

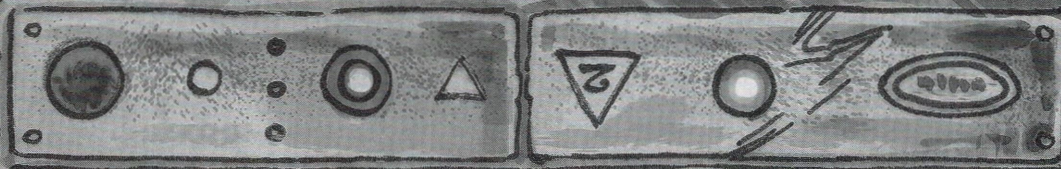
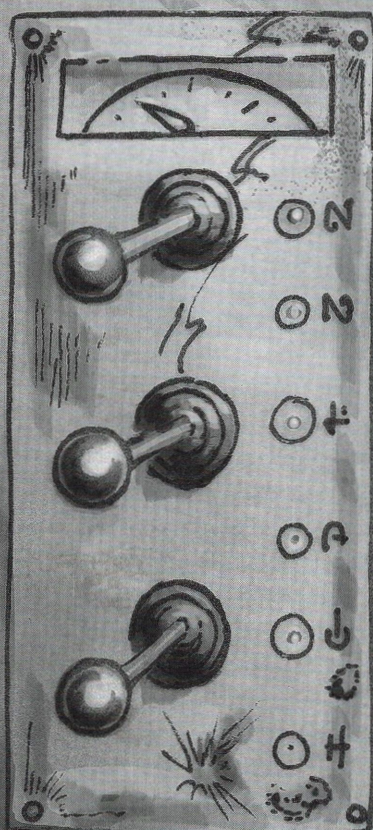
WARDEN ADVENTURES

A Series of Encounters
By James M. Ward

METAMORPHOSIS

ALPHA

4



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WARDEN ADVENTURES

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INTRODUCTION

The following are two-page spreads that provide all the material that a Game Master needs to run a fun evening's worth of adventure. These adventures are designed to be placed anywhere on the *Starship Warden*. However, they are suitable for use in any science fiction campaign. The last three pages of this volume also include character sheets suitable for use in any *Metamorphosis Alpha* adventure.

ADVENTURE ONE:

A SIMPLE ORCHARD BOT, HARD AT WORK

REDFUJI6 ECOLOGY BOT

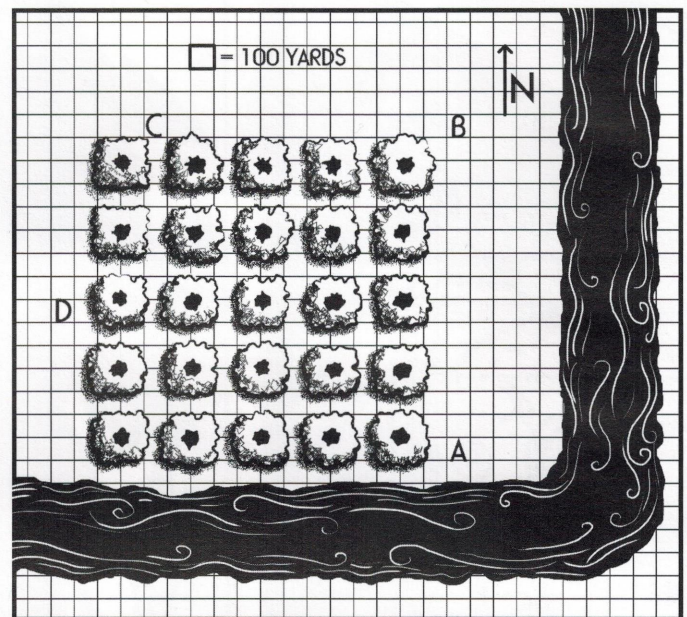
Armor Class: 4	Movement in Spaces: 8
Hit Points: 150	
Radiation Resistance: 18	Constitution: 18
Mental Resistance: 3	Strength: 18
Dexterity: 9	
Mutations: None	
Defects: None	

Appearance: This bot has the following equipment: a 72 hour power cell, broadcast wave recharging unit, anti-grav power units utilizing 595 pounds of pressure, 2 paralysis tentacles, paralysis field, propulsion unit, 3 optical lenses, gas pellet ejectors, surgical tools, forestry tools, 3 manipulative tentacles, soil analysis sensors, audio and radio transmitters, infra-red and ultra-violet optic systems, and 3 light sources.

Normal Reaction: The robot is programmed to prune the trees and de-weed the area under the fruit trees. The robot must obey the commands of true humans. It can be pulled away and ordered to do other things to help a human group.

The Story: It's a simple tale of hard work. Every morning and whenever it rains the REDFUJI6 ecology bot begins the same task it has been doing for over three hundred years. Exactly judging the size of each of the fruit trees, the unit goes from the largest tree to the smallest tree and trims off the many fingerlings growing on the trunks of the trees. This task is especially difficult whenever it rains. The fingerlings sprout rapidly from the trunks of the mutated trees in the rain. Often the unit has to operate using unsafe parameters to get all of the fingerlings before they grow out to several inches. The same unit takes the time to cut back unruly roots poking their way up out of the earth.

The result of that constant surveillance is a most amazing or-



chard. Each tree is hundreds of yards tall and spread out almost a hundred yards in every direction. The root systems are unusually large. Every four weeks, the trees produce huge oranges, pears, and apples. Many species of bees and other insects pollinate the trees and the blossom fragrances filled the air of the level. Whole tribes of mutants lived off the bounty of the trees. The REDFUJI6 is programmed to allow picking of the fruit and it even helps take fruit from the highest branches to the young ones of the villages.

THE SITUATION

A quick flowing stream blocks the area to the south and east of the fruit orchard. The water teems with fish. There are many types of deadly mutants swimming up and down the stream.

The orchard is a huge affair with the trunks of each of the trees being unusually large. Each tree produces some type of fruit from apples and oranges, to pears. Rotting fruit that falls to the ground is tossed into the river if villagers don't harvest them before the ecology robot can grab them.

The smell of the area is intense. When the orchard is flowering, the aroma is of the blossoms. The smell is welcoming and actually encourages growing in all types of creatures. Then the fruit comes to the trees, and there is another smell. The rot of falling fruit travels for miles and miles. This rot attracts all types of predators that come roaming into the area and begin hunting around the orchard treed.

The trees' growth has been vastly accelerated. It blossoms in weeks and then produces head-sized fruit in weeks. Villagers have come to expect four crops of fruit in the 300-day cycle of the level.

AREA A: This is an 11-yard tall cone of plastic with a door on its side. The robot REDFUJI6 stays in that cone to keep out of the weather. There is nothing in there. At night the robot can be found there, always ready to respond to rain. The plastic is quite thick and hard. It's totally resistant to energy blasts and the projectiles of a slug thrower. If characters attack the cone, the bot comes out and tries to talk some sense into the attackers. The bot explains that it needs to work on the orchard every day or terrible things can happen. The bot never says exactly what will happen, but is difficult to remove from the area.

AREA B: The bodies of several large reptiles can be found here, now only bleached bones. Looking at the mass there are four large skulls with the bodies. All of the bones are broken in one place or another along the surfaces of the bones and skulls. There is no way to tell how long the bones have been there. Each bone is covered in a film of earthy dust.

Around the bones, about ten yards away, is a circle of a hundred head-sized spheres of earth. Digging into the spheres uncovers a large green beetle and a batch of orange eggs, wrapped in leather skin. Clearly, the skin of the reptiles was pulled apart by these beetles and used to warm the beetle eggs.

The beetles are quite capable of protecting their nests. They launch themselves into the air at blurring speeds. Then they proceed to bombard the predators with a green acid goo that does 19 points of acid damage per spit. Each beetle can spit this ten times in any 24 hours period.

AREA C: There are three destroyed robots here. One is a security bot, shaped like a sphere. That sphere is crushed in half and its long tentacle arms are pulled entirely off of its body. One is a rectangular-shaped garden ecology bot. Its many arms are torn off and thrown about the area away from the trees. Its body has been ripped into four quarters with deep bent marks along all of the quarters. The final bot is a general purpose bot and all of its parts are ripped and crushed. The grass within ten feet of this area is yellowed and dead. There is 10 intensity radiation in this area and it covers the grass and all of the robot parts.



AREA D: This is a four feet tall mass of red gel. It is the product of many androids getting ripped into quarters and tossed on the ground by the orchard. The mass is wet looking and forms a quite large pile. At first blush it doesn't look like much, but there is quite a bit of still-functional equipment in the mass of the gel. The following can be dug out of the mass: five protein disruptor pistols, five third stage slug projectors, an electronic force field tent, five backpacks, five sets of climbing equipment including pitons and hundreds of feet of cord, and a set of electronic binoculars.

The orchard situation is much more dire than any player character can figure out. The ecology bot has been cutting back the vegetation on the mutated trees for centuries. Every once in a while, the bot was tasked to do other things by humans passing by. When that happened the plants showed their mutated strength and developed huge and deadly tentacles. The roots rise up and the plants start moving along the stream. They grab prey and rip them apart and splash the blood on the trunk and root systems. This stimulates the growth of the plants. The excellent programming of the REDFUJI6 unit allowed it to trim the dangerous tentacles. It also moved the mutated plants back to the orchard where they belonged. As long as the tentacles and the root systems were cut back the plants flowered and generated useful fruit. If the bot is pulled away to serve humans, it can't hold back the deadly action of the orchard trees. Allowed to work on the moving trees, the bot can quickly get the orchard back in the shape it should be before the trees show their true mutated nature.

Rain stimulates the tentacles to grow twice as fast during a strong storm. The bot can be found going from tree to tree trying to keep the tentacles down to small stages. The bot has special programming it has developed over the centuries allowing it to sense when a tree is about to lift its roots and advance toward the river's edge. The bot attacks those trees first and drastically cuts back the roots systems of trees trying to become mobile.

ADVENTURE TWO: SECURITY AT ITS BEST

EXPLODING BOTS

Armor Class: 5	Movement in Spaces: 8
Hit Points: 50	
Radiation Resistance: 3	Constitution: 9
Mental Resistance: 3	Strength: 3
Dexterity: 9	
Mutations: None	
Defects: None	

Appearance: Exploding bots were devices used in the more important security-guarded areas. Before the *Warden* was ruined, all crew members and colonists knew exactly what these bots meant. Each is programmed to respond to a different type of stimulus. It was always possible to do something that would allow a person to approach the bot and not have it explode.

Each bot is two feet long and oval shaped. Two repeller anti-grav disks keep it floating four feet off of the ground. Those same repellers can move to fly the bot to an objective. Most bots are bright orange in color. Some of them are painted with a digital camouflage that allows them to float in an area and be almost invisible.

Usually there is a single coder device that can change the programming of a specific number of units.

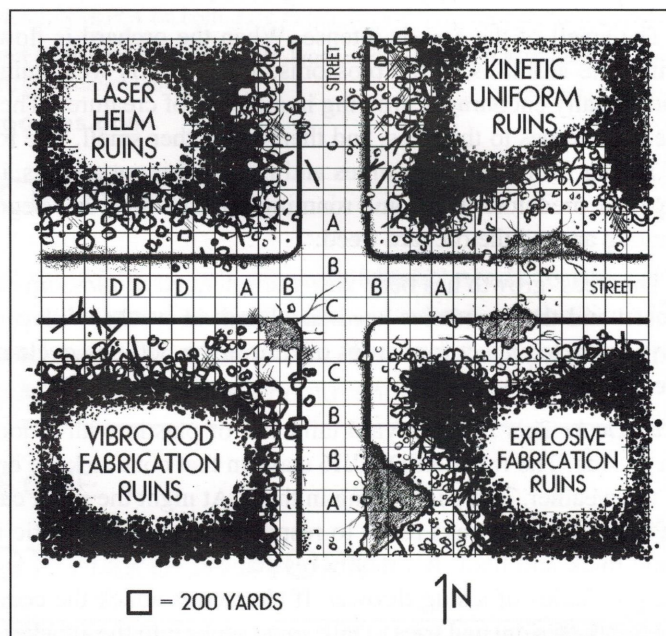
- 1: Explode when something rushes your position at more than 11 miles per hour.
- 2: Explode when something tries to trap or work on your mechanism.
- 3: Explode when a vehicle of any type comes within 15 yards.
- 4: Chase down and explode when anyone tries to use a ranged weapon on you.
- 5: Chase down and explode when anyone uses a melee weapon on you.

Normal Reaction: The unit explodes for 40 points of damage. The damage is a focused cone of energy aimed at one individual or thing. The plasma of the blast and the metal fragments of the bot can pierce thick armor, but never duralloy.

THE STORY

The bots were placed in their current position by the A.I. of the level. As the ship systems broke down, the bots started exploding. The A.I. chose to set up manufacturing under the streets in that area to replace the bots. Certainly hundreds of times mutants and even organized groups came to this area to be destroyed by the exploding bots. As day replaced day, watchers of the area saw the exploded bots replaced by new ones. Literally hundreds of attempts to enter the area were destroyed by the action of the exploding bots.

In the past, artillery was used to destroy the bots. Larger



bombs carried into the area by tame animals were also used to destroy the bots. Mutants with area effect attacks were used to destroy the bots. All of these encounters had their percentage chance of success. However, no one thought to find the fabrication facility that was making new bots to replace the spent ones.

The buildings were a large security section on this level. While the rubble has destroyed most of the devices, there are several strong chests filled with security equipment in all four of the ruined structures.

THE SITUATION

The bots can be clearly seen several hundred yards away down the roads leading to the crossroads. Those living in the area freely explain that walking into this section of the level causes instant death.

Bot A: This unit is programmed to react to ranged attacks. Whenever such attacks happen within 100 yards of this bot, the unit analyzes where the ranged shots came from and flies toward that spot. The bot is looking for whatever made the ranged attacks. Upon finding the person or thing making the attacks, the bot explodes for 40 points of damage when flying within ten yards of the shooter. There are always at least two "A" style bots in any given grouping of security units.

Bot B: This unit is programmed to react to melee attacks. Whenever such attacks are made on the surface of the bot, the unit analyzes the attack and explodes on the person or thing in active melee against the bot. The explosion always happens within ten yards of the attacker and the bot is programmed to follow any attacker so the unit can explode as soon as possible. If the unit loses sight of the attacker (the attacker uses teleport or other means of escape) the bot goes back to its post.

Bot C: This unit is programmed to react to mass attacks. It wants to use its special charge to affect as many attackers as possible in a given area. When the unit is within ten yards of the mass of attackers the unit discharges a mass of razor sharp caltrops in a wide spread. The affect is to have 40 points of damage spread out in a 30 yard wide by 30 yard deep, by 20-yard high area. The caltrops rip through flesh. Once they hit the ground, the metal spikes do further damage as victims step on the barbs.

Bot D: This unit is programmed to react to charging units. As vehicles or characters come rushing into the area the bots' programming activates. At double the speed of whatever is charging at the bots, these robots are programmed to smash into the charging units and explode.

Characters that encounter these security bots should be asking some questions. They need to find out why the robots are replaced every night. They need to find out what is so valuable in this area that it rates a large number of security exploding robots. They also should find out how to stop these robots from appearing every day.

THE AREA

Kinetic Uniform Ruins: The northeast building produced a security uniform that was able to totally absorb kinetic strikes like bullets and mace blows. Although the building is totally ruined, under the rubble are ten plastic cases, each holding six of the uniforms. The kinetic uniform is extremely thin and stretches to fit all sizes of human bodies. The building ruins are several stories tall and the upper floors are likely to fall on characters trying to get at equipment in the rubble. If the characters do any serious digging, there is a 20% chance part of the ceiling falls and does 6d6 in damage.

Laser Helm Ruins: The northwest building created helms with special powers, but most importantly with the ability to shoot laser beams. On the various floors there are parts of all of the helms. Six stories of ruined floors fill this area. These floors are fragile and set to fall in on themselves. The second floor has a set of six cases of the finished helms, without hydrogen energy cells. When powered the helms do the following:

- Short range communication gear ranged for 10 miles
- Infra-red lens to the front of the helm
- Telescope lens face plate
- Oxygen system allowing the wearer to breathe 30 minutes in the helm
- Laser emitter doing 7d6 with a range of no more than 30 yards

The laser fires at whatever the wearer is looking at with a push of a chin button. There are ten shots in a full hydrogen energy cell. The cell can easily be exchanged at the back of the helm while the wearer is using the helm.



Explosive Fabrication Ruins: This southeast building is built the strongest of the four corner buildings. The lightest of inspections reveals there were several powerful blasts that punched holes through the walls and floor. There are four pallets of 100 brick explosive bundles on the ground floor. None of the security bots will explode near these pallets. On the third floor there are thousands of electronic units with self-contained power systems set up to explode a brick of the explosive for 100 points of deadly force.

Vibro Rod Fabrication Ruins: This southwest structure is a long, low one-story building expanding many hundreds of yards in several directions. There are lots of holes punched in the walls and the ceiling. Within the walls are bits and pieces of conveyor belts. There are many pieces of vibro rods on the belts as if they were being constructed when the building was destroyed. Under the southwest end of the building is a great deal of rubble. Under that rubble are ten strong plastic cases. Each case has ten vibro rods and three hydrogen energy cells to power each rod. Working with the rubble and trying to get at the cases has a 35% chance the rubble will fall and do 20 points of damage to the working characters.

Those who try to assemble rods from the parts in the ruins always cause an explosion of 20 points when hydrogen energy cells are applied to the mashed together device. There are many cases of hydrogen energy cells through out the ruins of the factory.

Under this building is an entrance to a large chamber. Engineering robots keep the area clear of rubble. Down here the different types of security robots are being constructed and prepared with explosives. The artificial intelligence of the entire level keeps creating these security robots. There are fifty of each style of robot in this area. If the area is found and destroyed, the A.I. of the level creates another chamber and staffs it with robots to begin generating more security bomb robots.

ADVENTURE THREE:

SANPETRA RAFT

ENGIL YOUNG

Armor Class: 4 Movement in Spaces: 12
Hit Points: 75
Radiation Resistance: 11 Constitution: 11
Mental Resistance: 18 Strength: 11
Dexterity: 18

Mutations: New body part that excretes high power adrenaline, heightened hearing, heightened dexterity, force field generation

Defects: Slowed to half movement in the light

Appearance: The creature starts life as a two-foot egg with an incredibly hard shell. Once out of the shell the creature is lightning fast. It's shiny black, has an exoskeleton, and uses six talons that each can turn into grasping claws at need. From the egg it's a three-foot-long and nine-inch-wide insect-looking creature. Moving blurringly fast it is aware enough to attack from behind with a ripping of claws for 1d6 and a bite for 3d6.

Within six weeks, if water and food are available, the creature turns into a six-foot-long by three-foot-wide monster. Still able to move blurringly fast, it attacks any size creature as it leaps out of the water and tries to bite and claw prey.

Normal Reaction: Engils make a massive attack and bound away into the darkness. They can track once-bitten prey for many miles. They like the edges of water areas like lakes and rivers. Whoever breaks an Engil's shell gets attacked and bitten by the emerging creature, and then it looks for a hiding place.

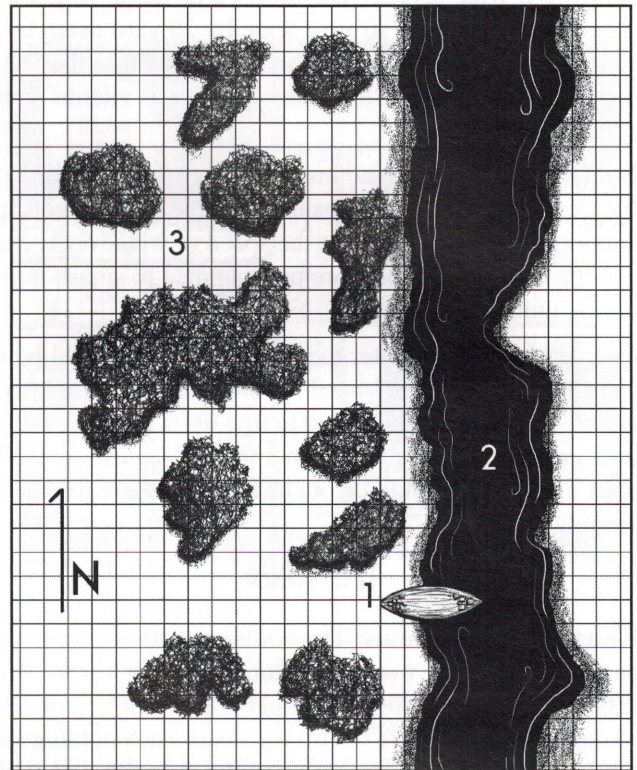
THE STORY

A raft has been pulled to the sandy shore, along a fast-flowing river. The raft is about 30 yards wide and 60 yards long. It's made of river reeds and has a high bow. There is a sail and a long tiller aft. There are several boxes in the bow and in the stern. There is no movement on the boat as the two crocodile humanoids are off getting special supplies for their trip.

The raft is on a sandy beach. There is a thick forest of unusually tall redwoods all around the river for miles on either side. There are a great deal of normal birds, robins, and rabbits about the place.

The tall forest creates very dark shadows under the tree cover, even in the brightest times of daylight. There are lots of loud bird calls and animal chittering in the forest. While it might seem dangerous, there is little in the way of deadly creatures lurking in those woods.

The river is fast moving and over 100 feet deep. The section presented is a mile long. The water is fresh. There are useful food plants growing along the edges. Fish and smaller mutants swim in the water, but are not capable of doing much harm to the characters if they go in the water.



THE SITUATION

The raft is staked down on the beach.

The river flows fast, but never changes in height or speed. There are no waves and the current doesn't take effect until vessels get into the middle of the stream.

This is an unusually normal forest, maintained by horticultural robots. There are ordinary robins, sparrows, squirrels, and rabbits in the area.

The raft looks harmless, but is filled with deadly materials. If the characters wait until sunset, the two crocodile humanoids come out of the water with their talons filled with a rare herb. The crocodiles won't like others on their raft or fooling with their equipment.

Dangerous situations abound on the raft. Trying to figure out the grenades and two different weapons can get the characters blasted. Playing with the eggs can release very destructive creatures on the deck. Taking things gets the characters attacked by the crocodile mutants.

AREA 1: THE RAFT: There are many things on the raft that can affect the characters.

Bow: The crates on the bow are filled with 98 large energy grenades. These grenades have several buttons and a small wheel that regulates the explosion time on the device. It has a WC of 4 and does 30 points of burning damage in a 20-yard radius around the explosion point.

Another set of crates on the bow has fortified talis leaves. Eating three talis leaves restores six hit points to a character. For every leaf more than three eaten in a 24-hour period, the plant leaves do 3 points of damage to a character and affect their aim (-3 to strike things).

Stern: The crates on the stern hold two different cases of six rifles and a case of hydrogen energy cells, as well as two cases of ammo needing to be put into magazines.

The proton rifle, WC 7, has a magazine of 10 shots. The proton shot does 22 points of damage. Short range – 1-25 yards, Medium range – 26-150 yards, Long range – 151-900 yards.

The gamma rifle WC 7, has a magazine of 5 shots. The gamma shot does 35 points of damage. There is a residue of intensity level 12 radiation for 7 days after the shot left on a target. Short range – 1-15 yards, Medium range – 16-75 yards, Long range – 76-150 yards.

Also in the stern is a captured true human.

ALLEN SCHNEIDEWENT, CAPTURED TRUE HUMAN

Armor Class: 8	Movement in Spaces: 8
Hit Points: 11 (76)	
Radiation Resistance: 17	Constitution: 16
Mental Resistance: 15	Strength: 14
Dexterity: 13	
Mutations: None	

Appearance: Alan is tied up. He's dressed in an unusually tear-resistant navy uniform. Recently woken from a 300 cryo-sleep, he was confused and wandering the area when the crocodile humanoids captured him. Allen has extensive knowledge of all of the water systems on the ship.

Normal Reaction: Allen is not pleased with intelligent creatures. He gladly helps groups composed of true humans. He doesn't want to aid mutants of any type. He's half dead and exhausted.

Another small chest has a pair of ship's armbands – one brown and one white.

Nestled in coils of rope around the mast at the center of the raft are five of the Engil eggs, each looking like a rainbow crystal. Moving those eggs, or carrying them around, causes them to hatch and the Engil to attack.

Pounded into the mast is a crude map. It details this stretch of the river and a nine-mile span of river with the shallow falls at the end. The map further details the new river after the falls that leads to the crocodile camp and a large lake. The dangers from a large kraken creature are detailed on the map by the entrance to the lake.

Also at the center of the raft is a large amount of fresh fish that have been caught in the last two days. The croc people eat the heads and bodies raw and enjoy the meal.

AREA 2: CROCODILE HUMANOIDS CROCODILE HUMANOIDS (2)

Armor Class: 4	Movement: 6/12 in water
Hit Points: 87, 86	
Radiation Resistance: 12	Constitution : 16

Mental Resistance: 11

Strength: 16

Dexterity: 7

Mutations: Poison claws (intensity 11), partial carapace, heightened precision, de-evolution

Defects: Complete mental block for robots of all types

Appearance: At nine foot tall and with green scales, these humanoids are crocodiles that have been able to change their physique to stand upright with a balancing tail. The jaws allow for a bite of 5d6, but these mutants are quite capable of figuring out human technology and using it for its own advantage.

Normal Reaction: These humanoids are water dwellers. While they are very capable of fighting, they try to talk and trade first if possible. In this scenario they are harvesting a special herb, which only grows in this area. Their plan is to raft down the river to a shallow falls that extends to the next level down. They are armed with large stone throwing hatchets that act as powerful maces in their hands (WC 2, 2d6 +6 in damage, short range throws are at 10 yards). In the first meeting the crocodiles will act calmly unless some of their raft equipment was taken by the characters.

If the crocodiles begin losing to the characters, the reptiles try to break the Engil eggs on the bodies of the characters so that the Engil young released attacks that character first. The crocodiles shed a liquid that repels the Engils. This liquid makes certain the Engils never attack them.

If the characters hop on the raft and begin floating down the river, they are attacked by the two original owners. The crocodiles are capable of leaping out of the water and landing on the raft to begin the battle.

AREA 3: WOLFOID PATROL WOLFOIDS (3)

Armor Class: 4	Movement in Spaces: 6
Hit Points: 58, 56, 54	
Radiation Resistance: 17	Constitution: 16
Mental Resistance: 15	Strength: 14
Dexterity: 18	

Mutations: Taller, physical reflection (lasers, protein disruptors), mental control

Defects: None

Appearance: These wolfoids are 9 feet tall, walk on their hind legs, and their feet and hands end in talons. They are wearing a force field belt that protects them for the first 100 points of physical damage they suffer in battle. Each has a sack of human hands they use for a snack on patrol. These favor a large and heavy mace in battle (WC1, 3d6 +5).

Normal Reaction: The patrol is making sure that there are no fishermen on the river in their section of the land. They attack humans on sight for their hands, but leave other humanoid groups along, telling them they cannot fish the river.

This patrol is used to spur the characters into looking over the raft. They can be used to move the characters down to the river. They can be used to help fight the crocodile mutants. They could be used to figure out the energy rifles and take them off the raft.

ADVENTURE FOUR:

WILLOW TREE

OCTICORE BEAR MUTANT

Armor Class: 5 (1)

Movement in Spaces: 8

Hit Points: 108

Radiation Resistance: 9

Constitution: 18

Mental Resistance: 18

Strength: 18

Dexterity: 12

Mutations: Multiple body parts x 3,

Regeneration,

Heightened Intelligence,

Absorption radiation

Defects: Skin Structure Change (its body must be submerged in water once every two hours).

Appearance: The Octicore began life as a golden bear. This version has eight limbs and when standing can use six of them to control weapons. It has created several packs to hold weapons as it is submerged in water. Loving swamps, this creature is covered in a green mossy goo. Its weapons are slippery as they are also covered in algae. The creature looks more like a mass of swamp-land rather than a bear with extra arms. Only when it is racing over the land on all eight limbs does it show its bear nature.

Normal Reaction: One paw hurls javelins for 3d6, and another paw uses a large stone club for 4d6+5. The middle two paws use a wire heavy crossbow that isn't slowed down by water for 4d6 in bolt damage. One lower paw uses a sling and river stones for 2d6. The final paw has a duralloy shield. These are all attacks that the creature can make at the very same time. A clawed paw does 3d6 and its bite does 5d6 in damage.

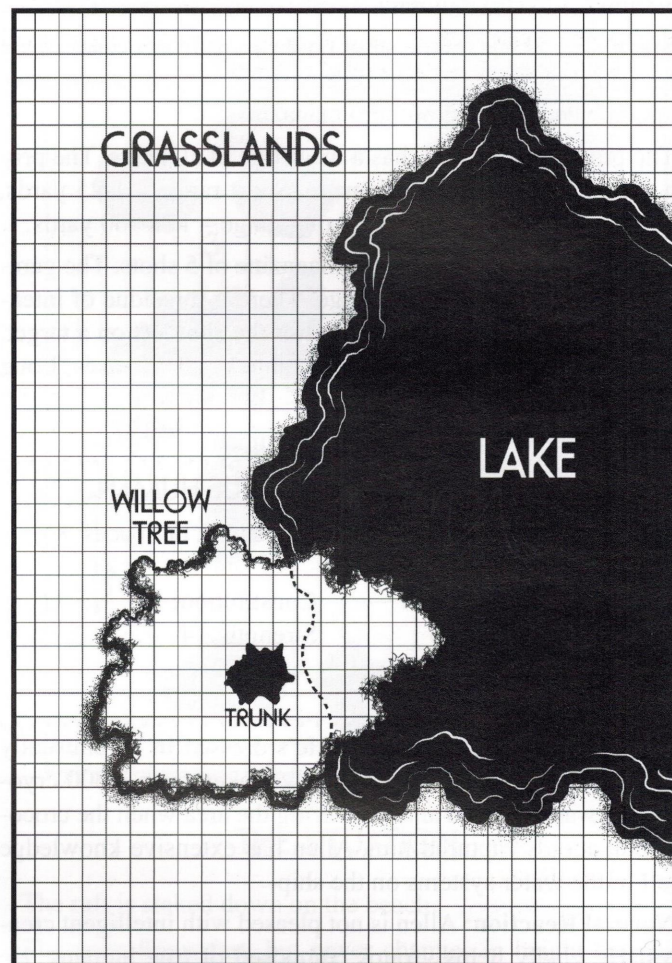
THE STORY

For over fifty years the Octicore has been living in the lake under the willow tree. The tree has long branches that extend out over the water. As the Octicore kills prey it places them in the branches and feasts on them. A great deal of metal equipment has fallen into the lake under the branches of the tree. Even over many years, the nature of some of the equipment allows it to still work and be powered by batteries.

Currently, the Octicore is extremely protective of its territory. It has been able to lure two female brown bears to the area. Those bears are pregnant with the Octicore's brood. These bears stay in and around the willow tree. If player characters kill one or both of the bears, they discover the true danger of the Octicore. The creature follows them wherever they go and eventually kills the character that killed one of its mates.

Know also there is a vile smell filling a 50-yard area around the willow tree. The smell is so strong the characters must roll higher than their constitution on 3d6 or suffer from the smell and strike at a -4 with any weapon they use.

The shine from the equipment pile in the water can be seen for miles around the willow tree.



If that wasn't enough trouble, the constant bloodletting and gore that has fallen from the tree has allowed a black fungus to grow on the undersides of all the lowest branches just above the water. The fungus covers the bottom of the lowest limbs. It grows in circular masses and each of the masses is able to move in circles around a central core. There are flaps on the fungus that seem to open and close to reveal an eye of sorts. That glossy orb is actually a mouth that takes in the gore from the tentacles that poke out of the edges of the fungi mass. It appears as if an eye is opening, but that is the fungi reacting to the vibrations all around it from the willow tree branches and from a disturbance in the water. When vibrations begin, long, blurringly fast tentacles of fungi spike out of the branch cover masses. These spikes carry a 15 intensity poison that is injected with a successful strike of one of the fungi spikes.

The Octicore enjoys standing in the shallows of the lake and attacking his prey. Those that come into the water after it have a hard time as the Octicore can swim to deeper water and still use all of the missile weapons it controls. However, the creature is not the smartest battle tactician. It has been lured to the land many times as it seeks to get in range of all of its missile weapons.

When confronted with a powerful enemy, the creature has been known to swim out to the middle and deepest part of the lake and submerge for a day while it healed a great deal of its damage. The Octicore has been known to track down a pure strain human wearing a band to go from level to level on the main ship's elevator. This didn't stop that Octicore that seemed to be able to also travel from level to level.

THE SITUATION

The willow tree presents a less obvious danger. Over the years a great many bodies have shed their blood on the limbs. This has caused a ravenous insect species to make the willow their home. Then as characters take damage from the Octicore, blood rises on the wounds and attracts the attention of the insects. In the first 1d6 combat rounds no one notices as some of the insects swarm to the wounds. In the next 1d6 combat rounds the bugs do 2d6 in stinging and blood-draining damage. At this time the body is covered in these insects and the character can do nothing but fight off the bugs or dive into the water to get rid of the thousands of swarming bugs looking for the character's blood. If the characters ignore the bugs to battle the Octicore, then that character is dead by the end of the fifth combat round.

Any wounded characters that come under the branches of the willow get rained upon by these blood-seeking insects. These bugs continue to flow in greater numbers onto the character once such a being has been detected by the swarm.

The Octicore is wise enough to know the mass of metal attracts characters to the willow tree. It now waits in the shallows of the lake. When characters come up, it attacks with its ranged weapons and follows the characters until they are all dead. It then carries the bodies into the branches of the willow and eats them whenever it feels like it.

The grasslands are filled with four-foot tall, yellow grass that waves slowly in the wind. If creatures did move through it, the grass would show unusual movement. The Octicore makes a large four-foot wide swath through the grass as it lumbered along on its eight paws.

The lake is filled with fresh fish. There are no dangerous mutants there, as the Octicore has eaten all the deadly creatures of the lake.

Since the Octicore has hunted in this area for many years, anything that could rust in the waters of the lake has become useless. However, there are a lot of things that have completely resisted the action of the lake and are still fully functional. These items include the following (roll 1d20):

D20

Thing

- 1 5 hydrogen energy cells in a water proof box. The cells are completely charged. The box has a red and green light. The green light stays lit as long as there are charged batteries in the box.
- 2 Energized shield attachment for any sized pistol. The shield takes 30 points of energy damage or 50 points of physical attacks before the shield blows a fuse.
- 3 Steel Gray Color band
- 4 Portable Anti-grav platform using solar cells. The platform can carry over four tons of materials.
- 5 Water Hydrogen Energy Converter. The unit charges spent hydrogen energy cells using water and the energy from daylight
- 6 Geiger Counter employing hydrogen energy cells, the counter can give read outs of the intensity of the radiation and the distance from the counter.
- 7 Infra-red goggles; these allow the user to detect heat sources in the dark.
- 8 18 intensity radiation sample in a containment container
- 9 Container of parasitic fungus that decomposes metal on contact
- 10 One-gallon container of 11 intensity poison green goo
- 11 Sets of quills as darts in special quill holding bandoleers
- 12 Container of powdered root allowing the eater to totally ignore illusions or mental control for up to one hour after eating
- 13 3 black dragon eggs
- 14 2 wolfooid hides
- 15 4 radio communication headsets
- 16 Sealed can of 17 intensity radiation ooze
- 17 Red Color band
- 18 Robot Deactivator Rod
- 19 Duralloy shield
- 20 Silver uniform that is resistant to black rays and laser beams



ADVENTURE FIVE:

THE ULTIMATE BOSS

..... SCKETRE WISP

Armor Class: 1	Movement in Spaces: 8
Hit Points: 200	
Radiation Resistance: 18	Constitution: 18
Mental Resistance: 18	Strength: 18
Dexterity: 18	
Mutations: None	
Defects: None	
Damage: Shield does 15 points at a touch and the sword does 6d6 with a touch	

.....

Appearance: This humanoid stands nine feet tall. Scketre started life as a hologram in one of the entertainment centers of Epsilon City. When the radiation cloud hit, the entertainment center A.I. went insane. Suddenly that A.I. spent a great deal of power creating Scketre Wisp as a guardian of the entertainment center. The holographic creature is dressed in electronic plate mail. Its shield is a force weapon and its sword is huge and almost invisible. The parts of Scketre's face visible through its helm show that it is clearly not human. Its voice is deep and it moves quite quickly.

Demeanor: Scketre is programmed not to allow anyone or anything to enter the Epsilon entertainment center. The force field creature stands in the only entrance and threatens all who come near. When ranged weapons are used against it, Scketre covers itself with its impenetrable shield and all energies and projects are stopped. In its long life, many packs of wolfoids have attacked. Scketre has remained victorious in all of its melee battles. Once, huge numbers of wolfoids attacked and the A.I. powering Scketre was kind enough to give him two spearmen. In the over 300 years of the guarding of the center, only three groups have talked their way past Scketre.

THE STORY

The great and powerful Scketre Wisp began life as the biggest boss in a best-selling computer game. The game was so popular that it became the first holographic adventure to become prime entertainment on the *Warden's* entertainment center in the city of Epsilon. There were three artificial intelligences controlling various services in Epsilon city. Two of them went insane and completely changed their primary programming. The laws of programming went out the window as the A.I.s instead wished the death of all humans who brought such misery to the electronic world of the ship.

Using powerful force fields and advanced programming systems, the entertainment A.I. created Scketre Wisp as its primary guardian. Scketre has a superb computer mind. Extremely skilled in the tactics of sword and shield work, the fighter usually never leaves a 30 yard area around the portal. When it does extend itself out to its limits, two spear-carrying warriors appear in the entrance to stop those who would sneak in.

In the decades where Scketre guarded the portal, groups have come to parley. Three of those groups have talked their way past using special arm bands. Others have gotten past by defeating Scketre in battle. These struck the warrior for a little over 200 points of damage that its shield did not stop. A fuse was tripped and Scketre went off line for 24 hours. In that time the portal was free for anyone to enter.

In the last hundred years, wolfoids have taken over large sections of the city and made it their lair. It has become a matter of honor for young wolfoids to come to challenge Scketre and attack it. Many older wolfoids have a large sword scar on their bodies from surviving a fight where they ran when they knew they couldn't defeat the warrior at the portal. It's a little-known fact that if characters facing wolfoids shout, "I have fought Scketre!" wolfoids will back off and let those characters leave the area.

THE SITUATION

Getting into Epsilon City and past the always-guarded wolfoid lairs has its own set of problems. A large park within the city leads to the only entrance to the Epsilon Entertainment Center. That very large portal has changed a great deal over the years. The portal arch is covered in dried wolfoid pelts. Those creatures that die in fighting Scketre are skinned and their hides are cured using the brains of the wolfoids to treat the hide. There are literally thousands of hides covering the portal and the walls inside and outside the entrance to the center. Several totem poles of skulls further mark the kills of the holographic guardian. Far more than just wolfoid skulls make up this testament to the killing skill of the guardian. On either side of the portal are large masses of weapons of all styles from swords to laser rifles. These bits of equipment can be taken as the holographic guardian doesn't care about such things.

From outside the portal, one can smell hot, buttered popcorn and steaming cinnamon rolls. There are several food courts that have stood ready to sell their wares for over 300 years. Computer systems scan all foods to make sure they are healthy for consumption. Looking through the portal there are many lanes that lead to glowing signs. The signs that can be seen read as follows:

COME ENJOY THE GLADIATORIAL ARENA

A NEW SOCCER MATCH EVERY FOUR HOURS

ENJOY BEN HUR IN 3-D!

PLAY WITH SCKETRE WISP IN
THE HUNT FOR THE STORM GIANT'S CROWN

FOOLING SCKETRE



One can also see some type of odd park inside with very strange trees. The trees' limbs move all around when there isn't any sign of a breeze in the air. One can also see several broken horticultural bots twisted on the ground below the trees. In the park also are strange humanoids with red and green colored hair walking around in what seem to be huge shoes and laughing. (What sort of trees and people these are is up to the Game Master; one possibility is Adventure Five, which follows.)

Scketre stands in the middle of the portal. It likes to talk and offers a truce to any group that comes near the area. The guardian of the portal declares what his job is, but also that he doesn't mind trading information with anyone. He knows a lot about Epsilon city and where the wolfoids have their primary lairs.

"I am the great and powerful Scketre Wisp. As Lord High Anti-paladin of the seven circles, I have come to this strange place to lend my talents in guarding these gates. I serve the great god Entertainment in all of its forms and have never been defeated in battle. Look at me in wonder and awe and know that I could kill you with one stroke of the great blade Soulbinder."

With that said, he waits to see what the characters have to say.

There are many ways to fool the holographic warrior. If a character has a gray armband that character could claim that something needs to be fixed in the center. While the intelligence that is Scketre thinks it is in complete control, the A.I. that made it also monitors what Scketre hears and would force its guardian to back off.

A red security officer could also easily talk his way into the area and past the guard.

Robots and androids are totally ignored by the guardian. Vehicles are not allowed past the portal. Special beams from the ceiling can turn off such equipment before it gets by the guardian.

Once characters have gotten past Scketre the first time, they and whomever they bring with them can go in and out of the Entertainment Center at will.

Several times during the life of the guardian, clever characters have lured packs of wolfoids to come by Scketre. The holographic warrior loves to fight wolfoids more than anything. Also, wolfoids think it is their duty to at least try and kill Scketre even though they have never succeeded in the 300 plus years of the guardian's life. Luring characters could then get past Scketre, but would then have to deal with the two spearmen. These are simple images and characters can just walk through those holograms. However, first the characters must figure out that the spearmen are not energized by force fields like Scketre is.

Oftentimes characters will try and launch missile weapon attacks on Scketre. In these cases the guardian merely hunkers down behind his shield and shouts taunts at the attackers. Often the shield is capable of throwing back energy attacks at the assailants. On rolls of 5 or 6 on a d6 the blast goes right back into the firing characters and does maximum damage as the shield boots the energy of the attack. Physical ranged weapons like arrows and javelins all burn to ash upon touching the shield.

Once characters get into the Entertainment Center they are able to find a hologram game arcade. In that arcade the characters can play a fantasy game where they must defeat Scketre. In defeating this game they are given a special sparkling toy called the Storm Giant's Crown. This crown will allow them to actually control the real guardian Scketre. Then they can take the holographic warrior anywhere in Epsilon City. They can use it to battle new enemies of the characters. The crown only works once per character group. As the controlled Scketre walks away from his guardian spot, another Scketre is made by the A.I. of the Entertainment Center.

ADVENTURE SIX:

ENCOUNTER AMONG THE TREES

MUTATED AUSTRALIAN BAOBAB TREE (*ADANSONIA GREGORII*)

Armor Class: 5	Movement in Spaces: 0
Hit Points: 300	
Radiation Resistance: 9	Constitution: 18
Mental Resistance: 3	Strength: 3
Dexterity: 3	
Mutations:	
Density Control Self	
Heightened Precision	
Root Mobility	
New Plant Parts	
Attraction Odor	

Appearance: These trees always grow in clumps of four trunks. The largest adult tree (area A on the map) stands 300 yards tall with all of the branches in the upper 25% of the tree. Four other sets of trees (areas B-E on the map) grow together in a square pattern of four. The feather-light branches spread out in one quadrant of the compass so the northwestern tree has its branches spreading out to the north and west of the plant. The southeastern tree has its branches spreading out to the south and east. The branches of each tree never compete for space with the other three trees. This canopy covers several hundred yards, providing a dark shade under the thick covering of web-like branches. On the branches are many two-foot long pinecone-like structures.

The trunk of the adult tree is made of a very dense hardwood 20 to 50 yards in circumference.

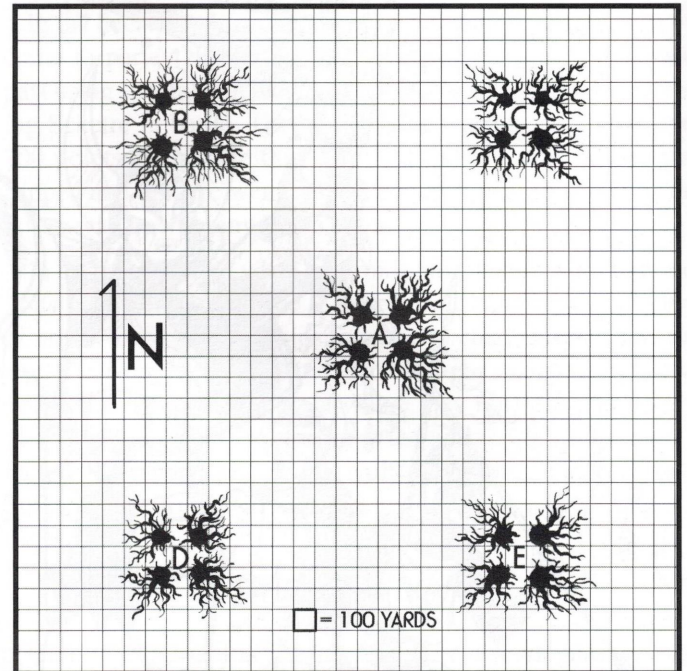
At the base of each of these trees is a three feet tall wooden humanoid. It's a new plant part that moves about and brings the victims of the plant to a central area between all four plants.

MUTATED AUSTRALIAN BAOBAB *ADANSONIA GREGORII* TREE HUMANOID

Armor Class: 2	Movement in Spaces: 2
Hit Points: 150	
Radiation Resistance: 18	Constitution: 18
Mental Resistance: 3	Strength: 18
Dexterity: 9	
Mutations:	
Increased Senses	
Intelligence	
Defect: Stasis in periods of darkness	

Appearance: The humanoid is a piece of solid wood with the ability to move as much as 500 yards from its parent tree. Its flesh is just like the bark of its parent tree. It has the senses of a human.

Normal Reaction: The servant of the tree moves about bringing the dead victims the tree kills to a central area between the four trees. The root system of the tree supplies all the nutrients the humanoid needs to thrive under the tree. The physical



strength of the humanoid is such that it can strike for 19 points of damage in a melee. It only fights if provoked.

Normal Reaction for the Savanna Tree: The tree is capable of using its density control to shrink its seed-cones and drop them on victims below the branches. The first cone always misses. From then on, if victims stay under the branches, they are automatically struck by a 90-pound, two-inches-long seed-cone doing 30 points of damage to them. If they are killed, the wooden tree humanoid drags them to the collection area between the trees. The bodies are left to rot and provide nutrients to the four trees.

THE STORY

The mutated Australian Baobab *Adansonia gregorii* tree can reach a height of up to 900 feet with a diameter of 20 to 50 yards for its trunk. This is a deciduous plant with leaves being lost in the winter season. It produces huge white flowers in other seasons. Its trunk has a pale burnish with a rough, granular texture. The wood of the mutant Australian Baobab tree has a very dense nature.

There are several types of quick-growing molds on the bark of the tree. If touched, one of the yellow molds completely destroys fabric in three days of constant growth. This mold turns the fabric to dust that floats in the air and stains other clothes. Another of the molds seeks energy sources and drains them if the fungus is left alone to breed. The red fungus quickly expands on any type of battery or other power source.

Because of the nature of the mutation, the trees grow in four-tree clusters, widely spaced on the grasslands. Once the five-tree pattern has been established, the five trees spread their tall

branches over the nearby area and can cover as much as 400 yards of area. Normal plants have difficulty growing in the shade of these branches, while savanna grasses are stunted to two feet high under the covering.

There is a remarkable amount of noise coming from each one of these trees. The tree itself provides some unusual protection from predators and this causes an unusual amount of avian and other wildlife to find homes in its branches. Winged biters, jegets, changers, stabbers, hawkoids, and blood birds can be expected to have large nests in the tree branches. These dwellers in the trees never attack each other as some type of understanding prevents the battles that would usually happen between such creatures.

There is a mature and adult grove at the center of this savannah area. These trees are gigantic and lush. The other quad sets are much smaller. The ones in the north are no more than 100 yards tall. The two clusters in the south are a little over 200 yards tall. The branch cover at the center is lush and thick and even at midday the sun only hits the ground as a dim light. In the north and south clusters the branches are thinner and the savannah grass is much thicker.

Each of the center masses of the five tree clusters has a large burial mound of creatures and equipment. Some of the devices glow. During the day there are shiny bits than can be seen from hundreds of yards away as each of those center areas is on a small rise from years of decomposition.

THE SITUATION

It is a sunny day. The wind comes off of the savanna, west to east, and is blowing warm with a trace of dust in it. The grass is about four feet tall and very lush. Birds fly from spot to spot in the grass. There are many flyers working the branches in the large trees nearby. Unusually large butterflies and other insects move about the grass. There are several trees not a hundred yards away. The branches of these trees are high up on the trees and spread out to quite a distance away from the trees. The grass under these trees is much shorter than the grass away from the trees.

If the characters go twenty yards or so into the shadowed-branched area, a large cone-seed drops to the ground in front of each of the characters. If they continue moving into the covered area, in another 30 yards, one of the characters is struck with a deadly, heavy, little cone-seed doing 30 points of damage. No matter what direction they go, one of the characters is randomly struck by a cone-seed for every 30 yards they travel as long as they are under the same tree. When characters move under the branches of another of these mutant trees the attacks start all over again with the tree always missing on the first attack. Each tree is sensing the movement of the characters. If they are using some method to fly, they cannot be sensed by the tree.

AREA A: This dead pile has been around a long time. For over one hundred years the weather has rained and snowed and shown its sunlight on the pile of dead bodies and made the four trees very strong. Currently, there are several dead bison and giant red ants rotting on the pile. Under their bodies, trapped in the skeletons of humanoids, is an unusual amount of equipment. These dead characters all came from the same village and

were all dressed in the same way, with the same equipment.

- 5 sets: Body Armor (AC 3)
- 5 sets: Heavy Crossbow (WC 2, 1d12), Quiver of 20 crossbow bolts
- 5 sets: Vibro Blade (WC 3, 12 points of damage)
- 5 sets: Contact Poison Marbles in brown pouches, 13 intensity poison

As the body armor is moved, each piece shifted causes a pink mold to be disturbed. It's an intensity 16 poison causing dangerous hallucinations. The victims see giant black robots attacking them from all directions. On a roll of 6 on a d6, as the characters attack back, they accidentally shoot at one of their own friendly characters. It just takes one successful hit on a friend to stop that victim from continuing with dangerous attacks to their allies.

AREA B: This is a pile of dead wolfoids. They have a large amount of equipment. As the characters approach this pile they see a huge mass of four-inch-long insects eating at the bodies. When the characters come within ten yards of the mass, all of the insects vanish. The following equipment can be found among the half eaten bodies:

- 7 Laser Pistols with varied numbers of shots fired from each one, Item Complexity 8
- 7 Steel Swords, Item Complexity 10
- 7 Large Leather pouches filled with pure human fingers
- 1 Brown color band, 1 Gray color band
- 1 duralloy shield

AREA C: This is a large pile of rotting normal savanna animals from lions and monkeys to snakes. In the pile are three gorilla type creatures. They have duralloy swords (WC 4, 14 points of damage per strike), and a very odd and colorful silk camouflage uniform that makes the wearer add a bonus of 2 to their armor class.

AREA D: There are three enormous mastodons in this rotting pile. Under them is a large mass of bones and crushed metal equipment.

AREA E: Except for the adult lion rotting on the top of this pile, there is a black, dusty fungus on everything in this mass. It's filled with the long-dead bodies of mutant humanoids of many different types. Their equipment includes the following:

- 2 Protein Disruptor Pistols (20d6 in damage)
- 4 Paralysis Rods (batteries depleted)
- 3 Third Stage Slug Projectors (2d6 subduing damage)
- 2 Brown Color Bands

The black fungus can be washed off objects, but the characters have to think to do this. It's a contact poison (Intensity 5) that works when touching the flesh. The poison randomly affects mutations so that at any given time one mutation doesn't function in the next 48 hours. It also causes a -3 modifier on the ability of a victim to strike anything in that 48 hour period. Worse yet, the fungus begins growing on the flesh of the victim and can't be simply washed off of the body. It must be killed using a fungicide.

ADVENTURE SEVEN:

CLOWNY THE ANDROID CLOWN

ANDROID CLOWN

Armor Class: 2 Movement in Spaces: 8
Hit Points: 100
Radiation Resistance: 18 Constitution: 18
Mental Resistance: 18 Strength: 18
Dexterity: 18
Mutations: None
Defects: None

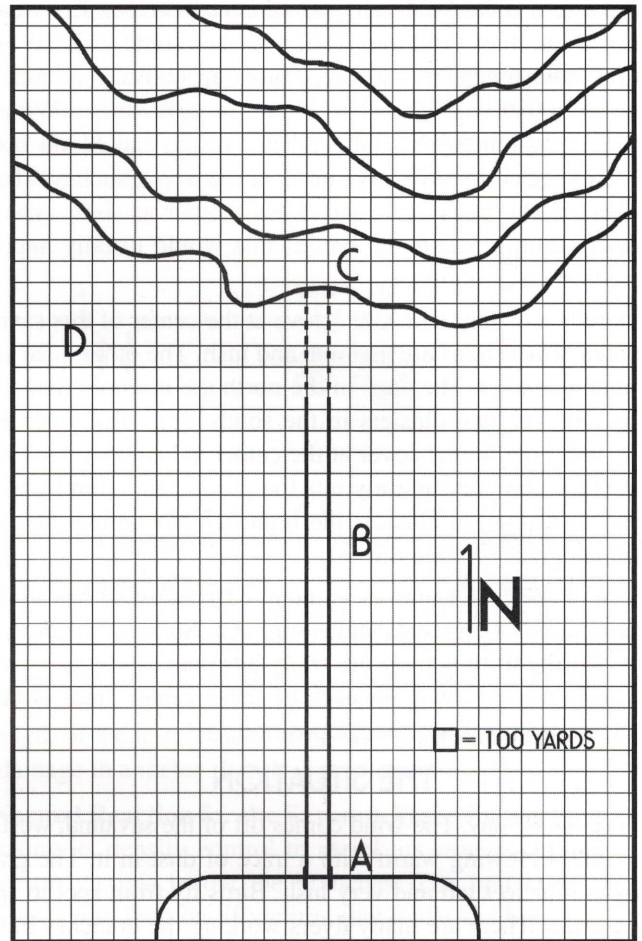
Appearance: The android is seven feet tall and dressed as a clown. It is wearing a red and white polka-dot uniform. It has two-foot-long clown-like brown shoes. It's wearing red gloves over its huge hands. It has on a rainbow multi-colored wig with frizzy hair out two feet from its head. Its face is covered in red and white theatrical makeup. The uniform has many large pockets bulging with stuff of all types. When first seen, the clown is holding a bundle of ten colored balloons.

Normal Reaction: The android is programmed as an entertainer for small children. The problem has developed that it no longer knows what a little child is, and treats everyone and every thing as a human child it needs to entertain. It wants nothing more than to offer every character a balloon and a piece of moldy candy. It has the following in its pockets:

- 1: Pocket full of moldy 11 intensity poison candy
- 2: Large axe it uses in case of emergency to defend itself (1d12)
- 3: Decks of durable cards it can use to do magic tricks for hours
- 4: Useless, no longer accurate maps of Epsilon city
- 5: Wrapped energy bars that can heal 9 points of physical damage on eating

THE STORY

With the loading of the colonization starship *Warden*, there were lots of frightened children brought onto the ship and sent to the apartments of Epsilon City. Clowny the android clown, was sent to greet them and make them laugh. The android was very good at its job. The ship launched and Clowny was stationed just outside the northern entrance to Epsilon city. At the beginning of the voyage the clown had lots of work to do as groups of children were taken out of the city to show them around the ship. When the radiation cloud hit, Clowny started having some really bad days. On that first day, the radiation destroyed the inner workings of the android's systems. A mass of red goo hit the ground. Ship systems on the Epsilon level determined a new Clowny was needed. However, this one had to be more radiation proof. Year after year, century after century, android Clownies were destroyed and redesigned to be more rugged. Certain android limits were rejected and new equipment was developed so that the android could survive the



many dangers coming down the road to Epsilon. Today, as the lost starship flies command-less through outer space, Clowny stands right where it should, following the programming of a ship that could really use a good laugh.

THE SITUATION

AREA A: There is a very large awning gateway that opens into the domed city of Epsilon. The wolfoids are superstitious about this entrance and shun it for a mile in all directions inside the city. Over the years the android clown has used it for a storage area for the many things it has collected. There are piles and piles of clown costumes and clown wigs. There are many skeletons of bodies the clown has had to kill because they wouldn't listen to reason. There are two chests filled with colored arm bands of all colors. These chests are covered in freshly rotting wolfoid pelts. The pelts have wolfoid equipment including sacks with human hands as the wolfoids consider such things a tasty delicacy. On rough wood racks there is lots of camping gear the clown has stored against a character's need. The clown wants to give characters a helping hand and has all types of camping gear that it is happy to just give to characters. However, in giving away such equipment, it is firm in its advice that the characters should not go in Epsilon city. It won't talk of the

wolfoids or the dangers of the city. It just wants the characters to know the city is deadly to humanoids.

There are seven large silver cases off to one side. Clowny has no idea what these cases are, but figures anything with timers on the handles could be unusually dangerous. These are each low yield atomic weapons. They will start a two-day countdown if things go wrong when characters try and figure them out. The bombs will explode and bounce off the strength of the dome (that is one reason the dome was created). However, the land outside the dome will suffer quite a bit from such an explosion.

AREA B: Clowny stands several hundred yards from the city portal. It wants nothing more than to be friendly and give any character group a good laugh. The wolfoids of the city have become deathly afraid of Clowny's balloons, for no good reason. Holding a balloon in the city causes all wolfoids to run in fear. Naturally, no one knows why this is.

Over the generations, the A.I. of the level has determined that Clowny needs some protections to survive. In the constant fabrication of Clowny android bodies, these steps have been taken:

- A: Clowny's hair and uniform are bullet proof and totally resistant to ray energy blasts of all types.
- B: Its shoes are communicators able to summon two security droids from Epsilon city.
- C: Its vision has been enhanced as well as its other senses.
- D: Its computer systems have been given extra powers to hold and understand devices of all types, even those recently created on the ship.

Clowny itself has many programmed responses to things that happen around it. These programs include the following:

Bugs: Clowny takes out its ax and chops such creatures up. The pieces are tossed into the grass at the edge of the road.

Ranged attacks: Clowny has ten plasma grenades. He can throw them up to 500 yards away. He uses them against those who fire at him from a distance. Plasma Grenade, WC 3, 35 points of damage in a ten yard circle around the fire point.

Friendly characters with arm bands: Clowny jokes with them and gives them a balloon each and some moldy, poison candy.

Friendly characters without arm bands: Clowny jokes with them and gives them a balloon each, some moldy candy, and goes to the chest by the portal and hands each of the characters a brown (children's) color band.

Characters fight with Clowny in melee: He has 14 fragmentation grenades that don't damage him at all (fragmentation grenade: WC 1, 22 points of damage in a 25 yard circle around the fire point). If that doesn't kill all of the attacking characters, he takes out his axe and attacks (WC 1, 12 points of damage).

AREA C: This is a mutant outpost hidden in the hillside. The hills rise quickly to the north and get fairly tall, assuming the nature of mountains inside the level of the ship. The area teems with wild mutant creatures of all types. Many of these beasts



are extremely dangerous in their mutated nature. There is a cave, well covered by brush. A large village of mutants has an outpost here. They want to talk to anyone who has been in the city of Epsilon. They know the city is firmly controlled by wolfoids. They want the riches the city represents and go to great lengths to talk to whoever has spent any time in the city. There are at least three humanoid mutants in the outpost. They start out friendly and offer to bribe the characters. They end up dangerous if the characters don't talk about the city.

AREA D: Out on the planes near the city dome is a section of purple grass. It extends in a large circle about seven hundred yards wide and two hundred yards long. The grass grows about a foot high. There is absolutely no wildlife living in the grass. Explorers will look at the area and not see insects or small game amongst the blades of razor sharp grass. The entire area is filled with 18 intensity radiation. Wherever that level of radiation can be found on the ship, the wildlife has turned purple in color. The littlest bugs to the large mammals have learned to avoid purple anything in the wilds of the ship.

All along the edge of this purple grass, there are masses of what look like mulch of some type. These are long-dead rotting bodies that have collected along with rotting grasses and sticks. Bugs have come to try and eat from the bodies and been killed by the vegetation radiation. This edge of death should be presented in a way to gross out the characters. At first they think it is just vegetation built up. When they inspect it further they see dead bodies by the thousands in a huge circle of death around the purple grass.

ADVENTURE EIGHT:

ERECTOR PIT

I.T. RECEPTOR VIRUS

Armor Class: 5

Movement in Spaces: 8

Hit Points: 50

Radiation Resistance: 18

Constitution: 9

Mental Resistance: 18

Strength: 3

Dexterity: 9

Mutations: The virus is a living entity with an alien intelligence all of its own. It vastly mutated when the ship went through the radiation cloud.

Equipment Failure: The mutation allows the virus to turn into granules of sand causing wheels and gears to clog up. The end effect is that the equipment the virus comes in contact with stops working in a minute.

Eating Disorder: The virus is able to hurl baseball-sized clumps of itself at prey. When the virus touches the prey it begins a slow destructive process doing 10 hit points a combat round. It's very difficult to get the clinging, oozing virus off of the body surface of the prey.

Defects: None

Appearance: The virus appears like a five-foot round pool of black sand. When prey comes within ten yards of it, a human-shaped arm rises up from the pool and hurls baseball-sized clumps of the virus at prey.

Normal Reaction: If a baseball-sized clump of the virus kills a prey, it begins feeding and turns into an intelligent mass in 48 hours. The mass is capable of moving around looking for flesh.

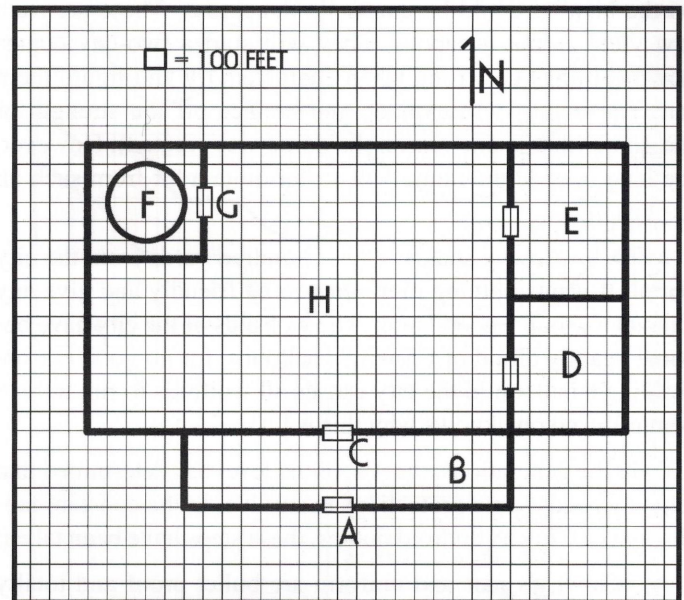
THE STORY

The Erector Pit was a bio-experimentation lab designed to test bacteria over the long term of the *Warden's* space journey. Ten different types of bacteria were under testing. As radiation filled the biolab, a mutation developed. There was enough automatic feeding equipment that the mutated bacteria developed into an intelligent mass. It was unable to escape the containment area. For centuries it bided its time and waited for the doors to open.

The androids and humans working in the lab were all destroyed by the action of the space radiation.

It wasn't until two hundred years later that explorers found this area of the ship and opened the special doors. They never dreamed what they were dealing with and were eaten before they realized they were attacked. Their actions in the lab allowed the virus to escape from section F and grow to be a bio-mass of well over a ton, covering the cyclotron. The automatic feeding systems of the lab kept the virus healthy and slowing growing over the centuries.

The automatic systems of the lab shut the doors if the lab doesn't detect moving characters inside the lab.



THE SITUATION

AREA A: This is a massive hatch with special seals designed to keep all types of microscopic life inside the Erector Pit labs. There is a sign above the door calling the lab THE ERECTOR PIT.

When characters lay hands or mutated paws on the wheel, a voice calls out from speakers around the hatch. If there is a true human in the group, that person understands the "ancient" language. If there are no true humans in the party, the voice isn't understood. The voice is warning the group about several things:

First, the group is about to open the hatch of a deadly laboratory.

Second, that maximum safety precautions must be used at all times. The wearing of the white virus suits in the outer corridor is ordered. The "C" hatch will not open if all characters are not in white suits at the time of the opening.

Third, that there has been no communication with the laboratory assistants, within the lab, for the last 300 years.

Fourth, that after working in the "H" lab for any amount of time a bio-wash must be activated in the outer chamber or the "A" hatch will not open.

AREA B: This is an area filled with ten white specialized vacuum suits. These suits are designed to seal a wearer from the environment and not allow microscopic life to get at the body of the wearer.

When a virus ball hits the suit, the virus particles naturally move to the face mask of the suit. Characters will be unable to see past the black virus covering the face mask area. That black mass adheres to the face mask surface.

AREA C: This hatch is much like the hatch of A. However, on the “H” lab side of the hatch there is a mass of the I. T. Receptor virus that drops on whoever opens the C hatch and comes through.

AREA D: This is a closed lab. All of the tables, refrigerators and equipment is designed to manufacture bacteria from trays. This is a well-lit area. All of the samples have died long ago.

There is an insane medical bot in this area. The bot wants instructions from a true human, but won’t trust figures in white medical germ suits. Those humans must strip out of those suits to prove they are true.

INSANE MEDICAL BOT

Armor Class: 5	Movement: 45 MPH
Hit Points: 150	
Radiation Resistance: 18	Constitution: 18
Mental Resistance: 18	Strength: 18
Dexterity: 18	

A – Independent action circuits allowing it to move about

B – Broadcast energy pickup

C – Telescopic and microscopic lenses

D – Surgical equipment

E – 4 manipulation tentacles

F – 3 variable light sources

G – Anti-Grav unit

H – Radio and audio transmitters

Appearance: The unit is humanoid and painted white with a red cross on its chest plate.

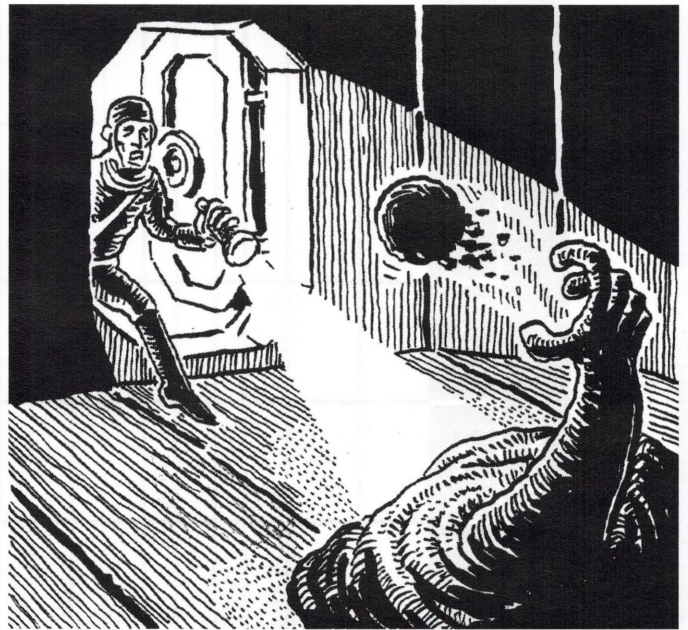
Normal Reaction: The unit obeys the orders of humans as long as it perceives that there aren’t mutants helping the humans. When mutants appear, the unit attacks and tries to cut off the limbs of the mutants, with its vibro surgical tools.

AREA E: This is also a closed lab just like D. However, there is a sample of small pox being kept alive by a computer-controlled drip of nutrients. If the ten dishes are opened, the virus kills the characters in 24 hours of terrible pain.

Android Gel: There is a four-foot mass of android gel in the middle of this area. The gel is from five androids that ceased to function when the radiation blasted through the area. The gel is wet and greasy to the feel. Under the mass of the gel are five white color bands.

AREA F: This is a special mixing cyclotron. It’s covered in a huge mound of the I.T. Receptor Virus. When the large G hatch is opened, several baseball-size masses of the I.T. Receptor virus are thrown at the characters.

Efforts can be made to remove the virus from the cyclotron. However, there will be several problems. The virus has clogged up the working systems of the machine. Trying to turn the machine on results in the cyclotron explaining that its moving parts are all clogged. Only an engineering bot can rid the



system of all of its virus clumps. If an engineering bot is used for the cleaning, the bot explains that there is extreme danger in fixing the cyclotron. That danger is from an atomic explosion that could result from using the cyclotron. If all of that is ignored, the entire level of the *Warden* loses power and goes dark as the cyclotron draws in all of the power.

AREA G: This is a large hatch with a huge wheel needed to open the hatch.

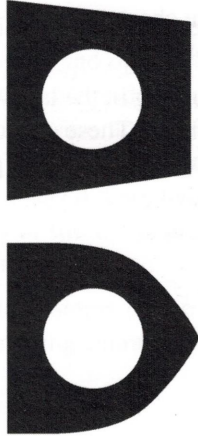
AREA H: This area is filled with tables and lab equipment of many types. There is nothing active working in this area. The lights have been turned off and the entire area is in deep darkness.

The active pool of the I.T. Receptor Virus stays above the C hatch door. It can sense characters moving around the chamber. It throws a virus ball at the characters every other combat round. Because of the “mass” nature of the virus, single attacks only do one point of damage to the creature with each successful strike. This means single bullets, arrows, swords, and the like all do one point of damage. Attacks with area effect weapons do maximum damage on the virus. Normally, the Receptor Virus would move about the lab to make more attacks. However, after two hundred years of staying in the same place, that mass of virus isn’t moving. The thrown virus balls stay alive for ten combat rounds if they are left alone. They also don’t move from the spot where they impact. If the virus lands on a white suit, it can’t get in to attack the character. Such virus can attack when the suit is being taken off.

There were four humans working in the lab when the *Warden* went through the radiation cloud. These doctors have turned into large piles of white dust within their virus protection suits. Those suits have remained sealed for 300 years. There are white color bands in the dust of the suits.

NAME: _____

ARMOR CLASS HIT POINTS



CURRENT HIT POINTS

1996, 1997, 1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 26

ARMOR: _____ **MOVEMENT:** _____

CONSTITUTION

CONSTITUTION

DEXTERITY

DEXTERITY

STRENGTH

STRENGTH

DAMAGE MODIFIER

RADIATION RESISTANCE

**RADIATION
RESISTANCE**

MENTAL RESISTANCE

MENTAL RESISTANCE	ATTACKS RESISTED	○○○○○
	MODIFIED SCORE	

**LEADERSHIP
POTENTIAL**

LEADERSHIP POTENTIAL	
MUTANT CREATURES:	%
MUTANT HUMANOIDS:	%
MAXIMUM FOLLOWERS:	

WEAPON	CLASS	DAMAGE	RANGE	CHARGES

NEXT OF KIN: _____ **MORALE (FOLLOWER):** _____

FOLLOWERS

[illegible]

SPECIAL SKILLS OR ITEMS

NAME: _____

ARMOR CLASS HIT POINTS

CURRENT HIT POINTS

ARMOR: _____

MOVEMENT: _____

MOVEMENT:

CONSTITUTION

DEXTERITY

CONSTITUTION

STRENGTH

RADIATION RESISTANCE

STRENGTH	
	DAMAGE MODIFIER

MENTAL RESISTANCE

CREATURE TYPE:

ATTACKS RESISTED ○○○○○○

PHYSICAL MUTATIONS ROLL

MENTAL RESISTANCE	
ATTACKS RESISTED	00000
MODIFIED SCORE	

☐ HUMANOID | ☐ CREATURE

CREATURE

CREATURE TYPE:

PHYSICAL MUTATIONS ROLL

MODIFIED SCORE

MENTAL MUTATIONS ROLL

<input type="checkbox"/> HUMANOID	<input type="checkbox"/> CREATURE
CREATURE TYPE:	
PHYSICAL MUTATIONS ROLL	
MENTAL MUTATIONS ROLL	

MENTAL DEFECT:

WEAPON

CLASS

DAMAGE

RANGE

CHARGES

WEAPON	CLASS	DAMAGE	RANGE	CHARGES

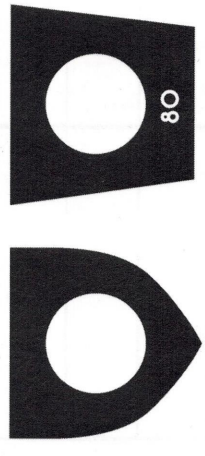
SPECIAL SKILLS OR ITEMS

NEXT OF KIN:

MORALE (FOLLOWER):

UNIT DESIGNATION: _____

ARMOR CLASS HIT POINTS



ARMOR COST: _____ SP

DEXTERITY

10 RADIATION RESISTANCE

10 MENTAL RESISTANCE

STRUCTURE POINTS	
POWER POINTS	

CURRENT HIT POINTS

☐ 100% ☐ 75% ☐ 50% ☐ 25%

PROPULSION UNIT

TYPE: SPEED: WEIGHT: COST: SP PP

COMPUTER UNIT

TYPE: NUMBER OF SYSTEMS: COST: SP PP

WEAPON SYSTEMS	COST

DAMAGE	FUNCTIONS AFFECTED
1/4 HP	
2/4 HP	
3/4 HP	
4/4 HP	

STANDARD FEATURES: WATER PROOFING, THREE FOUR FOOT LONG TENTACLES, BROADCAST POWER PICK-UPS, ONE-WAY RADIO TRANSMITTER, INNATE RESISTANCE TO ELECTRICAL SHOCKS.

PHYSICAL DEVICES	COST

SENSORY EQUIPMENT	COST

TIME ELAPSED SINCE LAST MAINTENANCE: WEEKS DAYS

IMMUNITIES: THE MUTATIONS ILLUSION GENERATION, MENTAL CONTROL, LIFE LEECH, MENTAL TRANSPARENCY, DEATH FIELD GENERATION, AND DE-EVOLUTION DO NOT WORK ON ROBOTS.