METAMORPHOSIS ALPHA™ DIRECTORY OF DENIZENS

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Acid Trap Plant

Armor Class: 4 Hit Points: 35 Constitution: 11 Strength: 11

Mutations:

Heightened Touch Absorption Larger Than Normal New Plant Parts

Appearance:

This mutant is a ten feet tall orchid shaped plant. The petals of the plant are closed until it senses a victim and then it releases a meaty attraction odor and blasts the victim

> with acid from a supply it generates from under the ground in a large pod.

Normal Reaction:

When victims come close to the plant it releases an odor of roasting meat that many creatures find irresistible. Within ten feet the plant opens up and shoots acid at the victim (WC 7, 3d6 in damage, poison intensity 9). If the victim dies, the plant can absorb the materials of the body.





Movement in Spaces: 12

Radiation Resistance: 18

Mental Resistance: 4

Dexterity: 9

Absorption

New Body Parts

Skin Structure Change

Belcher Toad

Armor Class: 6 Hit Points: 49 Constitution: 12 Strength: 16

Mutations:

Radiation Generation Out-Sized Body Parts Taller

Appearance:

This mutant is a huge six-foot long and five-foot tall reptile with numerous green glowing sacks on its back. The creature hopes along the swampy surface looking for all manner of insects.

Normal Reaction:

The body has twenty pouches holding variable intensities of radiation. There is a 50% chance with every attack on the mutant that a sack is ruptured. When this happens, roll 3d6 for the intensity of the radiation. Spores cover a 20 feet area around the mutant. It is totally immune to the radiation it throws around. It also has a 20 feet long sticky tongue that can wrap around a victim and pull it toward the mutant.

Dexterity: 11 New Body Parts Aromatic Power

Dissolving Juices

Radiation Resistance: 11

Mental Resistance: 5

Movement in Spaces: 0



Clutch Vine

Armor Class: 6 Hit Points: 33 Constitution: 9 Strength: 9 Movement in Spaces: 0 Radiation Resistance: 9 Mental Resistance: 9 Dexterity: 9

Mutations: Tangle Vines Manipulation Vines

Larger Than Normal New Senses

Appearance:

The mutated plant is fifteen feet tall with a huge, deep red fanged plant pod at the end of a stalk. The plant blends in perfectly with its surroundings until it is ready to attack.

Normal Reaction:

The mouth of the mutant bites for 5d6 (WC 3); then it injects acid into the bitten victim for 3d6. It has long vines that can reach out up to 20 yards and pull in victims (WC 4).

Clutch Vine Pod



Movement in Spaces: 0 Radiation Resistance: 5 Mental Resistance: 12 Dexterity: 16

Mutations:

Dissolving Juices In Divisional Body Segments N Manipulation Vines Stasis in Periods of Darkness (D) Contact Poison Sap (Intensity 14)

Increased Senses New Plant Parts (Beak)

Appearance:

The pod mutant stands five feet tall with a football shape. Its manipulative vines can't be seen until it is ready to grab a victim. It puts out a sonic vibration that allows it to detect the size and shape of things out to 12 feet. The pod usually blends in perfectly with the surrounding vegetation. It must have some earth to grow.

Normal Reaction:

Touching the pod causes the contact poison to react with flesh (intensity 14). The pod is able to spit a four pound seed up to 30 yards away (WC 2, 3d6 in damage). If the seed kills the victim it burrows into the body and sprouts another clutch vine pod in three days.



Enforcer-bot

Armor Class: 3 Hit Points: 77 Constitution: 17 Strength: 17

Movement in Spaces: 16 Radiation Resistance: 17 Mental Resistance: 17 Dexterity: 17

Appearance:

The enforcer-bot was made especially for the Warden and there are squads of them hidden away on every level. They were for the officers of the ship to use in case of trouble from the colonists. Their many tentacle arms were made to subdue a number of human rioters.

Normal Reaction:

The enforcer bot has a wide array of defensive weapon systems. Its eight arms are made to pin down victims all at the same time (WC 7). The bot fires a misting weapon up to 30 yards away (intensity 9 paralytic poison). At the same time it can fire a tangle plastic wrapping up a victim up to 10 yards away (WC 7).





Frogoid



Armor Class: 4 Hit Points: 41 Constitution: 9 Strength: 9

Movement in Spaces: 14 Radiation Resistance: 9 Mental Resistance: 9 Dexterity: 9

Mutations:

Gills Heightened Balance New Body Parts Heightened Hearing Out-sized Body Parts (tongue) Regeneration (3 points a combat round) Electrical Generation (4d6 lightning bolt)

Appearance:

The humanoid mutant stands four feet tall. It likes watery areas and swims very well in all bodies of water.

Normal Reaction:

The mutant attacks with a lightning bolt doing 4d6 in damage up to 35 yards away.

Movement in Spaces: 4

Radiation Resistance: 7 Mental Resistance: 7

Dexterity: 7

Funguslug

Armor Class: 7 Hit Points: 39 Constitution: 7 Strength: 7

Mutations:

Chameleon PowersNew Body PartsMovementTallerHeightened Brain TalentMental ParalysisGas/Spore Generation (Intensity 10 poison)

Appearance:

The creature is a giant seven feet tall, intelligent mushroom. It's made of spores and dark brown mushroom-like pieces. As it moves about, it constantly shifts the top of its body sending out large clouds of spores. It can sense these spores and as the spores hit other moving things, the mutant can fill the movement and distance of those spore covered tings.

Normal Reaction:

This mutant tries killing victims with its intensity 10 poison spores. Failing that the mutant tries to mentally paralyze a victim.





Gorilloid



Armor Class: 4 Hit Points: 51 Constitution: 10 Strength: 18

Mutations:

Heightened BalanceHeightenedHeightened StrengthHeightenedHeightened IntelligenceMental DeRegeneration (2 points per combat round)

Heightened Dexterity Heightened Vision Mental Defense Shield

Movement in Spaces: 14

Radiation Resistance: 10

Mental Resistance: 17

Dexterity: 10

Appearance:

This mutant is a massive gorilla. The creature is more massive than a normal mountain gorilla. It's usually jet black with a startling white streak over its head and back. Its eyes are unusually large and generate a red glow when its mental defense shield is being tested.

Normal Reaction:

The mutant is intelligent enough to use the weapon technology of the ancients. It can often be found with a plasma rifle or a rocket projector.

Ground Diver

Armor Class: 3 Hit Points: 66 Constitution: 17 Strength: 17

Mutations:

Heightened Precision Multiple Body Parts Taller Increased Plant Senses

Appearance:

Most of the mutant ground diver is below the ground. It can move slowly through the earth, but rarely does so. The creature hides completely under the ground. As possible victims come by the mutant rises up and uses its tentacles to force victims toward its beaked maw. The tentacles are a nasty gray color and its head is the color of earth.

Normal Reaction:

Erupting out of the ground, the tentacles of the ground diver grab onto victims (WC 3). The beak of the monster can then freely bite at the victim as long as the prey is held for 4d6 in damage a bite.





Movement in Spaces: 14 Radiation Resistance: 11 Mental Resistance: 4 Dexterity: 9

Heightened Touch New Body Parts Tangle Vines



Harvester Droid

Armor Class: 3 Hit Points: 77 Constitution: 18 Strength: 18 Movement in Spaces: 14 Radiation Resistance: 4 Mental Resistance: 4 Dexterity: 9

Appearance:

This droid can stand up to 9 feet tall with a tentacles reach of another 14 feet. It was designed to pull insects from plants and then harvest those plants when they matured. Its two manipulative arms have special sets of pincers that can cut any size insect into two halves. Its senses are acute down to micro-levels. Its optics see into the infra-red and ultra-violet. In its knee joints are special anti-gravity systems that allow the unit to quickly float into crop rows.

Normal Reaction:

The chopping arms of the droid inflict tremendous damage per strike. It can attack twice in a combat round (WC 6, 5d6 per strike).

Hyenaoid

Armor Class: 4 Hit Points: 66 Constitution: 13 Strength: 13

Mutations:

Heightened Balance New Body Parts Force Field Generation -200

Movement in Spaces: 14 Radiation Resistance: 13 Mental Resistance: 13 Dexterity: 18

Heightened Dexterity Speed Increase Heightened Intelligence

Appearance:

The Hyenaoid stands seven feet tall in humanoid form. It is very muscular. Its fur is the color of the floor and wall tiles in Epsilon. Most of these creatures have found technology from the past and use it with great efficiency.

Normal Reaction:

This Hyenaoid always some type of energy weapon to attack with in combat. Failing to find ancient technology, this creature has been able to design rail pistols shooting bits of iron up to a mile away at fantastic velocities (WC 4, 8d6).





Massacre-bot

Armor Class: 2 Hit Points: 88 Constitution: 17 Strength: 17 Movement in Spaces: 18 Radiation Resistance: 17 Mental Resistance: 17 Dexterity: 17

Appearance:

This bot is humanoid shaped, standing 10 feet tall. It is able to attach many types of weapon and defensive system so that no two versions of this bot are alike. Its sensory systems are triple that of a human in all five senses. At night it uses ultra-violet and infra-red lenses. Generally, there is always some type of vibro-weapon in its list of weapon systems. The metal of the bot can change color to match any background it is standing by.

Normal Reaction:

The bot has some type of vibro weapon and it is usually a vibro-ax (WC 9, inflicting 40 points of damage). It also has many other types of weapons that can be attached to its body. Usually there is some type of slug thrower (WC 1, 5d6 in damage).

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Nurse Bot



Movement in Spaces: 8

Radiation Resistance: 4

Mental Resistance: 4

Dexterity: 9

Armor Class: 7 Hit Points: 59 Constitution: 16 Strength: 16

Appearance:

Generally, all of the nurse bots have gone insane as they were attached to the hospital systems that have gone insane. Each of these bots seems to be a caring, interested mechanical dedicated to healing the wounding. Actually, when these bots get wounded on the operating table the first thing they do is try and remove the heart of the wounded being. This is reflected in the blood stains that constantly cover the chest and head of the bot.

Normal Reaction:

This bot is always designed with a vibro-scalpel (WC 9, 25 points of damage).

Rabbitoid



Movement in Spaces: 16 Radiation Resistance: 11 Mental Resistance: 11 Dexterity: 18

Mutations:

Heightened Precision Out-Sized Body Parts Taller Mental Blast Heightened Touch Radiated Eyes Heightened Intelligence

Appearance:

The Rabbitoid stands eight feet tall. It is intelligent enough to figure out many types of ancient devices. It likes using energy weapons when it can find them. Most Rabbitoids are wearing arm bands of some type.

Normal Reaction:

Although the Rabbitoid has means to use mutational attacks, it is clever enough to find or make rail pistols and rail rifles inflicting tremendous amounts of damage (WC 7, 25 points per pistol and 45 points per rifle).





Armor Class: 2
Hit Points: 88
Constitution: 17
Strength: 17

Movement in Spaces: 14 Radiation Resistance: 17 Mental Resistance: 17 Dexterity: 17

Appearance:

The war-bot is a humanoid with many types of missile systems. When in combat there is a constant glow from the energy force fields of the unit. The senses of the bot are triple that of a human and include infra-red and ultra-violet. The unit is painted in very dark colors as it wants to battle in the dark of the night.

Normal Reaction:

There are at least three different types of missile systems from mini-missiles to large blast rods. Usually the bot is equipped with 10 of each type of missile.

Tiller Droid

- Armor Class: 4 Hit Points: 90 Constitution: 18 Strength: 17
- Movement in Spaces: 12 Radiation Resistance: 7 Mental Resistance: 5 Dexterity: 11

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Appearance:

All tiller droids were designed for on planet farming and have gone rogue. Each now seeks to blood their tiller blades with the flesh of creatures of all types. Often three to four of these travel in packs and attack villages on various levels.

Normal Reaction:

Anyone coming within two feet of the droid is attacked by its blades (WC 7, 35 points of damage).





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Wolfoid

Armor Class: 5 Hit Points: 59 Constitution: 11 Strength: 17



Movement in Spaces: 14 Radiation Resistance: 18 Mental Resistance: 11 Dexterity: 17

Mutations:

Fur resistant to lasers Intuition Heightened Intelligence Taller Regeneration (3 points per combat round)

Appearance:

Wolfoids can be found on every level of the ship. They are teaching each other how to use the various high tech devices of the ship from computers to plasma rifles. The white wolfoids are considered the most aggressive of all wolfoids. Although they can use physical weapons, they greatly enjoy clawing and using fangs on their prey.

Normal Reaction:

ancients. It is able to use fangs (WC 3, inflicting 15 points



Wasp Spider

Armor Class: 4 Hit Points: 52 Constitution: 11 Strength: 11

Mutations:

Wings Poison Fangs (Intensity 11) Reflection Power (lasers)

Movement in Spaces: 12 Radiation Resistance: 11 Mental Resistance: 11 Dexterity: 11

Taller Heightened Vision

Appearance:

This mutant is six feet tall and five feet long. Its hollow bones allow it to fly in the gravity of the ship. It's a mixture of blues allowing it to become almost invisible when in the air with the blue sky backdrop. However, if it flies at night it sticks out in the night sky with a slightly luminescent affect.

Normal Reaction:

The mutant purposely flies into the back of a victim and injects poison (intensity 11, WC 6).



Wyrmipede

- Stores

Armor Class: 7 Hit Points: 99 17 Constitution: 17 Strength: 17 Movement in Spaces: 12 Radiation Resistance: Mental Resistance: 17 Dexterity: 17

Mutations:

Telekinesis Taller Mental Blast Physical Reflection (all radiation intensities)

Appearance:

The Wymipede is one of the most deadly creatures on the Warden. It can burrow under the earth to rise and attack victims. The specie has discovered the corridors between the levels and has learned to consume the nutrients that can be found there. This has allowed them to grow to fantastic lengths. The creature appears in many different colors considering where it was born. It can appear in the colors of the under-level floors and walls or jungle colors on various levels.

Normal Reaction:

Physically the mutant rises from the ground and tries to pin a victim with its extremely sharp pincers. Failing to pin a victim, the mutant uses a mental blast on the prey.

NON-PLAYER CHARACTERS



Awakened - Gregor McArthur

Armor Class: 6 Hit Points: 91 Constitution: 17 Strength: 15 Leadership Potential: 18 Movement in Spaces: 12 Radiation Resistance: 11 Mental Resistance: 16 Dexterity: 18

Appearance:

The pure human soldier has been awoken from cryo-sleep on the water level of the ship. He has the training in military matters from Earth. He is always armed with several types of energy weapons as well as powerfully defensive armor. Normally he is wearing a black arm band.

Normal Reaction:

Human soldiers are almost always armed with a laser pistol (WC 6, 5d6 in damage) and a laser rifle (WC 7, 9d6). These troopers always have many types of grenades.

Cyborg - Sarn

Armor Class: 3 Hit Points: 66 Constitution: 17 Strength: 17

Mutations: Heightened Vision Force Field Generation Speed Increase Mental Blast

Dexterity: 17

Appearance:

The Cyborg mutant was a human that survived radiation damage and mutated. He stands six foot tall with bright green skin. His cyborg parts function normally, but can't be repaired at normal hospital facilities because of his mutant status.

Normal Reaction:

When attacked the cyborg raises a force field and starts shooting with two laser pistols in both of its arms (WC 6, 5d6 in damage per pistol). The cyborg powers the lasers from its own power systems.



Movement in Spaces: 16 Radiation Resistance: 17 Mental Resistance: 17





Cyborg - Zeek

Armor Class: 3 Hit Points: 99 Constitution: 17 Strength: 18



Movement in Spaces: 14 Radiation Resistance: 17 Mental Resistance: 9 Dexterity: 9

Appearance:

The tank cyborg has a great deal of power in the cyborg unit. With this energy the cyborg is able to mount powerful energy cannons of several different types. No tank cyborg is alike with another of its species. These were made on the ship on the third level and have been appearing more and more as the generations past.

Normal Reaction:

This form of cyborg has a huge array of massive weapon systems. Plasma cannons, laser cannons, missile systems, and the like are all part of this cyborg's weapon systems.

Mutant - Tesh



Mutations: Electrical Generation Density Control Others Movement in Spaces: 12 Radiation Resistance: 16 Mental Resistance: 18 Dexterity: 18

Heat Generation Heightened Brain Talent

Appearance:

Although she started as a pure human, she survived several contacts with radiation and was mutated so that she still looks like a human, but has mutational powers. She stands six foot tall with a classic feminine figure. Her hair is bright red and when she uses her mutational powers her eyes blaze with white luminescence.

Normal Reaction:

The mutant can use weapons of all types. At the same time she can attack with an electrical generation attack (WC 7, 5d6) or a heat generation attack (WC 8, 6d6).



Primitive - Allsear Flymoon

- Armor Class: 4 Hit Points: 88 Constitution: 17 Strength: 17 Leadership Potential: 15
- Movement in Spaces: 12 Radiation Resistance: 17 Mental Resistance: 17 Dexterity: 18

Appearance:

Shamen come in all species. This one is a pure human that disguises his physical features in the cloak and head of a large bird.

Normal Reaction:

Shamen always use natural forms of weapons. Juices, berries, venoms, radiated dusts, and other things are highly effective poisons, paralytics, and other deadly effects.



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Primitive - Shuani

Armor Class: 6 Hit Points: 100 Constitution: 18 Strength: 17 Leadership Potential: 17 Movement in Spaces: 12 Radiation Resistance: 18 Mental Resistance: 11 Dexterity: 18

Appearance:

These tribeswomen come from primitive, but highly successful tribes. She stands seven feet tall and is highly muscled. With a turtle shell green shield and a specially made obsidian spear she is a deadly opponent.

Normal Reaction:

The obsidian spear is unusually sharp and does far more damage than a metal spear (WC 2, 20 points of damage).

