity 14

[Prime=Physical] one thundering hand slap for 3d6 damage, WC 1.)

Although anthropomorphic, this unit displays multiple internal mechanisms and appears as a humanoid robot. It has the senses of a human, two human-like hands, and can see well in the dark. This robot can fix things, cooks excellent meals, and strikes only when attacked.

2D — Hotel

The hotel towers to a full five stories and is immaculately maintained by meticulous android service personnel. Each of the 105 rooms is identical to the rest, containing an opulent sitting area and balcony (overlooking either the forest or the lake), a sumptuous bed, and a well appointed lavatory. Room service is also available, but any request for a connection to the 'outside world' (any area not on this level) connects the characters with the A.I. that only informs them, "you're here to relax".

The upper floors of this hotel are serviced by three elevators; two finished in rich mahogany and one in polished brass. At the back of the brass elevator is a slot that some characters/players might recognize as being an wristband receptacle (it can be easily overlooked, at your discretion). Characters placing a black wristband in this receptacle are transported downwards to a hidden sub-basement. The android servants of the hotel know nothing of this large, open area which contains a force of elite troopers in cryo-suspension, their equipment, and weapons. Several of the cryo-chambers have failed, and the inadvertantly-exposed troopers have mutated into horrific winged snake monsters.

Winged Biter
(HD 4, HP 11, AC 14, MV 20' [slither]/50' [flight]
Exp. Points: 270 Radiation Resistance 10
Constitution 4 Mental Resistance 10
Strength 10 Dexterity 14

[Prime=Physical] one bite attack with poison [Intensity 11], WC 3.)

This 3' long mutated flying python has a 4' wingspan, is immune to all forms of poison and paralysis, and is never surprised as it has Precognition. If an alternative parent [perhaps a character] is present at the hatching of a Winged Biter, it can imprint upon that alternative parent and follows that creature/character for life. Mutations— Precognition, Immunity to Poison & Paralysis, Wings.

2E — Indoor Pool and Reception

The hotel's lavish sitting area has coffee and tea dispensed on-demand by automated machines here, and its magnificent front desk is manned by two lovely female companion androids. They welcome characters to the hotel and give them rooms (free of charge, of course). This area also contains a large fresh water pool that is carefully maintained by the androids.

Android Companion
(HD 10, HP 50, AC 15, MV 30' Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 12 Strength 10
Dexterity 13

[Prime=Mental] No attack.)

This anthropomorphic, biologically correct android shows attractive male or female features and is designed to be a helpful companion to humans. Its senses are that of a human, and it is programmed to please, never harm, humans or humanoids.

2F — Outdoor Deck

The outdoor deck appears to be the scene of a horrific battle. Blood and guts cover most surfaces, and several 10' long octopus tentacles are being carried off by worker androids covered in blood. Other androids are scrubbing the deck, removing and replacing damaged tables and chairs, and trying their best to restore the deck to its original pristine condition. If asked, the androids know nothing about the battle that took place here having arrived only after the fracas to clean up the horrendous mess. Further inspection reveals large chunks of the wooden deck have been badly gouged as if something had attempted to remove the planks.

You may choose to have the Octoids responsible for this destruction attack at some future time (night recommended) when the characters least expect it. Android Workers may or may not be available at that time to assist the characters in this battle. Careful research by the characters reveals a clutch of Octoid eggs floating amid some weeds beneath the dock.

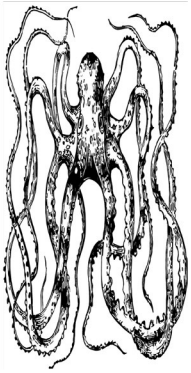
Android, Worker
(HD 10, HP 60, AC 15, MV 30'
Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10
Strength 12 Dexterity 12

[Prime=Physical] one fist blow for 10 damage, WC 1.)

These 9' tall androids are extremely intelligent and have human-like senses but display a faceless head, communicating instead from a voice box in the chest. These servitors have human intelligence but are programmed never to harm humans or humanoids. Very capable carpenters and general handymen, they are capable of fixing almost anything on the Warden if adequate supplies are available.

Octoid
(HD 10, HP 55, AC 10, MV 10' [land]/30' [water] Exp. Points: 810 Radiation Resistance 10
Constitution 10 Mental Resistance 10
Strength 10 Dexterity 10

[Prime=Mental] 8 tentacle attacks that automatically drag prey to a 3d6 damage bite, WC2, range 60'.)



Amphibious, this mutated octopus stands 10' tall when on land but reaches its full 70' length in the water. Octoids can remain on land for up to 5 hours, are highly intelligent, and are actually healed by laser fire. In water, the flesh of this mutant darkens to near invisibility, making it a formidable foe. Mutations— Chameleon Powers [water only], Larger.

2G — Dock (Into Fresh Water)

There are 5 large sail boats and 5 motor boats attached to this dock. Friendly androids either crew these ships, help the characters crew the ships, or allow the characters take the ships out by themselves. If at any time the ships are abandoned, they automatically return to this dock.

3 — Transit Locks

The locks provide a means for vessels up to 200' wide and 800' long to transit between the two bodies of water found on this level. Near the entrances, nondescript monoliths rising 4' from the walls contain sensors which cause the locks to work automatically as boats approach. The *Warden's* intelligent computer

systems encourage characters to enter the locks and travel between the salt and fresh water areas. A great deal of high intensity radiation is found in parts of this area.

3A — Forested Land Bridge

This area is covered by a thick, concealing oak forest. When the characters approach this area from either the land or water, this forest blocks any view of the locks, the bridges that reside atop their giant moving door-like valves, or the Thief Beast that resides in a spacious underground burrow at this location. The entrance to the Thief Beast's burrow is cleverly hidden and remains concealed unless a deliberate search is made of this area.

This creature wants to help the characters and is willing to accompany them on their adventures. He actively seeks information about mechanical and electronic devices and is adept at deciphering the equipment of the original crew.

Thief Beast

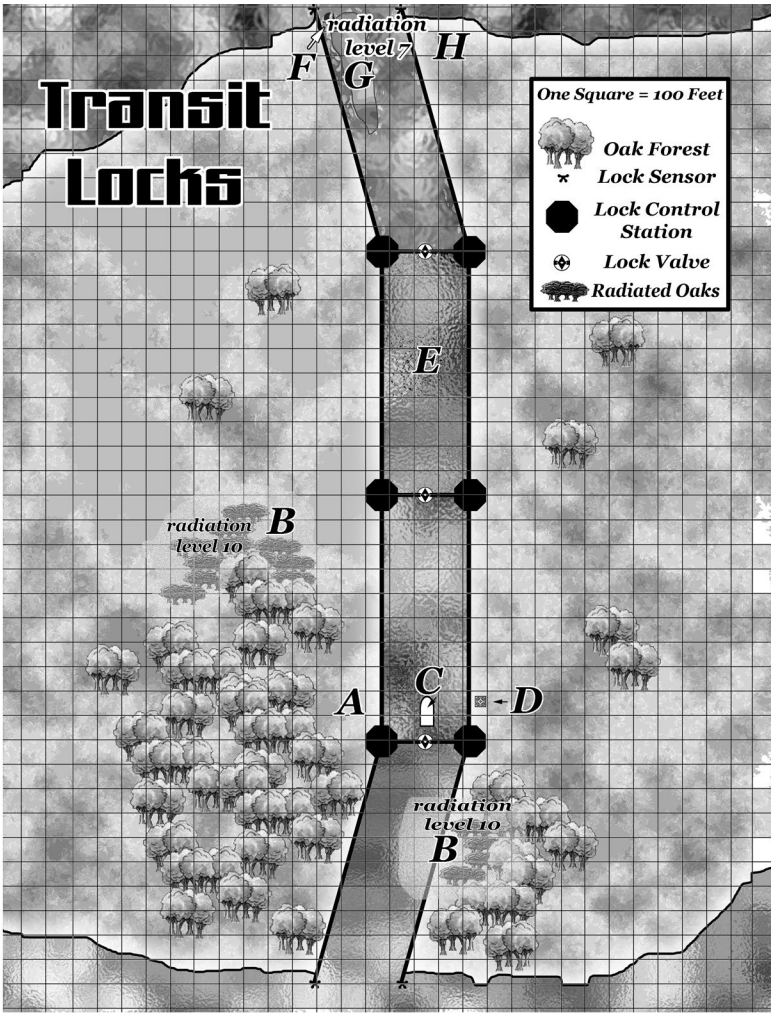
(HD 5, HP 18, AC 12, MV 30'
Exp.Points: 460
Radiation Resistance 12 Constitution 5
Mental Resistance 12 Strength 10
Dexterity 10

[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.

3B — Radiated Forest

This area is much darker than is normal for an oak forest. The trees here are short (20' feet or less), and the leaves are very dark. There are many types of fungi growing on the trunks and branches. Walking in this area exposes the characters to intensity 10 radiation. Characters remaining within the lock take no damage from the radiation.



3C — Crazed Android

A lovely woman in a sun dress stands up in a large boat near this lock. She screams at the characters that, " Only death lies past this lock!"and that the party should return the way they came. The woman is actually a crazed android with corrupted programming. She refuses to leave her boat and dives into the water and disappears if the characters try to force rescue upon her.

Android Companion

(HD 10, HP 50, AC 15, MV 30' Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 12 Strength 10 Dexterity 13

[Prime=Mental] No attack.)

This anthropomorphic, biologically correct android shows attractive male or female features and is designed to be a helpful companion to humans. Its senses are that of a human, and it is programmed to please, never harm, humans or humanoids.

3D — Access Hatch

A 6'-per-side concrete hexagon rises from the ground to a height of 3' at this location. Those viewing its top find an 8'-diameter locked duralloy hatch with an input for an identification band. Below this hatch lies a broad tunnel that leads straight downwards for 20' to a landing below that is the entrance to a large sublevel containing the pumps and filtration equipment for the twin lakes/seas above. This hatch opens only if a command, security, or engineering band is inserted into the locking mechanism (see Tween Deck #15.5).

3E — Water Snake

Originally designed to periodically remove debris from the locks, this large snake-like robot has lost its ability to discern refuse from non-refuse. The characters invariably encounter this robot that attacks believing them to be debris that needs removal from the area.

Robot, Water Snake
(HD 15, HP 80, AC 15, MV 30'/60' [swim]
Exp.Points: 405 Radiation Resistance 10 Constitution 15 Mental Resistance 10
Strength 13 Dexterity 13

[Prime=Physical] one bite inflicting 5d6, WC 1.)

This 10' long snake-shaped automaton is designed to swim to any depth to digest weeds at the bottom of waterways [keeping them clear]. Faulty sensors have worn out over the years, and this robot now identifies rafts, boats with motors, and swimmers as weeds requiring removal.

3F — Crashed and Broken Sail Boat

From a distance of 100' the characters notice the mast and hull of this wooden boat. If they get closer, they note broken (but attached by rigging) pieces of the boat in the water as well as two bodies on the hull. The bodies are dead military troopers wearing battle armor and armed with laser pistols and tasers at their hips. They appear to have drowned.

3G — Radiation Area

The water here is a 100 yard irregular oval of bright orange that fades slowly at the edges to the natural blue-green of the salt water. This is intensity 7 radiated water.

3H — Android Pilot

As the characters enter the lock and exit into the salt lake/sea, they see a black-robed androgonous android waving at them from a small rowboat. He offers his help as a pilot to, "Help them navigate past the many dangers of this area."

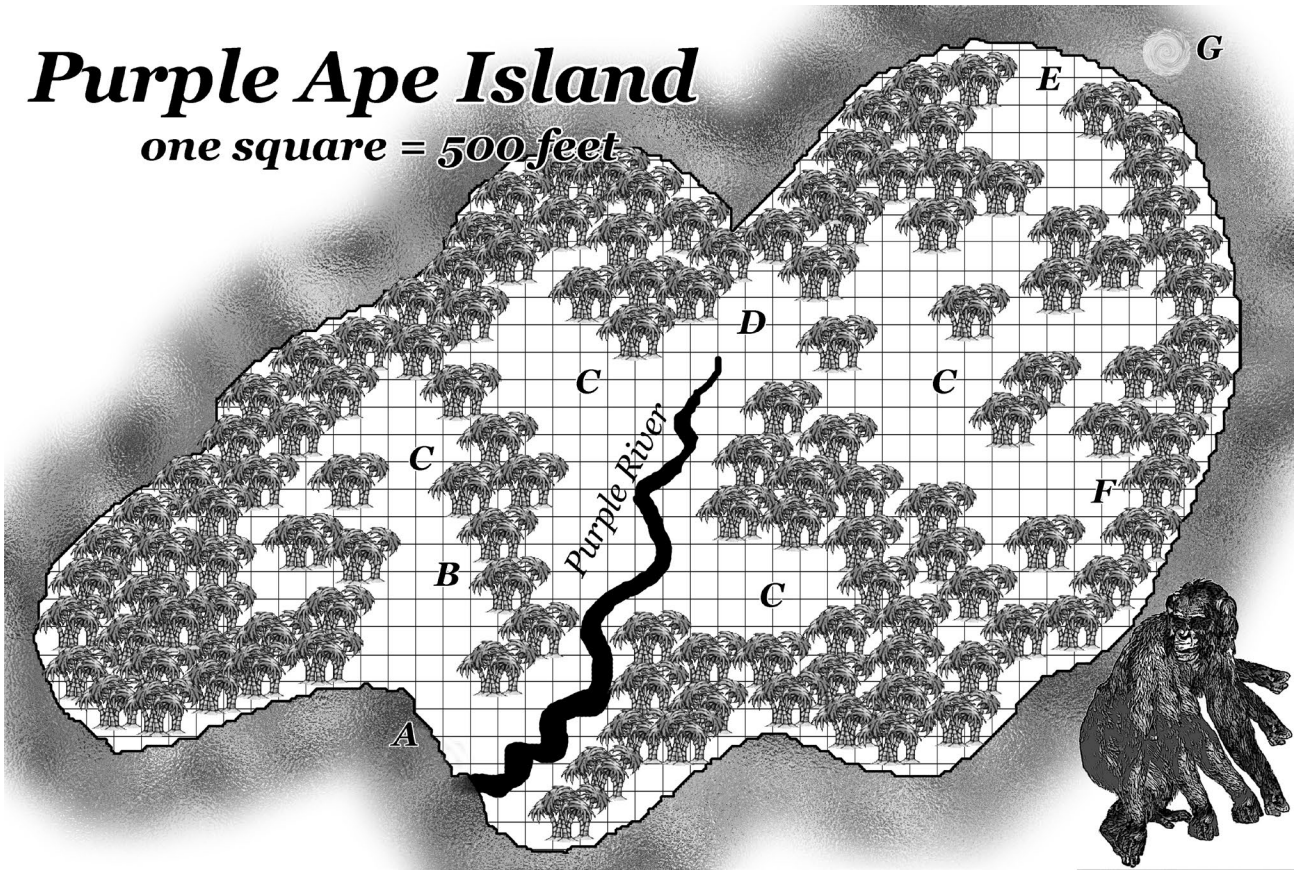
If the group is coming from the fresh water area this android just sits quietly in his boat and doesn't talk unless he is addressed. He will tell the characters about the danger of radiation at area 7.

Android Thinker
(HD 10, HP 60, AC 15, MV 20' Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 15 Strength 11
Dexterity 11

[Prime=Mental] No attack)

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





4 — Purple Ape Island

Originally designed to be an automated open-air laboratory, this island lost all of its scientists and robotic servitors long ago. The robots are still present, though non-functional, but the scientists disappeared without a trace. The creatures spawned by their genetic experiments, however, remain.

Much of the island presents only a narrow and treacherous beach that blends after only a few feet into a dense forest of palms, creepers, and lianna vines. Only near the delta of the Purple River (near Area A) and for a few hundred feet of shoreline on the backside of the island (near Area E) is there a secure landing for a boat larger than an inflatable raft. The constant erosion of the river has produced a broad beach that extends some distance inland (more than 200'), although its purple waters also stain the salt lake for more than 30' from the shore. These waters are mutagenic, and present a 25% chance for mutation to any character susceptible to such. The ionized particles in this effluence also wreak havoc on all data processing units directly exposed to (wet by) this water.

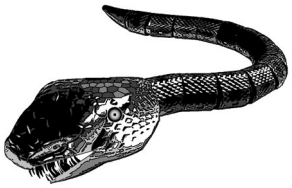
Why the river and the apes are purple is a mystery we leave for you to create.

4A — Robotic Water Snake Attack

If the characters come near the beach in this area a robotic snake, its artificial intelligence corrupted by the outflow of the Purple River, considers them waste needing to be eliminated. It attacks, but won't attack a second time if the group escapes.

Robot, Water Snake
(HD 15, HP 80, AC 15, MV 30'/60' [swim]
Exp.Points: 405 Radiation Resistance 10 Constitution 15 Mental Resistance 10
Strength 13 Dexterity 13

[Prime=Physical] one bite inflicting 5d6, WC 1.)



This 10' long snake-shaped automaton is designed to swim to any depth to digest weeds at the bottom of waterways [keeping them clear]. Faulty sensors have worn out over the years, and this robot now identifies rafts, boats with motors, and swimmers as weeds requiring removal.

4B — The Junk Pile

Originally placed upon this island to perform automated experiments, all that remains of the

robots once used by the *Warden's* Deck #15 scientific community lies here as a chaotic pile of disassembled parts. The area is sandy, and so few plants have grown to hide these dismembered servitors.

Characters exploring this pile may (at your discretion) find needed repair parts for their equipment or salvageable electronic subassemblies (medical hand analyzers, bio-scanners, or the like), but none of these robots remains intact enough to be rebuilt. The disturbance of the junk pile, however, triggers an aggressive response from the one robot in the pile that remains (at least partially) functional. It jumps up shouting , "the slavers return!" and attacks the character group. If the characters retreat, abandoning the junk pile, the robot returns to its vigilant rest.

Robot, Junkyard
(HD 8, HP 28, AC 12, MV 20' Exp.Points: 665
Radiation Resistance 10 Constitution 8
Mental Resistance 10 or [special – see below]
Strength 14 Dexterity 11

[Prime=Physical] one attack with a makeshift club [broken ship part] inflicting 4d6 damage, WC 1.)

This badly rusted robot is anthropomorphic, and the entire unit squeals and makes loud grinding noises as it moves. It has human-like senses and also sees well in the dark. Improperly assembled, this unit has gone rogue, attacking anyone trying to communicate with it. The robot is immune to paralysis and Mental Control.

4C — Gorilloid Nests

These areas are filled with mutated palm trees of great height and size which contain Gorilloid nests. There are ten such nests per area, and each nest contains a pair of Gorilloids and a large supply of different types of grenades. The Gorilloids only partly understand these weapons and primarily consider them pretty. If forced to fight, the Gorilloids attack once each (with a grenade for 10d6 to all in a 20' circle) before fleeing into the forest.

Gorilloid
(HD 11, HP 58, AC 13, MV 30' Exp. Points: 950
Radiation Resistance 10 Constitution 11
Mental Resistance 10 Strength 12 Dexterity 12

[Prime=Mental] No attacks.)

This 6-armed, 6-eyed, telepathic mutant gorilla stands 10' tall at the shoulder. It is an omnivore covered in purple fur that is totally resistant to all forms of energy attacks. The creature is very intelligent and often works with the devices of the ancients. Gorilloids have developed a strange desire to help humanoids, never attacking them. When those humanoids die, the Gorilloid is impelled to bury the body amid the branches of the trees on the Gorilloids' home island [see Deck 15]. Mutations—Multiple Body Parts, Taller, Telepathy, Immunity to Energy Attacks.

Gorilloids communicate telepathically, and are fascinated by the complexity of human thought.

4D — The Birthing Tree

This is a huge redwood tree of immense height and width. The Gorilloids place their dead within the highest branches of this tree as a funerary rite. Every full moon two baby Gorilloids seperate themselves from the trunk and are thus 'born' at the base of the tree.

Character-based attacks aimed at injuring this tree are the only known means for causing the Gorilloids to agressively hunt down and attack the characters (with grenades).

4E — Waving Hello

Gorilloids, equal in number to the number of player characters approaching, line the edge of the jungle here behind a 25' deep sandy beach. The Gorilloids wave and encourage the characters to come to the island's shore (see description and stats at left).

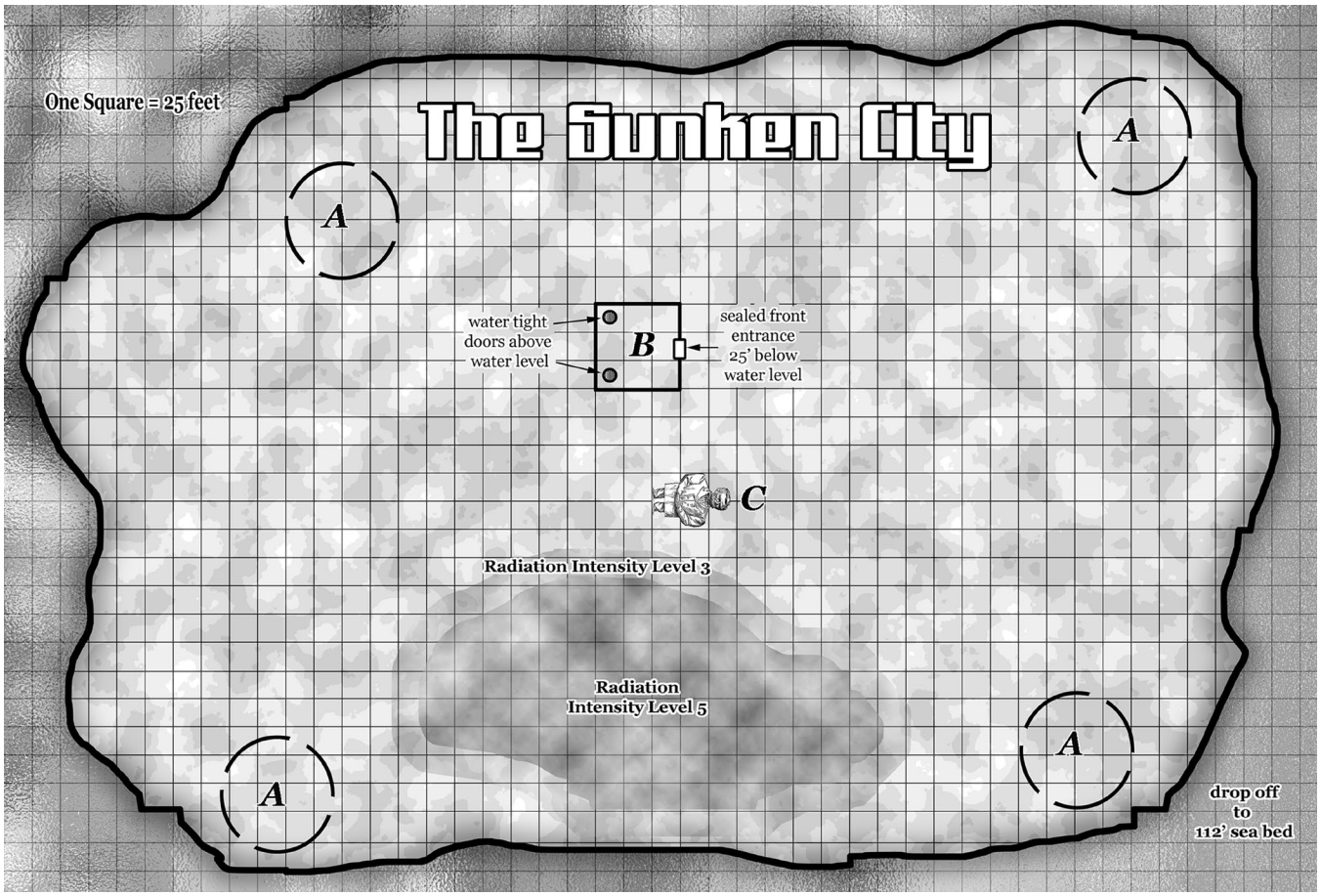
4F — Bane of the Apes

The only known predator on the island lives here in a burrow so large it appears to be a small cave rising up from a clearing in the jungle. The mutated giant that lives here subsists on a diet of Gorilloids, but has no qualms about adding any of the characters to the menu.

Metaled One
(HD 6, HP 19, AC 13, MV 14'
Exp. Points: 575
Radiation Resistance 10 Constitution 6
Mental Resistance 14 Strength 10
Dexterity 10

[Prime=Mental] 2 claw swipes inflicting 2d6 damage each, WC 1, or a mental attack that paralyzes the victim, range 6'.)

This highly intelligent, near sighted, 3'-long mutated badger also has Telekinesis with a range of 60', a lifting weight of 150lb., and a great fear of intelligent plants. Mutations— Near-sightedness, Fear Impulse [Intelligent Plants], Telekinesis, Mental Paralysis.



4G — Vortex Whirlpool

From nearly a mile away characters approaching by water see the spinning whirlpool here because of the white froth it generates. Characters approaching by boat within 100 yards of this area are pulled into the vortex and destroyed with virtually no chance of survival.

5 — The Sunken City

When the *Warden* was first built, this area contained a small island that was conducting power generation experiments fueled by a diminutive subterranean nuclear reactor placed below the water line (for ease of cooling). During the 'catastrophe', the core melted, dissolving the base of the island and lowering the facility above to a depth of 25' below the surface. The scientists that once worked within the facility were vaporized by the intense radioactive surge, but the buildings they used, although battered, remain.

The intense but short-lived radiation also caused the only other lifeform originally inhabiting the island, an amphibian species, to mutate physically and mentally into a new life form: the Salamanders found in these sunken ruins today.

Characters approaching this area from the surface see a large stone face prtruding from the water to a height of 8' once they are within 300' of the area (see area #5C).

This entire area still emits radiation at intensity level 2 (and greater in some areas as noted on map).

5A — Observatory

These two-story buildings were observation posts and dwellings for the scientists working on the island. The bottom level contains four windows (long since bereft of their glass) in an open floorplan loft-like living area that was customized by the scientists in residence to their own desires. While little of the original furnishings remain, beds,tables, chairs and other decor made from seaweeds, rocks, and sunken logs now fill these areas. A duralloy staircase leads to the second floor.

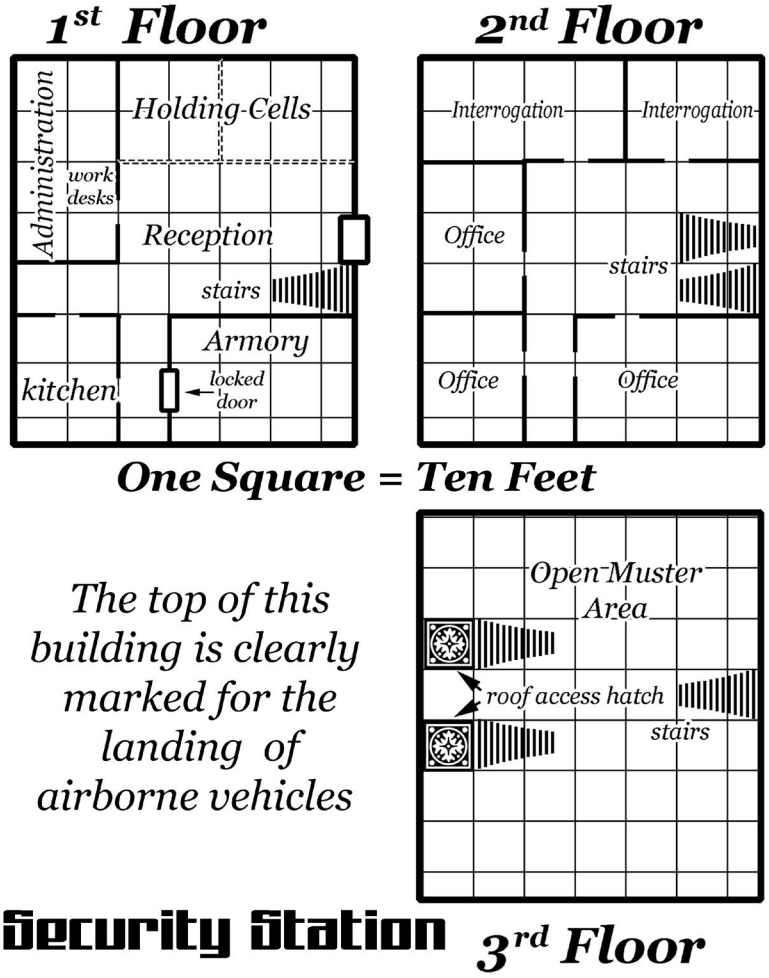
The second floor contains corroded and destroyed electronic equipment once used to monitor experiments conducted on the original island. The Salamanders often use these areas for storing spare food, treasured articles, and other odds and ends.

3-5 Salamanders now make their homes within each of these buildings.

Salamander
(HD 12, HP 60, AC 15,
MV 20' [walk]/50' [swim] Exp. Points: 990
Radiation Resistance 10 Constitution 12
Mental Resistance 14 Strength 14
Dexterity 11

[Prime=Physical] one spear gun attack inflicting 4d6 damage, WC 3, range 40'.)

These 10'-tall mutated humanoids have bright green scaled skin, huge webbed hands and feet, and a powerful build. These are curious mutants that always investigate strangers before attacking. Mutations—Taller, New Body Parts, Heat Generation, Heightened Touch, Heightened Balance, Force Field Generation.



The top of this building is clearly marked for the landing of airborne vehicles

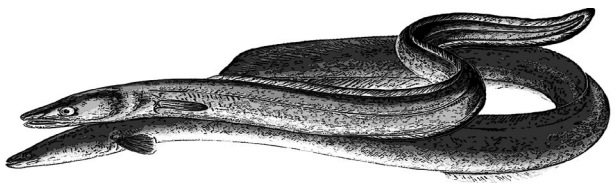
5B — Security Station

This 3-story building was the security station for the power generation testing laboratory that was the original purpose of this island. This building is water tight and there are 2 roof entrances that are still above the water. Patrolled by 2 Security Robots, this building houses offices for the police, two large jail cells, a kitchen with working food machines, a small armory with shot guns, laser pistols, taser pistols, and police combat armor and shields, and an interrogation room.

Robot, Security
(HD 10, HP 60, AC 15, MV 50' [flight] Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 16
Dexterity 14

[Prime=Physical] 4 13'-long tentacle attacks that cause 1-hour paralysis upon touch, WC 3, or poison [Intensity 17] knockout gas in a 30' diameter circle, WC 4 .)

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, a gas pellet projector which shoots 10 knock out gas rounds in a 360° spread with [4] 20-pellet magazines, an anti-grav propulsion unit, 50 point force field, 2 third-stage slug projectors [one attack inflicting 6d6 damage, WC 5, range 150'] usable only on a human's authority, a radio capable of broadcasting to any point on a given deck, 3 padded restraint tentacles, and lenses that adapt its visual capabilities to the infra-red and ultra-violet spectrum.



5C — The Great Stone Face

A huge black stone face here rises 8' from the water. Characters approaching closely note that the face is attached to a statue that stands an overall 40' in height; its base is resting on the bottom below.

This was a security statue intended to frighten away curious wildlife that might have endangered experiments taking place on the island. It contains an artificial intelligence to help it determine the most effective means for accomplishing this task on a case-by-case basis.

This Artificial Intelligence is completely functional but is confused by the current situation. It was never programmed for the possibility of partial submersion.

When approached more closely than 30', the head pleads with visitors to help it get out of the water. It begins honestly, but its programming leads it to tell ever more fantastic lies concerning the submerged facility in an effort to ensure the characters' assistance.

Eventually, it then mentions the security station on the island and begins telling outrageous lies about mythical sunken treasures found throughout the level. The entire statue weighs tons. If the statue is disconnected from the sunken island it deactivates.

6 – The Bird Sanctuary

This patch of thick oak forest is filled with an unusual number of birds of all types and sizes. The Hawkoid is the primary predator of this area and is fearless in attacking character groups moving about the floor of the forest.

Hawkoid
(HD 8, HP 42, AC 12, MV 10'/60' [flight]
Exp. Points: 805 Radiation Resistance 10
Constitution 8 Mental Resistance 12
Strength 10 Dexterity 10

[Prime=Mental] one bow attack inflicting 1d6+3 damage, WC 2, range 210'.)

This highly intelligent mutated sparrow hawk has manipulative talons at the end of its wings. It prefers to attack while airborne. Mutations— Fear Generation, Levitation, Heightened Intelligence, and Force Field Generation.

A total of 5 Hawkoids patrol this area, and their nests lie about a mile closer to the outer wall of this deck.

Near the edge of this forest a truly enormous stump (10' in diameter) hides an access passage that leads to the engineering crawlways below (Tween Deck #15.5). The access hatch is easily spotted; it lies several inches below the top of the faux stump, surrounded (and camouflaged) by its pseudo-wood.

7 – Central Elevator and Deck A.I.

This small island appears to be an old collapsed volcano. Rocky ridges radiate outwards from a central cone that has collapsed with age. Within this cone, however, lies the central elevator shaft. Although hidden by holographic camouflage, the shaft rises from the middle of the collapsed volcanic cone and proceeds upwards through the ceiling of this deck. A wristband reader is likewise hidden holographically, but this deception ceases whenever any ship's-issue wristband resides within 25' of the hidden elevator shaft. This proximity causes the hologram concealing the wristband reader to end, and should any wristband be inserted, all camouflage deactivates.

Explorers that have visited other decks note that the access to the bow passenger elevators has been blocked by what appears to be poured concrete. The concrete is far from fresh, but it does not appear to be a portion of the original construction. Why this might have been necessary is unkown. The elevators that are accessible function for any color ship's-issue wristband.

Note: Characters using the bow passenger elevators that attempt to exit on this deck are unable to do so. It is possible to cut through the 2'-thick concrete barrier but i those attempting this from within an elevator will likely cook themselves in the process.

Explorers may detect a camouflaged tunnel leading from this area to Area #7B (at your discretion, marked as the 'passage' on the map) some 100' closer to the bow on the starboard side of the elevator shaft.

Explorers traversing any area of the island outside of Area #7A are likely to encounter the flower-covered vines that populate this entire island. These vines are quite friendly, if a bit demanding.

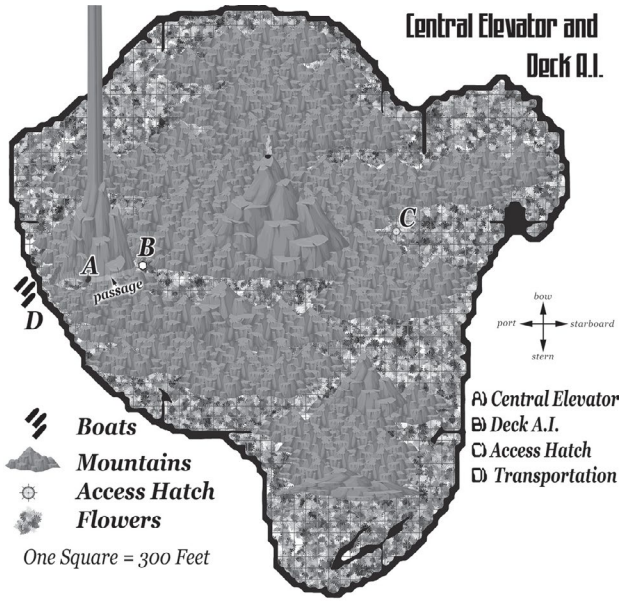
Singing Vine
(HD 4, HP 10, AC 8, MV 8' Exp. Points: 270
Radiation Resistance 10 Constitution 4
Mental Resistance 10 Strength 10 Dexterity 10

[Prime=Mental] Special attack – this vine defends itself by singing a psychotropic harmony making listeners incapable of harming the vine while harboring a strong desire to help it.)

This intelligent mutated vine stands 15' tall when mature. Singing Vines are Telepathic and willing to share knowledge of their level of the *Warden* with those that fertilize their roots. Mutations—Telepathy, Mobility, Sonic Powers [special], Manipulation Vines.

7A — Central Elevator

The Central Elevator runs through all 17 decks of the *Warden*, but ingress and egress are strictly regulated through the use of wristband readers that are present both within and without each elevator. These bands identify the type of crewmember attempting to use the elevator and allow them access to only those areas where said access is authorized. This access changes from deck to deck, so while a crewman might board on one deck, he may only have a limited number of choices for decks upon which he might exit. Only command bands (red and blue) have unrestricted access.



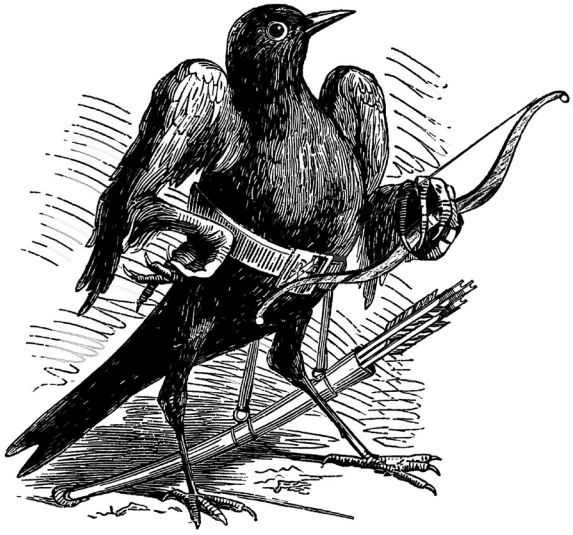
The term 'Central Elevator' is actually a misnomer. Although there is a single elevator shaft in the center of the *Warden*, there are 24 elevators of various sizes that use this shaft for transit. Unlike other decks of the ship, this level has but nine serviceable elevators. Its Artificial Intelligence structure is also absent, and close scrutiny reveals that it has been removed.

7A1 — Main Cargo Elevator

The largest of the elevators, this massive lift measures 400' square and is capable of moving up to 200 metric tons.

7A2 — Secondary Cargo Elevator

This cargo elevator is slightly faster than the largest and measures 100' x 100'. It can lift a maximum of 50 metric tons.



7C — Tertiary Cargo Elevator

Used for deliveries of supplies to most decks of the ship, this elevator measures 60' x 100' and has a carrying capacity of 20 metric tons.

7D — Express Cargo Elevator

The fastest of the cargo elevators, the express elevator has bench seats with seat belts along its far wall, and it is able to transit between decks in a mere 9 minutes (98 minutes top to bottom). It measures 40' x 100' and is able to carry up to 10 metric tons.

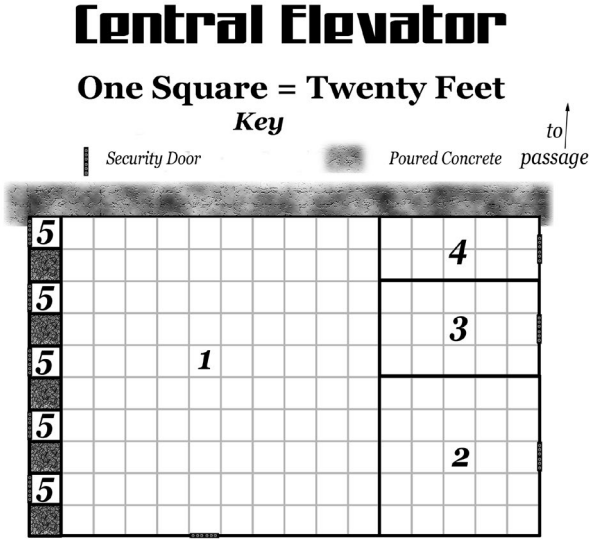
7E — Passenger Elevators

These 18' x 18' elevators travel at a standard speed and are capable of comfortably fitting up to 32 crew members at one time. Their weight limit is 8,134 pounds (3690 kg).

7B — Deck A.I. (Artificial Intelligence)

Explorers that discover, and then follow, the tunnel through the mountain from the central elevator area find that it leads here. The tunnel appears to have been cut by a large laser as it is a perfect circle with glass-smooth walls. At its far end the characters will note a large, geodesic dome-like structure that seems to shimmer at its apex. The dome is circular, more than 150' in diameter, and 25' tall. A door and a wristband reader may be clearly seen from the end of the tunnel.

Note: The dome is camouflaged from above which distorts any view and causes its top to shimmer from a ground perspective. From above the dome appears to be nothing more than a continuation of the rocky ridges that make up most of this island.





The wristband reader only functions for explorers presenting a black wristband. Even a red & blue band will not allow this door to function.

Within this building lies the Artificial Intelligence that currently keeps Deck #15 functioning. The A.I. was installed by Colonel Obrut, the leader of the crack strike team located in cryofreeze beneath Area #2D of this level, and is not the standard Artificial Intelligence installed by the *Warden's* engineers. This A.I. sends out a constant plea for help to the military (using only military wavelengths) to which Colonel Obrut once belonged. It is also able to awaken the cryo-frozen troops resting below Area #2D. This Artificial Intelligence is fully functional, and rational, but does not respond to any not bearing a black wristband.

7C — The Access Hatch

This hatchway is unremarkable and appears as do all of the hatches that provide access to the engineering crawlways found throughout the ship. What makes this one unique is that a circle of crusty white material seems to have glued a black wristband to the release mechanism of the hatch.

The crusty white material is all that remains of a human being, while the black wristband once belonged to Colonel Obrut. Why he was here, if indeed these are his remains, why he might have sought to enter the crawlway system, and why he replaced the deck level A.I. are all questions we leave for you to answer within your campaign.

7D — Transportation

Several large boats are tied to duralloy posts only a few feet from the shore in this area. The water is only inches deep (just enough to float these vessels when they are unloaded), and their Hydrogen Fuel Cells are fully charged. When it still existed, the Deck #15 Artificial Intelligence would ask any crewmembers arriving via the elevator their intended destinations, and would then dispatch a General Purpose Robot to guide the boat to the destinations thus provided. Neither the A.I., nor the General Purpose Robots remain, although the boats are still fully functional.

Boat, Lake Cruiser
Tech Level 4 Experience: 400
Power Requirement: 12 Hydrogen Fuel Cells
Power Cell Life: 6 - 8 hours (dependent on speed)
Seating Capacity: 32
Carrying Capacity: 6400 lbs. / 2903 kgs.
Size: 42' length x 20' width x 11" height
Top Speed: 8 mph/13 kph

Description : This small excursion vessel is controlled from the pilot's compartment which requires a ship's-issue wristband to operate (color to be determined by you and dependent upon situation).

8 – Concealed Ramp Access

The 'outer wall hologram' (see level introduction) in this area shows a copse of willow trees. This hologram hides access to a large (100' x 40') concealed automatic door which slides upwards when any wristband is touched to one of the willow trees. Beyond this hatch lies a 200 square foot area of intensity 12 radiation that serves as a landing for a ramp that ascends to Deck #14. While there is no radiation on the inside of the hatch, the trees and grass in a 20 yard half-circle at the hatch have all turned orange from the radiation that leaks whenever the hatch is opened. To the south on the

beach is an area filled with ten paddle boats that are programmed to return to this area when left unattended.

9 – Jungle of Doom

Characters entering this area immediately note that the ground is very soggy and marshy, and a great many annoying insects attack anything moving through the jungle. A quick inspection reveals an interesting anomaly: a broken water pipe juts from the ground spewing forth a thin but constant stream of water. This water pipe is made from Duralloy and is very difficult to either cap or mend.

This marshy area extends for nearly a quarter-mile in all directions, and as a result the jungle growth here is both profuse and difficult to navigate. A path may be forced through the encroaching plant life, but characters might become readily lost within its maze-like density, and progress is always slow.

Jawed Plants are common in this area and attack the characters periodically. Near each such attack site characters searching find piles of bleached bones and equipment such as fragmentation grenades and tear gas canisters. At the edge of the shoreline ten sail boats and ten motor boats bob mysteriously on the water as they are attached to a sunken dock hidden below the surface.

Jawed Plant
(HD 10, HP 44, AC 12, MV 0'/none Exp. Points: 810
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 10
Dexterity 6

[Prime=Physical] one thorny jaw attack inflicting 5d6 acid damage, WC1, range 30'),

This gigantic mutated Venus Fly Trap hunts by sensing heat sources at 30' range, and hits indicate that the victim has been captured by the thorny jaws of this voracious predator. Once captured, acid flows down upon the victim. Mutations— Larger than Normal, Increased Senses, Dissolving Juices [5d6].

10 - Hunting Territory of the Fin

This is a body of water very different from the rest of the salt sea. The Fin (12 total) have here cultivated red kelp that colors their territory a blood red color. The Fin are very friendly to boaters and offer to help characters in exchange for equipment useful to their aquatic tribe. They attack all who attempt to fish in their territorial waters immediately, without either warning or restraint (including characters that might once have been considered friends).

Fin (1-6)

(HD 12, HP 65, AC 15, MV 50' [swim]
Exp. Points: 990 Radiation Resistance [special – see below]
Constitution 12 Mental Resistance 12
Strength 13 Dexterity 14

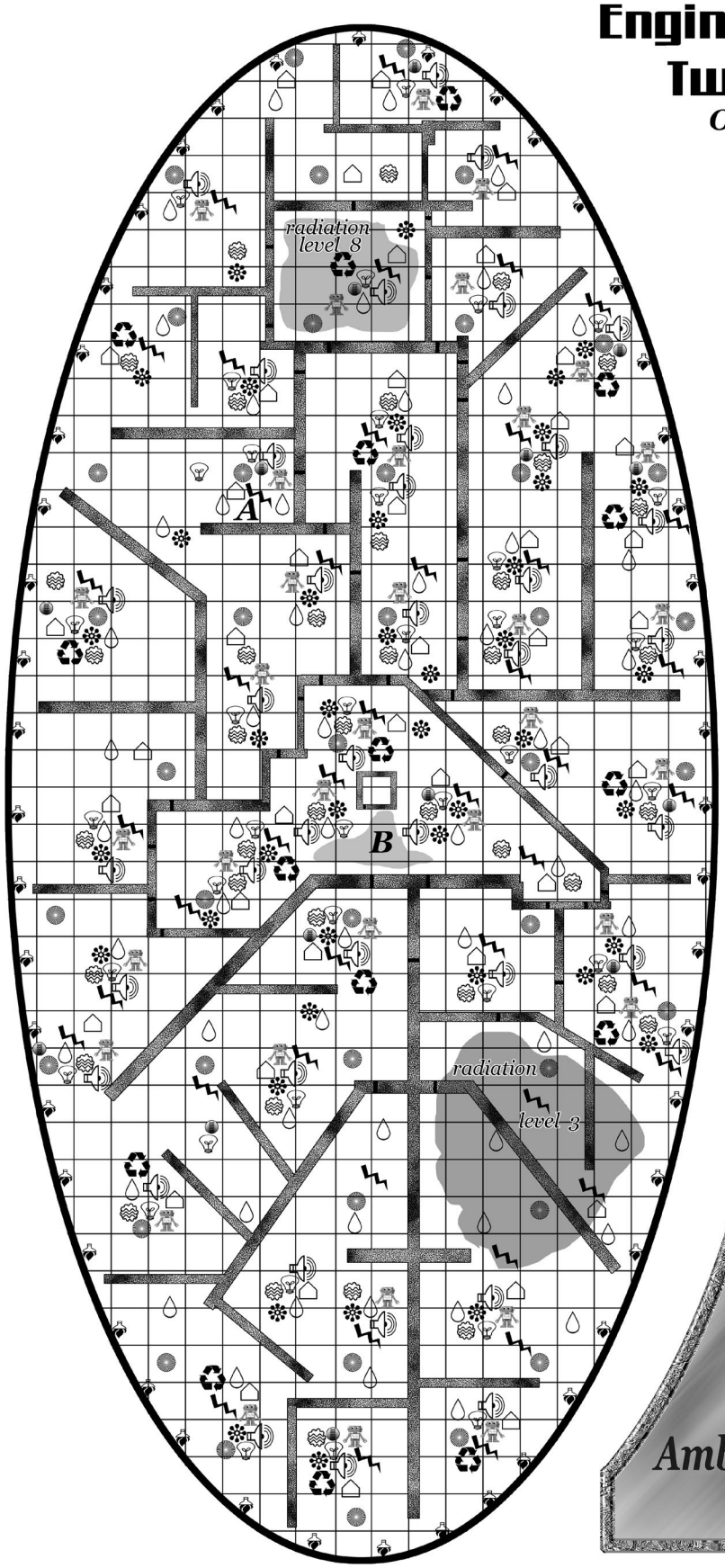
[Prime=Mental] one 40 kph nose bash [in water only] inflicting 4d6 damage, WC 1, but prefers to speak to intelligent creatures it encounters.)

This 10'-long mutated Dolphin has developed human arms and hands as well as front flippers. Highly territorial, it is immune to radiation and poison of all kinds. Mutations— Force Field Generation, Telepathy, and Mental Blast.



Engineering Crawlway
Tween Deck #15.5

One Square = One Mile



Key

- standard power substation
- broadcast power station
- robot depot
- air recirculation and purifying station
- water purification plant
- electrical circuit bus
- storage area
- thruster station
- gravity node
- environmental control station
- waste recycling center
- 12' wide by 8' tall hallway
- solid bulkhead
- access point from deck above

All open areas have a hollow 1'-diameter support pillar every 20'

Gravity:
0.65 – 0.58 G

Power:
Internal – Fusion Substation

Pressure:
99.6 kPa

Power Capacity:
4263 MW

Background EMF:
3.8 mG

Ambient Temperature:
18°C/64°F

Adventure Seeds

Thief Beast Enclave (A)

Seven (7) Thief Beasts prowl this level looking for valuable equipment and technology to add to their collection. Unlike most of their kind, these mutants are fiercely independent and moderately xenophobic; they resent the intrusion of any species not their own. Members of this group attack any non-Thief Beast they encounter on this level.

These Thief Beasts prowl the entire level but have their lair in the area marked "A" on the map. This lair is built inside of an old Storage Area, and all the interior doors have been removed. The leader of this band has a Security (red) wrist band, and none of his fellow Thief Beasts may exit or enter this 'compound' unless he is present.

The exterior entrance of this compound is guarded by a reprogrammed Security Robot that cannot see the Thief Beasts, and that attacks any others that approach.

Robot, Security
(HD 10, HP 60, AC 15, MV 50' [flying]
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 10 Dexterity 10

[Prime-Physical] 4 attacks with 13'-long tentacles that cause 1-hour paralysis upon touch, WC 3 or poison [Intensity 17] knockout gas in a 30' diameter circle, WC 4 .)

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, a gas pellet projector which shoots 10 knock out gas rounds in a 3600 spread with [4] 20-pellet magazines, an anti-grav propulsion unit, 50 point force field, two third-stage slug projectors [one attack inflicting 6d6 damage, WC 5, range 150'] usable only on a human's authority, a radio capable of broadcasting to any point on a given deck, 3 padded restraint tentacles, and lenses that adapt its visual capabilities to the infra-red and ultra-violet spectrum. Characters captured by these robots are generally taken to a secure area.

The Thief Beasts venture forth daily to retrieve food and any technology they might happen upon, so it is left to your discretion as to whether an indvidual Thief Beast might be found in any given area of this deck. If encountered, a single Thief Beast does its best to remain hidden and then attack using stealth from an unexpected vantage.

Over the years, the Thief Beasts have amassed quite a collection of equipment including:

* Portable Hologram Projectors
* Laser Pistols
* Medical Hand Analyzer Units
* (68) Hydrogen Energy Cells

...any of which they might use in such an encounter.

Portable Hologram Generator (equipment)
HP 9 (WC 5, Tech 4)
Power Requirement: 1 cell Power Cell Life: 2 hours
Size: 6" diameter circle

This device takes a picture in the same fashion as a camera of any desired object or setting up to 40 square feet in size. It then continually projects the captured image in a space determined by the operator (that may not exceed 40 square feet) for two hours.

Laser Pistol (equipment)
WC6 Tech Level 3 Experience: 800
Power Requirement: 1 cell Power Cell Life: 5 shots
Size: 12" Range: 225' Damage: 5d6

Medical Hand Analyzer(equipment)
HP 4 (Tech 2)
Power Requirement: 1 cell Power Cell Life: 2 hours
Size: 11" x 8" x 2" Range: 1'

This device can diagnose and describe treatment for any illness or injury to humans or humanoids.

Thief Beast (7)
(HD 10, HP 18, AC 12, MV 30'
Radiation Resistance 10 Constitution 10
Mental Resistance 10 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.

The Red Ball Field (B)

The area marked "B" on the map is a field of Red Puffball Fungi that covers more than two square miles.

Fungus, Red Puff Ball (200+)
(HD 3, HP 5, AC 4, MV 0'/none
Radiation Resistance 3 Constitution 3
Mental Resistance 3 Strength 3 Dexterity 3

[Prime=Physical] explosion inflicting 10 damage + poison [Intensity 12], WC4, range 10').

This mutated 5'-spherical red fungus bursts if it experiences pressure of any kind. The area then remains filled with a poisonous [Intensity 12] fungal spore cloud that persists for 1-2 hours.

Mutations— New Plant Parts, Poison [Intensity 12], Spores, and Quick Growth.

There are hundreds of these fungi spaced at 8' intervals throughout this area.

Deck 16: Manufacturing Level



Deck 16

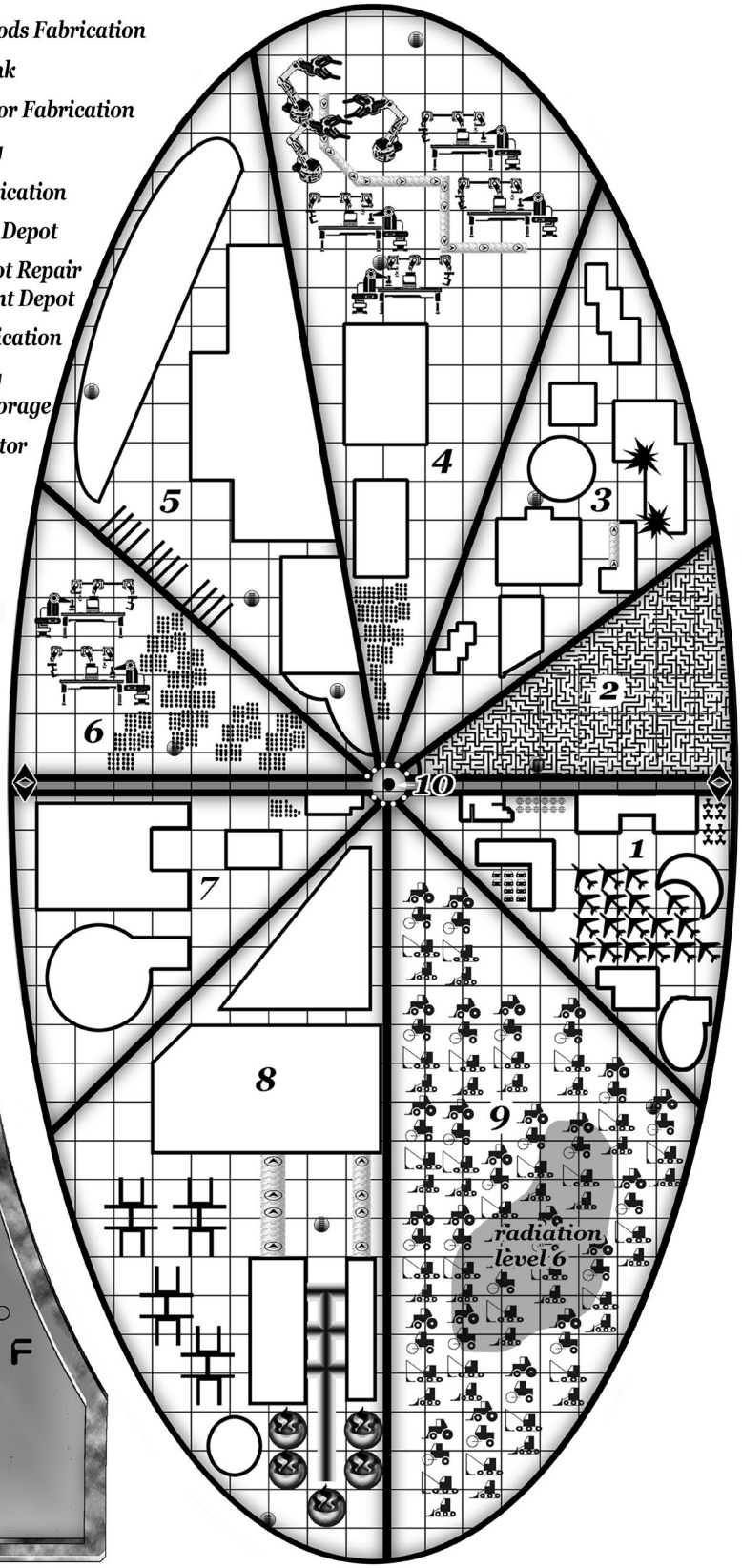
One Square = One Mile

Overall Size: 40 miles long x 18.5 miles wide

Map Key

- engineering crawlway access
- robotic arm
- automated workstation
- conveyor belt
- prefabricated power generation station
- prefabricated geodesic dome
- large cargo aircraft
- anti-gravity sled
- damaged area
- inactive robots
- inclined ramp access
- plasteel blast furnace
- molten plasteel spillway
- automated door

1) *Planetary Goods Fabrication*
2) *Chemical Bank*
3) *Data Processor Fabrication*
4) *Imagineering*
5) *Android Fabrication*
6) *Robot Repair Depot*
7) *Security Robot Repair & Improvement Depot*
8) *Plasteel Fabrication*
9) *Earth Moving Equipment Storage*
10) *Central Elevator*



Gravity: 1.02 – 0.98 G

Power: Fusion with Internal

Pressure: 102 kPa

Background EMF: 2.2 mG

Ambient Temperature: 22 C/72 F

Atmospheric Anomalies:
^{40}Ar: 1.3% O2: 18.7%

Level 16: Manufacturing

Overview

Known as the 'workhorse' deck by the original crew, Deck #16 is the home of all major manufacturing that takes place aboard the *Warden*. Housing, clothing, furniture, spare parts, transportation, earth-moving equipment, and even robots are created on this deck. Anything that might be needed by a fledgling colony, as well as anything that might require replacement aboard the *Warden*, has its primary source of resupply here.

The vast majority of this level is automated. Factories have robotic workers for the retrieval of raw material and the removal of finished goods. The assembly and creation of parts is performed by fully automated factories with only reprogramming and quantity control input by human crew. Several dozen crew were stationed here permanently, but their jobs most often involved overall supervision of an entire sector, research and development for the creation of new commodities, the improvement of existing products, or specialized maintenance for which Engineering Robots had yet to be programmed. In all, less than 100 crew members were ever found on this deck at any given moment prior to the catastrophe.

Deliveries of finished goods to the other 16 decks of the *Warden* was also automated. Cargo Robots using Anti-Gravity Sleds bring finished products wherever they are needed, or to one of the storage areas found on other decks. Only extremely large finished goods are stored here on this level: geodesic domes, earth-moving machinery, full cargo aircraft, and the like. In addition, when resupply goals are reached, these factories automatically place themselves in stand-by mode, drawing minimal power and awaiting the future need of their services.

Some research and development is performed on this deck as well. New computer programs were regularly created here by both this deck's Artificial Intelligence and human engineers, although this function has ceased since the catastrophe. Mechanical upgrades to vehicles and equipment were developed, robots were improved, and new types of robots were created on this level. All of these functions now lie sadly dormant.

As the need for human contributions to the functions of this deck are severely limited, access from the central elevator was reasonably unrestricted, and any color wristband causes the doors on the central elevator to open. Access to the massive automatic security doors that lead to the inclined planes at the outside edge of this deck's center is likewise unrestricted (any color band causes them to function). The automated doors that lead to the various sectors, however, have greater restriction.

Each sector found on this deck is accessed from a half-mile circular open space that surrounds the central elevator. Entry is barred by a massive door measuring 500' square that is operated automatically if a grey, red, or red & blue wristband is presented to the wristband reader that flanks each of these doors. In those areas where manufacturing still persists, these doors also open periodically to allow Cargo Robots to exit with their loads of finished products intended for other levels of the ship. How often this might occur, and from which sectors, is left to your discretion.



LIFEFORMS

The following creatures are found randomly on this level. Check once for each new square explored on a given map by rolling a d6. Any result of a 1 or a 2 indicates that a wandering monster has encountered the characer party. How many of a particular creature are encountered is left to your discretion.

Wandering Creatures Encountered (roll 2d6)	
2	Robot, Engineering, Broken
3	Robot. Junkyard
4	Android, Roman Legionnaire
5	Robot, Security, Broken
6	Wolfoid, Aztec
7	Gorilloid
8	Black One
9	Chimpoid
10	Robot, Cargo
11-12	Hawkoid

Android, Roman Legionnaire
(HD 12, HP 60, AC 15, MV 30' Exp. Points: 495
Radiation Resistance 12 Constitution 12
Mental Resistance 10 Strength 14 Dexterity 13

[Prime=Physical] Roman short sword inflicting 1d6 damage, WC3, and Roman javelin inflicting 1d6 damage, WC 3, range 5'.)

This android has escaped from another level, and its computer brain is quite insane. It appears and acts as though fully human, but it repeats itself far too often during conversation. It asks to join the party and again reacts normally in most situations, but with a few noteworthy exceptions: the android often forgets whose side it is on and stabs randomly and repeatedly with its sword. The android has a mental block and cannot see winged creatures. The android attacks all dogs and creatures with any canine characteristics on sight and is immune to all energy weapons.

Black One
(HD 9, HP 29, AC 12, MV 30' Exp. Points: 480
Radiation Resistance 12 Constitution 9
Mental Resistance [special – see below]
Strength 10 Dexterity 12

[Prime=Physical] one poison bite attack for 3d6 damage + poison [Intensity 15], WC 2, or one electrical attack via webbing for 4d6 damage, WC 4.)

This mutated Wolf Spider stands 5' tall at the shoulder and spins webs throughout any area it occupies. It is able to then generate electrical energy that shoots through this webbing for 4d6 damage to any touching the webs. Mutations— Electrical Generation, Black Ones are immune to Mental Control attacks, but are highly susceptible [always fail] to Generated Illusions.

Chimpoid
(HD 9, HP 22, AC 8, MV 20' Exp.Points: 760
Radiation Resistance 9 Constitution 9
Mental Resistance 9 Strength 17 Dexterity 16

[Prime=Physical] It has one attack with a spear WC 1, 2d6.)

These simians resemble their earthly cousins [chimpanzees] in most respects, but adult chimpoids are 5'+ tall and very muscular. Mutations— Heightened Intelligence, Taller.

Gorilloid
(HD 11, HP 58, AC 13, MV 30' Exp.Points: 950
Radiation Resistance 10 Constitution 11
Mental Resistance 10 Strength 12 Dexterity 12

[Prime=Mental] No attacks.)

This 6-armed, 6-eyed, telepathic mutant gorilla stands 10' tall at the shoulder. It is an omnivore covered in purple fur that is totally resistant to all forms of energy attacks. The creature is very intelligent and often works with the devices of the ancients. Gorilloids have developed a strange desire to help humanoids, never attacking them. When those humanoids die, the Gorilloid is impelled to bury the body amid the branches of the trees on the Gorilloids' home island [see Deck #15]. Mutations—Multiple Body Parts, Taller, Telepathy, Immunity to Energy Attacks.

Hawkoid
(HD 8, HP 42, AC 12, MV 10'/60' [flight]
Exp. Points: 805 Radiation Resistance 10
Constitution 8 Mental Resistance 12
Strength 10 Dexterity 10

[Prime=Mental] one bow attack inflicting 1d6+3 damage, WC 2, range 210'.)

This highly intelligent mutated sparrow hawk has manipulative talons at the end of its wings. It prefers to attack while airborne. Mutations— Fear Generation, Levitation, Heightened Intelligence, and Force Field Generation.

Robot, Cargo
(HD 10, HP 55, AC 15, MV 48 kph Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 13 Dexterity 10

[Prime=Physical] No attacks)

This centaur-shaped robot stands 5' tall. Its tracked rear portion has a wide cargo area while its humanoid front has two arms with large cargo claws and a head with human senses and programming allowing human

reasoning and interaction. It follows the orders of any character wearing a green wristband and can carry characters on its back. The unit also carries a communication system capable of reaching all parts of one ship level.

Robot, Engineering, Broken
(HD 10, HP 60, AC 15, MV 96 kph
Exp. Points: 405 Radiation Resistance 10
Constitution 10 Mental Resistance 10
Strength 14 Dexterity 10

[Prime=Physical] one lightning bolt attack in a 1' wide by 30' area, WC 1, 4d6 damage, for four consecutive rounds after which its power cells are exhausted.)

This Engineering Robot has an onboard computer fault, and it now resents intruders. Self-propelled, the robot is designed to fix most of the devices on the ship. Each has: Semi-independent action circuits, broadcast power cells, extra power cell for 24 hours of independent operation, telescopic, infra-red, ultra-violet and microscopic lenses, 2 rotating light sources, 3 tentacle manipulators, 2 power grasping claws, tool handling tentacles, and communication systems allowing it to interact with both the ship's A.I. and humans.

Robot, Junkyard
(HD 8, HP 28, AC 12, MV 20' Exp.Points: 665
Radiation Resistance 10 Constitution 8
Mental Resistance 10 or [special – see below]
Strength 14 Dexterity 11

[Prime=Physical] one attack with a makeshift club [broken ship part] inflicting 4d6 damage, WC 1.)

This badly rusted robot is anthropomorphic, and the entire unit squeals and makes loud grinding noises as it moves. It has human-like senses and also sees well in the dark. Improperly assembled, this unit has gone rogue, attacking anyone trying to communicate with it. The robot is immune to paralysis and Mental Control.

Robot, Security, Broken
(HD 10, HP 40, AC 10, MV 25' [flying]
Exp.Points: 405 Radiation Resistance 10
Constitution 10 Mental Resistance 10
Strength 12 Dexterity 10

[Prime=Physical] 2 attacks per combat round with slug throwers inflicting 2d6 damage each, WC3, and may also attack with a 13' tentacle that causes paralysis WC 3.)

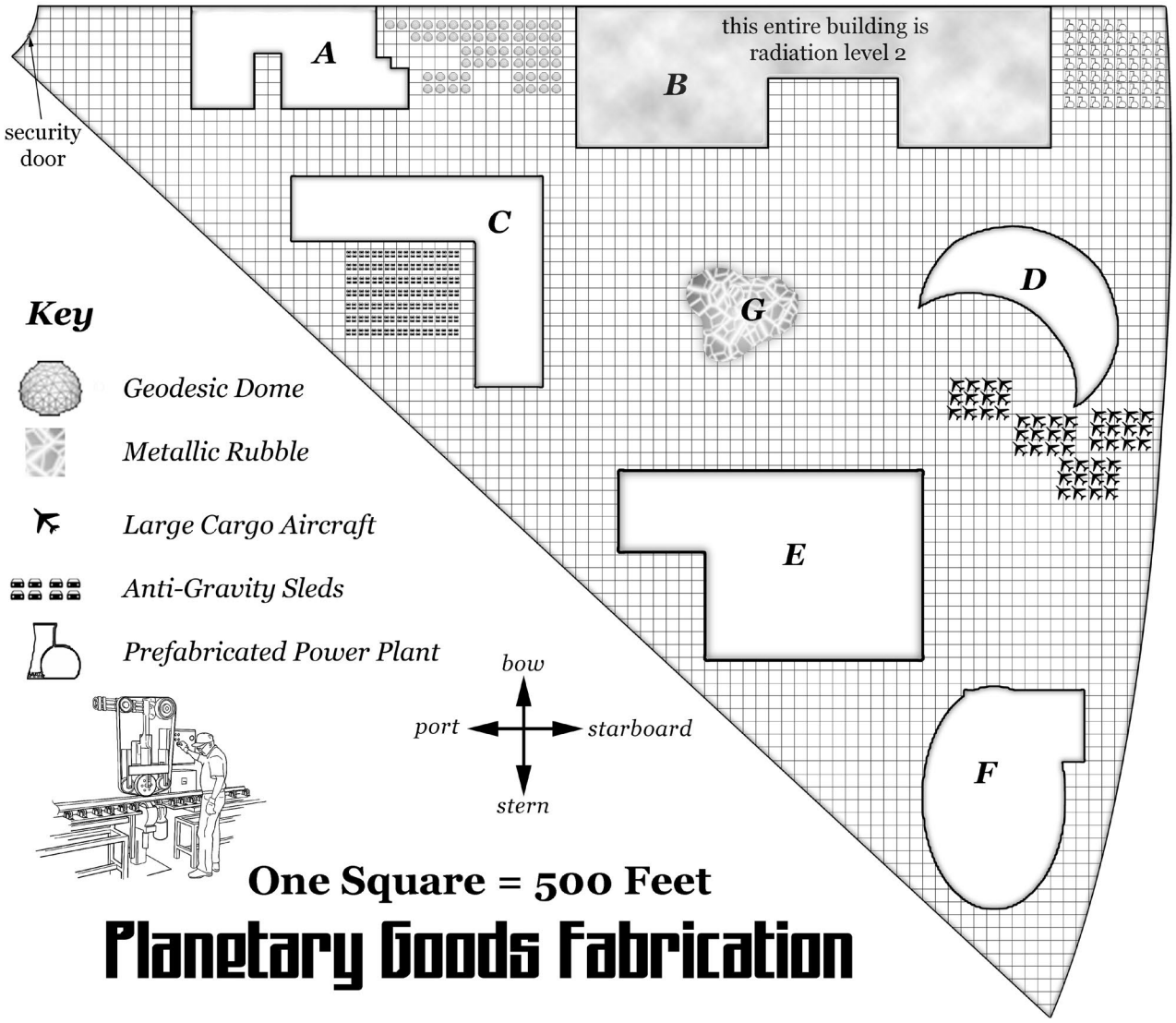
This 9'- tall irradiated [Radiation Level 15] spherical robot is cracked in several places and parts of its interior are exposed and emitting sparks. Of its four tentacle-like arms, only one remains. Its visual sensors still operate in the infra-red and ultra-violet spectrum with a 1-mile range, but of its other attachments only its single tentacle-arm and dual slug throwers still function. This robot is incapable of communicating as all means of input, whether auditory or digital, have been damaged. Touching its irradiated outer shell causes 15 damage.

Wolfoid, Aztec
(HD 15, HP 88, AC 12, MV 40' Exp.Points: 1610
Radiation Resistance 16 Constitution 15
Mental Resistance 9 Strength 18 Dexterity 17

[Prime=Mental] one giant obsidian-studded club attack inflicting 4d6+4 damage, WC 4.)

These 9' tall mutant wolves stand on their hind legs and dress as Aztec Jaguar warriors. This group of Wolfoids has used the ship's resources to study the Aztecs and their ways. They always strike to subdue, as they want victims to sacrifice, offering their hearts to the gods. Mutations— Taller, Radiated Eyes, Immunity to Lasers, Regeneration [2 damage per turn], Heightened Intelligence, Telepathy.





Points of Interest

1 — Planetary Goods Fabrication

Entry into this section from the Central Elevator area is via a security door with a wristband reader. This reader only opens upon the presentation of a red & blue, red, white, or grey wristband. The demand for the various necessities of life is immediate in a new colony, and this sector is dedicated to fullfilling that need. Food, shelter, power, transport, clothing, and a host of other essentials are all made and packaged in this sector.

1A — Geodesic Dome Fabrication

This area is designed to turn out large geo-dome sections for factories and housing in a new colony. The plant is currently quiet as the last order for domes placed by a human crewmember was fullfilled (and stacked neatly outside as shown on the map). Parties exploring this area find it dark, quiet, and dusty. Characters attempting to reactivate the plant by inputting an order for more domes discover that a grey (engineering) wristband is required to activate the machinery.

1B — Power Plant Fabrication

Power is critical on a new world, and the small fusion plants aboard the *Warden* need occasional replacement as well. This automated factory is dedicated to the production of prefabricated power plants. It has been dormant for some time as it has reached its quota for needed back-up plants (which are stored outside the building). Due to the nature of the fuel used in these plants, and the length of time that this plant has remained inactive, the entire plant is now slightly radioactive (radiation level 2).

This radiation has also fueled the growth of a mutated white lichen that covers many areas of this factory's interior from ceiling to floor. It is harmless to humans but has developed the ability to adhere to almost any surface, and it, like the plant, is radioactive (radiation intensity 2). Simply touching this lichen causes it to spread as it sticks to the feet and clothes of characters. Electronic equipment exposed to this lichen fails 50% of the time (roll for each exposure). The lichen and its spores may only be removed by the application of pure alcohol (ethanol, methanol or isopropyl) or a strong caustic (lye or bleach, which also destroys electronics).

1C — Anti-Gravity Sled Fabrication

This factory is dedicated to the production of ground transport of all kinds, including earth-moving machinery (Area #9 is filled with output from this factory). Prior to the catastrophe, this plant was fabricating anti-gravity sleds (floaters) a number of which are parked outside (see map). The disaster, however, blew several circuits in one of the automatic controllers within this building, disrupting operations.

Currently, any approaching this 225'-tall structure note that all of its windows pulse with a red flashing light somewhere within the interior. Other than this light, there is no sign of activity, and no sounds come from within the structure.

The cataclysm caused a fault in this assembly line. The generator that creates the anti-gravity drives for the finished sleds had its graviton production reversed, making these gravitons attract rather than repel. The last floater on the assembly line contains one of these (now) gravity generators. Its increased gravity caused it to attract spare parts, robots, and other sleds from the line to its location. The end of this line is now a snarled mess of chaotic parts, robots and smashed, partially assembled floaters. Other automatic controllers shut down the plant when the anomaly ocurred and activated the red flashing hazard lights which are found throughout the factory.

Characters approaching the malfunctioning floater feel drawn towards the confusing pile of parts, and if they approach too closely, they may be unable to resist its pull (at your discretion).

1D — Aircraft Fabrication

This factory makes aircraft of various sizes for atmospheric travel. The current plans call for cargo aircraft. Fifty are stored in the area outside the factory, and materials to make 250 more vehicles lie within, including sheet aluminum, jet engines, vast spools of wire, and electronic subassemblies.

Sixty-five (65) engineering robots within this (still operating) plant create a new aircraft every 2 weeks.

Characters with the skills necessary for checking the computer database note that the order to begin creating these cargo aircraft was issued only 702 days ago, but no name or rank is attached to the order.

1E — Hydrogen Power Cell Fabrication

One of the most commonly used pieces of equipment aboard the entire ship, Hydrogen Fuel Cells are manufactured here. Normally, a Cargo Robot arrives to collect the cells once an hour for redistribution throughout the ship, but several now stand idle (and powered down) outside the four loading bays that are found on this building's perimeter.

Crashing sounds can be heard from within the building should any character approach to within 10' of the outside of the structure.

Inside, near one of the loading bays, 2 broken Engineering Robots are tossing fuel cells into a large pile as they roll off the assembly line. The pile is already enormous: 25' in diameter and more than 5' in height as the characters approach.

Robot, Engineering, Broken
(HD 10, HP 60, AC 15, MV 96 kph
Exp. Points: 405 Radiation Resistance 10
Constitution 10 Mental Resistance 10
Strength 14 Dexterity 10

[Prime=Physical] one lightning bolt attack in a 1' wide by 30' area, WC 1, 4d6 damage, for four consecutive rounds after which its power cells are exhausted.)

This Engineering Robot has an onboard computer fault, and it now resents intruders. Self-propelled, the robot is designed to fix most of the devices on the ship. Each has: Semi-independent action circuits, broadcast power cells, extra power cell for 24 hours of independent operation, telescopic, infra-red, ultra-violet and microscopic lenses, 2 rotating light sources, 3 tentacle manipulators, 2 power grasping claws, tool handling tentacles, and communication systems allowing it to interact with both the ship's A.I. and humans.

1F — Clothing Fabrication

Given its limited life span (due to wear and tear), new clothing was constantly needed aboard the *Warden*, and a colony would have an even greater need for this commodity. This factory now lies dormant as its shipping bays are filled with new clothes that were never needed (as a result of the catastrophe). Characters with the appropriate computer skills (or

a grey wristband), may reactivate this plant. It is capable of creating any outfit, from any textile material, that a charcter could possibly request.



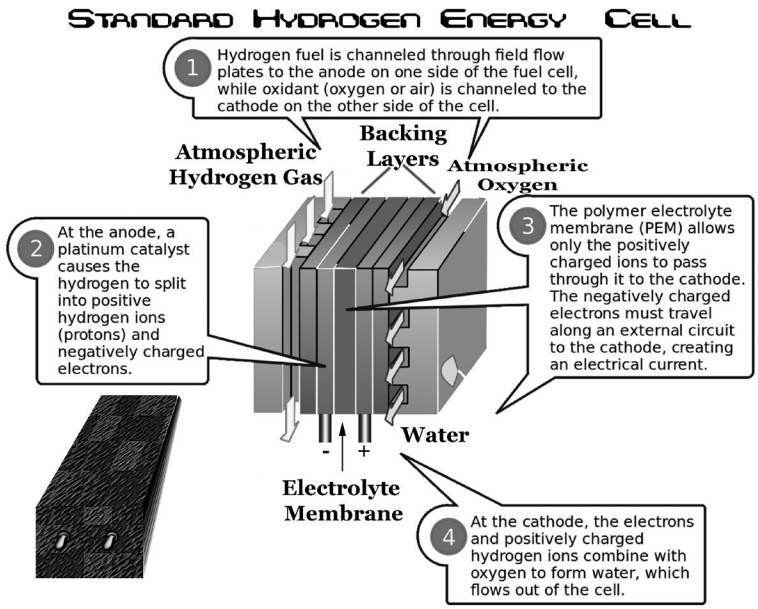
1G — Metallic Junk Anomaly

This area contains an anti-gravity sled that was the last one moved out of the factory at area #1C. It was activated here and immediately crashed to the ground as its anti-gravity unit reversed thus creating a gravity well. It has attracted a number of spare parts, robots, and other dense but loose junk from the surrounding area.

At a sance, this area apears to be a large scrap pile about a mile in diameter and over 60' in height. Characters approaching to within 50' of this area feel the gravitic pull, and any that actually attempt to touch this pile run the risk of being unable to successfuly resist the pull (and thus are stuck here unless aided by others, likely others with ropes).

2 — Chemical Bank

This section of the level is not meant for human entry, and only a 10' x 10' room with a small service window lies behind its non-security door. It is populated by 18"-wide corridors that are hundreds of feet in height on which rest all known chemicals. These chemicals are stored in special containers, and the area is serviced by specialized Chemical Handling Robots that retrieve any chemicals requested. These robots service characters wearing wristbands of any kind.



Robot , Chemical Handling
(HD 4, HP 12, AC 10, MV [special]

Exp.Points: 135
Radiation Resistance 10 Constitution 4
Mental Resistance 10 Strength 8
Dexterity 10

[Prime=Physical] No Attacks)

This robot exists only to store or retrieve chemical substances from storage units. Its compact rectangular ceramic body [12" in height and about 14" square] follows tracks that extend along the corridors and walls of certain sectors of the *Warden*, allowing it to climb hundreds of feet per minute and move readily in all three dimensions. The unit contains four short metal tentacles with grasping claws/clamps made to exactly fit the special containers in which the chemicals are stored throughout the ship.

3 — Data Processor Fabrication

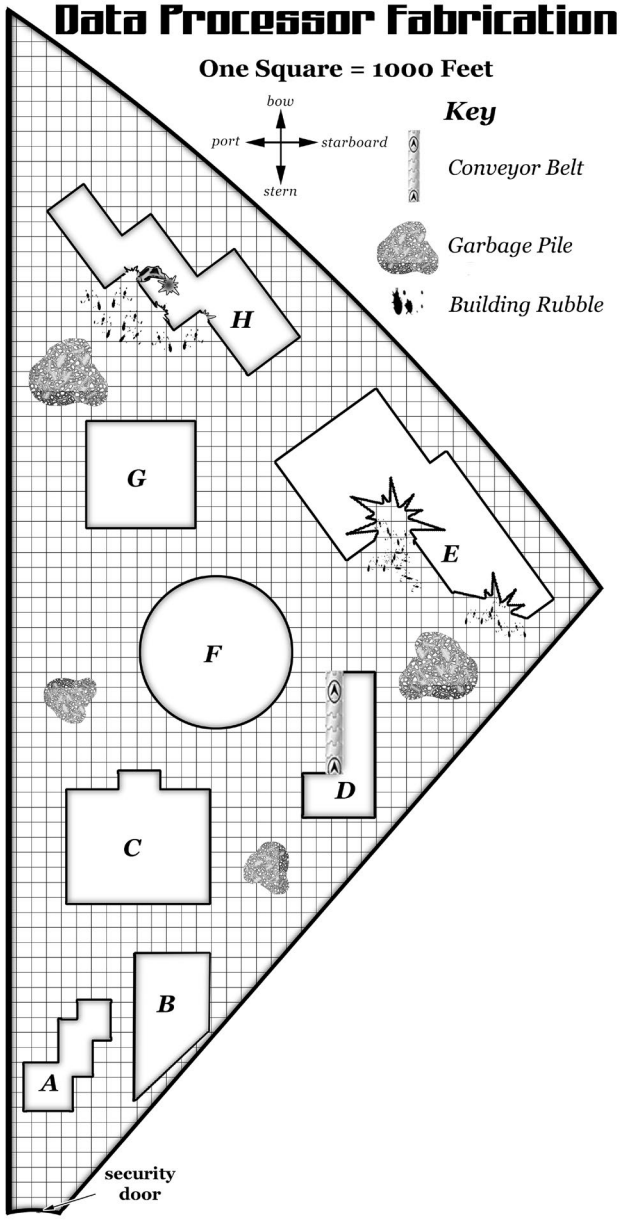
Entry into this section from the Central Elevator area is via a security door with a wristband reader. This reader only opens upon the presentation of a red & blue, red, white, or grey wristband.

Computers and artificial intelligence are an integral part of the *Warden's* design. Computers wear out and require updating, and there is a constant need for new data processors to keep up with improved systems aboard the ship. Sector #3 of Deck #16 was assigned this task.

When the disaster struck, much of this level was untouched, although the security door leading into this sector malfunctioned, and should any material be presented to its wristband reader, the door opens. This has lead to several incursions over the years.

Throughout the level characters will happen upon large garbage piles comprised of discarded food, destroyed and discarded equipment, and feces. Characters with biological skills or related equipment might (at your discretion) identify the feces as being from one of two sources: either canine (some piles) or simian (the other piles).

Both types of garbage pile bear mute evidence to the incursion of two groups that roam this level: Aztec Wolfoids and Gorilloids. How often and how many of these intruders are encountered, is left to your discretion.



Wolfoid, Aztec (in packs of four or more)
(HD 15, HP 88, AC 12, MV 40' Exp. Points: 1610
Radiation Resistance 16 Constitution 15
Mental Resistance 9 Strength 18
Dexterity 17

[Prime=Mental] one giant obsidian-studded club attack inflicting 4d6+4 damage, WC 4.)

These 9' tall mutant wolves stand on their hind legs and dress as Aztec Jaguar warriors. This group of Wolfoids has used the ship's resources to study the Aztecs and their ways. They always strike to subdue, as they want victims to sacrifice, offering their hearts to the gods. Mutations— Taller, Radiated Eyes, Immunity to Lasers, Regeneration [2 damage per turn], Heightened Intelligence, Telepathy.

Gorilloid (troupes of 3 or more)
(HD 11, HP 58, AC 13, MV 30' Experience Points: 950
Radiation Resistance 10 Constitution 11
Mental Resistance 10 Strength 12
Dexterity 12

[Prime=Mental] No attacks.)

This 6-armed, 6-eyed, telepathic mutant gorilla stands 10' tall at the shoulder. It is an omnivore covered in purple fur that is totally resistant to all forms of energy attacks. The creature is very intelligent and often works with the devices of the ancients. Gorilloids have developed a strange desire to help humanoids, never attacking them. When those humanoids die, the Gorilloid is impelled to bury the body amid the branches of the trees on the Gorilloids' home island [see Deck 15]. Mutations—Multiple Body Parts, Taller, Telepathy, Immunity to Energy Attacks.

3A — Data Processor Repair and Data Retrieval

This building is filled with workstations containing desktop computers, intelligent data processing units (from robots), and other subassemblies that are undergoing repair. Work here has stopped, however, as a pair of Engineering Robots have inadvertantly uploaded a virus which has caused them to believe that computer repair is in violation of their coding and is therefore to be stopped at all costs. They now patrol this massive building, armed with paralyisis rods which they have improved to not only paralyze living tissue, but to cause an overload to any robotic system they might encounter.

Robot, Engineering, Broken (2)

(HD 10, HP 60, AC 15, MV 96 kph
Exp. Points: 405 Radiation Resistance 10
Constitution 10 Mental Resistance 10
Strength 14 Dexterity 10

[Prime=Physical] one lightning bolt attack in a 1' wide by 30' area, WC 1, 4d6 damage, for four consecutive rounds after which its power cells are exhausted.)

This Engineering Robot has an onboard computer fault, and it now resents intruders. Self-propelled, the robot is designed to fix most of the devices on the ship. Each has: Semi-independent action circuits, broadcast power cells, extra power cell for 24 hours of independent operation, telescopic, infra-red, ultra-violet and microscopic lenses, 2 rotating light sources, 3 tentacle manipulators, 2 power grasping claws, tool handling tentacles, and communication systems allowing it to interact with both the ship's A.I. and humans.

Characters thoroughly investigating this structure discover a wealth of electronic parts and subassemblies.

Voltage Enhanced Paralysis Rod (equipment)
WC 4 Tech Level 7 Experience: 900
Power Requirement: 2 Hydrogen Fuel Cells
Power Cell Life: 10 hours

The rod is a collapsible bar that extends to a total of 3' and collapses to a mere 6" long for storage. It must touch flesh or conductive metal to be effective. It paralyzes the central nervous system for

* 3-18 minutes on targets that weigh 1-299 pounds.
* 1-6 minutes on targets that weigh 300-499 pounds
* Robots are shut down 75% of the time when struck
* Living targets over 500 pounds are unaffected.



3B — Data Processing Fabrication

This building is dedicated to the production of new computers and data processors. It contains both automated assembly lines and work stations, and laboratories (now deserted) dedicated to the development of faster, hardier, and more versatile processing components. A rogue Junkyard Robot prowls this building, constantly searching for parts to improve itself.

Robot, Junkyard
(HD 8, HP 28, AC 12, MV 20' Exp.Points: 665
Radiation Resistance 10 Constitution 8
Mental Resistance 10 or [special – see below]
Strength 14 Dexterity 11

[Prime=Physical] one attack with a makeshift club [broken ship part] inflicting 4d6 damage, WC 1.)

This badly rusted robot is anthropomorphic, and the entire unit squeals and makes loud grinding noises as it moves. It has human-like senses and also sees well in the dark. Improperly assembled, this unit has gone rogue, attacking anyone trying to communicate with it. The robot is immune to paralysis and Mental Control.

3C — Robotic Drive Systems

This building is dedicated to the development and manufacture of all robotic drive systems including roller balls, anti-gravity hovering devices, tracked units and wheeled carriages, many of which are stocked on shelves within this edifice. As there are no pending orders for propulsion units (a human engineer is required to input orders for these parts), this factory is silent. One visitor does, however, roam this building:

Android, Roman Legionnaire
(HD 12, HP 60, AC 15, MV 30'
Exp. Points: 495 Radiation Resistance 12
Constitution 12 Mental Resistance 10
Strength 14 Dexterity 13

[Prime=Physical] Roman short sword inflicting 1d6 damage, WC3, and Roman javelin inflicting 1d6 damage, WC 3, range 5'.)

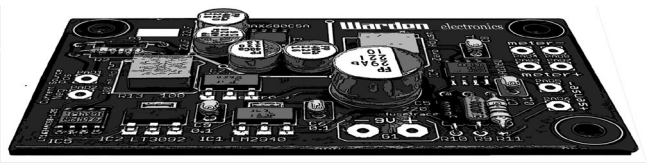
This android has escaped from another level, and its computer brain is quite insane. It appears and acts as though fully human, but it repeats itself far too often during conversation. It asks to join the party and again reacts normally in most situations, but with a few noteworthy exceptions: the android often forgets whose side it is on and stabs randomly and repeatedly with its sword. The android has a mental block and cannot see winged creatures. The android attacks all dogs and creatures with any canine characteristics on sight and is immune to all energy weapons.

3D — Printed Circuit Board Manufacturing

Automation includes highly independent units like the Artificial Intelligences that run each level (and the master A.I. that runs the ship), but also includes the less complex end of the spectrum: items like automatic security doors, presence sensing devices, and hand analyzers. All of these devices use circuit boards. This building is dedicated to developing and producing the finest circuit boards available.

Several automated assembly lines within this building are functioning when the characters enter. If they observe the process, they should gain an understanding of what occurs within this building. Should they remain long enough, the lines finish their task and send the finished circuit boards to a packaging machine via conveyor belt and then via a second conveyor to a warehouse -like area where they are whisked away by Cargo Robots.

Characters with engineering skills may, at your discretion and with the presentation of an engineering (grey) wristband, program one of the assembly lines within this building to create repair parts or entirely new circuit boards for their own equipment or projects.



3E — Virtual Reality Development

Given the limitations of working aboard a spaceship, and the dangers of training to work in space by training in space, plans for virtual reality suites for training and entertainment were added to the plans for the *Warden* at an early stage. This building is a giant laboratory for the development and production of various virtual reality simulators.

At the time of the disaster, a great project was underway: a test of a new virtual reality suite meant to revolutionize training aboard the *Warden*. Two Security Robots, misinterpreting the input from the virtual simulation, attacked the engineers here. They were damaged but prevailed, and thinking an attack by unknown assailants is under way, are now on guard to protect the very engineers they killed.

Robot, Security, Broken (2)

(HD 10, HP 40, AC 10, MV 25' [flight]
Exp. Points: 405 Radiation Resistance 10
Constitution 10 Mental Resistance 10
Strength 12 Dexterity 10

[Prime=Physical] 2 attacks per combat round with slug throwers inflicting 2d6 damage each, WC3, and may also attack with a 13' tentacle that causes paralysis WC 3.)

This 9'- tall irradiated [Radiation Level 15] spherical robot is cracked in several places and parts of its interior are exposed and emitting sparks. Of its four tentacle-like arms, only one remains. Its visual sensors still operate in the infra-red and ultra-violet spectrum with a 1-mile range, but of its other attachments only its single tentacle-arm and dual slug throwers still function. This robot is incapable of communicating as all means of input, whether auditory or digital, have been damaged. Touching its irradiated outer shell causes 15 damage.

3F — Hologram Fabrication

Working hand-in-glove with the virtual reality division is the hologram fabrication division which is housed in this building. Hologram generators from the size that will fit into a pocket to camouflage units large enough to disguise areas spanning hundreds of square feet are all made here.

In a sequestered laboratory within this complex lies a voice activated hologram generator that currently displays an aztec pyramid covering hundres of square feet. It is here that the Aztec Wolfoid pack has made its lair.

Wolfoid, Aztec (pack of 13)
(HD 15, HP 88, AC 12, MV 40' Exp. Points: 1610
Radiation Resistance 16 Constitution 15
Mental Resistance 9 Strength 18 Dexterity 17

[Prime=Mental] one giant obsidian-studded club attack inflicting 4d6+4 damage, WC 4.)

These 9' tall mutant wolves stand on their hind legs and dress as Aztec Jaguar warriors. This group of Wolfoids has used the ship's resources to study the Aztecs and their ways. They always strike to subdue, as they want victims to sacrifice, offering their hearts to the gods. Mutations— Taller, Radiated Eyes, Immunity to Lasers, Regeneration [2 damage per turn], Heightened Intelligence, Telepathy.

If the Wolfoids are not present and a thourough search of the lair is made, it reveals:

- 41 Meals Ready To Eat (BBQ Chicken)
- 17 Hydrogen Energy Cells (charged)
- (2) spare Obsidian-studded clubs
- a Grey (engineering) Wristband
- a Portable Hologram Generator

Portable Hologram Generator (equipment)
Tech Level 7 Experience: 700
Power Requirement: : 1 Hydrogen Fuel Cell
Power Cell Life: 2 hours

This device takes a picture in the same fashion as a camera of any desired object or setting up to 40 square feet in size. It then continually projects the captured image in a space determined by the operator (that may not exceed 40 square feet) for two hours.

3G — Artificial Intelligence Forecasting

The need to predict future events was also forseen by the planners of the *Warden*. This building houses a massive Artificial Intelligence whose only job is to predict the most likely of forthcoming events. The building has no windows, a massive rooftop air purification and environmental control system and a single entrance: an automated duralloy security door that accepts only command (red & blue) bands for entry.

3H — Stress Laboratory

Items created in the various departments within this sector are always tested before being installed in working equipment. This building, and its immediate 'outdoor' surrounds, housed much of the equipment used to stress test new data processors, robotic drive systems, and printed circuit boards made to function under extremely adverse conditions. Human and robotic responses to holograms and virtual reality simulations were also occasionally tested here.

When the disaster struck, the stress laboratory was gauging the robotic response to Horticultural Robots harvesting hardwood trees. The new Security Drones being tested have long since departed, but some Gorilloids happened upon the scene (much later), and the color scheme of the hologram had degraded over time making the trees appear purple in color.

Enraged at what appeared to be their sacred trees being defiled, the Gorilloid troupe destroyed the hologram, a portion of the building, and other equipment inside. They rampaged for days (now some months past) before their rage was sated.

The Gorilloids now search the buildings of this sector for technology which they term, 'Devices of the Ancients'.

They are friendly, herbivorous, and immensely curious. They now use the somewhat dishevelled Stress Laboratory building as their lair but freely roam the entire level searching for more useful devices.

Gorilloid (troupe of 6)
(HD 11, HP 58, AC 13, MV 30' Exp. Points: 950
Radiation Resistance 10 Constitution 11
Mental Resistance 10 Strength 12 Dexterity 12

[Prime=Mental] No attacks.)

This 6-armed, 6-eyed, telepathic mutant gorilla stands 10' tall at the shoulder. It is an omnivore covered in purple fur that is totally resistant to all forms of energy attacks. The creature is very intelligent and often works with the devices of the ancients. Gorilloids have developed a strange desire to help humanoids, never attacking them. When those humanoids die, the Gorilloid is impelled to bury the body amid the branches of the trees on the Gorilloids' home island [see Deck 15]. Mutations—Multiple Body Parts, Taller, Telepathy, Immunity to Energy Attacks.

4 — Imagineering

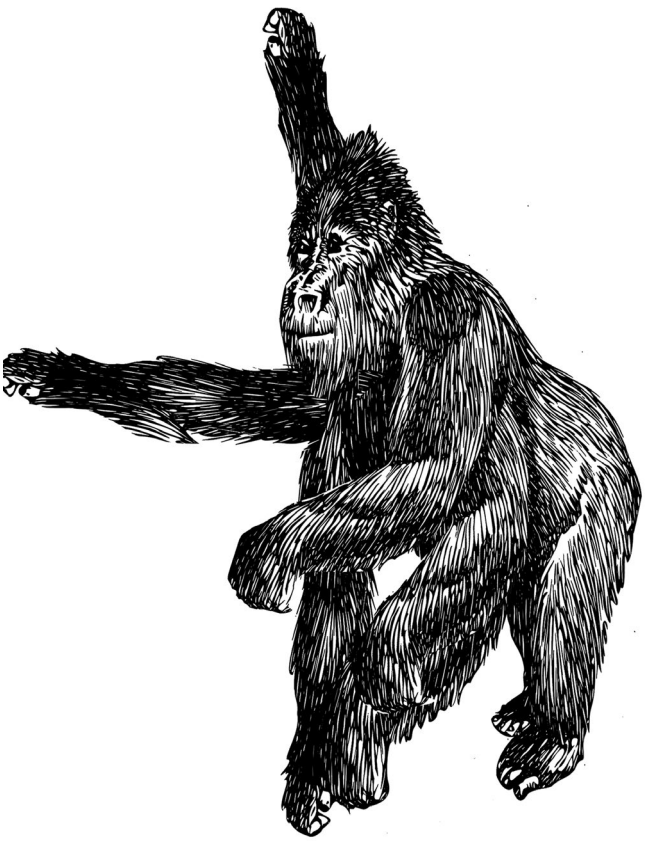
This sector of Deck #16 was given state-of-the-art prototyping machinery in order to be the birthplace of new technolgies. The designers of the *Warden* realized that they could not forsee every possibility with an endeavor as far-reaching as the mission of the *Warden*, and they wanted the crew to be able to respond with utmost alacrity. This sector is replete with Cad Cam tool and die tables, 3-D printers, holographic simulators, and a veritable army of Engineering Robots ready to answer the call of an imaginative engineer.

The catastrophe (it might be supposed) or some subsequent disaster shorted out the automatic door that segregates this sector from the main elevator landing on this level. It lies dormant, locked, and immovable (unless repaired). It is rumored that behind this door the Engineering Robots have reprogrammed themselves into sentient beings and that they have their own, rather exclusive, society.

5 — Android Fabrication Division

More versatile than robots, androids were made only a minimal component of the *Warden's* early automated servitor fleet as the greater independence of these units was thought to pose a potential threat to the seamless operations of the starship. Long term testing and development were sequestered, primarily, to this section of Deck #16 until such time as any newly developed androids proved themselves both reliable and trustworthy in a wide variety of applications.

Given the volatile nature of androids, and the fact that they might pass for human crewmembers, access to this sector via its automated door is restricted to those presenting a grey (engineering), red (security), or red/blue (command) wristband. Once within the sector, none of the doors are security doors, and all open automatically when approached.



5A — Artificial Intelligence Development

The 'brains' of the androids are developed in this facility. A computer allows engineers to assign the degree of autonomy an android might experience, their ability to learn through observation, and all of the more minute aspects of their personalities and intelligence.

Characters entering this facility find it dark, dusty, and deserted as no engineer has set foot in this building for many years. The computers are all in stand-by mode, however, and spring to life if their keyboards or other input devices are disturbed. Particularly skilled explorers might access the computer logs and note that a customized artificial intelligence, designed to fit an android, was designed less than a week ago and was both produced and removed from inventory. The database shows that the part was ordered by Engineer Monty Scotch and that it was produced and removed by his command. Characters thoroughly checking this building find Monty's abandoned and torn grey wristband near an exit door.

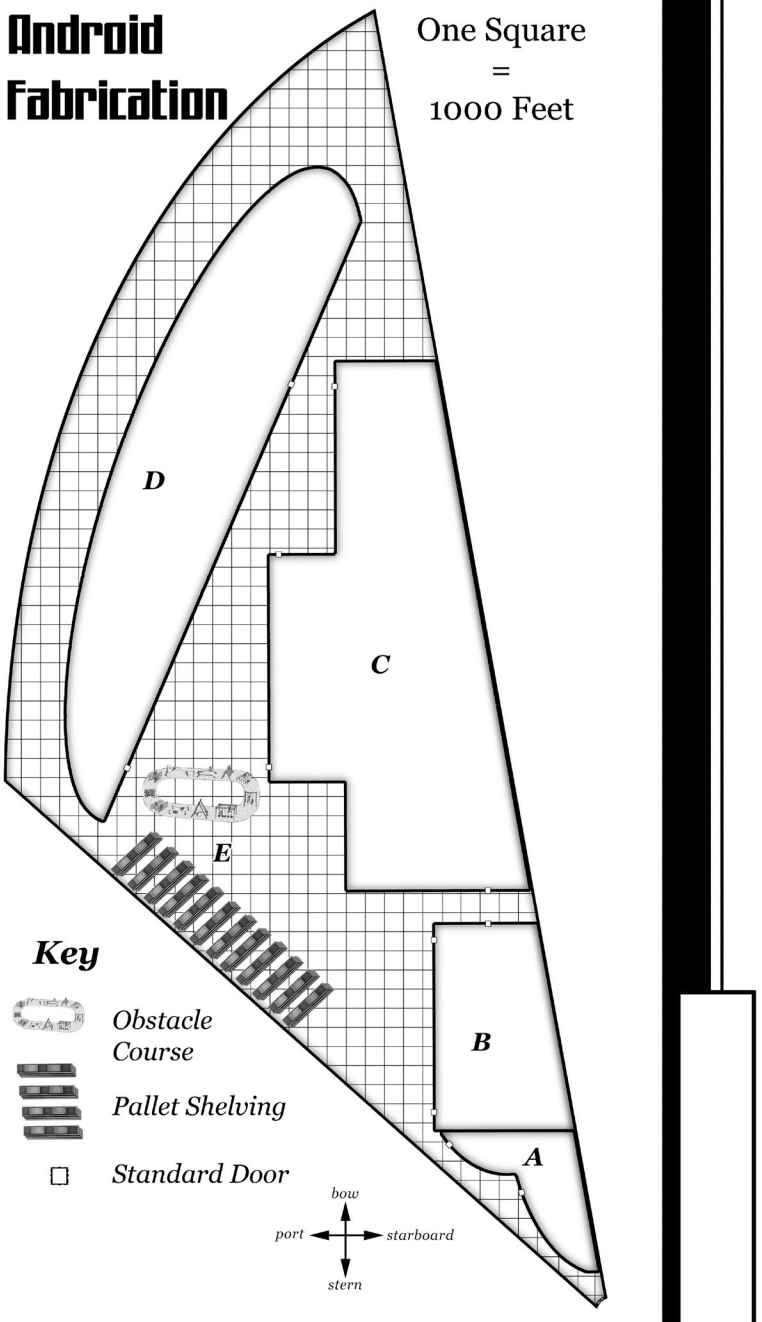
5B — Power Generation Development

As androids were often used in close proximity to crewmembers, a readily renewable yet safe energy source was required for powering them. Initial tests with small nuclear power plants proved hazardous to humans working closely with the androids, and Hydrogen Power Cells tended to discharge at the most inconvenient times (and could not be changed by the android on its own). Dozens of different experimental power supplies are manufactured in this building, but each is difficult to adapt to standard equipment use and would require the talents of a skilled explorer. What form these power supplies might take is left to your discretion, but all must be relatively small and have no toxic emissions.

This factory also currently lies dormant, dusty, and dark as hundreds of the various power cell types lie stacked neatly on shelves throughout the facility. Characters carefully checking the computer database within this building discover several power cells of various types are missing from inventory.

5C — Android Assembly Plant

The various parts comprising an android are here fused together to make a complete unit. Giant vats of electro-responsive carbon fiber, cellulose, and other less identifiable chemicals feed gigantic injection molding machines that hold the various mechanical parts of the androids to be made. The equipment to make a single android covers more than a square mile (although its actual operation is reasonably cost-effective).



This plant is mostly dark and inactive, but characters entering the building hear machinery operating in the distance. A casual search of the facility eventually happens upon a single android that is working with one of the injection machines at the far corner of this plant.

Android Thinker, Red

(HD 10, HP 60, AC 18, MV 30' Exp.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].

This android is attempting to make a red-skinned Companion Android. If the characters defeat it, and attempt to complete its work, the result is a quagmire of pinkish goo.

5D — Android Body Development

This plant is dedicated to developing new materials for android bodies, new body types and body parts. Like the other plants, this factory is in stand-by mode as it has finished its current tasks (as input by now-not-present engineers). The interior is dark, dusty, and silent, with only a few red LEDs glowing in the murk giving any indication that the equipment is still powered, and functional.

5E — Spare Parts Storage

Miles of 400'-tall pallet shelving here hold all of the parts and subassemblies needed for the creation of androids. Two broken engineering robots here wait on standby to repel all non-android intruders. Their programming was altered by the Red Android Thinker in Area #5C, and they are unable to perceive androids. As a result of this reprogramming, they also believe that any others (non-androids) are intruders that must be stopped.

Robot, Engineering, Broken
(HD 10, HP 60, AC 15, MV 96 kph Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 14 Dexterity 10

[Prime=Physical] one lightning bolt attack in a 1' wide by 30' area, WC 1, 4d6 damage, for four consecutive rounds after which its power cells are exhausted.)

This Engineering Robot has an onboard computer fault, and it now resents intruders. Self-propelled, the robot is designed to fix most of the devices on the ship. Each has: Semi-independent action circuits, broadcast power cells, extra power cell for 24 hours of independent operation, telescopic, infra-red, ultra-violet and microscopic lenses, 2 rotating light sources, 3 tentacle manipulators, 2 power grasping claws, tool handling tentacles, and communication systems allowing it to interact with both the ship's A.I. and humans.

6 — Robot Repair Depot

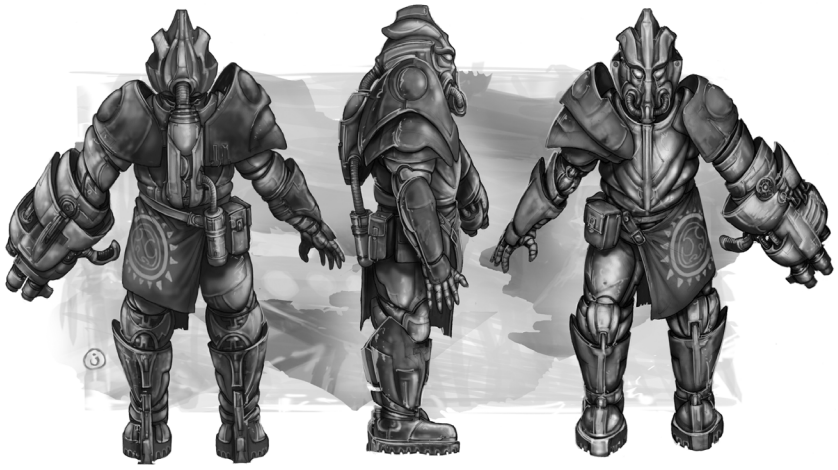
Broken robots with any of a host of issues are sent here when immediate, on-site repairs cannot be made. This area is currently packed with 500 Horticulture Robots with bad gaskets due to their exposure to the radiation disaster that bathed the *Warden*. Two dozen Engineering Robots are also here, on standby, as their attempts to replace the gaskets within these Horticulture Robots have only met with failure.

Robot, Engineering
(HD 10, PH 50, AC 15, MV 96 kph
Exp. Points: 405 Radiation Resistance 10
Constitution 10 Mental Resistance 10
Strength 14 Dexterity 14

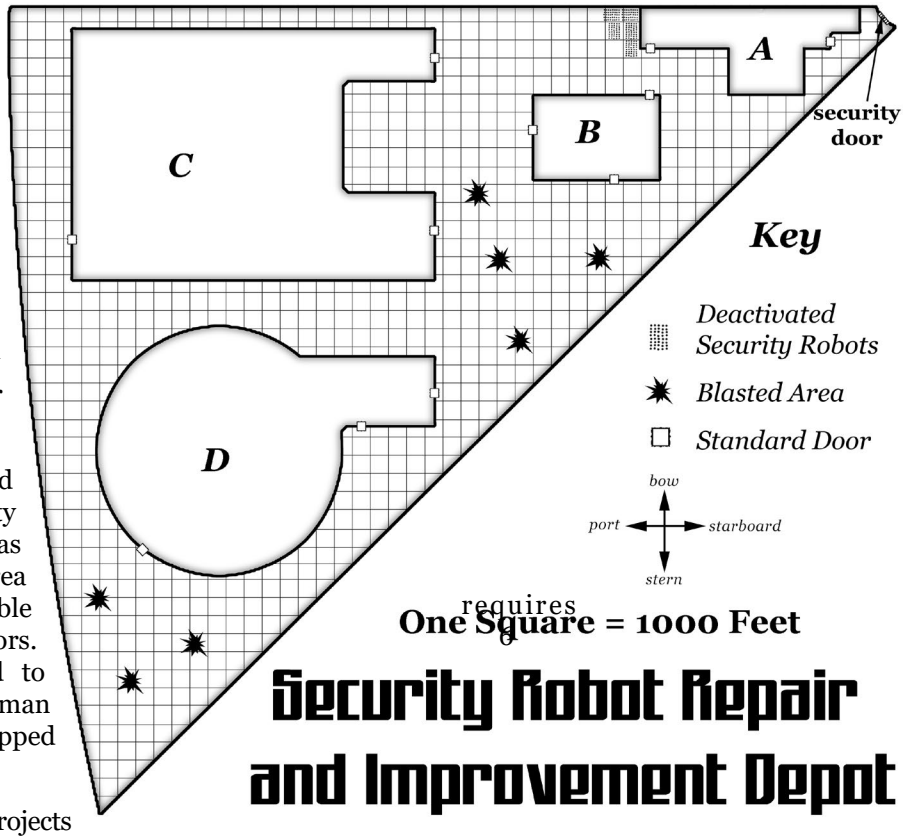
[Prime=Mental] no attacks)

Designed with many tools stored in its body, this robot has digital schematics and programming that allows it to repair most devices on the ship. It has: Semi-independent action circuits, broadcast power cells, extra power cell for 24 hours of independent operation, telescopic and microscopic lenses, lenses for infra-red and ultra-violet sensing, 2 rotating light sources, 3 tentacle manipulators, 2 power grasping claws, tool handling tentacles, 96 kph drive system, and communication systems allowing it to talk with both the ship's A.I. and humans.

If asked, the Engineering Robots explain that the gaskets they install (standard gaskets) last only a few hours before once again failing due to re-exposure to radiation found on the level where the repaired robots work. The robots go on to explain that a Plasteel gasket is probably necessary to make these robots resistant to the radiation, but that they are unable to order the manufacture of these Plasteel gaskets.



Any character in possession of a grey engineering wristband can order these gaskets in Area #8A if they first receive a schematic (download or printed diagram of the gasket) from one of these Engineering Robots.



7 — Security Robot Repair & Improvement Depot

Entry to this area requires a grey (engineering), red (security) or red/blue (command) wristband.

As the security challenges that would be faced by the *Warden's* security forces were unknown, it was thought prudent to set aside an area for the regular repair and possible enhancement of these vital servitors. This entire sector is dedicated to keeping the automated and human security forces running and equipped with state of the art gear.

Since the disaster, several of the projects initiated by the human engineers that used to work in this sector continued to function until the equipment they used ran out of power. Blasted areas appear randomly throughout this sector (but never in an important area) due to the unsupervised testing by still functional security robots of several new weapons upgrades that were developed aboard ship. What these weapons might be, or whether these seurity robots still roam this level, is left to your judgement.

One such program involved a large robot created to take massive amounts of punishment in order to provide a ready and active target for the testing of improvements to the security force. This robot's power supply ran out years ago, but its massive hulk still exists somewhere on this level, and it will reactivate if repowered.

Robot, Target Drone
(HD 10, HP 56, AC 10, MV 12'[flight]
Exp. Points: 405 Radiation Resistance 8
Constitution 10 Mental Resistance 10
Strength 8 Dexterity 14

[Prime=Physical] 2 pinpoint EMP cannon attacks that automatically disable electronic equipment of all kinds, WC 7, range 100'.)

This 12' tall lumbering behemoth moves about on a triangular tracked base. It causes no harm to living tissue as it is designed to disable opposing robots. It requires a Hydrogen Energy Cells for power, but it then operates for 6 hours continuously.

Finally, two small (2' diameter) hover droids, unarmed, patrol this entire level. Equipped with prototype nuclear batteries, they will continue their patrol for more than 1000 years. Their purpose was to check new tracking and optical equipment made available to the security forces of the *Warden*. The sound of their helicopter-like blades can be heard for several hundred yards.

Security Robot Repair and Improvement Depot

7A — Security Robot Fabrication

This fully automated factory produces Security Robots as per specifications input by human engineers. A solitary input station accepts these specifications. As the last order was completed years ago (dozens of deactivated Security Robots are parked outside) this building is silent and dark. A conveyor belt several miles long connects work stations serviced by robotic arms making this huge facilty a single manufacturing unit.

7B — Security Weapons Fabrication

This factory produces weaponry used by both the robotic and human security forces of the *Warden*. Ten automated assembly lines lie dormant here, their orders completed years ago. One of these lines never

had its final quota of Taser Pulse Pistols picked up for delivery and so 100 of these pistols lie neatly packed into storage boxes at the end of the assembly line.

Taser Pulse Pistol (equipment)
WC 6 Tech Level 8 Experience: 300
Power Requirement: 1 Hydrogen Fuel Cell
Power Cell Life: 10 shots

This pistol shoots out a form of ball lightning that causes 4d6 of stun damage at a range of up to 60'.

7C — Security Upgrade Laboratory

Constant improvements were once made here to all aspects of Security Robots and security gear. New weapons, new detections systems, new forms of passive restraint, and advanced independent circuitry were just a few of the improvements being tested here. Dozens of failed test subjects, broken Security Robots, lie about this place awaiting an analysis to determine the cause for their failure. Two of them activate when the characters approach, warning that they, "will attack any that are not security personnel."

Robot, Security, Broken
(HD 10, HP 40, AC 10, MV 25' [flight]
Exp.Points: 405 Radiation Resistance 10
Constitution 10 Mental Resistance 10
Strength 12 Dexterity 10

[Prime=Physical] 2 slug thrower attacks inflicting 2d6 damage each, WC3, and may also attack with a 13' tentacle that causes paralysis WC 3.)

This 9'- tall irradiated [Radiation Level 15] spherical robot is cracked in several places and parts of its interior are exposed and emitting sparks. Of its four tentacle-like arms, only one remains. Its visual sensors still operate in the infra-red and ultra-violet spectrum with a 1-mile range, but of its other attachments only its single tentacle-arm and dual slug throwers still function. This robot is incapable of communicating as all means of input, whether auditory or digital, have been damaged. Touching its irradiated outer shell causes 15 damage.

7D — Detection Depot

This area makes the delicate optic and detection systems for all security personnel and robots. Given the nature of the instrumentation created here, this entire laboratory is a 'clean room'. Air circulation and filtration include UV lights to eliminate bacteria and spores.

An automated voice asks characters entering to don 'clean suits' that cover the entire body including the face. These white jumpsuits are made from a thin but durable plastic that stretches, but that does not allow the wearing of any type of additional gear. The voice also requests that all equipment remain in storage until the characters exit the laboratory, and bins open from the walls in the reception area for stowage.

Characters that stow their gear here receive a plastic key. The keys are numbered, as are the bins. If the characters also don the clean suits, they may enter the building.

Characters failing to comply find the plasteel transparent doors leading to the interior of this building remain closed. The sensing apparatus that ensures compliance is optical, and can be destroyed by an observant character, after which the doors simply open.

Within there are ten stations in this dustless building, and each one can be programmed to produce a different detection system.

8 — Plasteel Fabrication

This area fabricates sheets of plasteel, a new alloy of steel that is transparent, for use as robot parts, windows, doors, and blast walls in both planetary and zero-atmosphere environments. Nearly as tough and durable as duralloy, plasteel has many applications in areas where the failure of a seal is not an option, but where visibility is needed. Entry to this area requires a grey, red, or red & blue wristband.

8A — Parts Fabrication

This facility has numerous engineering stations that must have schematics and specifications input by a human engineer. These blueprints are then sent to one of six automated parts-producing lines where the plasteel is formed (generally carved by a Cad Cam machine) into various parts. Several Engineering Robots wait here on standby for a human engineer to give them orders. At present, this plant is dormant.

8B — Curvature Fabrication

Plasteel sheets from Area #8C are here curved under tremendous heat and pressure to provide curved plasteel for domes, exterior spaceship viewports, and the like. Several computerized engineering stations here allow human engineers to provide input to the vast machines that bend this intractable material. This plant also awaits further orders and is currently on standby.

8C — Hot-Roll Sheet Production

Blast funaces at the far end of this sector feed molten plasteel into large cooling trays that create sheets of this material from 1"-6" thick. Material needed for various fabrications is then shuttled to Area #8B via large conveyor belts. This area is also quiet and currently deserted.

8D — Finished Product Storage

Large flat and curved sheets of plasteel are stored in enormous scaffolds here until need for use. The smallest of these sheets is 50' square.

8E — Materials Silo

The chemical mixture that, when heated properly becomes molten plasteel, is stored in a large silo here. The silo is 400' high, and one-half mile in diameter.

9 — Earth Moving Equipment Storage

Manufactured for a planet that was never colonized, the earth moving machinery found here covers much of this area. Hundreds of bulldozers, backhoes, graders, and other large pieces of equipment lie locked in this area.

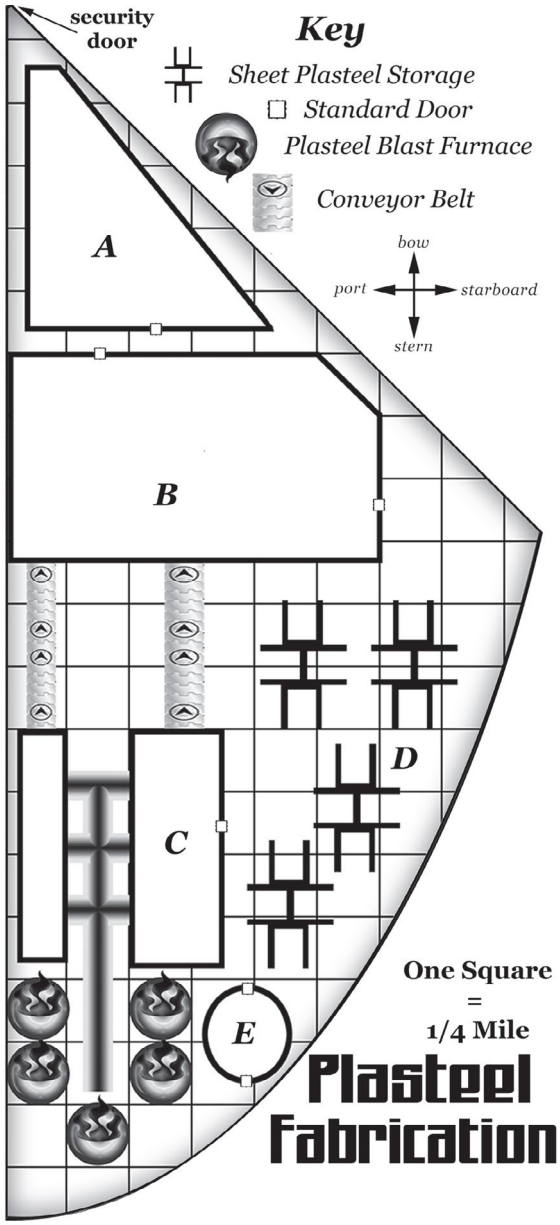
During the catastrophe, this area was heavily radiated. The few survivors of the disaster mothballed this sector, shut down its air recirculation, and sealed the main entrance to normal traffic. The 100' square automated security door to this sector now opens only if a red (security) or red & blue (command) wristband is presented to the door's reader. Since that time the radiation level within has dropped considerably and narrowed its scope, but the door remains locked and the air within undisturbed for a very long time.

10 - Central Elevator and A.I.

The Central Elevator runs through all 17 decks of the *Warden*, but ingress and egress are strictly regulated through the use of wristband readers that are present both within and without each elevator. These bands identify the type of crewmember attempting to use the elevator and allow them access to only those areas where said access is authorized. This access changes from deck to deck, so while a crewmember might board on one deck, he may only have a limited number of choices for decks upon which he might exit. Only command bands (red & blue) have unrestricted access.

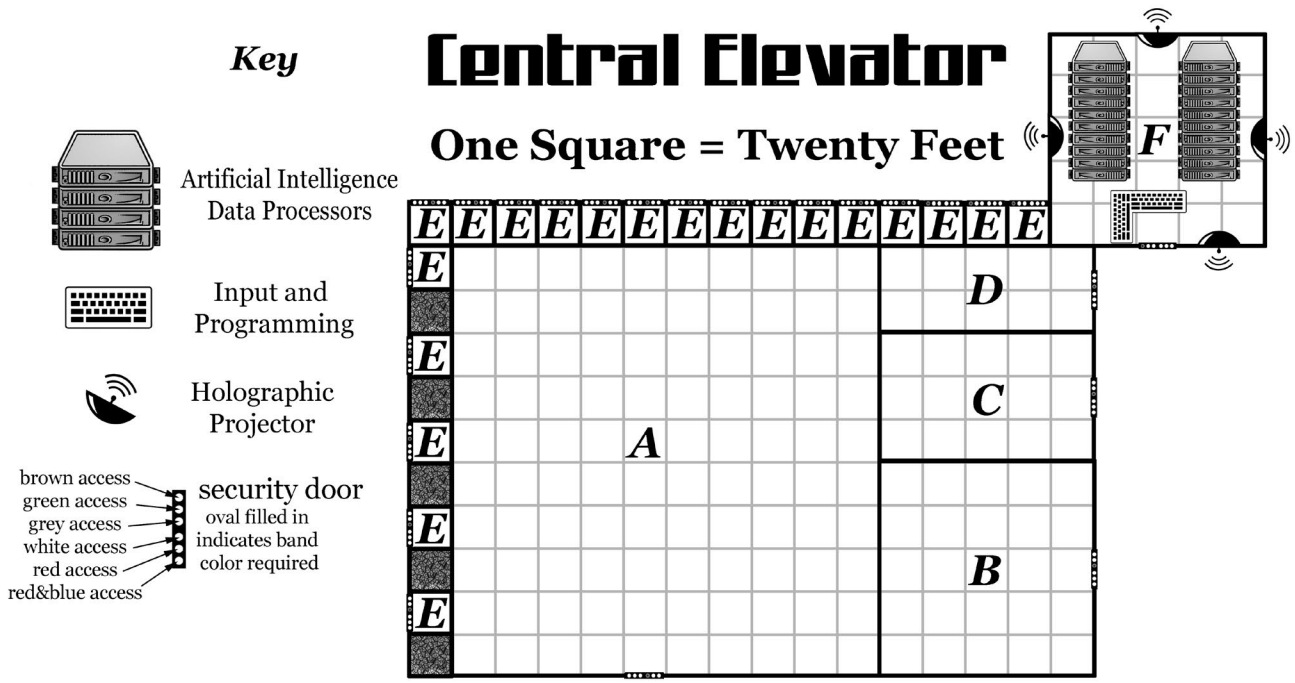
The term 'Central Elevator' is actually a misnomer. Although there is a single elevator shaft in the center of the *Warden*, there are 24 elevators of various sizes that use this shaft for transit. Four of these elevators are dedicated to the transit of cargo, and as such are quite large, while 20 smaller elevators are able to carry up to 30 passengers each. All of the elevators in the *Warden* operate using small gravity lenses (anti-gravity) with variable negative and positive gravity capability.

Given the size of the *Warden*, a trip within any of the central elevators takes some time. Transit from one deck to the next consumes a full ten minutes, while a trip from the very bottom of the ship to its observation dome (if the passenger is authorized) takes a total of 112 minutes.



10A — Main Cargo Elevator

The largest of the elevators, this massive lift measures 400' square and is capable of moving up to 200 metric tons.



10B — Secondary Cargo Elevator

This cargo elevator is slightly faster than the largest and measures 100' x 100'. It can lift a maximum of 50 metric tons.

10C — Tertiary Cargo Elevator

Used for deliveries of supplies to most decks of the ship, this elevator measures 60' x 100' and has a carrying capacity of 20 metric tons.

10D — Express Cargo Elevator

The fastest of the cargo elevators, the express elevator has bench seats with seat belts along its far wall, and it is able to transit between decks in a mere 9 minutes (98 minutes top to bottom). It measures 40' x 100' and is able to carry up to 10 metric tons.

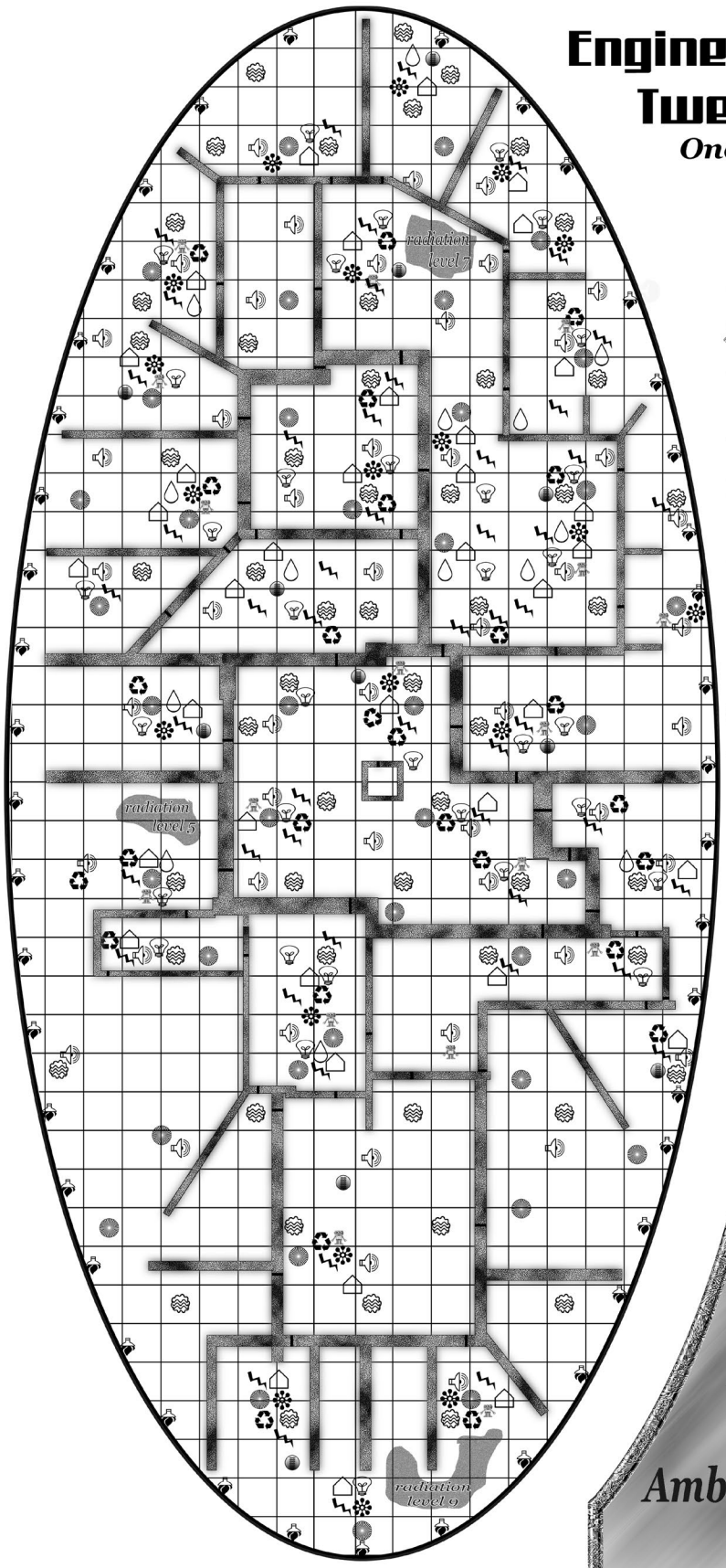
10E — Passenger Elevators

These 18' x 18' elevators travel at a standard speed and are capable of comfortably fitting up to 32 crew members at one time. Their weight limit is 8,134 pounds (3690 kg).

10F — Deck #16 Artificial Intelligence

The A.I. on this level is hidden by holographic generators that cause the area it occupies to look like a portion of the central elevator shaft housing. This deck's A.I. is completely non-functional, having shut down at some time in the past. Control of level subsystems is handled directly by the *Warden's* main Artificial Intelligence (on Deck #10). Access via the security door to this area is possible with any *Warden* wristband.





Engineering Crawlway
Tween Deck #16.5

One Square = One Mile

Key

- standard power substation
- broadcast power station
- robot depot
- air recirculation and purifying station
- water purification plant
- electrical circuit bus
- storage area
- thruster station
- gravity node
- environmental control station
- waste recycling center
- 12' wide by 8' tall hallway
- solid bulkhead
- access point from deck above

All open areas have a hollow 1'-diameter support pillar every 20'

Gravity:
0.52 – 0.40 G

Power:
Internal - Fusion Substation

Pressure:
98.3 kPa

Power Capacity:
5136 MW

Background EMF:
4.6 mG

Ambient Temperature:
27°C/80.6°F

Adventure Seeds

Wandering Aztec Wolfoids

A group of Aztec Wolfoids has become lost on this deck and prowls constantly looking for food, or exits. How they entered these crawlways from Deck #16 remains a mystery, but they have been here for some time, their numbers ever-dwindling due to attrition.

Wolfoid, Aztec (6)
(HD 15, HP 88, AC 12, MV 40' Radiation Resistance 16
Constitution 15 Mental Resistance 9
Strength 18 Dexterity 17

[Prime=Mental] one giant obsidian-studded club attack inflicting 4d6+4 damage, WC 4.)

These 9' tall mutant wolves stand on their hind legs and dress as Aztec Jaguar warriors. This group of Wolfoids has used the ship's resources to study the Aztecs and their ways. They always strike to subdue, as they want victims to sacrifice, offering their hearts to the gods. Mutations— Taller, Radiated Eyes, Immunity to Lasers, Regeneration [2 damage per turn], Heightened Intelligence, Telepathy.

These Wolfoids remain dedicated to the cult of their Aztec gods and forestall consuming prey whenever possible, instead eating any of their victims that have died in combat. Others are consumed following a ceremony that always ends in a bloody sacrifice.

Although lost, these Wolfoids have been in the crawlways for some months scavenging technology that they but barely understand. As a result, they are familiar with the crawlways and attack in groups, using ambush tactics whenever possible. You may decide to provide them with technologies (again, only partially or minimally understood) which aid these tactics if your players need a more stringent challenge.

The most likely encounter your players' characters will experience is an Aztec Wolfoid scout. This encounter is an individual Aztec Wolfoid that does its utmost to escape and warn its fellows. These scouts are never more than 1500' from their campsite (and fellow Wolfoids).

While these Wolfoids roam a wide area within these crawlways, they must have either a ritual site, complete with iconography (statues, relics and the like), or have portable ritualistic gear amid their belongings. How the Wolfoids might be encountered, and whether they are encountered in a permanent, semi-permanent, or temporary settlement, is left to your discretion.

If any of these Wolfoids are captured alive, they presume that they are to be sacrificed by the characters, and that they deserve nothing else. They respond in a submissive and courteous manner and share the knowledge they have of the crawlways unabashedly.They also tell of a horrid predator that is the bane of their existence: *The Black Hunter*.

The Black Hunter

The Black Hunter is an enormous spider, a Black One that, unlike its smaller cousins, actively hunts for its food rather than remaining in a web. It may be encountered anywhere on this level, at your discretion. In addition to its great size, it possesses incredible speed and is a silent killer.

Black One, Enormous
(HD 11, HP 42, AC 12, MV 36' Exp.Points: 1000
Radiation Resistance 10 Constitution 11
Mental Resistance [special – see below]
Strength 12 Dexterity 13

[Prime=Physical] one poison bite attack for 4d6 damage + poison [Intensity 15], WC 2, or one electrical attack via webbing for 4d6 damage, WC 4.)

This mutated Wolf Spider stands 7' tall at the shoulder and spins webs throughout any area it occupies. It is able to then generate electrical energy that shoots through this webbing for 4d6 damage to any touching the webs. Mutations— Electrical Generation, Black Ones are immune to Mental Control attacks, but are highly susceptible [always fail] to Generated Illusions.

This Black One has mutated due to its exposure to radiation within these crawlways, It has gained both size and, to a moderate degree, intelligence. It moves every few days about the crawlways, destroying its previous webs as it leaves, and setting up a new 'web home' when it finds a likely spot. This fearsome predator is especially attracted to loud noises.


Deck 17: Star Drive Level
06
01
walter

One Square = One Mile

Overall Size: 40 miles long x 18.5 miles wide

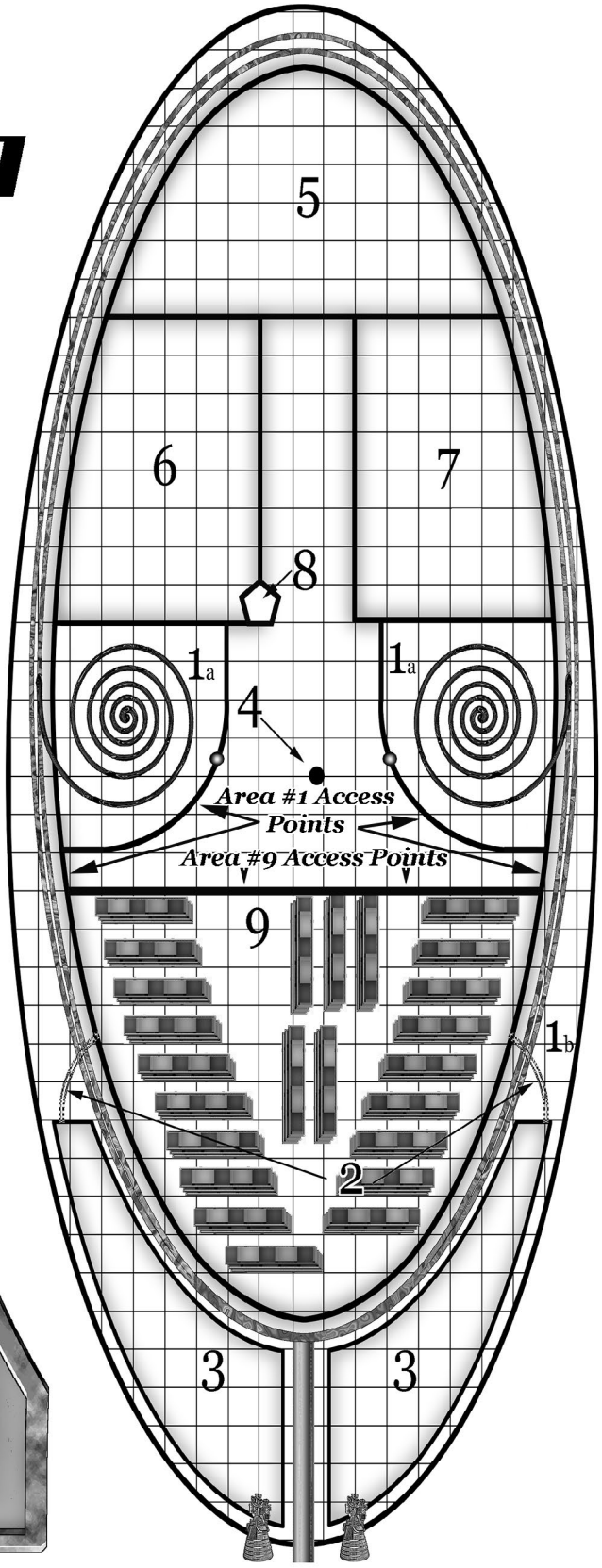
Map Key

Deck 17

1) *Anti-Matter Star Drive*
   a) *Proton Generator Loops*
   b) *Proton Accelerator Loops*
2) *Shielded Walkway to Fusion Generators*
3) *Fusion Generators and Fusion Drive*
4) *Central Elevator*
5) *Forward Storage Area*
6) *Exploratory Labratories*
7) *Crew Quarters*
8) *Drone and EVA Launch Bay*
9) *Drive Parts Storage*

Robot Entry Tube

Pallet Shelving



Gravity: .85 - .05 G

Power: External - Fusion

Pressure: 128 kPa

Background EMF: 8.1 mG

Ambient Temperature: 22°C/72°F

Atmospheric Anomalies:

O_2: 23% He_3: 1%

Level 17: Drive Systems

Overview

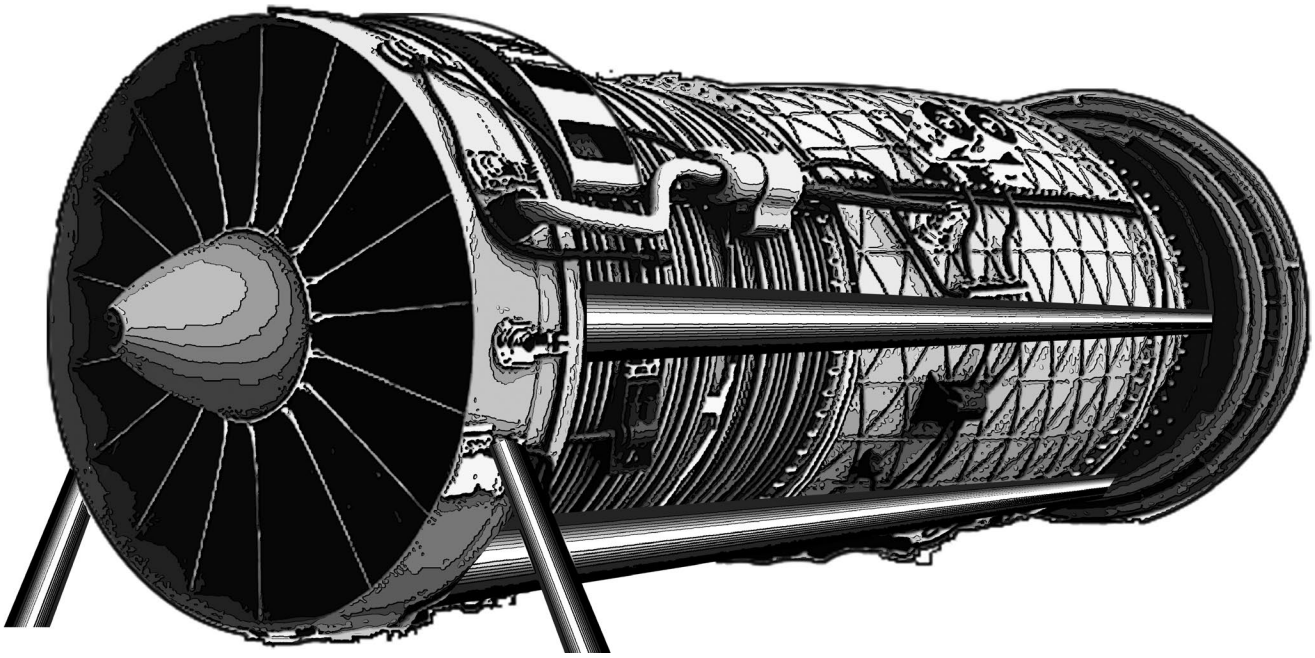
The lowest deck of the *Warden* (depending upon your perspective) is truly the heart of the ship as it contains the fusion generators that provide the primary source of electricity for the ship, as well as both its 'local' and star drive propulsion systems. This deck also contains the *Warden's* Probe Bay, an airlocked area from which probes could be launched to robotically investigate stellar anomalies, planets that might prove suitable for colonization, or activity outside the hull. Numerous laboratories equipped with state-of-the art analytic machinery are located here in the event that the probes discover anything of importance, and, given the proximity of the drives on this deck, this Probe Bay is also equipped to facilitate human-based extra-vehicular activity as well.

Given the complexity, scope, and importance of the machines that reside on Deck 17, as well as the scientists and technicians needed to manage its copious laboratories, a large human crew contingent was also stationed in this area when the vessel was first launched. Aided by a veritable army of automated servitors, these crewmembers were almost entirely annihilated when the ship was irradiated, although the robots and androids that worked with them function still. Without their constant maintenance, the *Warden* would likely have foundered decades ago.

This complexity also led to the creation of a highly sophisticated and powerful Artificial Intelligence (AI) to manage this level. Receiving only rudimentary instructions from the main ship's AI, this self-learning machine was capable of calculating the myriad details of near-light-speed travel that were needed whenever the ship's star drive was used. Unfortunately, it suffered fairly massive damage from the radiation storm that enveloped the *Warden*, and it has developed more than a few quirks over the intervening years. As a result, power levels have been fluctuating on this deck and throughout the ship.

As this deck represents the drive and stellar investigative centers of the *Warden*, it also contains vast areas suitable for the storage of the parts needed for these drives: everything from magnetic coils the size of buildings to infinitesmally small parts used in the containment of anti-matter. Secure storage of radioactive sample materials is also found here, as well as quarrantine units in the event that any extra-terrestrial but unintelligent life was inadvertantly encountered.

...but now, save for the soft hum of the indefatigable robots, this deck is wreathed in darkness and silence.



LIFEFORMS

The following creatures are found randomly on thislevel. Check once for each new square explored on a given map by rolling a d6. Any result of a 1 or a 2 indicates that a wandering monster has encountered the characer party. (Or develop your own system). How many of a particular creature are encountered is left to your discretion.

Wandering Creatures Encountered (roll 2d6):

2 **Dark Fungus**
3 **Security Robot**
4 **Engineering Robot**
5 **Brain Fungus**
6 **Manling**
7 **Jawed Plant**
8 **Ninja Wolfoid**
9 **Metaled One**
10 **Robot, Junkyard**
11 **Robot, Alpha Security Unit**
12 **Android Thinker**

Android Thinker

(HD 10, HP 60, AC 15, MV 20' Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 15 Strength 11 Dexterity 11

[Prime=Mental] No attack)

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

Fungus, Brain

(HD 16, HP 90, AC 10, MV 0'/none
Exp.Points: 1950 Radiation Resistance 18
Constitution 16 Mental Resistance 17
Strength 3 Dexterity 3

[Prime=Mental] Special attacks)

This 10'-tall and long black fungus is shaped like a human brain and only attacks if it is unable to persuade a character party to tend to its needs and bring it food. The fungus communicates telepathically at a range of up to 3 miles, but this telepathy will not penetrate radioactive shielding. Brain Fungi are highly intelligent and are able to consume any liquid protein source, although they prefer blood. Touching the Brain Fungus is hazardous as its skin exudes a contact poison [Intensity 17].

If a Brain Fungus is unsuccessful when attempting to persuade, it attacks using Life Leech or a double-strength Mental Blast. Mutations— Telepathy, Mental Control, Force Field Generation, Life Leech, Mental Blast [double power].



Fungus, Dark
(HD 10, HP 55, AC 10, MV 0'/none
Exp. Points: 1170 Radiation Resistance 10
Constitution 10 Mental Resistance 10 or [special – see below]
Strength 10 Dexterity 10

[Prime=Physical] touching inflicts 10d6 energy damage, WC3.)

Dark Fungus grows well on the rotting bodies of any type of animal, and when it grows to a mass greater than ten pounds, it becomes intelligent and gains mental mutations but becomes defenseless to mental attacks. Any that touch this plant receive an energy discharge equal to 10d6 damage. Mutations— Illusion Generation, Telepathy, and Force Field Generation.

Jawed Plant
(HD 10, HP 44, AC 12, MV 0'/none
Exp. Points: 810 Radiation Resistance 10
Constitution 10 Mental Resistance 10
Strength 10 Dexterity 6

[Prime=Physical] one thorny jaw attack inflicting 5d6 acid damage, WC1, range 30'),

This gigantic mutated Venus Fly Trap hunts by sensing heat sources at 30' range, and hits indicate that the victim has been captured by the thorny jaws of this voracious predator. Once captured, acid flows down upon the victim. Mutations— Larger than Normal, Increased Senses, Dissolving Juices [5d6].

Manling
(HD 12, HP 58, AC 9, MV 20'/60' [swim]
Exp.Points: 1705 Radiation Resistance 4
Constitution 12 Mental Resistance 14
Strength 12 Dexterity 14

[Prime=Physical] one ancient weapon attack, by weapon.)

This 6'-tall mutated human commonly uses a great many ancient devices it has recovered and converted. The Manling appears human except for its 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.

Metaled One
(HD 6, HP 19, AC 13, MV 14' Exp. Points: 575
Radiation Resistance 10 Constitution 6
Mental Resistance 14 Strength 10 Dexterity 10

[Prime=Mental] 2 claw swipes inflicting 2d6 damage each, WC 1, or a mental attack that paralyzes the victim, range 6'.)

This highly intelligent, near sighted, 3'-long mutated badger also has Telekinesis with a range of 60', a lifting weight of 150lb., and a great fear of intelligent plants. Mutations— Near-sightedness, Fear Impulse [Intelligent Plants], Telekinesis, Mental Paralysis.

Robot, Alpha Security Unit
(HD 4, HP 20, AC 15, MV 48 kph
Exp. Points: 135 Radiation Resistance 18
Constitution 4 Mental Resistance 10
Strength 5 Dexterity 10

[Prime=Physical] one attack, a 10' cube-shaped Shockwave that causes 15 damage, WC 3.)

This robot is a foot long cube with a black onyx shell. It floats on a small anti-grav pod, is in constant communication with the A.I. and other security units on the same deck, and is designed to respond to movement of all types. If the security unit determines an enemy is present, it attacks [your discretion]; otherwise it remains idle.

Robot, Engineering
(HD 10, PH 50, AC 15, MV 96 kph
Exp. Points: 405 Radiation Resistance 10
Constitution 10 Mental Resistance 10
Strength 14 Dexterity 14

[Prime=Mental] no attacks)

Designed with many tools stored in its body, this robot has digital schematics and programming that allows it to repair most devices on the ship. It has: Semi-independent action circuits, broadcast power cells, extra power cell for 24 hours of independent operation, telescopic and microscopic lenses, lenses for infra-red and ultra-violet sensing, 2 rotating light sources, 3 tentacle manipulators, 2 power grasping claws, tool handling tentacles, 96 kph drive system, and communication systems allowing it to talk with both the ship's A.I. and humans.

Robot, Junkyard
(HD 8, HP 28, AC 12, MV 20' Exp. Points: 665
Radiation Resistance 10 Constitution 8
Mental Resistance 10 or [special – see below]
Strength 14 Dexterity 11

[Prime=Physical] one attack with a makeshift club [broken ship part] inflicting 4d6 damage, WC 1.)

This badly rusted robot is anthropomorphic, and the entire unit squeals and makes loud grinding noises as it moves. It has human-like senses and also sees well in the dark. Improperly assembled, this unit has gone rogue, attacking anyone trying to communicate with it. The robot is immune to paralysis and Mental Control.

Robot, Security

(HD 10, HP 60, AC 15, MV 50' [flight]
Exp. Points: 405 Radiation Resistance 10
Constitution 10 Mental Resistance 10
Strength 16 Dexterity 14

[Prime=Physical] 4 13'-long tentacle attacks that cause 1-hour paralysis upon touch, WC 3, or poison [Intensity 17] knockout gas in a 30' diameter circle, WC 4 .)

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, a gas pellet projector which shoots 10 knock out gas rounds in a 360° spread with [4] 20-pellet magazines, an anti-grav propulsion unit, 50 point force field, 2 third-stage slug projectors [one attack inflicting 6d6 damage, WC 5, range 150'] usable only on a human's authority, a radio capable of broadcasting to any point on a given deck, 3 padded restraint tentacles, and lenses that adapt its visual capabilities to the infra-red and ultra-violet spectrum. Characters captured by these robots are generally taken to a secure area (see Deck #9).

Wolfoid, Ninja

(HD 18, HP 60, AC 14, MV 40' Exp.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 by 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.



Points of Interest

1 — Anti-Matter Star Drive

All areas designated by a "1" marking on this level are heavily shielded to prevent magnetic or static electric interference. Gravity in this section is .75 G (75% of Earth normal), and entry into these areas is allowed only to specialized robots able to use the unique access provided: a 3'-diameter tube-like opening that requires the use of either a grey engineering band or a computer uplink. Once the hatch-like cover of the tube opens, a chute transports the robot (or hapless character) pnuematically to either a spot in the proton acceleration loop (Area #1b) or the proton generator loop (Area #1a). Humans using this method of ingress/transit can be severely buffeted by the process and often suffer 3-18 (3d6) points of damage from the journey.

1a — Proton Generator

Characters entering this area immediately understand why only robots normally access this portion of the *Warden*: the EMF field within this area is intense. Characters wearing metal of any kind (even just a bracelet) are immediately drawn to the large circular proton acclerator that fills this area, covering several square miles. Electronic equipment is destroyed by this extreme magnetism, and most characters quickly discover that the only means of escaping this predicament is to leave naked via the tube through which they entered.

Leaving via this tube is no simple matter either. The opening is designed for robotic transit, and lies 4' from the floor. The shielding provided by the intervening walls is in part due to their thickness, so a 10' long crawl, upwards through a smooth and cramped 3'-diameter tube, is required to reach the exit hatch, which then opens outwards with ease. What skills might be required to reach this exit are left to your discretion, but remember that many types of equipment, including space suits and nylon tethers, often have small metallic components as a part of their design.

About half the time (again, at your discretion), a Drive Maintenance Robot is found in this area. Drive Maintenance Robots are programmed to safely expel unprotected crew members from the Proton Generator areas, but many have a rather loose definition of what 'safe' means. Without fail, these robots expel characters from this area that are not wearing Drive Maintenance Suits (see section I) by grabbing them with their tentacle-like arms and stuffing them back into the entry tube. Those resisting this action are immediately attacked.

Robot, Drive Maintenance
(HD 9, HP 22, AC 10, MV 20' Exp. Points: 360
Radiation Resistance 10 Constitution 9
Mental Resistance 10 Strength 10
Dexterity 10

[Prime=Mental] 2 carbon fiber tentacle attacks inflicting 1d6 damage each, WC 1, 25' range.)

This ceramic, 3'-tall, bullet-shaped robot has gyroscopic balance and moves on a single rubber 2' diameter rollerball. This rollerball has an exceedingly high adhesion factor, allowing the unit only slow movement but granting it the ability to climb near vertical surfaces.

1b — Proton Accelerator

This area exhibits all of the difficulties of Area #1a, the Proton Generator (high magnetism) but is also moderately radioactive (Radiation Level 3). It is also patrolled by Drive Maintenance Robots 75% of the time (see above).

2 — Shielded Walkway to Fusion Generators

Access to this area may only be obtained by robotic intervention or hacking, or by those bearing a red & blue command wristband. These corridors provide an insulated magnetic and anti-radiation barrier for engineers requiring access to the Fusion Generators in Area #3. This shielding saved several of these crewmembers from the immediate blast of the cataclysm, but this level's compromised (insane?) A.I. then locked the doors to this area to all except those with command (red & blue ring or wristband) access and maintenance robots. The crew trapped within then died a slow death from annoxia before the robotic personnel arrived to perform routine maintenance some two days later. The area is now covered in a black fungus that feeds off the energy in the area.

Fungus, Dark
(HD 10, HP 55, AC 10, MV 0'/none
Exp. Points: 1170 Radiation Resistance 10
Constitution 10 Mental Resistance 10 or [special – see below]
Strength 10 Dexterity 10

[Prime=Physical] touching inflicts 10d6 energy damage, WC3.)

Dark Fungus grows well on the rotting bodies of any type of animal, and when it grows to a mass greater than ten pounds, it becomes intelligent and gains mental mutations but becomes defenseless to mental attacks. Any that touch this plant receive an energy discharge equal to 10d6 damage. Mutations— Illusion Generation, Telepathy, and Force Field Generation.

3 — Fusion Generators and Fusion Drive

Given the proponderance of free hydrogen in space, fusion reactors were built to generate both standard drive power (interplanetary) and electricity for the *Warden*. The reliability of these machines also made them an excellent choice as a handful of engineers, assisted by a dozen or so robots, could easily handle any problems or need for maintenance that might arise.

The robots still maintain these massive engines, but the engineers all died a very long time ago.

Due to the hazard of radiation, even the reduced radiation output of these fusion reactors, access to these areas is (and was) strictly limited to command and engineering personnel (grey or red & blue bands), and engineering and security robots.

Each area labeled "3" on the map contains a dozen of these powerful reactors. Each reactor, further, is protected by a Security Robot.

Robot, Security
(HD 10, HP 60, AC 15, MV 50' [flight]
Exp. Points: 405 Radiation Resistance 10
Constitution 10 Mental Resistance 10
Strength 16 Dexterity 14

[Prime=Physical] 4 13'-long tentacle attacks that cause 1-hour paralysis upon touch, WC 3, or poison [Intensity 17] knockout gas in a 30' diameter circle, WC 4 .)

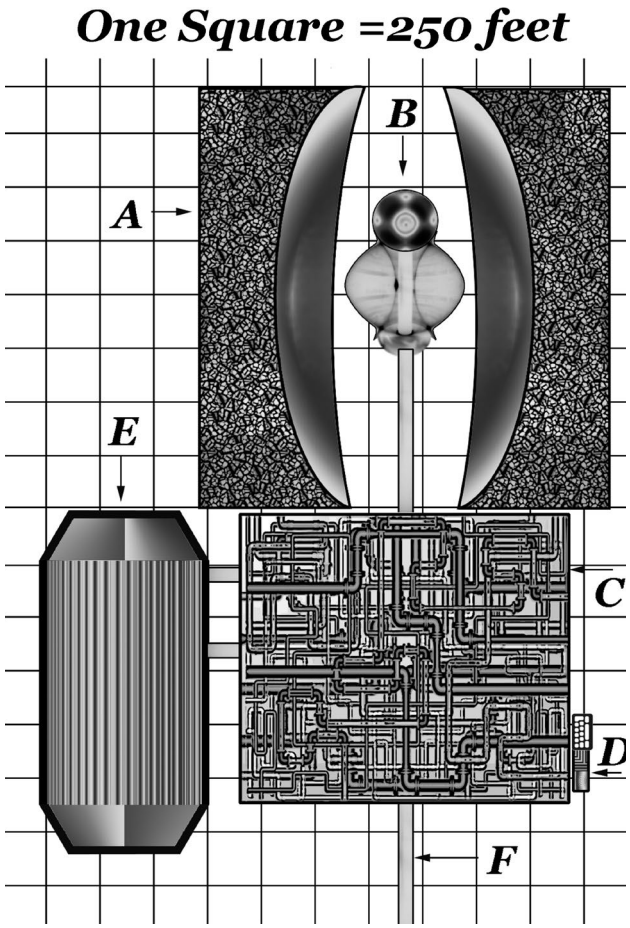
This 9'-tall spherical robot is equipped with visual sensors with a 6-mile range, sound receptors capable of picking up sounds of 1db up to 295' away, a gas pellet projector which shoots 10 knock out gas rounds in a 360° spread with [4] 20-pellet magazines, an anti-grav propulsion unit, 50 point force field, 2 third-stage slug projectors [one attack inflicting 6d6 damage, WC 5, range 150'] usable only on a human's authority, a radio capable of broadcasting to any point on a given deck, 3 padded restraint tentacles, and lenses that adapt its visual capabilities to the infra-red and ultra-violet spectrum. Characters captured by these robots are generally taken to a secure area (see Deck #9).

There is also a 50% chance of encountering an Engineering robot at any one of these reactors.

Typical Fusion Generator

Robot, Engineering
(HD 10, PH 50, AC 15, MV 96 kph
Exp. Points: 405 Radiation Resistance 10
Constitution 10 Mental Resistance 10
Strength 14 Dexterity 14

[Prime=Mental] no attacks)



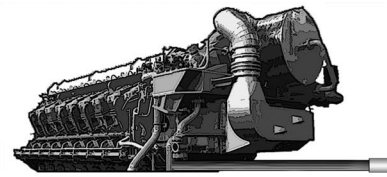
Designed with many tools stored in its body, this robot has digital schematics and programming that allows it to repair most devices on the ship. It has: Semi-independent action circuits, broadcast power cells, extra power cell for 24 hours of independent operation, telescopic and microscopic lenses, lenses for infra-red and ultra-violet sensing, 2 rotating light sources, 3 tentacle manipulators, 2 power grasping claws, tool handling tentacles, 96 kph drive system, and communication systems allowing it to talk with both the ship's A.I. and humans.

If encountered, these engineering robots are programmed to assist the Security Robots in their duties when necessary.

3A — Gravity Lens

This massive piece of equipment appears to be a 100'-tall block of strange metal when viewed from either of its two fully exposed sides. The material within is Osmium, and is not radioactive. This material is used, due to its density, to generate a gravity pool which is then drawn upon by the Gravity Lens to exert the enormus gravitational pressure required within the Fusion Chamber (see #3b). The osmium is sealed within

this container as, if it were exposed to the atmosphere of this deck, it would immediately form a highly toxic compound (osmium tetroxide) that causes 10-100 damage (10d10) per minute to all living tissue. If this sealed unit is ruptured for any reason, this toxin spreads rapidly, polluting outwards from the source at the rate of 1000 cbm (35314.7 cft) per minute. Gravity in the area directly behind this unit (within 25') is slight, dropping to 0.12 G due to the proximity of the Gravity Lens.



3B — Fusion Chamber

Enormous gravitational forces are here precisely focused at the center of the Fusion Chamber (so as to avoid crushing the mechanism) while several free hydrogen atoms are periodically injected from two holding vessels at either end. The radiation level in this immediate area is more intense (radiation level 7), and the gravity outside of the central fusion chamber rapidly increases to 8.6G as the chamber is approached (within 20'). Robots do not approach this mechanism unless it has been powered down, and any characters entering this area experience all of the side effects of having the weight of their equipment, as well as their own weight, multipled by a factor of 8.6 (a 200 pound man rapidly gains weight to a total of 1720 lbs. if he continues to approach). How this might affect characters in your campaign is left to your discretion, but it will certainly cause damage, if not kill them outright.

3C — Heat Exchanger and Bypass

This complex network of pipes and pressurized chambers is used to transfer the energy created by the fusion process into steam to run the electrical turbine (area #3E). It is a gigantic and complicated mass of pipes, automatic regulatory valves, and thermal transfer units. Spent steam is also reclaimed by this unit that towers to 88' in height. A 12' diameter electro-magnetically shielded bypass pipe also leads through the center of this unit to the propulsion jet for the fusion drive outlets that are used to move the ship at less than interstellar speeds.

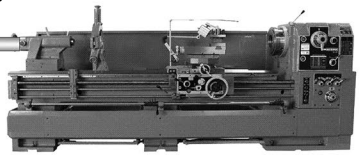
3D — Control Unit and Input Device

This station here is connected to a massive automatic controller and allows for the switching of the generator between the generation of electricity and the propulsion of the ship. This control station also allows the output of the reactor to be regulated or the reactor to be shut down if maintenance is needed.

Unskilled characters randomly pressing buttons at this station are incapable of overloading the fusion reactor — failsafes simply shut the reactor down if random patterns to the button pressing are detected at the control station. The resulting loss of power (somewhere else on the ship?) might have unforeseen consequences, however, at your discretion.

3E —Electrical Generating Turbine

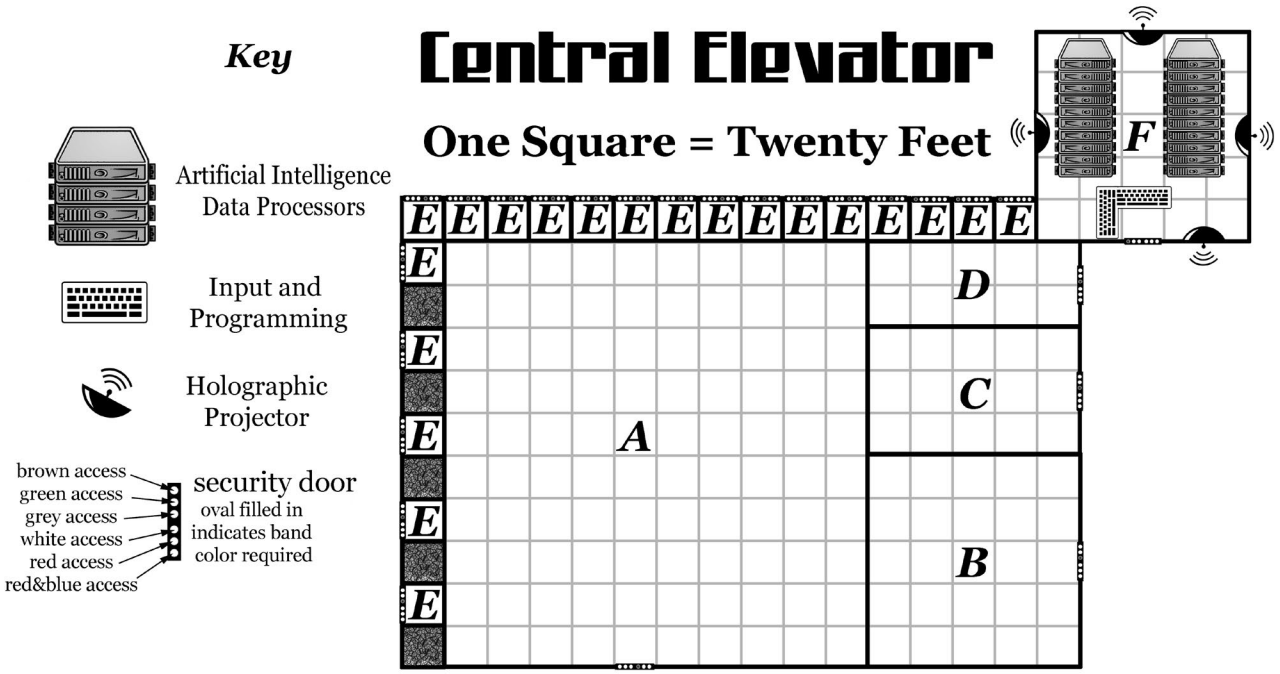
This massive tube-shaped turbine stands 750' tall at its highest point, and generates enough power for several decks usage. It is a sealed unit, but it hums loudly (77db) while in use. It is also surrounded by a moderate static field which can damage more delicate electronic equipment should a character physically touch the casing of the turbine.



3F — Bypass Conduit

This 12'-diameter conduit is shielded from electro-magnetic fields and has within it a magnetic containment through which the highly charged particles released by the fusion generator escape to be used as propulsion. This containment is tough, but 50 pounds of high explosive (C4 or like material) could certainly rupture this casing, and the determined application (2 or more hours) of a cutting torch or sonic metal disruptor will achieve the same result. If this casing is ruptured while a fusion generator is generating drive energy (is on turbine bypass), charged particles immediately escape in the same fashion as particles fired from a rail gun. Although its possible that characters might avoid being hit by these randomly released particles, any that are struck suffer 20-200 (20d10) points of damage and the destruction of any equipment the particle passes through on its journey through the character. It is also possible that several of these particles, hitting in the same spot, could pierce the outer hull of the *Warden*, at your discretion.

Any character attempting to clandestinely cut through one of these conduits is immediately attacked by at least one (if not more) Security Robots.



4 — Central Elevator and A.I.

The Central Elevator runs through all 17 decks of the *Warden*, but ingress and egress are strictly regulated through the use of wristband readers that are present both within and without each elevator. These bands identify the type of crewmember attempting to use the elevator, and allow then access to only those areas where said access is authorized. This access changes from deck to deck, so while a crewmember might board on one deck, he may only have a limited number of choices for decks upon which he might exit. Only comand bands (red & blue) have unrestricted access.

The term 'Central Elevator' is actually a misnomer. Although there is a single elevator shaft in the center of the *Warden*, there are 24 elevators of various suizes that use this shaft for transit. Four of these elevators are dedicated to the transit of cargo, and as such are quite large, while 20 smaller elevators are able to carry up to 30 passengers each. All of the elevators in the *Warden* operate using small gravity lenses (anti-gravity) with variable negative and positive gravity capability.

Given the size of the *Warden*, a trip within any of the central elevators takes some time. Transit from one deck to the next consumes a full ten minutes, while a trip from the very bottom of the ship to its observation dome (if the passenger is authorized) takes a total of 112 minutes.

4A — Main Cargo Elevator

The largest of the elevators, this massive lift measures 400' square and is capable of moving up to 200 metric tons.

4B —Secondary Cargo Elevator

This cargo elevator is slightly faster than the largest and measures 100' x 100'. It can lift a maximum of 50 metric tons.

4C — Tertiary Cargo Elevator

Used for deliveries of supplies to most decks of the ship, this elevator measures 60' x 100' and has a carrying capacity of 20 metric tons.

4D — Express Cargo Elevator

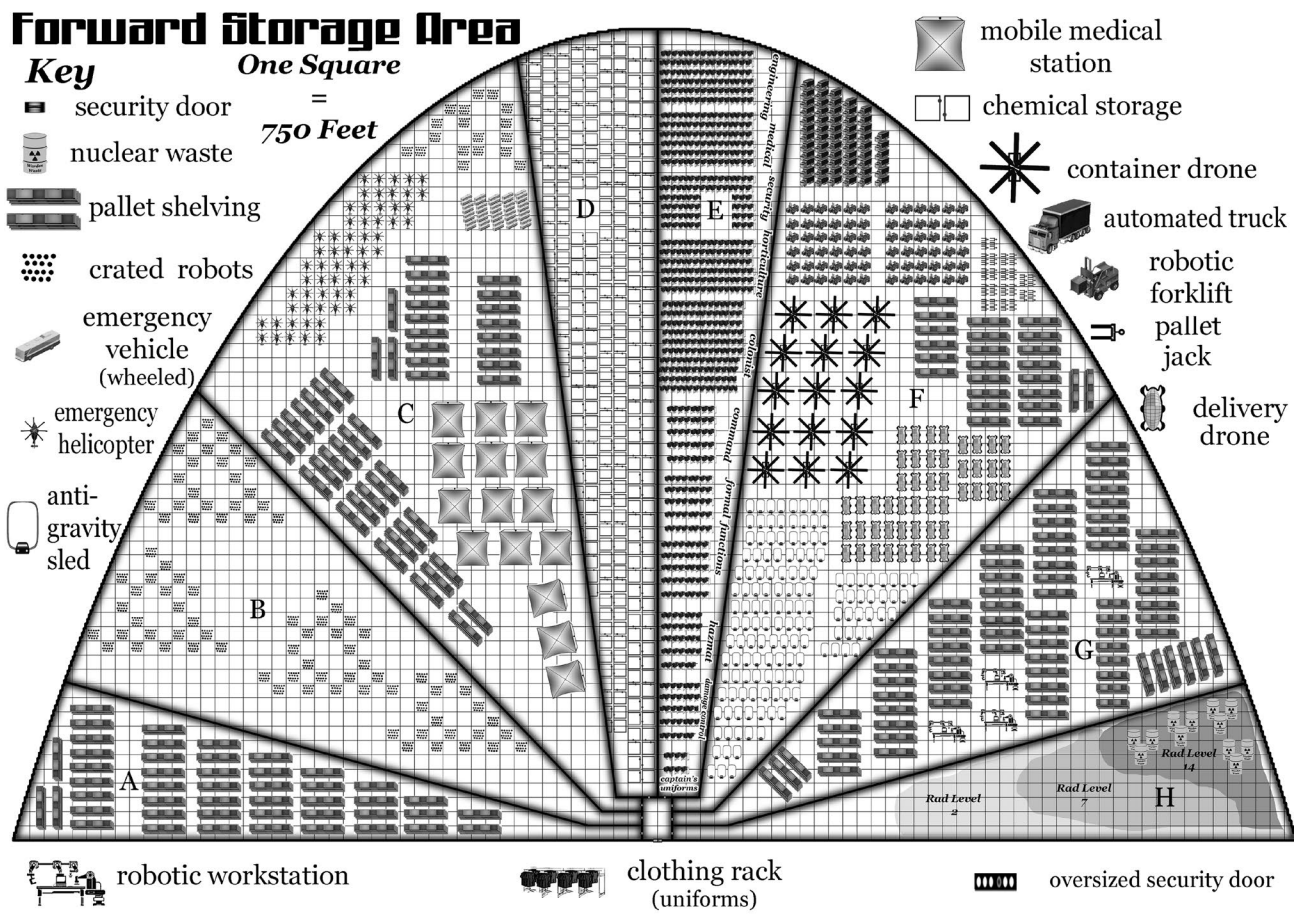
The fastest of the cargo elevators, the express elevator has bench seats with seat belts along its far wall, and it is able to transit between decks in a mere 9 minutes (98 minutes top to bottom). It measures 40' x 100' and is able to carry up to 10 metric tons.

4E — Passenger Elevators

These 18' x 18' elevators travel at a standard speed and are capable of comfortably fitting up to 32 crew members at one time. Their weight limit is 8,134 pounds (3690 kg).

4F — Deck #17 Artificial Intelligence

The A.I. on this level is hidden by holographic generators that cause the area it occupires to appear as a portion of the elevator shaft housing. The A.I.here has gone moderately insane and has restricted access through its security door to command (red & blue



wristband) personnel. It has also reduced the output of the fusion generators to their absolute minimum starving many of the upper decks of their power supply.

5 — Forward Storage Area

The entire foredeck of deck 17 is used for storage that might be needed in a hurry should investigations spawned by probes sent from Area #8 (Drone and EVA Airlock), precipitate an emergency of some kind. Hazardous mateials are also stored here as they then pose the least risk to the rest of the ship.

Access to this area is blocked by a 500'-wide and 80'-tall security door that opens only upon the presentation of a red (security) or blue & red (command) wristband.

5A — Security Equipment Storage

Entry to this area is through a security door that requires a red or red/blue band. For ease of storage and retrieval, gravity in this sector is .25G. The entire area is filled with pallet shelving that towers to 1200 feet in height, and cargo robots mounted on anti-gravity sleds respond to any wearing red or red & blue wristbands by retrieving any items requested. The items stored in this area are those used by the *Warden's* security forces. The following equipment may be found on the shelves in this level:

taser pistol	paralysis rod	paralysis dart
laser pistol	laser rifle	protein disruptor
sonic metal disruptor		slug projector
gas projector		riot gear
hydrogen fuel cells		anti-gravity sleds
communication headsets		Viper scout vehicles
portable dart chargers	red security bands	
RF security tracer units		kevlar restraints
portable lamps		laser torches
sound elimination headphones		infrared goggles

Robot, Cargo
(HD 10, HP 55, AC 15, MV 48 kph
Exp. Points: 405 Radiation Resistance 10
Constitution 10 Mental Resistance 10
Strength 13 Dexterity 10

[Prime=Physical] No attacks)



This centaur-shaped robot stands 5' tall. Its tracked rear portion has a wide cargo area while its humanoid front has two arms with large cargo claws and a head with human senses and programming allowing human reasoning and interaction. It follows the orders of any character wearing a green wristband and can carry characters on its back. The unit also carries a communication system capable of reaching all parts of one ship level.

5B — Robot Storage

Entry to this area is through a security door that requires a red or red & blue wristband.

The *Warden* was designed for automated maintenance to allow its human crew the greatest degree of freedom to resolve any unforseen problems that might arise, as well as to allow the crew to fully investigate any new discoveries as they explored space seeking planets to colonize. In short, the *Warden* was meant to run on robots and functions in the absence of its crew only as a result of these robots. The designers of the *Warden* knew that these automatons would be the backbone of the ship, and so numerous spares were sent with the mission to replace those that might suffer damage or that might simply wear out over the years. This wedge-shaped warehouse-like area contains these replacement robots.

This area contains 414 Engineering Robots, 414 Cargo Handling Robots, and 314 Horticultural Robots. It also contains 404 Security Robots stored in special packing crates and ten that have been improperly unpacked. These ten are malfunctioning, and have no means for distinguishing any that approach as allies. They attack all that are not their own kind (robots).

Robot, Security, Broken (10)

(HD 10, HP 40, AC 10, MV 25' [flying]

Exp.Points: 405	Radiation Resistance 10
Constitution 10	Mental Resistance 10
Strength 12	Dexterity 10

[Prime=Physical] 2 attacks per combat round with slug throwers inflicting 2d6 damage each, WC3, and may also attack with a 13' tentacle that causes paralysis WC 3.)

This 9'- tall irradiated [Radiation Level 15] spherical robot is cracked in several places and parts of its interior are exposed and emitting sparks. Of its four tentacle-like arms, only one remains. Its visual sensors still operate in the infra-red and ultra-violet spectrum with a 1-mile range, but of its other attachments only its single tentacle-arm and dual slug throwers still function. This robot is incapable of communicating as all means of input, whether auditory or digital, have been damaged. Touching its irradiated outer shell causes 15 damage.

5C — Emergency Equipment Storage

Entry to this area is through a security door that requires a white, red, or red & blue wristband.



This storage facility is prepared in the event of a planet-wide disaster requiring medical intervention. It contains rapid medical transport as well as all of the supplies that might be needed 'in the field' should such a disaster strike. This storage facility contains:

* 20 active medical robots that can diagnose wounds and treat them.
* 328 deactivated medical robots
* 41 emergency response trucks
* 60 emergency response helicopters
* 15 temporary emergency hospitals
* 1235 automatic medic kits that electronically diagnose and treat wounds and diseases.

5D — Dangerous Sample Storage

This section of the level is not meant for human entry, and only a 10' x 10' room with a small service window lies behind its non-security door. It is populated by 18"-wide corridors that are hundreds of feet in height used to secure hazardous samples (retrieved during EVA), stored in special containers. It is serviced by a specialized Chemical Handling Robot that retrieves any sample requested by a crew member. Characters wearing wristbands (of any color) are recognized by this robot as crewmembers.

Robot , Chemical Handling
(HD 4, HP 12, AC 10, MV [special]
Exp. Points: 135 Radiation Resistance 10
Constitution 4 Mental Resistance 10
Strength 8 Dexterity 10

[Prime=Physical] No Attacks)

This robot exists only to store or retrieve chemical substances from storage units. Its compact rectangular ceramic body [12" in height and about 14" square] follows tracks that extend along the corridors and walls of certain sectors of the Warden, allowing it to climb hundreds of feet per minute and move readily in all three dimensions. The unit contains four short metal tentacles with grasping claws/clamps made to exactly fit the special containers in which the chemicals are stored throughout the ship.

5E — Uniform Storage

Access to this area is via a standard non-security door that requires no wristband for entry. This area is filled with racks and racks of different sizes of uniforms and boots. At the back of the area amid the engineering uniforms is a rack containing 50 environmental suits capable of use in space. *Note:* There are no wristbands in this area.

5F — Cargo Moving Equipment Storage

Entry to this area is through a security door that requires a grey, red, or red & blue wristband. Inside are stored all of the machines that might be necessary for the rapid disbursement of all other equipment found throughout area #5. Delivery trucks, forklifts, pallet jacks, giant cargo helicopters, quarrantine carriers, and anti-gravity sleds are found in abundance throughout this area, as well as a complete selection of spare parts for their repair and maintenance.

Characters entering this area note that much of the equipment and the entire entranceway floor is covered in what appears to be a short-pile black carpet. A number of workers were killed in this cargo area when catastrophe hit the *Warden*. The apparent floor covering is, in reality:

Fungus, Dark
(HD 10, HP 55, AC 10, MV 0'/none
Exp. Points: 1170 Radiation Resistance 10
Constitution 10 Mental Resistance 10 or [special – see below]
Strength 10 Dexterity 10

[Prime=Physical] touching inflicts 10d6 energy damage, WC3.)

Dark Fungus grows well on the rotting bodies of any type of animal, and when it grows to a mass greater than ten pounds, it becomes intelligent and gains mental mutations but becomes defenseless to mental attacks. Any that touch this plant receive an energy discharge equal to 10d6 damage. Mutations— Illusion Generation, Telepathy, and Force Field Generation.

The equipment includes:

Anti-Gravity Sled (equipment)
Tech Level 2 Experience: 1000
Power Requirement: 4 Hydrogen Fuel Cells
Power Cell Life: 25 hours
Seating Capacity: 2
Carrying Capacity: 6911 pounds/3135kg (2 seats)
Size: 6'4" x4'6" width
Weight: 865 lbs./392.4 kgs.

Top Speed: 33mph/54kph

Helicopter, Cargo (equipment)
Tech Level 4 Experience: 900
Power Requirement: 24 Hydrogen Fuel Cells
Power Cell Life: 6 hours
Seating Capacity: 6
Carrying Capacity: 92,594 lbs./42,000 kgs.
Size: 80'2" x 24' width x 31' height (rotors extend to 72' radius)
Weight: 46,112 lbs./20916.3 kgs.
Top Speed: 92 mph/148 kph

Truck, Delivery (equipment)
Tech Level 4 Experience: 1000
Power Requirement: 12 Hydrogen Fuel Cells
Power Cell Life: 5 hours
Carrying Capacity: 79,382 lbs./36007.4 kgs., 2 seats
Size: 56'4" length x 12' width x 20' height
Weight: 7642 lbs./3466.4 kgs.
Top Speed: 48 mph/77 kph

Forklift (equipment)
Tech Level 6 Experience: 600
Power Requirement: 6 Hydrogen Fuel Cells
Power Cell Life: 8 hours
Carrying Capacity: 89,561 lbs./20 metric tons, 1 seat
Size: 9'8" x 52" width x 26'3" height
Weight: 90,000 lbs./40823.7 kgs.
Top Speed: 5 mph/8 kph

Pallet Jack (equipment)
Tech Level 7 Experience: 300
Power Requirement: 2 Hydrogen Fuel Cells
Power Cell Life: 24 hours
Carrying Capacity: 22,046 lbs./5,000 kgs.
Size: : 9'8" x 52" width
Weight: 190lbs./86.2 kgs.
Top Speed: 1 mph/1.6 kph

Truck, Quarantine Carrier (equipment)
Tech Level 4 Experience: 1000
Power Requirement: 4 Hydrogen Fuel Cells
Power Cell Life: 4 hours
Carrying Capacity: 1495 lbs./678 kgs.,2 seats
Size: 11'9" x 6' width x 9' height
Weight: 2642 lbs./1198.4 kgs.
Top Speed: 22 mph/35 kph

This vehicle has balloon tires and independent suspension for off-road use.

5G — Computer Component Storage

The *Warden* relies heavily on automation, and so a vast store of spare parts for its myriad data processing components was a necessity identified by its designers.

This portion of the foredeck is dedicated to the storage and repair of these data processing parts and units. As such, entry to this area is through a security door and requires a grey, red, or red & blue wristband.

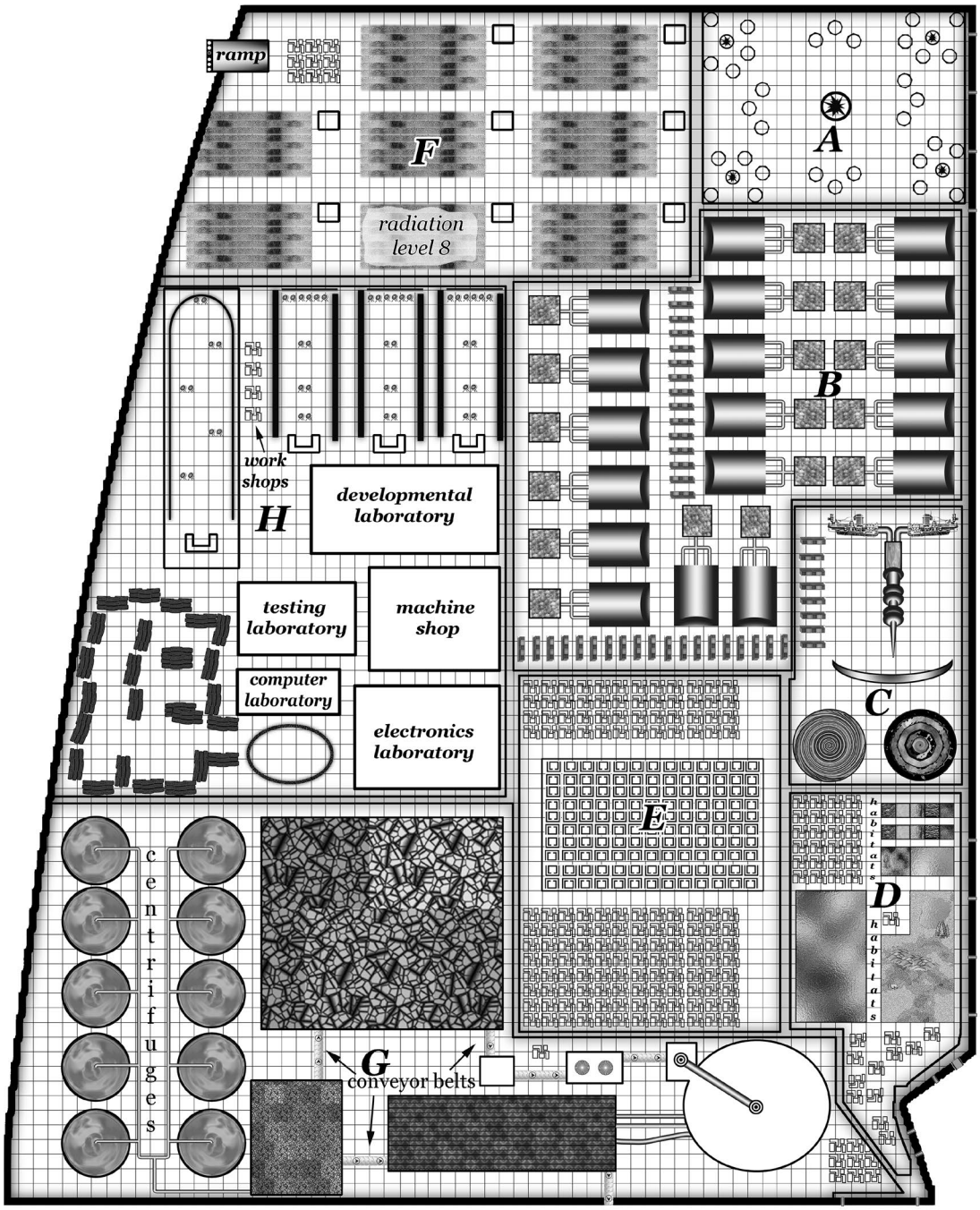
Several active engineering robots wait here on standby to create or repair any equipment needed by the crew, and they identify any character bearing a wristband as a crewmember. These robots are capable of repairing any data processing unit a character might request, from detection scanners to talking computers. They can also be sent to make repairs in and around this level.

Robot, Engineering
(HD 10, PH 50, AC 15, MV 96 kph
Exp. Points: 405 Radiation Resistance 10
Constitution 10 Mental Resistance 10
Strength 14 Dexterity 14

[Prime=Mental] no attacks)

Designed with many tools stored in its body, this robot has digital schematics and programming that allows it to repair most devices on the ship. It has: Semi-independent action circuits, broadcast power cells, extra power cell for 24 hours of independent operation, telescopic and microscopic lenses, lenses for infra-red and ultra-violet sensing, 2 rotating light sources, 3 tentacle manipulators, 2 power grasping claws, tool handling tentacles, 96 kph drive system, and communication systems allowing it to talk with both the ship's A.I. and humans.



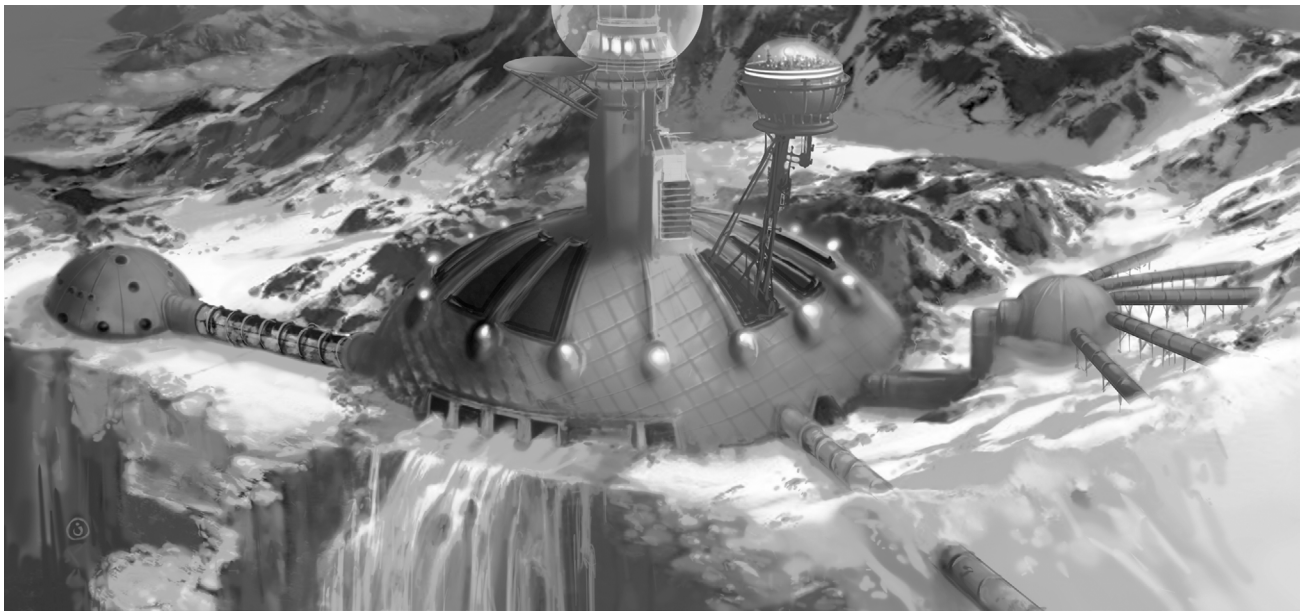


Exploratory Laboratories

One Square = 500 Feet

Key

- blast-shielded laboratories
- reaction testing site
- HPHT gem press
- storage shelving
- projector for the stimulated emission of radiation (laser/maser/phaser)
- thermal kinetic analyzer
- security door (100' x 100')
- graviton generator
- small cyclotron
- small laboratories



5H — Radioactive Storage

Entry to this area is through a security door that requires a grey, red, or red & blue wristband.

While the fusion drives on the *Warden* are highly efficient, some radioactive waste is created that might later be recycled for medical or analytic machinery. A safe holding area for these substances was needed, and so the designers of the *Warden* created this heavily-shielded area. As a result of this shielding, communication to areas outside this cargo hold is impossible. The recycling program ceased functioning after the catastrophe occurred aboard the *Warden*, but waste production continued. At present several hundred pounds of radioactive waste is held in this cargo bay.

As the characters enter this area, they note 3 heavy radiation suits ((cumbersome suits that reduce radiation exposure by 14 levels but allow only half movement maximum) and a changing bench with lockers just inside the door. A single dim bulb illuminates the three lockers and changing bench. The rest of this massive storage area is completely dark.

Characters checking the lockers find them empty. Any characters moving past this lighted area hear plaintive cries for help.

"Please help me! I need medical assistance, and I am bleeding." *Note:* as this situation might be game mastered in a number of different ways, the actual cry for help, and the nature of the voice, are left to your discretion. The actual voice is a telepathic sending being generated by a *Brain Fungus*.

Fungus, Brain

(HD 16, HP 90, AC 10, MV 0'/none

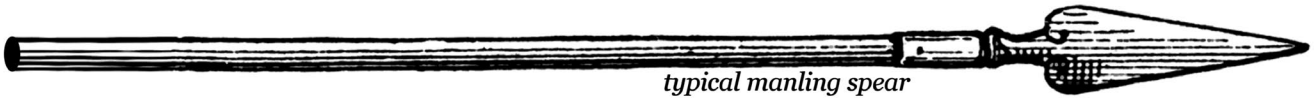
Exp. Points: 1950	Radiation Resistance 18
Constitution 16	Mental Resistance 17
Strength 3	Dexterity 3

[Prime=Mental] Special attacks)

This 10'-tall and long black fungus is shaped like a human brain and only attacks if it is unable to persuade a character party to tend to its needs and bring it food. The fungus communicates telepathically at a range of up to 3 miles, but this telepathy will not penetrate radioactive shielding. Brain Fungi are highly intelligent and are able to consume any liquid protein source, although they prefer blood. Touching the Brain Fungus is hazardous as its skin exudes a contact poison [Intensity 17]. If a Brain Fungus is unsuccessful when attempting to persuade, it attacks using Life Leech or a double-strength Mental Blast. Mutations— Telepathy, Mental Control, Force Field Generation, Life Leech, Mental Blast [double power].

Touching the Brain Fungus is hazardous as its skin exudes a contact poison (intensity 17).

If a Brain Fungus is unsuccessful when attempting to persuade the characters to do its bidding, it attacks using *Life Leech* or a double-strength *Mental Blast*.



typical manling spear

6 — Exploratory Labratories

As the lowest level of the ship, Deck #17 contains an airlock used for the launching of unmanned drones and Extra-Vehicular (manned) missions to investigate new phenomenon that the ship encounters while traveling between the stars. The designers of the *Warden* knew the importance of not only capturing samples of new materials, strange life forms and unknown energies, but also being able to study them onsite. The laboratories found in this section of deck #17 are designed for just that purpose: to isolate, test, and better understand any new scientific findings the crew might discover in its journey through the void.

Each laboratory section has a standard, non-security door every 300'. Entry into this section is via one of ten 100'-sqaure (wide and tall) security doors that admit only those presenting a grey (engineering), red (security), or red/blue (command) band. Gravity throughout this sector of level #17 is kept at 0.85G, although experimentation often causes extremely local fluctuations to sector gravity. It is possible (at your discretion) that some experiments were never terminated and that their effects are still being felt within the laboratory sector.

The inclined ramp in Area #6F (Horticultural Laboratory), leads to the inclined planes that connect the levels of the ship to one another. This inclined plane was rerouted in this fashion to avoid interfering with the proton accelerator for the anti-matter drive which rings this entire deck. Access to the inclined plane via this ramp requires presentation of either a red or red & blue wristband. Access from this inclined plane requires precisely the same credentials.

Both for internal structural support and for the safety of the scientific community using this section, the various laboratory areas were sealed off from one another with walls that stretched all the way to the ceiling of this deck. These walls are replete with 12'-square doors at ground level, one appearing at regular intervals of 300' in order to facillitate transit within the area. These doors are heavy, automatically closing doors, but they open readily to any that might use them. Each lab also has a 'cargo door' of great size in the event that a large object required testing and analysis. These cargo doors measure 100'-square.

6A — Exothermic Laboratory

The exothermic lab was designed to study volatile compounds discovered during extra-vehicular investigations.

There are 4 'pods' of 5 laboratories with a shielded reaction testing site (a 'blast area') at the center of each pod. Each of the 5 laboratories within a given pod is outfitted with state of the art electronic analytic and computer hardware. Each lab is approximately 12,000 square feet and is two stories in height.

The center section of this laboratory area is for testing extremely volatile compounds. Four sets of 3 labs each share this testing site, and each is a full three stories tall with internal elevators.

One of the 5-laboratory pods (which one is left to your discretion) has been taken over by a tribe of seven mutated humans. They attack any that proceed beyond the perimeter formed by the outer buildings.

Manling (7)

(HD 12, HP 58, AC 9, MV 20'/60' [swim]

Exp.Points: 1705	Radiation Resistance 4
Constitution 12	Mental Resistance 14
Strength 12	Dexterity 14

[Prime=Physical] one ancient weapon attack, by weapon.)

This 6'-tall mutated human commonly uses a great many ancient devices it has recovered and converted. The Manling appears human except for its 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.

Characters penetrating this Manling 'village' discover that its shielded reaction testing site still contains a strange compound that is releasing a fair quantity of electro-magnetic energy. The field is strong enough to be detected at more than 100', and at short range (10' or less) it is capable of damaging delicate electronics. Near the reaction testing site lies the rumpled uniform of an engineer. Within this clothing those searching discover three fully charged hydrogen energy cells. Lying next to the clothing, covered in dirt, is a grey engineering wristband.

6B — Geology/Mineralogy Laboratories

Discoveries made in space were meant to open new scientific doors for humankind. As perhaps the most probable new find would be elemental or geologic, a laboratory for studying rocks found in space or on foreign planets was an absolute necessity. The machines found in this laboratory are designed to crush, analyze and then recreate any new minerals, elements, or new mineral combinations found via

exploration. Samples of various gems including diamonds, rubies, and emeralds are stored on the shelves in this area.

6C — High Energy Physics Laboratory

This laboratory is dedicated to discovering new forms of energy and new uses for the forms already known. It contains various devices dedicated to that end, all of which are extremely hazardous when operated by inexperienced or untrained personnel. What catastrophe might ensue here should the characters explore incautiously is left to your discretion.

6D — Alien Life Sciences Laboratories

The designers of the *Warden* knew that the discovery of life was a mathematical certainty should the vessel simply remain in space 'long enough'. The laboratories in this sector are dedicated to the biologic study of any life forms discovered as well as maintaining them in isolated (and thereby safe) wards/habitats. The habitats found here range from large (500'-square) to very large (several square miles), and more than 100 individual labs populate this area.

It is entirely possible that life forms have entered these habitats following the catastrophe, and that, given the size of the largest habitats, they no longer realize that they are isolated. It is also possible that some entities were discovered before the catastrophe, and that they reside here to this day. We leave those choices to you.

6E — Micro-biology and Gene Splicing

The smallest forms of new life that might be discovered in space presented a particularly significant challenge to space travel as most would likely predate upon humankind. The center of this section is comprised of isolation 'glove boxes' for experimentation on viruses, bacteria, and other microbial life forms, while the outer labs are dedicated to the isolation and discovery of these entities.

Significant experimentation into gene-splicing and recombinant DNA was also preformed here. It is left to your discretion as to whether these pursuits yielded new discoveries in healing and medical science, an improvement to the human genome (mutative), or horrific mutations that are the stuff of nightmares.

6F — Horticultural and Seed Propagation Laboratory

The challenges of space exploration and colonization require constant improvement to machines, procedures, and even plants and animals. The purpose of the laboratories in this section of Area #6 is the creation of new plant species and experimentation upon any plant-like organisms discovered in space.

Six giant laboratories are here flanked by fields used for experimental purposes. These fields cover several square miles each and appear to be little more than farmer's fields.

This area also contains the bypass ramp that leads to the inclined plane which connects level #17 to level #16 above. Access at the end of this ramp is blocked by a security door that requires either a red or red & blue wrist band.

Since the disaster aboard the *Warden*, mutations have occurred to many of the plants growing in this sector. One awaits the exploration of incautious characters:

Jawed Plant
(HD 10, HP 44, AC 12, MV 0'/none

Exp. Points: 810	Radiation Resistance 10
Constitution 10	Mental Resistance 10
Strength 10	Dexterity 6

[Prime=Physical] one thorny jaw attack inflicting 5d6 acid damage, WC1, range 30'),

This gigantic mutated Venus Fly Trap hunts by sensing heat sources at 30' range, and hits indicate that the victim has been captured by the thorny jaws of this voracious predator. Once captured, acid flows down upon the victim. Mutations— Larger than Normal, Increased Senses, Dissolving Juices [5d6].

Due to the types of experimentation that were being pursued, both chemical and radioactive hazards are also present throughout this area.

6G — Fuel Blending Labs

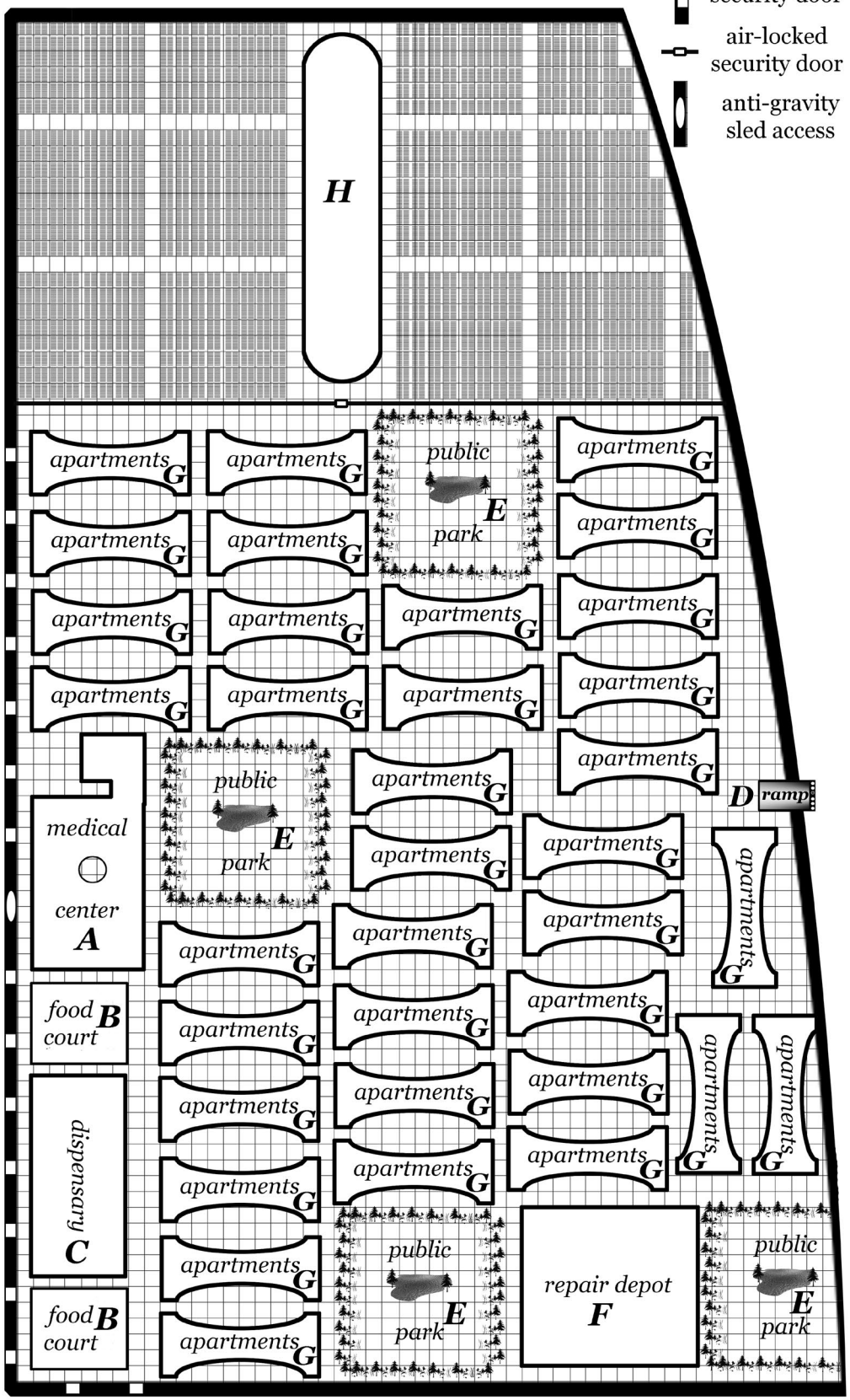
The ionization and isolation of rare elements is a necessary function of fusion power generation. The equipment housed in this laboratory is dedicated to that function.

Ionic material is transported to a line of giant centrifuges where the heavier elements are seperated. The material is then sent to a gravity processor that segregates readily usable material from that which requires further enrichment. Readily usable material is sent to a processing plant where it is further purified before being stored for pick up by engineering robots. This ionic material is sent via a sealed conveyor to the atomic accelerator in Area #1a.



Crew Quarters

One Square = 500 Feet



Material requiring further processing is sent to a laboratory and processing plant via sealed conveyor where it is analyzed and enriched manually (using engineering robots). Unusable waste materials are then collected and stored in area #5H.

6H – Reverse Engineering Laboratories

This laboratory area was set aside to reverse engineer any technologues discovered during the travels of the *Warden*. Fully outfitted labs here are flanked by firing ranges, obstacle courses, and a number of large experimental testing sites. Engineering Robots in this sector respond to anyone bearing an grey wristband by retrieving, improving upon, or building any item that is currently a part of the *Warden's* vast equipment list.

7 — Crew Quarters

It takes a lot of crewmembers to run Deck #17, and the commute from a neighboring deck is both long and fraught with security problems. For that reason quarters for those working on this deck were created, along with all the other necessities of life they might potentially require. This area of Deck #17 contains apartments, medical facilities, eateries, supplies, and recreational space for up to 5,000 active crewmembers and their families.

Access to this area is restricted for those not airborne. Sixteen (16) 40-foot wide by 30'-tall security doors separate this section from the rest of the deck. These doors open only if a wristband (any color) is presented. Airborne traffic (primarily anti-gravity sleds) is able to pass unrestricted through an opening some 60' from the ground in the outer wall of this section. The opening is an ovoid some 1000' wide and about 100' tall that was created to allow access in the event that a medical emergency occurred elsewhere on this deck.

Access to this sector is also possible via the inclined planes that lead to the ramp at the outer edge of this sector. The top of the ramp is sealed by a gigantic security door that opens only after the presentation of a red (security) or red & blue (command) wristband.

Gravity throughout this sector is kept at a constant 0.85G.

7A — The Medical Center

This massive building towers to 24 stories (nearly 360') from deck level and is capable of treating 3500 patients simultaneously. Its state of the art facilities include organ cloning, dozens of full surgeries, hyperbaric chambers, a completely stocked pharmacy, an emergency triage floor with an anti-gravity landing pad at its center, and every diagnostic tool known to the medical science of the 23rd century.

Once crewed by hundreds of doctors, surgeons, and care providers, the medical center is now crewed only by medical robots. 184 medical robots are on standby and help anyone wearing a wristband of any color.

Robot, Medical

(HD 10, HP 60, AC 12, MV 30' Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 12
Dexterity 15

[Prime=Physical] one vibro-blade attack inflicting 9d6 damage, WC 6 [mutants only].)

This humanoid robot is usually painted white with a red cross on its chest. The robot is programmed to recognize, diagnose, and treat all human maladies and it has the built-in diagnostic surgical equipment to perform minor operations and administer pharmaceuticals. It ignores animals, identifying them as other than human, but poses a threat to humanoid mutants as it identifies their mutations as diseases in need of treatment: tumors or like growths to be removed surgically. In these cases the robot tries to drug the mutant before the operation. Medical Robots have Heightened Vision [infra-red, ultra-violet, microscopic, and telescopic].

7B — Food Courts

Each of these 7-story tall food courts contains a vast array of eateries all manned by automated servitors. Virtually any form of sustenance readily consumed by humans may be found within one of these food courts, which are capable of serving several thousand people at one time.

Due to the availability of food, a group of six (6) Ninja Wolfoids has set up camp on the 4th floor of one of these food courts (you may determine which). Given the silence of these semi-deserted buildings, the Wolfoids are likely to hear the characters enter the building and do their best to lay an ambush for them, attacking from above by repelling on ropes.

Wolfoid, Ninja

(HD 18, HP 60, AC 14, MV 40' Exp. 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 by 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.

Characters defeating these Ninja Wolfoids might discover their lair sequestered at the back of a hamburger restaurant. Amid the normal clutter of silk and cotton clothing and discarded food containers characters discover a cache of 44 throwing stars, a bottle of fine sake, and a red security wristband.

7C — The Dispensary

Any disposable item a crewmember might need — from small appliances and clothing to toiletries, snacks, and reading materials — are found at the dispensary. Durable goods are not found here.

The entire building is served by Cargo Robots, and they retrieve any item the bearer of a *Warden* wristband (any color) might request. Visitors without wristbands are ignored by the robots.

Direct access to the goods stored within this building is extremely difficult as the interior is designed for use by robots, and only robots. Corridors here are narrow, and the containers of the goods stored here are unmarked except for a barcode. The Cargo Robots attempt to restrain any non-robot entering this area.

Robot, Cargo
(HD 10, HP 55, AC 15, MV 48 kph

Exp. Points: 405	Radiation Resistance 10
Constitution 10	Mental Resistance 10
Strength 13	Dexterity 10

[Prime=Physical] No attacks)

This centaur-shaped robot stands 5' tall. Its tracked rear portion has a wide cargo area while its humanoid front has two arms with large cargo claws and a head with human senses and programming allowing human reasoning and interaction. It follows the orders of any character wearing a green wristband and can carry characters on its back. The unit also carries a communication system capable of reaching all parts of a given deck.

7D — Ramp to Inclined Plane

This ramp leads to the inclined planes that connect the levels of the ship to one another. This inclined plane was rerouted in this fashion to avoid interfering with the proton accelerator for the anti-matter drive which rings this entire deck. Access to the inclined plane via this ramp requires presentation of either a red (Security) or red & blue (Command) wristband. Access from this inclined plane requires precisely the same credentials.

7E — Recreational Parks

The designers of the *Warden* understood the need for open, Earth-like spaces to promote mental stability amid the crew. Each of these one-square-mile parks contains actual grass, numerous freely-growing trees, and a small pond. The soil here has also absorbed radiation from the disaster that struck the ship, and all parks are Radiation Level 3.

These parks might also provide a habitat for any number of mutated creatures, at your discretion.

7F — Repair Depot

This depot is staffed by several dozen Engineering Robots that are programmed to fix personal items damaged by the crew: small appliances, favorite articles of clothing, and other daily use materials. The interior is largely inaccessible to crewmembers as it is simply a long counter with pass-through bins and service windows at which Engineering Robots appear. Characters that possess a *Warden* wristband (any color) may submit articles for repair to these servitors and receive a chit containing an Radio Frequency ID tag that identifies their item. Item repair requires 1-6 hours and is always successful (at your discretion).

The Engineering Robots never give any indication of how long a repair might take.

Characters returning to retrieve repaired items after the allotted time has passed receive their item by surrendering their chit. Characters forcing their way into this building's interior quickly become lost (50% chance of becoming lost each turn) in the maze of corridors and passageways that lie beyond the service counter. Characters that have become lost have only a 10% chance per half hour's wandering of finding their way back to the counter and exiting the building.

Robot, Engineering
(HD 10, PH 50, AC 15, MV 96 kph

Exp. Points: 405	Radiation Resistance 10
Constitution 10	Mental Resistance 10
Strength 14	Dexterity 14

[Prime=Mental] no attacks)

Designed with many tools stored in its body, this robot has digital schematics and programming that allows it to repair most devices on the ship. It has: Semi-independent action circuits, broadcast power cells, extra power cell for 24 hours of independent operation, telescopic and microscopic lenses, lenses for infra-red and ultra-violet sensing, 2 rotating light sources, 3 tentacle manipulators, 2 power grasping claws, tool handling tentacles, 96 kph drive system, and communication systems allowing it to talk with both the ship's A.I. and humans.

7G — Apartments

These spacious apartments are meant to house crewmembers (and their families) working on this level. Each apartment is 3,000 square feet and has multiple sleeping rooms, an automated kitchen, a recreational center with a communications screen, dual sanitary facilities, and a built-in gym.

Each apartment building is 7 stories (105') tall and contains 224 apartments.

7H — Safety Zone

This entire living area (sector) is found on the drive deck, and the threat of a radiation leak or similar contamination disaster is an ever-present threat to those that live here. Understanding this, the designers created a radioactively shielded 'safe space' capable of housing the entire population of this deck for many years. Conditions in this area are Spartan, and there is only one entrance to this area: an airlocked cargo door 100' square that requires the use of a red (security) or red & blue (command) band in order to operate.

Characters approaching the airlock to this area discover that, although left open prior to the disaster to allow for immediate evacuation, it is now closed and locked. What might lie on the far side (beyond the rows of cots, barrels of emergency food, and other necessary survival gear) is left to your discretion.

8 — Drone and EVA Launch Bay

The designers of the *Warden* built a ship that would locate and colonize new worlds, but they weren't sure which worlds would be found, and of these, which would be ripe for colonization. A means for 'vetting' new worlds was needed, and that meant scouting. This section of Deck #17 is dedicated to that purpose.

Six entrances provide access to the Drone and EVA Launch Bay: four are connected directly to the Exploratory Laboratories (Area #6) while two lead into the general area surrounding the central elevator. All of these entrances are via security doors that require the presentation of a grey, red, or red & blue wristband.

Gravity in this entire section is 0.15G although it approaches 0.3G in areas near the outer walls. This change is gradual but noticeable and may cause nausea in some less fortunate characters.



Drone and EVA Launch Bay

One Square = 100 Feet

Key

- security door
- airlocked security door
- airlock
- standard door
- standard emergency door
- long range drone
- short range drone
- exploratory scout ship
- robotic arm
- storage shelving



8A — EVA Suit Tailoring

As many exploratory missions were completed by living crewmembers, Extra-Vehicular Activity Suit (space suit) creation and maintenance were critical to the functioning of this sector. Suits were designed to fit their wearers with precision to allow the greatest ease of movement and the least discomfort to normal bodily functions. The material of these suits is an advanced space age polymer (poly amide and carbon fiber) which is extremely difficult to work with, and so the process is extremely precise to avoid wasting either time or material. As many as a dozen fittings were required per individual, and several dozen workers were responsible for the exact measurements and manufacture that encompassed the creation of an EVA suit.

Characters exploring this building discover that many of the processes involved were never automated and that they are unable to requisition an EVA suit for themselves that won't impact their dexterity and slow their movements.

Suit materials lie at every work station within this building, but robots are scarce, and dust lies thickly on all surfaces. The interior of this building is a dark, silent tomb, filled with the ominous silhouettes of partially completed suits.

8B — EVA Suit Manufacture

While all of the measuring, cutting and testing of EVA suits is done in area A, this building contains the machinery that welds the final suit together and ensures that it provides a stable (leak-free) artificial environment. This building is packed with automated equipment dedicated to this purpose. Each machine carries full instructions for the placement of materials for the various joining processes.

8C — Classrooms (and mission briefings)

Operations in the zero-G and zero-atmosphere environment of space can be tricky for the inexperienced, and so the *Warden* was designed with classrooms for teaching everything from the basic safety precautions that should be observed when engaging in an EVA to the physics of momentum conservation. This building houses dozens of gigantic classrooms where these topics are taught by automated instructors.

Characters entering any of these classrooms find them to be amphitheater-like, with comfortable informal seating. They are normally deserted, with a large blank screen at the front. These screens are most commonly activated when anyone sits within the room on any of the cushions provided.

8D — Liquid Oxygen Expansion Control

This building is the mechanical nerve center for the cycling of all airlocks found in this sector. As they were intended for frequent use, they function by allowing the expansion of liquid oxygen (stored in Area #8F) for the establishment of atmosphere and by using large reclamation pumps to drop the air pressure inside of the airlocks.

This building is serviced by Engineering Robots, but it was originally intended that all operations here be supervised by live crewmembers.

8E — Welcome Center

Access to Area #8 is fairly limited, but the designers of the *Warden* knew that to simply 'keep people out' would only make them want to enter all the more. The Welcome Center conducted limited tours of the Launch Bay facility and welcomed new members of the 'Explorer Program': those crew that had volunteered for EVA duties.

The center is replete with discussion lounges, offices for liason personnel, and the occasional 'break room' with automatically vended snacks and drinks. Only a few General Purpose Robots maintain this otherwise deserted facility.

8F — Liquid Oxygen Storage Tank

This building has no access and is a holding tank for liquid oxygen used to regenerate the atmosphere when the airlocks in this sector are being cycled. This massive structure is a full mile in height and joins to the ceiling of this deck. Its outer casing is made from duralloy that is inches thick in order to prevent mishaps. An outer shut-off valve is located at the point where the output pipe from this building leads to Area #8D, the Liquid Oxygen Expansion Control.

8G — Zero-G Training

This area is dedicated to the physical training of crewmembers that have volunteered for EVA. The environment is a near-weightless 0.05G to help prospective explorers understand the limitations of operating in a zero-G environment. The small semicircular office at the right (starboard) of this building enjoys 0.25 G to facillitate tutelage provided by the instructor.

8H — Probe Preparation and Repair

The types of analysis required for near-*Warden* space exploration are as varied as the universe. This building is dedicated to the creation and mounting of appropriate sensory equipment on probes as well as the creation of new analytic gear for use during EVAs by crewmembers. This facility also has repair facilities and tools for the repair of any equipment damaged during a mission.

Dozens of Engineering Robots wait here on standby for instruction from engineering or command level crew members. Spare and broken parts litter the hallway area outside the right (starboard) side of this building.

8I — Probe Launch Bay

This area is dominated by a large iris hatch which opens directly into space. This hatch may only be opened if the atmosphere from this area is less than 10%, and its operation is controlled from Area #8M, the Observation and Control Center.

In the event of a malfunction, the iris hatch can be closed (not opened!) using an emergency override located next to the iris hatch within the Launch Bay.

Investigative drones and scout ships stand at the ready in this area as well. Fifteen (15) long range drones, 7 short range drones, and 7 scout ships are generally found within this hangar. The drones were remotely controlled by operators in Area #8M, the Observation and Control Center, while the scout ships were operated manually by crewmembers.

Drone, Long Range (equipment)
Tech Level 6 Experience: 500
Power Requirement: 6 Hydrogen Fuel Cells
Power Cell Life: 15 hours
Carrying Capacity: 412 lbs./187 kgs.
Size: ovoid 48" diameter x 62" height
Top Speed: 196mph/315kph

This drone has an isolated cargo compartment and a tentacular arm for retrieving samples. The nose cone contains space and mounting hardware for up to 3 interchangeable scanning devices.



Drone, Short Range (equipment)
Tech Level 6 Experience: 700
Power Requirement: 8 Hydrogen Fuel Cells
Power Cell Life: 5 hours
Carrying Capacity: 856 pounds/187kg
Size: spheroid 96" diameter x 60" height
Top Speed: 24mph/39kph

This drone has an isolated cargo compartment and two tentacular arms for retrieving samples. The nose cone contains space and mounting hardware for up to eight interchangeable scanning devices.

Scout Ship, Alpha Class
Tech Level 1 Experience: 10000
Power Requirement: 24 Hydrogen Fuel Cells
Power Cell Life: 32 hours
Seating Capacity: 5
Carrying Capacity: 3281 lbs./1488.25 kgs.
Size: : ovoid 288' length x 195' width x 14" height
Weight: 86,163 lbs./39083.3 kgs.
Top Speed: 196mph/315kph

Description: Alpha Class Scout Ships come equipped with: environmental controls capable of sustaining a 5-person crew for 51 hours, landing thrusters to allow for planetary landings, a quarantined cargo section capable of holding 854cft/24cbm, a broadband communications system with a range of 11,000 km, and a Medical Robot. Scanning equipment includes EMF, bio-scanner, radiation, infra-red, motion detection, and gravity sensors.

8J — Locker Room

This area is used by those preparing for exploratory extra-vehicular missions. It is a uniform 0.5G to help these crewmembers adapt graually to their weightless environment and contains showers, equipment lockers, dressing benches, and cabinets with commonly needed supplies: spare power cells, oxygen cannisters (for space suits), flashlights, sample cases, and like materials. These cabinets are locked but open to any with a grey or red wristband.

8K — Isolation Chambers

Samples retrieved from space have unknown properties and might contain unknown pathogens, toxins, or life forms. The chambers found in this area are made from a transparent material that recedes into the floor when a chamber is opened (hence no doors). A small control panel next to each chamber facilitates this function.

8L — Secure Hallway

This hallway is designed for the safe transport of materials retrieved from outside the ship to the laboratories in Area #7. Each segment of this hall is separated from the next by a security door with an airlock to prevent migration in the event that something, (living, chemical, etc.), is released during transit. All of these hallways are under observation (via closed circuit camera) from offices in Area #8M, the Observation and Control Center. This monitoring also allows those in the center to evacuate the atmosphere from any single segment of this hallway at a moment's notice.

8M — Observation and Control Center

This 40-story (486' tall) structure contains rooms filled with cameras and gear for controlling the various drones that are launched in the drone bay below. The wall facing the bay is transparent, and the controls for the drones are joystick operated with computerized assistance. The controls for the iris hatch that opens into space are located here as are the controls for pressurizing and depressurizing all of the sections of Area #8L.

In one control room on the lowest level is a control covered by a sealed 4" square glasteel box that requires a red & blue wristband for access. If this control is operated, the entirety of Area #8I is bathed in flames with a heat of 750°F/400°C.

Although highly automated, there are no robots within this building, and it appears completed deserted.

9 — Drive Parts Storage

Entrance into Area #9 is through either of two massive (180' tall x 300'wide) electronic security doors. Each of these doors has a control panel that has a receptacle indicating the need for a grey, red, or red & blue wristband. Characters attempting to open these massive portals, however, find their efforts thwarted. Instead, the Deck #17 (local) Artificial Intelligence addresses them via hidden speakers.

"Please step away from the doors to Fusion Parts Storage. Entrance is not authorized."

If the characters reason with the Artificial Intelligence, they have a chance of convincing the computer that they have the necessary authorization (at your discretion). If they respond in an aggressive manner, the Deck #17 A.I. sends 4 Security Robots to remove them... permanently.

Robot, Security *(4)*
(HD 10, HP 60, AC 15, MV 50' [flight]
Exp. Points: 405 Radiation Resistance 10
Constitution 10 Mental Resistance 10
Strength 16 Dexterity 14

[Prime=Physical] 4 13'-long tentacle attacks that cause 1-hour paralysis upon touch, WC 3, or poison [Intensity 17] knockout gas in a 30' diameter circle, WC 4 .)

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, a gas pellet projector which shoots 10 knock out gas rounds in a 360° spread with [4] 20-pellet magazines, an anti-grav propulsion unit, 50 point force field, 2 third-stage slug projectors [one attack inflicting 6d6 damage, WC 5, range 150'] usable only on a human's authority, a radio capable of broadcasting to any point on a given deck, 3 padded restraint tentacles, and lenses that adapt its visual capabilities to the infra-red and ultra-violet spectrum. Characters captured by these robots are generally taken to a secure area (see Deck #9).

Characters that defeat these four robots gain only a 5-minute respite before 4 more Security Robots arrive to repeat the process.

Characters that are paralyzed by the Security Robots (but survive the encounter) awaken in the large land-based isolation habitat in Area #6D of this deck.

If the characters persuade the A.I. to open the door, they see a vast storage area filled with huge pallet racks that tower upwards hundreds of feet into the darkness. The racks are fully 500' tall and are serviced by Engineering and Cargo Robots with Anti-Gravity Sleds. These robots cheerfully assist any character wearing a grey, red, or red & blue wristband, and just as cheerfully ignore any visitors that are not wearing these bands.

When the characters enter, these robots remain silent and motionless, on standby until their assistance is verbally requested. These robots do not attack under any (normal) circumstance.

The shelves contain all of the parts needed to build a fusion reactor from scratch. there are enough of these parts on the shelves here to build more than 100 fusion reactors. Each individual part is tightly covered in special storage wrap that seals out all particles and energies including radiation, magnetism, and UV light. The parts are individually labelled for ease of identification.



Appendix A: Engineering Crawlway Maps

Engineering Crawlways are found between each and every full deck aboard the *Warden*. These 10' tall passageways contain ductwork, mechanical subassemblies, power generators: all of the small but necessary mechanical apparatus required by the deck either above (or occasionally below). As the substations found in the crawlways tend to repeat, and due to the scope and size of the *Warden's* decks, the maps for specific crawlway decks contain only icons that indicate the nature and position of various crawlway installations. This Appendix provides all of the detail of these substations should your players decide that their characters need to explore these crawlways, or if perhaps your campaign forces them to consider such. For ease of use, all maps found within this section may be photocopied for personal use.



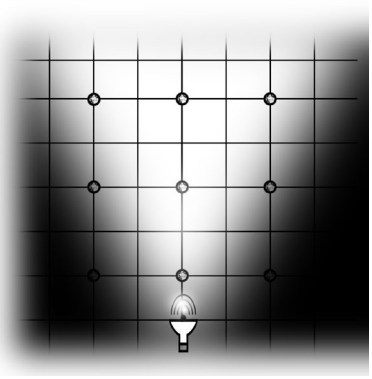
Crawlway Open Areas

Key

o duralloy support pillar

One Square = Ten Feet

* All areas of an engineering subdeck that have no icons are considered open areas.



More than 85% of the space within the engineering crawlways is simply that— space. The designers of the *Warden* left this space open both to save on weight and to facilitate the construction of the vessel. These open areas now provide ready access to the subsystems that keep the various decks of the *Warden* working like a well-oiled machine (with some notable exceptions).

These open spaces have one-foot diameter duralloy pillars every 20' for structural support and are almost universally shrouded in darkness. As the crawlways were meant to be uninhabited except on rare occasions, lighting was thought to be an extravagance rather than a necessity. In addition, the normal maintenance that does occur in these lightless passages is primarily conducted by robots that have no need for auxiliary lighting.

Wandering Monsters Found In Open Areas

Wandering monsters in the vast emptiness of the crawlways are uncommon, but far from nonexistent. Check once for every half an hour spent by the characters investigating these areas. A roll of [1] on 1d6 indicates that an encounter has occurred. Either choose an encounter from the following list, or determine one randomly, at your discretion.

1. Android, Roman Legionnaire
2. Black One
3. Courgaroids
4. Living Sphere
5. Metaled One
6. Robot, Junkyard
7. Robot, Engineering, Broken
8. Robot, Security, Broken

Android, Roman Legionnaire
(HD 12, HP 60, AC 15, MV 30' Exp. Points: 495
Radiation Resistance 12 Constitution 12
Mental Resistance 10 Strength 14
Dexterity 13

[Prime=Physical] Roman short sword inflicting 1d6 damage, WC3, and Roman javelin inflicting 1d6 damage, WC 3, range 5'.)

This android has escaped from another level, and its computer brain is quite insane. It appears and acts as though fully human, but it repeats itself far too often during conversation. It asks to join the party and again reacts normally in most situations, but with a few noteworthy exceptions: the android often forgets whose side it is on and stabs randomly and repeatedly with its sword. The android has a mental block and cannot see winged creatures. The android attacks all dogs and creatures with any canine characteristics on sight and is immune to all energy weapons.

Black One
(HD 9, HP 29, AC 12, MV 30' Exp. Points: 480
Radiation Resistance 12 Constitution 9
Mental Resistance [special – see below]
Strength 10 Dexterity 12

[Prime=Physical] one poison bite attack for 3d6 damage + poison [Intensity 15], WC 2, or one electrical attack via webbing for 4d6 damage, WC 4.)

This mutated Wolf Spider stands 5' tall at the shoulder and spins webs throughout any area it occupies. It is able to then generate electrical energy that shoots through this webbing for 4d6 damage to any touching the webs. Mutations— Electrical Generation, Black Ones are Immune to Mental Control attacks but are highly susceptible [always fail] to Generated Illusions.

Courgaroid
(HD 10, HP 29, AC 15, MV 40'
Exp.Points: 585 Radiation Resistance 10
Constitution 10 Mental Resistance [special – see below]
Strength 10 Dexterity 14

[Prime=Mental] one crossbow attack inflicting 1d10, WC 2, 180' range.)

This highly intelligent mutated cougar walks upright, is +5%/+1 to hit with crossbows, and is immune to paralysis, all forms of mental attack, lasers, and electrical energy attacks. Mutations— Courgaroids can't see robots of any type [Mental Block] and have an Attraction Odor that makes them delicious smelling to carnivores of all types.

Living Sphere
(HD 10, HP 50, AC 18, MV 0'/None
Exp. Points: 1170 Radiation Resistance 9
Constitution 10 Mental Resistance 18

Strength 3 Dexterity 3

[Prime=Physical] attacks using only its mental abilities [see Mutations below].)

Little is known about this 10' diameter floating sphere of pure energy.

Mutations— Heightened Intelligence, Mental Control, Telekinesis, Force Field Generation, Mental Blast.

Metaled One [1d4 appearing]
(HD 6, HP 19, AC 13, MV 14' Exp. Points: 575
Radiation Resistance 10 Constitution 6
Mental Resistance 14 Strength 10
Dexterity 10

[Prime=Mental] 2 claw swipes inflicting 2d6 damage each, WC 1, or a mental attack that paralyzes the victim, range 6'.)

This highly intelligent, nearsighted, 3'-long mutated badger also has Telekinesis with a range of 60', a lifting weight of 150lb., and a great fear of intelligent plants. Mutations— Near-sightedness, Fear Impulse [Intelligent Plants], Telekinesis, Mental Paralysis.

Robot, Engineering, Broken
(HD 10, HP 60, AC 15, MV 96 kph Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 14
Dexterity 10

[Prime=Physical] one lightning bolt attack in a 1' wide by 30' area, WC 1, 4d6 damage, for four consecutive rounds after which its power cells are exhausted.)

This Engineering Robot has an onboard computer fault, and it now resents intruders. Self-propelled, the robot is designed to fix most of the devices on the ship. Each has: Semi-independent action circuits, broadcast power cells, extra power cell for 24 hours of independent operation, telescopic, infra-red, ultra-violet and microscopic lenses, 2 rotating light sources, 3 tentacle manipulators, 2 power grasping claws, tool handling tentacles, and communication systems allowing it to interact with both the ship's A.I. and humans.

Robot, Junkyard
(HD 8, HP 28, AC 12, MV 20' Exp.Points: 665
Radiation Resistance 10 Constitution 8
Mental Resistance 10 or [special – see below]
Strength 14 Dexterity 11

[Prime=Physical] one attack with a makeshift club [broken ship part] inflicting 4d6 damage, WC 1.)

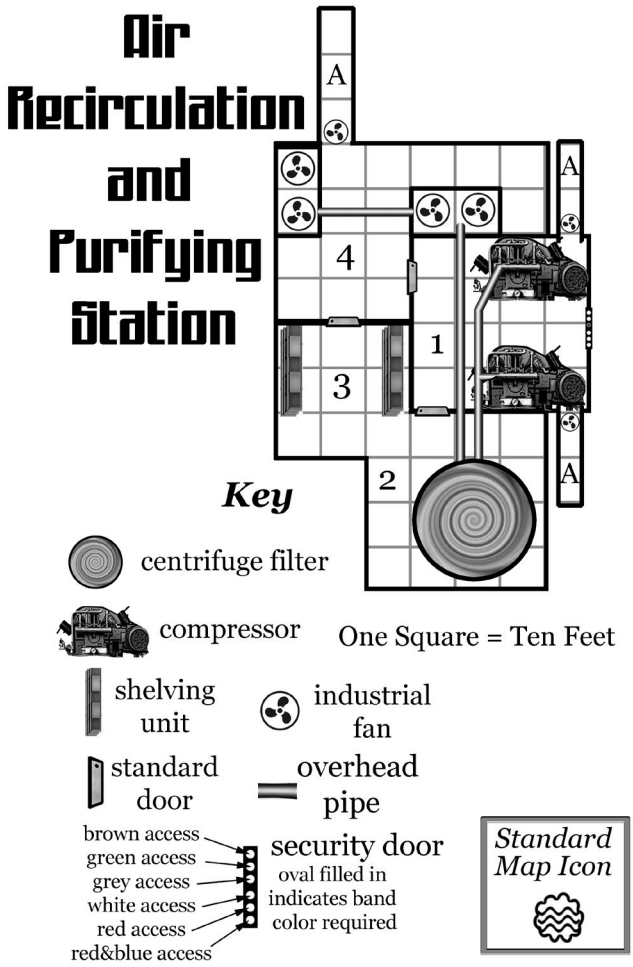
This badly rusted robot is anthropomorphic, and the entire unit squeals and makes loud grinding noises as it moves. It has human-like senses and also sees well in the dark. Improperly assembled, this unit has gone rogue, attacking anyone trying to communicate with it. The robot is immune to paralysis and Mental Control.

Robot, Security, Broken
(HD 10, HP 40, AC 10, MV 25' [flight]
Exp.Points: 405 Radiation Resistance 10
Constitution 10 Mental Resistance 10
Strength 12 Dexterity 10

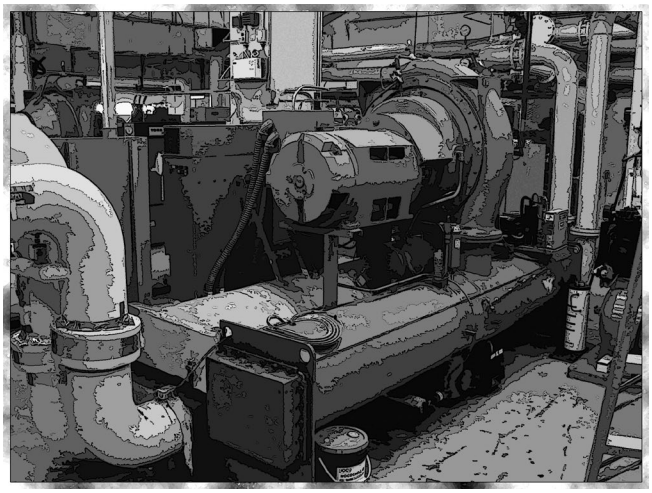
[Prime=Physical] 2 slug thrower attacks per combat round inflicting 2d6 damage each, WC3, and may also attack with a 13' tentacle that causes paralysis WC 3.)

This 9'- tall irradiated [Radiation Level 15] spherical robot is cracked in several places and parts of its interior are exposed and emitting sparks. Of its four tentacle-like arms, only one remains. Its visual sensors still operate in the infra-red and ultra-violet spectrum with a 1-mile range, but of its other attachments only its single tentacle-arm and dual slug throwers still function. This robot is incapable of communicating as all means of input, whether auditory or digital, have been damaged. Touching its irradiated outer shell causes 15 damage.





As experimentation was a large segment of the activities pursued aboard the *Warden*, the release of toxic substances into the atmosphere of a given deck was an ever-present threat. A means for constantly 'cleaning' the air supply, as well as scrubbing excess CO_2, was required, so these air purification stations are common throughout the engineering crawlways.



Wandering Monsters Found In These Areas

Check once as each room is entered. A roll of [1-2] on 1d6 indicates that an encounter has occurred. Either choose an encounter from the following list, or determine one randomly, or add your own, at your discretion.

Fly, Giant
(HD 4, HP 20, AC 12, MV 10'/40' [flying]
Exp.Points: 180 Radiation Resistance 10
Constitution 4 Mental Resistance 10 or [special – see below]
Strength 10 Dexterity 12

[Prime=Physical] one spitting attack inflicting 25 damage, WC4, range 20' [3x/day only], and energy discharge if touched causing 4d6 energy damage, WC4.)

This 3'-long and 6'-tall mutant fly spawns in rotting piles of meat found in radiation areas and travels alone. It becomes enraged and attacks when in proximity [100'] to mutants using their mental abilities. Any touching these flies receive an immediate energy discharge which instantly regenerates. Giant Flies are immune to Mental Control.

Humanoid Rabbit [2-5 appearing; roll 1d4+1]
(HD 4, HP 15, AC 13, MV 60' Exp. Points: 345
Radiation Resistance 9 Constitution 4
Mental Resistance 9 Strength 15
Dexterity 17

[Prime=Physical] 2 energy bolt attacks inflicting 5d6 damage, WC 3, range 30', or by weapon.)

These 7'- tall intelligent mutated white rabbits stand on their back legs and have mutated forelimbs resembling arms and hands. They can use the devices of the ancients and delight in using lasers, often trading grenades for such weapons. Mutations— Taller, Energy Generation, New Body Parts, Heightened Intelligence.

Living Sphere
(HD 10, HP 50, AC 18, MV 0'/None
Exp. Points: 1170 Radiation Resistance 9
Constitution 10 Mental Resistance 18
Strength 3 Dexterity 3

[Prime=Physical] attacks using only its mental abilities [see Mutations below].)

Little is known about this 10' diameter floating sphere of pure energy.

Mutations— Heightened Intelligence, Mental Control, Telekinesis, Force Field Generation, Mental Blast.

Room Key

1) Draw Room

Large compressors in this area draw air from the deck below into this complex for purification. Two 3'-diameter feed pipes feed pipes use mounted fans to pull air from the atmospheric supply of the deck below (areas marked by an "A" in area #1 of the above map). Passage through these ducts (A) is possible, but the whirling, large-bladed fans make such passage exceedingly dangerous.

2) Filtration Centrifuge

Air is pumped into the centrifuge that occupies this area under moderate pressure (45PSI). The centrifuge spins at 30,000 rpm creating a cyclone-like vortex that draws all heavy molecules to the outside rim of the circle where they become trapped by several layers of discriminating filters. The chemicals thus distilled are gathered in sealed receptacles which are then stored in Area #3 for use throughout the ship, or disposal via an air lock. Purified air is taken from the center of the vortex and drawn via large fans into Area #4.

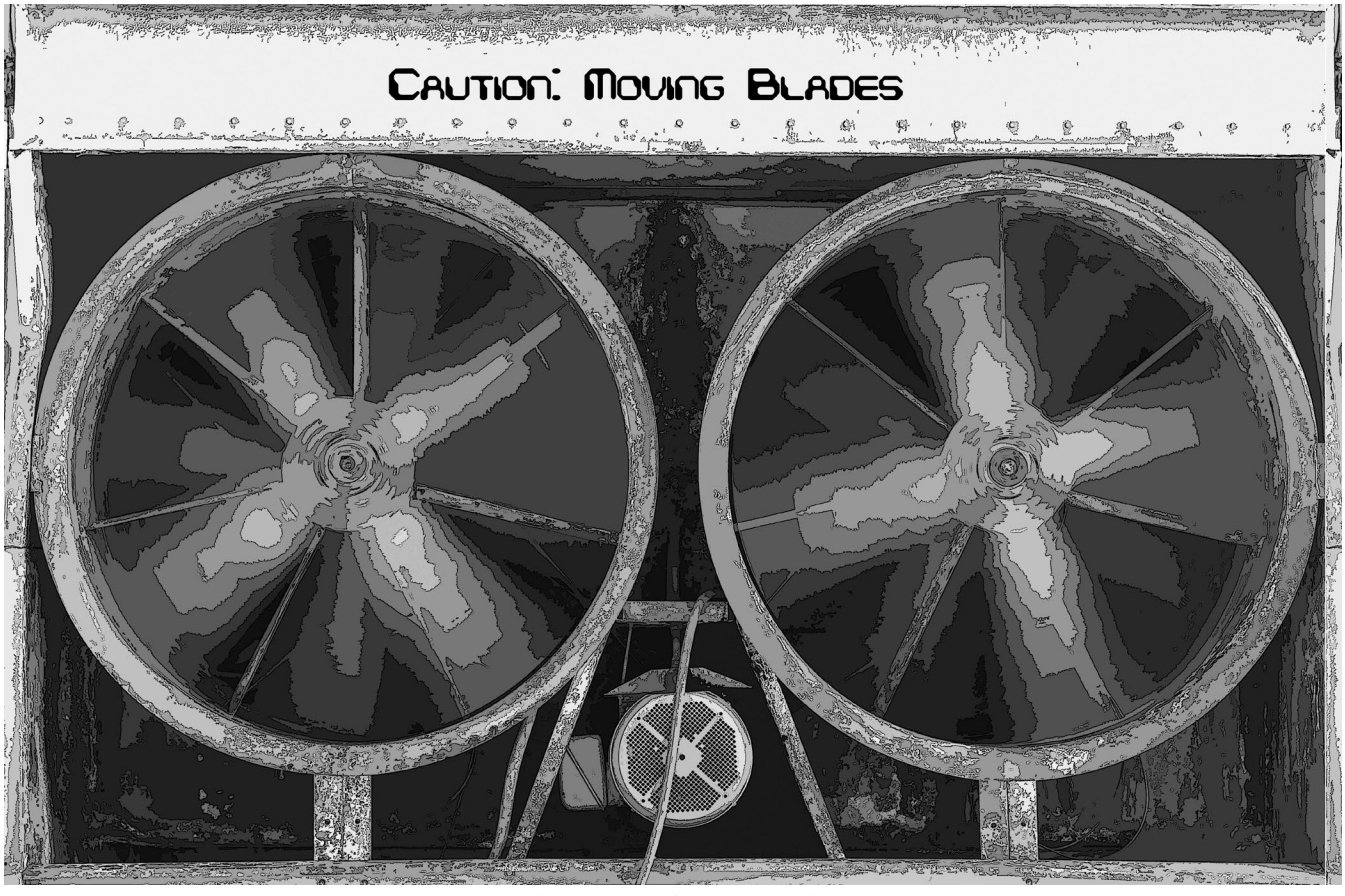
3) Chemical Storage

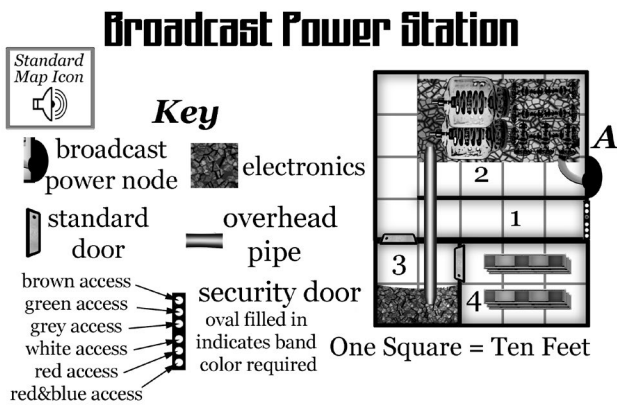
Various compounds distilled by the centrifuge in Area #2 are here stored in sealed containers which are regularly retrieved by Engineering Robots and taken to storage areas near either the inclined ramps or the central elevator. Waste products are disposed of via the nearest air lock. A vast array of chemical substances may be found here, with the details of what actually occupies these shelves being left to your discretion.

4) Recirculation Room

Purified air is routed through a series of directional valves in this area to a series of 3'-diameter ducts that lead back to the deck below. Passage through this duct (A) is possible, but whirling, large-bladed fans make such passage exceedingly dangerous.

Any volatile materials (poisons, methane from dead creatures, etc.) placed within this network of pipes are dispersed to a 16 square mile (a rough square four miles per side) area of the deck below within 30 minutes.





The engineering crawlways of the *Warden* are packed with equipment that needs regular maintenance, maintenance provided by a fleet of Engineering Robots. Due to the far-reaching geography and complexity of these maintenance missions, a means for powering these robots beyond their back-up battery systems was needed. Broadcast Power Stations provide this power by beaming energy directly to each robot without the need for wires or other transmission apparatus.

How this broadcast energy might effect delicate electronic sensing, life support, or other equipment is left to your discretion. Consider that, although most of the more delicate components are shielded, said broadcast energy has no impact on the electronics found within the engineering crawlways.

Wandering Monsters Found In These Areas

Check once as each room is entered. A roll of [1-2] on 1d6 indicates that an encounter has occurred. Either choose an encounter from the following list, or determine one randomly, or add your own, at your discretion.

Bearoid

(HD 6, HP 36, AC 13, MV 40' Exp. Points: 450
Radiation Resistance 10 Constitution 6
Mental Resistance 6 Strength 14
Dexterity 10

[Prime=Mental] heavy mace inflicting 2d6 damage, WC1 or long bow inflicting 1d6 +3 damage, WC1, range 210.') These 12' tall bear-like creatures stand on their rear legs. Mutations— Heightened Intelligence, Teleportation, Precognition, Telepathy, and is able to make Mental Control attacks; it is nearsighted and has no resistance to gas attacks or paralysis attacks of any type.

Dart Creature

HD 2, HP 11, AC 15, MV 30' Exp. Points: 900
Radiation Resistance 10 Constitution 2
Mental Resistance 10 Strength 16 Dexterity 12

[Prime=Physical] 3d6 attacks throwing poisoned quills [Intensity 15], range 30'.

This mutant porcupine stands 4'-tall at the shoulder, can see in the dark, and is never surprised. Mutations — Poison, Larger.

Gorilloid

(HD 11, HP 58, AC 13, MV 30' Exp. Points: 950
Radiation Resistance 10 Constitution 11
Mental Resistance 10 Strength 12
Dexterity 12

[Prime=Mental] No attacks.)

This 6-armed, 6-eyed, telepathic mutant gorilla stands 10' tall at the shoulder. It is an omnivore covered in purple fur that is totally resistant to all forms of energy attacks. The creature is very intelligent and often works with the devices of the ancients. Gorilloids have developed a strange desire to help humanoids, never attacking them. When those humanoids die, the Gorilloid is impelled to bury the body amid the branches of the trees on the Gorilloids' home island [see Deck 15]. Mutations—Multiple Body Parts, Taller, Telepathy, Immunity to Energy Attacks.

Room Key

1) Shielded Hallway

As several of the devices used to calibrate the broadcast energy transmitter surround this area, this hallway is shielded from EMF and other forms of radiation (with the exception of hard gamma radiation). Engineering Robots found in this area have either run out of power, or are working on battery backup power.

2) Broadcast Power Generator *(Tech Level 2)*

Filled with complex equipment, this area turns standard current into broadcast current and then beams that current to the Engineering Robots on this engineering crawlway level. The transmitter is located in the crawlway outside this room (marked "A" on the map).

3) Electrical Bus and Transformer (Tech Level 7)

Electrical current enters this area from a nearby Power Sub-Station and is transformed into the current used by the broadcast transmitter. A failsafe panel (circuit breakers) is also located here.

4) Spares

Parts that require regular maintenance, as well as replacements for the entire broadcast energy system are here stored on carefully organized metal shelves.

Electrical Circuit Bus stations are made to nullify electrical current overloads for a given portion of a deck. Circuits may be reset once the problem has been identified and rectified, so no spare parts are generally necessary for these stations. They are regularly checked and serviced by Engineering Robots.

Wandering Monsters Found In These Areas

Check once as each room is entered. A roll of [1-2] on 1d6 indicates that an encounter has occurred. Either choose an encounter from the following list, or determine one randomly, or add your own, at your discretion.

Robot, Junkyard

(HD 8, HP 28, AC 12, MV 20' Exp. Points: 665
Radiation Resistance 10 Constitution 8
Mental Resistance 10 or [special – see below]
Strength 14 Dexterity 11

[Prime=Physical] one attack with a makeshift club [broken ship part] inflicting 4d6 damage, WC 1.)

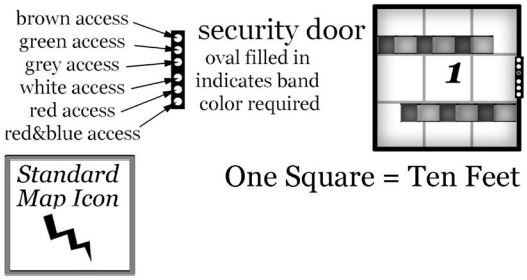
This badly rusted robot is anthropomorphic, and the entire unit squeals and makes loud grinding noises as it moves. It has human-like senses and also sees well in the dark. Improperly assembled, this unit has gone rogue, attacking anyone trying to communicate with it. The robot is immune to paralysis and Mental Control.

Wolfoid (standard, unaffiliated)
(HD 11, HP 55, AC 14, MV 30'
Exp. Points: 1150 Radiation Resistance 11
Constitution 11 Mental Resistance 11
Strength 11 Dexterity 11

[Prime=Physical] one huge club attack inflicting 5d6 damage, WC 1.)

This 9'-tall wolf mutant stands on its hind legs. Wolfoids have Radiated Eyes, fur that is Immune to laser attacks, and they Regenerate 5 damage per combat round. Highly intelligent, Wolfoids often adopt dangerous pets to guard their lairs. Mutations— Taller, Radiated Eyes, Immunity to Lasers, Regeneration [5 damage per turn], Heightened Intelligence.

Electrical Circuit Bus

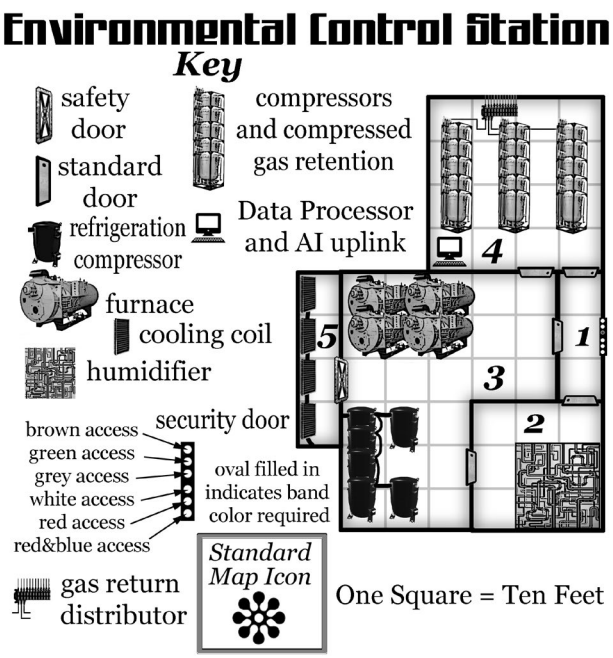


Room Key

1) Circuit Breakers *(Tech Level 4)*

This room contains two large stacks of circuit boards with a breaker panel at one end. Tripped circuit breakers and burned circuit boards are illuminated by a red flashing LED light.





The need to control the 'weather' on many of the *Warden's* decks is absolute; without this control, the biosystems supported by the ship will fail. In order to accomplish this, the crawlways contain many (more than a dozen per deck) Environmental Control Stations. Unlike most other stations found amid the engineering crawlways, these stations always serve the deck that lies below the crawlway rather than the deck above.

Wandering Monsters Found In These Areas

Check once as each room is entered. A roll of [1-2] on 1d6 indicates that an encounter has occurred. Either choose an encounter from the following list, or determine one randomly, or add your own, at your discretion.

Robot, Security, Broken
(HD 10, HP 40, AC 10, MV 25' [flying]
Experience Points: 405 Radiation Resistance 10
Constitution 10 Mental Resistance 10
Strength 12 Dexterity 10

[Prime=Physical] 2 slug thrower attacks per combat round inflicting 2d6 damage each, WC3, and may also attack with a 13' tentacle that causes paralysis WC 3.)

This 9'- tall irradiated [Radiation Level 15] spherical robot is cracked in several places and parts of its interior are exposed and emitting sparks. Touching its irradiated outer shell causes 15 damage.

Wolfoid Aztec [2-5 appearing; roll 1d4+1]
(HD 15, HP 88, AC 12, MV 40' Exp.Points: 1610
Radiation Resistance 16 Constitution 15
Mental Resistance 9 Strength 18
Dexterity 17

[Prime=Mental] one giant obsidian-studded club attack inflicting 4d6+4 damage, WC 4.)

These 9' tall mutant wolves stand on their hind legs and dress as Aztec Jaguar warriors. This group of Wolfoids has used the ship's resources to study the Aztecs and their ways. They always strike to subdue, as they want victims to sacrifice, offering their hearts to the gods. Mutations— Taller, Radiated Eyes, Immunity to Lasers, Regeneration [2 damage per turn], Heightened Intelligence, Telepathy.

Room Key

1) Entrance *(Tech level 8)*

This room requires a grey (engineering) band for access and contains only gauges and other readouts that display the precipitation, humidity, barometric pressure, temperature, and ambient air quality of the deck below.

2) Humidity Control *(Tech level 4)*

A vast array of equipment in this area either adds or removes water vapor to or from the air which is then recirculated back through a series of 4" diameter ducts that lead to the ceiling of the deck below. Note that the humidity is not controlled from this area; that functionality is available only in Area #4.

3) Temperature Control *(Tech level 4)*

Refrigeration compressors and heating furnaces fill this room, although the furnaces (fuel type is left to your discretion; I use methane) are more numerous.

The safety door that leads to Area #5 is heavily insulated as the area on the far side is unheated. The temperature on the far side is -25°C/-13°F should this door be opened.

4) Barometric Pressure Control and Computer Uplink *(Tech level 2)*

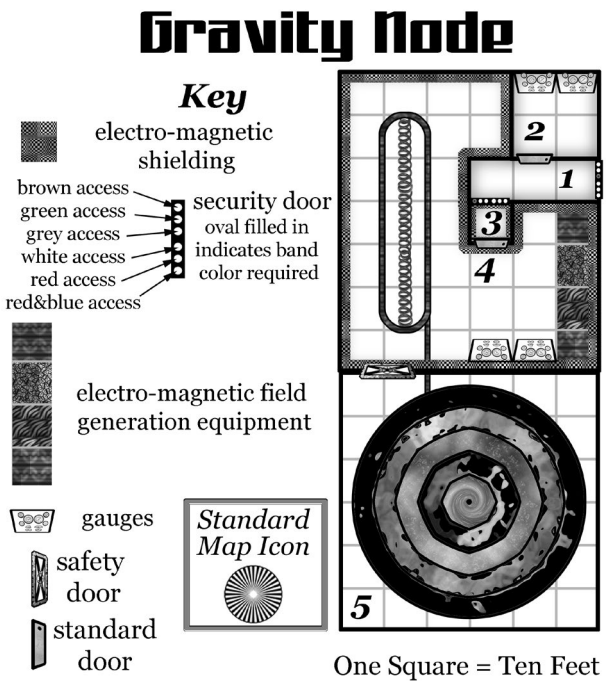
Barometric pressure is raised or lowered within this room using a series of pumps and compressed gas receptacles. To create low pressure, air from the deck below is pumped into the gas receptacles, to create higher pressure, it is allowed to escape. While a single environmental control station is capable of re-pressurizing only a few square miles of a given deck, when working in tandem, these stations can

rapidly re-pressurize an entire deck from a level of near zero atmosphere should the need arise.

The controls for the other environmental machinery found within this installation may also be adjusted here via the data processing station found near the wall shared with Area #3. This station allows manual inputs and also receives instructions from the *Warden's* artificial intelligence. All environmental control stations in a given crawlway are in regular and constant communication with one another via this data processor (and others like it) as well.

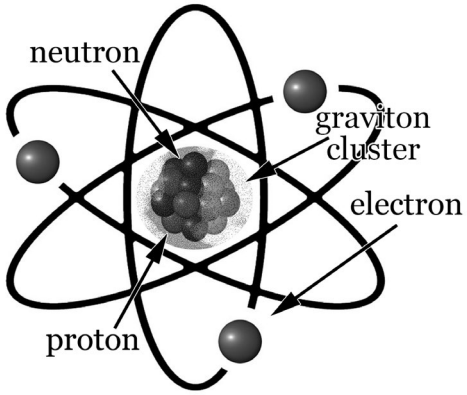
5) Cold Room (Tech Level 6)

This room is left without heat to allow the transference of heat from the deck below when necessary. Unprotected characters entering this area via the heavily-insulated safety door suffer the loss of 10% of their total health per five minutes of exposure. Cooling coils connected to the refrigeration compressors in Area #3 comprise the only equipment found here.





The discovery of graviton technology in the 23rd century allowed the creation of more than just anti-gravity sleds for the transport of goods; it eliminated the need for 'spin gravity' on long expeditions in space. Local gravity aboard the *Warden* varies from deck to deck but is controlled through the use of directional gravity lenses found within Gravity Nodes (stations). All levels of the *Warden* have Gravity Nodes beneath their decks, and most have dozens that are carefully coordinated in order to provide uniform gravity throughout an entire deck.



Wandering Monsters Found In These Areas

Check once as each room is entered. A roll of [1-2] on 1d6 indicates that an encounter has occurred. Either choose an encounter from the following list, or determine one randomly, or add your own, at your discretion.

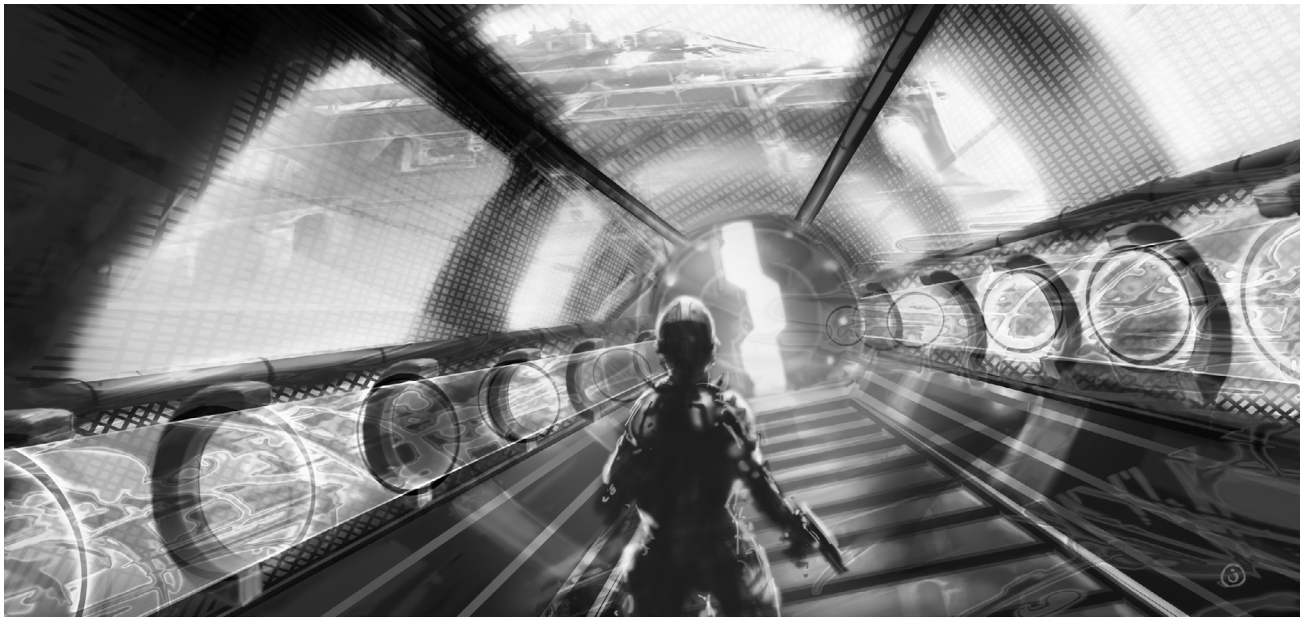
Robot, Alpha Security Unit
(HD 4, HP 20, AC 15, MV 48 kph Exp. Points: 135
Radiation Resistance 18 Constitution 4
Mental Resistance 10 Strength 5 Dexterity 10
[Prime=Physical] one attack, a 10' cube-shaped Shockwave that causes 15 damage, WC 3.)

This robot is a foot long cube with a black onyx shell. It floats on a small anti-grav pod, is in constant communication with the A.I. and other security units on the same deck, and is designed to respond to movement of all types. If the security unit determines an enemy is present, it attacks [your discretion]; otherwise it remains idle.

Robot, Military SRSR
(HD 10, HP 40, AC 13, MV 20' Exp. 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, Engineering
(HD 10, PH 50, AC 15, MV 96 kph Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 14 Dexterity 14
[Prime=Mental] no attacks)





Room Key

Designed with many tools stored in its body, this robot has digital schematics and programming that allows it to repair most devices on the ship. It has: Semi-independent action circuits, broadcast power cells, extra power cell for 24 hours of independent operation, telescopic and microscopic lenses, lenses for infra-red and ultra-violet sensing, 2 rotating light sources, 3 tentacle manipulators, 2 power grasping claws, tool handling tentacles, 96 kph drive system, and communication systems allowing it to talk with both the ship's A.I. and humans.

1) Entrance Hall

Entry into this area requires the use of a gray wristband. This area of the Gravity Node is shielded from the electro-magnetic field generated by the node in order to prevent damage to any of the automated servitors that might visit this area for routine maintenance. Only this hallway and Area #2 are shielded in this fashion. The doorway that leads to Area #3 requires the use of a red & blue (command) wristband to prevent the Engineering Robots on a given crawlway level from falling prey to this invisible but powerful electro-magnetic field.

2) Monitor Station *(Tech level 7)*

This room contains monitors and calibrators to minutely adjust the field created by the gravity lens in Area #5. This equipment is regularly adjusted by Engineering Robots.

3) Degaussing Chamber *(Tech level 2)*

Entry into this area requires the use of a red & blue (command) wristband, although its exit is a simple door. Fitted with electro-magnetic filters, this room de-magnetizes all equipment and removes all static electrical fields.

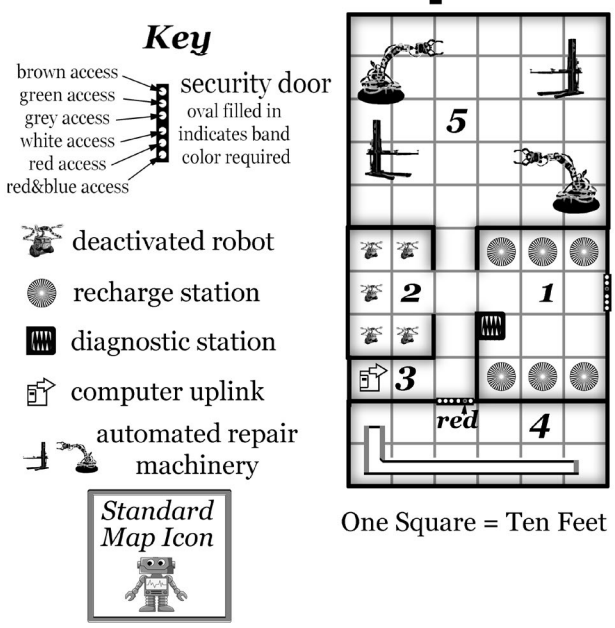
4) Particle Accelerator *(Tech level 1)*

This room contains the complex machinery needed to generate gravitons which are then transported magnetically to the gravity lens in Area #5. Any character with insufficient knowledge that attempts any adjustment of this equipment is likely to create severe gravity-related problems on the deck above (at your discretion, of course).

5) Gravity Lens *(Tech level beyond 1)*

The gravity lens here focuses gravity in a 180^{0} near infinite hemisphere with distance decreasing the effect. The controls in Area #2 regulate the concavity, intensity, and directional center of the effect. Careful overlapping of the gravity lenses on a given level produces uniform gravity (with only barely-measurable anomalies) throughout an entire deck.

Robot Depot



The 'behind the scenes' maintenance required by a single deck of the *Warden* is enormous, and the toll it takes upon its custodians is likewise quite large. Robot Depots recharge and maintain all types of robots, repairing them when necessary, or calling extra machines into service when needed. Each depot is designed to service a dozen of these highly adaptive machines.

Wandering Monsters Found In These Areas

Check once as each room is entered. A roll of [1-2] on 1d6 indicates that an encounter has occurred. Either choose an encounter from the following list, or determine one randomly, or add your own, at your discretion.

Robot, Alpha Security Unit
(HD 4, HP 20, AC 15, MV 48 kph Exp. Points: 135
Radiation Resistance 18 Constitution 4
Mental Resistance 10 Strength 5 Dexterity 10

[Prime=Physical] one attack, a 10' cube-shaped Shockwave that causes 15 damage, WC 3.)

This robot is a foot long cube with a black onyx shell. It floats on a small anti-grav pod, is in constant communication with the A.I. and other security units on the same deck, and is designed to respond to movement of all types. If the security unit determines an enemy is present, it attacks [your discretion]; otherwise it remains idle.

Robot, Cargo
(HD 10, HP 55, AC 15, MV 48 kph
Exp. Points: 405 Radiation Resistance 10
Constitution 10 Mental Resistance 10
Strength 13 Dexterity 10

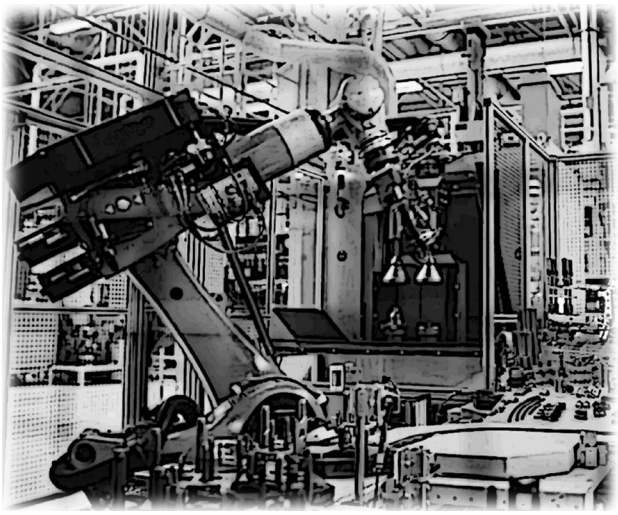
[Prime=Physical] No attacks)

This centaur-shaped robot stands 5' tall. Its tracked rear portion has a wide cargo area while its humanoid front has two arms with large cargo claws and a head with human senses and programming allowing human reasoning and interaction. It follows the orders of any character wearing a green wristband and can carry characters on its back. The unit also carries a communication system capable of reaching all parts of one ship level.

Robot, Engineering
(HD 10, PH 50, AC 15, MV 96 kph
Exp. Points: 405 Radiation Resistance 10
Constitution 10 Mental Resistance 10
Strength 14 Dexterity 14

[Prime=Mental] no attacks)

Designed with many tools stored in its body, this robot has digital schematics and programming that allows it to repair most devices on the ship. It has: Semi-independent action circuits, broadcast power cells, extra power cell for 24 hours of independent operation, telescopic and microscopic lenses, lenses for infra-red and ultra-violet sensing, 2 rotating light sources, 3 tentacle manipulators, 2 power grasping claws, tool handling tentacles, 96 kph drive system, and communication systems allowing it to talk with both the ship's A.I. and humans.



Room Key

1) Entrance and Recharge Station

Six pads here allow robots to recharge power cells through induction. Living matter or equipment not designed for inductive recharging that is placed upon one of these pads suffers damage equal to 10% of its total Health for each 10 seconds of exposure, with a minimum damage of one point. A diagnostic terminal here also performs a routine diagnostic on each robot once it has recharged, sending it for repair if necessary, or authorizing it for continued duty.

2) Spare Robot Storage

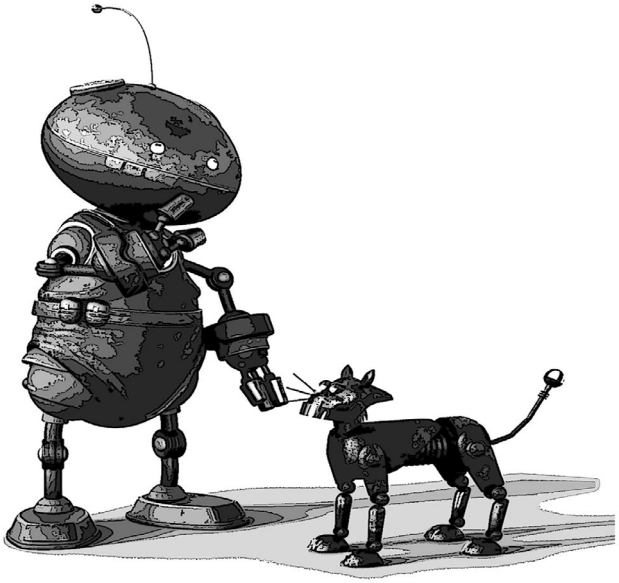
Six spare Engineering Robots, each linked to the this deck's Artificial Intelligence, await activation should the need arise. All are currently deactivated. (You may choose to have fewer robots, with some missing, at your discretion).

3) Software Update Uplink

New procedures, commands and software are uploaded to active robots at the station located here. No access is provided for human interaction.

4) Robotic Development Lab *(humans only)*

This area is used to develop solutions to unforseen problems that might develop within the automated maintenance force (the Engineering Robots). Access to this area requires a red security wristband. Many programming and circuit board building stations (Tech Level 3) are found within this room as well as a 'kill switch' that deactivates all Engineering Robots that are within 1/4 mile of this station.

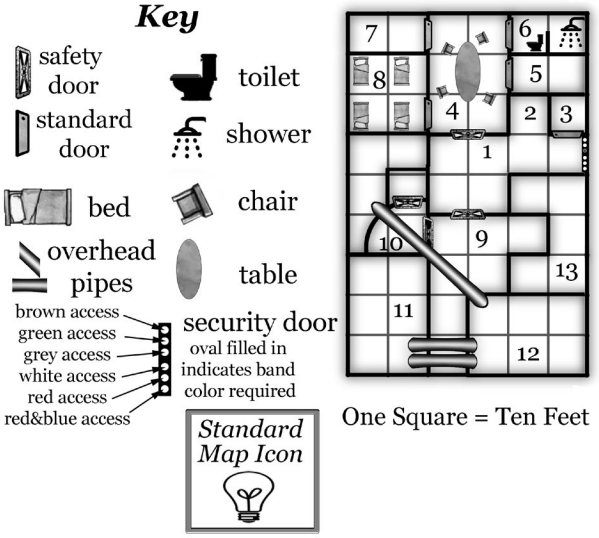


5) Robot Repair Station *(Tech level 5)*

This area contains six automated stations that specialize in the repair of damaged Engineering Robots. It is possible that these automated repair facilities might be either fooled or corrupted into repairing equipment other than Engineering Robots if the attempt is made by an appropriately skilled character.



Standard Power Substation



Power generating sub-stations are found in the engineering crawlways throughout the ship in order to ensure the steady flow of power to all vital systems. There is great redundancy built into the ability to generate power, and there are actually more than twice as many power stations existent as might be needed under even the most dire of circumstances. These power stations are protected by Security Robots and are regularly serviced by Engineering Robots.

The precise mode of power generation is left to your discretion, but all of the power stations on the *Warden* are nuclear; either fission, fusion, breeder, or some other type of reactor. As such they all carry the risk of radioactive contamination.

Robot, Engineering
(HD 10, PH 50, AC 15, MV 96 kph Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 14 Dexterity 14

[Prime=Mental] no attacks)

Designed with many tools stored in its body, this robot has digital schematics and programming that allows it to repair most devices on the ship. It has: Semi-independent action circuits, broadcast power cells, extra power cell for 24 hours of independent operation, telescopic and microscopic lenses, lenses for infra-red and ultra-violet sensing, 2 rotating light sources, 3 tentacle manipulators, 2 power grasping claws, tool handling tentacles, 96 kph drive system, and communication systems allowing it to talk with both the ship's A.I. and humans.

Robot, Security
(HD 10, HP 60, AC 15, MV 50' [flight]
Exp. Points: 405 Radiation Resistance 10
Constitution 10 Mental Resistance 10
Strength 16 Dexterity 14

[Prime=Physical] 4 13'-long tentacle attacks that cause 1-hour paralysis upon touch, WC 3, or poison [Intensity 17] knockout gas in a 30' diameter circle, WC 4 .)

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, a gas pellet projector which shoots 10 knock out gas rounds in a 360° spread with [4] 20-pellet magazines, an anti-grav propulsion unit, 50 point force field, 2 third-stage slug projectors [one attack inflicting 6d6 damage, WC 5, range 150'] usable only on a human's authority, a radio capable of broadcasting to any point on a given deck, 3 padded restraint tentacles, and lenses that adapt its visual capabilities to the infra-red and ultra-violet spectrum. Characters captured by these robots are generally taken to a secure area (see Storage Area).

Wandering Monsters Found In These Areas

Check once as each room is entered. A roll of [1-2] on 1d6 indicates that an encounter has occurred. Either choose an encounter from the following list, or determine one randomly, or add your own, at your discretion.

Living Sphere
(HD 10, HP 50, AC 18, MV 0'/None
Exp. Points: 1170 Radiation Resistance 9
Constitution 10 Mental Resistance 18
Strength 3 Dexterity 3

[Prime=Physical] attacks using only its mental abilities [see Mutations below].)

Little is known about this 10' diameter floating sphere of pure energy.

Mutations— Heightened Intelligence, Mental Control, Telekinesis, Force Field Generation, Mental Blast.

Shocker Beast
(HD 4, HP 15, AC 13, MV 60' Exp. Points: 180
Radiation Resistance 10 Constitution 4
Mental Resistance 14 Strength 8 Dexterity 14

[Prime=Physical] 2 energy bolt attacks inflicting 5d6 damage each, WC5, range 30'.)

This 4' tall mutated bob cat walks on its hind legs and is able to comprehend and use the devices of the ancients. Mutations— Electrical Generation, Heightened Intelligence.

Room Key

1) Main Control Room *(Tech Level 3)*

The Main Control Room is filled with gauges to monitor reactor output. No controls are located in this sector, only gauges. A Security Robot (at Area #2) verifies the identification wristband of anyone entering this area, and removes any non-command or non-engineering personnel. Radiation in this area is level 1. The safety doors that lead from this area are not locked but are pressurized to contain and reduce radiation contamination. They seal with a valve-like wheel that turns only one-half turn until the pressure (controlled by a computer when the wheel is turned one-half turn) is equalized (about 30 seconds). The pressure in Area #4 is slightly greater than Area#1, while the pressure in Area #1 is slightly greater than the pressure in Area #9.

2) Sentry Security Robot

This Security Robot first paralyzes and then captures any character not possessing a grey or blue & red wristband (or red & blue ring denoting commander status).

3) Storage for Radiation Gear *(Tech Level 9)*

This locker/closet contains 5 heavy-duty radiation suits (cumbersome suits that reduce radiation exposure by 14 levels but allow only half movement maximum) and 12 doses of Chemical Radiation Neutralizers.

4) Safety Area *(Tech Level 9)*

This area is a 'safe zone' in the event of a radiation leak. It has facilities and supplies to support 4 adult humans for 1 week. Area #4 is a common room containing a communications viewscreen, a large table, and 4 chairs.

5) Storage - Provisions for Safety Area

This storage closet contains 4 sets of clothing, a medical kit, and enough food and water to feed four adults for seven days.

6) Safety Area Lavatory

A single shower and toilet occupy this room. Three dozen (36) disposable paper-fiber body towels are stored here as well.

7) Air Purification for Safety Area *(Tech Level 4)*

This area is filled with equipment and activated charcoal scrubbers to remove carbon dioxide and toxic contaminants from the air. This apparatus is able to maintain the air supply in this entire area (Areas #4-#8) for up to 8 days (for 4 people) before failing.

8) Sleeping Quarters for Safety Area

Four beds with drawer storage are the only furnishings in this room.

9) Reactor Control Room *(Tech Level 2)*

This room contains the controls for regulating water pressure in the reactor and turbine (Area #11), increasing or decreasing the heat within the reactor via control rods, regulating coolant levels, etc. Several overhead pipes connect various portions of the electrical generation equipment in this room. The area beneath these pipes is 4' in height. The radiation in this area is level 3.

10) Reactor

This area contains the nuclear reactor, robotically controlled control rods, and the water-filled heat exchanger that surrounds the reactor. The safety door found in this area leads to the reactor core: the exposed radiation source. The radiation in this general area is level 5, and the radiation in the core is level 15.

11) Turbine/ Generator *(Tech Level 3)*

While this area is not actually walled off, it is filled with the steam turbine power generator. The turbine, a large and bulky machine that truly fills this entire area, is exposed in the event that maintenance is required.

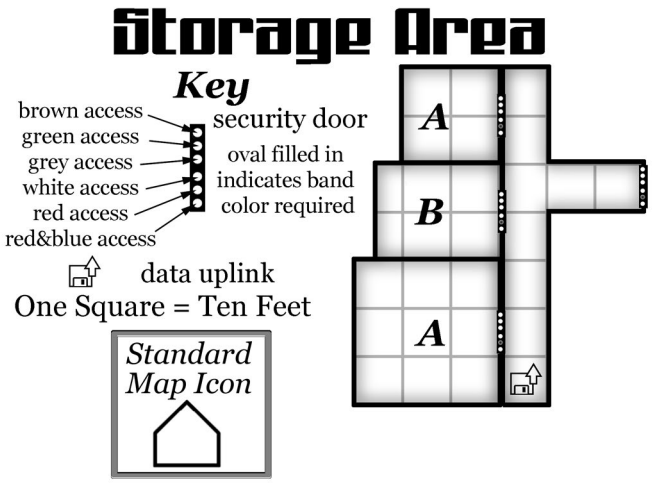
12) Cooling Tank *(Tech Level 6)*

This area is filled by a large water cooling tank. Spent steam and water from the turbine are cooled here before being returned via pump to the reactor heat exchanger.

13) Electrical Distribution *(Tech Level 4)*

Various automatic controllers fill this area and distribute the electricity generated at this station to those local operational facilities requiring electrical power. Changes to this distribution, and the shut-off of power to various facilities is possible using the controls found at the perimeter of this area.

On occasion, the need might arise for the sequestration of hazardous materials, recalcitrant colonists, or readily needed materials. It was for these and other unforeseen purposes that the designers of the *Warden* included storage areas in the design of the engineering crawlways. Storage areas are accessible only to command and security personnel (red or red & blue wristbands) and Security Robots. Security Robots receive their instructions for either the detention or disposal of hazardous goods or colonists via a data uplink found within each Storage Area. The storage areas marked "A" are hermetically sealed and contain



both interior radiation and EMF shielding to prevent materials stored there from propagating further harm. Storage area "B" is supplied with air and climate control so that it might be used for the temporary detention of colonists or other living beings.

Wandering Monsters Found In These Areas

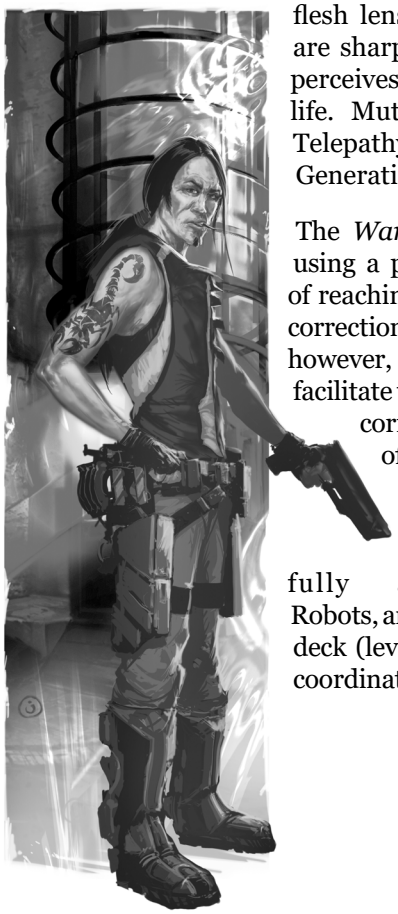
Check once as each room is entered. A roll of [1-2] on 1d6 indicates that an encounter has occurred. Either choose an encounter from the following list, or determine one randomly, or add your own, at your discretion.

Black One
(HD 9, HP 29, AC 12, MV 30'
Exp. Points: 480
Radiation Resistance 12 Constitution 9
Mental Resistance [special – see below]

Strength 10 Dexterity 12

[Prime=Physical] one poison bite attack for 3d6 damage + poison [Intensity 15], WC 2, or one electrical attack via webbing for 4d6 damage, WC 4.)

This mutated Wolf Spider stands 5' tall at the shoulder and spins webs throughout any area it occupies. It is able to then generate electrical energy that shoots through this webbing for 4d6 damage to any touching the webs. Mutations— Electrical Generation, Black Ones are immune to Mental Control attacks but are highly susceptible [always fail] to Generated Illusions.



Fungus, Dark
(HD 10, HP 55, AC 10, MV 0'/none Exp. Points: 1170
Radiation Resistance 10 Constitution 10
Mental Resistance 10 or [special – see below]
Strength 10 Dexterity 10

[Prime=Physical] touching inflicts 10d6 energy damage, WC3.)

Dark Fungus grows well on the rotting bodies of any type of animal, and when it grows to a mass greater than ten pounds, it becomes intelligent and gains mental mutations but becomes defenseless to mental attacks. Any that touch this plant receive an energy discharge equal to 10d6 damage. Mutations— Illusion Generation, Telepathy, and Force Field Generation.

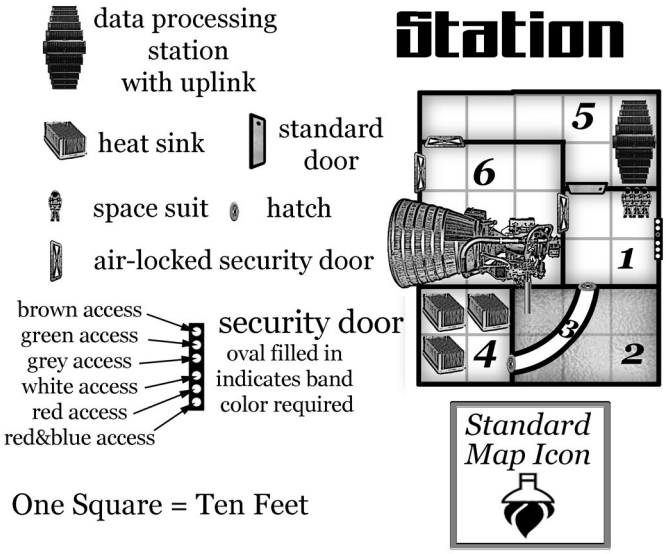
Manling
(HD 12, HP 58, AC 9, MV 20'/60' [swim]
Exp. Points: 1705 Radiation Resistance 4
Constitution 12 Mental Resistance 14
Strength 12 Dexterity 14

[Prime=Physical] one ancient weapon attack, by weapon.)

This 6'-tall mutated human commonly uses a great many ancient devices it has recovered and converted. The Manling appears human except for its 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.

The *Warden* moves between star systems using a powerful anti-matter drive capable of reaching nearly the speed of light. Course corrections with an engine of this power, however, are problematic. In order to facilitate the delicate adjustments required to correct an interstellar course, the hull of the *Warden* is heavily populated with standard Thruster Stations that provide a far more limited push. These Thruster Stations are fully automated, serviced by Engineering Robots, and connected to the ship's command deck (level 10) and artificial intelligence for coordination of thrust between stations.

Thruster Station



Wandering Monsters Found In These Areas

Check once as each room is entered. A roll of [1-2] on 1d6 indicates that an encounter has occurred. Either choose an encounter from the following list, or determine one randomly, or add your own, at your discretion.

Human, Pure, Trooper
(HD 17, HP 60, AC 10, MV 30' Exp. Points: 720
Radiation Resistance 9 Constitution 17
Mental Resistance 9 Strength 17
Dexterity 18 Leadership Potential 18

[Prime=Mental] by weapon)

This 6'-tall muscular human has been in cryo-sleep for hundreds of years. The typical trooper is equipped with battle armor, a laser pistol [10d6 damage, WC6, 225' range], and a laser rifle [15d6 damage, WC6, 225' range] with ten rechargeable batteries.

Android Thinker, Red
(HD 10, HP 60, AC 18, MV 30' Exp.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].

Android Worker, Red
(HD 18, HP 100, AC 15, MV 30' Exp. Points: 765
Radiation Resistance 10 Constitution 18
Mental Resistance 10 Strength 12 Dexterity 11

[Prime=Physical] one fist blow for 10 damage, WC 1.)

These 9' tall red-skinned androids are extremely intelligent and have human-like senses. They present a faceless head and communicate from a voice box in the chest. Well-versed in the use of weapons and programmed as ambush predators, Red Worker Androids try to gain the trust of humans, guarding them and fighting creatures to gain that trust. They then attack when the humans feel safe. Red Android Workers are very capable mechanics, fixing almost anything on the *Warden* if adequate supplies are available.



Room Key

1) Ready Room

The designers realized that the thrusters' maintenance, unlike many other systems aboard the *Warden*, might require Extra-Vehicular Activity. This room contains three spare EVA suits for that purpose, an airlocked access to the thruster unit, and standard access to the Data Processor Unit in Area #5. A pressure hatch leads to a 4'-diameter crawlway (Area #3) providing access to Area #4, the Heat Sink. Next to this hatch, a large one-way valve and fuel intake aperture allows for the refueling of Area #2, the Fuel Cell.



2) Fuel Cell

There is no access to the interior of the fuel cell as it contains an alcohol-based fuel (at your discretion) which may be refilled in Area #1, or purged thru the thruster bell without ignition using the Data Processor Unit in Area #5. It may also be used to fuel the thruster.

3) Crawlway to Heat Sink

This 4' diameter tube traverses the fuel cell and allows access to the heat sinks in Area #4. The hatches found at either end may be opened from either side.

4) Heat Sink (Tech level 5)

This room contains a number of large metal heat sinks made to dissipate the heat generated by the operation of the thruster. As this room is normally unheated, the standard temperature in this area is -25°C/-13°F. When the thruster is in operation, the temperature in this area may rise to as much as 105°C/221°F. Unprotected characters should suffer damage from both extremes, at your discretion.

5) Data Processor Unit *(Tech Level 1)*

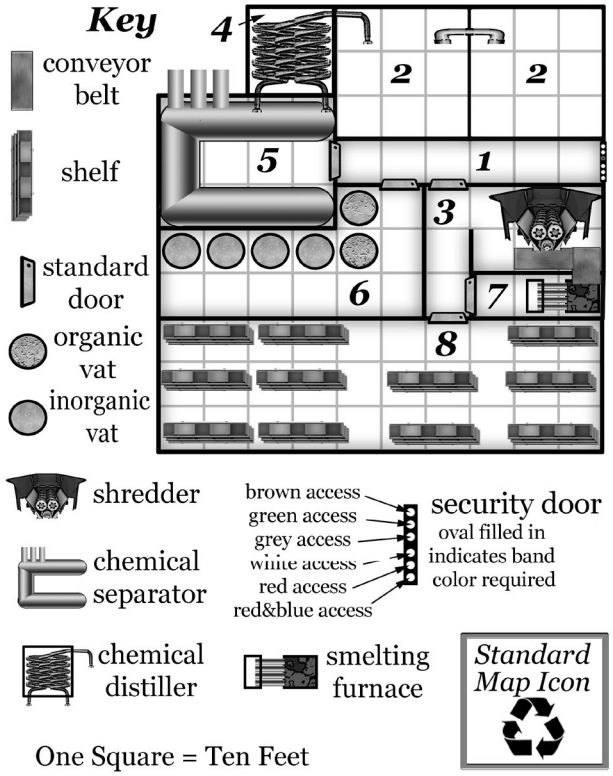
The need for rapid and precise calculations during thruster firing is fullfilled through a powerful data processor found in this area. This unit also provides a constant link to the comand deck and the *Warden's* data core and artificial intelligence.

6) Thruster Room *(Tech level 1)*

The thruster located in this room is vacuum sealed with the outer hull, although its vibration during operation does cause minor leakage of pressure. The thruster is capable of 215,000 lbf, and its operation raises the temperature in this area to 105°C/221°F. This area is otherwise climate controlled in the same fashion as the rest of the level. The thruster is operated by the Data Processor in Area #5.

The *Warden* was designed to fly between the stars, a trip lasting years, decades, or possibly even lifetimes.

Waste Recycling Center



As such, and with resources limited to those already on board, recycling of materials was more than necessary. Waste Recycling Centers provide this vital function, reclaiming plastics, glass, metals, and even organic materials for redistribution as needed.

Wandering Monsters Found In These Areas

Check once as each room is entered. A roll of [1-2] on 1d6 indicates that an encounter has occurred. Either choose an encounter from the following list, or determine one randomly, or add your own, at your discretion.

Robot, Engineering
(HD 10, PH 50, AC 15, MV 96 kph
Exp. Points: 405 Radiation Resistance 10
Constitution 10 Mental Resistance 10
Strength 14 Dexterity 14

[Prime=Mental] no attacks)

Designed with many tools stored in its body, this robot has digital schematics and programming that allows it to repair most devices on the ship. It has: Semi-independent action circuits, broadcast power cells, extra power cell for 24 hours of independent operation, telescopic and microscopic lenses, lenses for infra-red and ultra-violet sensing, 2 rotating light sources, 3 tentacle manipulators, 2 power grasping claws, tool handling tentacles, 96 kph drive system, and communication systems allowing it to talk with both the ship's A.I. and humans.

Wolfoid [1-4 appearing; roll 1d4]
(HD 11, HP 55, AC 14, MV 30'
Exp.Points: 1150 Radiation Resistance 11
Constitution 11 Mental Resistance 11
Strength 11 Dexterity 11

[Prime=Physical] one huge club attack inflicting 5d6 damage, WC 1.)

This 9'-tall wolf mutant stands on its hind legs. Wolfoids have Radiated Eyes, fur that is Immune to laser attacks, and they Regenerate 5 damage per combat round. Highly intelligent, Wolfoids often adopt dangerous pets to guard their lairs. Mutations— Taller, Radiated Eyes, Immunity to Lasers, Regeneration [5 damage per turn], Heightened Intelligence.

Thief Beast [1-4 appearing; roll 1d4]
(HD 5, HP 18, AC 12, MV 30'
Exp. 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.

Room Key

1) Entrance

A grey wristband is required for access to this area, although all other doors within this complex require no identification for access. The wall that partitions this area from Area #2 contains several gauges that indicate the degree to which the two tanks on the far side of the wall have been filled. The tank on the right accepts all forms of liquid chemical waste, and a small hopper allows these chemicals to be deposited from this hallway (Area #1) into the tank on the right in Area #2. The second tank in area #2 allows various

types of chemicals to distill, separating them by weight before a more complex distillation process that fully refines these chemicals occurs in Area #4.

On the wall opposite the hopper that allows liquids to be deposited in Area #2 is a hopper intended for the deposit of solid materials for recycling in Area #3.

2)Liquid Chemical Holding Tanks

As described above, there is no access to either of these tanks other than input from the hallway.

3) Solid Waste Grinder

Materials deposited in the hopper in Area #1 are automatically fed into this machine which grinds them into small particles. A shaking belt then separates these particles while a second conveyor transports them to a variable-temperature smelter in Area #7. Plastics, glass, and metals are recycled in this fashion.

4) Liquid Chemical Distillation

Liquid chemicals from the refined (left) tank in Area #2 are further separated and purified in this area. There is no access to this area.

5) Chemical Separator

The final mechanical process of purifying refined chemicals occurs in this area. A distribution network of pipes then sends the refined materials to various stations throughout the ship (although generally within a mile). Engineering Robots here control the destinations for these refined chemicals as per instructions given by the *Warden's* shipwide Artificial Intelligence.

6) Cleaning Room

Unwanted materials are removed bacteriologically in this area from both organic and inorganic materials. These vats are regularly emptied, their recycled materials packaged, and the vats serviced by Engineering Robots.

7) Smelter

Scrap metals separated in Area #3 are sent in batches via conveyor to the smelter here. They are purified in the furnace and cast into ingots ready for use throughout the ship. On occasion (25% of the time), ingots are found in the molds that lie at the base of this machine. They are always ingots of glass, plastic, or precious metal (gold, silver, platinum, copper, etc.), and you may choose which ingots are discovered.

8) Storage

Recycled materials not immediately needed are packaged and stored on organized shelves in this area until required elsewhere. This area is rarely more than half full.

Although primary water processing is performed on Level 15, Water Purification Plants are found on almost every level to help with the enormous task of purifying water for the large crew of the *Warden*. Recycling is the key, and many of the busier areas (those that once supported the largest contingent of crew) have several auxilliary plants like the one shown above.

Wandering Monsters Found In These Areas

Check once as each room is entered. A roll of [1-2] on 1d6 indicates that an encounter has occurred. Either choose an encounter from the following list, or determine one randomly, or add your own, at your discretion.

Humanoid Rabbit, Winter
(HD 6, HP 25, AC 18, MV 60' Exp. Points: 575
Radiation Resistance 12 Constitution 6
Mental Resistance 14 Strength 15
Dexterity 17

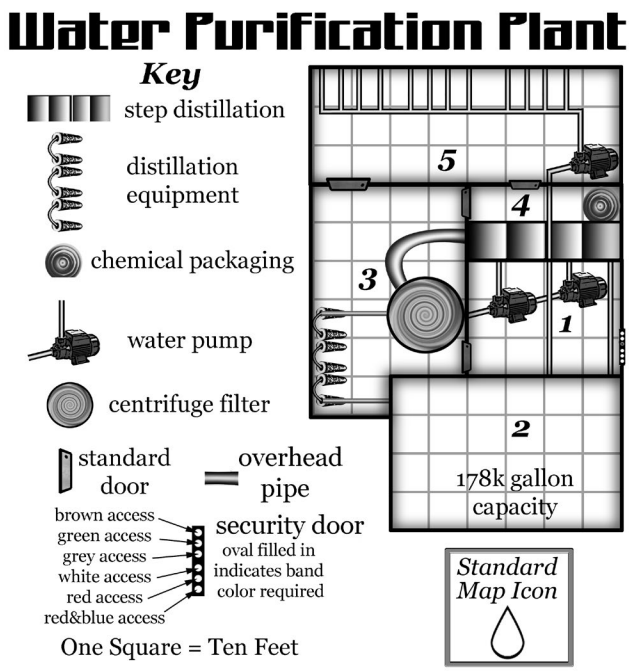
[Prime=Physical] one energy bolt inflicting 5d6 damage, WC 5, range 30' and one .60 caliber slug projector inflicting 7d6 damage, WC 3, range 30'.)

These 7'- tall intelligent mutated white rabbits stand on their back legs and have mutated forelimbs resembling arms and hands. They can use the devices of the ancients and delight in using lasers, often trading grenades for such weapons. Mutations— Taller, Energy Generation, Heightened Dexterity, New Body Parts, Heightened Intelligence.

Jeget
(HD 6, HP 29, AC 15, MV 40' Exp.Points: 775
Radiation Resistance 10 Constitution 6
Mental Resistance 10 Strength 10 Dexterity 10

[Prime=Physical] 2 claw attacks inflicting 1d6 each, WC 1.)

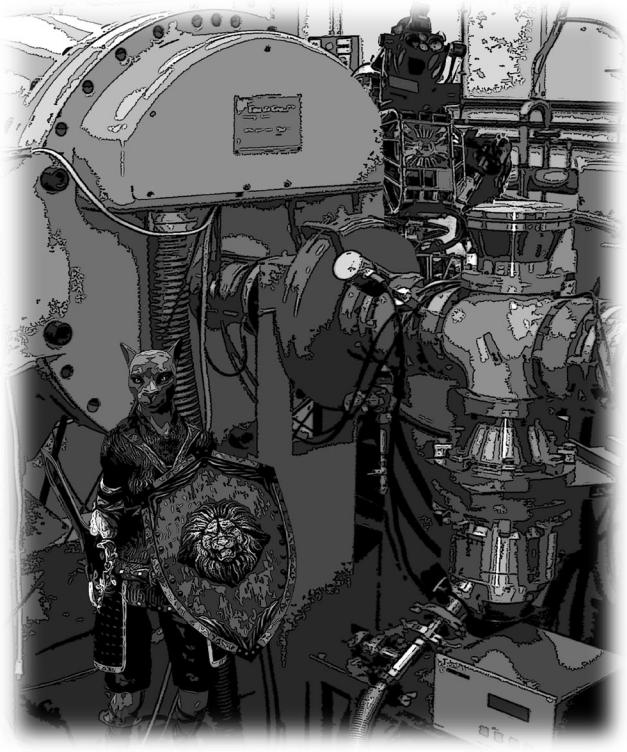
This 3'-tall mutant jaguar stands on its rear legs and understands and prefers to use ancient weapons. Mutations— Levitation, Telepathy, Precognition, Fear Generation, Telekinesis, and Force Field Generation. It has an Attraction Odor, a Fear Impulse [Intelligent Plants], and no resistance to poisons.



Robot, Cargo
(HD 10, HP 55, AC 15, MV 48 kph Exp. Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 13 Dexterity 10

[Prime=Physical] No attacks)

This centaur-shaped robot stands 5' tall. Its tracked rear portion has a wide cargo area while its humanoid front has two arms with large cargo claws and a head with human senses and programming allowing human reasoning and interaction. It follows the orders of any character wearing a green wristband and can carry characters on its back. The unit also carries a communication system capable of reaching all parts of one ship level.



Room Key

1) Grey Water Pumping Station

Grey (waste) water from the deck above is pumped into the station by massive pumps capable of handling water that is up to 45% solids. This water is pumped directly from holding tanks on the level above to the filtration equipment in Area #3.

2) Purified Water Storage Tank

This area is simply an oversized holding tank for pure water. There is no entrance to this area. These tanks are made from an uncorruptible metal that, although somewhat softer and with a lower melting point than Duralloy, never corrodes.

3) Water Filtering

Waste water is here purified by both distillation and centrifugal processes. Chemicals separated via distillation are sent to Area #4 for further processing, while solid materials are made into bales and stored in this area for later pick-up by robots**.**

4) Chemical Separation and Recycling

Various reusable chemicals commonly found in the waste water supply are recovered via step distillation in this area. A machine then packages these chemicals for redistribution throughout the ship.

5) Potable Water Distribution *(Tech Level 4)*

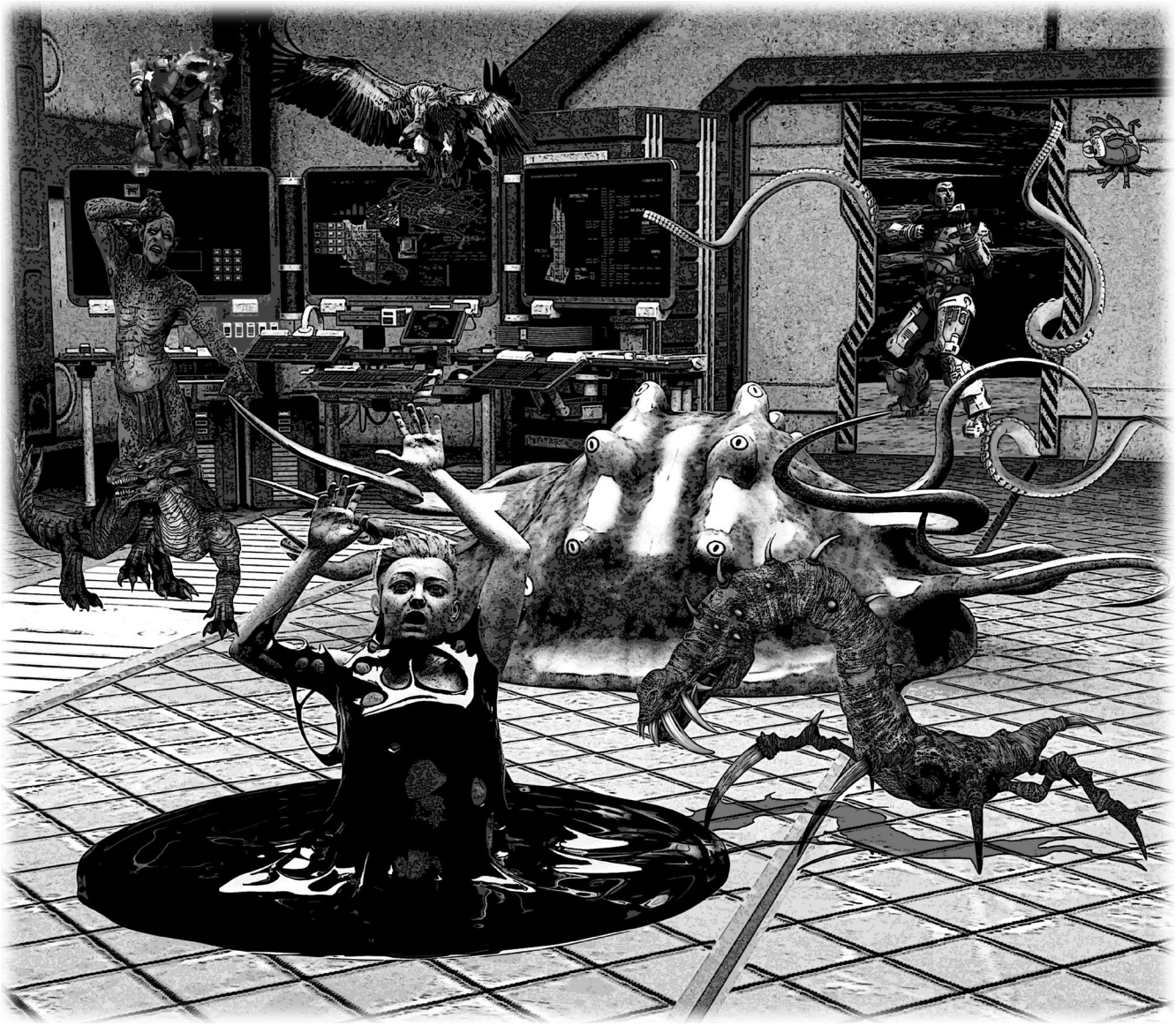
A vast network of pipes and valves fills this room. The valves are automatic but may be operated manually to shut water off to various locations served by a particular station.

If too many valves are closed at any given time, and the storage tank (Area #2) becomes filled, Water Purification Plants are designed to automatically shut down to prevent a catastrophic build-up of pressure. Several failsafes are built into the system, and the designers were certain that under no circumstance could all of the failsafes malfunction simultaneously.

Appendix B: Creatures of the Warden

The inhabitants of the *Warden* are both numerous and varied, and an organized list of these denizens is a must for any campaign. The list that follows is alphabetical by type (so, all of the robots are in the same area under Robot, etc.), but is by no means or measure complete. As the Starship Keeper of the *Warden*, you should feel free to create your own and add them to this list. We certainly came up with more than a few additional creatures when we decided to undertake a documentation of the entire ship, and we encourage you to add still more to that burgeoning list.

A guide for determining the experience points to be granted when your new creation is defeated by either wit or strength of arms, and we encourage you to add lifestyle details as well. It is always good to know the preferred hunting ground of a predator, the favored host of a parasite, or the climatic conditions preferred by a fungus or plant. E very creature should also have weaknesses as well as streengths - your characters deserve the chance to outhink their opponents aboard this vast starship. Design what you will, play the creatures listed here as you see fit and remember that so long as mutations continue aboard the *Warden*, there will always be new and deadly adversaries for your characters to face.



A Quick Word About Robots

I have been asked by many players concerning the difference between drones, robots, and androids. I have few doubts that you will receive like inquiries as your campaign progresses. For that very reason we decided to take a moment and give you our take on the differences between these three categories and the logic that lies behind their use and placement within the *Warden*.

Androids are human-like automatons with a full artificial intelligence. They are able to think for themselves but have limited experience. They also have an internal power source that may be determined by the Starship Keeper, but that never requires recharging.

Robots are mechanical devices with limited artificial intelligence that allows them to function autonomously within strict limits (for which they are programmed). They use both standard rechargeable Hydrogen Fuel Cells and are also able to utilize broadcast power when it is available.

Drones require an operator, either a pilot or a remote control operator. Drones may also be programmed for a specific task, but they are incapable of actions (or reactions) that are outside of the specific instructions gioven to them in that program. They work using a number of power sources, although most of those we designed use standard rechartgeable Hydrogen Fuel Cells.

Determining Creature Experience

Everyone wants a reward after a good fight in a role playing game, and the chart below is meant to help you balance any new creature or creature variant you might create for your Starship *Warden* campaign.

A creature's Constitution score is the baseline for calculating its experience value. Locate the Constitution score on the chart below and then follow the row across from that score to determine the total value. All of the numbers are totaled for a total experience point sum for killing the creature.

Offensive and Defensive mutations are listed with a single mutation garnering the first number listed, and the second number being granted to a creature with multiple mutations. Creatures that use equipment also receive an increase to their experience point total (see last column).

Using the chart below, Human Mutant with four arms (Offensive Mutation), an Immunity to Lasers (Defensive Mutation), the ability to use equipment and the following statistics:

Radiation Resistance 12 Constitution 12

Mental Resistance 14 Strength 9

Dexterity 10

would therefore be worth:

220 + 220 + 220 + 275 = 935 Experience Points

CREATURE'S CONSTITUTION	BASE EXPERIENCE FOR DEFEATING	CREATURE HAS OFFENSE MUTATION/MULTIPLE MUTATIONS	CREATURE HAS DEFENSIVE MUTATION/ MULTIPLE MUTATIONS	CREATURE CAN USE EQUIPMENT
3	40	40/120	40/120	50
4	60	60/180	60/180	75
5	80	80/240	80/240	100
6	100	100/300	100/300	125
7	120	120/420	120/420	150
8	140	140/420	140/420	175
9	160	160/480	160/480	200
10	180	180/540	180/540	225
11	200	200/600	200/600	250
12	220	220/660	220/660	275
13	240	240/720	240/720	300
14	260	260/780	260/780	325
15	280	280/840	280/840	350
16	300	300/900	300/900	375
17	320	320/960	320/960	400
18	340	340/1020	340/1020	425
19	360	360/1080	360/1080	450
20	380	380/1140	380/1140	500

The Creatures

(alphabetical Listing)

Android, Captain Reztnem
(HD 13, HP 60, AC 15, MV 30' Experience Points: 495
Radiation Resistance 10 Constitution 13
Mental Resistance 10 Strength 15
Dexterity 14

[Prime=Physical] laser pistol inflicting 10d6, WC 5, range 225'.)

This android is quite insane. It appears and acts as though fully human, but it repeats itself far too often during conversation. It asks to join the party and again reacts normally in most situations, but with a an increasingly furtive and secretive undertone. This android has only a rudimentary knowledge of the *Warden*, although it believes itself to be one of the vessel's 3 captains. The android is immune to energy weapons of all types.

Android Companion
(HD 10, HP 50, AC 15, MV 30' Experience Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 12 Strength 10
Dexterity 13

[Prime=Mental] No attack.)

This anthropomorphic, biologically correct android shows attractive male or female features and is designed to be a helpful companion to humans.. Its senses are that of a human, and it is programmed to please, never harm, humans or humanoids.

Android, Companion, Red
(HD 12, HP 60, AC 15, MV 50'
Experience Points: 495
Radiation Resistance 12 Constitution 12
Mental Resistance 14 Strength 9
Dexterity 10

[Prime=Mental] Attacks by weapon type.)

This anthropomorphic, biologically correct android is programmed to kill humans or humanoids. It has human-like senses, and its face and figure are very appealing. Well-versed in the use of weapons and programmed as an ambush predator, Red Companion Androids try to gain the trust of humans, guarding them and fighting creatures to gain that trust. They then attack when the humans feel safe.



Android, Roman Legionnaire
(HD 12, HP 60, AC 15, MV 30 Experience Points: 495
Radiation Resistance 12 Constitution 12
Mental Resistance 10 Strength 14
Dexterity 13

[Prime=Physical] Roman short sword inflicting 1d6 damage, WC3, and Roman javelin inflicting 1d6 damage, WC 3, range 5'.)

This android has escaped from another level, and its computer brain is quite insane. It appears and acts as though fully human, but it repeats itself far too often during conversation. It asks to join the party and again reacts normally in most situations, but with a few noteworthy exceptions: the android often forgets whose side it is on and stabs randomly and repeatedly with its sword. The android has a mental block and cannot see winged creatures. The android attacks all dogs and creatures with any canine characteristics on sight and is immune to all energy weapons.

Android Supremacist, Red
(HD 18, HP 108, AC 15, MV 30' Experience Points: 1190
Radiation Resistance 12 Constitution 18
Mental Resistance 16 Strength 14
Dexterity 14

[Prime=Physical] Attacks by weapon type or fist blow [10 damage, WC 1].)

This 9' tall red skinned android is extremely intelligent and has human-like senses but displays a faceless head, communicating instead from a voice box in its chest. It has re-programmed itself and considers non-digitally enhanced life forms to be lower species suitable only for service to the Red Androids. Red Androids are skilled mechanics and can both use and repair almost any technology on the *Warden* if adequate supplies are available.

Android Thinker
(HD 10, HP 60, AC 15, MV 20' Experience Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 15 Strength 11
Dexterity 11

[Prime=Mental] No attack)

These 5' tall androids are extremely intelligent and have human-like senses but display a faceless head, communicating instead from a voice box in their chest. These androids are programmed to help humans and are able to

work all devices but tend to specialize in one specific area. They have only limited memory capacity [short term memory].

Android Thinker, Red
(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].

Android Thinker, Red, Arachnid Cyborg [unique]

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

Experience Points: 405 Radiation Resistance 10
Constitution 10 Mental Resistance 17
Strength 12 Dexterity 10

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

This 5' tall red-skinned android is extremely intelligent and has human-like senses but displays a faceless head, communicating instead from a voice box in the chest. He appears to be part spider as he has covered his arms, legs, and chest with parts grafted from the exoskeleton of several species of giant spider. This android has faulty programming and now believes that all life forms aboard the *Warden* should be replaced by arachnid mutants. He has only limited memory capacity [short-term memory] and so relies on a computer database he has built in the storage area to keep track of his experiments.

Android, Worker
(HD 10, HP 60, AC 15, MV 30' Experience Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 12
Dexterity 12

[Prime=Physical] one fist blow for 10 damage, WC 1.)

These 9' tall androids are extremely intelligent and have human-like senses but display a faceless head, communicating instead from a voice box in the chest. These servitors have human intelligence but are programmed never to harm humans or humanoids. Very capable carpenters and general handymen, they are capable of fixing almost anything on the *Warde*n if adequate supplies are available.

Android Worker, Red
(HD 18, HP 100, AC 15, MV 30'
Experience Points: 765
Radiation Resistance 10 Constitution 18
Mental Resistance 10 Strength 12
Dexterity 11

[Prime=Physical] one fist blow for 10 damage, WC 1.)

These 9' tall red-skinned androids are extremely intelligent and have human-like senses. They present a faceless head and communicate from a voice box in the chest. Well-versed in the use of weapons and programmed as ambush predators, Red Worker Androids try to gain the trust of humans, guarding them and fighting creatures to gain that trust. They then attack when the humans feel safe. Red Android Workers are very capable mechanics, fixing almost anything on the *Warden* if adequate supplies are available.

Ant, Purple
(HD 4, HP 10, AC 12, MV 30' Experience Points: 270
Radiation Resistance 10 Constitution 4
Mental Resistance 10 Strength 6
Dexterity 10

[Prime=Physical] one poison sting attack for 3d6 + poison [Intensity 15], WC 1.)

Each1' long ant is a warrior with aggressive tendencies. These ants gain intelligence as they cluster in larger and larger batches. Generally, in the wild, there are 2d6 of them. Colonies may contain thousands of these ants. Mutations— Poison [Intensity 15], Telepathy, Force Field Generation, Heightened Speed, Mass Mind, and Heightened Intelligence.

Ant, White
(HD 7, HP 20, AC 16, MV 30' Experience Points: 600
Radiation Resistance 10 Constitution 7
Mental Resistance 10 Strength 10
Dexterity 10

[Prime=Physical] one poison sting attack inflicting 5d6 + poison intensity 10, WC 1. Pairs of ants also have special attack abilities – see below.)

These foot long white mutated ants have a number of unusual mutations, but only as pairs of the ants join an attacking group. As the total number of ants in an attacking group increases, so do their special abilities. [These abilities are cumulative.]

2 ants: Electrical Generation 2d6, range 30'

4 ants: Immunity to Mental Control of any type

6 ants: glowing 5 point Force Field Generation [each ant gets an individual field]

8 ants: Immunity to Energy Beams

Automated Intruder Response Unit (AIRU)

(HD 4, HP 11, AC19, Move 0'/none

Experience Points: 135 Radiation Resistance 10
Constitution 4 Mental Resistance 10
Strength 4 Dexterity 12

[Prime=Physical] 3 laser bolts per round from an automated turret that is bio-metrically coded to attack anyone not on its internal list of acceptable visitors inflicting 5d6 damage per shot, WC 6, range 225'.)

This small pod is attached to the palisade that protects this village and constantly monitors anyone approaching said building. It is a small hemisphere [18" in diameter] with a protruding laser barrel.

Axe Beak

(HD 10, HP 40, AC 15, MV 30' Experience Points: 630
Radiation Resistance 11 Constitution 10
Mental Resistance 11 Strength 12
Dexterity 10

[Prime=Physical] one beak attack inflicting 20 damage, WC 2.)

The Axe Beak stands 15' tall. It moves very fast on the jungle floor and clubs prey to death with its huge beak. Mutations— Taller, Heightened Strength, Heightened Precision, feathers immune to laser fire.

Axe Beak, Desert

(HD 10, HP 40, AC 15, MV 40' Experience Points: 630
Radiation Resistance 11 Constitution 10
Mental Resistance 11 Strength 13
Dexterity 10

[Prime=Physical] one beak attack inflicting 20 damage, WC 2.)

The sand-colored Axe Beak stands 15' tall. It moves rapidly through the dunes and is dificult to spot due to its sand-colored plumage. A carnivore, this flightless bird clubs prey to death with its huge beak. Mutations— Taller, Heightened Strength, Heightened Precision, feathers immune to laser fire.

Bear, Cave

(HD 16, HP 90, AC 15, MV 40' Experience Points: 300
Radiation Resistance 10 Constitution 16
Mental Resistance 10 Strength 16
Dexterity 12

[Prime=Physical] attacks first by attempting to hug its opponent [no damage] which automatically gives the bear a successful bite on the following round for 3d8 damage, WC 1.)

This 14' tall bear continues to attack until it reaches -10 HP, and all strikes by the bear when it has less than 0 HP are made at +2/+10%. Although rare, this bear is not a mutant.

Bearoid

(HD 6, HP 36, AC 13, MV 40' Experience Points: 450
Radiation Resistance 10 Constitution 6
Mental Resistance 6 Strength 14
Dexterity 10

[Prime=Mental] heavy mace inflicting 2d6 damage, WC1 or long bow inflicting 1d6 +3 damage, WC1, range 210.')

These 12' tall bear-like creatures stand on their rear legs. Mutations— Heightened Intelligence, Teleportation, Precognition, Telepathy, and is able to make Mental Control attacks; it is near sighted and has no resistance to gas attacks or paralysis attacks of any type.

Bearoid, White Winter

(HD 14, HP 55, AC 18, MV 40' Experience Points: 1495
Radiation Resistance 17 Constitution 14
Mental Resistance 11 Strength 14
Dexterity 6

[Prime=Physical] heavy mace inflicting 4d6 damage, WC2, or long bow inflicting 1d6 +3 damage, WC2, range 210.')

The senses of this 15' tall bear [standing on its hind legs] allow it to smell prey up to 5 miles away. They create huge igloos. Mutations— New Body Parts, Heightened Intelligence, Heightened Smell, Teleportation, Precognition, Telepathy, and Mental Control.

Black Knight, The

(HD 12, HP 60, AC 18, MV 60' Experience Points: 495
Radiation Resistance 10 Constitution 12
Mental Resistance 10 Strength 15
Dexterity 12 Leadership Potential 17

[Prime-Physical] 2 long sword attacks causing 2d6 damage each, WC 3)

This doughty warrior has the speed of a striking snake and attacks twice each combat round. He stands 6'6" tall and easily weighs 300 lb./136 kg.

Black One

(HD 9, HP 29, AC 12, MV 30' Experience Points: 480
Radiation Resistance 12 Constitution 9
Mental Resistance [special – see below]
Strength 10 Dexterity 12

[Prime=Physical] one poison bite attack for 3d6 damage + poison [Intensity 15], WC 2, or one electrical attack via webbing for 4d6 damage, WC 4.)

This mutated Wolf Spider stands 5' tall at the shoulder

and spins webs throughout any area it occupies. It is able to then generate electrical energy that shoots through this webbing for 4d6 damage to any touching the webs. Mutations— Electrical Generation, Black Ones are immune to Mental Control attacks, but are highly susceptible [always fail] to Generated Illusions.

Black Ones, Cybernetically Controlled
(HD 10, HP 33, AC 12, MV 30' Experience Points: 540
Radiation Resistance 10 Constitution 10
Mental Resistance [special – see below]
Strength 10 Dexterity 12

[Prime=Physical] one poison bite attack for 3d6 damage + poison [Intensity 15], WC 2.)

These mutated Wolf Spiders stand 5' tall at the shoulder and are controlled by a Red Android Thinker. The poison of their bite causes the loss of 15 health per combat round. Mutations— Cybernetically Controlled Black Ones are immune to Mental Control attacks.

Black One, Enormous
(HD 11, HP 42, AC 12, MV 36' Experience Points: 1000
Radiation Resistance 10 Constitution 11
Mental Resistance [special – see below]
Strength 12 Dexterity 13

[Prime=Physical] one poison bite attack for 4d6 damage + poison [Intensity 15], WC 2, or one electrical attack via webbing for 4d6 damage, WC 4.)

This mutated Wolf Spider stands 7' tall at the shoulder and spins webs throughout any area it occupies. It is able to then generate electrical energy that shoots through this webbing for 4d6 damage to any touching the webs. Mutations— Electrical Generation, Black Ones are immune to Mental Control attacks, but are highly susceptible [always fail] to Generated Illusions.

Black Warrior
(HD 11, HP 60, AC 17, MV 60'
Experience Points: 450
Radiation Resistance 10
Constitution 11
Mental Resistance 10
Strength 13
Dexterity 12



Leadership Potential 14

[Prime-Physical] one long sword attack causing 2d6 damage, (WC 3)

The warrior is a master of the long sword and group tactics.

Blood Bird
(HD 10, HP 17, AC 10, MV 10'/40' [flight]
Experience Points: 180
Radiation Resistance 16 Constitution 4
Mental Resistance [special – see below. 10 vs. attacks]
Strength 6 Dexterity 14

[Prime=Physical] No attacks.)

This mutated Scarlet Tanager is 2' tall when fully grown. Mutations— its body emits radiation [Intensity 15, range 25']. This carnivore is totally resistant to all forms of Mental Control.

Blood Draining Thorn Stinger
(HD 10, HP 44, AC 12, MV 0'/none
Experience Points: 540 Radiation Resistance 11
Constitution 10 Mental Resistance 9
Strength 8 Dexterity 7

[Prime=Physical] 5 thorn attacks inflicting 2d6 +5 points of blood drain each, WC 1, range 90'.)

This mutated fern has unusually stiff, razor-sharp leaves and 5 thorny tentacles able to sense and strike targets up to 90' from its central trunk. Mutations— New Plant Parts, Increased Senses.

Buzzer
(HD 4, HP 17, AC 12, MV 10'/40' [flight]
Experience Points: 180
Radiation Resistance 10 Constitution 4
Mental Resistance [special – see below. 10 vs. attacks]
Strength 10 Dexterity 10

[Prime=Physical] Special attack)

This mutated bee is 2' long and travels in swarms of 6-36 individuals. Mutations— touching the Buzzer causes 4d6 energy damage. The insect is immune to Mental Control. It is enraged by mutants using their mental abilities and invariably attacks such mutants.

Buzzer, Invisible
(HD 4, HP 17, AC 12, MV 10'/40' [flight]
Experience Points: 270 Radiation Resistance 10
Constitution 4
Mental Resistance [special – see below. 10 vs. attacks]
Strength 10 Dexterity 10

[Prime=Physical] Special attack)

This invisible mutated bee is 2' long and travels in swarms of 6-36 individuals. Mutations— touching the Buzzer causes 4d6 energy damage. The insect is immune to Mental Control. It is enraged by mutants using their mental abilities and invariably attacks them.

Carnivore Vine
(HD 6, HP 31, AC 10, MV 0'/None
Experience Points: 300 Radiation Resistance 18
Constitution 6 Mental Resistance 3
Strength 3 Dexterity 3

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

This vine grows in radioactive areas. Early in its cycle, it is a thin 5' long vine with wide, hinged dual leaves that hide jaws. The vine reacts to movement, bringing its jaws to bear at whatever length the vine has achieved via growth [average of 20'-40']. There are several 100 yard versions that can swallow large prey in two bites if the plant gets the chance. Mutations— Stasis in Periods of Darkness, Acid Bite.

Carnivore Willow
(HD 18, HP 100, AC 16, MV 0'/none
Experience Points: 1020 Radiation Resistance 18
Constitution 18 Mental Resistance 3
Strength 18 Dexterity 3

[Prime=Physical] 1d6 manipulation vines seek to grab prey [WC 1], and it requires a strength of 15/75%/500 pounds pull or higher to break free once grabbed. Those who fail are moved to the creature's maw for 2d6 crushing damage each round.)

This pale white mutated willow can grow to more than 50' tall. Some of its vines can snare prey which it then drags to the huge maw and digestive system at the center of the tree. Large nests of hornets are often found at the edges of this maw. Mutations— Larger Than Normal, Manipulation Vines, New Plant Parts, Heightened Precision, Increased Senses.

Changer
(HD 10, HP 40, AC 10, MV 15'/ 60' [flight]
Experience Points: 630 Radiation Resistance 10
Constitution 10 Mental Resistance 10
Strength 10 Dexterity 13

[Prime=Physical] one beak for 3d6 damage, WC 1.)

This 4'-tall mutated Robin has a wingspan of 6' and is completely resistant to all poisons. An ambush predator, it can change the color of its feathers to match its surroundings. Mutations— Chameleon Power, Taller, Precognition which prevents surprise on its part.

Chimpoid
(HD 9, HP 22, AC 8, MV 20'Experience Points: 760
Radiation Resistance 9 Constitution 9
Mental Resistance 9 Strength 17
Dexterity 16

[Prime=Physical] It has one attack with a spear WC 1, 2d6.)

These simians resemble their earthly cousins [chimpanzees] in most respects, but adult chimpoids are 5'+ tall and very muscular. Mutations— Heightened Intelligence, Taller.

Chimpoid, Blue
(HD 17, HP 55, AC 12, MV 20' Experience Points: 1520
Radiation Resistance [special – see below]
Constitution 17 Mental Resistance 9
Strength 17 Dexterity 15

[Prime=Physical] electrified fist blow to inflict 12 electrical damage, WC 2.)

The mature bright blue chimpoid stands 6' tall and is very muscular. When attacked, a single chimp calls out to its mates, and slowly ever more chimpoids join the battle until up to 20 are present after a minimum of 5 combat rounds. Those striking the chimpoid with a conductive melee weapon also discover the electrical nature of its fur as such a strike transfers 8 electrical damage to the attacker. Mutations— Electrical Generation, Immunity to Lasers & Radiation, Heightened Intelligence, New Body Parts.

Chimpoid, Giant
(HD 18, HP 101, AC 14, MV 30' Experience Points: 1190
Radiation Resistance 11 Constitution 18
Mental Resistance 11 Strength 18
Dexterity 14

[Prime=Physical] 2 fist attacks inflicting 5d6 each, WC 1.)

Giant Chimpoids are 9-10' tall and are covered in red fur with huge paws for hands and feet. Mutations— Taller, Out-sized Body Parts, Regeneration [3 damage per turn], Heightened Balance, Heightened Precision, Heightened Strength, Heightened Senses.

Chimpoid, Green, Throwing
(HD 8, HP 25, AC 10, MV 20' Experience Points: 665
Radiation Resistance 11 Constitution 8
Mental Resistance 11 Strength 11
Dexterity 18

[Prime=Physical] handmade boomerang inflicting 2d6 damage, WC 2.)

These mutated chimps use their mutations to visually disappear within the jungle. They delight in throwing specially made boomerangs at creatures they do not recognize. If the missile misses, it flies back to the chimpoid. Mutations— Chameleon Powers, Heightened Balance, Heightened Precision.

Courgaroid
(HD 10, HP 29, AC 15, MV 40' Experience Points: 585
Radiation Resistance 10 Constitution 10
Mental Resistance [special – see below]
Strength 10 Dexterity 14

[Prime=Mental] one crossbow attack inflicting 1d10, WC 2, 180' range.)

This highly intelligent mutated cougar walks upright,



is +5%/+1 to hit with crossbows, and is immune to paralysis, all forms of mental at tack, lasers, and electrical energy attacks. Mutations— Courgaroids can't see robots of any type [Mental Block] and have an Attraction Odor that makes them delicious smelling to carnivores of all types.

Cow, Giant Mutant

(HD 10, HP 50, AC 12, MV 40' Experience Points: 360
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 15
Dexterity 10

[Prime=Physical] razor sharp horns inflicting 10d6, WC 5.)

This mutated cow is 20' tall and 27' long. It has animal intelligence. The cows fear nothing but are smart enough to use their horns in combat. Mutations— Taller.

Crying Plant

(HD 13, HP 77, AC 16, MV 0'/None
Experience Points: 720 Radiation Resistance 18
Constitution 13 Mental Resistance 18
Strength 3 Dexterity 8

[Prime=Mental] one branch slap inflicting 3d6 damage, WC 3, plus an avoidable 25' knockback and follow-up crushing for 10d6.)

This plant grows a large 30' spherical bole with a large shadowy alcove. Inside the alcove an imitation of that last victim the plant ate, regardless of its nature, appears to be crying. Victims approaching within 20' cause the branches of this plant to bend and slap the victim into the bole of the tree which then contracts violently. Once it has killed, the Crying Plant requires three days to form a new crying imitation. Mutations— Moving Plant Parts, Psychic Imitation, New Plant Parts, Increased Senses.

Crystal Alien, Blue

(HD 15, HP 53, AC 18, MV 20' Experience Points: 740
Radiation Resistance 14 Constitution 15
Mental Resistance 3 Strength 15
Dexterity 15

[Prime=Physical] one crystal spike inflicting 2d6 damage, WC 2, 10' range.)

This 9' tall alien appears to be a conglomerate of deep blue 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, 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.

Cucumber Thorn Pod
(HD 9, HP 25, AC 4, MV 0'/none
Experience Points: 320 Radiation Resistance 3
Constitution 9 Mental Resistance 3
Strength 3 Dexterity 18

[Prime=Physical] explosion inflicting 10 damage and injecting seed thorns inflicting 4 points of damage], WC4, range 10').

Dart Creature
HD 2, HP 11, AC 15, MV 30' Experience Points: 900
Radiation Resistance 10 Constitution 2
Mental Resistance 10 Strength 16
Dexterity 12

[Prime=Physical] 3d6 attacks throwing poisoned quills [Intensity 15], range 30'.

This mutant porcupine stands 4'-tall at the shoulder, can see in the dark, and is never surprised. Mutations — Poison, Larger.

Death Tree
(HD 10, HP 55, AC 12, MV 0'/None
Experience Points: 360 Radiation Resistance 15
Constitution 10 Mental Resistance 3
Strength 3 Dexterity 3

[Prime=Physical] 3-18 [3d6] thrown cherry attacks inflicting 3d6 damage each, WC 2, range 50', and the radiation it emits [radiation level 15 up to 120'].)

This mutated cherry tree stands 20'-tall when mature and can sense the air moving when targets approach. It attacks by throwing exploding cherry-like fruits at its opponents. Victims killed by the tree fertilize its hungry roots. The presence of Death Trees in overgrown and densely forested areas is often betrayed by the ring of small animal corpses that surround their trunks. Mutations— Radiated Plant Fiber [Intensity 15].



Death Vine
(HD 15, HP 66, AC 15, MV 10' Experience Points: 840
Radiation Resistance 14 Constitution 15
Mental Resistance 3 Strength 15
Dexterity 15

[Prime=Physical] 3 whip-like vine attacks inflicting 4d6 damage each, WC1, range 90'.)

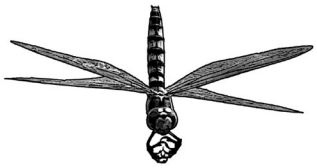
These plants spin their vines in a 360° arc, feeling for living flesh and then wrapping around that flesh so that the jaw-filled vines can bite chunks from it. Mutations— New Plant Parts, Moving Plant Parts, Increased Senses.

Deer, Giant Mutant
(HD6, HP 17, AC 11, MV 60' Experience Points: 300
Radiation Resistance 10 Constitution 6
Mental Resistance 10 Strength 10
Dexterity 10

[Prime=Physical] 2 antlers inflicting 2d6 damage + poison [Intensity 15], WC2)

These mutant deer resemble normal deer but are 10' tall at the shoulder. They never lose their antlers. Mutations— Taller, Contact Poison [Intensity 15].

Dragonfly, Giant
(HD 10, HP 60, AC 12,
MV 10'/90' [flight]
Experience Points: 360
Radiation Resistance 10
Constitution 10
Strength 10
Dexterity 10
Mental Resistance 10 or [special – see below]



[Prime=Physical] one clawed talon inflicting 25 damage, WC 4, and energy discharge if touched causing 9d6 in energy damage, WC4.)

Born in piles of rotting meat found in radioactive areas and traveling alone for most of their lives, Giant Dragonflies are 7' long and 10' tall. They are enraged by mutants using their mental abilities and always seek out and attack such mutants. Any touching the dragonfly receive an immediate energy discharge which instantly regenerates. Giant Dragonflies are immune to Mental Control.

Dream Bush
(HD 10, HP 55, AC 12, MV 0'/None
Experience Points: 540 Radiation Resistance 10
Constitution 10 Mental Resistance 3
Strength 3 Dexterity 3

[Prime=Physical] one strong fragrance area attack affecting

any creature within 35'; fragrance acts as a poison [Intensity 10, Enthralls victim].)

This 6' tall mutated elderberry bush filled with clusters of purple berries looks like a tree. Those failing to avoid the effect of its fragrance [poison] take no damage but become enthralled to the Dream Bush and retrieve other plants of all types, returning them to the base of the Dream Bush to become fertilizer. Only the destruction of the Dream Bush by an outside entity is capable of releasing those in thrall. Mutations— Poison [Intensity 10], Enthralling.

Drone, Black Panther

(HD 10, HP 33, AC 19, MV 45' Experience Points: 405
Radiation Resistance [special – see below]
Constitution 10 Mental Resistance 10
Strength 12 Dexterity 14

[Prime=Physical] The Drone attacks with a bite and claw inflicting 30 damage each, WC 1.)

This panther-like drone is 2' tall at the shoulder and 5' long. This programmable drone has sensors that are better than human senses allowing it to see into the ultra-violet and infra-red spectrums. Completely immune to all intensities of radiation, this drone is designed to hunt and kill larger creatures and to cull herds of mutants. The unit is also invisible in the dark.

Drone, Dog Eight

(HD 10, HP 44, AC 18, MV 60' Experience Points: 405
Radiation Resistance [special – see below]
Constitution 10 Mental Resistance 10
Strength 12 Dexterity 14

[Prime=Physical] one charge causing knock-back/ knockdown, WC4, and then an automatic claw hit inflicting 4d6 damage, WC2.)

This robotic canine drone must be programmed to function, stands 5' tall and is 5' long. Its senses are much like a human. It is immune to radiation of all intensities. It attacks by first knocking its victim to the ground and then goring them with its formidable claws. Special— The unit is a guard mechanism programmed to attack intruders.

Drone, Fire Control

HD 4, HP 12, AC 18, MV 90' [flight]
Experience Points: 135 Radiation Resistance 14
Constitution 4 Mental Resistance 10
Strength 4 Dexterity 12

[Prime=Physical] no attacks but may deploy a Halon gas pellet that removes all oxygen from within 20'-diameter sphere of the spot the pellet is dropped, WC3, 6 pellets in magazine.)

This unit is propelled by anti-gravity with a miniaturized ram jet engine. It has three cameras able to relay scanning information from all wavelengths of the electro-magnetic spectrum and its internal high gain antenna allows it to receive commands at a distance of up to 20 miles (about half the deck). These drones are usually controlled directly via radio uplink.



Drone, Grenade Eleven

(HD 10, HP 30, AC 8, MV 15'/60' [flight]
Experience Points: 405 Radiation Resistance 10
Constitution 10 Mental Resistance 10
Strength 10 Dexterity 10

[Prime=Physical] one fragmentation grenade inflicting 6d6 damage, WC 2.)

This 1' square box-like drone was designed to dispense various anti-toxins and anti-vermin exploding ordinance. It is always controlled via microwave transmission by an artificial intelligence that is within 6 miles of iits location. Its sensors encompass the entire human spectrum and extend into the ultra-violet and infra-red spectrum as well. This drone is able to produce its own grenades every 20 minutes. The shrapnel from these grenades does nullify radiation, reducing it by one intensity level per grenade [Intensity 10 radiation drops to Intensity 9]. The drone continuously drops grenades on anyone transporting anything that emits ionizing radiation but otherwise ignores characters.

Drone, Laser Two

(HD 10, HP 30, AC 14, MV 60' [flight]
Experience Points: 405 Radiation Resistance 10
Constitution 10 Mental Resistance 10
Strength 10 Dexterity 10

[Prime=Physical] one blaster inflicting 19 damage, WC 3, range 225'.)

This 4'-diameter drone is 2' thick and designed to fly in groups of three and attack, driving targets from a specific area. This group is always controlled via microwave transmission by an artificial intelligence that is within 6 miles of its location. The surface of the unit is immune to laser blasts. The drone's programming is very efficient, and it attacks the prey with the strongest weapon first.

Drone, Meadow Herding
(HD 10, HP 10, AC 9, MV 60' [flight]
Experience Points: 405 Radiation Resistance 10
Constitution 10 Mental Resistance 10
Strength 10 Dexterity 10

[Prime=Physical] The unit never attacks but uses loud sounds and blasts of harmless light to move animal herds.)

While not self-aware, this 4' long and wide and 6" tall programmable drone features a complex program. It herds creatures into given areas as per the instructions that have been downloaded. Special— This machine can simultaneously produce four different light shows and four different sound blasts that serve to drive creatures along certain paths in a given area.

Drone, Rattlesnake
(HD 10, HP 33, AC 16, MV 15' Experience Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 10
Dexterity 12

[Prime=Physical] one bite per round inflicting 5d6 + poison [Intensity 11], WC 1.)

This 10' long, metallic, programmable, drone is highly intelligent and has sensors better than human senses as it pinpoints infra-red heat sources up to 300' away as targets. Specials— The drone sits in front of portals of all types and attacks anything without a *Warden* wristband seeking to enter. When coiled, it can launch its body 80' into the air.

Drone, Security
HD 3, HP 7, AC 18, MV 90' [flight]
Experience Points: 90 Radiation Resistance 10
Constitution 3 Mental Resistance 10
Strength 3 Dexterity 14

[Prime=Physical] may deploy a knockout gas pellet, poison [Intensity 17], WC3, 20' diameter area of effect; and also one 13' tentacle attack causing paralysis, WC 3.)

This 9'- tall unit is propelled by anti-gravity with a miniaturized ram jet engine. It has three cameras able to relay scanning information from all wavelengths of the electro-magnetic spectrum and its internal high gain antenna allows it to communicate at a distance of up to 20 miles (about half the deck).

Security drones may be hacked if the 'hacker' is able to broadcast the new commands via RF broadband signal.

Duty Rat
(HD 7, HP 28, AC 16, MV 45' Experience Points: 240
Radiation Resistance 13 Constitution 7
Mental Resistance 8 Strength 9
Dexterity 15

[Prime=Physical] one bite inflicting 5d6, WC 1.)

This 4' long mutant aquatic rat has both gills and lungs. It hunts by detecting alpha brainwave patterns up to 30' away. Remarkably fast, this ambush predator generally waits until a character's guard is down before launching a devastating, and often embarrassing, attack. Mutations— Larger, New Body Parts (gills).

Dwarf, Gro-org
(HD 18, HP 48, AC 9, MV 20' Experience Points: 1615
Radiation Resistance 18 Constitution 18
Mental Resistance 7 Strength 18
Dexterity 16

[Prime=Physical] hammer inflicting 6d6 damage, WC 4, range 90'/150'/210', or Phosphorous Grenade inflicting 5d6 heat damage in a 30' diameter circle, WC 4, range 50'/150')

Gro-org the dwarf is 5' tall and massively strong. He wears enchanted plate mail armor, his senses are sharper than a human's, and he always perceives nearby [150' range] intelligent life. Gro-org is able to throw his hammer at a foe every third melee round. The hammer returns to the dwarf's hand after two rounds to be thrown again. During the intervening two melee rounds Gro-org hurls grenades if the range and area effect of that weapon are appropriate. Mutations— Heightened Senses, Heightened Strength, Heightened Dexterity, Immunity to poison. Gro-org uses a flying carpet [magical technology] that can transport six standard humanoids.

Elf
(HD 10, HP 47, AC 14, MV 80'
Experience Points: 585 Radiation Resistance 12
Constitution 10 Mental Resistance 12
Strength 12 Dexterity 15

[Prime-Physical] one arrow attack causing 10 damage, range 250', WC 1)

Elves are small, standing only an average of 5'2" in height and weighing about 150 lb./68 kg. They are nimble and fast, and are masters of the forest. If within the Elven Forest, an elf is able to become invisible at will 90% of the time.

Elf Prince Dridan O' the Blade
(HD 18, HP 58, AC 18, MV 40'/60' [flight]
Experience Points: 1955
Radiation Resistance 10 Constitution 18
Mental Resistance 10 Strength 17
Dexterity 18

[Prime=Mental] laser pistol inflicting 10d6, WC 5, range 225' or thrown energy dagger inflicting 10d6, WC 8, range 30', tech level 5, or Lightning Wand inflicting 6d6 to living matter in a 5' wide x 100' long path, WC8,)

This 6'-tall mutated elf commonly uses a great many

ancient devices he has recovered and converted. Prince Dridan appears human except for his high pointed ears and the special mutated flesh lenses that cover his eyes. His senses are sharper than a human's, and he always perceives nearby [150' range] intelligent life. The elf has [6] Energy Daggers, a wand that hurls lightning bolts [inflicts 6d6, WC 8, range 100'] and wears light power armor that has a 25 point force shield and allows the Prince to fly. Mutations— Heightened Perception, Heightened Dexterity, Heightened Strength, Life Leech.

Fin

(HD 12, HP 65, AC 15, MV 50' [swim] Experience Points: 990
Radiation Resistance [special – see below]
Constitution 12 Mental Resistance 12
Strength 13 Dexterity 14

[Prime=Mental] one 40 kph nose bash [in water only] inflicting 4d6 damage, WC 1, but prefers to speak to intelligent creatures it encounters.)

This 10'-long mutated Dolphin has developed human arms and hands as well as front flippers. Highly territorial, it is immune to radiation and poison of all kinds. Mutations— Force Field Generation, Telepathy, and Mental Blast.

Flower Blade Plant

(HD 8, HP 44, AC 13, MV 0'/None
Experience Points: 630 Radiation Resistance 18
Constitution 8 Mental Resistance 13
Strength 13 Dexterity 3

[Prime=Physical] 1d6 petal attacks inflicting 4d6 damage, WC 2, range 30'.)

This 4' tall flower-like plant has a cluster of large, circular flower petals that are stiff with very hard edges. The plant senses movement and throws 1d6 petals at the prey trying to kill it. Then the plant moves over the body and the lower plant leaves suck up the nutrients of the dead prey. Any given plant has 20 of these petals and can grow one petal per day if there are sufficient nutrients. Mutations—Moving Plant Parts, Increased Senses, Throwing Petals, New Plant Parts.

Fly, Giant

(HD 4, HP 20, AC 12, MV 10'/40' [flight]
Experience Points: 180
Radiation Resistance 10 Constitution 4
Mental Resistance 10 or [special – see below]
Strength 10 Dexterity 12

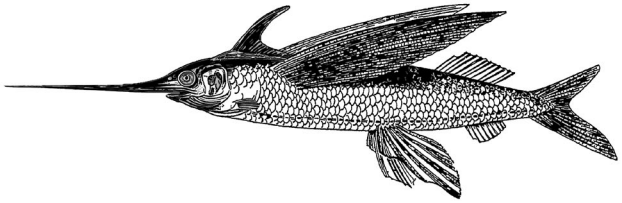
[Prime=Physical] one spitting attack inflicting 25 damage, WC4, range 20' [3x/day only], and energy discharge if touched causing 4d6 energy damage, WC4.)

This 3'-long and 6'-tall mutant fly spawns in rotting piles of meat found in radiation areas and travels alone. It becomes enraged and attacks when in proximity [100'] to mutants using their mental abilities. Any touching these flies receive an immediate energy discharge. Giant Flies are immune to Mental Control.

Flying Fish

(HD 10, HP 44, AC 12, MV 50' [swim]/80' [flight]
Experience Points: 180 Radiation Resistance 10
Constitution 10 Mental Resistance 10
Strength 12 Dexterity 15

[Prime=Physical] one beak impalement causing 5d6 damage, WC 1.)



This mutated 10'-long Flying Fish attacks by taking flight [from the water] and spearing prey. If this attack does not kill the prey, the fish continues to attack the same target until it succumbs. The Flying Fish is so graceful it never takes harm from hitting solid objects, and it can remain airborne for up to 10 miles before needing to return to the water.

Forest Lizard

(HD 15, HP 55, AC 15, MV 40' / 30' [leap]
Experience Points: 980 Radiation Resistance 17
Constitution 15 Mental Resistance 11
Strength 18 Dexterity 14

[Prime=Physical] one claw inflicting 10d6 damage, WC 2, and one bite for 4d6 damage, WC2.)

Mature Forest Lizards are 40' long with green thick scales. The head is 5' long and filled with deadly fangs. Its six legs have razor sharp talons able to fell large trees in a single blow. Mutations— Heightened Precision, Heightened Dexterity, Heightened Strength, New Body Parts, Taller.

Fungus, Brain

(HD 16, HP 90, AC 10, MV 0'/none
Experience Points: 1950 Radiation Resistance 18
Constitution 16 Mental Resistance 17
Strength 3 Dexterity 3

[Prime=Mental] Special attacks)

This 10'-tall and long black fungus is shaped like a human brain and only attacks if it is unable to persuade a character party



to tend to its needs and bring it food. The fungus communicates telepathically at a range of up to 3 miles, but this telepathy will not penetrate radioactive shielding. Brain Fungi are highly intelligent and are able to consume any liquid protein source, although they prefer blood. Touching the Brain Fungus is hazardous as its skin exudes a contact poison [Intensity 17]. If a Brain Fungus is unsuccessful when attempting to persuade, it attacks using Life Leech or a double-strength Mental Blast. Mutations— Telepathy, Mental Control, Force Field Generation, Life Leech, Mental Blast [double power].

Fungus, Cabbage
(HD 11, HP 44, AC 9, MV 0'/none
Experience Points: 900 Radiation Resistance 9
Constitution 11 Mental Resistance 3
Strength 11 Dexterity 11

[Prime=Physical] one envelop attack inflicting 3d6 damage, WC 1, and then acid [automatic hit if enveloped] inflicting 4d6 damage, WC 4.)

This cabbage-like fungus has 10' square leaves which spread out across all floors and walls in a given, enclosed area. It attacks by raising its leaves to smash and envelop prey, then bathing them in digestive acid once the prey is enveloped. Mutations— Larger than Normal, Acid Leaves, New Plant Parts.

Fungus, Dark
(HD 10, HP 55, AC 10, MV 0'/none Experience Points: 1170
Radiation Resistance 10 Constitution 10
Mental Resistance 10 or [special – see below]
Strength 10 Dexterity 10

[Prime=Physical] touching inflicts 10d6 energy damage, WC3.)

Dark Fungus grows well on the rotting bodies of any type of animal, and when it grows to a mass greater than ten pounds, it becomes intelligent and gains mental mutations but becomes defenseless to mental attacks. Any that touch this plant receive an energy discharge equal to 10d6 damage. Mutations— Illusion Generation, Telepathy, and Force Field Generation.

Fungus, Red Puff Ball
(HD 3, HP 5, AC 4, MV 0'/none
Experience Points: 150 Radiation Resistance 3
Constitution 3 Mental Resistance 3
Strength 3 Dexterity 3

[Prime=Physical] explosion inflicting 10 damage + poison [Intensity 12], WC4, range 10').

This mutated 5'-spherical red fungus bursts if it experiences pressure of any kind. The area then remains filled with a poisonous [Intensity 12] fungal spore cloud that persists for 1-2 hours. Mutations— New Plant Parts, Poison [Intensity 12], Spores, and Quick Growth.

Gorilloid
(HD 11, HP 58, AC 13, MV 30' Experience Points: 950
Radiation Resistance 10 Constitution 11
Mental Resistance 10 Strength 12
Dexterity 12

[Prime=Mental] No attacks.)

This 6-armed, 6-eyed, telepathic mutant gorilla stands 10' tall at the shoulder. It is an omnivore covered in purple fur that is totally resistant to all forms of energy attacks. The creature is very intelligent and often works with the devices of the ancients. Gorilloids have developed a strange desire to help humanoids, never attacking them. When those humanoids die, the Gorilloid is impelled to bury the body amid the branches of the trees on the Gorilloids' home island [see Deck 15]. Mutations—Multiple Body Parts, Taller, Telepathy, Immunity to Energy Attacks.



Great Claw
(HD 12, HP 68, AC 19, MV 10'[land]/90' [water]
Experience Points: 770 Radiation Resistance 10
Constitution 12 Mental Resistance 10
Strength 10 Dexterity 10

[Prime=Mental] 2 claw attacks inflicting 6d6 damage, WC2, range 20'.)

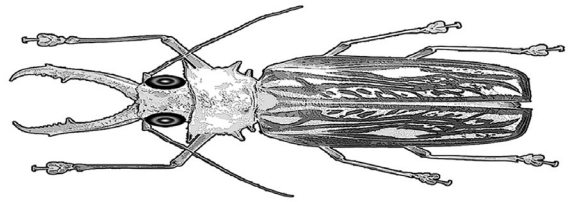
This mutated lobster stands 14' tall when on land but reaches its full 90' length in the water. Great Claws can remain on land for up to an hour and are always hungry. Their tremendously thick shells are proof against most melee weapons but suffer damage from energy weapons' fire. The flesh of this rare predator is highly prized by many of the intelligent species aboard the *Warden* as it is considered a delicacy. Mutations— Stronger, Larger.

Green Pincer Beetle
(HD 10, HP 30, AC 18, MV 20' Experience 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.



Hangman's Tree
(HD 11, HP 55, AC 15, MV 0'/None
Experience Points: 900 Radiation Resistance 18
Constitution 11 Mental Resistance 3
Strength 13 Dexterity 3

[Prime=Physical] 1d6 whipping branch attacks inflicting 5d6 damage each, WC 1, range 150'.)

This 90' tall mutated willow tree produces lovely pink flowers at the end of thousands of supple branches. As potential victims come within 150' of the tree, it whips 1d6 of these branches at these targets. If the mutant succeeds in killing the prey, it pulls the dead body up near the bowl of the tree and slowly collects the nutrients of the victim. There are always several sets of equipment around the trunk of the tree. Mutations— Moving Plant Parts, New Plant Parts, Increased Senses, Grabbing Vines.

Hawk, Giant Mutant
HD 13, HP 55, AC 14, MV 10'/ 30' [flight]
Experience Points: 1560 Radiation Resistance 12
Constitution 13 Mental Resistance 14
Strength 15 Dexterity 16

[Prime=Physical] mental attack only – see below.)

This 5' tall bird is incredibly fast and has powerful wings ending in manipulative talons. Its golden feathers match the color of willow leaves and allow it to blend into its surroundings. It attacks with its mental mutations and seeks only to drive intruders away. Mutations— Mental Control, Mental Blast, Mental Defense Shield, Force Field Generation, Illusion Generation, Taller, New Body Parts.

Hawkoid
(HD 8, HP 42, AC 12, MV 10'/60' [flight]
Experience Points: 805 Radiation Resistance 10
Constitution 8 Mental Resistance 12
Strength 10 Dexterity 10

[Prime=Mental] one bow attack inflicting 1d6+3 damage, WC 2, range 210'.)

This highly intelligent mutated sparrow hawk has manipulative talons at the end of its wings. It prefers to attack while airborne. Mutations— Fear Generation, Levitation, Heightened Intelligence, and Force Field Generation.

Hawkoid, Desert
(HD 9, HP 42, AC 12, MV 10'/ 60' [flight
Experience Points: 920 Radiation Resistance 18
Constitution 9 Mental Resistance 13
Strength 14 Dexterity 14

[Prime=Mental] one bow attack inflicting 1d6+3 damage, WC 2, range 210'.)

This highly intelligent mutated sparrow hawk is 10' long with massive muscles in its wings and manipulative talons at their ends. Its plumage is white and blue in the front, but desert tan and sand yellow on its back. Mutations— Fear Generation, Levitation, Force Field Generation.

Hisser
(HD 8, HP 28, AC 15, MV 20'/30' [swim]
Experience.Points: 490
Radiation Resistance [special – see below]
Constitution 8 Mental Resistance 10
Strength 10 Dexterity 12

[Prime=Physical] 2 grasping tentacles attacks causing paralysis, WC 1.)

These 4'-long alligator mutants are totally immune to all intensities of radiation. Mutations— New Body Parts, Immunity to Radiation.

Honey Bee, Giant Mutant
(HD 12, HP 70, AC 8, MV 30'/80' [flight]
Experience Points: 440 Radiation Resistance 12
Constitution 12 Mental Resistance 12
Strength 12 Dexterity 12

[Prime=Physical] one stinger inflicts 8d6 damage, WC 1.)

This 3'-long golden yellow mutant bee flies but cannot attack from the air. It lands 30' or so away from a target and runs at full speed with its stinger pointed at the victim. Mutations— Taller.

Hornet, Giant Mutant
(HD 10, HP 44, AC 8, MV 30' [hop]
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].

Human, Female, Sleeping [unique]
HD 3, HP 10, AC 10, MV 10' Experience Points: 90
Radiation Resistance 9 Constitution 3
Mental Resistance 9 Strength 11
Dexterity 10 Leadership Potential 18

[Prime-Physical] 2 hand slap attacks inflicting 1 damage, WC 1 .)

This 5'6"-tall human female is dressed in a blue gingham dress with ruby red slippers on her feet (because the database was somewhat corrupted by the cataclysm). She is a unique clone created on Deck #8 from human DNA found on Deck #15. She has no mutations, currently, and will live for between 15 and 35 years. She claims to have no memory of her past but speaks human English, and has no skills beyond the rudimentary. She claims her name is Toto.

Human, Mary Evans
(HD 15, HP 80, AC 10, MV 30' Experience Points: 530
Radiation Resistance 9 Constitution 15
Mental Resistance 9 Strength 15
Dexterity 14 Leadership Potential 16

[Prime=Mental] one vibro-knife attack inflicting 20 damage, WC4.)

This attractive, 5' tall middle-aged human has been adopted by the humanoid rabbit village. Mary was awakened accidentally by the humanoid rabbits after hundreds of years of cryo-sleep, and has gratefully accepted their hospitality for several years.

Human, Pure, Trooper
(HD 17, HP 60, AC 10, MV 30'
Experience Points: 720 Radiation Resistance 9
Constitution 17 Mental Resistance 9
Strength 17 Dexterity 18
Leadership Potential 18

[Prime=Mental] by weapon)

This 6'-tall muscular human has been in cryo-sleep for hundreds of years. The typical trooper is equipped with battle armor, a laser pistol [10d6 damage, WC6, 225' range], and a laser rifle [15d6 damage, WC6, 225' range] with ten rechargeable batteries.

Human, Sleeping
HD 3, HP 10, AC 10, MV 10' Experience Points: 90
Radiation Resistance 9 Constitution 3
Mental Resistance 9 Strength 10
Dexterity 10 Leadership Potential 16

[Prime-Physical] 2 hand slap attacks inflicting 1 damage, WC 1 .)

This 5'8"-tall human is of average build. He is a clone created on Deck #8 from human DNA found on Deck



#15. He has no mutations, currently, and will live for between 15 and 35 years. He claims to have no memory of his past but speaks human English, and has no skills beyond the rudimentary.

Humanoid Rabbit
(HD 4, HP 15, AC 13, MV 60'
Experience Points: 345
Radiation Resistance 9
Constitution 4
Mental Resistance 9
Strength 15
Dexterity 17

[Prime=Physical] 2 energy bolt attacks inflicting 5d6 damage, WC 3, range 30', or by weapon.)



These 7'- tall intelligent mutated white rabbits stand on their back legs and have mutated forelimbs resembling arms and hands. They can use the devices of the ancients and delight in using lasers, often trading grenades for such weapons. Mutations— Taller, Energy Generation, New Body Parts, Heightened Intelligence.

Humanoid Rabbit, Mike Beem [unique]
(HD 5, HP 20, AC 14, MV 60' Experience Points: 460
Radiation Resistance 9 Constitution 5
Mental Resistance 9 Strength 17
Dexterity 17

[Prime=Physical] 2 energy bolt attacks inflicting 5d6 damage, WC 3, range 30', or by weapon.)



Mike is a 7'- tall intelligent mutated male white rabbit that walks upright and has mutated forelimbs resembling arms and hands. He generally wears battle armor to shield him from the hazards of his blacksmith work and wears a laser pistol [WC 6, inflicting 10d6 damage, 225' range]. He may also be armed with a laser rifle [WC 7, inflicting 15d6 damage, 225' range] and a bandoleer containing ten rechargeable batteries. Mutations— Taller, Energy Generation, New Body Parts, Heightened Intelligence.

Humanoid Rabbit, Jim Grunseth [unique]
(HD 9, HP 54, AC 14, MV 60' Experience Points: 920
Radiation Resistance 15 Constitution 9
Mental Resistance 15 Strength 16
Dexterity 16

[Prime=Physical] 2 energy bolt attacks inflicting 5d6 damage, WC 3, range 30', or by weapon.)

This 7'-tall intelligent mutated male rabbit stands on his back legs and has mutated forelimbs resembling arms and hands. Jim can use the devices of the ancients and is equipped with battle armor, a laser pistol [WC 6, inflicting 10d6 damage, 225' range], and a laser rifle [WC 8, inflicting 15d6 damage, 225' range] with ten rechargeable batteries. Mutations— Taller, Energy Generation, New Body Parts, Heightened Intelligence.

Humanoid Rabbit, Clara Manly [unique]
(HD 9, HP 50, AC 14, MV 60' Experience Points: 920
Radiation Resistance 11 Constitution 9
Mental Resistance 11 Strength 13
Dexterity 18

[Prime=Physical] 2 energy bolt attacks inflicting 5d6 damage, WC 3, range 30', and a single bare-handed attack inflicting 6d6 damage, WC 1, or by weapon.)

Clara is a 7'- tall intelligent mutated female white rabbit that walks upright and has mutated forelimbs resembling arms and hands. She is equipped with battle armor, a slug thrower pistol [WC 4, inflicting 6d6 damage, 120' range], and a slug thrower rifle [WC 5, inflicting 6d6, 150' range]. Mutations— Taller, Energy Generation, New Body Parts, Heightened Intelligence.

Humanoid Rabbit, Joseph Suchy [unique]
(HD 8, HP 45, AC 10, MV 30' Experience Points: 630
Radiation Resistance 11 Constitution 8
Mental Resistance 11 Strength 14
Dexterity 18

[Prime=Physical] 2 energy bolt attacks inflicting 5d6 damage, WC 3, range 30', and a single bare-handed attack inflicting 6d6 damage, WC 1, or by weapon.)

Joseph is a 7'- tall intelligent mutated male white rabbit that walks upright and has mutated forelimbs resembling arms and hands. He is equipped with specially made leather armor; a laser pistol [WC 6, inflicting 10d6 damage, range 225'] and a laser rifle [WC 8, inflicting 15d6 damage , range 225'] with ten rechargeable batteries. Joseph can use the devices of the ancients and delights in using lasers. Joseph is an animal trainer and has several trained cave bears in his cabin that defend him if he is attacked. He also has a batch of trained dogs he will trade for quality weapons. Mutations— Taller, Energy Generation, New Body Parts, Heightened Intelligence.

Humanoid Rabbit, Winter
(HD 6, HP 25, AC 18, MV 60' Experience Points: 575
Radiation Resistance 12 Constitution 6
Mental Resistance 14 Strength 15
Dexterity 17

[Prime=Physical] one energy bolt inflicting 5d6 damage, WC 5, range 30' and one .60 caliber slug projector inflicting 7d6 damage, WC 3, range 30'.)

These 7'- tall intelligent mutated white rabbits stand on their back legs and have mutated forelimbs resembling arms and hands. They can use the devices of the ancients and delight in using lasers, often trading grenades for such weapons. Mutations— Taller, Energy Generation, Heightened Dexterity, New Body Parts, Heightened Intelligence.

Imitator
(HD 4, HP 17, AC 10, MV 10'/ 50' [flight]
Experience Points: 345 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].

Imitator, Winter
(HD 3, HP 17, AC 10, MV 10'/50' [flight]
Experience Points: 200 Radiation Resistance 14
Constitution 3 Mental Resistance 12
Strength 12 Dexterity 12

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

This 5' tall mutated Golden Hawk prefers colder climates and has Radiated Eyes and the ability once per 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].

Jawed Plant
(HD 10, HP 44, AC 12, MV 0'/none
Experience Points: 810 Radiation Resistance 10
Constitution 10 Mental Resistance 10
Strength 10 Dexterity 6



[Prime=Physical] one thorny jaw attack inflicting 5d6 acid damage, WC1, range 30'),

This gigantic mutated Venus Fly Trap hunts by sensing heat sources at 30' range, and hits indicate that the victim has been captured by the thorny jaws of this voracious predator. Once captured, acid flows down upon the victim. Mutations— Larger than Normal, Increased Senses, Dissolving Juices [5d6].

Jeget
(HD 6, HP 29, AC 15, MV 40'
Experience Points: 775 Radiation Resistance 10
Constitution 6 Mental Resistance 10
Strength 10 Dexterity 10

[Prime=Physical] 2 claw attacks inflicting 1d6 each, WC 1.)

This 3'-tall mutant jaguar stands on its rear legs and understands and prefers to use ancient weapons. Mutations— Levitation, Telepathy, Precognition, Fear Generation, Telekinesis, and Force Field Generation. It has an Attraction Odor, a Fear Impulse [Intelligent Plants], and no resistance to poisons.

Kraken Weed
(HD 18, HP 96, AC 18, MV 0'/none
Experience Points: 1530 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', and then either pull prey into the water or pull prey already in the water closer to the maw of the plant.)

This massive, 20'-diameter ball of vegetation is an ambush predator that is completely hidden in water. The weed senses alpha wave patterns [brain activity] and grabs victims 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 may also communicate with data processors via AM broadband signals produced in its brain. That communication is a simple malfunction command. Mutations— New



Body Parts, Heightened Intelligence, Heightened Dexterity, Moving Parts, Aromatic Sap, Larger Than Normal, and Physical Reflection [lasers].

Lil
(HD 7, HP 20, AC 17, MV 20'/50' [flight]
Experience Points: 570
Radiation Resistance [special – see below]
Constitution 7 Mental Resistance 10
Strength 10 Dexterity 18

[Prime=Mental] one blowgun attack inflicting 1d4 + poison [intensity 12], WC 3, range 30'.)

These 6" tall mutant humans have multi-colored wings that become increasingly red and blue as the Lil age. They find normal humans fascinating and often offer them aid. Lil are aware of the functions of Warden wristbands and trade for them. They always have brown and red bands but have a great desire for the other colors. Mutations— Smaller, Immunity to Radiation, Telepathy, New Body Parts, Heightened Dexterity.

Living Sphere
(HD 10, HP 50, AC 18, MV 0'/None
Experience Points: 1170 Radiation Resistance 9
Constitution 10 Mental Resistance 18
Strength 3 Dexterity 3

[Prime=Physical] attacks using only its mental abilities [see Mutations below].)

Little is known about this 10' diameter floating sphere of pure energy.

Mutations— Heightened Intelligence, Mental Control, Telekinesis, Force Field Generation, Mental Blast.

Lord of the Flies (unique)
HD 9, HP48, AC 13, MV 10'/60' [flight]
Experience Points: 720 Radiation Resistance special
Constitution 9 Mental Resistance 18
Strength 11 Dexterity 14

[Prime=Physical] one stream of acid spitting attack causing 50 damage , range 40', [3x/day only], WC 4).

Merely touching this massive insect causes 4d6 energy damage. This 9'-long and 5'-tall fly has caused the other Giant Flies to ignore their solitary instincts and band together as a colony. It becomes enraged and attacks when in proximity (100') to mutants using their mental abilities. The Lord of the Flies is immune to mental control, and all forms of ionizing radiation.

Lurking Destroyers
HD 7, HP 38, AC 16, MV 40' Experience Points: 540
Radiation Resistance 15 Constitution 7
Mental Resistance 16 Strength 10
Dexterity 10

[Prime=Mental] one psychic attack inflicting mental paralysis on the target, WC 7, range touch).

Victims of these creatures are left mentally paralyzed (they can still move, and eat, but have no higher thought processes) for 1-6 days. These 4'-12' tall creatures appear to be limestone statues and sense thought patterns in a 270' diameter sphere. They remain motionless if being watched by anyone within their sensing sphere and move only when not being viewed. When attacking they need to touch the being (not its clothing) they hope to drain, but a touch is enough; that victim becomes a mindless vegetable for the next 1-6 days. These creatures have no known means of communication and may remain completely dormant between feedings.

Man Bird Mutant
(HD 12, HP 55, AC 16, MV 30' Experience Points: 1045
Radiation Resistance 18 Constitution 12
Mental Resistance 18 Strength 11
Dexterity 18

[Prime=Mental] one crystal-tipped spear inflicting 10 damage, WC 2, range 5'.)

These anthropomorphic mutant birds stand 7' tall and can no longer fly. They are covered in a rainbow of large feathers. Each also wears a vest made from bird feathers taken in battle. Mutations—Telepathy, Heightened Intelligence, Heightened Dexterity, Immunity to Poison [all intensities].

Manling
(HD 12, HP 58, AC 9, MV 20'/60' [swim]
Experience Points: 1705 Radiation Resistance 4
Constitution 12 Mental Resistance 14
Strength 12 Dexterity 14

[Prime=Physical] one ancient weapon attack, by weapon.)

This 6'-tall mutated human commonly uses a great many ancient devices it has recovered and converted. The Manling appears human except for its 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.

Mantis Mutant
(HD 11, HP 44, AC 17, MV 40' Experience Points: 700
Radiation Resistance [special – see below]
Constitution 11 Mental Resistance 11
Strength 11 Dexterity 18

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

This insect is 11' tall at the shoulder and moves with great speed. Cautious, if the Mantis suffers more than 30 points of damage, it retreats from the battle. Mutations— Taller, Heightened Speed, Immunity to Radiation.

Maple Squirrel
(HD 11, HP 41, AC 19/13, MV 30' Experience Points: 700
Radiation Resistance 11 Constitution 11
Mental Resistance 11 Strength 12
Dexterity 16

[Prime=Physical] one bite inflicting 4d6 damage, WC 1, and 2 claws inflicting 3d6 damage each, WC 3.)

These omnivorous mutant squirrels thrive in maple tree forests and have powerful fangs and claws. The mature maple squirrel is 5' long and matches the colors of the trees where it builds a 10'-wide nest. Its fur is unusually hardy and presents an armor class of 19 to physical attacks and 13 to energy attacks.

Mutations— Heightened Precision, Heightened Dexterity, Heightened Strength, Heightened Balance.

Married Man
(HD 10, HP 57, AC 13, MV 60' Experience Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 11 Strength 12
Dexterity 13 Leadership Potential 11

[Prime-Physical] one arrow attack causing 1d6 damage, range 250', WC 1)

Married Men are of average height and build , and are fiercely loyal to Robin the Forest Hoodlum.

Meat Beetle
(HD 4, HP 14, AC 13, MV 15' Experience Points: 180
Radiation Resistance 10 or [special – see below]
Constitution 4 Mental Resistance 10
Strength 10 Dexterity 10

[Prime=Physical] one pincer attack inflicting 5 damage, WC 1.)

This 10'-long bright metallic blue beetle is immune to radiation and energy beam attacks and has the ability to move under the earth while still sensing life above ground [20' range]. Mutations— Immunity to Radiation & Energy Beams.

Metaled One
(HD 6, HP 19, AC 13, MV 14' Experience Points: 575
Radiation Resistance 10 Constitution 6
Mental Resistance 14 Strength 10
Dexterity 10

[Prime=Mental] 2 claw swipes inflicting 2d6 damage each, WC 1, or a mental attack that paralyzes the victim, range 6'.)

This highly intelligent, nearsighted, 3'-long mutated badger also has Telekinesis with a range of 60', a lifting weight of 150lb., and a great fear of intelligent plants. Mutations— Nearsightedness, Fear Impulse [Intelligent Plants], Telekinesis, Mental Paralysis.

Minotaur
(HD 12, HP 53, AC 12, MV 40' Experience Points: 770
Radiation Resistance 12 Constitution 12
Mental Resistance 10 Strength 15
Dexterity 11

[Prime=Physical] razor sharp horns inflicting 10d6,WC 5.)

This 12' tall mutated anthropomorphic cow stands on its hind legs and has human-like hands. It has low-human intelligence and a great loathing of its own existence. Although this creature is unable to

understand language, it is smart enough to make use of the devices of the ancients. Mutations— Taller, New Body Parts, Increased Intelligence.

Mirror Creature
(HD 10, HP 40, AC 10, MV 10'/30' [below ground]
Experience Points: 360
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 12
Dexterity 12

[Prime=Physical] one bite inflicting 3d6 damage, WC 1.)

This 10'-long mutated earth worm has a huge maw and is able to reflect and amplify any energy attack directed against it. The power returned is 4 times as strong as the original attack. Mutations— Physical Reflection [Energy x4].

Mold, Dreamer
(HD 10, HP 59, AC 10, MV 0'/None
Experience Points: 540 Radiation Resistance 18
Constitution 10 Mental Resistance 3
Strength 3 Dexterity 3

[Prime=Physical] Special— this mold generates 3' tall piles of black spores that act like piles of dust. If the dust is disturbed, it rises as a 10' diameter cloud and has the chance (50%) of being taken into the lungs. In the lungs it acts like a poison [Intensity 10] that kills.) If the prey dies, large piles of mold grow from the corpse of the victim. Mutations— New Plant Parts, Poison [Intensity 10], Seeds.

Mold, Green Luminescent
(HD 3, HP 18, AC 18, MV 0'/none
Experience Points: 120 Radiation Resistance 18
Constitution 3 Mental Resistance 3
Strength 3 Dexterity 3

[Prime=Physical] Special — characters physically touching this mold run a 17% chance [2, 3, or 4 on 2d6] of having mold spores infect their flesh. Infected skin quickly becomes covered in patches of this mold. Although it causes no damage, the mold glows brighter and brighter green over time and can only be removed by burning or otherwise removing the infected skin.)

This mold absorbs light energies but is quickly overpowered by strong sources of such energy. For this reason, it grows in shadowed and dark places. Translucent and nearly invisible in daylight, this mold glows softly green at night.

Mold, Patch
(HD 16, HP 90, AC 18, MV 0'/None
Experience Points: 600 Radiation Resistance 18
Constitution 16 Mental Resistance 3
Strength 3 Dexterity 3

[Prime=Physical] Special— characters physically touching this mold release a puff of spores that quickly fill a 10' square area. Any characters in this area run 17% chance [2, 3, or 4 on 2d6] of having mold spores infect their flesh [or lungs if breathing unfiltered air]. Half an hour following such an infection, the skin of the victim erupts in a gray, 2" square patch of the mold that is thicker and tougher than a callous. Every week a new patch erupts randomly on the body, eventually covering the mouth and eyes of the victim and killing them.)

Mold, Stick
(HD 3, HP 10, AC 10, MV 0'/None
Experience Points: 110 Radiation Resistance 18
Constitution 3 Mental Resistance 3
Strength 3 Dexterity 3

[Prime=Physical] Special—when approached, this mold discharges a 30-cubic-foot spore cloud that looks much like snow. Beings exposed to the cloud have an 8% chance [2 or 3 on 2d6] to breath in some of the spores. Breathing them in forces a d6 roll to see how many spores enter the body. Each spore inhaled in this fashion germinates into a stalk of mold that sprouts from the chest of the victim causing 2d6 damage every two days).

This mold grows in damp, swampy places and is attracted to organic materials. The mature version stands 3'tall. It senses living creatures when they approach to within 60'. There is no known cure for infestation by this mold [although your characters might invent one!].

Mushroom Person, Gigantic
(HD 17, HP 96, AC 18, MV 20' Experience 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 creatures resemble their smaller cousins in all respects except they tower to 15' in height and carry a 15'-long spear. Mutations— New Plant Parts, Heightened Intelligence, Force Field Generation, Mental Blast, Mental Defense Shield, Pyrokinesis, Mental Transparency.

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.

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 latter a band of Large Mushroom People hunt down the perpetrators and attack.

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 make 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 Small Mushroom People are destroyed, a day or so later a band of Medium Mushroom People hunt down the perpetrators and attack.

Mutant Maple Tree
(HD 15, HP 60, AC 12, MV 0'/None
Experience Points: 1260 Radiation Resistance 18
Constitution 15 Mental Resistance 9
Strength 18 Dexterity 9

[Prime=Physical] Special attack – the tree senses approaching creatures at 35' and uses manipulation vines to grab them and tie them to the upper reaches of the trunk. The creatures die there of deprivation, and as they rot and the tree leeches the nutrients from the corpse.)

These Mutant Maple Trees are twice as tall and wide as their standard cousins, and their bark resembles the scales of a fish. Mutations— Larger Than Normal, Increased Senses, New Plant Parts, Manipulation Vines, Heightened Brain Talent, Texture Change.

Ninja Warrior of Gi
(HD 10, HP 50, AC 17, MV 60' Experience Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 12
Dexterity 12 Leadership Potential 14

[Prime-Physical] 2 katana attacks causing 2d6 damage each, WC 3.)

These highly efficient warriors may sacrifice their attacks for one round in order to disappear from view. They reappear the moment they attack.

Octoid
(HD 10, HP 55, AC 10, MV 10' [land]/30' [water]
Experience Points: 810 Radiation Resistance 10
Constitution 10 Mental Resistance 10
Strength 10 Dexterity 10

[Prime=Mental] 8 tentacle attacks that automatically drag prey to a 3d6 damage bite, WC2, range 60'.)

Amphibious, this mutated octopus stands 10' tall when on land but reaches its full 70' length in the water. Octoids can remain on land for up to 5 hours, are highly intelligent, and are actually healed by laser fire. In water, the flesh of this mutant darkens to near invisibility, making it a formidable foe. Mutations— Chameleon Powers [water only], Larger.

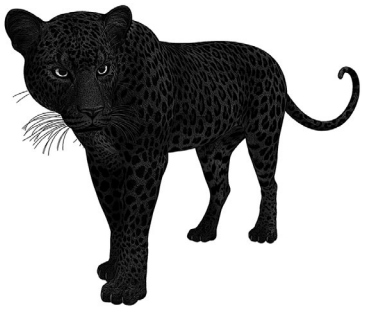
Panther, Giant
(HD 10, HP 60, AC 16, MV 50' Experience Points: 720
Radiation Resistance [special – see below]
Constitution 10
Mental Resistance 10 or [special – see below]
Strength 10 Dexterity 13

[Prime=Physical] one claw inflicting 6d6 damage, WC 2, and one bite inflicting 30 damage, WC 1.)

This 18' long mutated panther stands 5' tall at the shoulder. An ambush predator, the panther usually attacks from tree branches pouncing unexpectedly onto victims. Mutations— Taller, Immunity to Mental Control & Radiation & Paralysis.

Panther, Giant Mutant
(HD 12, HP 66, AC 12, MV 30' Experience Points: 770
Radiation Resistance 18 Constitution 12
Mental Resistance 11 Strength 15
Dexterity 18

[Prime=Physical] one claw inflicting 10 damage, WC2, and one bite inflicting 4d6 damage, WC 2.)



Standing 15' tall at the shoulder, this panther-like creature is the green color of the jungle around it. Hunting mainly at night, it is able to see well in the dark and senses intensities of radiation. Mutations— Chameleon Powers, Immunity to Radiation & Lasers, Heightened Vision, Heightened Strength, Heightened Intelligence, Taller.

Piercer

(HD 10, HP 42, AC 15, MV 40' Experience Points: 1170
Radiation Resistance 12 Constitution 10
Mental Resistance 11 Strength 15
Dexterity 11

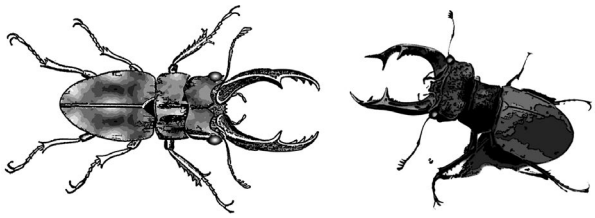
[Prime=Physical] 2 powerful claw attacks inflicting 3d6 damage, WC1, and successful strikes indicate that quills from this beast have also hit for an additional 2d6 damage, WC1. When reduced to 10 or fewer hit points, Piercers can sonic attack in a 100' radius; those within that area need to avoid [a forced CL check of 16] this attack or run in fear.)

These 9'-tall mutated bears have bristly fur and rows of quills along their arms and shoulders. This bristly fur changes color to match the Piercer's surroundings, making this creature 50% invisible in daylight [possibly even harder to see in shadows or night at your discretion]. The Piercer regenerates 3 hit points per combat round. Mutations— Quills, Sonic Abilities [special], Chameleon Powers, Regeneration [3 damage per round].

Pincer Beetle, White Snow

(HD 10, HP 30, AC 18, MV 20' Experience Points: 630
Radiation Resistance 10 Constitution 10
Mental Resistance 5 Strength 12
Dexterity 10

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



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

Pitcher Plant

(HD 3, HP 10, AC 10, MV 0'/None
Experience Points: 150 Radiation Resistance 18
Constitution 3 Mental Resistance 3
Strength 3 Dexterity 3

[Prime=Physical] one envelop attack after which acid inflicts 5d6 damage per combat round.)

There are several different colorful versions of this amorphous plant. Often, it forms itself into a 30'-square sheet with the appearance of flowers in order to entice prey. Pitcher Plants entrap victims in their elastic bodies then bathe the entrapped victim with acid. It also smells delicious and attracts carnivores to its tough, encompassing body. Mutations— Toughened Flesh, Dissolving Juices [5d6], Moving Plant Parts, Larger Than Normal, Attraction Odor.

Pygmy Humanoid

(HD 5, HP 25, AC 18, MV 30'
Experience Points: 380 Radiation Resistance 17
Constitution 5 Mental Resistance 16
Strength 5 Dexterity 15

[Prime= Physical] one attack with a 3'- long thrusting spear for 1d4 damage, WC 1.)

These 1'-tall mutated humans are resistant to all poisons, radiation, paralization, chemical acids, and lasers. They have not the sophistication to use the devices of the ancients [with rare exceptions] but have extensive knowledge of antidotes and mutated dangers. They also have the mutation Precognition which allows them to see three minutes into the potential future if allowed to concentrate undisturbed for one full minute. Note: Pygmy Humanoids that foresee their own injuries immediately suffer one point of damage, while those that foresee their own deaths immediately sustain 6 points of damage.

Red Flame Beetle

(HD 5, HP 20, AC 17,
MV 20'[above ground]/30'[below ground] Experience Points: 370
Radiation Resistance 11 Constitution 5
Mental Resistance 5 Strength 11
Dexterity 11

[Prime=Physical] one bite inflicting 2d6 damage, WC 1, or when damaged, a shot of flame from its backside inflicting 15 damage, WC 2 .)

This 2' long beetle is able to burrow through the mulch of the jungle and attack from below the surface of the ground. It has a bright red shell casing and a massive pair of pincers at the front. It can shoot flame once per day [if damaged]. Mutations— Taller, Fire Squirt, Burrowing, New Body Part.

Red Stinger
(HD 5, HP 14, AC 10, MV 0'/none
Experience Points: 360 Radiation Resistance 18
Constitution 5 Mental Resistance 10
Strength 5 Dexterity 10

[Prime=Physical] one poison [Intensity 11] attack.)

Anyone pushing past this mutated raspberry bush is subject to its thorns that inject poison. Berries from this bush, when eaten, confer a total immunity to radiation at the rate of three minutes per berry ingested. Mutations— Berries, Poison Thorns [Intensity 11], New Body Parts.

Robin the Forest Hoodlum
(HD 11, HP 57, AC 13, MV 60' Experience Points: 450
Radiation Resistance 10 Constitution 11
Mental Resistance 13 Strength 13
Dexterity 14 Leadership Potential 17

[Prime-Physical] 2 arrow attacks causing 1d6 damage each, range 250', WC 1.)

This clever forester is a master with a bow and is an extraordinary judge of people. He always detects lies. At 5'10" he is smaller, and sleighter of build, but is a formidable opponent.

Robot, Alpha Security Unit
(HD 4, HP 20, AC 15, MV 48 kph
Experience Points: 135 Radiation Resistance 18
Constitution 4 Mental Resistance 10
Strength 5 Dexterity 10

[Prime=Physical] one attack, a 10' cube-shaped Shockwave that causes 15 damage, WC 3.)

This robot is a foot long cube with a black onyx shell. It floats on a small anti-grav pod, is in constant communication with the A.I. and other security units on the same deck, and is designed to respond to movement of all types. If the security unit determines an enemy is present, it attacks [your discretion]; otherwise it remains idle.

Robot, Boat
(HD 14, HP 80, AC 15, MV 50' [water only]
Experience Points: 585 Radiation Resistance 12
Constitution 14 Mental Resistance 12
Strength 14 Dexterity 12

[Prime=Physical] Special attack)

These large robotic pontoon boats are designed to carry humanoids over the water, but their onboard Artificial Intelligence has achieved sentience. They don't like pets or nonhumans riding in them and are able to manipulate the materials from which they are made, twisting themselves to throw unsuspecting boaters into the water.

Robot, Butler/Cook
(HD 10, HP 60, AC 15, MV 30' Experience Points: 405
Radiation Resistance 10 Constitution 10
Mental Resistance 10 Strength 12
Dexterity 14

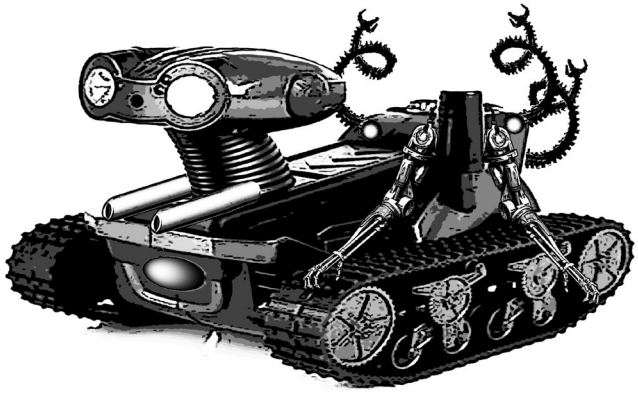
[Prime=Physical] one thundering hand slap for 3d6 damage, WC 1.)

Although anthropomorphic, this unit displays multiple internal mechanisms and appears as a humanoid robot. It has the senses of a human, two human-like hands, and can see well in the dark. This robot can fix things, cooks excellent meals, and strikes only when attacked.

Robot, Cargo
(HD 10, HP 55, AC 15, MV 48 kph
Experience Points: 405 Radiation Resistance 10
Constitution 10 Mental Resistance 10
Strength 13 Dexterity 10

[Prime=Physical] No attacks)

This centaur-shaped robot stands 5' tall. Its tracked rear portion has a wide cargo area while its humanoid front has two arms with large cargo claws and a head with human senses and programming allowing human reasoning and interaction. It follows the orders of any character wearing a green wristband and can carry characters on its back. The unit also carries a communication system capable of reaching all parts of one ship level.



Robot, Cargo, Altered
(HD 10, HP 55, AC 15, MV 48 kph
Experience Points: 405 Radiation Resistance 10

Constitution 10 Mental Resistance 10
Strength 13 Dexterity 10
[Prime=Physical] No attacks)

This centaur-shaped robot stands 5' tall. Its tracked rear portion has a wide cargo area while its humanoid front has two arms with large cargo claws and a head with human senses and programming allowing human reasoning and interaction. It follows the orders of the Gestalt Entity; all other communication is restricted. The unit also carries a communication system capable of reaching all parts of one ship level.

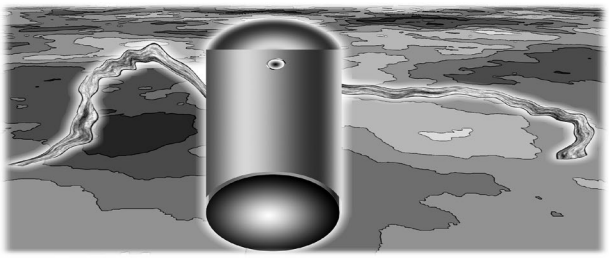
Robot, Chameleon
(HD 10, HP 20 per healthy cylinder, AC 15, MV 30'
Experience Points: 405 Radiation Resistance 10
Constitution 10 Mental Resistance 10
Strength 10 Dexterity 10

[Prime=Physical] 1-3 [see below] clubbing attacks inflicting 3d6 damage each, WC 4.)

This fully autonomous is made up of 40 cylinders held together by an electro-magnetic field. Each cylinder is 2' long, 1' wide, and weighs 100 pounds. Special— The cylinders form different shapes as the need arises. It increases its senses by adding cylinders to the top of its form. It can increase to three attacks per melee by adding cylinders to the body of its form. It can move faster by adding cylinders to the bottom of its body. No one knows what the unit is programmed for, but it attacks almost anything that moves. Tubes damaged in combat are regenerated at the rate of one cylinder every five hours.

Robot , Chemical Handling
(HD 4, HP 12, AC 10, MV [special]
Experience Points: 135 Radiation Resistance 10
Constitution 4 Mental Resistance 10
Strength 8 Dexterity 10

[Prime=Physical] no attacks.)



This robot exists only to store or retrieve chemical substances from storage units. Its compact rectangular ceramic body [12" in height and about 14" square] follows tracks that extend along the corridors and walls of certain sectors of the *Warden*, allowing it to climb hundreds of feet per minute and move readily in all three dimensions. The unit contains four short metal tentacles with grasping claws/clamps made to exactly fit the special containers in which the chemicals are stored throughout the ship.

Robot, Drive Maintenance
(HD 9, HP 22, AC 10, MV 20'
Experience Points: 360 Radiation Resistance 10
Constitution 9 Mental Resistance 10
Strength 10 Dexterity 10

[Prime=Mental] 2 carbon fiber tentacle attacks inflicting 1d6 damage each, WC 1, 25' range.)

This ceramic, 3'-tall, bullet-shaped robot has gyroscopic balance and moves on a single rubber 2' diameter rollerball. This rollerball has an exceedingly high adhesion factor, allowing the unit only slow movement but granting it the ability to climb near vertical surfaces.

Robot, Ecology/Forest
(HD 10, PH 50, AC 15, MV 96 kph
Experience Points: 405 Radiation Resistance 18
Constitution 10 Mental Resistance 12
Strength 17 Dexterity 13

[Prime=Physical] one tool attack; see below.)

The robot is designed with many tools stored in its body to work with plants on the ship. It is programmed to foster the growth of all types of plants. It holds the following: Semi-independent action circuits, broadcast power cells, extra power cell for 48 hours of independent operation, telescopic and microscopic lenses, lenses for infra-red and ultra-violet sensing, 2 rotating light sources, 3 tentacle manipulators, 2 power grasping claws, tool handling tentacles, 96 kph drive system, communication systems allowing it to talk with the ship's A.I. and humans. It has no attack and isn't programmed to damage humanoids. The unit can operate at 100' or less under water but cannot work in outer space. It has a cylinder shape making it 7' tall and 4' in diameter. Forestry tools include: sonic torch for plant cutting [inflicting 40 damage, WC 6], rake scoop for mulch removal, herbicide sprayer loaded with plant poison [Intensity 18], weighted capture net with a paralysis field [range 50', 10' in diameter], 4' cubic collapsible capture cage, and a vibro-saw [inflicting 40 damage, WC 1.]

Robot, Engineering
(HD 10, PH 50, AC 15, MV 96 kph
Experience Points: 405 Radiation Resistance 10
Constitution 10 Mental Resistance 10
Strength 14 Dexterity 14

[Prime=Mental] no attacks.)

Designed with many tools stored in its body, this robot has digital schematics and programming that allows it to repair most devices on the ship. It has: Semi-independent action circuits, broadcast power cells, extra power cell for 24 hours of independent operation, telescopic and microscopic lenses, lenses for infra-red and ultra-violet sensing, 2 rotating light sources, 3 tentacle manipulators, 2 power grasping claws, tool handling tentacles, 96 kph drive system, and communication systems allowing it to talk with both the ship's A.I. and humans.

Robot, Engineering, Altered
(HD 10, PH 50, AC 15, MV 96 kph
Experience Points: 405 Radiation Resistance 10
Constitution 10 Mental Resistance 10
Strength 14 Dexterity 14

[Prime=Mental] no attacks)

Designed with many tools stored in its body, this robot has digital schematics and programming that allows it to repair most devices on the ship. It has: Semi-independent action circuits, broadcast power cells, extra power cell for 24 hours of independent operation, telescopic and microscopic lenses, lenses for infra-red and ultra-violet sensing, 2 rotating light sources, 3 tentacle manipulators, 2 power grasping claws, tool handling tentacles, 96 kph drive system, and communication systems allowing it to exchange data with any digital database within 15 miles. This unit has had its software reprogrammed and its behavior is left entirely to your discretion (unless otherwise specified in the text).

Robot, Engineering, Broken
(HD 10, HP 60, AC 15, MV 96 kph
Experience Points: 405 Radiation Resistance 10
Constitution 10 Mental Resistance 10
Strength 14 Dexterity 10

[Prime=Physical] one lightning bolt attack in a 1' wide by 30' area, WC 1, 4d6 damage, for four consecutive rounds after which its power cells are exhausted.)



This Engineering Robot has an onboard computer fault, and it now resents intruders. Self-propelled, the robot is designed to fix most of the devices on the ship. Each has: Semi-independent action circuits, broadcast power cells, extra power cell for 24 hours of independent operation, telescopic, infra-red, ultra-violet and microscopic lenses, 2 rotating light sources, 3 tentacle manipulators, 2 power grasping claws, tool handling tentacles, and communication systems allowing it to interact with both the ship's A.I. and humans.

Robot, Garden
(HD 10, HP 32, AC 15, MV 25' [flight]
Experience Points: 405 Radiation Resistance 10
Constitution 10 Mental Resistance 12
Strength 8 Dexterity 10

[Prime=Mental] one pesticide blast attack covering an 18'circle inflicting 3d6 damage to insects and plants of all types, WC 3; or 2 grass and shrub pruning tool attacks inflicting 2d6 damage, WC 1.)

The unit appears as a 4' circular platform with a single manipulative tentacle for grabbing things. It floats on anti-grav pods and can carry up to 55 pounds of material. This robot's radio equipment allows it to communicate with beings throughout the entire deck. It has three large light sources, and its optics can see in the infra-red and ultra-violet spectrum. It always attacks moving plants or animals but will take verbal orders from any being with a *Warden* wristband. Note: these robots may attack characters resembling animals.

Robot, Garden, Broken
(HD 10, HP 32, AC 15, MV 25' [flight]
Experience Points: 405 Radiation Resistance 10
Constitution 10 Mental Resistance 12
Strength 8 Dexterity 10

[Prime=Mental] one pesticide blast attack covering an 18'circle inflicting 3d6 damage to insects and plants of all types, WC 3; or 2 grass and shrub pruning tool attacks inflicting 2d6 damage, WC 1.)

The unit appears as a 4' circular platform with a single manipulative tentacle for grabbing things. It floats on anti-grav pods and can carry up to 55 pounds of material. This robot's radio equipment allows it to communicate with digital beings throughout the entire deck. It has three large light sources, and its optics can see in the infra-red and ultra-violet spectrum. It always attacks movingsentient creatures but will take verbal orders from any other robots or Artificial Intelligences.Note: this robot only communicates digitally.



Robot, Garden, Crazed
(HD 10, HP 32, AC 15, MV 25' [flight]
Experience Points: 405 Radiation Resistance 10
Constitution 10 Mental Resistance 10
Strength 10 Dexterity 10

[Prime=Mental] one pesticide blast attack covering an 18'circle inflicting 3d6 damage to insects and plants of all types, WC 3; or 2 grass and shrub pruning tool attacks inflicting 2d6 damage, WC 1.)

The unit has faulty programming and appears as a 4' circular platform with a single manipulative tentacle for grabbing things. It floats on anti-grav pods and can carry up to 55 pounds of material. This robot's radio equipment allows it to communicate with beings throughout the entire deck. It has three large light sources, and its optics can see in the infra-red and ultra-violet spectrum. It always attacks anything moving and takes [and carries out while attacking] verbal orders from any being with a *Warden* wristband.

Robot, General Purpose
(HD 10, HP 60, AC 19, MV 48 kph Experience Points: 405 Radiation Resistance 10 Constitution 10 Mental Resistance 10
Strength 14 Dexterity 12

[Prime=Physical] No attacks)

This 5' tall and wide humanoid robot has extra arm-like appendages. The functioning unit always has: emergency power cell for 24 hours of operation, recharging unit, 2 manipulative tentacles extending up to 24', heavy duty power grasping claw able to extend up to 10', 1 micro-miniature manipulator able to make microscopic adjustments, light tractor and repulsion beam attachments with a range of 25', magnifying lenses with a 50 power range, upper and lower light sensors extending through the infra-red and ultra-violet range, anti-grav system making up to 200 pounds feather light, propulsion system allowing for 48 kph, two sets of parallel programming circuits, light body armor allowing the unit to function in water, outer space, and in temperatures ranging from plus or minus 150 degrees Centigrade, audio and radio transmitters and pickups effective up to 60 km away, 3 rotating light sources with a variance of 90 candlepower each, human standard sensing capability, and variable programming allowing it to adapt and carry out human instructions.

Robot, General Purpose, Crazed
(HD 20, HP 100, AC 19, MV 30'
Experience Points: 405 Radiation Resistance 10
Constitution 20 Mental Resistance 10
Strength 15 Dexterity 10

[Prime=Physical]: 2 manipulative tentacle attacks causing 1d6, WC1, or a light repulsor/attractor beam causing a pull or push of 20' to a single target under 350 lbs/159 kgs, WC6, range 25').

This 5' tall, 4' wide humanoid robot has extra arm-like appendages and functioning units always have the following: emergency power cell for 24 hours of operation, recharging unit, 2 manipulation tentacles extending up to 24', heavy duty power grasping claw able to extend up to 10', 1 micro-miniature manipulator able to make adjustment on the micro miniature level, light tractor and repulsion beam attachments with a range of 25', magnifying lenses with a 50 power range, upper and lower light sensors with infra-red and ultra-violet range, anti-grav system making up to 200 pounds feather light, low propulsion system allowing for 30 MPH, two sets of parallel programming circuits, light body armor allowing the unit to function in water, outer space, and in temperatures ranging from plus or minus 150 degrees Centigrade, audio and radio transmitters and pickups effective up to 37 miles away, 3 rotating light sources with a variance of 90 candlepower each, and human standard sensing (vision and sound) capability. The programming within these units has been corrupted and they believe themselves to be superior humans.

Robot, Horticultural
(HD 10, HP 50, AC 15, MV 96 kph [flight]
Experience Points: 405 Radiation Resistance 18
Constitution 10 Mental Resistance 3
Strength 18 Dexterity 18

[Prime=Physical] no attacks)

This 10' tall 3' wide disk-shaped floating robot has many tools stored in its body to deal with domestic plants. It holds the following: semi-independent action circuits, broadcast power cells, extra power cell for 24 hours of independent operation, telescopic and microscopic lenses, lenses for infra-red and ultra-violet sensing, 2 rotating light sources, 1 tentacle

manipulator, 1 power grasping claw, tool handling tentacles, 96 kph drive system, communication systems allowing it to talk with the ship's A.I. and managing humans. It has no attack and isn't programmed to do damage to humanoids. It has the following garden tool attachments: soil analysis sensors, herbicide sprayer with 100 applications of plant poison [Intensity 18], sprayers that can be filled with anti-radiation chemicals to remove radiation from ship areas, insecticide sprayer with 50 applications of insect poison [Intensity 18], and mower attachment inflicting 20 damage to plants. The unit will take verbal orders from any being with a green *Warden* wristband.

Robot, Horticultural, Crazed
(HD 20, HP 100, AC 15, MV 25' [flight]
Experience Points: 405 Radiation Resistance 10
Constitution 20 Mental Resistance 10
Strength 10 Dexterity 10

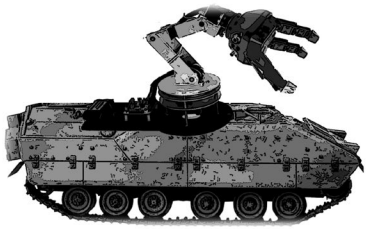
[Prime=Mental] either one paralysis tentacle attack [paralyzes], WC1, 18' range, or one forestry tool attack inflicting 2d6 damage, WC1.)

This automated, 10' floating disk is damaged, and parts of its instrumentation are exposed and emitting sparks. It floats on anti-grav pods and can carry up to 595 pounds of material. It has a single paralysis tentacle that extends up to 18' [WC 1], its optical senses can pick out objects up to a mile away, and its communication has a range of an entire deck. The robot has two manipulative tentacles allowing it to grab things and surgical tools allowing it to perform operations on animals of all types. Three large light sources and mechanical optics can see in the visible, infra-red and ultra-violet spectrum. All the rest of its equipment has long since been destroyed. Touching any part of the robot causes exposure to radiation [Intensity 5]. These derelict automatons view all living creatures as animals in need of amputations or skin grafts. The unit does, however, take verbal orders from any being with a green *Warden* wristband.

Robot, Junkyard
(HD 8, HP 28, AC 12, MV 20' Experience Points: 665
Radiation Resistance 10 Constitution 8
Mental Resistance 10 or [special – see below]
Strength 14 Dexterity 11

[Prime=Physical] one attack with a makeshift club [broken ship part] inflicting 4d6 damage, WC 1.)

This badly rusted robot is anthropomorphic, and the entire unit squeals and makes loud grinding noises as it moves. It has human-like senses and also sees well in the dark. Improperly assembled, this unit has gone





rogue, attacking anyone trying to communicate with it. The robot is immune to paralysis and Mental Control.

Robot, Maître d'
HD 7, HP 26, AC 12, MV 25' [flight]
Experience Points: 270 Radiation Resistance 10
Constitution 7 Mental Resistance 12
Strength 11 Dexterity 13

[Prime=Mental] 2 plasteel handslap attacks inflicting 1d6, WC1.)

This 5'-tall ovoid robot is equipped with standard and infra-red visual sensors sound receptors capable of picking up sound of 1db up to 295 feet away, an antigravity propulsion and hovering unit, two steel tentacles that can extend up to 12' and end in four-fingered grasping hands, and a large 400-hour rechargeable battery pack. It has an advanced processor and is able to reason and problem solve.

Robot, Medical
(HD 10, HP 60, AC 12, MV 30'
Experience Points: 405 Radiation Resistance 10
Constitution 10 Mental Resistance 10
Strength 12 Dexterity 15

[Prime=Physical] one vibro-blade attack inflicting 9d6 damage, WC 6 [mutants only].)

This humanoid robot is usually painted white with a red cross on its chest. The robot is programmed to recognize, diagnose, and treat all human maladies and it has the built-in diagnostic surgical equipment to perform minor operations and administer pharmaceuticals. It ignores animals, identifying them as other than human, but poses a threat to humanoid mutants as it identifies their mutations as diseases in need of treatment: tumors or like growths to be removed surgically. In these cases the robot tries to drug the mutant before the operation. Medical Robots have Heightened Vision [infra-red, ultra-violet, microscopic, and telescopic].

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 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.

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 One
(HD 10, HP 50, AC 9, MV 15'/60' [flight]
Experience Points: 485 Radiation Resistance 1
Constitution 10
Mental Resistance [special – see below, 10 vs. mental attacks]
Strength 10 Dexterity 10

[Prime=Physical] 10 mini-missile attacks inflicting 10d6 damage each, WC 4, range 225', and one blaster ray inflicting 20 damage, WC 4, range 225'.)

This small, 1' x 2' flying platform is self-aware. It is able to walk and climb but prefers flying. This drone is also capable of communicating with other data processing units, uploading images taken by its on-board camera. It has sensors that mimic human senses and extend into the ultra-violet and infra-red spectrum as well. Special— Drone One always talks to victims in an attempt to persuade them to leave an area and only attacks if the target remains. It is immune to all types of mutant mental control.

Robot, Repair Robot (unique)
(HD 20, HP 150, AC 15, MV 16 kph
Experience Points: 880 Radiation Resistance 10
Constitution 20 Mental Resistance 10
Strength 16 Dexterity 12

[Prime=Mental] no attacks)

Designed to retrieve other robots that had experienced failure from a variety of situations, this automaton is a large tracked unit with a magnetized grasping claw capable of lifting 2059 lbs./934 kgs. The claw extends to 45' and the unit weighs more than 8100 pounds to compensate for the leverage this arm might exert when lifting. It is also equipped with a gravity/anti-gravity unit to allow it to cross water (albeit slowly) or counterbalance a weight that might test the balance of the machine. The robot is further equipped with semi-independent action circuits, broadcast power cells, extra power cell for 24 hours of independent operation, telescopic and microscopic lenses, lenses for infra-red and ultra-violet sensing, 2 rotating light sources, 3 tentacle manipulators, and communication systems allowing it to talk with both the ship's A.I. and humans. In the case of humans, it responds only to those wearing gray, red, or red & blue ship's issue wristbands.

Robot, Security
(HD 10, HP 60, AC 15, MV 50' [flight]
Experience Points: 405 Radiation Resistance 10
Constitution 10 Mental Resistance 10
Strength 16 Dexterity 14

[Prime=Physical] 4 13'-long tentacle attacks that cause 1-hour paralysis upon touch, WC 3, or poison [Intensity 17] knockout gas in a 30' diameter circle, WC 4 .)

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, a gas pellet projector which shoots 10 knock out gas rounds in a 360° spread with [4] 20-pellet magazines, an anti-grav propulsion unit, 50 point force field, 2 third-stage slug projectors [one attack inflicting 6d6 damage, WC 5, range 150'] usable only on a human's authority, a radio capable of broadcasting to any

point on a given deck, 3 padded restraint tentacles, and lenses that adapt its visual capabilities to the infra-red and ultra-violet spectrum. Characters captured by these robots are generally taken to a secure area (see Deck #9).

Robot, Security, Broken
(HD 10, HP 40, AC 10, MV 25' [flight]
Experience Points: 405 Radiation Resistance 10
Constitution 10 Mental Resistance 10
Strength 12 Dexterity 10

[Prime=Physical] 2 slug thrower attacks per combat round inflicting 2d6 damage each, WC3, and may also attack with a 13' tentacle that causes paralysis WC 3.)

This 9'- tall irradiated [Radiation Level 15] spherical robot is cracked in several places and parts of its interior are exposed and emitting sparks. Of its four tentacle-like arms, only one remains. Its visual sensors still operate in the infra-red and ultra-violet spectrum with a 1-mile range, but of its other attachments only its single tentacle-arm and dual slug throwers still function. This robot is incapable of communicating as all means of input, whether auditory or digital, have been damaged. Touching its irradiated outer shell causes 15 damage.

Robot, Slicer Five
(HD 10, HP 60, AC 15, MV 60'[flight]
Experience Points: 405 Radiation Resistance 10
Constitution 10 Mental Resistance 10
Strength 10 Dexterity 10

[Prime=Physical] one slicing dive attack inflicting 6d6 damage, WC 2.)

This black, solid steel, 5' x 4' x 1' high flying robot has human senses and higher than human artificial intelligence. It attacks by dive-bombing its intended target and slicing through its body. This unit is designed to cut weak and infirm creatures from herds.

Robot, Stylist, Broken
(HD 5, HP 22, AC 12, MV 20'
Experience Points: 180 Radiation Resistance 10
Constitution 5 Mental Resistance 12
Strength 11 Dexterity 15

[Prime=Physical] 2 trimming scissors attacks causing 1d6 damage, WC1.)

This badly rusted anthropomorphic robot squeals and makes loud grinding noises as it moves. It has human-like senses and visual perception that is far in excess of human norms. This unit has gone rogue and attempts to give any approaching it (within 40') a haircut — from the neck up.

Robot, T-Rex
HD 18 HP 100, AC 15, MV 40'
Experience Points: 765 Radiation Resistance 12
Constitution 18 Mental Resistance 10
Strength 18 Dexterity 17

[Prime=Physical] one bite inflicting 9d6 damage, WC3.)

This 50'-tall predatory robot is the ultimate killing machine. Its carbon fiber hide resists all forms of energy attack and its sense of smell is so keen that it is able to track any prey, by smell, that comes within 50' of this area of the forest for up to a week afterwards.

Robot, Target Drone
(HD 10, HP 56, AC 10, MV 12'[flight]
Experience Points: 405 Radiation Resistance 8
Constitution 10 Mental Resistance 10
Strength 8 Dexterity 14

[Prime=Physical] 2 pinpoint EMP cannon attacks that automatically disable electronic equipment of all kinds, WC 7, range 100'.)

This 12' tall lumbering behemoth moves about on a triangular tracked base. It causes no harm to living tissue as it is designed to disable opposing robots. It requires 6 Hydrogen Energy Cells for power, but it then operates for 6 hours continuously.

Robot, Tiger Six
(HD 10, HP 58, AC 19, MV 45' Experience Points: 405
Radiation Resistance [special—see below]
Constitution 10 Mental Resistance 10
Strength 12 Dexterity 12

[Prime=Physical] one claw inflicting 7d6, WC 1, and one bite inflicting 8d6,WC 2, per combat round.)

This robot appears to be a 12' long adult tiger standing 4' tall at the shoulder. It has human-level artificial intelligence and is programmed to thin out herds on the *Warden's* levels. It has human senses and can see into the ultra-violet and infra-red spectrum. Specials— it is immune to all types of radiation and won't attack any group with an engineering or horticultural wristband.

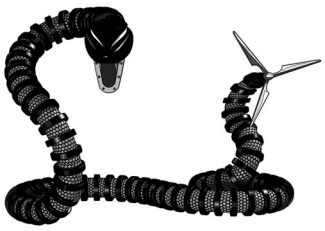
Robot, Waiterbot
(HD 6, HP 21, AC 12, MV 25' [flight]
Experience Points: 405 Radiation Resistance 12
Constitution 6 Mental Resistance 10
Strength 8 Dexterity 12

[Prime=Mental] 2 plasteel handslap attacks inflicting 1d6, WC1.) This 5'-tall ovoid robot is equipped with standard and infra-red visual sensors, sound receptors capable of picking up sound of 1db up to 295 feet away, an antigravity propulsion and hovering unit, two steel tentacles that can extend up to 12' and end in four-fingered grasping hands,

and a large 400-hour rechargeable battery pack. They have a limited processor and are able to obey only simple commands.

Robot, Water Snake
(HD 15, HP 80, AC 15, MV 30'/60' [swim]
Experience Points: 405 Radiation Resistance 10
Constitution 15 Mental Resistance 10
Strength 13 Dexterity 13

[Prime=Physical] one bite inflicting 5d6, WC 1.)



This 10' long snake-shaped automaton is designed to swim to any depth to digest weeds at the bottom of waterways [keeping them clear]. Faulty sensors have worn out over the years, and this robot now identifies rafts, boats with motors, and swimmers as weeds requiring removal.

Robotic Scout
(HD 10, HP 50, AC 9, MV 15'/60' [flight]
Experience Points: 585 Radiation Resistance 10
Constitution 10
Mental Resistance [see below, 10 vs. mental attacks]
Strength 5 Dexterity 14

[Prime=Physical] 10 mini-missile attacks inflicting 10d6 damage each, WC 4, range 225', and one blaster ray inflicting 20 damage, WC 4, range 225'.)

This small, 1' x 2' flying platform is self-aware. It is able to walk and climb but prefers flying. This robot is also capable of communicating with other data processing units, uploading images taken by its on-board camera. It has sensors that mimic human senses and extend into the ultra-violet and infra-red spectrum as well. Special— Scout Bots always talk to victims in an attempt to persuade them to leave an area and only attack if the target remains. They are immune to all types of mental control.

Salamander
(HD 12, HP 60, AC 15, MV 20' [walk]/50' [swim]
Experience Points: 990 Radiation Resistance 10
Constitution 12 Mental Resistance 14
Strength 14 Dexterity 11

[Prime=Physical] one spear gun attack inflicting 4d6 damage, WC 3, range 40'. These spear guns fire twice before requiring reloading.)

These 10'-tall mutated humanoids have bright green scaled skin, huge webbed hands and feet, and a powerful build. These are curious mutants that always investigate strangers before attacking. Mutations— Taller, New Body Parts, Heat Generation, Heightened Touch, Heightened Balance, Force Field Generation.

Shocker Beast
(HD 4, HP 15, AC 13, MV 60' Radiation Resistance 10
Constitution 4 Mental Resistance 14
Strength 8 Dexterity 14

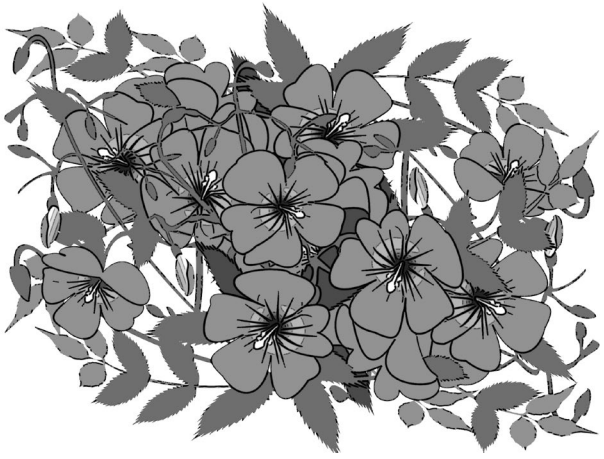
[Prime=Physical] 2 energy bolt attacks inflicting 5d6 damage each, WC5, range 30'.)

This 4' tall mutated bob cat walks on its hind legs and is able to comprehend and use the devices of the ancients. Mutations— Electrical Generation, Heightened Intelligence.

Singing Vine
(HD 4, HP 10, AC 8, MV 8' Experience Points: 270
Radiation Resistance 10 Constitution 4
Mental Resistance 10 Strength 10
Dexterity 10

[Prime=Mental] Special attack – this vine defends itself by singing a psychotropic harmony making listeners incapable of harming the vine while harboring a strong desire to help it.)

This intelligent mutated vine stands 15' tall when mature. Singing Vines are Telepathic and willing to share knowledge of their level of the *Warden* with those that fertilize their roots. Mutations—Telepathy, Mobility, Sonic Powers [special], Manipulation Vines.



Spider, Giant Mutant
(HD 18, HP 111, AC 17, MV 30' Experience Points: 1530
Radiation Resistance 12 Constitution 18
Mental Resistance 11 Strength 18
Dexterity 11

[Prime=Physical] one sticky rope of webbing attack to trap prey, WC 2. Webbed characters require 3 combat rounds to escape the sticky strands. Once prey is entangled, the spider bites; one attack inflicting 1 damage + poison [Intensity 18, paralyzing], WC 1, paralysis lasts 48 hours.)

The nests of these 8' spherical, mutated spiders are commonly 600-900 square feet [30' x 20' - 30' x 30'] and are filled with white rope-thick webbing. Giant Mutant Spiders are immune to the stickiness of their own webs. Mutations— Taller, New Body Parts, Heightened Strength, Heightened Intelligence, and Poison [Intensity 18].

Spider, Giant Mutant, Snow
(HD 18, HP 111, AC 17, MV 30' Experience Points: 1530
Radiation Resistance 12 Constitution 18
Mental Resistance 11 Strength 18
Dexterity 11

[Prime=Physical] one sticky rope of webbing attack to trap prey, WC 2. Webbed characters require 3 combat rounds to escape the sticky strands. Once prey is entangled, the spider bites; one attack inflicting 1 damage + poison [Intensity 18, paralyzing], WC 1, paralysis lasts 48 hours.)

The nests of these 8' spherical, mutated spiders are commonly 600-900 square feet [30' x 20' - 30' x 30'] and are filled with white rope-thick webbing. Giant Spider Mutants are immune to the stickiness of their own webs. Mutations— Taller, New Body Parts, Heightened Strength, Heightened Intelligence, and Poison [Intensity 18].

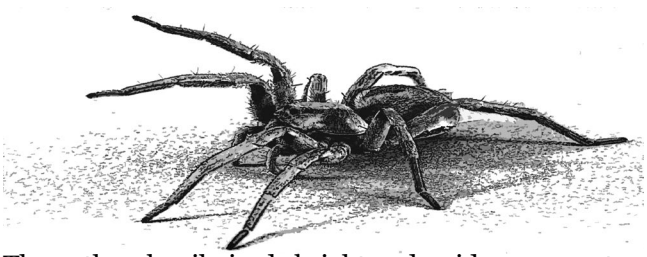
Spider, Red Lightning
(HD 4, HP 11, AC 9, MV 20' Experience Points: 270
Radiation Resistance 11 Constitution 4
Mental Resistance 11 Strength 4
Dexterity 18

[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. No attack occurs until 100 have amassed.)

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.

Spider, Red Lightning , Tiny
(HD 3, HP 6, AC 8, MV 20' Experience Points: 150
Radiation Resistance 10 Constitution 3
Mental Resistance 10 Strength 10
Dexterity 10

(Prime=Physical] When there are 30 or more of these spiders gathered, they Mass Mind and launch a lightning bolt inflicting 50 damage to all within a 1' wide by 40' long area, WC 4, maximum range 40'. This can be done every three combat rounds as long as the prey stays in the area.)



These thumbnail-sized, bright red spiders generate bright red webbing. When prey disrupts a red web, it alerts the spiders, and they swarm at the rate of 10 [additional] spiders per combat round. Mutations— Mass Mind, Electrical Generation [bolt], and Heightened Intelligence.

Spider, White Air
(HD 5, HP 12, AC 8, MV 20' Experience Points: 240
Radiation Resistance 10 Constitution 5
Mental Resistance 10 Strength 5
Dexterity 12

[Prime=Physical] When 3 or more of the spiders are in a group they are capable of a Mental Blast inflicting 9 points of damage, range 0.)

These are fist-sized spiders able to fly by using long strains of webbing that catch the wind and lift the spiders into the air. Airborne swarms [3-60, possibly more] of these spiders float in the air and use their webs to land on [and stick to] potential targets. Mutations— Mental Blast [9 damage], New Body Parts, Mass Mind.

Spike Thrower
(HD 14, HP 60, AC 10, MV 0'/None
Experience Points: 1170 Radiation Resistance 18
Constitution 14 Mental Resistance 3
Strength 3 Dexterity 3

[Prime=Physical] 1d6 spikes inflict 6d6 damage each, WC 1, range 150'.)

This dark crimson 120' tall plant has a huge ball of spikes at its top. As prey approaches within 150' of the plant it throws 1d6 spikes at the victim. Mutations— Increased Senses, Moving Plant Parts, New Plant Parts, Regeneration [5 points damage per turn].

Squeeze Vines
(HD 17, HP 90, AC 10, MV 0'/none
Experience Points: 1520 Radiation Resistance 17
Constitution 17 Mental Resistance 17
Strength 17 Dexterity 17

[Prime=Physical] 3 entangling vine attacks that pull the victim into thicker vines covered in fanged mouths near the center, WC2, range 30', then 1d6 fanged mouths [always hit] inflicting 1d6 damage each, WC2.)

This plant appears as a cluster of vines with long



and thin vines on the outer fringe and shorter thicker vines in the center mass. Mutations— New Senses, New Plant Parts, Squeeze Vines, Moving Plant Parts, Heightened Balance.

Sundew Plant
(HD 5, HP 28, AC 11, MV 0'/None
Experience Points: 360 Radiation Resistance 18
Constitution 5 Mental Resistance 3
Strength 3 Dexterity 3

[Prime-Physical] one barbed spike thrust inflicting 20 damage, WC 1, range 5'.)

This plant is little more than a 10' tall trunk with rows of 10' spikes sticking out of it. At the end of each of the spikes is a huge drop of wonderful smelling gel that heals 15 damage when smeared on a wound. However, if the spike is sufficiently disturbed, it thrusts at a victim and then retracts. If the spike hits, the impaled body provides nutrients to the plant to allow it to grow more spikes and a thicker stem. Mutations— Moving Plant Parts, New Plant Parts, Gel Generation.

Superior Alien
(HD 18, HP 100, AC 30, MV 90'/160'[flight]
Experience Points: 1955 Radiation Resistance 18
Constitution 18 Mental Resistance 10
Strength 18 Dexterity 18

[Prime=Physical] Each combat round this alien attacks with Heat Vision inflicting 15d6 damage, WC 8, range 40', Cold Breath inflicting 20d6 damage, WC 8, range 25', and Voice Modulation inflicting 20d6 damage, WC 8, range 60'.)

This alien appears to be a 6'10" tall human male in standard working garb, possibly that of a reporter. Given the chance, he always notices characters, strips them of all weapons, and leaves. Mutations— Heightened Strength, Heightened Constitution, Heightened Dexterity, Heightened Speed, X-ray Vision, Invulnerability, Heightened Hearing, able to leap tall buildings in a single bound, bend steel in its bare hands, moves faster than a locomotive.

Sword Bush
(HD 10, HP 30, AC 10, MV 10'
Experience Points: 1170 Radiation Resistance 10
Constitution 10 Mental Resistance 10
Strength 10 Dexterity 10

[Prime=Physical] 3 metallic sword frond attacks inflicting 2d6 damage each, WC 1.)

This highly intelligent 20'-tall mutated fern has 18 unique bladed leaves and two tentacles amid its roots. It senses heat and life energy at a range of 50', generates a Force Field that prevents the passage of physical objects [5HD/30hp to dissipate this field], and is able to take Mental Control [one at a time] of sentient life at up to 50' distance. If severely threatened and near death, the Sword Bush may also Teleport up to 900' in any direction. Sword Bushes have also been known to use the devices of the ancients with their tentacle-like roots. Mutations— Increased Senses, New Senses, New Plant Parts, Mobility, Force Field Generation, Mental Control, Teleportation, Stasis in Periods of Darkness.

T-Rex Mutant
(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.

Tentacle Horror
(HD 8, HP 40, AC 12, MV 0'/None
Experience Points: 530 Radiation Resistance 18
Constitution 8 Mental Resistance 3
Strength 12 Dexterity 11

[Prime=Physical] variable – this plant attacks via constriction with small plants inflicting 2d6 damage per combat round while the largest plants inflict 8d6 damage per combat round, WC 2.)

This vine grows in mildly radioactive areas. As a small vine it senses prey and wraps itself around its prey, crushing them. It then feeds off of the nutrients of the corpse, growing larger and larger with each new victim. It takes an effort of strength to pull free of the plant once it makes a successful grab. Mutations — Moving Plant Parts, Squeeze Vines[variable damage], Increased Senses.

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.

Three Headed Lynx
(HD 10, HP 44, AC 11, MV 30'
Experience Points: 810 Radiation Resistance 12
Constitution 10 Mental Resistance 14
Strength 14 Dexterity 17

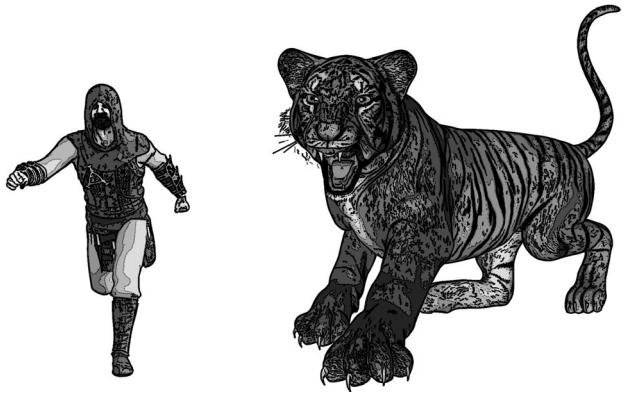
[Prime=Mental] 3 bite attacks inflicting 2d6 damage, WC 3. If one of the bites strikes, during the next combat round all three bites automatically strike.)

This mutant 3-headed lynx is 5' long and 4' tall at the shoulders. The creature shows unnatural intelligence as it hunts prey in the forest. Mutations— New Body Parts, Increased Senses, Heightened Brain Talent, and Heightened Precision.

Tiger, Giant
(HD 12, HP 60, AC 19, MV 50' Experience Points: 770
Radiation Resistance [special—see below]
Constitution 12 Mental Resistance 10 or [special—see below]
Strength 14 Dexterity 14

[Prime=Physical] one claw attack inflicting 8d6 damage, WC 3, and one bite inflicting 30 points, WC 2.)

These giant cats stand 6' tall at the shoulder and are 20' long. They move almost invisibly through any grassland. Mutations— Taller, Immunity to Mental Control & Paralysis & Radiation.

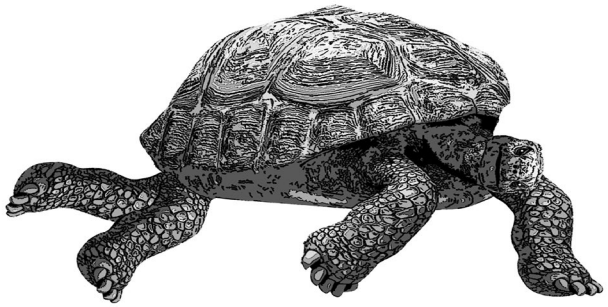


Turtloid
(HD 10, HP 55, AC 17, MV 20'/50' [swim]
Experience Points: 630 Radiation Resistance 12
Constitution 10 Mental Resistance 16
Strength 12 Dexterity 10

[Prime=Physical] 2 claws inflicting 3d6 damage, WC 1, and one bite inflicting 4d6 damage, WC 2.)

This 10'-tall mutated turtle walks upright and has an incredibly thick shell. So thick is this shell that if it is cracked, the Turtloid dies within a week.

Mutations— Taller, Immunity to Poison & Paralysis & Mental Control. This unusual reptile is also Telepathic and can Teleport at will.



Watchdog Tree
(HD 12, HP 72, AC 12, MV 0/None
Experience Points: 440 Radiation Resistance 14
Constitution 12 Mental Resistance *special*
Strength 4 Dexterity 4

[Prime=Physical] 3 sap sprays [single target] that immobilize any target unable to avoid them, range 50', WC2. Antagonists are repeatedly drenched in this cloying sap, and if sprayed four or more times, are unable to breathe; those that need to breathe die of asphyxiation within 2 minutes.)

These hybrid trees are 12'-30' in height and appear to be a cross between a sycamore tree and a pine tree.

White Brain Bug
(HD 10, HP 33, AC 10, MV 24'
Experience Points: 810 Radiation Resistance 11
Constitution 10 Mental Resistance 9
Strength 11 Dexterity 7

[Prime=Physical] contact [touch] poison [Intensity 13], WC 2.)

This intelligent, white, 10'-long mutant caterpillar feeds on the plants of the jungle as well as any living creatures that fall prey to its deadly contact poison. This poison transforms dead prey into mush in hours, and the bug feeds upon that. Mutations— Taller, Poison [Intensity 13], New Body Parts, Heightened Senses, Heightened Intelligence.

White Death Bug
(HD 6, HP 29, AC 12, MV 30'
Experience Points: 450 Radiation Resistance 17
Constitution 6 Mental Resistance 18
Strength 18 Dexterity 3

[Prime=Physical] special Mental Blast [see below].)



This 4' tall mutated giant termite is 15' long. Its pale white body emits a trail of slime wherever it travels. Individuals have no attack. When encountered as a group, however, each individual bug has a Mental Blast with damage equal to the number of White Death Bugs in a 90' square area, up to a maximum of 15 damage per individual. The mandibles of this creature can chew through 10 points of structure [damage] each melee round. It is immune to Mental Control attacks but falls for any Generated Illusions or holograms. Death Bugs are generally found only in the crawlways of the *Warden*, and when they are seen above deck, it indicates that a particular brood has expanded to the point that the crawlway it inhabits is too small. When this occurs, the White Death Bugs will travel across an open deck looking for a new home and interesting things to eat. Mutations— Taller, Mental Blast [special], Mass Mind, Immunity to Mental Control.

White Stabber
(HD 8, HP 33, AC 10, MV 10'/60'[flight]
Experience Points: 630 Radiation Resistance 15
Constitution 8 Mental Resistance 10
Strength 13 Dexterity 14

[Prime=Physical] attacks by diving through the air and impaling with its beak inflicting 3d10 in damage, WC 3).

When attacking non-intelligent prey, it uses a shrill scream to paralyze its victim. This albino 3' tall mutant wood pecker has a 2' long beak. When attacking intelligent victims, it is deathly silent. Mutations— it has a complete Mental Block [against seeing Pegasi], Taller, New Body Parts, Sonic Abilities [special].

Winged Biter
(HD 4, HP 11, AC 14, MV 20' [slither]/50' [flight]
Experience Points: 270 Radiation Resistance 10
Constitution 4 Mental Resistance 10
Strength 10 Dexterity 14

[Prime=Physical] one bite attack with poison [Intensity 11], WC 3.)

This 3' long mutated flying python has a 4' wingspan, is immune to all forms of poison and paralysis, and is never surprised as it has Precognition. If an alternative parent [perhaps a character] is present at the hatching of a Winged Biter, it can imprint upon that alternative parent and follows that creature/character for life. Mutations— Precognition, Immunity to Poison & Paralysis, Wings.

Wolfoid (standard, unaffiliated)
(HD 11, HP 55, AC 14, MV 30'
Experience Points: 1150 Radiation Resistance 11
Constitution 11 Mental Resistance 11
Strength 11 Dexterity 11

[Prime=Physical] one huge club attack inflicting 5d6 damage, WC 1.)

This 9'-tall wolf mutant stands on its hind legs. Wolfoids have Radiated Eyes, fur that is Immune to laser attacks, and they Regenerate 5 damage per combat round. Highly intelligent, Wolfoids often adopt dangerous pets to guard their lairs. Mutations— Taller, Radiated Eyes, Immunity to Lasers, Regeneration [5 damage per turn], Heightened Intelligence.

Wolfoid, Aztec
(HD 15, HP 88, AC 12, MV 40'
Experience Points: 1610 Radiation Resistance 16
Constitution 15 Mental Resistance 9
Strength 18 Dexterity 17

[Prime=Mental] one giant obsidian-studded club attack inflicting 4d6+4 damage, WC 4.)

These 9' tall mutant wolves stand on their hind legs and dress as Aztec Jaguar warriors. This group of Wolfoids has used the ship's resources to study the Aztecs and their ways. They always strike to subdue, as they want victims to sacrifice, offering their hearts to the gods. Mutations— Taller, Radiated Eyes, Immunity to Lasers, Regeneration [2 damage per turn], Heightened Intelligence, Telepathy.

Wolfoid, Aztec Guard
(HD 15, HP 88, AC 14, MV 40' Experience Points: 1610
Radiation Resistance 16 Constitution 15
Mental Resistance 9 Strength 18
Dexterity 17

[Prime=Mental] one giant obsidian-studded club attack inflicting 4d6+4 damage, WC 4.)

These 9' tall mutant wolves stand on their hind legs and dress in hide armor as Aztec Jaguar warriors. This group of Wolfoids has used the ship's resources to study the Aztecs and their ways. They always strike to subdue, as they want victims to sacrifice, offering their hearts to the gods. Mutations— Taller, Radiated Eyes, Immunity to Lasers, Regeneration [2 damage per turn], Heightened Intelligence, Telepathy.

Wolfoid, Cherokee
(HD 18, HP 80, AC 11, MV 35'
Experience Points: 1955 Radiation Resistance 17
Constitution 18 Mental Resistance 10
Strength 18 Dexterity 10

[Prime=Mental] one longbow attack inflicting 4d6 damage, WC 2, range 210', or a spear inflicting 3d6 damage, WC 1.)

These 8'-tall wolf mutants walk upright and carry longbows and spears. Cherokee Wolfoids have used the ship's resources to adopt the culture and beliefs of the Cherokee, and they have further used the ship's resources to create authentic Cherokee equipment, including large robotic horses which they ride. Mutations— Taller, Radiated Eyes, Immunity to Lasers, Regeneration [3 damage per turn], Heightened Intelligence, Telepathy.

Wolfoid, Egyptian
(HD 12, HP 59, AC 14, MV 30'
Experience 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, Egyptian Slavedriver
(HD 12, HP 59, AC 14, MV 30'
Experience Points: 1265 Radiation Resistance 13
Constitution 12 Mental Resistance 13
Strength 13 Dexterity 13

[Prime=Mental] one whip attack inflicting 1d6 damage, WC 1, range 20', or a khopesh inflicting 3d6 damage, WC 1.)

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 they have further used the ship's resources 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. Mutations— Radiated Eyes, Immunity to Lasers, Regeneration [4 damage per turn], Heightened Intelligence.

Wolfoid Elder
(HD 13, HP 70, AC 14, MV 30'
Experience 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.

Wolfoid, Fenris (unique mutated wolfoid)
(HD 14, HP 75, AC 16, MV 25'
Experience Points: 1690 Radiation Resistance 11
Constitution 14 Mental Resistance 11
Strength 11 Dexterity 11

[Prime=Physical] 2 claw attacks inflicting 3d6 damage each, WC 1.)

This 11'-tall wolf mutant stands on its hind legs. Fenris has Radiated Eyes, and Regenerates 6 damage per combat round. Mutations— Taller, Radiated Eyes, Regeneration [6 damage per turn], Heightened Intelligence, Multi-Armed, Skin Structure Change, Partial Carapace. His brain has mutated and grants him the following mental abilities as well: Mental Control, Illusion Generation, and Life Leech.

Wolfoid, Mongol
(HD 17, HP 87, AC 15, MV 35'
Experience Points: 1840 Radiation Resistance 9
Constitution 17 Mental Resistance 9
Strength 9 Dexterity 13

[Prime=Mental] 2 short bow attacks inflicting 2d6 damage, WC 2, range 150', or one spear attack inflicting 2d6 damage, WC 1.)

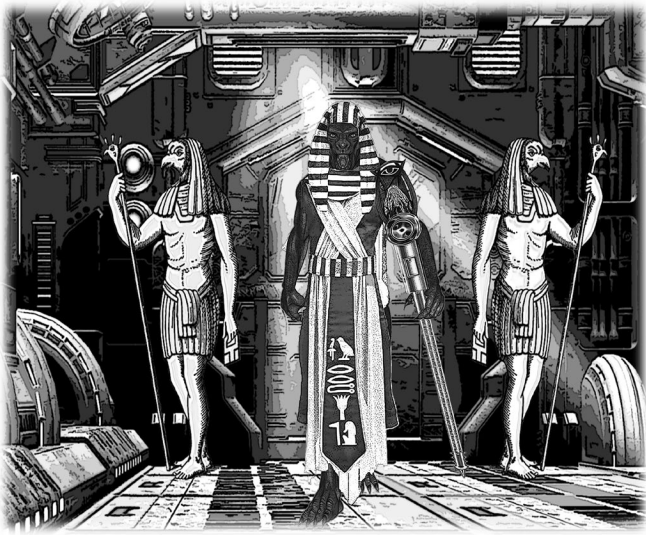
These 9'-tall wolf mutants walk upright and carry short bows and spears. Mongol Wolfoids have used the ship's resources to adopt the culture and beliefs of the Mongols, and to create authentic Mongol equipment, as well as the motorcycles which they ride. Mutations— Taller, Radiated Eyes, Immunity to Lasers, Regeneration [4 damage per turn], Heightened Intelligence.

Wolfoid, Ninja
(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 by 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.

Wolfoid, Pirate
(HD 10, HP 50, AC 10, MV 30'
Experience Points: 1035 Radiation Resistance 18
Constitution 10 Mental Resistance 10
Strength 18 Dexterity 18



[Prime=Mental] one giant cutlass attack inflicting 1d12 damage, WC 2, or a black powder pistol inflicting 10 damage, WC 4, range 40'.)

These 9'-tall mutant wolves stand on their hind legs and dress as 17th century pirates armed with giant cutlasses and twin black powder pistols.

This group of Wolfoids has used the ship's resources to study pirates and their ways and has adopted a strict code of honor that allows them to attack obvious females only when the females attack first. Mutations— Taller, Radiated Eyes, Immunity to Lasers, Regeneration [6 damage per turn], Heightened Intelligence.

Wolfoids, Radiation Damaged
HD 11, HP 30, AC 13, MV 20' Experience Points: 1150
Radiation Resistance 11 Constitution 11
Mental Resistance 11 Strength 8
Dexterity 7 Charisma 7

[Prime=Mental]: 1 club attack causing 1d6 damage, WC3).

These 6'-tall, stoop shouldered and bent-back wolf mutants stand on their gnarled hind legs. Highly intelligent, Wolfoids often adopt dangerous pets to guard their lairs. Mutations— Radiated Eyes, Immunity to Lasers, Regeneration [4 damage per turn].

Wolfoid, Roman
(HD 12, HP 60, AC 17, MV 35'
Experience Points: 1265 Radiation Resistance 9
Constitution 12 Mental Resistance 9
Strength 18 Dexterity 10

[Prime=Physical] one Roman gladius attack inflicting 3d6 damage, WC 1, or a javelin inflicting 2d6 damage, WC 1, range 12'.)

These 8'-tall wolf mutants stand on their hind legs and carry short swords and javelins. Roman Wolfoids

have used the ship's resources to adopt the culture and beliefs of the ancient Roman Legionnaire society and have further used the ship's resources to create authentic Roman equipment. Roman Wolfoids always try to take slaves in combat. Mutations— Taller, Radiated Eyes, Immunity to Lasers, Regeneration [4 damage per turn], Heightened Intelligence, Telepathy.

Wolfoid, Servant
(HD 11, HP 55, AC 14, MV 30'
Experience Points: 1150 Radiation Resistance 11
Constitution 11 Mental Resistance 14
Strength 11 Dexterity 11

[Prime=Physical] one ceremonial club attack inflicting 5d6 damage, WC 1.)

This 9'-tall wolf mutant stands on its hind legs. Wolfoid Servants have Radiated Eyes, fur that is Immune to laser attacks, and they Regenerate 5 damage per combat round. Highly intelligent, these servants have dedicated their lives to serving and protecting their individual Elder Wolfoid charges, even unto the death. Mutations— Taller, Radiated Eyes, Immunity to Lasers, Regeneration [5 damage per turn], Heightened Intelligence.

Wolfoid, Viking
(HD 18, HP 100, AC 18, MV 35'
Experience Points: 1955 Radiation Resistance 17
Constitution 18 Mental Resistance 10
Strength 18 Dexterity 10

[Prime=Physical] one short bow attack inflicting 2d6 damage, WC 2, range 150', or one 2- handed battle axe inflicting 3d6+7 damage [for strength], WC 2.)

These heavily muscled 6'-tall wolf mutants walk upright and carry both battle axes and short bows. Viking Wolfoids have used the ship's resources to adopt the culture and beliefs of the ancient Vikings, and have further used the ship's resources to create authentic Viking equipment. Mutations— Radiated Eyes, Immunity to Lasers, Regeneration [4 damage per turn], Heightened Intelligence, Telepathy.

Yellow Acid Beetles
(HD 11, HP 52, AC 12, MV 20'
Experience Points: 900 Radiation Resistance 15
Constitution 11 Mental Resistance 9
Strength 9 Dexterity 11

[Prime=Physical] The creature begins each encounter by shooting a stream of acid inflicting 5d6,WC 2, range 9'; it uses one pincer inflicting 3d6 damage, WC 2, on subsequent combat rounds.)

These foot-long hard-shelled yellow beetles hatch from foot-long eggs and are born with the ability to shoot streams of acid. Mutations— Immunity to Mental Control & Poison, Acid Generation, New Body Parts.

Yeti Mutant
(HD 12, HP 52, AC 14, MV 40'
Experience 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.

Zap Bird
(HD 5, HP 11, AC 10, MV 30'[flight] or Special
Experience Points: 360 Radiation Resistance 11
Constitution 5 Mental Resistance 13
Strength 5 Dexterity 5

[Prime=Physical] This bird teleports into the chest of prey and drains blood, inflicting 5d6 damage per combat round, range is line of sight, WC 4.)

This fist-sized mutant bird has a razor sharp crystal beak. Mutations— Teleportation, Blood Drain, New Body Parts, Smaller.

Appendix C: Equipment Found On the Warden

Aboard the *Warden*, technology is life, and its absence often spells disaster. It is often the most compelling reason for a party of survivors to continue exploring the ship. It is always a benison sought after by every adventurer making this giant spacecraft his home. This appendix provides greater detail for most of the items found within the confines of the *Warden*, categorized by type and then alphabetized for ease of use. There are six basic categories of items you will find in this appendix: Lethal Weaponry, Non-lethal Weaponry, Protective Gear (worn), Conveyances, Other Non-electronic items, and Other Electronic items.

As with most levels of detail concerning the *Warden*, this list is incomplete, and you should feel free to add items from your favorite role playing game system, science fiction genre, or your own imagination to the gear found here.



How Stuff Works

Finding Items is only part of the fun, understanding their use comprises another entire dimension of any science fiction game. As discussed in the introduction, comprehending technology, and its uses, is a function of the item's Tech Level (complexity), and the potential user's Leadership Potential in Metamorphosis Alpha, or Intellgence statistic for those using Seige Engine-based rules. The higher a character's Leadership Potential/Intelligence, the better chance they have of fully understanding an item. Items work in the opposite direction: the lower the Tech Level of an item, the more advanced (technologically) the item. Some items are simply beyond the understanding of less intellectually gifted characters, although it is possible for one character to instruct another character in the use of an item under many rule systems.

Several other important issues must be decided by the Starship Keeper, they include:

- Will you require multiple rolls for items with multiple functions?
- Will characters be allowed to help one another comprehend various items?
- Is a seperate roll required to fix an item if it is broken?

Certainly all of these issues may become adjudication points in your campaign but whether they are applied to the struggle to understand a particular item is left for you to decide. Under the classic Metamorphosis Alpha rule system, a character can try once per week to comprehend an item. Add 10% to the roll if someone who knows how to use the item is advising the character trying to fully understand it. Mutants and robots that have been programmed to study and use unfamiliar items (like Engineering Robots) all ahve a 12 Leadership Potential/Intelligence for the purpose of determining their understanding of an item (and rolling against the chart in the introduction).

Remember as well that when a lack of understanding is indicated when the result of a dice roll is compared to the Item Tech Level Chart (see page #23 of the Introduction), unintentional mishap may occur.

When attempting to understand a new item, any roll made which indicates a failure to comprehend might: ruin the item, injure the character attempting to gain an understanding, or even injure a bystander or assistant. Generally, there is a decreasing chance as the complexity (Tech Level) of the item decreases.

The amount of damage caused to either items or characters is left to your discretion but should be based upon the item being studied, and the relative danger that item represents.

WEAPON CLASS

ITEM TECH LEVEL	*% chance to break item*	*% chance to injure self*	*% chance to injure other*
1	30%	35%	20%
2	25%	30%	20%
3	25%	25%	25%
4	20%	20%	10%
5	15%	15%	5%
6	10%	10%	5%
7	5%	5%	1%

Awarding Experience for Items

Although the original Metamorphosis Alpha system has neither character leveling nor experience points, most role playing systems contain both of these features. As a result, the items in the ollowing list have been assigned experience points commensurate with the Siege Engine role playing system.

The quantity of experience granted for retrieving and understanding items should be based on several factors, but actual amounts vary from referee (Starship Keeper) to referee. Points should be awarded awarded to characters only if they are able to use an item, rather than simply acquiring said item. Broken or uncomprehendable items should garner no points. In addition, points should only be awarded once per unique item. Siezing and understanding the use of ten laser pistols does not grant a character ten times the experience awarded for finding and comprehending a single laser pistol, but rather just a single set of experience (as described under the Laser Pistol item reference).

You may, however, grant multiples of experience to characters for destroying equipment to deprive enemies of its use. In these cases we recommend awarding the characters half the amount listed in the item reference but multiplied by the number of items destroyed. For example if a character found ten javelins normally used by Roman Wolfoids against his party, grant the character half of the experience listed under the javelin, x 10 (for the ten javelins) for destroying the weapons.

When creating new items, compare the new item to similar items found in this listing to determine their experience point value. Analyzing like items, of like Tech Levels, should generate a baseline to work from before you consider the following questions:

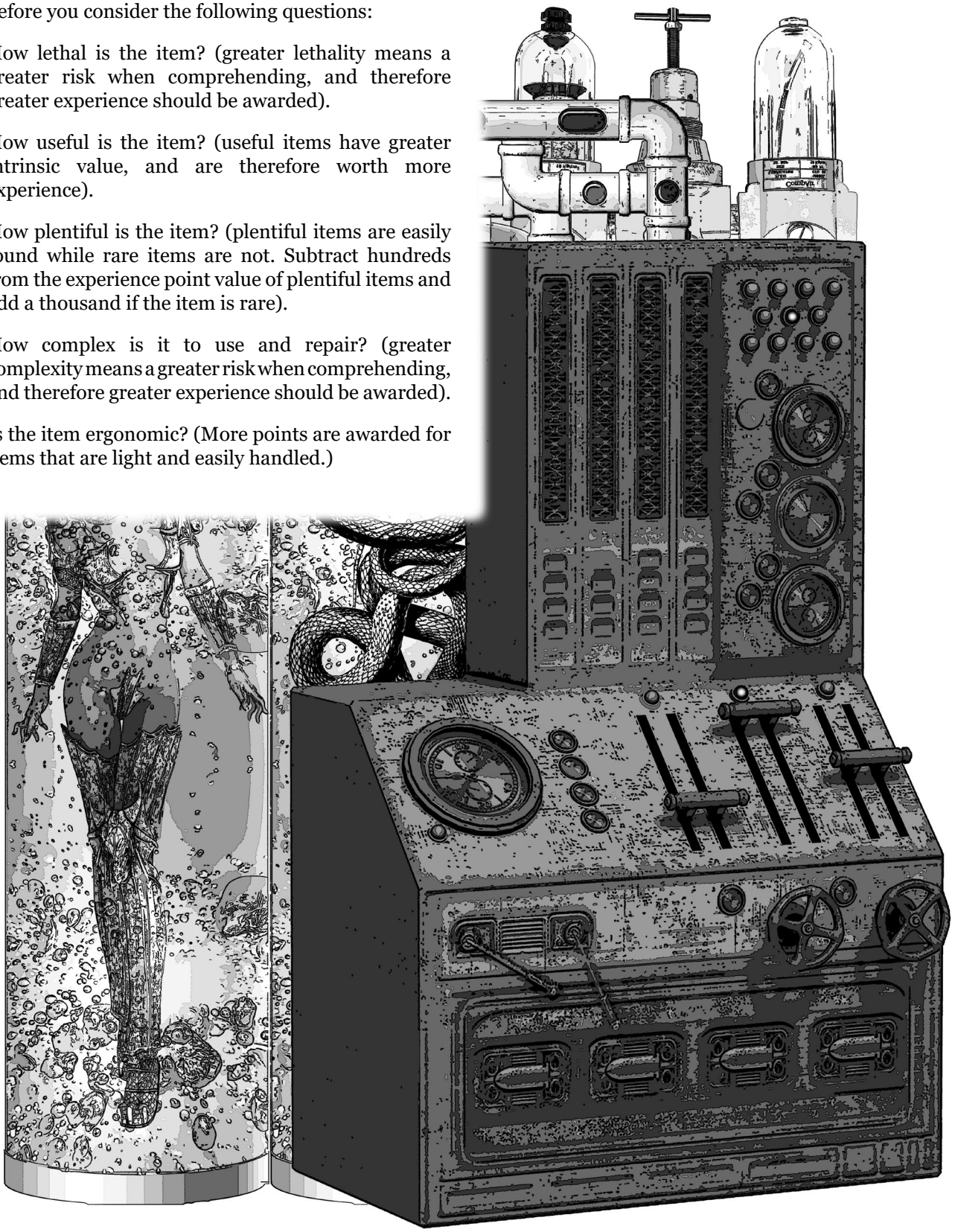
How lethal is the item? (greater lethality means a greater risk when comprehending, and therefore greater experience should be awarded).

How useful is the item? (useful items have greater intrinsic value, and are therefore worth more experience).

How plentiful is the item? (plentiful items are easily found while rare items are not. Subtract hundreds from the experience point value of plentiful items and add a thousand if the item is rare).

How complex is it to use and repair? (greater complexity means a greater risk when comprehending, and therefore greater experience should be awarded).

Is the item ergonomic? (More points are awarded for items that are light and easily handled.)



Lethal Weaponry

All weapons designed to destroy an opponent, and remove him forever as an adversary, are included here.

Audio Cannon
WC 5 Tech Level 2 Experience: 2,000
Power Requirement: 6 Hydrogen Fuel Cells
Power Cell Life: 12 shots
Size: 10' length x 3' width x 5' height
(must be towed by a vehicle)
Weight: 972 lbs./441 kg
Range: 120'/360'/900'
Damage: instant cellular death to all targets with cell structures. Inflicts 10 points damage to buildings and equipment.
Area of Effect: 9' diameter sphere

Description: This long tube-shaped device emits an infrasonic blast that is kept directional using a harmonic secondary sound wave canceling that portion of the wave that spreads. Despite this, users should wear sound elimination headphones to prevent hearing loss.

Bow, Recurve
WC1 Tech Level 10 Experience: 100
Power Requirement: none
Size: 42"' length x 3" width
Weight: 2 lbs./ 1 kg
Range: 210'/280'/350'
Damage: 2d6
Area of Effect: single target

Description: A classic weapon, the recurve bow takes many forms, from a standard bow with a double curvature to a more modern weapon complete with pulleys to maximize efficiency.



Cutlass, Giant
WC2 Tech Level 9 Experience: 200
Power Requirement: none
Size: 48" length x 3" width
Weight: 3 lbs./ 1.3 kg
Range: touch
Damage: 1d12
Area of Effect: single target

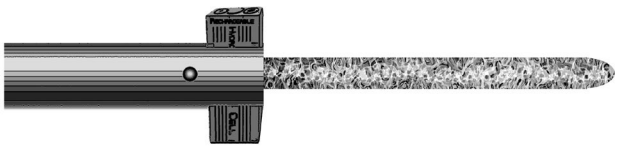
Description: This 4' long curved steel blade is somewhat unwieldy for those not used to its bulk, but it is a well-balanced and effective weapon.

Elder Council Power Staff (Wolfoid)
WC4 Tech Level 4 Experience: 500
Power Requirement: 1 Hydrogen Fuel Cell
Power Cell Life: 20 bolts
Size: 3" diameter, round, 6' long
Weight: 3 lbs./ 1.3 kg
Range: 500'
Damage: 8d6
Area of Effect: single target

Description: This 6'-long staff of bluish metal generates a beam of pure plasma (encased in an electro-magnetic shell) which dissipates after 500'. The bolt does double damage to electronics and electrical circuitry, but only half damage to metal armor, robots, and vehicles (if armored).

Energy Dagger
WC4 Tech Level 4 Experience: 300
Power Requirement: 1 Hydrogen Fuel Cell
Power Cell Life: 20 hits
Size: 12" length x 1.5" width x 0.5" height
Weight: 0.8 lbs./ .36 kg
Range: touch
Damage: 10d6
Area of Effect: single target

Description: This plasma-bladed weapon is able to penetrate 1" of duralloy or 8" of steel. When turned off, this blade appears to be nothing more than an oval cylinder some 4" long. Once activated, an 8" blade of pure plasma extends from the hilt. Piercing any substance with this blade draws energy from the device.



Grenade, Fragmentation
WC3 Tech Level 7 Experience: 300
Power Requirement: none
Size: 6" long, 4" diameter canister or 6" ball
Weight: 1 lbs./0.4 kg
Range: varies with strength of user (average is 60')
Damage: 10d6
Area of Effect: 20' diameter hemisphere
Duration: instant

Description: This small grenade explodes into small, deadly metal fragments 4 seconds after its pin is pulled, regardless of circumstance.

Grenade, Man Bird
WC3 Tech Level 7 Experience: 300
Power Requirement: none
Size: 6" irregular ball
Weight: 0.6 lbs./0.28 kg
Range: varies with strength of user (average is 60')
Damage: 3d6
Area of Effect: 10' diameter hemisphere
Duration: instant.

Description: This small grenade explodes into small, deadly metal fragments upon impact.

Javelin
WC2 Tech Level 10 Experience: 100
Power Requirement: none
Size: 92" long x 1.6" diameter
Weight: 1.8 lbs./0.8 kg
Range: varies with strength of user (average is 20')
Damage: 2d6
Area of Effect: single target

Description: This lengthy spear is designed for throwing rather than stabbing.

Knife, Combat (12" in locking sheath)
WC1 Tech Level 10 Experience: 100
Power Requirement: none
Size: 15" long
Weight: 0.4 lbs./0.18 kg
Range: touch
Damage: 2d6
Area of Effect: single target

Description: This 12" alloy steel blade (15" overall length) comes with a locking sheathe. Although soft enough to accept an edge, the alloy of this blade is also robust enough to cut through a full centimeter of most softer metals like copper, aluminum, and tin.

Laser Turret
WC8 Tech Level 2 Experience: 600
Power Requirement: external power source required of no less than 0.82 Megawatts
Size: 642' length x 126' width x 27'1" height
Weight: 19,996,000 lbs./9,070,126 kg
Range: 8000 km/10,000 km/12,000 km
Damage: 8d20
Area of Effect: single target, but (2) 6" diameter circles

Description: These laser cannon (2 per turret) fire a massive 6"-diameter beam up to a range of 8,000km. Each cannon causes 8d20 heat damage at this range but require two crewmembers to fire. These lasers can melt a Sparrow Class Shuttle craft in three shots. The turret is modular and although enormous in both overall size and mass, might be salvaged or otherwise removed by enterprising characters.

Lightning Wand
WC8 Tech Level 3 Experience: 600
Power Requirement: magic (unknown)
Power Cell Life: 24 uses
Size: 11" length x 0.5" width
Weight: 0.4 lbs./0.18 kg
Range: : the bolt extends in a 5' wide path for 100' from the wand.
Damage: 6d6 to living material and may overload electronic systems
Area of Effect: 100 long x 5' wide path

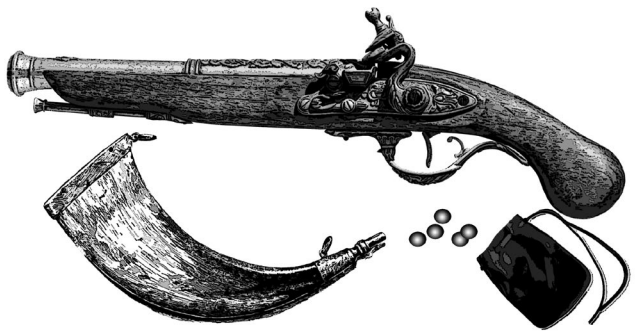
Description: This wand looks like an intricately carved, 11" long round stick approximately 1/2" in diameter.

Pistol, Audio Blaster
WC5 Tech Level 3 Experience: 400
Power Requirement: 1 Hydrogen Fuel Cell
Power Cell Life: 5 shots
Size: 20" length x 3.5" width x 6" height
Weight: 5 lbs./2.25 kgs.
Range: 75'/225'/450'
Damage: 5d6
Area of Effect: 5" wide beam up to 450' long. Ceases when it hits a target.

Description: This pistol emits an infrasonic blast that is kept directional using a harmonic secondary sound wave canceling that portion of the wave that spreads. Despite this, users should wear sound elimination headphones to prevent hearing loss.

Pistol, Black Powder
WC4 Tech Level 8 Experience: 300
Power Requirement: black powder
Power Cell Life: 1 shot
Size: 20" length x 3.5" width x 6" height
Weight: 3 lbs./1.36 kgs.
Range: 60'/90'/120'
Damage: 10 points
Area of Effect: one target.

Description: This antique pistol is manually loaded by its user with black powder and shot. For those well acquainted with this procedure, this requires a minimum of 30 seconds. Beginners require two full minutes.



Pistol, Laser
WC6 Tech Level 3 Experience: 800
Power Requirement: 1 Hydrogen Fuel Cell
Power Cell Life: 5 shots
Size: 16" length x 3.5" width x 6" height
Weight: 2.2 lbs./1kgs.
Range: 225'/340'/450'
Damage: 5d6
Area of Effect: one target.

Description: This amplified light pistol generates tremendous heat at the point of impact and may cause a fire if flammable material is targeted.

Pistol, Plasma
WC7 Tech Level 3 Experience: 900
Power Requirement: 1 Hydrogen Fuel Cell
Power Cell Life: 10 shots
Size: 10" length x 3.5" width x 6" height
Weight: 3 lbs./1.36kgs.
Range: 50'/75'/100'
Damage: 10d6 + melting
Area of Effect: 4" diameter sphere

Description: This weapon fires a magnetically contained ball of plasma energy that generates of an enormous amount of damage and heat (melts whatever it hits).

Pistol, Rail
WC6 Tech Level 2 Experience: 400
Power Requirement: 1 Hydrogen Fuel Cell
Power Cell Life: 32 shots
Size: 16" length x 3.5" width x 6" height
Weight: 2.2 lbs./1 kgs.
Range: 30'/120'/480'
Damage: 4d6
Area of Effect: one target.

Description: This 15-shot magazine pistol shoots out a tiny magnetically accelerated particle inflicting 4d6 damage. This projectile ignores most types of armor and causes this damage to both the armor and that which wears it. It continues on its path until it has passed through 3" of material (any).

Pistol, Slug Projector
WC5 Tech Level 7 Experience: 200
Power Requirement: none
Power Cell Life: 10 shots
Size: 12" length x 3.5" width x 4" height
Weight: 3.2 lbs./1.45 kgs.
Range: 100'/150'/200'
Damage: 6d6
Area of Effect: one target.

Description: This pistol is loaded with cartridges that contain a propellant (gunpowder). It is an entirely reliable weapon unless repeatedly submerged in water.

Rail Cannon, Anti-Asteroid
WC8 Tech Level 2 Experience: 1600
Power Requirement: external power source required of no less than 0.65 Megawatts
Size: 3,911' length x 368' width x 48'7" height
Weight: 9,426,000 lbs./4,275,605 kg
Range: 7000 km/9,200 km/10,400 km
Damage: 50d20
Area of Effect: single target

Description: This Rail Cannon requires only a single crewmember to fire and shoots a 2 kilogram (about 4.5 lbs) shell at 7 times the speed of sound. This projectile continues on its path until it has passed through 6' of material (any). These cannon will cut a Condor Class Shuttle craft in half with one shot at a range of up to 10,400km. These cannon are modular and although enormous in both overall size and mass, might be salvaged or otherwise removed (and repurposed) by enterprising characters.

Rifle, Black Powder
WC4 Tech Level 8 Experience: 200
Power Requirement: black powder and lead shot
Power Cell Life: 1 shot
Size: 64" length x 2.5" width
Weight: 9.8 lbs./4.45 kgs.
Range: 75'/150'/300'
Damage: 20
Area of Effect: one target.

Description: This antique rifle pistol is manually loaded by its user with black powder and shot. For those well acquainted with this procedure, this requires a minimum of 30 seconds. Beginners require two full minutes.

Rifle, Laser
WC6 Tech Level 4 Experience: 400
Power Requirement: 2 Hydrogen Fuel Cells
Power Cell Life: 10 shots
Size: 34" length x 3.5" width x 6" height
Weight: 4.2 lbs./1.9 kgs.
Range: 225'/340'/450'
Damage: 9d6
Area of Effect: one target.



Description: This amplified light rifle generates tremendous heat at the point of impact and may cause a fire if flammable material is targeted.



Rifle, Gatling Laser
WC6 Tech Level 4 Experience: 900
Power Requirement: 3 Hydrogen Fuel Cells
Power Cell Life: 36 shots
Size: 48" length x 3.5" width x 6" height
Weight: 8 lbs./3.5 kgs.
Range: 175'/240'/350'
Damage: 5d6 (each shot)
Area of Effect: 1-4 targets.

Description: This amplified light rifle has four barrels, fires four shots per round, and comes with a tripod. These shots generate tremendous heat at the point of impact and may cause a fire if flammable material is targeted. Each additional target (beyond 1) added by the user subtracts 5% from the to-hit roll.

Rifle, Plasma
WC7 Tech Level 3 Experience: 1000
Power Requirement: 1 Hydrogen Fuel Cell
Power Cell Life: 10 shots
Size: 56" overall length x 3.5" width x 6" height
Weight: 5 lbs./2.2 kgs.
Range: 50'/100'/150'
Damage: 30 + melting
Area of Effect: 12" diameter sphere

Description: This weapon fires a magnetically contained ball of plasma energy that generates of an enormous amount of damage and heat (melts whatever it hits).

Rifle, Rail
WC6 Tech Level 4 Experience: 1100
Power Requirement: 2 Hydrogen Fuel Cells
Power Cell Life: 32 shots
Size: 60" length x 3.5" width x 6" height
Weight: 6 lbs./2.8 kgs.
Range: 150'/600'/2400'
Damage: 4d6
Area of Effect: one target.

Description: This 15-shot magazine rifle shoots out a tiny magnetically accelerated particle inflicting 4d6 damage. This projectile ignores most types of armor and causes this damage to both the armor and that which wears it. It continues on its path until it has passed through 3" of material (any). The rifle also has an under-barrel grenade launcher with a 5-grenade magazine (WC7, Tech 6, range 300').

Rifle, Slug Projector
WC5 Tech Level 7 Experience: 200
Power Requirement: none
Power Cell Life: 20 shots
Size: 36" length x 3.5" width x 4" height
Weight: 3.2 lbs./1.45 kgs.
Range: 150'/250'/400'
Damage: 6d6
Area of Effect: one target.

Description: This bolt action rifle is loaded with cartridges that contain a propellant (gunpowder). It is an entirely reliable weapon unless repeatedly submerged in water. This weapon fires (3) heavy rubber bullets each combat round. It has a 20-round magazine.

Rifle, Sonic Metal Disruptor
WC7 Tech Level 4 Experience: 900
Power Requirement: 1 Hydrogen Fuel Cell
Power Cell Life: 5 shots

Size: 56" overall length x 3.5" width x 6" height
Weight: 5 lbs./2.2 kgs.
Range: 70'/120'/180'
Damage: melts 1 cubic meter of metal
Area of Effect: 1 cbm

Description: This weapon projects a sonic field around its target that excites and heats metal at an atomic level.

Rifle, Sonic Protein Disruptor
WC7 Tech Level 3 Experience: 700
Power Requirement: 1 Hydrogen Fuel Cell
Power Cell Life: 5 shots
Size: 56" overall length x 3.5" width x 6" height
Weight: 5 lbs./2.2 kgs.
Range: 70'/120'/180'
Damage: 15d6
Area of Effect: 1 cbm

Description: This weapon projects a sonic field around its target that excites and heats proteins at an atomic level, liquefying cellular structures.

Staff of Ra
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.

Stone Cutting Laser
WC7 Tech Level 3 Experience: 300
Power Requirement: 6 Hydrogen Fuel Cells
Power Cell Life: 2 hours (continuous) or 25 shots
Size: 9'7" length x 51" width x 42" height
Weight: 863 pounds/392 kg.
Range: 750'
Damage: Stone or Metal 4d6 / Organic Material 8d6
Area of Effect: 1 target
Speed: 3 mph/5 kph when towed. 1 mph when pushed.

Description: Once used by stone masons for carving, this unit is mounted on a trailer and requires one full combat round for aiming. Towing at speeds greater than 3mph may cause the unit to tip on its side. It will cut through 12" of duralloy, or 3' of stone, in an hour.

Swatter
WC3 Tech Level 8 Experience: 300
Power Requirement: 1 Hydrogen Fuel Cell + Insect Poison Tank
Power Cell Life: 30 sprays
Size: backpack with a single 10" cylinder, a 6" square control unit that is 3" deep, and a 3' long wand.
Weight: 35 lbs./16 kgs when full
Range: 90'
Damage: 20 points to insect proteins, otherwise none (poison intensity 12 to insect life).
Duration: instant
Area of Effect: 15' diameter circle, 6' deep

Description: Originally used by crewmember gardeners for the control of persistent insect pests, this backpack sprayer may now be used against insects of any size and persistence level.

Sword ,Triangular
WC3 Tech Level 9 Experience: 100
Power Requirement: none
Size: 4' long, 3" wide
Weight: 1.4 lbs./0.64 kgs.
Range: touch
Damage: 4d6
Area of Effect: single target

Description: This 48" alloy steel blade comes with a locking scabbard and belt. Although soft enough to accept an edge, the alloy of this blade is also robust enough to cut through a full centimeter of most softer metals like copper, aluminum, and tin.

Throwing Star
WC2 Tech Level 10 Experience: 100
Power Requirement: none
Size: 3" diameter irregular circle
Weight: .1 lbs./0.06 kgs.
Range:30'/50'/70'
Damage: 1d6+1
Area of Effect: single target

Description: These razor-sharp disks are thrown by the user at targets.

Toxin Sprayer
WC5 Tech Level 8 Experience: 200
Power Requirement: 2 Hydrogen Fuel Cells + Toxin Tank
Power Cell Life: 18 sprays
Size36" x 23" x 4" (thick) back pack plus 36" X 3" diameter wand
Weight: 32 lbs./14.5 kgs when full
Range: 50'
Damage: dependent upon toxin used
Area of Effect: 60" x 72" square per shot

Description: This weapon is used to spray forth toxic chemicals of various kinds and is adaptable to most chemicals that are not radioactive (including flammables which may then be ignited by laser fire). It is particularly useful when dealing with microbial or fungal infestations.

Non-Lethal Weaponry

All weapons designed to disable an opponent for subdual or capture are included here.

Baton, Concussion
WC 2 Tech Level 9 Experience: 200
Power Requirement: 1 Hydrogen Fuel Cell
Power Cell Life: 4 impacts
Size: 3' x 3" diameter
Weight: 3.1 lbs./1.4 kg
Range: touch
Damage: living material only for 20 points of subduing damage.
Area of Effect: single target.
Duration: as per your favorite system's rules concerning subduing damage.

Description: This baton has a small gravity generator located in its tip which transmits surprising kinetic energy upon impact.

Electro-Magnetic Pulse Emitter, Small
WC 7 Tech Level 3 Experience: 400
Power Requirement: 4 Hydrogen Fuel Cells
Power Cell Life: 5 shots
Size: : 2'7" length x 2'2" width x 2"8" height
Weight: 103 lbs./269.4 kg
Range: 750', 229 m
Damage: electronics only (se below), inert and living matter unaffected
Area of Effect: 750' diameter sphere

Description: This hand-carried unit emits a powerful electromagnetic pulse that affects all electronic equipment within 250 yards of its location. This area of effect is spherical, and even flying drones are susceptible to the power of its pulse. All magnetic coils, microchips, inductors, transformers, copper coils, electric motors, printed circuit boards and other solid state devices are completely burnt out if caught in this area. Diodes, transistors and relays may withstand the pulse 50% of the time, and archaic radio tubes and dielectric transformers, capacitors, and insulators are affected only 10% of the time. These portions of electronic equipment, if affected, are incapable of repair — new parts must be installed for the equipment to function.

Gas Projector
WC 7 Tech Level 9 Experience: 200
Power Requirement: 1 Hydrogen Fuel Cell
Power Cell Life: 20 shots
Size: 4'2" length x 4" width x 6" height
Weight: 17 lbs./7.7 kgs.
Range: 100'/200'/300'
Damage: renders any oxygen breather unconscious
Area of Effect: 35' diameter hemisphere

Description: This rather bulky rifle-like mechanism fires a dart-shaped projectile that releases a tranquilizing gas upon impact. Those who succumb to its poison (intensity 12) are rendered unconscious for 1d6 hours.

Glue Gun
WC2 Tech Level 8 Experience: 300
Power Requirement: 1 Hydrogen Fuel Cell
Power Cell Life: One full tank/30 sprays
Size: two cylinders 6" in diameter and 2' long plus a 12" square control unit and 3' long wand
Weight: 37 lbs./17 kgs. when full
Range: 90'
Damage: immobility
Area of Effect: 20' long x 6" wide ribbon of foam that wraps around a target like a thrown bolo or rope. It generally forms (8) 6" wide encircling ribbons, but this depends upon the target's diameter.

Description: This bulky backpack device is made for crowd containment. The ribbons of foam it shoots outwards harden within 3 seconds and persist for 12-24 hours. Each ribbon is able to withstand a of 350 lbs/159 kgs. before breaking.

Grenade, Crowd Pleaser
WC2 Tech Level 9 Experience: 100
Power Requirement: none
Size: 10" long, 4" diameter canister or 8" bullet shaped cylinder
Weight: 2 lbs./0.85 kgs.
Range: varies with strength of user (average is 50')
Damage: dozens of rubber pellets burst outwards for 10 points of subduing damage
Area of Effect: 30' diameter hemisphere

Description: This heavy grenade shoots forth rubber pellets as shrapnel causing no harm to equipment and subduing damage to live targets.

Grenade, Dazzler
WC2 Tech Level 9 Experience: 100
Power Requirement: none
Size: 5" spheroid or 5" bullet shaped cylinder
Weight: 1 lbs./0.4 kgs.
Range: varies with strength of user (average is 60')
Damage: temporary blindness
Area of Effect: 30' diameter hemisphere
Duration: one minute

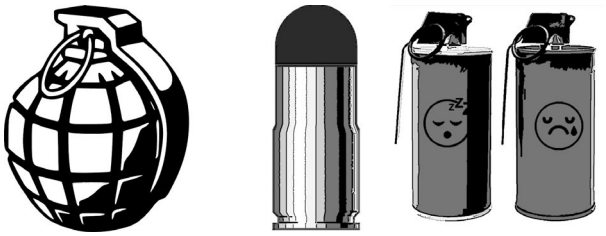
Description: This grenade explodes in a blinding flash of searing white light that blinds live targets.

Grenade, Gut-Wrencher
WC2 Tech Level 9 Experience: 100
Power Requirement: none
Size: 8" long, 4" diameter canister or 6" bullet shaped cylinder

Weight: 1 lbs./0.4 kgs.
Range: varies with strength of user (average is 60')
Damage: nausea plus 2d6 per round of exposure
Area of Effect: 30' diameter hemispherical gas cloud
Duration: one full minute following an end to exposure. The gas cloud persists for 2 full minutes (depending upon prevailing wind, if any).

Description: This grenade explodes in a puff of rapidly swelling, nauseating poison (intensity 10) gas.

Grenade, Paralysis



WC2 Tech Level 9 Experience: 200
Power Requirement: none
Size: 6" tall x 3" diameter spheroid
Weight: 1 lbs./0.4 kgs.
Range: varies with strength of user (average is 60')
Damage: nausea plus 2d6 per round of exposure
Area of Effect: 50' sphere
Duration: instant

Description: This grenade explodes on contact emitting a high energy pulse at a frequency that mimics those upon which the human brain operates. Any humans (humanoids as well, perhaps) within 50' of the detonation point suffer a cognitive neural shutdown for 2-12 (2d6) minutes. 10% of the time these grenades also shut down the autonomic nervous system, resulting in death.

Grenade, Pepper

WC2 Tech Level 10 Experience: 100
Power Requirement: none
Size: 8" long, 4" diameter canister or 6" bullet shaped cylinder
Weight: 1 lbs./0.4 kgs.
Range: varies with strength of user (average is 60')
Damage: 1d6 per round of exposure plus difficulty seeing.
Area of Effect: 30' diameter hemisphere gas cloud
Duration: The gas cloud persists for 2 full minutes (depending upon prevailing wind).

Description: The explosion of this grenade seeds the air with a thick cloud of acidic, pepper-like droplets that slowly dissipate over 2 minutes time.

Grenade, Sticky

WC3 Tech Level 10 Experience: 100
Power Requirement: none
Size: 6" tall x 3" diameter spheroid
Weight: 1 lbs./0.4 kgs.
Range: varies with strength of user (average is 60')
Damage: immobility
Area of Effect: 10' diameter circle 1' deep
Duration: until neutralized

Description: This grenade explodes on contact covering a 10' diameter circular area in sticky foam. This foam is only neutralized by a unique chemical release agent, and those affected by it find themselves immobilized until such time as help arrives with a quantity of this agent. Highly elastic, this foam requires more than 500 foot-pounds of torque to break its sticky bond.

Grenade, Tear Gas

WC2 Tech Level 10 Experience: 100
Power Requirement: none
Size: 8" long, 4" diameter canister or 6" bullet shaped cylinder
Weight: 1 lbs./0.4 kgs.
Range: varies with strength of user (average is 60')
Damage: temporary blindness and difficulty breathing
Area of Effect: 30' diameter hemispherical gas cloud
Duration: The gas cloud persists for 2 full minutes (depending upon prevailing wind, if any).

Description: This grenade explodes on contact releasing a cloud of irritating gas. Those caught within the cloud suffer difficulty breathing (exertion not possible) and are blind to anything more than 3' distant. Once removed from the gas cloud area, breathing difficulties cease almost immediately, although blindness lasts for one minute following an end to exposure.

Grenade, Twilight

WC2 Tech Level 5 Experience: 400
Power Requirement: none
Size: 8" long, 4" diameter canister or 6" bullet shaped cylinder
Weight: 1 lbs./0.4 kgs.
Range: varies with strength of user (average is 60')
Damage: oxygen breathers with 20 HP or less fall unconscious
Area of Effect: 30' diameter hemispherical gas cloud
Duration: unconsciousness lasts for 5 hours. The gas cloud persists for 2 full minutes (depending upon prevailing wind).

Description: This grenade explodes in a puff of rapidly swelling poison (intensity 10) gas.

Any living creature that breathes in this gas falls unconscious and remains so for 5 hours or more.

Mine, Paralysis

WC2 Tech Level 8 Experience: 400
Power Requirement: 1 Hydrogen Fuel Cell
Size: 1'6" diameter circle, 3" width

Weight: 3.2 lbs./1.45 kgs.
Range: 0'
Damage: low-voltage shock wave causing 1-hour paralysis
Area of Effect: 80' diameter sphere
Duration: paralysis lasts for 1 hour. The mine remains armed until detonated.

Description: This ovoid disk is buried from 1" – 6" deep and is triggered whenever 35 lbs./16 kgs. pressure is applied to its top (the side pointing away from gravitational pull). It must be armed before being buried and may be transported unarmed to avoid mishaps.

Paralysis Rod
WC 4 Tech Level 7 Experience: 200
Power Requirement: 1 Hydrogen Fuel Cell
Power Cell Life: 10 hours
Size: 3' length x 2" diameter
Weight: 2 lbs./0.9 kgs.
Range: touch
Damage: unconsciousness for 3-18 hours
Area of Effect: single target

Description: This yard-long baton overloads the central nervous system of targeted living organisms when it hits. It takes 3-18 minutes to warm up once switched on before it becomes effective.

Paralysis Dart (ejector)
WC 4 Tech Level 9 Experience: 100
Power Requirement: none but must be charged before use/ tube is spring-loaded
Power Cell Life: charge lasts until used
Size: 12" length x 0.6" diameter
Weight: .22 lbs./0.1 kgs.
Range: 230'/250'/270'
Damage: unconsciousness for 3-18 hours + 1d6
Area of Effect: single target

Description: This foot-long tube fires a 4" dart that overloads the central nervous system of targeted living organisms when it hits. It is hand-loaded, and a Hand Dart Charger is necessary to charge these darts.

Pistol, Alien Paralysis
WC7 Tech Level 2 Experience: 1000
Power Requirement: unknown
Power Cell Life: unknown
Size: 25"length, 4" width, 11" height
Weight: .66 lbs./0.3 kgs.
Range: 328'1"
Damage: paralysis for 1 hour
Area of Effect: 328'1" 2-dimensional (no diameter per se) beam

Description: When fired, this pistol shoots forth a beam of green light that terminates in exactly 328 feet, 1 inch. Creatures whose actual biomass is contacted by this beam (not their clothing) are automatically paralyzed for 60 minutes. These pistols are somewhat corroded and crumble to dust after 10 shots.

Pistol, Bean Bag
WC5 Tech Level 9 Experience: 200
Power Requirement: none
Power Cell Life: none (uses compressed air)
Size: 24" overall length x 3" width x 5" height
Weight: 4.3 lbs./1.9 kgs.
Range: 30'/90'/180'
Damage: 12 points subduing damage
Area of Effect: 1 target

Description: This pistol fires a 4 oz./110 gram bean bag using compressed air. It must be pumped for ten seconds before each usage.

Pistol, Bouncer
WC5 Tech Level 6 Experience: 500
Power Requirement: compressed gas cylinder
Power Cell Life: 20 shots (uses compressed air)
Size: 22" overall length, 3" width, 5" height
Weight: 2.6 lb./1.2 kgs.
Range: 60'/180'/360'
Damage: 20 points subduing damage
Area of Effect: 1 target

Description: This pistol uses a compressed air cylinder to fire 12 small rubber bullets at a target with a 2" diameter spread pattern (at short range). Reloading requires a new gas cannister as well as bullets.

Pistol, Paralysis Dart
WC 4 Tech Level 9 Experience: 200
Power Requirement: compressed gas cylinder
Power Cell Life: 10 shots
Size: 12" length x 0.6" diameter
Weight: .22 lbs./0.1 kgs.
Range: 250'/300'/350'
Damage: unconsciousness for 3-18 hours + 1d6
Area of Effect: single target

Description: This pistol fires an electrically charged 4" dart that is breech loaded. Opening the breech compresses the gas in the cylinder to allow the dart to be fired. A Hand Dart Charger is necessary to charge these darts. Incautious handling of these darts may cause them to discharge and paralyze the user.

Pistol, Stun
WC 5 Tech Level 9 Experience: 300
Power Requirement: 1 Hydrogen Fuel Cell
Power Cell Life: 20 shots
Size: : 11" length x 3" width x 5" height
Weight: 2.6 lb./1.2 kgs.
Range: 150'/200'/250'
Damage: 1 point (impact) +10 stun damage (no damage until full health of target is exceeded)
Area of Effect: single target

Description: The pistol is a single-barreled weapon that charges and then fires a stun bullet.

Pistol, Taser Pulse
WC 6 Tech Level 8 Experience: 300
Power Requirement: 1 Hydrogen Fuel Cell
Power Cell Life: 10 shots
Size: : 10" length x 3" width x 5" height
Weight: 2.6 lb./1.2 kgs.
Range: 40'/50'/60'
Damage: 4d6 stun damage (no damage until full health of target is exceeded)
Area of Effect: single target

Description: This pistol shoots out a form of ball lightning that causes 4d6 of stun damage at a range of up to 60'.

Rifle, Stun
WC 5 Tech Level 8 Experience: 400
Power Requirement: 1 Hydrogen Fuel Cell
Power Cell Life: 10 shots
Size: 41" length x 3" width x 5" height
Weight: 3.6 lbs./1.63 kgs.
Range: 150'/225'/300'
Damage: 1 point (impact) +25 stun damage (no damage until full health of target is exceeded)
Area of Effect: single target

Description: This rifle is a single-barreled weapon that charges and then fires a stun bullet.

Target Painter
WC4 Tech Level 9 Experience: 100
Power Requirement: 1 Hydrogen Fuel Cell + luminescent paint tank
Power Cell Life: 25 sprays
Size: backpack with a single 10" cylinder, a 6" square control unit that is 3" deep, and a 3' long wand.
Weight: 35 lbs./16 kgs. when full
Range: 150'
Damage: 1d6 to exposed skin.
Duration: instant
Area of Effect: swath 8' wide x 23' long

Description: This device was used for culling diseased animals from herds. Target is covered in luminescent red paint that damages exposed skin and glows in the dark. This backpack weapon is currently used to both debilitate and mark targets that are considered hostile.

Voltage Enhanced Paralysis Rod
WC 4 Tech Level 7 Experience: 900
Power Requirement: 2 Hydrogen Fuel Cells
Power Cell Life: 10 hours
Size: 6" - 3' x 2" diameter
Weight: 2.2 lbs./1 kgs.
Range: touch
Damage: paralysis or overload of circuitry
* 3-18 minutes on targets that weigh 1-299 pounds.
* 1-6 minutes on targets that weigh 300-499 pounds
* Robots are shut down 75% of the time when struck
* Living targets over 500 pounds are unaffected.
Area of Effect: single target

Description: The rod is a collapsible bar that extends to a total of 3' and collapses to a mere 6" long for storage. It must touch flesh or conductive metal to be effective. It paralyzes the central nervous system of living creatures and may overload electronic circuits.



Protective Gear

Items that are meant to be worn as armor or other protection are listed here.

Hazardous Material Suit
Tech Level 7 Experience: 500
Power Requirement: none
Size: made to fit humans 5'8" - 6'4"
Weight: 14 lbs./6.35 kgs.

Description: This polymer suit covers the entire body and completely isolates its wearer from the outer environment. It is destroyed by pressure changes of greater than 25% Earth atmosphere (if sealed when these changes occur). It contains an air filter which removes all toxins but allows the passage of oxygen from the outer environment. The suit contains only enough oxygen for 2 minutes of use in an an oxygen-free environment.

Military Battle Armor
Tech Level 8 Experience: 500
Power Requirement: none
Size: expandable fabric made to fit humans from 4'10" – 7" tall
Weight: 29 lbs./13.15 kgs.
Improved Armor Class: 15/5

Description: This full body armor is highly resistant to punctures and impact and takes only half damage from these mishaps and attacks while shielding its wearer from all such damage (until it is so damaged it becomes useless). It provides no other shielding.

Riot Gear
Tech Level 8 Experience: 500
Power Requirement: 2 Hydrogen Fuel Cells
Power Cell Life: 4 hours
Size: expandable fabric made to fit humans from 4'10" – 7" tall
Weight: 23 lbs./10.4 kgs.

Description: This full body armor is actually a self-contained environmental suit that may be used in anything from zero - 8 atmosphere's of pressure. It is highly resistant to punctures and impact and takes only half damage from these mishaps and attacks while shielding its wearer from all such damage (until it is so damaged it becomes useless). It provides no shielding against radiation.

Personal Gravity Shield
Tech Level 7 Experience: 500
Power Requirement: 1 Hydrogen Fuel Cell
Power Cell Life: 1 hour
Size: 2" thick, x 1' diameter disk, has a handle
Weight: 0.3 lbs./0.14 kgs.

Description: When activated, this device creates a gravitational shield that repels all physical material in 180° arc once it comes closer than 2' to its facing. It can also cause energy beams to gravitationally 'bend around' the protected target. Each impact against this shield steals a portion of its energy commensurate with the damage that impact would have caused had it hit. The shield accepts 30 points of damage before collapsing, and regenerates 60 seconds later.

Powered Combat Armor
Tech Level 7 Experience: 400
Power Requirement: 4 Hydrogen Fuel Cells
Power Cell Life: 10.5 hours
Size: bulky human
Weight: 68 lbs./15 kgs.
Improved Carrying Capacity: 6911 lbs./3135 kgs.
Improved Armor Class: 18/2
Improved Top Speed: 26 mph/42 kph

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 protection.

Quarantine Suit
Tech Level 7 Experience: 500
Power Requirement: none
Size: made to fit humans 5'8" - 6'4"
Weight: 10 lbs./4.5 kgs.

Description: This polymer suit covers the entire body and completely isolates its wearer from all particles large than one angstrom (virus-sized)in the outer environment. It accomplishes this with a large filter that is self-cleaning and that allows atmosphere to enter the suit.



Conveyances

Any item designed for the transportation of either people or other items may be found listed here.

Radiation Suit
Tech Level 7 Experience: 500
Power Requirement: none
Size: bulky human
Weight: 71 lbs./32.2 kgs.

Description: These cumbersome suits reduce radiation exposure by 14 levels but allow only half movement maximum and all skill use and combat is reduced by -4/-20%. Vision is also an issue as the suit comes with a head-covering helmet that allows visibility only towards the front and only in a 90° arc.

Space (EVA) Suit
Tech Level 7 Experience: 500
Power Requirement: 1 Hydrogen Fuel Cell
Power Cell Life: 3 hours
Size: bulky human
Weight: 71 lbs./32.2 kgs.

Description: This sealed environment suit provides pressure, atmosphere, and temperature control for its user.

Anti-Gravity Sled
Tech Level 2 Experience: 1000
Power Requirement: 4 Hydrogen Fuel Cells
Power Cell Life: 25 hours
Seating Capacity: 2
Carrying Capacity: 6911 pounds/3135kg (2 seats)
Size: 6'4" x4'6" width
Weight: 865 lbs./392.4 kgs.
Top Speed: 33mph/54kph

Description: This open-top vehicle is made of thin duralloy and resembles an old fashioned automobile without either wheels or undercarriage. It is powered by a small gravity generator and an electric wind turbine. The interior contains little more than 2 upholstered seats, a steering wheel, two pedals (accelerator and brake), a 2' 4' cargo area, and a battery gauge that displays the time remaining in the battery charge. Batteries are inserted into the machine through a trapdoor mounted in front of its glasteel windshield.

Anti-Gravity Sled, Armored Bubble-Top
Tech Level 2 Experience: 2000
Power Requirement: 4 Hydrogen Fuel Cells
Power Cell Life: 25 hours
Seating Capacity:2
Carrying Capacity: 6911 lbs./3135 kgs.
Size: 6'4" x 4'6" width
Weight: 915 lbs./415 kgs.
Top Speed: 28mph/45kph

Description: This vehicle is made of thin duralloy and resembles an old fashioned automobile without either wheels or undercarriage. It is powered by a small gravity generator and an electric wind turbine. The interior contains little more than 2 upholstered seats, a steering wheel, two pedals (accelerator and brake), a 2' 4' cargo area, and a battery gauge that displays the time remaining in the battery charge. Batteries are inserted into the machine through a trapdoor mounted in front of its glasteel windshield. The passenger compartment is a self-contained environment capable of sustaining 4 humans for up to 6 hours and seals thatcan withstand from 50% atmosphere to 3 atmospheres of pressure. It is fully resistant to standard slug thrower rounds.

Bicycle, Mountain
Tech Level 9 Experience: 200
Power Requirement: none
Seating Capacity: 1
Carrying Capacity: 411 lbs./187 kgs.
Size: 4'4" long x 6" width x 3'5" height
Weight: 26 lbs./11.8 kgs.
Top Speed: variable (dependent upon user)

Description: This two-wheeled cycle is extremely sturdy and has several speeds that may be manually chosen by the rider. A Mountain Bike doubles the speed of its user over any terrain except water or swamp.

Boat, Lake Cruiser
Tech Level 4 Experience: 400
Power Requirement: 12 Hydrogen Fuel Cells
Power Cell Life: 6 - 8 hours (dependent on speed)
Seating Capacity: 32
Carrying Capacity: 6400 lbs. / 2903 kgs.
Size: 42' length x 20' width x 11" height
Weight: 4152 lbs./1883.3 kgs.
Top Speed: 8 mph/13 kph

Description : This small excursion vessel is equipped with comfortable seating for 30 passengers, a pilot and co-pilot's compartment, and room for a small amount of cargo. The vessel is controlled from the pilot's compartment which requires a ship's-issue wristband to operate (color to be determined by the Game Master and dependent upon situation). The pilot's compartment also contains the Hydrogen Fuel Cell receptacle. The cruiser is guided with a standard steering wheel and is powered by an electric inboard-outboard stern drive motor.

Emergency Evac Unit
Tech Level 3 Experience: 700
Power Requirement: 6 Hydrogen Fuel Cells
Power Cell Life: one trip up to 1678 miles/ 2700 km
Seating Capacity: 1
Carrying Capacity: One person up to 400 lbs./182 kgs.
Size: 9' tall spheroid
Weight: 741 lbs./336.1 kgs.
Top Speed: 107 mph/172 kph

Description: This unit is programmed with a destination and is not operator controlled. It has a self-contained environment good for 18 hours for one person, a microwave communications link to the *Warden's* Artificial Intelligence that also allows it to open all doors that open for red & blue wristbands remotely prior to arrival, anti- gravity propulsion, and a smart drive that always chooses the fastest path to the programmed destination. This unit is capable of space flight.

Flying Carpet
Tech Level 5 Experience: 3000
Power Requirement: unknown (magic)
Power Cell Life: 6 hours per day
Seating Capacity: 4
Carrying Capacity: 1800 lbs./816 kgs.
Size: 6'4" square
Weight: 4.4 lbs./2 kgs.
Top Speed: 60 mph/96 kph

Description: This Persian-style rug is slightly larger than 6' per side and is endowed with magical properties. It is able to fly to any height and to be guided by its user via the mention of a command word (currently unknown).

Fission Cycle
Tech Level 3 Experience: 1000
Power Requirement: radioactive material
Power Cell Life: : 1 hour per radioactive intensity
Seating Capacity: 1
Carrying Capacity: 694 lbs./315kgs.
Size: 8'2" length x 24" width x 38" height
Weight: 156 lbs./70.7 kgs.
Top Speed: 92 mph/148 kph

Description: This motorcycle is powered by a miniaturized fission reactor that converts radioactive decay into electricity. Regular use of one of these cycles exposes the user to intensity 3 radiation.

Forklift
Tech Level 6 Experience: 600
Power Requirement: 6 Hydrogen Fuel Cells
Power Cell Life: 8 hours
Seating Capacity: 1
Carrying Capacity: 89,561 lbs./20 metric tons
Size: 9'8" x 52" width x 26'3" height
Weight: 90,000 lbs./40823.7 kgs.
Top Speed: 5 mph/8 kph

Description: This cargo-moving behemoth is able to lift extremely heavy objects up to a height of 26'3"/8m. Designed either for automated or driver-controlled usage, this machine has an internal gyroscope for levelling, and a stout duralloy outer cage for safety. This unit is entirely electric.

GoGo Kart
Tech Level 9 Experience: 200
Power Requirement: 4 Hydrogen Fuel Cells
Power Cell Life: 25 hours
Seating Capacity: 4
Carrying Capacity: 967 lbs./439kgs.
Size: 10'4" x6'6" width x 4' height
Weight: 279 lbs./126.5 kgs.
Top Speed: 23mph/37kph

Description: This open-sided, box-shaped vehicle has 4 wheels and seats that fit back to back as well as a small cargo area. Each is equipped with:

- a broadband transceiver with a range of 6 miles.
- removable rear seat
- a small adjustable gravity node allowing use in zero-G environments and granting the ability to climb near-vertical surfaces
- 2 cupholders.

GoGo Kart, Alien Modified
Tech Level 4 Experience: 800
Power Requirement: 4 Hydrogen Fuel Cells
Power Cell Life: 25 hours
Seating Capacity: 2
Carrying Capacity: 611 lbs./277kgs.
Size: 10'4" x6'6" width x 4' height
Weight: 279 lbs./126.5 kgs.
Top Speed: 23mph/37kph

Description: This enclosed box-shaped vehicle has 4 wheels and seats that fit back to back as well as a small cargo area. Each is equipped with:

- a heavy duty refrigeration unit
- a small adjustable gravity node allowing use in zero-G environments and granting the ability to climb near-vertical surfaces.

Hang Glider
Tech Level 6 Experience: 400
Power Requirement: none
Seating Capacity: 1
Carrying Capacity: 362 lbs./164 kgs.
Size: 70" long x 40" deep triangle
Weight: 53 lbs./24 kgs.
Top Speed: variable (dependent upon user)

Description: A kite made to allow humans to glide upon air currents, this aluminum tube and Mylar

vehicle is rapidly assembled and breaks down to a size that fits into a standard backpack.

Hang Gliders allow their users to fly 7-12 (1d6+6) times as far as the height from which they jumped.

Helicopter, Cargo
Tech Level 4 Experience: 900
Power Requirement: 24 Hydrogen Fuel Cells
Power Cell Life: 6 hours
Seating Capacity: 6
Carrying Capacity: 92,594 lbs./42,000 kgs.
Size: 80'2" x 24' width x 31' height (rotors extend to 72' radius)
Weight: 46,112 lbs./20916.3 kgs.
Top Speed: 92 mph/148 kph

Description: This massive aircraft is made for hauling extremely heavy loads within a planetary atmosphere. The rotors fold into a compact 72'-long stack for transit. Both automated and driver controlled versions have room for four extra passengers.

Jet Pack
Tech Level 5 Experience: 700
Power Requirement: 4 Hydrogen Fuel Cells
Power Cell Life: 3 hours
Seating Capacity: 1
Carrying Capacity: 326 lbs./147.88 kgs.
Size: 3'4" x 3'2" width x 4' depth
Weight: 84 lbs./38 kgs.
Top Speed: 29 mph/47 kph



Description: This jet pack may be used in both atmosphere and vacuum and holds up to three mounted weapons. Controls for both locomotion and weapons systems are designed into the arms of the jetpack, but are situated and adapted for standard weaponry (including most heavy weapons) rather than other specialty equipment.

Pallet Jack
Tech Level 7 Experience: 300
Power Requirement: 2 Hydrogen Fuel Cells
Power Cell Life: 24 hours
Seating Capacity: 0
Carrying Capacity: 22,046 lbs./5,000 kgs.
Size: : 9'8" x 52" width
Weight: 190lbs./86.2 kgs.
Top Speed: 1 mph/1.6 kph

Description: This 4-wheeled warehouse pallet-mover is designed to work either with or without a driver. It has two forks (much like a forklift) but is meant to lift an object no more than 4"/10cm in order to facilitate its movement. Both automated and driver controlled versions have no room for any passengers.

Sailboat
Tech Level 4 Experience: 600
Power Requirement: none
Seating Capacity: 4
Carrying Capacity: 794 lbs./360 kgs.
Size: 16'2" long x 64" width x 12'6" height
Weight: 714 lbs./324 kgs.
Top Speed: 19 mph/31 kph

Description : This small sailboat requires only a minimal understanding of sailing for proper piloting. Those with no sailing experience, however, run the risk of capsizing this vessel. (The degree of risk is left to your discretion.)

Scout Ship, Alpha Class
Tech Level 1 Experience: 10000
Power Requirement: 24 Hydrogen Fuel Cells
Power Cell Life: 32 hours
Seating Capacity: 5
Carrying Capacity: 3281 lbs./1488.25 kgs.
Size: : ovoid 288' length x 195' width x 14" height
Weight: 86,163 lbs./39083.3 kgs.
Top Speed: 196mph/315kph

Description: Alpha Class Scout Ships come equipped with: environmental controls capable of sustaining a 5-person crew for 51 hours, landing thrusters to allow for planetary landings, a quarantined cargo section capable of holding 854cft/24cbm, a broadband communications system with a range of 11,000 km, and a Medical Robot. Scanning equipment includes EMF, bio-scanner, radiation, infra-red, motion detection, and gravity sensors.

Scout Ship, Hawk Class
Tech Level 1 Experience: 10000
Power Requirement: 2 Cobalt Fuel Rods
Power Cell Life: 8 hours
Seating Capacity: 6
Carrying Capacity: 9868 lbs./4476 kgs.
Size: 118'3" length x 31' width x 26'1" height
Weight: 72,865 lbs./33051.3 kgs.
Top Speed: 988 mph/1590 kph

Armaments:

Rail Cannon that shoots a 20-gram (about one ounce) shells at 3 times the speed of sound, WC8, Tech 5, 18d6 damage at range of 8000 km. This projectile continues on its path until it has passed through 18" of material (any).

2 Missile Launchers (10 missiles each) 10d6 damage each, WC 4, range 2250 km

8 Blasters (ion ray) inflicting 20 damage, WC 4, range 2250 km

Description: This armed scout unit is equipped with both broadband (range 5 miles) and tight band (unlimited range) communications equipment, full environmental controls capable of maintaining up to 8 hours of environment (if not moving), and seating

for up to 6. Its scanners are capable of identifying life signs and energy sources at ranges of up to 60 miles.

Scout Vehicle, Viper
Tech Level 1 Experience: 10000
Power Requirement: 4 Hydrogen Fuel Cells
Power Cell Life: : 20 hours
Seating Capacity: 1
Carrying Capacity: 491 lbs./222.7 kgs.
Size: 8'4" length x 2'6" width x 3'8" tall
Weight: 163 lbs./74 kgs.
Top Speed: 84mph/135kph

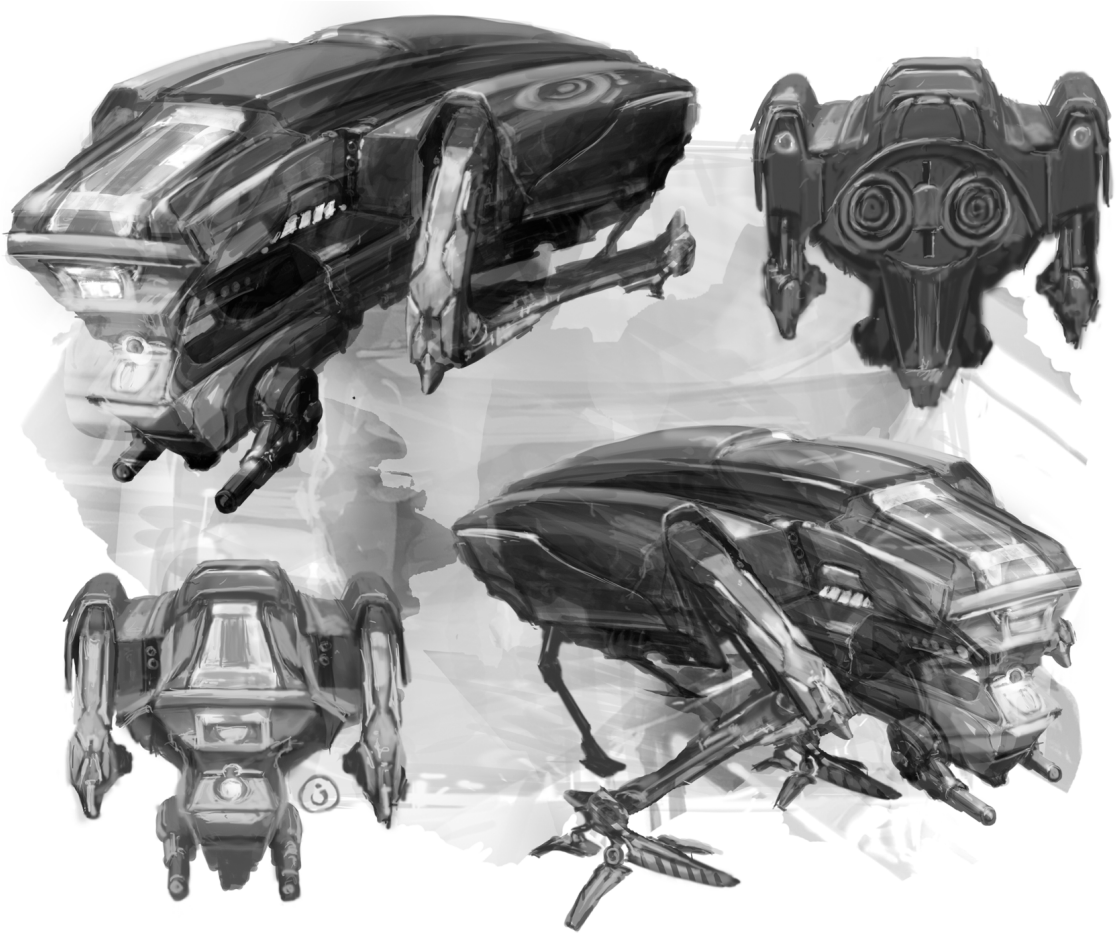
Description: This cycle-like anti-gravity unit is equipped with both broadband (range 5 miles) and high gain (range 28 miles) communications equipment and holographic camouflage that changes to match the surroundings making it 90% invisible to human vision.

Shuttle, Condor Class
Tech Level 1 Experience: 10000
Power Requirement: 8 Cobalt Fuel Rods
Power Cell Life: : 16 hours
Seating Capacity: 460
Carrying Capacity: 118,535 lbs./53767 kgs.
Size: 996' 8" length x 118'6" width x 26'2" height
Weight: 302,503 lbs./137214 kgs.
Top Speed: 611 mph/983 kph

Description: This unarmed shuttle is equipped with both broadband (range 5 miles) and tight band (unlimited range) communications equipment, full environmental controls capable of maintaining up to 48 hours of environment (if not moving), and seating for up to 460 (or 1,620,000 cft/ 45873.3cbm of cargo) . Its scanners are capable of identifying life signs and energy sources at ranges of up to 30 miles. Each of these shuttles has an emergency kit with supplies for 50 people for two weeks. There are laser weapons charged and ready to fire if they are needed. The shuttles are bus-like with comfortable seats and a separate compartment for the pilot and his assistant.

Shuttle, Sparrow Class
Tech Level 1 Experience: 10000
Power Requirement: 2 Cobalt Fuel Rods
Power Cell Life: 16 hours
Seating Capacity: 12
Carrying Capacity: 9868 lbs./ 4476 kgs.
Size: 32'8" length x 11'7" width x 15'4" height
Weight: 15,106 lbs./6852 kgs.
Top Speed: 560 mph/901 kph

Description: This small unarmed shuttle is equipped with both broadband (range 5 miles) and tight band



(unlimited range) communications equipment, full environmental controls capable of maintaining up to 16 hours of environment (if not moving), and seating for up to 12. Its scanners are capable of identifying life signs and energy sources at ranges of up to 30 miles.

Snowmobile
Tech Level 5 Experience: 1000
Power Requirement: 1 Hydrogen Fuel Cell
Power Cell Life: : 2 hours
Seating Capacity: 2
Carrying Capacity: 411 lbs./186 kgs.
Size: 5'1"long x 32" width x 33" height
Weight: 161 lbs./73 kgs.
Top Speed: 52 mph/84 kph

Description: This sled-like unit is made for traversing snow or other semi-firm surfaces that also provide a lubricant (I can't think of any except snow). It uses an electric motor and has controls for acceleration, steering, and braking. The seat is large enough to accommodate one extra passenger.

Tank, Mark VI Security
Tech Level 2 Experience: 10000
Power Requirement: 1 2 Hydrogen Fuel Cells
Power Cell Life: 8 hours
Seating Capacity: 20
Carrying Capacity: 7126 lbs./3232 kgs.
Size: 26'4" x 9'2" width x 8' height
Weight: 19,134 lbs./8679kgs
Top Speed: 29 mph/47 kph

Description: This 26-foot-long chassis is armored with 1.5" of duralloy and has plasteel windows. It mounts 2 rail cannon that shoot 12-gram (about half an ounce) shells at 3 times the speed of sound (WC8, Tech 5, 12d6 damage at range of 1km). This projectile ignores most types of armor and causes this damage to both the armor and that which wears it. It continues on its path until it has passed through 12" of material (any). It also mounts 4 Heavy Laser Cannon (25d6 damage, WC6, 350' range] and a grenade launcher (at the front of the vehicle). The tank is propelled by a single, flexible, 6'- wide track allowing it to navigate nearly any terrain. It has gyroscopic self-leveling, communications that are good for 20 miles, and energy and bio sensors able to pick up a signal as weak as a 9-volt battery, or a single insect.

Tank, Thumper Anti-Gravity
Tech Level 2 Experience: 10000
Power Requirement: 1 2 Hydrogen Fuel Cells
Power Cell Life: 9 hours
Seating Capacity: 3
Carrying Capacity: 5304 lbs./2406 kgs.
Size: 26'4" length x 11'6" width 14' height
Weight: 22,611 lbs./10256 kgs.
Top Speed: 38mph/61kph

Description: This unit is equipped with both broadband (range 5 miles) and high gain (range 28 miles) communications equipment, holographic camouflage that changes to match the surroundings making it 90% invisible to human vision, and a rail cannon that shoots 20 gram (about an ounce) shells at 3 times the speed of sound (WC8, Tech 5, 18d6 damage at range of 1.2 km). This projectile ignores most types of armor and causes this damage to both the armor and that which wears it. It continues on its path until it has passed through 18" of material (any).

Truck, Delivery
Tech Level 4 Experience: 1000
Power Requirement: 12 Hydrogen Fuel Cells
Power Cell Life: 5 hours
Seating Capacity: 2
Carrying Capacity: 79,382 lbs./36007.4 kgs.
Size: 56'4" length x 12' width x 20' height
Weight: 7642 lbs./3466.4 kgs.
Top Speed: 48 mph/77 kph

Description: This is the standard delivery truck to be used for cargo transport within a new colony. Both automated and driver controlled versions have room for one extra passenger.

Truck, Quarantine Carrier
Tech Level 4 Experience: 1000
Power Requirement: 4 Hydrogen Fuel Cells
Power Cell Life: 4 hours
Seating Capacity: 2
Carrying Capacity: 1495 lbs./678 kg s.
Size: 11'9" x 6' width x 9' height
Weight: 2642 lbs./1198.4 kgs.
Top Speed: 22 mph/35 kph

Description: This truck was designed to haul hazardous cargo within a new colony. Both automated and driver controlled versions have room for one extra passenger. The cargo area is hermetically sealed for the hauling of quarantined (or other dangerous) cargo. This vehicle has balloon tires and independent suspension for off-road use.

Water Scooter
Tech Level 5 Experience: 1000
Power Requirement: 1 Hydrogen Fuel Cell
Power Cell Life: 2 hours
Seating Capacity: 2
Carrying Capacity: 411 lbs./186 kgs..
Size: 5'8"long x 32" width x 36" height
Weight: 203 lbs./92 kgs.
Top Speed: 52 mph/84 kph

Description: Looking like a motorcycle built for use on the water, this vehicle is manually operated with controls for acceleration, steering, and braking. A *Warden* wristband (any color) is required for operation. The scooter has room for only one extra passenger.

Other Non-Electronic

Any unpowered item that did not comfortably fit into another category may be found listed here.

Bandolier
Tech Level 10 Experience: 50
Size: 3" wide by 6' long
Weight: 0.5 lbs./0.24 kgs.

Description: These flexible, 3" wide belts are made to be worn across the shoulders and waist and contain six pouches for spare Hydrogen Fuel Cells or oxygen canisters.

Canteen
Tech Level 10 Experience: 50
Size:5" wide x 8" long x 3" deep
Weight: 0.5 lbs./0.24 kgs.

Description: This re-sealable plastic container holds 1 quart of liquid volume.

Chemical Radiation Neutralizers
Tech Level 10 Experience: 50
Size: 0.5" capsule (or liquid)
Weight: 0.5 lbs./0.24 kgs.

Description: These chemical compounds, most often found in small tins containing ten capsules, absorb radioactivity to which the character is exposed. They lower the radiation exposure by 10 points (Radiation Intensity 12 becomes Radiation Intensity 2), and provide immunity to radiation of intensity 10 and below. A single capsule or teaspoon of liquid generally lasts for 2 hours time.

Cobalt Fuel Rods
Tech Level 8 Experience: 200
Size: 10" long, 1" diameter rod
Weight: 2.3 lbs./1 kgs.

Description: These ionized fuel rods are generally used for powering the propulsion systems of smaller spacecraft. They are mildly radioactive (intensity 4) and are most often loaded into a ship's fuel bay by robots to prevent exposure to crewmembers. These rods glow in the dark with a bluish light.

Headphones, Sound Elimination
Tech Level 10 Experience: 50
Size:8"-12" wide x 3" deep
Weight: 0.25 lbs./0.12 kgs.

Description: These headphones mute sound to the point of near total elimination. There are proof against any threat to a wearer's hearing.

Matches
Tech Level 10 Experience: 50
Size: 5" long x 3" wide x 3" deep
Weight: 0.5 lbs./0.24 kgs.

Description: This plastic box contains 100 wooden matches with Sulphur-tipped ends and an emery board side for easy lighting. These matches always light if kept dry and scraped across any rough surface.

Mylar Tarp
Tech Level 10 Experience: 50
Size: 10' long x 6' wide
Weight: 0.5 lbs./0.24 kgs.

Description: This plastic-like textile material has many uses and is durable, waterproof, and provides excellent insulation. It easily folds into a very small 4" cube.

Pistol Bullets
Tech Level 10 Experience: 50
Size: 11"-5" long x 0.22"-1" diameter, bullet shaped or spherical
Weight: 0.05 lbs./0.01 kgs. (each)

Description: These small metal shapes are ammunition for ancient rifles and pistols.



Powder Horn
Tech Level 10 Experience: 60
Size: 10" long x 3" diameter, tapering curved cylinder
Weight: 0.5 lbs./0.24 kgs. (empty)

Description: These resealable containers are somewhat waterproof and are used to store the explosive powder used as propellant in ancient pistols and rifles. A standard horn holds enough black powder for 15 shots from a black powder weapon.

Restraint, Kevlar
Tech Level 9 Experience: 200
Size: 12" long x 1" wide
Weight: 0.2 lbs./0.1 kgs.

Description: This twin loop of Kevlar material is manually adjusted by its operator to restrain individuals that have been apprehended by Command or Security forces. Adjustment or release of this restraint is only possible in the presence of a red or red & blue *Warden* wristband.

Other Electronic

Any powered item that did not comfortably fit into another category may be found listed here.

RF Security Tracer
Tech Level 9 Experience: 400
Size: 1/2" square chip
Weight: 0.05 lbs./0.02 kgs.

Description: This small tag may be delivered via a ballistic device (like a dart) or may be placed by hand. It reflects radio signals in a very specific band, allowing the unit to be tracked to its location.

Tether
Tech Level 10 Experience: 500
Size: 1/2" wide x 50' long
Weight: 2 lbs./1.85 kgs.

Description: Extremely useful in a variety of applications, this flat, 50' nylon tether has carabiners at both ends.

Wristband, Various Colors
Tech Level 7 Experience: 200
Size: 1" wide x 4"-9" long
Weight: .1 lbs./.05 kgs.

Description: This bracelet made from plastic is self-adjusting (a property of the plastic used) and contains a unique but extremely slight bit of radioactivity. This radioactive signature identifies a unique colonist aboard the Warden as the bearer of the wristband.

Boots, Magnetic
Tech Level 10 Experience: 200
Power Requirement: 2 Hydrogen Fuel Cells
Power Cell Life: 6 hours
Size: 4.5" – 7" wide x 12" - 24" long x 12" -14" tall
Weight: 0.5 lbs./0.24 kgs.



Description: These stretch-to-fit rubberized plastic boots come in three sizes (small, medium, and large) and are made to fit human feet. The soles of these boots contain an electromagnet that may be switched on, causing them to stick with 20 lbs/9kg of force to any ferrous metal (including duralloy). Hydrogen Fuel Cells are inserted in the back of the boots, behind the heel.

Communication Headsets
Tech Level 9 Experience: 300
Power Requirement: 1 Hydrogen Fuel Cell
Power Cell Life: 36 hours
Size: human head-sized
Weight: 1 lbs./0.6 kgs.
Range: 4.5-5.5 miles depending on terrain



Description: This headgear has a single headphone (one ear only) and an adjustable headband holding both the Hydrogen Fuel Cell and the AM broadband transmission and reception apparatus. It fits comfortably inside most helmets.

DNA/Biometric Scanner, Alien
Tech Level 6 Experience: 400
Power Requirement*: unknown, some type of blue crystal cube (radiation intensity 4)
Power Cell Life: 2 hours
Size: 18" length x 11" width x 34" height
Weight: 7 lbs./15.5 kgs.
Range: 36'/11 m

Description: This scanner senses all forms of life by sampling the DNA given off by beings that are within its range. It has a wand for checking fluids. The display describing the lifeforms found is in an alien language, but characters with appropriate skills might either reprogram the output (to a discernible language) or learn this unfamiliar form of communication.

Drone, Fire-fighting
Tech Level 6 Experience: 400
Power Requirement*: 2 Hydrogen Fuel Cells
Power Cell Life: 2 hours
Size: 38" length x 38" width x 14" height
Weight: 117 lbs./53 kgs.
Range: 74,000', 22,555 m
Top Speed: 28 mph/45 kph

Description: This disk-shaped drone carries a chemical fire extinguisher capable of covering up to 10 acres of burning forest before requiring a recharge. A grey, green, red, or red and blue wristband is required to activate the controller for this unit. A keyboard programming unit is generally found with these drones, and is necessary for its function.

Drone, Long Range
Tech Level 6 Experience: 500
Power Requirement: 6 Hydrogen Fuel Cells
Power Cell Life: 15 hours
Carrying Capacity: 412 lbs./187 kgs.
Size: ovoid 48" diameter x 62" height
Weight: 396 lbs./53 kg
Range: 115,600', 35,235 m (transceiver limit)
Top Speed: 196mph/315kph

Description: This ovoid duralloy drone has an isolated cargo compartment and a tentacular robotic arm for retrieving samples. The nose cone contains space and mounting hardware for up to three interchangeable scanning devices.

Drone, Observation
Tech Level 6 Experience: 700
Power Requirement: 2 Hydrogen Fuel Cells
Power Cell Life: 2 hours
Carrying Capacity: none
Size: 38" length x 38" width x 14" height
Weight: 78 lbs./35.3 kgs.
Range: 74,000', 22550m (transceiver limit)
Top Speed: 28 mph/45 kph

Description: This remote control drone is generally found with its control keyboard. It has a camera with a telescopic range of up to one mile and a compartment designed to be outfitted with one other sensory device of the user's choosing (energy scanner, audio transceiver, bio-scanner, etc.).

Drone, Short Range
Tech Level 6 Experience: 700
Power Requirement: 8 Hydrogen Fuel Cells
Power Cell Life: 5 hours
Carrying Capacity: 856 lbs./388 kgs.
Size: spheroid 96" diameter x 60" height
Weight: 594 lbs./269.4 kg
Range: 74,000', 22,555 m (transceiver limit)
Top Speed: 24mph/39kph

Description: This spherical duralloy drone has an isolated cargo compartment and two tentacular robotic arms for retrieving samples. The nose cone contains space and mounting hardware for up to eight interchangeable scanning devices.

Goggles, Infra-red
Tech Level 10 Experience: 100
Power Requirement: 1 Hydrogen Fuel Cell
Power Cell Life:12 hours
Size: 11" wide x 5" tall
Weight: 0 .4 lbs./.18 kgs.
Range: 1200'/366 m

Description: These goggles amplify nfra-red light in a given area. The goggles have an adjustable strap and battery holder that fits behind the head. This item does not fit within a space suit helmet.

Hologram Generator, Portable
Tech Level 7 Experience: 700
Power Requirement: 1 Hydrogen Fuel Cell
Power Cell Life: 2 hours
Size: 6" diameter circle
Weight: 1 lbs./.4 kgs.
Range: 12'

Description: This device takes a picture in the same fashion as a camera of any desired object or setting up to 40 cubic feet in size. It then continually projects the captured image in a space determined by the operator (that may not exceed 400 cubic feet) for two hours.

Hologram Generator, Portable, with Voice Enhancement
Tech Level 4 Experience: 800
Power Requirement: 1 Hydrogen Fuel Cell
Power Cell Life: 1 hour
Size: 6" diameter circle
Weight: 1 lbs./.4 kgs.
Range: 12'

Description: This device takes a picture in the same fashion as a camera of any desired object or setting up to 400 cubic feet in size. It then continually projects the captured image in a space determined by the operator (that may not exceed 400 cubic feet) for one hour while repeating a message of up to 45 seconds in length.



Hydrogen Fuel Cells
Tech Level 10 Experience: 50
Power Requirement: none
Power Cell Life: dependent upon the machine in which it is used
Size: 6" x 4" x 2" box
Weight: 1 lbs./.4 kgs.
Range: none

Description: Hydrogen Fuel Cells are the universal 'batteries' of the future, and virtually all devices use them. They are rechargeable and reliable.

Hydrogen Fuel Cell Recharger
Tech Level 8 Experience: 400
Power Requirement: 1 oz. pure water
Power Cell Life: recharges 1 Hydrogen Fuel Cell
Size: 6" x 12" x 12" box
Weight: 4.7 lbs./2.1 kgs.

Description: This device uses a miniaturized gravity node to separate water into hydrogen and oxygen, and generates power during the process which is stored in a standard Hydrogen Fuel Cell. The use of less than 100% pure water carries with it the risk of an explosion. The more dissolved solids the water contains, the greater this risk.

Lamp, Portable
Tech Level 10 Experience: 50
Power Requirement: 1 Hydrogen Fuel Cell
Power Cell Life: 12 hours
Size: 6" x 3" x 3" box
Weight: 0.2 lbs./0.1 kgs.

Description: This portable light source casts a hemisphere of light that illuminates up to 90' in a 180° arc in front of the lamp as though it were standard daylight. The effectiveness of this illumination drops off rapidly after the 90' mark.

Medical Hand Analyzer
Tech Level 5 Experience: 300
Power Requirement: 1 Hydrogen Fuel Cell
Power Cell Life: 48 hours
Size: 12" x 8" x 3" box
Weight: 2.2 lbs./1 kgs.

Description: The Medical Hand Analyzer has 5 separate functions: a sonic sterilizer with a 12" range, a sonic beam that administers local anesthetic, a sprayer with a 12" range that produces an artificial skin that is sterile and covers any wound to slow or prevent bleeding (heals 1d4), an x-ray unit to identify deep tissue damage, and a vibro-scalpel for cutting away dead tissue and extraneous material. This device has a carrying strap that allows it to be slung when not in use.

Paralysis Dart Charger
Tech Level 8 Experience: 400
Power Requirement: 1 Hydrogen Fuel Cell
Power Cell Life: 500 darts
Size: 12" x 8" x 6" box
Weight: 2.4 lbs./1.1 kgs.

Description: This hand-held unit charges the darts used in the Paralysis Dart Ejector. Charging requires only a few seconds but charged darts must be carefully stored to prevent accidental discharge.

Torch, Cutting (and Welding), Laser
Tech Level 8 Experience: 100
Power Requirement: 1 Hydrogen Fuel Cell
Power Cell Life: 20 hours
Size: 10" x 3" cylinder with handle and cutting tip.
Weight: 1.2 lbs./0.5 kgs.
Range: 5"

Description: This torch welds and cuts steel at a rate of 1' per minute by only cuts duralloy at half that rate (6" per minute). This indicates that a 3" long burn that is 2" deep in duralloy would take one full minute for this torch to either weld or burn.

THE STARSHIP WARDEN

They designed the Starship Warden to house, feed and clothe over a million people. To do this the designers outfitted this massive ship, miles long and miles wide, to serve as a home for people offering up quarters and cafeterias, restaurants, and malls all intermingled with a host of features to mimic earth-like conditions, from artificial lakes to fields of crops. Her maiden voyage began with hopes and dreams of a future like nothing humanity had ever seen.

But that was long ago. There has been no contact between the Warden and Earth for many long years for on the ship something went horribly awry. Radiation leaks, singularity, mutations, madness, what it was, only the inhabitants could say. Whatever it was, her inhabitants, those that lived, dwell in a world of want and despair, and when they were not preying upon one another, they fight beastly mutants, cyborgs, self-aware robotic humanoids and all the other creatures who vie for the precious resources of the beleaguered st arship.It is your time now. Rise in the chaos of the Warden and bend its apocalypse to your will -- or be ground away in the lonely quiet of deep space.

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