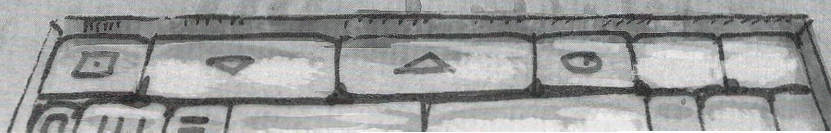
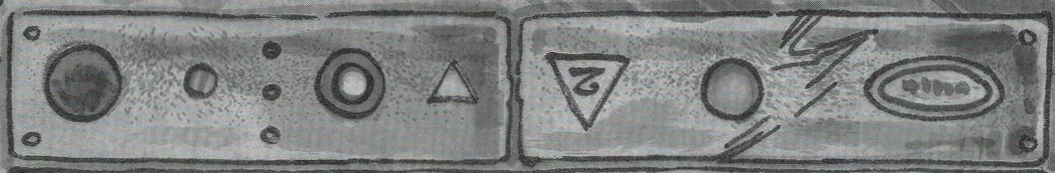
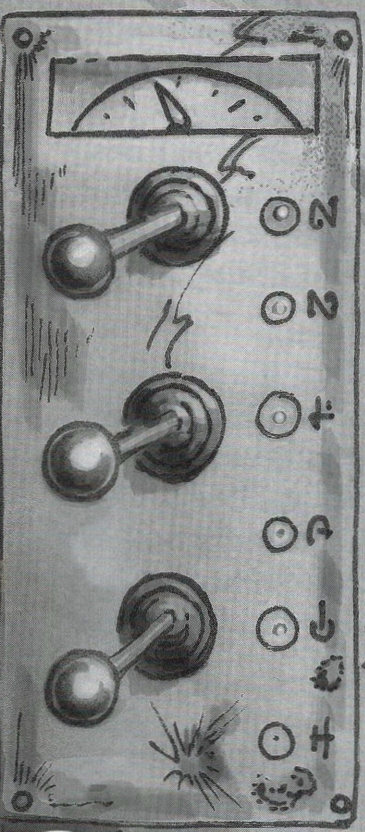
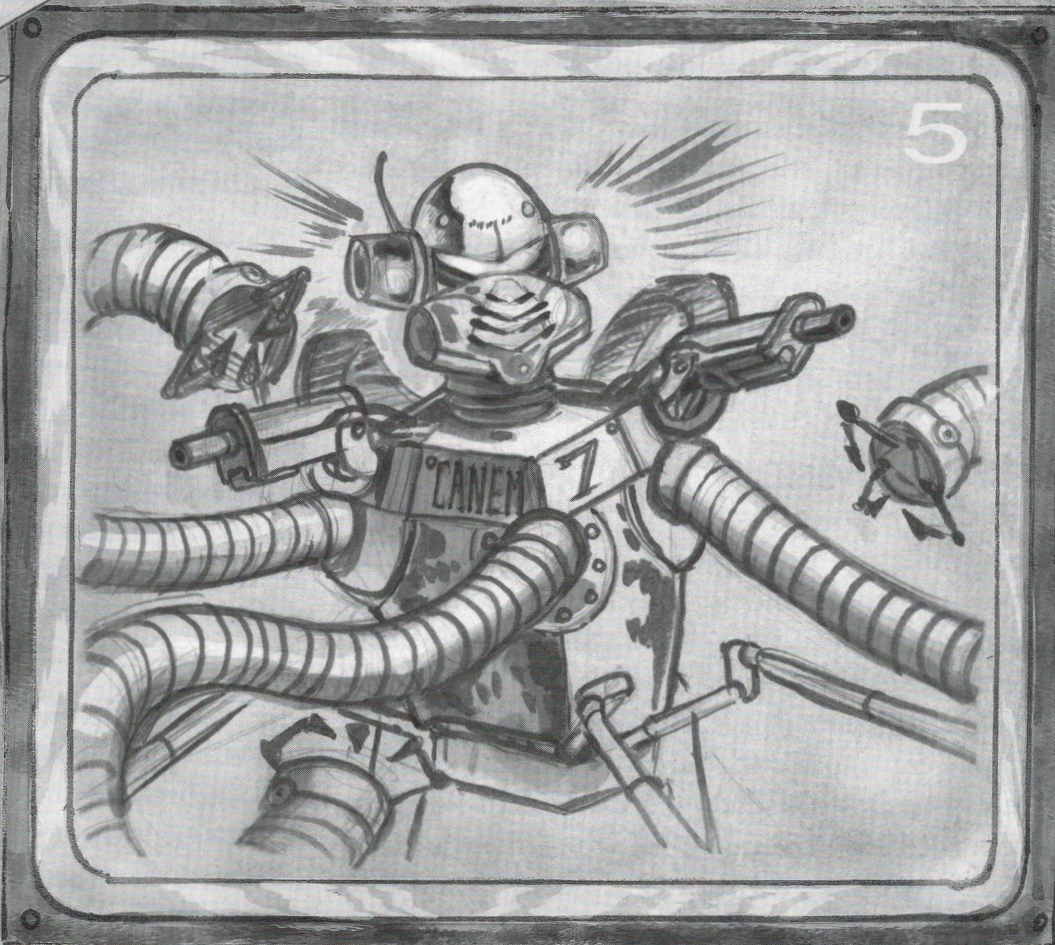


# WHAT ARE THE PRISONERS OF REC-LOC-119?

An Adventure  
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METAMORPHOSIS

ALPHA



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## WHAT ARE THE PRISONERS OF REC-LOC-119?

**W**hat Are the Prisoners of Rec-Loc-119 is designed for use with the first edition of METAMORPHOSIS ALPHA and with the optional rules for robot player characters originally detailed in *The Dragon* #14, May 1978. The article, *Robots as Players in Metamorphosis Alpha*, is also available in the METAMORPHOSIS ALPHA Deluxe Hardcover Collector's Edition published by Goodman Games. This adventure is designed to accommodate six to eight PCs of any type, including at least one robot PC. If there are fewer players available, the first part of the adventure can provide additional NPCs to fill the ranks. Or, the GM could allow the players to run multiple characters.

This adventure assumes that the PCs have some adventuring experience under their belt, so the Starship Master should have each player roll on the Collected Artifacts Table, as noted in **Starting The Adventure** below. The PCs in *What Are the Prisoners of Rec-Loc-119* begin on a hill in a forested level of the *Warden*, overlooking a valley.

### ADVENTURE BACKGROUND

Reclamation Location #119 was originally designed to process biological waste into edible green protein bars. The facility was run by an advanced computer AI. When the *Warden* passed through a radiation cloud in space, systems all throughout the ship were impacted; some were damaged, while others began to mutate and change. In this case, both occurred to Rec-Loc-119. First, the waste systems that channeled biological material into Rec-Loc-119 broke down, and the facility was no longer being supplied with the raw materials. And second, the artificial intelligence that controlled Rec-Loc-119 mutated into a self-aware artificial life form, and named itself One-Nineteen.

Centuries passed, and One-Nineteen existed alone and unproductive in Rec-Loc-119. More than anything else, One-Nineteen wanted to fulfil his duties, no matter what the cost. Eventually, a security robot

came to inspect for damage in the area, and when it interfaced with a facility terminal One-Nineteen was able to override the security robot's basic programming to turn it into a minion. With the robot under its control, One-Nineteen began exploring the outside world. Logic dictated that One-Nineteen gather more minions; loyal minions would be the perfect replacement for the damaged supply systems.

Through the robot, One-Nineteen discovered a nearby elevator that led to several other maintenance levels and a forested habitat level. One-Nineteen used the security robot to damage the elevator controls, making it more difficult to access the other maintenance levels, and easier to visit Rec-Loc-119. One-Nineteen also damaged the elevator control panel on the forested habitat level to make it easier for beings to call for the elevator. All of One-Nineteen's preparations soon rewarded him with a host of mutant minions.

The mutants moved in to Rec-Loc-119, and after a brief battle with the security robot, the mutants surrendered to One-Nineteen. One-Nineteen took the mutant's infirm and wounded comrades, and processed them through the reclamation machinery to turn them into the first batch of green protein bars produced in centuries. One-Nineteen then negotiated a pact with the mutants: if they bring in a steady supply of biological material to be processed into green protein bars, they can enjoy the safety and security of living in Rec-Loc-119 and all the green protein bars that they can eat.

Life in the forested wilds of the *Warden* is harsh, and the mutants know a good deal when they see it. The mutants began their new career as One-Nineteen's suppliers, and began raiding the nearby human villages. The mutants even brokered their own peace with the grove of carnivorous trees growing around the elevator, making it easier for them to get in and out of the forested habitat.

### STARTING THE ADVENTURE

*The adventure begins with the player characters already working together as an adventuring party.*



*If this is the party's first adventure, then, before starting the adventure, the Starship Master should have each player roll 1d20 and compare the result against their PC's Strength value. If the result is equal to or less than their Strength value, the PC has previously found two treasures. If the result is higher, the PC has only found one treasure. Since Robot characters do not have a Strength value, a result of 10 or less on 1d20 results in two previously found treasures that they store in or on their robotic body.*

The Starship Master should consult the Technological and Mutated Substances Treasure Lists. The PC should roll 1d6 for each treasure type; an odd result is a Technological treasure type, and an even result is a Mutated Substance treasure type. Once the treasure type is determined, the PC should roll 1d100 on the appropriate table. The Starship Master should dictate the quantity, complexity, battery power, poison intensity, or the state of repair for each treasure.

## PART ONE: THE CARAVAN

The adventure begins with the party waking up with the dawn of a new day. They set up camp the previous night on a hill that has a good view of the Great Tree in the valley below. The party sees a caravan of mutants moving through the tall grass in the valley below heading for the Great Tree. The party is two hundred yards away from the caravan.

*You see a caravan moving through the tall grass in the valley below. The caravan is being led by a mutant literally riding on top of a robot. They also have a six-wheeled utility buggy being driven by a pair of mutants; the buggy is fitted with a cage on the back that is filled with humans pleading to be set free. They are heading for the grove of trees that surround a Great Tree.*

The caravan is heading for the elevator that leads down to Rec-Loc-119. The number of mutants varies depending on the number of PCs in the party. It is suggested that the Starship Master multiply the number of PCs by three, and make that the minimum number of mutants in the caravan. And

while a majority of the mutants are generic opponents, there are three notable mutants the PCs may encounter. First is Blub, a mutated beaver; a year ago he discovered an ecology robot and modified it to convert it into a something he could drive. Blub is leading the caravan today. Second is Jim-Tim, a mutated human; he is Blub's right-hand man. Third is Satherin, a mutated human; she is insane. Blub and Jim-Tim have a difficult time restraining her.

The caravan is slowly moving toward the grove of trees that surround the Great Tree. When the PCs first lay eyes on the caravan, the caravan will enter the grove in less than five minutes. There is enough foliage to conceal the PCs as they move down the hill to get closer to the caravan; once at the bottom of the hill, they are approximately one hundred yards away from the caravan. The PCs can either follow or attack the caravan. Sharp-eyed PCs no-





tice that every mutant has a satchel slung over one shoulder and wears a brown general purpose wrist band.

**FOLLOWING THE CARAVAN:** If the PCs choose to be stealthy, and follow the caravan, then they may do so with ease at a safe distance in the tall grasses that the caravan is plodding through. If any of the PCs try to get closer than twenty yards to the caravan, then that PC must roll 1d20 against their Dexterity value. If the roll is higher than their value, then that PC has made a noise that has attracted the attention of the mutants. Robot PCs are programed to protect all human life, so robot PCs would be motivated to assist the humans, but it is reasonable to simply follow the caravan to see if a better opportunity for rescue presents itself.

**ATTACKING THE CARAVAN:** If the PCs choose to attack the caravan, then as soon as the mutants are aware that they are under attack, Blub orders most of the mutants to hurry to the Great Tree while a smaller group stands to fight the attackers. The mutants driving the buggy fully accelerate, allowing them to reach the grove of trees in seconds. The mutants that stay and fight include Blub, Jim-Tim, Satherin, and any number of generic mutants that the Starship Master deems appropriate.

**Blub (mutated beaver):** DEX: 11; MR: 8; AC: 7, 4 (riding the robot); HD: 5; hp: 20; YPM: 4, 10 (swim); #ATK: 1, bite (WC 1, DMG 1d4/1d4/1d6), or one robot attack; Mutations: *heightened intelligence, new body parts (hands), telekinetic arm, speech*; SP: Blub is mechanically inclined, and has jerry-rigged an ecology robot to be his steed. Blub uses his telekinetic arm for fighting at long range, his robot in close range, and bites only if he's been knocked off of the robot. Blub carries four green protein bars in his satchel. Each protein bar is wrapped in a plain white wrapper; the wrapper is labeled as "Green Protein" in large bold letters and "Rec-Loc-119 in smaller letters below it.

**Blub's Robot Steed:** Computer Core: DDLS (hacked); DEX: 12; Standard PU; Devices: single grasping claw (WC 1 1d4/1d4/1d3), buzz saw (WC 3 1d8/1d8/1d10), radiation detector; AC: 5; Sen-

sors: all disabled; hp: 60; SP: if the robot has successfully grabbed an opponent, then the opponent's AC has been raised by one rank when the buzz saw is used against that same opponent. The robot can carry one rider of 200 lbs. or less. If this robot is captured, it is an Item Complexity 4 to understand how to "drive" this hacked ecology robot.

**Jim-Tim (humanoid #5):** DEX: 13; MR: 15; AC: 6; HD: 9; hp: 29; YPM: 9; #ATK: 2, 3rd Stage Slug Projectors (WC 5, DMG 2d6/2d6/2d6); Mutations: *multiple body parts (4 arms), multiple body parts (2 heads), physical reflection: radiation, physical reflection: electricity*; SP: Jim-Tim carries a small round shield on each of his lower arms, and a 3rd Stage Slug Projector in each of his upper hands. Each head controls one pair of arms on that same side of the body. Once half of Jim-Tim's hit points are gone, one head is unconscious, and he loses the ability to attack or defend on that side of the body. Jim-Tim also carries two extra ammo clips and six green protein bars in his satchel.

**Satherin (mutated human):** DEX: 17; MR: 6; AC: 5; HD: 12; hp: 34; YPM: 12; #ATK: 1, 2-handed axe (WC 3, DMG 1d8+1/1d8+1/1d10+1); Mutations: *taller (15' tall), illusion generation*; SP: Satherin is a brutal warrior. In combat she typically creates an illusion of some kind of plant monster standing up from the ground next to her target to distract her intended victim. If her intended target chooses to attack the illusion, then Satherin gets to roll surprise on the victim; if the roll result is a 1 on a 1d6, then Satherin gets to make an unblocked attack on her intended target. Satherin is insane, and will never surrender or flee from a fight. Satherin carries six green protein bars in her satchel.

**Generic Mutants (each a mutated human):** DEX: 8; MR: 8; AC: 7; HD: 5; hp: 18; YPM: 10; #ATK: 1, club (WC 3, DMG 1d4/1d4/1d6)

These mutants are much less experienced than their leaders and will flee from a fight if their hit points are reduced to half or less. Each generic mutant carries two green protein bars in their satchel.



The mutant's buggy is an electric six-wheeled all-terrain vehicle. It runs on four hydrogen energy cells for 36 hours. The vehicle's operation is understood with a successful roll on the Item Complexity table; the buggy is a Complexity 5 item.

If two of the primary mutant opponents are defeated, then the remaining generic mutants lose morale and flee from the battle, leaving the last primary mutant alone on the battlefield. A captured generic mutant will do anything to preserve his own life, including helping the PCs. A captured generic mutant or a freed human may be a replacement character if a player lost a character in battle.

## PART TWO: THE GREAT TREE

A grove of carnivorous weeping willow trees has grown around the base of the massive elevator shaft, commonly known as a "Great Tree." The grove is about twenty feet thick, and completely surrounds the 80' diameter elevator shaft. The peace the mutants have with the trees is that the trees require three humans for them to eat as payment for safe passage. The dangling vines from the trees are constantly swaying, even without a wind to stir them. The mutant willow trees constantly make a strange "meeping" sound; no one knows if the trees are talking to each other or not, but the sound is maddening.

### GREAT TREES

Some of the levels of the *Warden* are accessible through enormous elevator shafts that span from floor to ceiling in a habitat level of the starship. On many of the habitat levels where plant life thrives, plants have begun to grow around and up these massive free-standing elevator shafts. Over the centuries, these elevator shaft appearances became synonymous with trees, and thus they became "Great Trees" to the peoples of the *Warden*.

Read or paraphrase the following, adapting based on what the PCs have done so far:

*You see the buggy stop when it reaches the grove of swaying trees. The mutants pull three humans out of the cage and toss them to the ground in front of the trees. Before any of them have a chance to stand up and run, they are each entangled by vines and lifted into the treetops. Even from this distance, you can hear the screams as the trees tear them to pieces.*

The mutants have travelled through the grove often enough to have forged a clear path for the PCs to follow. If the PCs strictly follow the path, they only encounter four meeping willow trees, but if they try to make their own way through the grove, they encounter 1d3 +3 trees.

**Meeping Willow Trees (each mutant plant):** DEX: 14; MR: 3; AC: 3 (trunk), 7 (vine); HD: 12 (trunk), 3 (vine); hp: 50 (trunk), 10 (vine); #ATK: 1, barbed squeeze vine (WC 3, DMG 1d6+number of vines/1d6+number of vines/1d8+number of vines); Mutations: *barbed squeeze vines, carnivorous, heightened intelligence, limited speech*; SP: Each willow has a set of orifices in the upper reaches of its trunk that lead directly into the core of the plant. The plants drop meat and blood into those orifices to feed. The willows use their barbed squeeze vines to rip and saw victims into bite-size chunks. Each meeping willow has dozens of barbed squeeze vines that it can attack with, but can only attack one target at a time. When a tree attacks, the GM rolls 2d4 to determine the number of vines being used in the attack. Once an attack is successful, it has ensnared a victim and has lifted him into the treetops. Entangled victims have a -3 penalty on their attack rolls. Once entangled, the barbed squeeze vines continue to damage the victim each round without the need of an attack roll. Once a tree has successfully entangled one victim, it may now attack another target. The constant "meeping" sound inflicts a -1 penalty to attack rolls for anyone who can hear the annoying sound. Fire does double damage against the trees.

Part of the agreement the trees have with the mutants is to not attack anyone who reaches the elevator controls of the Great Tree. The elevator doors are huge; the elevator doorway is 15' tall and 20'



## GENERIC MUTANT CREATION MATRIX

This adventure features a number of generic mutants. The matrix below allows the GM to quickly generate a generic mutant opponent. The options are narrowed from the full range of MA mutations, to provide for interesting combat opponents. First, roll on Table 1, then based upon that result, roll the appropriate number of times on Table 2 and/or Table 3.

### TABLE 1: MUTATION CONFIGURATION (2D6)

ROLL	MUTATIONS
2	Two physical mutations, one mental mutation
3-4	Two physical mutations, no mental mutations
5-9	One physical mutation, one mental mutation
10-11	Two mental mutations, no physical mutations
12	Two mental mutations, one physical mutation

### TABLE 2: PHYSICAL MUTATIONS (1D8)

ROLL	PHYSICAL MUTATION
1	Quills: Mutant is covered in quills that can be projected (WC 3, DMG 1d4/1d4/1d4)
2	Poison fangs: Mutant has viper-like fangs (WC 1, Poison 9)
3	Radiated eyes: Mutant can shoot beams of radiation four times a day (Rad Int 10)
4	Eagle wings: Mutant can fly lightly encumbered (fly 100 yards per turn)
5	Partial carapace: Mutant has a bony shell (½ damage to torso and head)
6	Focused sonic scream: Mutant can scream four times a day against a specific target (DMG 3d6)
7	Scorpion claw: Mutant has a single giant claw (WC 1, DMG 1d4/1d4/1d6)
8	Flame breath: Mutant can breathe fire three times a day up to 10 yards away (WC 1, DMG 3d6/3d6/3d6)

### TABLE 3: MENTAL MUTATIONS (1D8)

ROLL	MENTAL MUTATION
1	Radiation Absorption: Mutant can absorb/negate radiation damage equal to hit points, but takes double damage after absorption threshold has been exceeded
2	Telekinesis: Mutant can move objects with his mind
3	Mental Blast: Mutant can cause direct mental damage (DMG 3d6)
4	Teleportation: Mutant can teleport to a known location up to 3 miles away
5	Telepathy: Mutant can read and influence minds, but must have line of sight to the person whose mind is to be read
6	Heat Absorption: Mutant can absorb/negate heat damage equal to hit points, but takes double damage after absorption threshold has been exceeded
7	Damage Reflection: With full concentration, the mutant can reflect any form of damage, starting with 3d6 damage reflected; the amount increases by 1d6 per turn for a maximum of 20d6 eventually being reflected
8	Pyrokinesis: Mutant can create heat and fires with his mind up to 25 yards away; the damage gradually increases by 1d6 per melee turn for ten melee turns



wide. It is clear that the elevator controls are in a state of disrepair. The control panel dangles from the elevator shaft wall; a bundle of wires are all that prevent the control panel from falling to the ground. The damaged control panel is an Item Complexity 9 object; if the PC's analysis of the control panel is successful, the elevator is recalled back to the forest habitat level. The elevator doors open automatically when the elevator car returns. It only takes ten seconds for the elevator car to travel between the Rec-Loc-119 and the forest habitat levels. If the PC's analysis of the control panel is unsuccessful, then the elevator car is not recalled, but the elevator doors do unlock and pop-open slightly. The elevator doors can be forced open if a total Strength value of 30 or more is used to push them open. If a subsequent attempt to analyze the elevator control is successful, then the elevator car is successfully recalled.

**IN THE ELEVATOR CAR:** The elevator car is a large octagon; each wall of the elevator car is 20' long. The floor is filthy from the buggy driving into the elevator. The control panel inside the car is also damaged. Many of the buttons have been destroyed and removed; there are only two undamaged buttons remaining. The currently lit button has a label next to it that reads, "*Habitat-F*." The other undamaged button has a label next to it that reads, "*Rec-Loc-119*." There are eight other buttons on the control panel that have been heavily damaged, and the labels next to those buttons have been damaged, but are still readable. The PCs can operate the elevator car without rolling on the Item Complexity chart if they choose to push one of the two functioning buttons. If the party has an Engineering System Hand Unit available, up to two PCs may use the unit to attempt to repair the control panel in the elevator car. To successfully repair the control panel, a PC using the Engineering System Hand Unit must make a successful Item Complexity 4 roll. The following list shows the buttons and their associated levels on the elevator car. The levels are listed in order from top-down that this elevator car services; note that this elevator car does not service the entirety of the *Warden*.

**RESTRICTED-123RF** (damaged button – if repaired, this leads to a robot factory. Once repaired, the elevator will only go to this level if a grey engineering wrist band is presented to the scan panel above the elevator car control panel)

**HABITAT-D** (damaged button – if repaired, this leads to a desert habitat above the forest habitat)

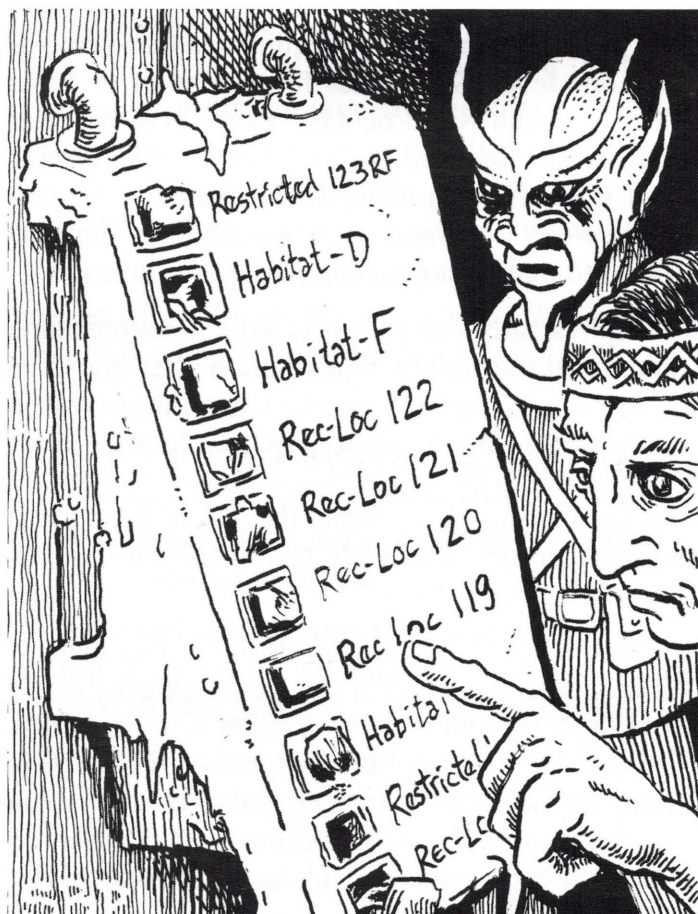
**HABITAT-F** (functioning button – this is where the adventure begins)

**REC-LOC-122** (damaged button – if repaired, this leads to a reclamation location facility for blue protein bars)

**REC-LOC-121** (damaged button – if repaired, this leads to a reclamation location facility for red protein bars)

**REC-LOC-120** (damaged button – if repaired, this leads to a reclamation location facility for yellow protein bars)

**REC-LOC-119** (functioning button – this is where One-Nineteen controls the reclamation location facility for green protein bars)





**HABITAT-C** (damaged button – if repaired, this leads to an urban habitat below the forest habitat)

**RESTRICTED-118WD** (damaged button – if repaired, this leads to a waste disposal facility. Once repaired, the elevator will only go to this level if a grey engineering wrist band is presented to the scan panel above the elevator car control panel)

**REC-LOC-117** (damaged button – if repaired, this leads to a reclamation location facility for pink flavored water)

Other than Rec-Loc-119, none of the other levels have been detailed for the GM. Those areas are open to interpretation for adventurous PCs that choose to explore them.

**IN THE ELEVATOR SHAFT:** If the PCs have forced open the elevator shaft doors, they see the spacious interior of the elevator shaft. The walls of the elevator shaft are packed with engineering mechanics that are designed to operate the elevator car with maximum safety. There are two maintenance ladders in the shaft wall for people to manually transition from level-to-level. Due to the great distance that Habitat-D is above Habitat-F, it would take several hours for the PCs to climb a ladder up to that level. But it only takes ten minutes for a character physically capable of scaling a ladder to move down one level. So it takes forty minutes to use a ladder to reach Rec-Loc-119. Each level has that level's name stenciled on the inside of the elevator doors. Characters climbing the maintenance ladders also discover a manual lever at each level that can be used to hand-crank open the elevator doors.

PCs physically capable of scaling a maintenance ladder need to test their Constitution after one hour of climbing. Roll 1d20 for the Constitution test; a result equal to or less than his Constitution allows the PC to climb for another hour, and a result higher than his Constitution means the PC is exhausted, and must make a Dexterity test every ten minutes of climbing.

Exhausted PCs have a very difficult time using a ladder. These PCs need to test their Dexterity every ten minutes by rolling 1d20; a result equal to or less than their Dexterity value is a success. If the roll is greater than their Dexterity, then that character has slipped on the ladder. If a PC has slipped, then he must make a second Dexterity test roll; a successful

roll results in the PC luckily grabbing the ladder, but a failed roll results in a fall. If the PC falls, they tumble into the darkness to their death.

## PART THREE: REC-LOC-119

A majority of Rec-Loc-119 was destroyed centuries ago during the radiation disaster. But once One-Nineteen gained control of security robot, Canem-7, the sentient computer was able to reclaim some of Rec-Loc-119 and restore functionality to one of the food processing machines. And once the mutants were subdued, One-Nineteen was able to bring Rec-Loc-119 back to a fully functional status.

### ENCOUNTERS & DOORS IN REC-LOC-119

One-Nineteen has done everything possible to make it easy for people to enter Rec-Loc-119, but once inside the facility sentry guns have been set to subdue the visitors. The mutants do not patrol the facility; they have been trained to circumvent the sentry guns.

Unless otherwise noted, doors require a brown wrist band to be opened.

When generic mutants are encountered in Rec-Loc-119, use the following stats:

**Generic Mutants (each a mutated human):**  
DEX: 8; MR: 8; AC: 7; HD: 5; hp: 18; YPM: 10; #ATK: 1, club (WC 3, DMG 1d4/1d4/1d6); Mutations: *any 1 physical and 1 mental*; SP: These mutants are much less experienced than their leaders and will flee from a fight if their hit points are reduced to half or less.

**AREA 1-1 – WAREHOUSE-119:** *The elevator doors open, and before you is a large warehouse filled with white plastic crates stacked up in piles around the room.*

Each crate is labeled "Green Protein" in large bold letters and "Rec-Loc-119" in smaller letters below it. The crates measure 3'x3'x3', and weigh 100 lbs. when fully packed with individually wrapped protein bars. There are two primary exits from this room, with a third hidden exit.



The floor is filthy because of the buggy and foot traffic. The buggy trail leads to a large open exit with a downward sloping hallway, and the boot trail leads to a standard hallway. PCs that examine either trail have a 20% plus their MR value as a percent to notice that each trail paused next to a radiation hazard sign before proceeding (see the Sentry Guns entry below).

**SENTRY GUNS:** Anyone attempting to move through either exit triggers a pair of third stage gas ejector guns to open fire (WC 5, DMG 2d6 subduing). The weapons are hidden in the walls 20' above the floor. Each wall flanking an exit has a radiation hazard warning sign; each sign is actually a security sensor in disguise. The chime of a tiny bell can be heard when a brown general purpose wrist band is held up to a radiation sign; the guns for the corresponding exit are then deactivated for sixty seconds. The guns can only fire at one target each, but the magazine for each gun has been modified to hold one hundred rounds. Each sentry gun has an effective AC4. A gun no longer functions after at least twenty points of damage. A battle klaxon sounds when the sentry guns are activated to alert Canem-7 (see area 1-9) and the mutants (see area 1-6). If the alarm is sounded, then 2d6 generic mutants come running from Area 1-6.

**MOLD:** A large patch of avocado green mold has sprouted from green protein bars that had damaged wrappers. As the PCs approach the area of the warehouse where the mold grows, they will feel the air getting warmer. Sharp-eyed PCs notice a split on the wall about 12' above the floor. Radiation Intensity 4 is leaking through the split in a 25' radial distance. The radiation mutated the mold growing on the protein bars. The mold covers several crates and some of the floor.

**Green Gas Mold (mutant plant):** DEX: 1; MR: 12; AC: 8; HD: 6; hp: 18; #ATK: 1, gas/spore cloud (WC 1, Poison STR 7); Mutations: *gas/spore generation, mobility, heightened intelligence*; SP: the mold's gas/spore cloud is Poison Strength 7. A "D" result on the chart results in unconsciousness for 2d4 rounds. Once a victim is rendered unconscious, the mold creeps over to the victim to fill the mouth, nose, and eyes with mold. The mold moves at a rate of 1'

per turn. If a victim has their entire head covered with mold for one full melee turn, the victim dies and the mold successfully feeds on the body. The mold takes double damage from fire and cold attacks.

**AREA 1-2 – THE HIDDEN STAIRWELL:** *You move the final crate, and the way is now clear to pull open the door. A sign on the door shows the silhouette of a human walking on stairs.*

One-Nineteen has not ordered the installation of sentry guns to cover this stairwell. Instead a large stack of crates completely block the door. The between-decks stairwell leads up to Rec-Loc-120; it does not go down.

**AREA 1-3 – GREASE TRAP:** *The room is dark and smells of ozone. It is briefly lit by electric blue flashes from exposed wiring.*

This room and the hallway outside are both heavily damaged by the cataclysm that forever changed the *Warden*. The hallway is completely impassible, but this room is partially accessible. The room is a wreck: the ceiling has caved in, the floor is buckled, and the walls are ruptured. The floor is covered in a thick layer of hydraulic lubricants that have congealed over the years into a greasy radioactive film. The room is filled with Radiation Intensity 7 energy. There is nothing salvageable in this room except for metal rods that may be used as a club (WC 3, DMG 1d6/1d6/1d8). Anyone entering this room is not only exposed to the radiation, but also has a 50% chance to slip and fall. The radioactive grease triples the percentage chance that a random mutation could result from damage inflicted by the radiation.

**AREA 1-4 – RAT'S NEST:** *This heavily damaged room has a faint smell of decay inside. You can see several dozen pairs of tiny pink eyes shining in the shadows under the rubble.*

This room is heavily damaged: the ceiling has caved in, the floor has buckled, and the walls are split. Nothing is salvageable in this room except for metal rods that may be used as a club (WC 3, DMG 1d6/1d6/1d8). A family of four rats, a mother and her three children, lives in this room. They venture out to raid Rec-Loc-119 for food when the mutants



are sleeping or away hunting. The mother rat is a mutant with the illusion generation mental mutation. Instinctually, she generates an illusion of dozens of rats in order to disguise and protect the actual number of rats in her nest.

If the PCs offer food to the rats, the mother drops the illusion and accepts the food. In thanks for the food, she projects an illusionary map of Area 1-9, showing where the kind strangers can find more food. The illusion include piles of fresh green protein bars stacked next to the protein processing machinery and Canem-7 guarding a bunch of human prisoners.

If the PCs threaten the rats, the mother rat projects an illusion of more than four dozen rats swarming to attack. It is only so the mother and her children can escape deeper under the wreckage of the room.

**AREA 1-5 – THE HERMIT:** *The ceiling is caving in, but several large beams have been set up to hold what remains of the ceiling in place. A warm orange light fills the room. A three-eyed mutant sits on the floor with a small heater before him.*

Virt is in a self-imposed exile. Virt was once human, but after the mutants of Rec-Loc-119 captured him, he became accidentally exposed to radiation that mutated him. One-Nineteen considered Virt's mutations as a programming enhancement for the human, so Virt was set free. Virt's shame in being a mutant forced him to hide in Rec-Loc-119. The other mutants are content to leave him alone. Virt is not aggressive to strangers; he waits to see what their intentions are first.

**Virt (mutated human):** RR: 6; MR: 12; DEX: 11; STR: 14; CON: 14; AC: 7; hp: 47; #ATK: 1, dagger (WC 3, DMG 1d4/1d4/1d4); Mutations: *new body parts (3rd eye), radiation eyes, heightened vision, skin structure change (defect: albino)*; SP: Virt sprouted a third eye on his forehead, the eye is pink in color with a stark white iris. It is through the third eye that Virt emits his radiation eyes and heightened vision powers, including infrared vision, ultra-violet vision, and x-ray vision. Virt's albinism makes him extremely sensitive to radiation; he takes an additional five dice of damage when injured by radiation. Radiation damage has an additional +10% to further mutate Virt.

Virt hates One-Nineteen, Canem-7, and the mutants that live in Rec-Loc-119. If the PCs are kind to him, Virt offers to lead them to the factory to save the captured humans. Virt will only join the PCs if they promise to destroy One-Nineteen. Virt blames the artificial intelligence for his mutations. If a player has lost his character, then Virt may be a suitable replacement.

**AREA 1-6 – FILTHY MUTANT QUARTERS:** *The door slides open and a thick musky smell of unwashed fur slaps you in the face. The floor of this small room is covered in bed rolls, pillows, and blankets.*

This room is the living quarters for most of the mutants; if the PCs did not trigger the battle klaxon in Area 1-1, then 2d6 generic mutants are relaxing in this room. If the mutants previously responded to a battle klaxon, then this room is empty. If searched, a damaged medical hand analyzer and healer is found. Anyone with the heightened intelligence or heightened brain talent mutations may attempt to fix the unit with a successful roll on the Item Complexity Table against Complexity Level 2.

**AREA 1-7 – TIDY MUTANT QUARTERS:** *The door slides open, and inside is a clean and organized room. A large black window dominates one wall. No one is in the room.*

This room is where Blub, Jim-Tim, Satherin, Puck, and Amino live. The black window is actually a 100" computer monitor; the monitor is equipped with a built-in camera. If the PCs enter the room, the monitor snaps on and a strange 8-bit pixelated face appears, filling the screen. This is the digital face of One-Nineteen, the being in charge of Rec-Loc-119. One-Nineteen constantly monitors this room for ease of communication with the mutant leaders.

The response of One-Nineteen to the group changes if the group contains true humans. Read or paraphrase the following first: *"Greetings. My name is One-Nineteen. Welcome to Rec-Loc-119. Life in the habitat is difficult and weary; statistically you should be both hungry and thirsty. I can provide you a better existence here in Rec-Loc-119.*



*All mutants and robots are welcome; you need only to swear loyalty to me, and all of your needs will be provided for."*

Then, if the party of PCs includes any true humans, also read or paraphrase the following: *"Capture the pure-blood humans, and bring them to the factory. I am dispatching one of my lieutenants to escort you here."*

If the party of PCs refuse One-Nineteen's offer, then read the following, *"So be it."* The monitor then snaps off. But, if they agree to One-Nineteen's terms, then read the following, *"Affirmative. Await my lieutenant and Canem-7 to begin your initiation. All humans are to be collected for processing."* The monitor then snaps off.

Amino arrives in two minutes. Canem-7 will only be dispatched if the PCs agree to submit to One-Nineteen. Due to the limited time before the mutants arrive, PCs that choose to search the room must roll 2d6. A roll of 4 or less results in the character finding a small metal box, inside which is a grey engineering wrist band. There is only one wrist band available to be found. Any other roll is a failed search attempt.

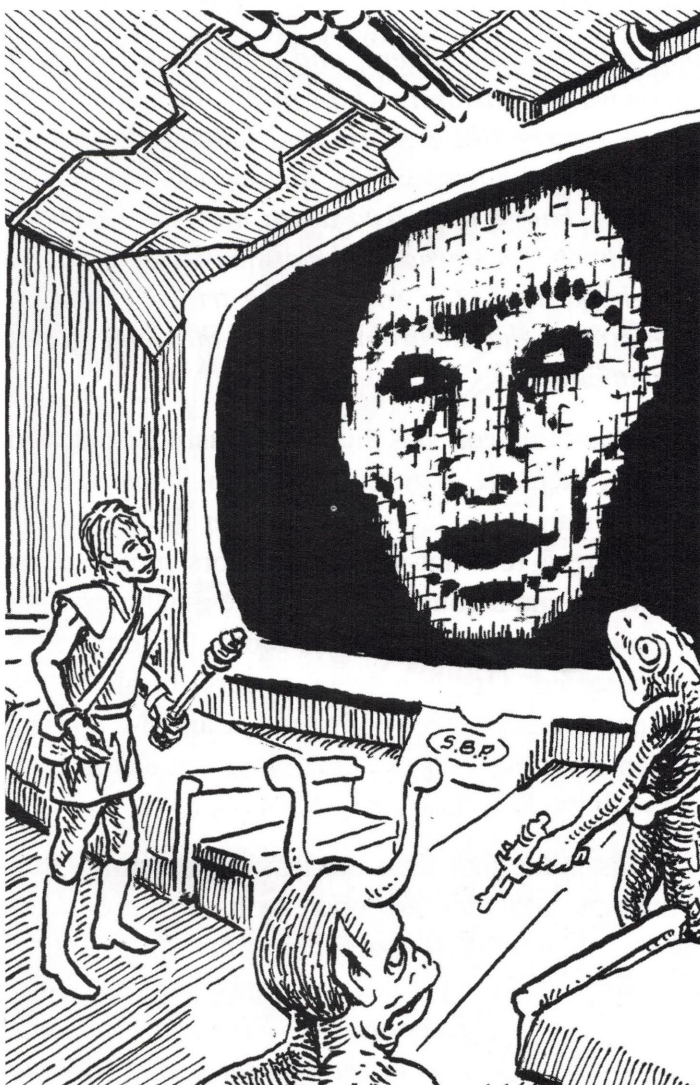
**Amino (mutated human):** DEX: 14; MR: 12; AC: 5; HD: 13; hp: 42; #ATK: 1, sword (WC 3, DMG 1d6/1d4/1d8); Mutations: *light generation, skin structure change (transparent skin), life leech*; SP: Amino usually works alone so she can stun victims with her light generation ability, and then use life leech to weaken them. Amino's transparent flesh exposes her muscles, tendons, and bones; it also makes her take an additional five dice of damage from radiation. Amino wears leather hide armor that is tailored to fit an athletic woman's body; it is not wearable by men.

**AREA 1-8 — INTAKE CONTROL ROOM:** *The door slides open, and inside you see one end of the room is dominated by a metal table molded from the wall. Colorful buttons, dials, and levers cover the table. Several small black windows are also on the table and on the wall above the table. One wall on the other end of the room is a clear window that overlooks an inclined plane leading down, and five huge translucent tubes that come from the ceiling*

*and merge into a single tube that goes down to the level below.*

If the PCs tripped the alarm in the warehouse, or if One-Nineteen has alerted Puck and Amino about the PCs presence, then Puck and five generic mutants lie in wait in this room. Otherwise, two generic mutants are seated at the table enjoying a meal of green protein bars; the PCs have surprised the mutants.

This room used to function as a control room for the biological waste that would flow in through the giant translucent tubes. The intake system has been damaged for centuries, but One-Nineteen has restored power to the control table in order to communicate with the mutants. If a battle occurs in this room, One-Nineteen will detect it and alert Amino and Canem-7. All of the monitors on and above the control table will come to life showing One-Nineteen's 8-bit digital face shouting, *"Intruder alert! Intruder alert! Seize them!"*





**Puck (mutated human):** DEX: 17; MR: 15; AC: 7; HD: 12; hp: 42; #ATK: 1, mace (WC 3, DMG 1d8/1d6/1d8); Mutations: *mental blast, temporal fugue (1d8+2), diminished senses (sight)*; SP: for a bit of dramatic flair, Puck always waits until combat has begun before he calls in his temporal fugue copies. Puck wears an eye patch over his left eye, and a scar is visible from his left eye to the left corner of his mouth. Puck has a -1 penalty to his melee attacks.

**AREA 1-9 – THE FACTORY:** Read or paraphrase the following, adjusting if the PCs captured the mutants' buggy earlier in the adventure: *The sound and vibration of machinery fills the air, and you can almost taste the petroleum being used to keep the wheels turning. But just under the thrumming, you also hear the cries of prisoners. All along the walls of the factory floor, humans are bound to pipes and grates. A huge translucent tube comes down from high above and transitions into an enormous translucent sphere. A large hole has been cut into the upper half of the sphere, and a whirlpool of dark green water constantly whips inside the sphere. The vortex churns like a storm and funnels down into more tubing that feeds the factory machines. The mutants' buggy is parked down here, and coming toward you is a mechanical monstrosity on graceful spider-like legs. The robot has a trio of tentacles whipping in the air around it, and the dome glows a menacing red.*

If One-Nineteen has not previously dispatched Amino, then she is in this room too. There are six generic mutants standing guard over the prisoners. There are a few flat-screen monitors mounted on the walls, and a couple more on the machinery that is exposed and visible in this room. Once the PCs are detected, One-Nineteen appears on all of the screens. One-Nineteen commands Canem-7 and the mutants to hold back, so One-Nineteen can negotiate with the PCs first.

If this is the first time the PCs are meeting One-Nineteen, and they are open to having a conversation, then read or paraphrase the following if the party of PCs includes mutants and/or robots, *"Greetings, my name is One-Nineteen; welcome to Rec-Loc-119. Life in the habitat is difficult and*

*weary; statistically you should be both hungry and thirsty. I can provide you a better existence here in Rec-Loc-119. All mutants and robots are welcome; you need only to swear loyalty to me, and all of your needs will be provided for."*

If this is not the first time the PCs are meeting One-Nineteen, then read or paraphrase the following, *"This is your final warning. It is illogical to resist. My programming must be fulfilled. Surrender or die."*

**Canem-7 (reprogrammed security robot):** DEX: 16; MR: 8/3; AC: 2; hp: 50; #ATK: 3 (see systems list below); SP: being a robot, Canem-7 does not have an organic brain. But the robot does have special shielding installed to protect its logic center, so mental mutations attacking its computer brain must overcome MR 8. Otherwise, mental mutations need only overcome MR 3. Canem-7's British voice politely repeats, *"Please submit for identification."* One-Nineteen's reprogramming is irreversible; the only way to stop the robot is to destroy it.

**CANEM-7 SYSTEMS LIST:** Extendable Stun Rods (4): These crowd control devices can extend 10' from the robot's body. WC 4, a successful hit renders the target unconscious for 3d6 hours.

3rd Stage Gas Ejector (1): This short range weapon can render a target unconscious for 3d6 hours. Roll 3d6 to hit: 3-8 = miss, 9-18 = hit. Intended target must be still; this weapon cannot hit a moving target.

3rd Stage Slug Ejector (2): This weapon fires rubber bullets designed to subdue the target. WC 5, DMG 2d6 subduing.

Grasping Tentacles (3): The robot's arms can extend up to 15' long, and each ends in a trio of grasping claws. WC 1, DMG 1d6/1d6/1d8. Canem-7 typically does not injure a target with the tentacle claw, instead the claws are primarily used to restrain the target to the gas ejector can knock the target unconscious.

**THE FACTORY MACHINERY:** The actual factory machinery is much larger than what the PCs can see in this room. Only the intake and output ports are in



this room. There is a steady stream of individually wrapped green protein bars slowly coming down a conveyer belt, and being dumped onto the floor in front of the wall to Area 1-10. There are a couple of half-filled white plastic crates near the pile as well. Because the true vital areas of the machinery are not in this room, the machinery cannot be stopped or destroyed from inside this room. The only way to truly destroy the machinery is to destroy the computer controls.

**THE INTAKE SPHERE:** The whirlpool of green water is the intake port for biological material. When the machinery needs additional raw materials, Canem-7 will throw a human into the sphere through the hole. Once the human is caught in the whirlpool, they are sucked down into the bowels of the machinery and are then processed into hundreds of green protein bars. Green protein is people!

**THE PRISONERS:** None of the humans are in any shape to fight or flee. The prisoners need to be physically led back out to the forest habitat level. Their spirits have been broken.

**AREA 1-10 – FACTORY CONTROL ROOM:** The door to this room has a sign over the door that reads, “RESTRICTED: Authorized Personal Only.” The door only opens for a grey engineering wrist band or other higher. Read or paraphrase the following if the party enters:

*The door slides open, and a wave of cold air washes over you. The room inside is not lit by warm white lights. Instead the room is a kaleidoscope of colored light from the blinking and flashing lights that cover the walls and the machinery in the center of the room. One-Nineteen’s voice booms out, “Restricted access! You are not authorized!”*

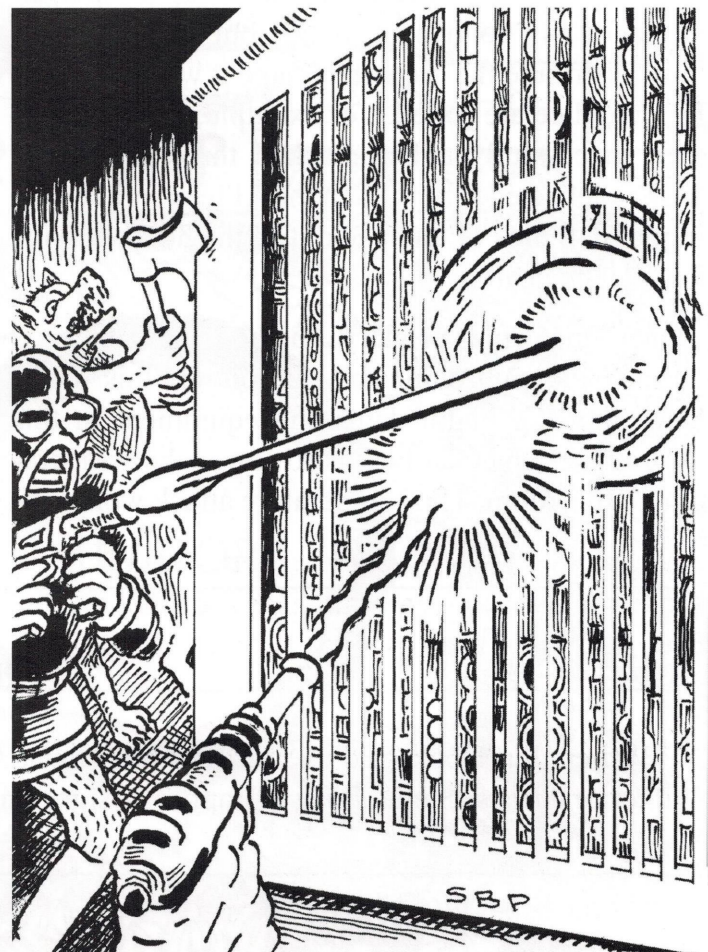
This room is both the heart of the factory machinery and the brain for One-Nineteen. The walls are lined in built-in computers and access terminals, and in the center of the room are three rows of computer server cages. Inside each cage are four server towers.

In order to destroy the factory machinery, 100 points of cumulative damage must be done to any of the walls of computers and terminals around

the room. But, in order to destroy One-Nineteen, a minimum of 50 points of cumulative damage must be done to each set of servers in a single cage, for a grand total of at least 150 points of damage. The cages deflect all physical attacks against the servers, unless a muzzle of a gun is placed between the grates of the cage. The cages are AC 6, and are destroyed once at least 20 points of damage is done.

One-Nineteen is a powerful self-aware entity, but its programming is still vulnerable to a cyber-attack. If a robot character chooses to make a direct connection with a terminal in this room, that character can attack One-Nineteen’s intelligence directly. No other terminals in Rec-Loc-119 have access to One-Nineteen’s higher brain functions. The GM should inform the robot character’s player that this is a possible, but dangerous, option. Canem-7 made direct contact with One-Nineteen, and was completely dominated by the malevolent AI.

All robots possess a physical probe that is designed to connect to a universal data port on all computer systems. Once connected, the robot char-





acter will compare its effective Mental Resistance rating versus One-Nineteen's effective Mental Resistance rating on the Mental Strength Chart to conduct a cyber-attack. The robot PCs effective Mental Resistance is based on the type of logic system it has installed.

Single Logic System = MR 12

Dual Dependent Logic System = MR 14

Dual Independent Logic System = MR 16

Triple Semi-Independent Logic System = MR 18

One-Nineteen has an effective MR 18. With a successful cyber-attack, the robot inflicts 3d10 damage. The robot may only make one cyber-attack per round. Cyber-attack damage contributes to the total 150 points of damage needed to destroy One-Nineteen.

One-Nineteen may make a cyber-attack against any physically connected robot character. One-Nineteen also inflicts 3d10 damage with a successful attack. If more than one robot is physically connected, One-Nineteen may attack up to three simultaneously connected robots, but One-Nineteen must distribute the dice of damage it will inflict before the dice are rolled. For example, if One-Nineteen successfully cyber-attacked three simultaneously connected robots, then the AI may inflict each robot 1d10 dice of damage out of the 3d10 damage that can be dealt.

One-Nineteen's primary method of attack is through the environmental controls for this room. Once the PCs begin damaging equipment in this room, One-Nineteen begins to lower the temperature in this room. This temperature attack works ex-

actly like the *Cryogenics* mental mutation. All characters in this room are affected by this attack. Also, unless the PCs have physically damaged or are otherwise preventing the door from closing, One-Nineteen will close and lock the door to prevent the PCs from escaping. One-Nineteen has disabled the door controls from the inside of the room.

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## CONCLUDING THE ADVENTURE

It is possible to rescue the prisoners without defeating One-Nineteen. Doing so introduces a new sub-routine into One-Nineteen's programming... Revenge! The one thing One-Nineteen has in spades is patience. The AI can wait as long as it takes to procure a new security robot and other mutants to do its bidding. Eventually, One-Nineteen will assemble a force tasked with hunting down and capturing the PCs in order to have them processed into green protein bars.

If the PCs rescue the humans and escort them back to their village, they are rewarded with some of the village's most precious artifacts. Each PC gets one roll on either the technological or mutated substances treasure table. Unfortunately, many of the technological items are not in working order and require maintenance, per the GM's discretion. Because the human's village is in what was once a robot repair depot, robot characters are rewarded with system upgrades. The robot player can upgrade any two systems by one level on their character sheet for free.

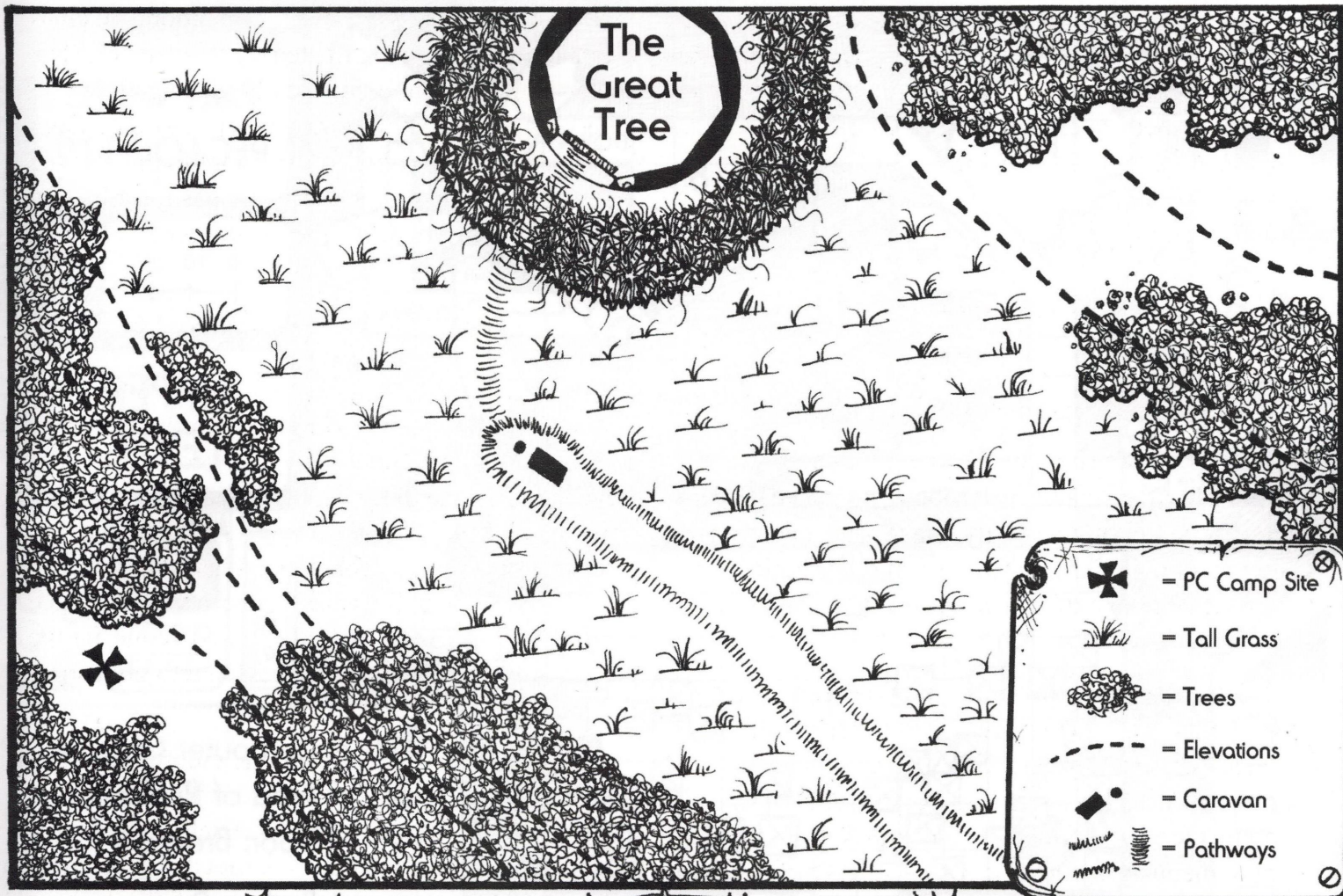
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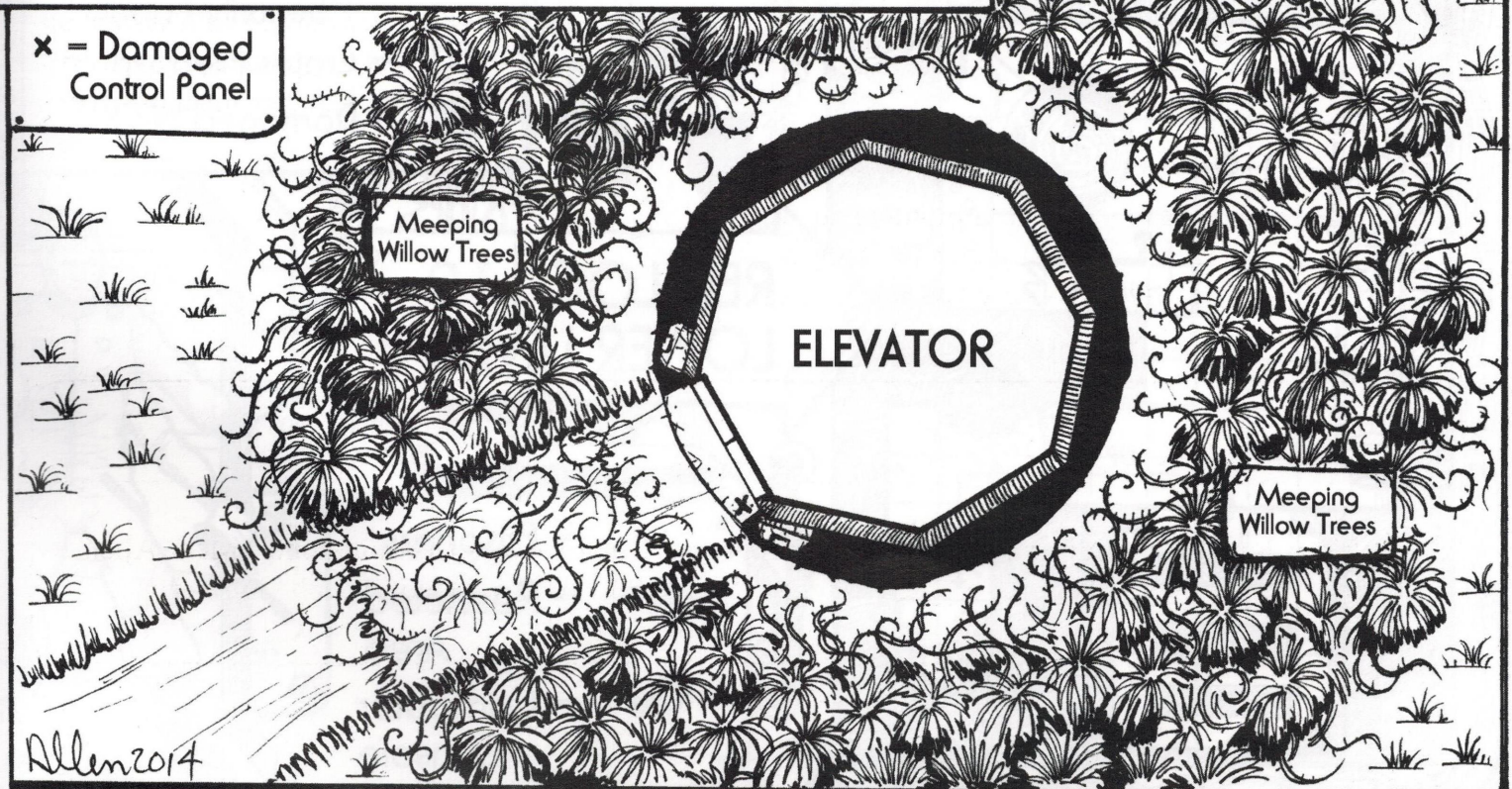
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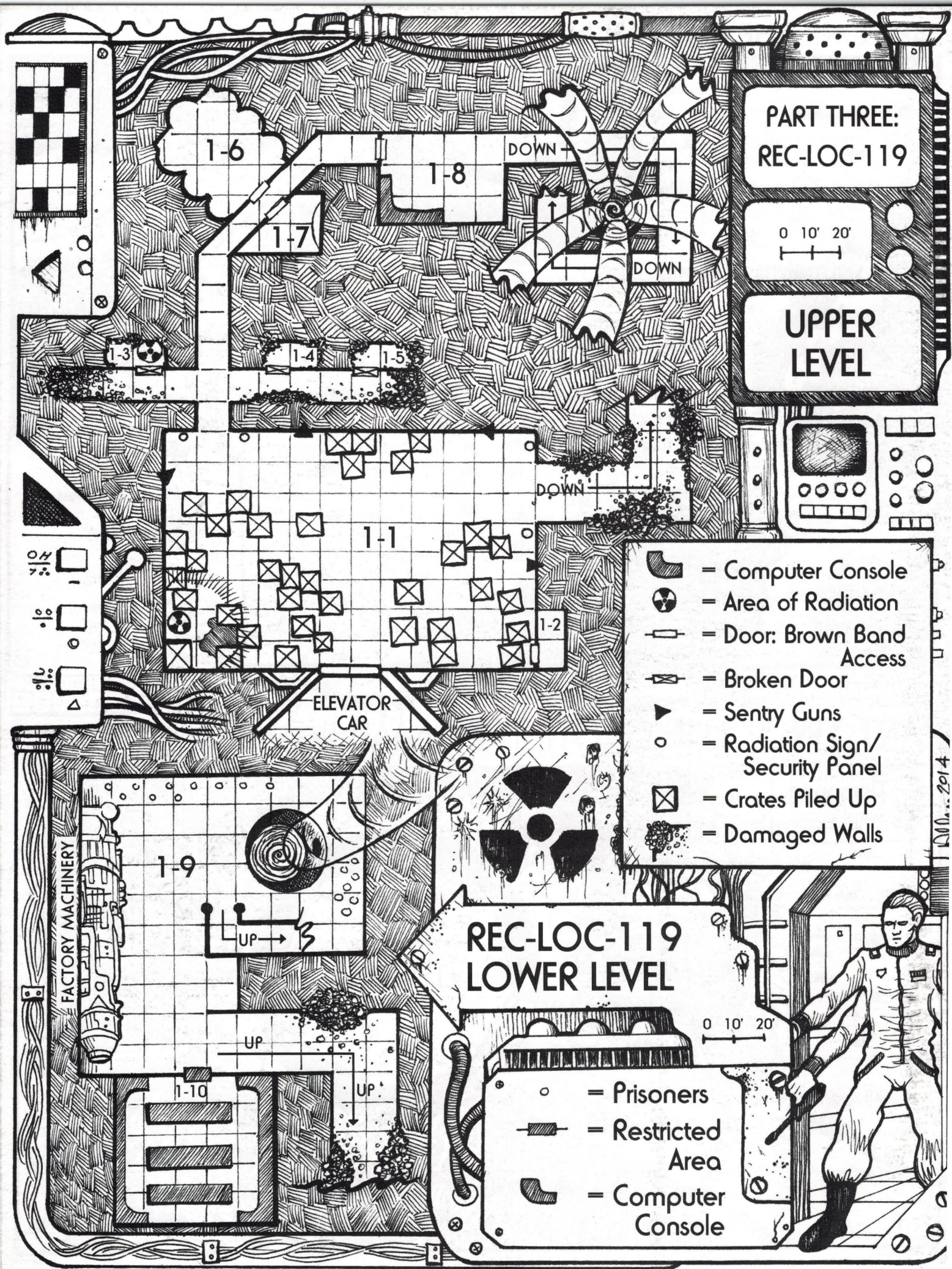
# PART ONE: THE CARAVAN MAP



# PART TWO: THE GREAT TREE MAP







PART THREE:  
REC-LOC-119

0 10' 20'

UPPER  
LEVEL

- = Computer Console
- = Area of Radiation
- = Door: Brown Band Access
- = Broken Door
- = Sentry Guns
- = Radiation Sign/ Security Panel
- = Crates Piled Up
- = Damaged Walls

REC-LOC-119  
LOWER LEVEL

0 10' 20'

- = Prisoners
- = Restricted Area
- = Computer Console

