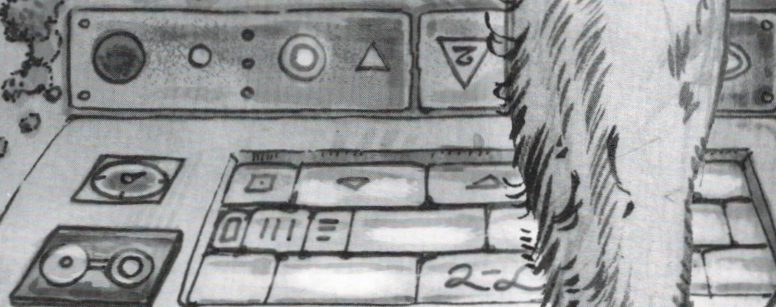
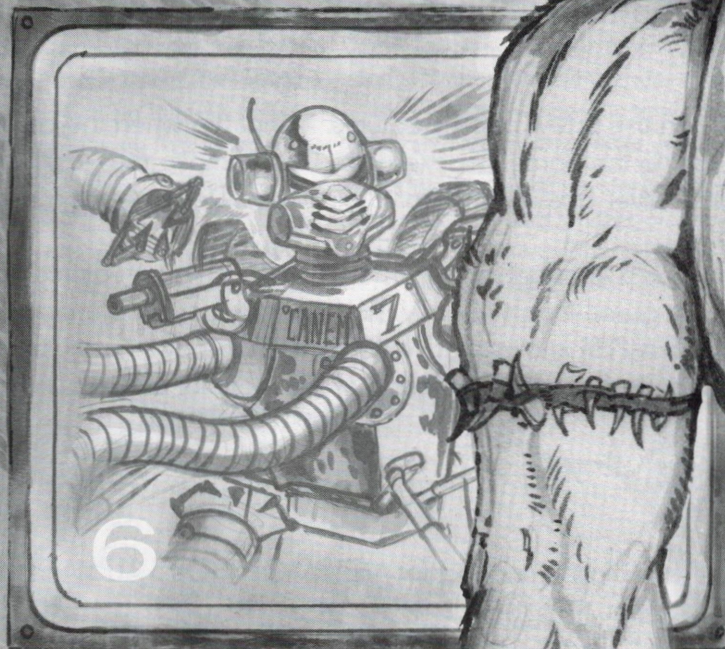
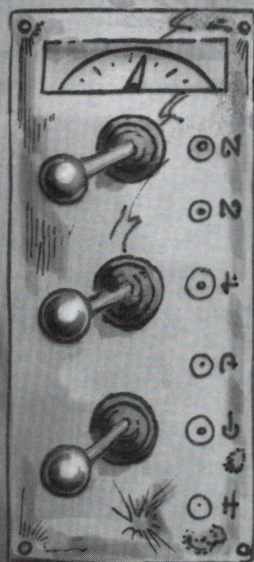


CREATURES & GADGETS

A Sourcebook
By James M. Ward

METAMORPHOSIS

ALPHA



GMG4392F
\$9.99

METAMORPHOSIS *ALPHA* CREATURES & GADGETS

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METAMORPHOSIS ALPHA created by James M. Ward



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INTRODUCTION

Most role-playing games can use a few good creatures. It's not fun when the creatures become so known that they are easy to deal with during the game. For example, "The vampire rises to strike you!"

"Get out the wooden stakes, silver crosses, and garlic juice boys. Do we have a cleric high enough to turn the thing?"

Dealing with the unexpected is a constant game feature in MA. These creatures and devices presented in this product add a lot of spice to a game that is already filled with dangers and interesting encounters. Everyone who has played METAMORPHOSIS ALPHA knows that Wolfoids are bad news no matter how polite and agreeable they present themselves to a party. Enjoy what you can of this material and run like crazy from the rest.

James M. Ward,
The Summer of 2014

Note: This supplement uses the Mutation Manual for METAMORPHOSIS ALPHA for its mutants, and full use of this product will require that supplement.

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CORPSE FLOWER

Armor Class: 7

Hit Points: 78

Movement in Spaces: None

Radiation Resistance: 13

Constitution: 13

Mental Resistance: 18

Strength: 13

Dexterity: 6

Defect: None

Mutations: Double Mental Blast (6d6), Taller, Physical Reflection (lasers), New Senses

Appearance: At full growth, the plant is 90 feet tall and 120 feet wide at the base. A tall orange spire can bend as the plant senses new life around it. The lower leaves are several inches thick and very difficult to penetrate. There is a constant rotting of dead animals and other creatures hidden under the leaves at the base of the plant.

Normal Reaction: The plant can sense creatures coming within 100 yards of it. At fifty yards or less it can make a mental attack on multiple victims. Its large lower leaves can reach out up to fifty yards away and brush in dead bodies. These bodies rot and give the plant nutrients allowing it to grow taller and taller. The only part of the flower that is sensitive to penetrating damage is at the lower center of the plant. Hitting leaves or the large orange cone does nothing to harm the plant.

Terrain: The plant enjoys the edges of swamps and marshes and always begins life in the middle of a pond. Foliage around it turns orange as the plant gets older and older and soon the entire marsh is an orange color. This allows the plant to blend in perfectly with its surrounds. Prey is usually within ten yards of the plant before it makes its first devastating attack. The water around this mutant is usually filled with bones and small predators.

Usually there is about 100 yards between plants as the mutants have enough sense to actually try and space themselves out through the marsh. The mutation's strange ability to convert other life forms to its orange color extends to plants and animals living nearby. Unsuccessful mental attacks also turn the flesh of the prey the orange color of the plant for three to seven weeks.

Attacking: Often times the plant tries to reach out with its many thick leaves as it makes mental attacks. The idea is to get the prey to be more concerned about the thick and useless leaves that are trying to enfold the prey, than the mental attack that is beating on the brain of the victim. Any group knowing how the plant functions would never allow themselves to be positioned in front of the massive cone of the plant as it bends and aims its mental attack.

There are mutant clans who grow these plants and cultivate the large tube at the center of the plant. The tube becomes a one shot mental attack. The tube is aimed at victims within 100 yards and then squeezed to emit the mental attack coming out in a mass of feathery spores.

Procreating: Many flying creatures delight in making nests in the large leaves of the plant. At the end of every summer, the plant will turn black and its leaves take on an intensity 8 poison. These leaves also fill with the seeds of the plant. The flyers eventually become poisoned and die outside the nest. These dying flyers will have carried bits of the plant to other parts of the marsh. In a wet enough environment the plant seeds bury themselves and grow a new version of the creature.

Often during the poison portion of the plant's life cycle, other creatures take the poison parts of the plant and use them as weapons or traps for other prey.

DRAGON POD

Armor Class: 2

Hit Points: 67

Movement in Spaces: None

Radiation Resistance: 18

Constitution: 16

Mental Resistance: 18

Strength: 11

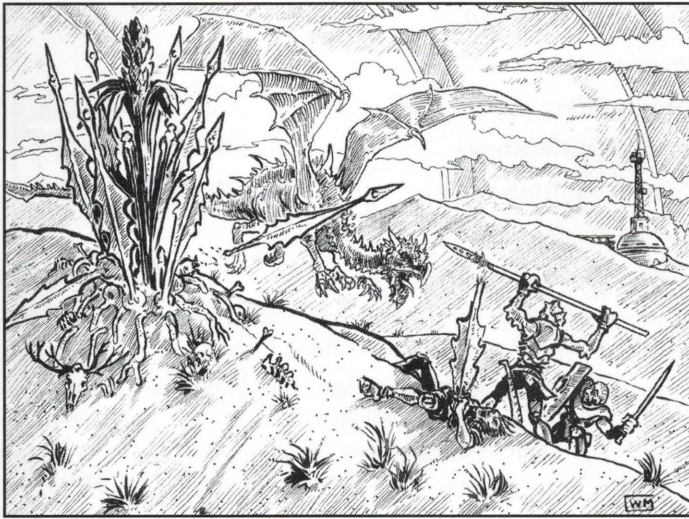
Dexterity: 11

Defect: None

Mutations: Poison Contact Sap, Increased Senses, Hallucinatory Leaves

Appearance: The adult plant is ten feet tall. It has several javelin fronds (WC 1, 2d6) as well as two stinger fronds. The entire plant gives off a mild (intensity 7) poison that tricks the smeller into believing the plant rises into a huge dragon with black, leathery wings, a man-tall snapping head, and six razor-sharp claws.

Normal Reaction: The stinger fronds come into action when victims are within 20 yards of the plant (WC 4, 3d6 in damage, Intensity 10 poison). When the plant is punctured it gives off another type of poison gas (Intensity 12) that freezes those who can't avoid the poison. The javelins of the plant come out and strike at victims until they are chopped in half. The plant then places the body parts in the central mass of the plant allowing it to feed.



Terrain: The plant prefers a lot of sun and little moisture. It never grows near ponds or streams. Often it is able to position itself on the upper ridges of sand dunes. Generally, there are several mutants buried in the sand around the plant. As creatures are killed by the mutation, other smaller predators take the time to cover the bodies with sand. In the evenings, those smaller predators feed on the dead bodies the mutant makes.

Attacking: When beings come within 100 yards of the mutation, the plant activates a hallucination. It appears as if a large dragon rises out of the sand. The mentally created creature moves around the area of the plant so that fooled attackers are encouraged to attack the image of the dragon instead of the plant. While attacking the hallucination, the plant purposely attempts to strike the eyes and head of its prey. The hallucination is created by special spores emitted from the flower of the plant. These spores are sometimes harvested by tribes knowing of the plant's capabilities. There are several tall mountains on various levels of the ship where these plants have been purposely planted by the mutants living in those mountains. It makes it appear as if a large number of dragons are flying in and around the mountains. The spores are maintained in the air and move about as long as there isn't a wind to move them through the air.

Procreating: Every year the plant generates ten seed-pods and positions them as razor sharp heads for the throwing javelins the plant creates. These javelins are shot by the plant once the dragon hallucination spores have had their effect and the hallucination is distracting attention from the plant. If the missile kills a creature at a distance, the parent plant ignores that seed-pod and lets it grow. The seed uses the blood and flesh of the victim to immediately grow a foot in the exposed sun. After two days of sun shine, the plant pod rises from the body and its root systems travel out past the body of the victim. Within a month the plant has reached maturity and is ready to send out its own javelins.

Eating any part of the plant causes immediate hallucinations of a black dragon flying down from the sky and attacking the eater. Some tribes have taken this feature of the plant and use it as a test of courage for their maturing young. In a special midnight ceremony, the flesh of the plant is eaten. Missile weapons of all types are purposely positioned around the young adults. The tribe then watches as the youths try to fight off the illusion of the attacking dragon.

DRAGON TREE

Armor Class: 5

Hit Points: 108

Movement in Spaces: None

Radiation Resistance: 9

Constitution: 18

Mental Resistance: 3

Strength: 3

Dexterity: 3

Defect: None

Mutations: Attraction Odor, Density Control Self, Heightened Precision, New Plant Parts, Root Mobility

Appearance: The adult tree stands 300 yards tall with all of the branches in the upper 25% of the tree. Four trees 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 shaped as a cone.

The trunk of the 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. This is a new plant part that moves about and brings the victims of the plant to a central area between all four plants.

Mutated Dragon Tree Humanoid

Armor Class: 2

Hit Points: 100

Movement in Spaces: 2

Radiation Resistance: 18

Constitution: 18

Mental Resistance: 3

Strength: 18

Dexterity: 9



Defect: Stasis in Periods of Darkness

Mutations: Movement, Increased Senses, Intelligence

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.

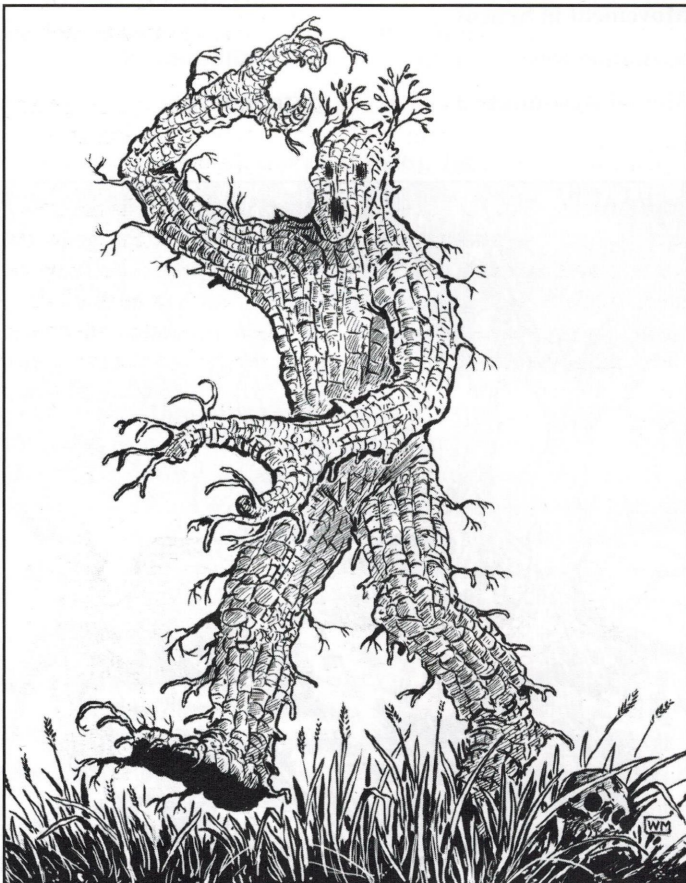
Normal Reaction: This is a servant of the tree and moves about bringing dead victims the tree kills to a central area between the four trees. The root system of the tree brings all the nutrients the humanoid needs to thrive under the tree. The physical strength of the humanoid is such that it can strike for 19 points of damage in a melee. It only fights if provoked.

Normal Reaction for the Dragon 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 inch 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 to rot and provide nutrients to the four trees.

Terrain: These trees are most often found in grassy glades.

Attacking: The humanoid seeds of the plant rarely make direct attacks themselves. The parent tree is capable of dropping as many as 10 weighted cones on prey.

Procreating: The plant uses the mobility of the humanoid seeds to move cones to fertile areas a good distance away from the parent plant. When seeds grow up too close to the parent tree, the humanoid seeds pull those seedlings and add them to the compost pile.



FLAPPER FLOWER

Armor Class: 2

Hit Points: 99

Movement in Spaces: None

Radiation Resistance: 12

Constitution: 17

Mental Resistance: 12

Strength: Special

Dexterity: 18

Defect: None

Mutations: Larger Than Normal, Increased Senses, Physical Reflection (laser), Armor, Manipulation

Appearance: The adult plant is a twenty-yard sphere with a hole on the top. The side leaves are each fifteen yards wide and thirty yards long. There is a set of long thorns inside the sphere. These plants are usually orange with white dots appearing with the presence of five or higher intensity radiation.

Normal Reaction: The plant can sense movement around it. It is able to manipulate its large leaves to force victims inside its sphere. Once shoved inside the sphere a victim takes 20 points in thorn damage every melee round. The dead victims are moved about by the massive leaves of the plant and turned into mush that the sphere quickly consumes. Devices and other inedible things are pulled out of the sphere and hidden under the leaves of the plant.

Terrain: Jungles and thick woods are the primary home of this mutant. There is always some form of this plant in radiated vegetated areas. Usually the plants are orange, but in the presence of 18 intensity radiation, it, with all other plants in the area, appears bright purple in color. The plant is able to use its huge fronds to slowly move to better places to trap victims. Using its vibration sensing power, the plant can move its bowl to a large animal trail. While the root system could be even a hundred yards away, the primary bowl of the plant could be resting near an animal trail. In attacks made on the plant, it is possible for this mutation to move itself back into denser vegetation as it senses major attacks coming its way.

The very large leaves are unusually water resistant and buoyant. Often they are used for the bottoms of rafts.

Attacking: The plant is fond of laying its large leaves out as a carpet around the plant. When creatures are foolish enough to step on these leaves the plant is unerringly able to hurl the victim into the bowl of the plant. The thorns of the plant are able to penetrate the tossed victim. The bowl of the plant then moves violently to jab even more damage into the victim before they can crawl out of the plant. The plant is also wise enough to push up a wall of thick fronds between itself and an attacker. Slashing or penetrating the fronds of the plant does no damage to the mutant. Only striking at the large bowl of the plant subtracts hit points from its total.

Procreating: In the fall season the thorns are filled with seedlings. As attacks do not kill victims and they escape, they take puncture wounds filled with seeds. The plant only grows well in radiated areas. It actually has the ability to suck out and neutralize the radiation in a fifty-yard area around the bowl of the plant.

The seeds have a massive regeneration power over burn wounds. Each seed is an inch long, and when chewed there is a stored energy in the pod that is able to restore ten points of damage from burns of all types. However, eating more than three seeds in a 24-hour period forces the victim into a 72 hour coma.



FOLDED FUNGI

Armor Class: 5

Hit Points: 59

Movement in Spaces: None

Radiation Resistance: 11

Constitution: 11

Mental Resistance: 18

Strength: 11

Dexterity: 11

Defect: No Sensory Nerve Endings

Mutations: Telepathy, Mental Control, Force Field Generation, Mental Blast (double power), Life Leech, Contact Poison (Intensity 17)

Appearance: The adult plant is as intelligent as a human. It appears to be much like a giant human brain about five yards long by five yards tall. The fungus is gray and there is always a light gray mist of fungi spores surrounding the plant.

Normal Reaction: The creature tries to reason with victims who come within 200 yards. If the characters refuse to feed the fungi with blood and fresh meat, the plant uses Mental Blasts and Life Leech attacks.

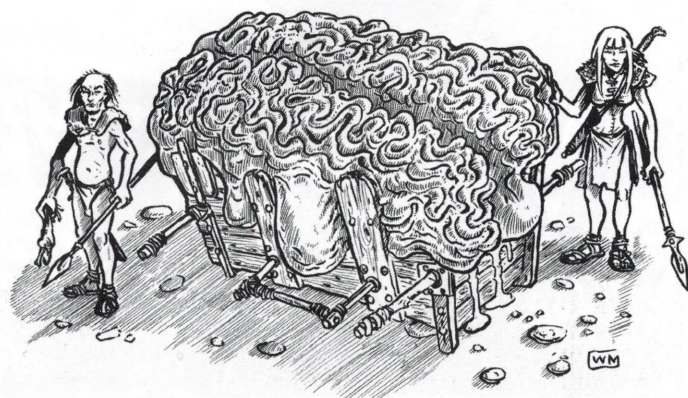
Terrain: The adult version of this fungus is always found at the center of a village of intelligent creatures. The mutant fungus leads the village and provides the village with good advice. The fungus usually positions itself in a highly portable box. If and when the village gets attacked, this fungus is the first thing to be secretly taken away by the villagers.

If a village is about to be overrun, the fungus has each villager eat a piece of its folded surface. In 24 hours the villager is dead and a few hours later a head sized mass of the fungus is growing out of the chest cavity of the villager.

Attacking: The standard attack by this fungus is to try and control the highest hit point character in any band of attackers. The fungus wants to use that character to slow up and mislead the rest of the group. The mutant is able to use sensing powers in a 300 yard circle around the village. It is a rare group that isn't spotted right away. The village is warned and ready to throw back any attacks.

In a continued battle, if the village defenders are losing badly, the fungus thinks nothing of absorbing hit points from all of the inhabitants of the village using its life leech mutation.

Procreating: The fungus is able to have portions of its main body cut off and given to adventurers. These sections can grow into adult plants on their own, if planted in moist soil. The fungi can keep track of these patches until the part becomes an adult on its own. These patches can telepathically communicate with characters and give them warnings of attackers trying to ambush them in the wilds. These fungi sections are also able to take the first of all mental attacks and resist them for the group.



The fungi spores that surround the mutant are designed to float invisibly onto other beings moving near the fungi. When those infected beings are wounded or die, enzymes from the spores fertilize the wound and a fast growing kernel of the brain fungi grows within hours to the size of a softball. The spores are also rubbed off the sides of the infected and when touched to sand with a little moisture will again turn into a kernel-sized growths.

FRILLED SHARK

Armor Class: 1

Hit Points: 59

Movement in Spaces: 8 in water

Radiation Resistance: 9

Constitution: 10

Mental Resistance: 18

Strength: 12

Dexterity: 18

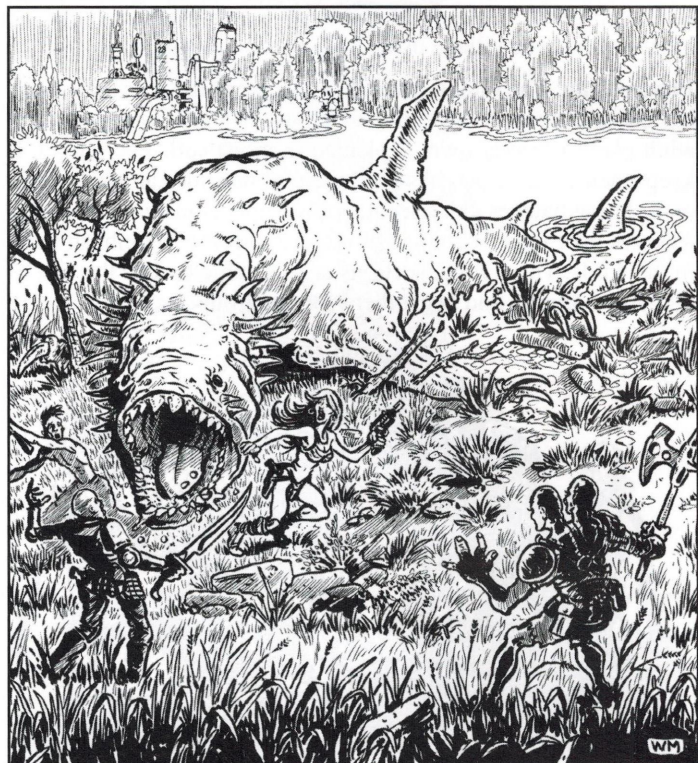
Defect: Can only stay out of the water 10 minutes every hour

Mutations: Heightened Vision, Heightened Dexterity, Heightened Precision, Heightened Speed

Appearance: The adult is 40 feet long. It has a wide body with four long fins that it can use to move very slowly on land. Its ten feet long neck is massively muscled and holds up a powerful head. The creature's flesh is grey in color and extremely thick.

Normal Reaction: The creature bites twice in a combat round (WC 4, 8d6 +8). The Frilled Shark's best attack is waiting in the water until prey walks by on land or is drinking the water. Its long neck rushes out of the water and it bites for devastating amounts of damage.

Terrain: This mutant is a water creature. Although it has the ability to rise out of the water and exist in the air for ten minutes at a time it prefers the water. A large predator; it is only found in huge bodies of water teeming with life.



If there are areas of radiation around the bodies of water or in the depths, this shark purposely stalks creatures coming out of those areas. It enjoys eating the high-energy flesh of creatures mutated by the radiation.

Attacking: In the fall, during mating season, the mutant needs vast amounts of protein and hunts bigger game along the edges of its territorial waters. Blurringly fast, the creature makes a first attack from surprise. If that attack fails to drive its prey to the ground, the creature retreats back into the waves. While the prey might think the shark has gone, the predator is actually waiting for another chance at surprising the prey with another deadly attack. The shark is capable of following a group that stays near the water for 48 hours at times.

On defense, the quick moving shark is able to dodge all successful ranged strikes made at its body 50% of the time. Its sharp eyesight allows the mutant to note the path the ranged attack is taking and often avoid it.

It hunts at all hours of the day or night. Its mutated eyesight and other special senses give it a huge advantage in and out of the water.

Procreating: Male mutants always bring large bodies for females to consume during the time of mating. The size of the prize is often how a female mutant shark makes its decision on which of the males to pick. Once picked, the pair often attacks the remaining males and eats them in the same ritual dance of life.

The eggs of the mutant shark are also carnivorous. They are sometimes used as projectiles by other intelligent water creatures. The watery missile swims straight at a target. Once it hits, the egg begins biting the target for 3 points of flesh damage. The biting continues until the egg is brushed off or does nine points of damage.

GRASPING POD

Armor Class: 3

Hit Points: 88

Movement in Spaces: None

Radiation Resistance: 9

Constitution: 16

Mental Resistance: 7

Strength: 18

Dexterity: 18

Defect: None

Mutations: Dissolving Juices (4d6 in acid), Increased Senses, Sawing Leaves (WC 3, 5d6)

Appearance: The adult plant is 20 yards tall. At the top is a bright red grasping pod. The pod is able to bend down up to 15 feet away. The sawing leaves grasp a victim and the many thorns do damage to those that are grasped. While the victim is grasped, acid pours out of the pod and does damage to the victim.

Normal Reaction: The plant is constantly hungry. As its acid dissolves prey, all of the metal and plastic items the victim carried fall down around the plant.

Terrain: The pod grows best in grasslands where the body of the plant is as tall as the grass and the grasping portion sticks out above the grass and collects energy from the light. Adult plants are always spaced 30 yards apart because they reach over and



uproot younger versions of the plant that try to grow into the same area. This tactic is used for other types of mutated plants the grasping pod senses growing which have a chance of shading the pod's light.

There are legends of highly intelligent versions of these pods that walk in a huge circle around territory in ten pod packs. They search out herds of creatures and attack in mass, destroying five herd animals in a single attack. The pods cut up and eat the flesh and instantly produce seedlings that fill the bloody area.

Attacking: The plant responds to movement and has no fear of grasping prey much larger than itself. If the plant isn't destroyed in the attack, its acid and sawing pincers eventually cut the prey into quarter sections. The adult pod can grasp things up to twenty yards away.

A great deal of material drops to the ground around the pod. These plants are sometimes replanted to the edges of villages to be used as a defense. Pods growing up along well-traveled roads are searched out to see if useful equipment has been dropped by eaten prey.

There is a bright green version that grows in low radiation areas. These versions have an unusually long stem allowing them to reach out 50 yards.

Procreating: Whenever the plant absorbs more than a quart of fresh blood, the pebble-like bits on the outside flesh of the pincers expand and turn into marble-sized pieces. With the next crushing movement, the marble-seeds forcefully eject themselves from the pincers and explode out 50 to 60 yards in all directions. If the soil is suitable, the marble seeds itself into the soil and a fully formed version of the plant sprouts with the sun warming the soil. The first version is four inches tall and grasps insects. With every meal the pod grows a little larger.

Intelligent races sometimes pluck the smallest versions and use them for clamping closed large gashes in flesh. The pincers seize and do not let go. The acid the plant leaks onto the wound acts as a disinfectant. The pincer melds into the flesh of the wound in 48 hours.

HORNED VIPER

Armor Class: 4

Hit Points: 77

Movement in Spaces: 6

Radiation Resistance: 18

Constitution: 18

Mental Resistance: 5

Strength: 12

Dexterity: 18

Defect: None

Mutations: Taller, Chameleon Powers, Heightened Smell, Heightened Speed, Heightened Hearing

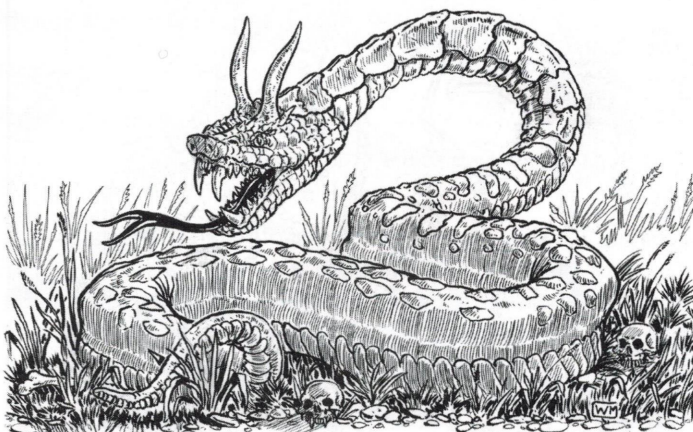
Appearance: The adult viper is twenty feet long and five feet wide. Its flesh uses a mutation to perfectly blend into the countryside around the viper.

Normal Reaction: The viper strikes twice in a combat round and injects 15 intensity poison (WC 4). The snake is constantly hungry and always attacks the biggest prey in any given area. Yearly it sheds its skin and that skin is considered highly valuable in making leather armor.

Terrain: Although this giant version of the viper much prefers sandy regions, it roams a 20 mile area every day as it hunts for the largest of prey. The viper is invisible in the sands of its lair and can work invisibly in rocky mountain areas. The viper's normal hunting routine has it burying itself in the sand near game trails and roads in the desert. It waits for up to an hour. If nothing appears it moves about searching for a new spot to bury itself several miles away from its last position. There is a bright green version that does the same thing in jungle areas.

Viper mutant lairs are large dug caves. The walls of these lairs are covered in a hardened, glossy slime that prevents cave-ins.

Attacking: The viper strikes twice in a combat and then retreats. For the next several hours it avoids its prey, wanting its venom to weaken and kill the bitten. The reptile is easily able to follow the scent trail of the victim.



The shedding of its skin is a tense time for the viper as it has trouble seeing as long as its skin is shedding. At these times the snake has a -4 to strike. The shedding process usually takes 72 hours to complete. The shed skin is always thrust out of the lair and out of the traffic paths of the reptile.

The viper's hearing is so sensitive that it can detect the use of powered armor or powerful energy weapons as they charge to shoot. Vipers don't spring attacks on such parties. This hearing also allows the mutant reptile to never be surprised as it hears travelers from several hundred yards away.

In making its choice of attacks, this mutant always strikes at the largest living prey in any group. If the poison strikes do not kill a prey, the viper has no problem attempting to crush the poisoned prey (WC 2, 10 points of crushing damage a combat round).

Procreating: On shedding its skin, once a year, the viper seeks to feed and breed. The female then gives off a powerful odor that attracts all other male snakes to its covered lair. Only snakes large enough to breed with the viper are allowed to enter unmolested. All of the other males, that are too small, are eaten in the reproductive process.

The female viper lays five to ten eggs every other year. The eggs hatch three-foot long reptiles and the first two venomous bites from these snakes do 50 points of poison damage.

INVISO FLY

Armor Class: Special

Hit Points: 66

Movement in Spaces: 8 flying

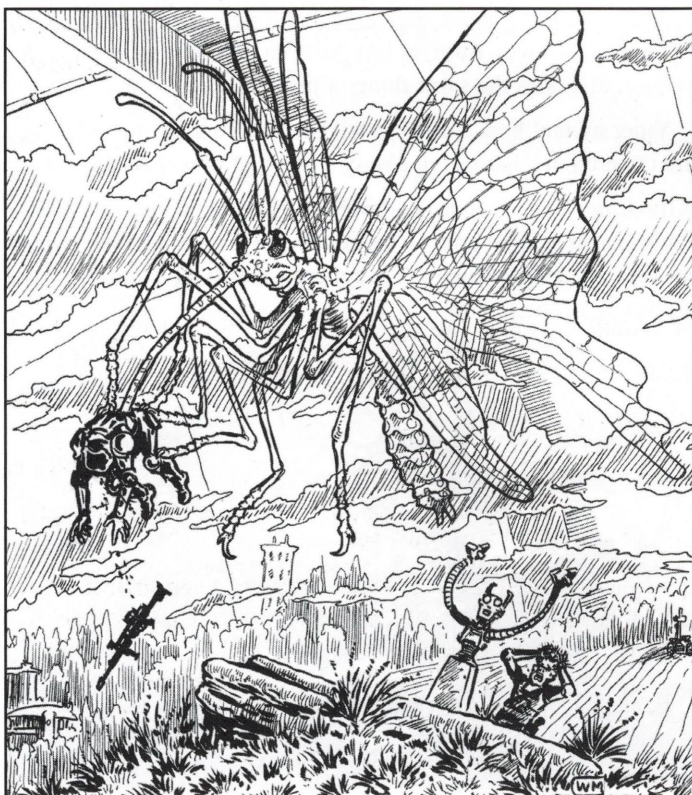
Radiation Resistance: 15

Constitution: 15

Mental Resistance: 6

Strength: 15

Dexterity: 15



Defect: None

Mutations: Physical Reflection (visible light), Rapid Healing, Physical Flinging Back, Mental Flinging Back

Appearance: This creature is a ten feet tall butterfly with the ability to be totally invisible while flying. When seen on the ground, the creature's wings are transparent. Its long body is a bright blue to match the sky, but is so thin that the flesh is difficult to see from many angles.

Normal Reaction: It strikes with its long proboscis (WC 4, 5d6). It enjoys attacking pure humans whenever it can find them.

Terrain: This mutant insect can be found in all types of terrains with a temperature above freezing. It enjoys high places like the tops of mountains and cliffs and the tops of large trees. It looks down on the surrounding area and strikes at likely targets as they move about the land.

Inviso flies that aren't successful in the hunt for 72 hours turn a milky blue (looking like clouds from above).

Attacking: The mutant enjoys making diving attacks into the bodies of its prey. The instincts of the creature are strong enough to have it make its first attack from the air and behind the body of the prey. If its first attack, with its proboscis, is successful, on the next two combat rounds it continues its attacks doing 15 points of damage with each attack. The attacks drain blood from the victim. Each successful blood drain slows down the abilities of the prey to half their movement rate and half their ability to do physical damage. If the prey isn't dead from these three attacks, the fly retreats into the sky, instinctively believing it isn't strong enough to kill the prey that resisted its first three attacks. These mutant insects travel in groups of three to ten and have no fear of attacking large groups of any type.

The transparent wings of this mutant are highly prized. Many tribes turn them into effective invisible shields. Each shield can take up to 40 points of damage before breaking. Tribesmen will also try to gain more of the wing material to make repairs to their favored shields.

Procreating: The invisio fly doesn't make a nest. It sleeps on the tops of boulders or the highest trees that can support its weight. It attempts to mate every 120 days and usually eats the male that it permits to breed. The mutant lays twenty eggs in high reaches that are difficult to reach. Often the sides of cliffs and the top most trees receive these eggs. They look like two-foot in diameter spheres of water. Taking 20 days to hatch, the infant version is shaped like the adult at three foot in size.

Attempts have been made to tame and use the flies. All of these have failed as the insect is not intelligent enough to take to the taming ordeal.

ISOPOD

Armor Class: 2

Hit Points: 55

Movement in Spaces: 10 land, 12 water

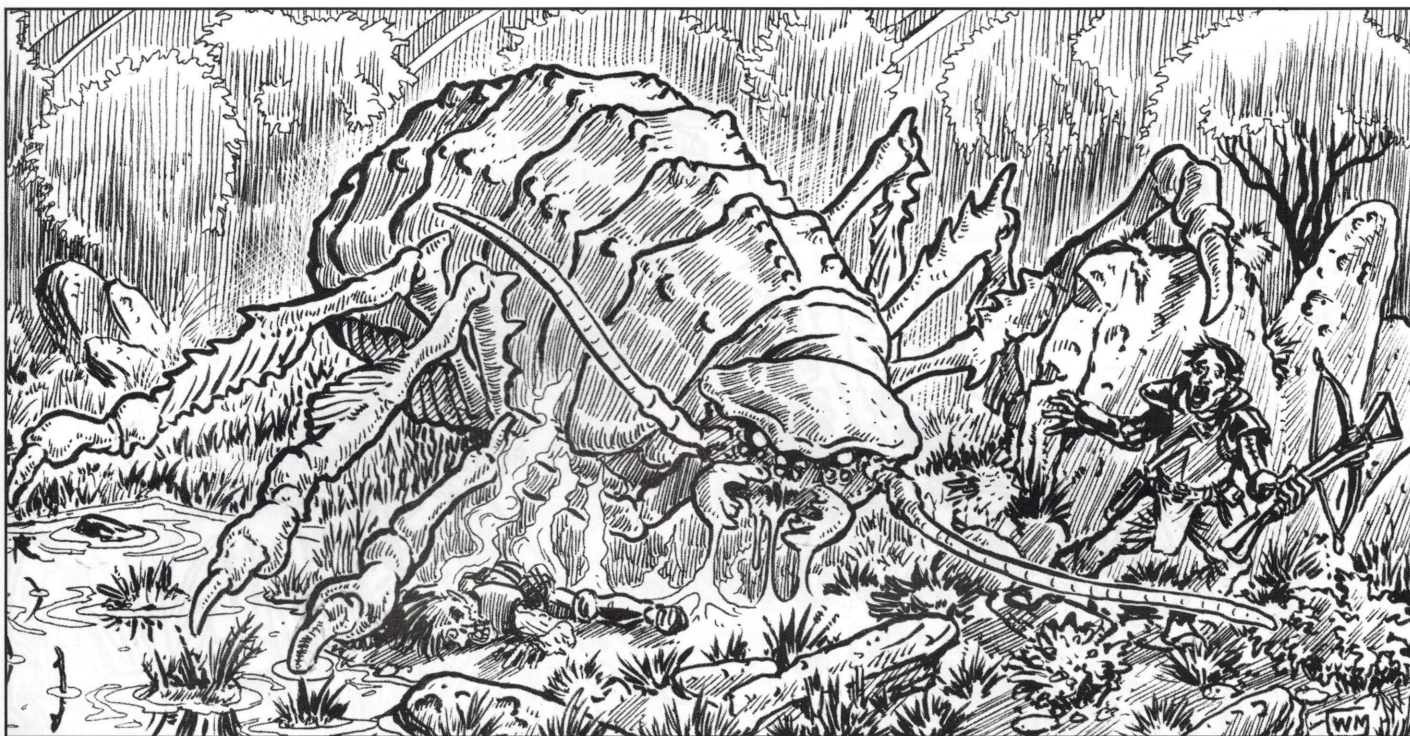
Radiation Resistance: 8

Constitution: 10

Mental Resistance: 8

Strength: 12

Dexterity: 8



Defect: None

Mutations: Regeneration (10 per hour), Radiated Eyes (intensity 12), Total Carapace (natural to the creature and not a mutation), Night Vision, Acidic Vomit

Appearance: The creature started life as a small water beetle. It is now ten feet long and eight foot wide. It's able to live in the water or on land. Adults are pale white and like the buoyancy that water gives their shelled bodies.

Normal Reaction: The creature's first attack is with Acidic Vomit. When taken down to less than half its hit points the Isopod uses its Radiated Eyes. Often when taking a beating, the mutant retreats into the water until regeneration heals it.

Terrain: The mutant isopod must live in bodies of water that totally cover their shells. While this rules out small streams, the creature is clever enough to swim up stream and dig out a small pond so that its six feet tall frame is covered in water. It has no preference for salt or fresh water. The saltwater versions are colored dark gray and often reach a 30 foot length. A pound of flesh from this mutant is considered a cure for radiation damage.

Attacking: The creature always tries to strike from surprise from out of the water. It hunts in the dark of the night and rests in the cool of the water during the day. Its first attack is with radiated eyes that have an unusual tendency to mutate the victim rather than kill it. Secondly, the isopod uses its acidic vomit doing 30 points of damage. This attack is never tried in the water. The size of the prey never stops the isopod from attacking. It doesn't like making attacks on groups of three or more. After casting the acid, the isopod comes in to bite for 20 points of damage. It is persistent in attacking a selected prey and has been known to follow the prey for miles and miles after the initial attack.

Procreating: This is an egg layer that can only generate eggs after eating the male isopod that implanted her eggs. The female puts out up to 100 eggs at a time and buries them in the soil by

the shore. The sand is warmed by the summer sun and the eggs hatch in five weeks. The young are much like shelled frogs and leap into the water. The young have a driving need to search out some type of radiated area no matter how far they must travel to find this source. They spend 24 hours in the radiated area, totally unharmed by the effects of the radiation. When they emerge, their radiated eye beam attacks are at the intensity of the radiation they bathed in for a day. However, from that day forward they can be harmed by any other type of radiation attack. These mutants never take mutational changes from radiation damage.

The hatchlings are two feet long and move with an amazing speed on the land or in the water. They are attracted to moving beings and attacked with vigor few other creatures are capable of performing.

LIGHTNING BUG

Armor Class: 2

Hit Points: 88

Movement in Spaces: 12

Radiation Resistance: 16

Constitution: 16

Mental Resistance: 16

Strength: 16

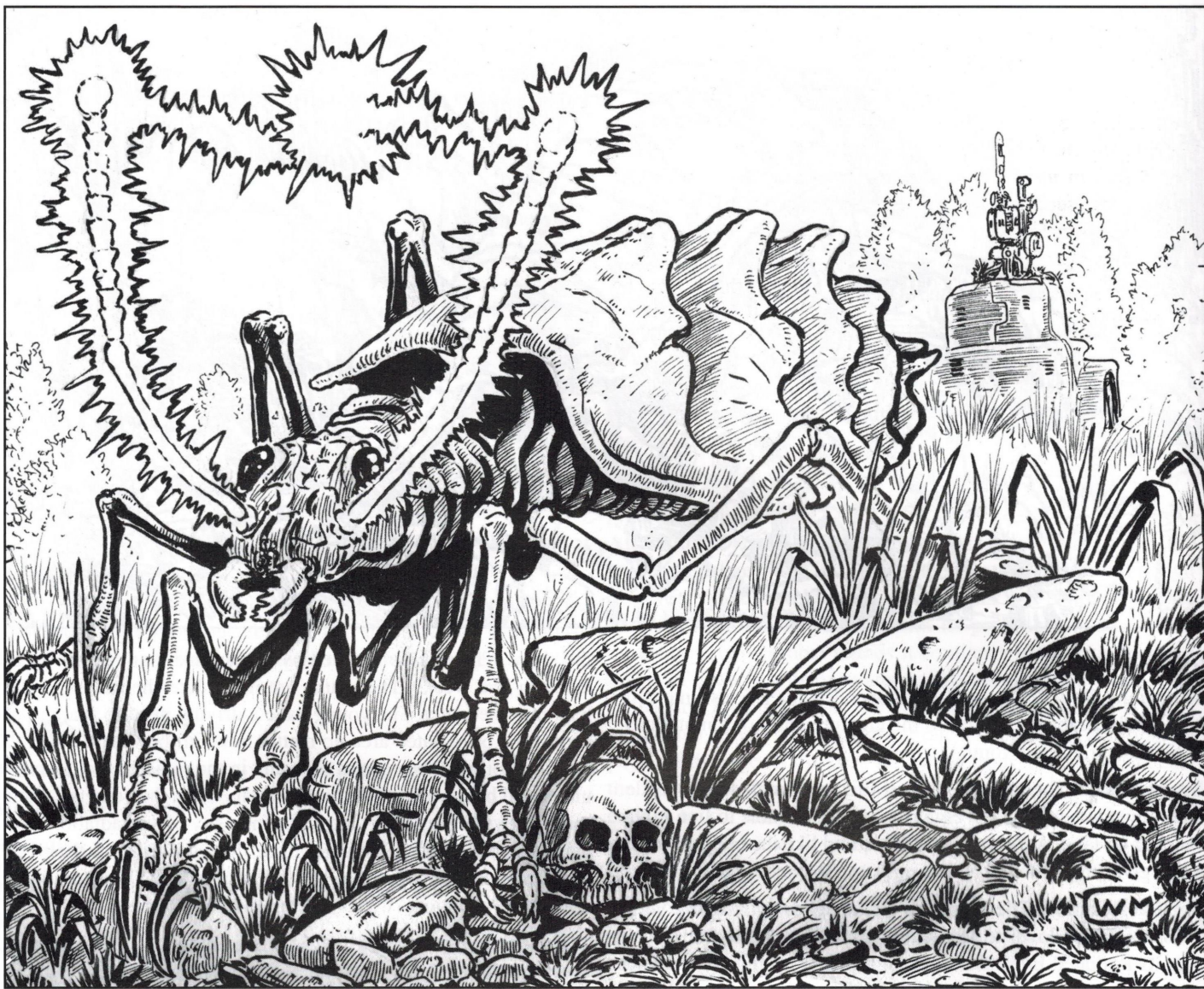
Dexterity: 16

Defect: No Sensory Nerve Endings

Mutations: Electrical Generation, Total Carapace (is a natural effect and not a mutation), Hive Host

Appearance: The bug is four feet long and tall, and six feet wide. Its antennae stand out six feet in the air. When the bug is attacked it generates lightning between its antennae. There is always a mass of large bees flying around the beetle and taking their home under its shell.

These bugs travel in clusters of five to ten.



Normal Reaction: The bug is not aggressive, except to mechanicals (see below). If attacked it generates lightning and uses that lightning to strike any foe that has successfully struck the bug. That lightning does 35 points of electrical damage. It takes two combat rounds for the lightning to form. Once formed, the bug can throw a lightning strike up to 50 yards away (WC 6, 25 points of damage). The bug can maintain the lightning through any length of battle.

Terrain: The bug hunts and thrives only in rocky areas and high mountains. The colors of the bug often change to match its surroundings, allowing it to be almost invisible until it activates its lightning power. Strangely, it travels down to wooded areas and brings back the seeds of a forest and plants them. There are wooded sections in the mountains and high valleys that are there only because of the action of these bugs.

Attacking: The bug has a bite (WC 2, 15 points of damage) and it is able to generate lightning between its two large feelers. Those attackers physically striking at the bug begin taking lightning damage from the bug on the second and third combat rounds. To generate this lightning the bug needs to eat crystal shards. If diamond deposits or certain plastics are eaten by the bug it doubles the amount of damage the creature can generate in its bolts of lightning.

The bug has unusual ways and apparently hates the sight of robots or moving machines of all types. As robots come into its territory, the bug directly confronts the mechanical with strikes of lightning. These lightning strikes do triple the damage the mutant normally does to prey. In these attacks the bug is focused on destroying the mechanical. Even if the robot retreats out of the bug's territory, the bug tracks and follows the robot relentlessly to continue its lightning strikes.

Procreating: The bug generates reproductive red foam. The foam is usually a spread ten feet wide and ten feet tall. Usually it is spread above a flowing stream and has a portion of the foam in the water. The water spreads up into the body of the foam and keeps the eggs moist without drowning them. When the bugs hatch, they eat the hardened foam.

The bugs continue to grow for the length of their lives. Certain specimens have gotten 15 feet tall and long. These larger versions of the adults are able to generate 50 point bolts that can be shot a little over 100 yards.

Natives have been known to harvest the large antenna of these bugs. Those antennas have the power to negate lightning strikes as well as other types of energy blasts.

GADGETS

Why do gadgets at all, especially ones that have little purpose in a role-playing setting? In METAMORPHOSIS ALPHA it's fun to figure out the technology of another era. There are times when characters can use mundane things like shovels and machetes. Often times useful technology can be found and these items can make life easier for the characters. It's easy for a creative Game Master to make lists like the one provided here. This one serves to give good examples of such lists and the factors that need to be considered in treating with each item.

RANDOM DEVICE GENERATOR, D%

HAND HELD DEVICES

01	Animal Dressing Kit	IC 10
02	Backpack	IC 10
03	Camo Uniform	IC 10
04	Canteen	IC 10
05	Combat Helm	IC 4
06	Emergency Container	IC 10
07	Energy Stun Unit	IC 6
08	Fire Starter	IC 9
09	First Aid Kit	IC 8
10	Folding Shovel	IC 10
11	Force Axe	IC 5
12	Force Baton	IC 9
13	Force Hammock	IC 9
14	Force Field Pack	IC 5
15	Force Field Tent, A, B, C	IC 4
16	Force Saw	IC 9
17	Hiking Staff	IC 10
18	Laser Binoculars	IC 3
19	Light Cube	IC 4
20	Life Detector	IC 1
21	Pepper Spray Grenade	IC 2
22	Stealth Day Pack	IC 3
23	Throwing Blade Set	IC 10
24	Two Way Radio Headset Units	IC 6
25	Universal Food Paste	IC 9
26	Vibro Axe	IC 9
27	Vibro Knife	IC 9
28	Vibro Machete	IC 9

LARGE DEVICES

29-31	Aerial Observation Unit	IC 2
32-35	Float Pod	IC 2
36-38	Force Field Hunting Blind	IC 8
39-41	Generic Bot	IC 2
42-44	Healing Tube	IC 2
45-47	Portable Dome	IC 3
48-50	Tiger Decoy	IC 4
51-53	Water Purification Unit	IC 5
54-56	Wolf Decoy	IC 4

VEHICLES

57-63	Cycle, Air	IC 2
64-69	Air Streamer	IC 2
70-75	All Terrain Vehicle	IC 3
76-80	Bubble Car	IC 1
85-90	Canoe	IC 9
91-95	Cycle, Overland	IC 5
96-100	Single Sub	IC 1

IC = Item Complexity Level

HAND HELD DEVICES

ANIMAL DRESSING KIT

Power Source: None

Description: It is a five blade set in a plastic mat with a pouch for each of the blades. The pouch folds into a cylinder and the cylinder holds all of the blades.

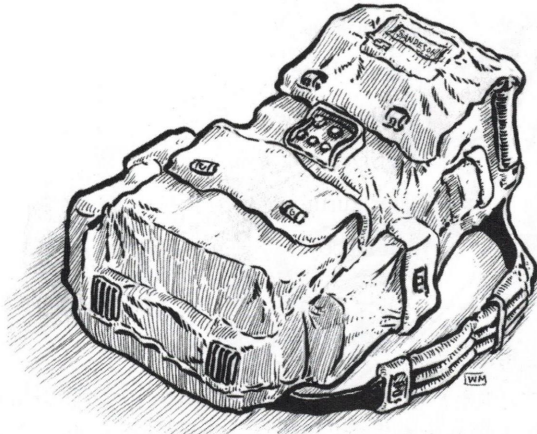


Functionality: There are two micro-edged skinning knives that also serve as fish scaling blades. There are two macro-grippers designed to pull fur away from flesh. There is a scraper unit made to trim fat and peel fat away from the skin.

BACKPACK

Power Source: None

Description: This style of pack comes in three different sizes, all with the same functions. Straps and a frame allow for the pack to attach many different sizes and types of equipment.

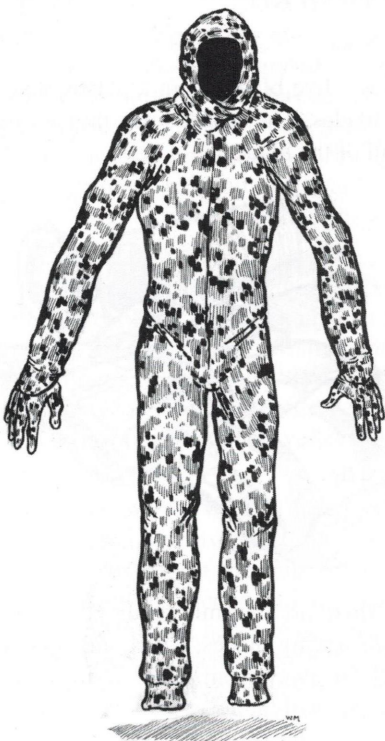


Functionality: The pack is waterproof and proof verses the airlessness of space. There are settings on the pack to allow it to gain a camouflage effect. The outer unit protects the things inside as the outside of the bag is resistant to the following – extremes of heat and cold, acid, water, the airlessness and temperature of outer space, tearing, puncturing, and the extremes of a vacuum. The largest size can hold four cubic yards of material with numerous tie-down straps and pockets on the outside of the unit.

CAMO UNIFORM

Power Source: hydrogen energy cell for 72 hours of operation

Description: This form fitting uniform covers the body from head to toe with a hood, gloves, and a one-piece body uniform for a large adult male.

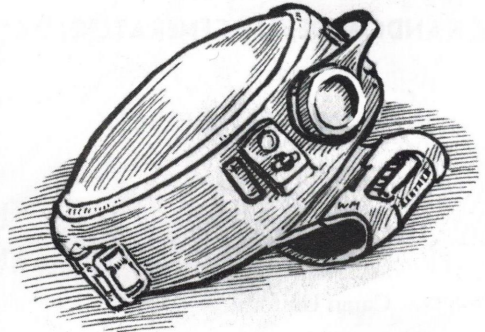


Functionality: The sleeve has settings to make the suit blend in with digital woodlands (fall, summer, and spring), desert, winter, marsh (fall, summer, and spring), and rocky mountains.

CANTEEN

Power Source: hydrogen energy cell for 72 hours of operation

Description: It's a round container, holding a ½ gallon of liquid. There is a control for sterilizing the liquid in the container. There is also a control for generating hot or cold liquid from the pour spout. There is a strap for holding the unit at the hip of the camper.

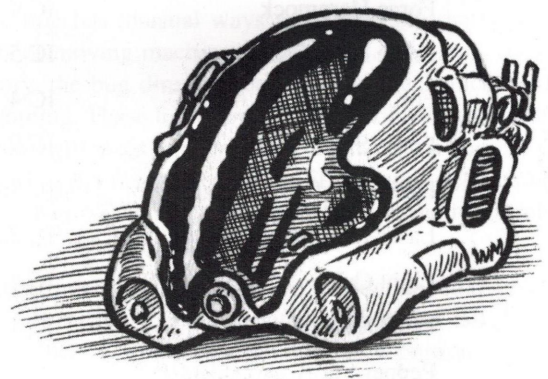


Functionality: The device is made to hold liquid. It also works to make any liquid safe to drink.

COMBAT HELM

Power Source: hydrogen energy cell for 48 hours of operation or solar power during daylight hours

Description: The helm completely covers the head and neck in a black, aerodynamic sphere. The visor can rise to show a transparent visor.



Functionality: The helm is proof versus heat energy, bullets, and radiation shots. Its communication systems can be charged to keep in touch with up to 100 other helms simultaneously as well as individuals within that group. The range of such communication is up to 40 miles. The helm is rigged for outer space and underwater operation. Magnification capabilities allow the wearer to view up to ten miles away as if it were short range. The unit can also sense in the infrared and ultra-violet spectrums allowing the wearer to note radiation intensities and heat signatures

EMERGENCY CONTAINER

Power Source: atomic energy cell for 50 years of operation

Description: This cylinder is two feet tall and one foot in diameter at its mouth. The cylinder is painted bright orange with clear markings as deadly material.

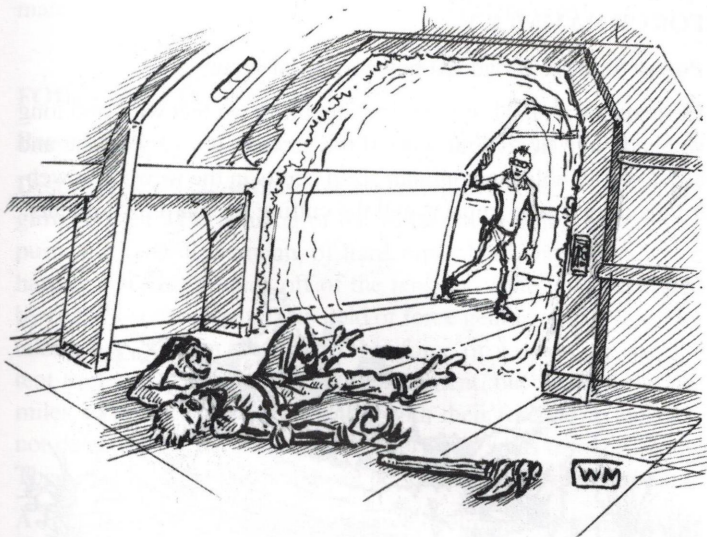


Functionality: There are lots of materials that are deadly to a human's health that can be stored in these containers. Generally, most types of radiated materials can be safely stored as gels in these containers.

ENERGY STUN UNIT

Power Source: Atomic energy cell works for 72 hours of operation

Description: This is a black paper-thin square ten inches by ten inches. It's made to stick on a wall or on the deck.

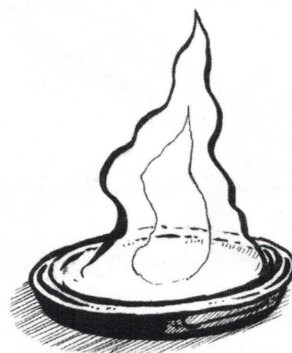


Functionality: The unit takes verbal directions from a person it identifies as the director after asking several questions to affirm an identity. The unit generates a field of stun force that knocks persons or animals unconscious. They remain unconscious for five hours unless chemical stimulus is injected into the victim. The field of force fills a doorway or corridor. If placed in an open area it generates a wall ten yards high and ten yards wide. This field of force has a yellow cast to it. Just a touch of the field stuns beings. If vehicles or large objects are run through the field it burns out the unit, making it useless.

FIRE STARTER

Power Source: Hydrogen energy cell for 100 flames

Description: It's a four-inch by two-inch by 1/2-inch plate of silver.

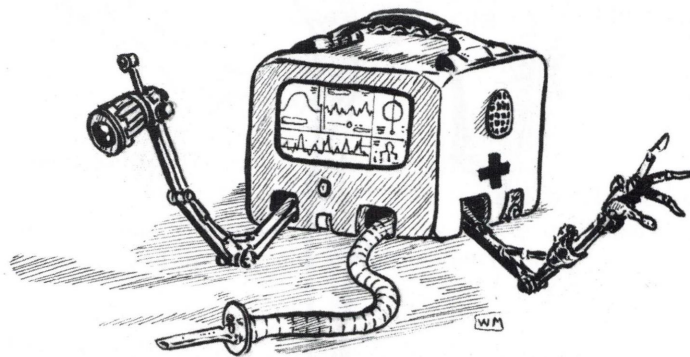


Functionality: Pressing the center of the device activates the flame charger. A one-inch flame erupts from the top of the device. The flame can be made three times as large, but uses up two charges of the unit. A small glowing strip at the right side of the device shrinks with the power level of the unit.

FIRST AID KIT

Power Source: 2 hydrogen energy cells for ten applications of the kit

Description: It's a one-foot cube with a large screen on one surface and several dials and a speaking receptor on the right and left side.

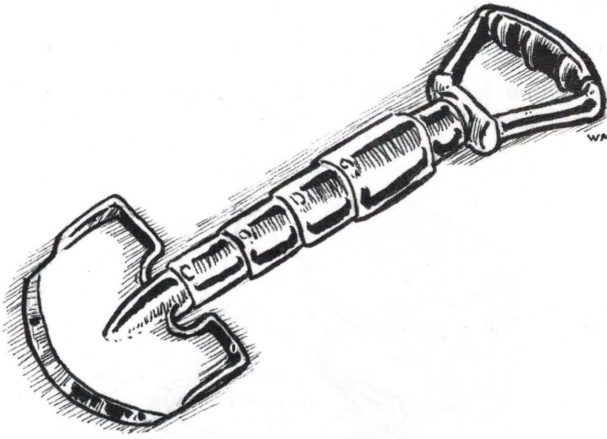


Functionality: The unit can analyze damage to the flesh of subjects. It's capable of noting damage to the inner organs as well. It then speaks to the problem and lists the things it can do to cure the issue. All types of damage, except for the ravages of age, can be fixed by the machine.

FOLDING SHOVEL

Power Source: None

Description: The shovel collapses to one foot long and two feet wide. Extended it's four feet long. The entire piece is made of duralloy and is razor sharp.



FORCE BATON

Power Source: Hydrogen energy cell for 24 hours of operation

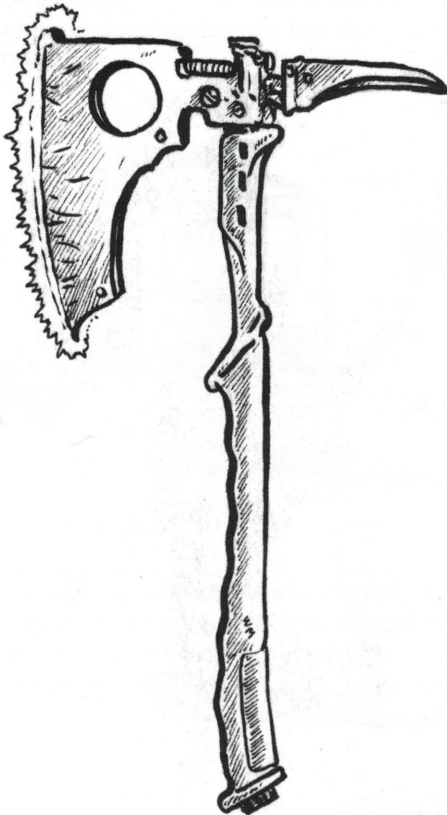
Description: The baton collapses into a five-inch rod. With a flip of the hand, the baton extends to four feet and turns on the force effect. The units handle is a thick 5 inches and changes color up and down its red surface to measure the amount of power left in the energy cell in the base of the unit.

Functionality: The unit is feather light and made to dig earth quickly. The blade of the shovel is capable of cracking granite with a hard shove. It could be used as a weapon as well, doing a damage like an axe.

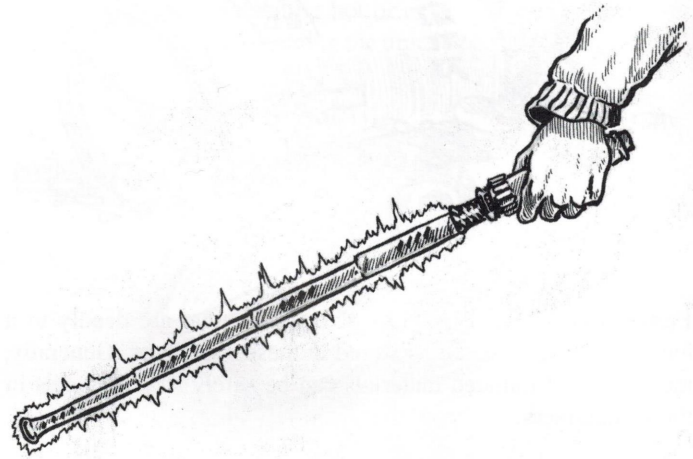
FORCE AXE

Power Source: Two hydrogen energy cells good for 24 hours of constant operation

Description: The axe is six feet long with a bladed head on one end and a spike on the other.



Functionality: It's designed to rip through metal in an emergency situation. When turned on it can cut through any metal save duralloy, which it can't even scratch. The blade does 5 points of damage to metal surfaces with every strike.



Functionality: The baton is a heavy device designed to cause damage to elbows and knees with a single strike. The force application is much like a taser and delivers a stunning effect with a touch, but only on flesh.

FORCE HAMMOCK

Power Source: Broadcast power or solar input

Description: A field of force looking like a ten feet wide and long webbed cloth floats four feet off the ground. It's very elastic and comfortably holds two human sized adults in the webs. The webbing totally resists impacts and the cutting by sharp instruments.



Functionality: Three anti-gravity buttons are positioned in the air to mark the beginning and end of the hammock. These buttons are totally resistant to being repositioned while turned in the power position. The field of force acts just like strong ropes would in a physical hammock. The field of force also acts to repel insects from those using the device.

FORCE FIELD PACK

Power Source: Atomic energy cell for 144 hours of operation

Description: This is a large backpack with anti-gravity units installed.



Functionality: The pack can hold any amount of weight and feel like five pounds of material, due to the anti-gravity effect. The material of the pack is heat energy and puncture proof.

FORCE FIELD TENT, A, B, C

Power Source: Atomic energy cell or broadcast power

Description: Each of these tents are fields of force with a slight glow to them. The tension of the field can be holed with a hard push, but natural elements of hard rains, hard snows, and even hard hail storms bounce off of the tension of the field generated by each of style of tents. The field of force generates an even floor taking into account the terrain. No force of wind can cause the tent to be moved from its initial placement, but winds over 100 miles an hour can destroy the tent with their force. The tents are not designed for the pressure of underwater areas or outer space. The tents are all white and cannot be seen through when activated.

A Tent: The A tent is for a single large occupant. The temperature inside the tent stays the same as when the force field is turned on. The tent has a pyramid shape with six feet of headroom at its center.

B Tent: The B tent is designed for four large occupants. Each has a force field mattress with a spongy formfitting surface. The tent has a cube shape with ten feet of headroom at its center.

C Tent: The C tent is designed to fit 10 large occupants. Each has a force field mattress. There is a center area with a force field table and benches large enough to fit 15 users. The tent has a large dome shape with 15 feet of headroom at its center.

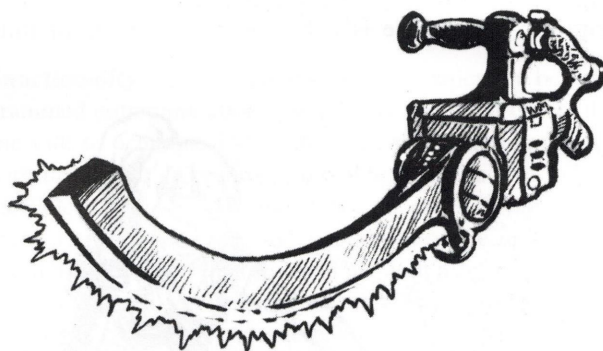


Functionality: Each of the tents can be activated in 60 seconds. Each lets enough air inside to never be a problem.

FORCE SAW

Power Source: Broadcast power or Atomic Energy Cell

Description: There are no moving parts. The unit has a force-generating cube with handles on one end. On the other end is a round blade.



Functionality: The unit is turned on and an energy wave activates on the blade. It cuts through most metals like a hot knife through butter. It won't cut flesh of any type or do damage to living beings. It isn't capable of cutting into duralloy.

HIKING STAFF

Power Source: Broadcast power or solar power

Description: The staff is 6 feet long with a texture all over the staff that makes it easy to grip.

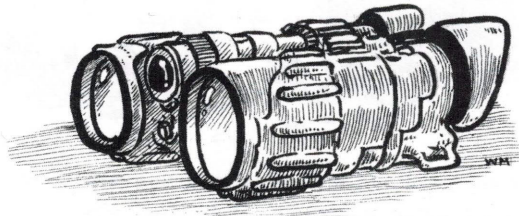


Functionality: There is a taser unit at its top. The staff can be poked into the ground and use vibrations to detect beings approaching within 100 yards. The staff would then alert those around the unit by flashing a light at its tip. The staff has a glow mode and a flashlight mode.

LASER BINOCULARS

Power Source: Hydrogen energy cell for 24 hours of operation

Description: The binoculars weigh 22.5 oz. They are waterproofed, feature deciduous camouflage, and are bulletproof. They feature a magnification of 50x. They are 5 ½ by 5 inches in dimensions, offer a field of view of 10000 yards, and can focus from 6 ½ feet away. The lenses are coated to prevent scratches or wear, and the bottom has a tripod attachment.



Functionality: The binoculars exactly estimate distances when trained on objects. It is fully functional at night, making the darkness seem as daylight.

LIGHT CUBE

Power Source: Hydrogen energy cell for 24 hours of operation

Description: The device is a five-inch cube made of milky crystal.



Functionality: The unit obeys verbal commands and has many types of operations:

Beam operation generates a blinding white beam effective up to one mile away from one face of the cube.

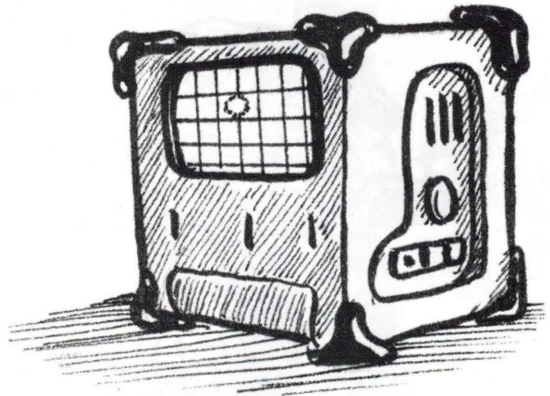
Area operation generates a sphere of light as bright as the full moon in a 30 yard sphere around the cube.

Movement Security operation has the cube identify any number of individuals and then set up a 50 yard area around the cube. As beings enter this area, a beam from the cube lights them up and follows them as long as they are in the area of the cube.

LIFE DETECTOR

Power Source: Hydrogen energy cell for 24 hours of operation

Description: The device is a seven-inch cube with a large screen on one side and a set of controls on the left and right sides of the screen.

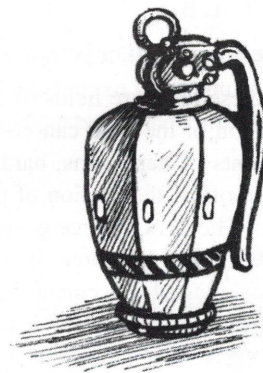


Functionality: The unit can be set to detect all life in a 40-yard area and selected types of life in a 100 yard circle around the unit. If exposed to a unique type of life it can be set to detect that type of creature/mutant up to one mile away. The unit can also detect life essences (hit points) and be set to detect specific levels of hit points up to 350 yards away.

PEPPER SPRAY GRENADE

Power Source: None

Description: It's a fist-sized plastic unit with an ignition handle.

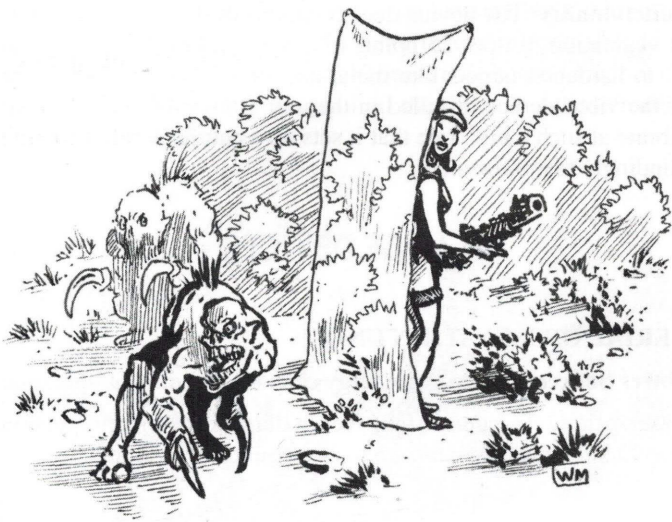


Functionality: The handle is removed and the grenade explodes 5 seconds later in a large cloud of pepper spray. Those breathing beings are made sick and totally incapacitated when they inhale the smoky pepper. The cloud is a ten-yard sphere that clings in the air until blown away or ten minutes elapse.

STEALTH DAY PACK

Power Source: Hydrogen energy cell for 24 hours of operation

Description: The day pack holds a cubic foot of material. The energy cell activates a set of digital effects that cause the pack to blend into the surroundings and seem to vanish.

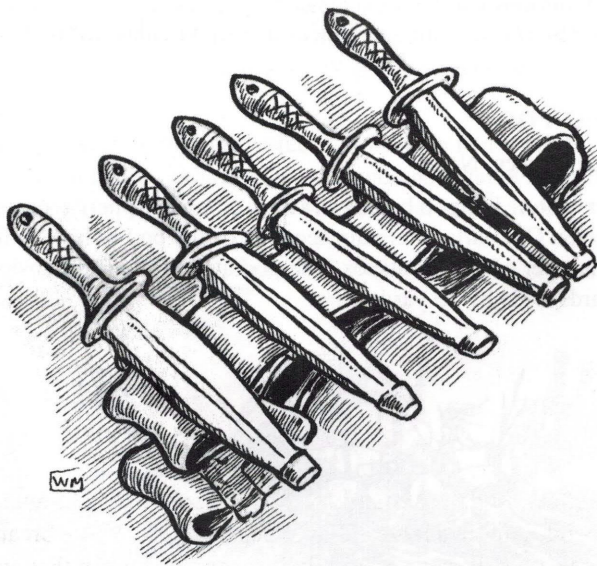


Functionality: The pack can be configured to be positioned on the chest or back of the wearer. The pack comes with a light ten-foot by ten-foot sheet that aids in stealth effects and blends into the area around it, allowing the things covered by the sheet to seem to vanish.

THROWING BLADE SET

Power Source: None

Description: Five blades are in a bandoleer strapped to the chest of the user for easy grabbing and throwing. Each blade is nine inches long. Each blade has two edges and a micro-tip for easy penetration of almost anything.



Functionality: The shape of each blade has been streamlined for throwing. There are aerodynamic features to each blade so they fly far and true. The blade does 10 points of damage to any target it penetrates.

TWO WAY RADIO HEADSET UNITS

Power Source: Hydrogen energy cell for each headset allowing for 72 hours of constant operation

Description: Made out of transparent plastic, the unit attached to the head in a long curved wire that is totally invisible.

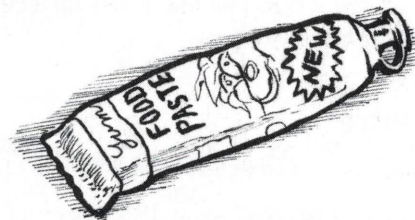


Functionality: The unit allows for communication between programmed communication systems. Using verbal orders the units can talk to a unique individual with the same configuration or with up to 100 units all at once. The range is five miles in the multiple communication mode and 10 miles in the single communication mode. The sound properties of the unit can only be heard by the person wearing the unit. With proper training the end of the unit can touch the throat of the user and the wearer can sub-vocalize the message without making a sound from their mouth.

UNIVERSAL FOOD PASTE

Power Source: None

Description: It's a tube ten inches long and two inches wide. It has a red paste inside.

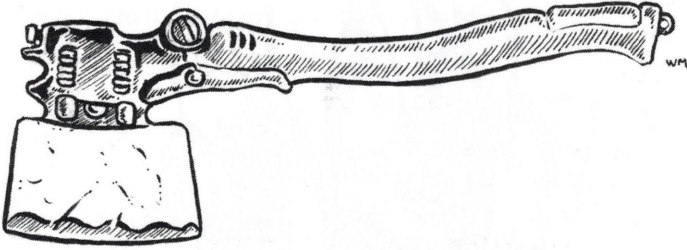


Functionality: The paste is delicious and has all the nutrients a human adult needs for a day of heavy activity. One inch of the paste is a full meal and leaves the user satisfied. That inch also heals five points of bodily damage and removes any pain indicators like headaches and muscle soreness. However, eating two inches or more of the paste in less than two hours can give the user a debilitating stomach ache for several hours. The tube contains 20 inches worth of meals.

VIBRO AXE

Power Source: Hydrogen energy cell for 24 hours of operation

Description: It's a two pound wood chopping device. It has one blade, specially designed to pull out of wood and widen the space that it makes as it is pulled out. The handle is four foot long and the blade is one foot wide and two feet long.

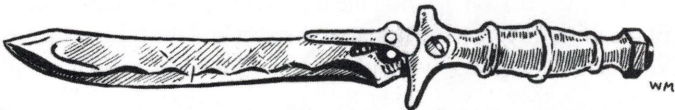


Functionality: The axe does 30 points of damage to wood and 10 points to any other soft target. It can't mark metal. The nature of the vibro device installed in the unit allows the action end to vibrate at such a high rate that it sets up a cutting action from the blindingly fast movement.

VIBRO KNIFE

Power Source: Hydrogen energy cell for 48 hours of operation

Description: The knife has a nine-inch one-sided blade and a diamond tipped point; its handle is five inches long. Within the handle is a set of survival equipment, including – compass, reel of fishing line with three hooks, solar match, and a set of ten water purification pills.



Functionality: The blade is made out of unbreakable plastic. The edge and point do 40 points of damage to all but duralloy. The nature of the vibro device installed in the unit allows the action end to vibrate at such a high rate that it sets up a cutting action from the blindingly fast movement.

VIBRO MACHETE

Power Source: Hydrogen energy cell for 24 hours of operation

Description: The two edged blade is 19 inches long with a diamond tip. The unit has a special balance that is well suited for swinging in wide arcs to chop through vegetation.



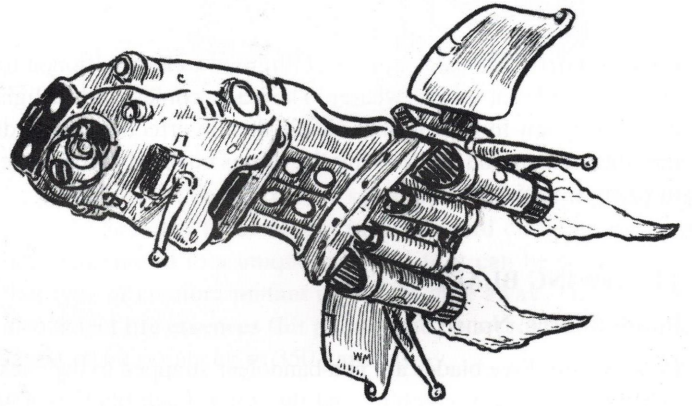
Functionality: The device does 50 points of damage to all types of vegetation. It does 25 points of other soft targets and none at all to hardened targets like metal and most plastics. The nature of the vibro device installed in the unit allows the action end to vibrate at such a high rate that it sets up a cutting action from the blindingly fast movement.

LARGE DEVICES

AERIAL OBSERVATION UNIT

Power Source: 2 hydrogen energy cells for 24 hours of operation

Description: The unit is four feet in diameter with a propulsion system allowing it to carry up to 100 pounds of equipment.

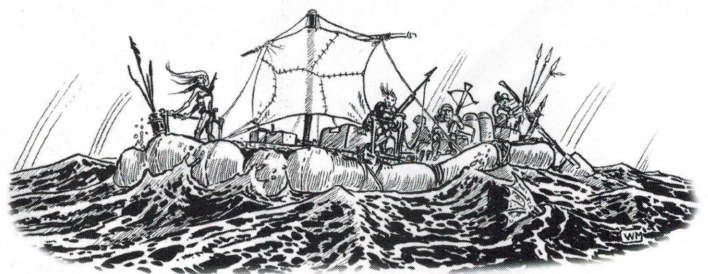


Functionality: Flying at 50 miles an hour, the unit comes with lenses allowing the user to see what the unit sees. Typically, military munitions can be attached to the device to make it a potent killer. The control unit is effective up to 100 miles away.

FLOAT POD

Power Source: None

Description: The pod begins as a very compact sphere two feet in diameter. One inflates certain sections of the pod to have it form any number of useful shapes. The pod at maximum expansion is 15 yards wide by 30 yards long.



Functionality: Made to float in water, the pod can serve as a vessel or just a platform to hold a great deal of weight. It can take up to 11 tons of weight before sinking under the water.

FORCE FIELD HUNTING BLIND

Power Source: Atomic energy cell or solar power during daylight hours

Description: The blind begins as a ten yard by ten-yard mat an inch thick. Controls on the mat have it form a special field of force that perfectly blends in with the surroundings. Once set up, only special detection gear can find the blind and those resting comfortably within it.

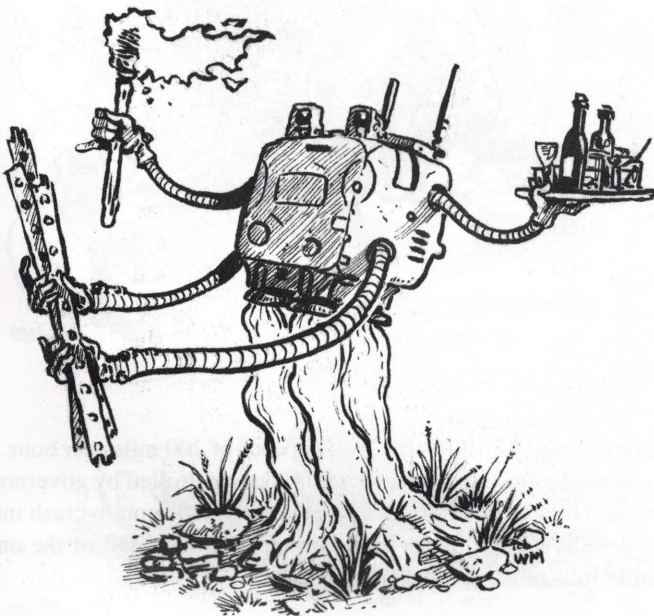


Functionality: The field of force serves many different functions for those inside the blind. Air is allowed to flow in and out at a comfortable "air conditioned" temperature. Special fields of force allow up to ten human adults to sit comfortably in the blind on force field lounges. From inside the blind, the users can verbally request the blind to focus in on objects up to ten miles away. There is a communication unit in the blind allowing the users to call out and use the internet on force field monitors and keyboards. Although the users in the blind can fire out of the blind, nothing from lasers to bullets to insects can force their way inside the blind (the force field blocks up to 100 hp of damage before failing).

GENERIC BOT

Power Source: Atomic Energy cell good for 365 days of operation

Description: The bot is five feet tall by four feet wide by three feet long. It begins as a cube of sorts and appendages and sensory equipment come out of it when given verbal commands.

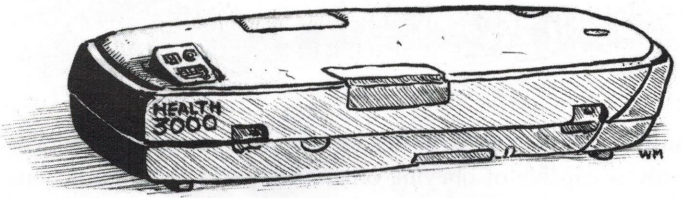


Functionality: The bot has enough intelligence to follow simple orders and do simple tasks. In operation it uses anti-gravity to move about at up to 30 miles an hour. Using tentacles, it can manipulate up to three different things at once. Designed as a work device it can't do things like medical actions or scientific services. While it usually operates from verbal commands there is a hand unit that can give the unit typed orders from up to ten miles away. The unit itself has great strength and a hardness accounting for 100 hit points of damage before it begins to shut down.

HEALING TUBE

Power Source: Broadcast power or Atomic energy cell

Description: The tube is designed to take in an adult human or any size smaller than an adult. It's a ten-yard cube with complex A.I. diagnostics.

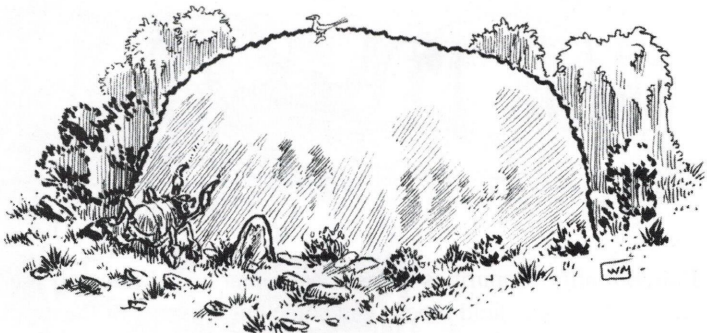


Functionality: If a living body is placed in the tube, the energy waves of the unit will heal all damage the body has suffered in the last 48 hours. This includes regenerating lost limbs or other body parts. When released the human will have healthy organs suitable for his age. Placing mutants in the tube often cause problems for the unit. Mutants with physical mutations like pincers and partial carapaces often have those limbs removed and human replacements instead of the mutation.

PORTABLE DOME

Power Source: Atomic energy cell for 100 hours of operation

Description: It's a ten-inch by ten-inch crystal square. There are dials and buttons on the top of the unit.



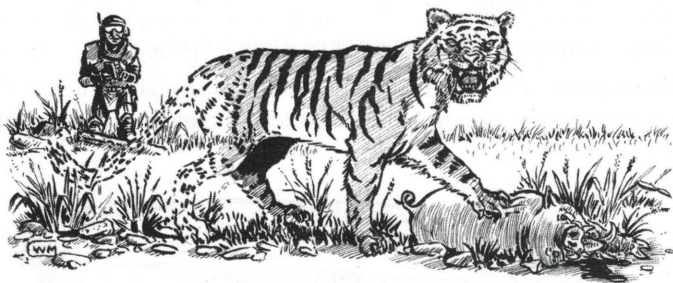
Functionality: A force field dome with 100 hit points is formed with the activation of the unit. The controls allow the dome to begin as a 10-yard diameter dome with a height of 10 yards. The dome can be expanded to a 100-yard diameter with a 50-yard height. The dome is opaque to the outside world. It generates a floor separating the surface under the dome from those using the dome. A temperature-controlled atmosphere exists in the dome.

Air circulates in and out of the dome. Nothing else can come in and out of the dome. Attempting to physically force the dome inflicts 100 hit points of instant damage on the attacker. The force shield restores itself by 1 hp each second.

TIGER DECOY

Power Source: Broadcast power or atomic energy cell

Description: The unit looks like an adult male tiger.

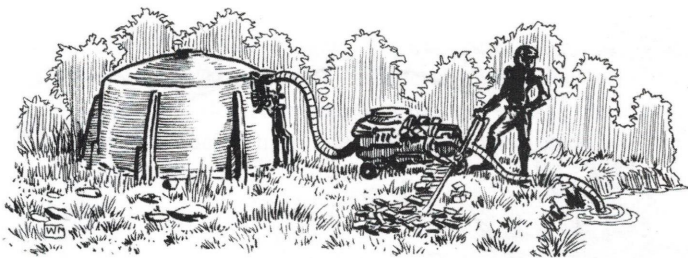


Functionality: Voice activated by a single control unit, the tiger decoy is capable of obeying orders and performing the actions of a normal tiger. It can't be ordered to attack humanoids of any type, but can hunt for food useful for its user to eat. The unit has a bite (WC 5, 30 points of damage) and is able to overbear prey and smash them to the ground. Its senses are delicate and able to see in the dark as if it was daylight.

WATER PURIFICATION UNIT

Power Source: Broadcast power or Atomic energy cell

Description: The unit comes in two parts. There is a 1,000-gallon tank to hold fresh water. The other unit is a set of special filters and force field separators that eliminate impurities from any type of water no matter how foul the water may be. A 100-yard hose attaches to the separator unit and pulls in the tainted water.



Functionality: Impurities like salt and other useful minerals are collected in force field blocks and come out the back of the unit. Other sludge is pressed out in brick form.

WOLF DECOY

Power Source: Broadcast power or Atomic energy cell

Description: The unit appears to be a four-foot tall and six-foot long gray wolf.



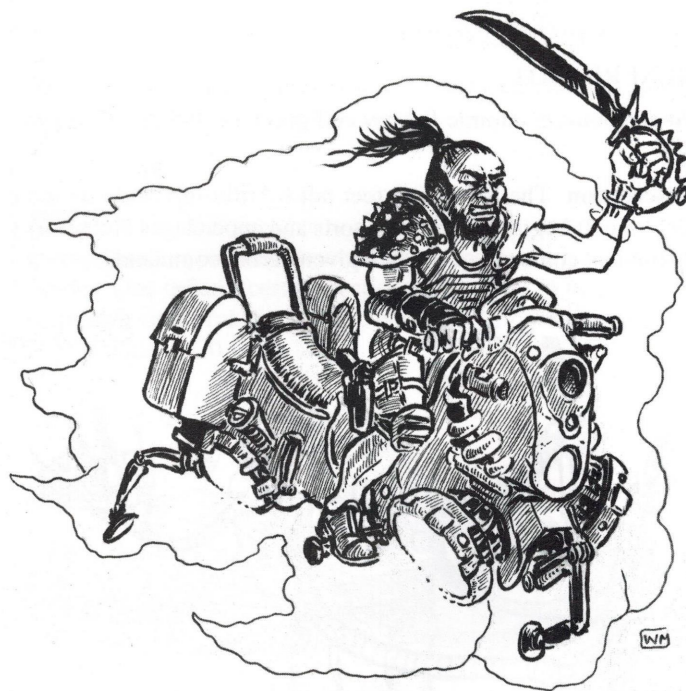
Functionality: Voice activated by a single control unit, the wolf decoy is capable of obeying orders and performing the actions of a normal wolf. It can't be ordered to attack humanoids of any type, but can hunt for food useful for its user to eat. The unit has a bite (WC 4, 20 points of damage) and is able to overbear prey and smash them to the ground. Its senses are delicate and able to see in the dark as if it was daylight.

VEHICLES

CYCLE, AIR

Power Source: Atomic energy cell powers the cycle for 72 hours of constant operation.

Description: The cycle is a one passenger unit with a force bubble handling the inertial of flight.

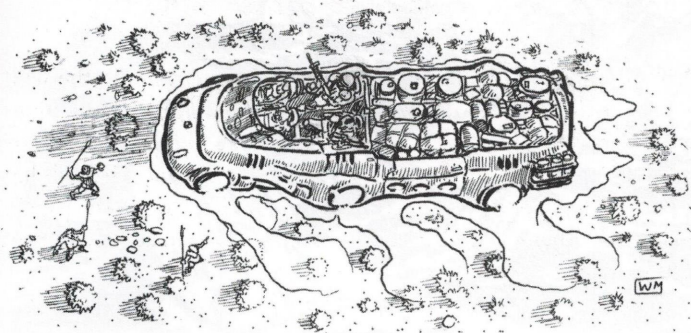


Functionality: The unit can reach speeds of 200 miles per hour. It can reach heights of 300 yards in the sky, controlled by governors to go no higher. Special force shields enable the unit to crash into solid walls with no harm to the driver as what is left of the unit gently falls to the ground.

AIR STREAMER

Power Source: Two atomic energy cells power the unit for 365 days of constant operation.

Description: The air streamer is a short-range flying unit able to rise up to thirty feet into the air over flat surfaces. While it uses anti-gravity systems, rough terrain or being exposed to higher distances causes the unit to falter and even tip over. At rest it's an open-air system with silver coloring and four comfortable seats.



Functionality: On optimal surfaces the unit can move at a speed of 250 miles an hour. The unit can function while taking up to 100 points of physical damage before systems begin shutting down. While the unit can skim over the water, there is a danger when waves are high that the unit can tip over. The unit must be physically driven by someone familiar with the controls. The unit can function even if 3,000 pounds of material is loaded into the streamer.

ALL TERRAIN VEHICLE

Power Source: The surface of the vehicle is a solar energy collector. The atomic energy cell operates the vehicle for 90 days of constant operation.

Description: The unit has 6 large seats. With six special tires the unit is made to move over the water, on desert sands, on rocky slopes, and over other uneven surfaces.

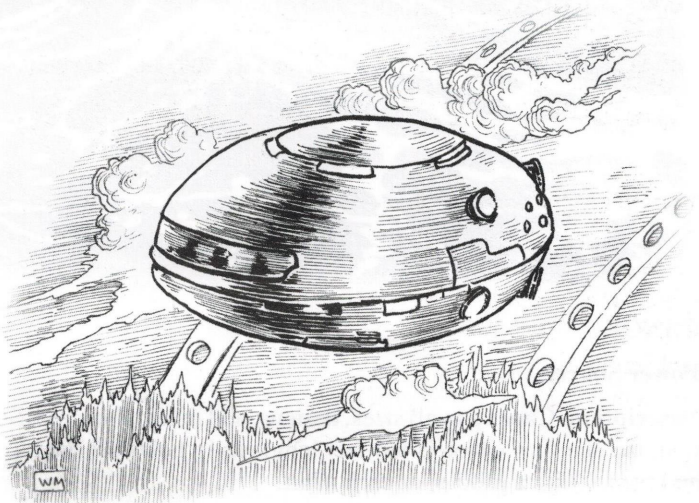


Functionality: On the best of surfaces the unit can move at a speed of 100 miles an hour. The unit can function while taking up to 100 points of physical damage before systems begin shutting down. In the water, the unit floats when over 1,000 pounds of weight is placed in the unit. The unit must be physically driven by someone familiar with its controls.

BUBBLE CAR

Power Source: 3 atomic energy cells good for 90 days of operation

Description: The unit is a 10-yard in diameter sphere with space for 10 passengers. The control system is verbal and designed for an A.I. to fly the unit through all environments including the airlessness of outer space and the depths of the ocean.



Functionality: On all surfaces the unit can move at a speed of 1,000 miles an hour in atmospheres, 200 miles an hour under the water, and almost Alcubierre drive speeds in outer space. The unit can function while taking up to 100 points of physical damage before systems begin shutting down. In the water, the unit floats when over 1,000 pounds of weight is placed in the unit. The unit must be physically driven by someone familiar with its controls.



CANOE

Power Source: None

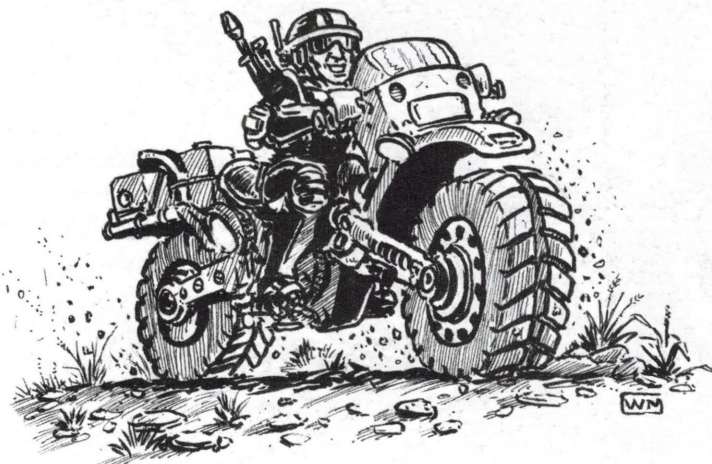
Description: Coming in all sizes, designs, and material composition, the standard canoe is ten feet long, easily holds six adults, and comes with a paddle for each adult.

Functionality: The canoe moves passengers along at the speed of the paddling. Most canoes take 10 points of damage before they start sinking.

CYCLE, OVERLAND

Power Source: The surface of the vehicle is a solar energy collector. The atomic energy cell operates the vehicle for 90 days of constant operation.

Description: This is a one passenger, two-wheeled device capable of handling off road terrain in the extreme.

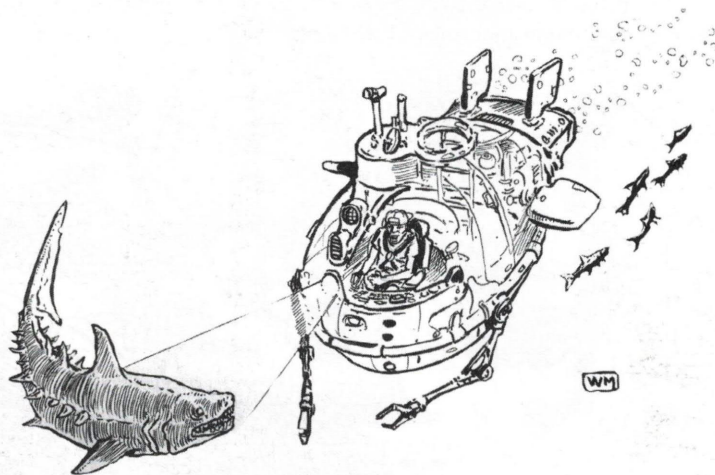


Functionality: The light systems allow for operation at night. The wheel units allow for travel over all types of water obstacles. Special force shields enable the unit to crash into solid walls with no harm to the driver.

SINGLE SUB

Power Source: The atomic energy cell operates the vehicle for 20 days of constant operation.

Description: The sub is a ten-foot in diameter sphere. Its outer walls are a transparent plastic allowing the sub to move up to five miles below the surface.



Functionality: The unit easily holds one adult and a mass of extra equipment brought into the sub. Light systems allow the driver to see up to 40 yards in every direction. Communication systems allow contact up to fifty miles away from the unit. The sub can travel at speeds up to 30 knots. The outer surface takes 200 points of damage before showing the slightest leak.