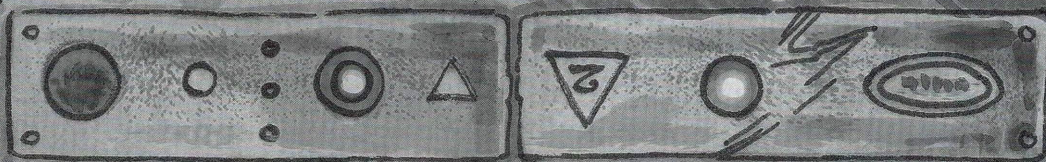
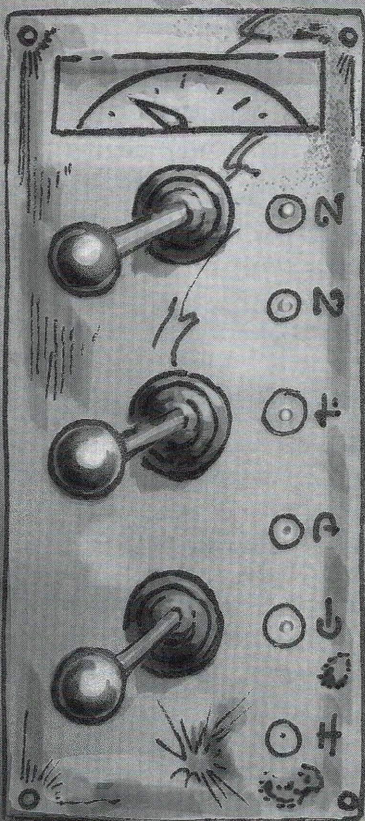


THE CAPTAIN'S TABLE

By Jim Wampler

METAMORPHOSIS

ALPHA



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THE CAPTAIN'S TABLE

The *Captain's Table* is designed for use with the 1st edition of METAMORPHOSIS ALPHA and is suitable for six to eight PCs of any type. If there are fewer players available than suggested, the referee should bolster the party's ranks with NPC hunters from the village where the adventure begins, or allow the players to run multiple PCs. The adventure assumes that the party has a few previous adventures under their belts and possess some useful artifacts to help them in their explorations. *The Captain's Table* begins on Level 12 of the Starship *Warden* (the jungle deck), but the referee can alter this to best suit his or her campaign.

This adventure was especially written so that it can be played either in a traditional linear manner or as open-ended as the referee and players desire. It contains several game aids to aid the referee in running a successful *Metamorphosis Alpha* campaign, including new monsters, new devices, and a simple system for laying out your own cargo decks and the contents therein.

NOTE: On all descriptions and maps in this adventure, normal compass directions have been replaced by the nautical terms for directions on a ship. This terminology is used by all inhabitants of the *Warden*, both archaic and present-day.

COMPASS DIRECTION	SHIPBOARD TERMINOLOGY
North	Forward
South	Aft
East	Starboard
West	Port

BACKGROUND

Among the descendants of the original passengers of the *Warden*, a spiritual belief system has flowered that began as a form of ancestor worship. Though varied slightly by tribe and family, the present inhabitants of Level 12 of the starship *Warden* worship a rich pantheon of deities largely comprised of the officers among the long-dead crew. Surnames being long since lost to the ages, each deity is now simply referred to by his or her former vocation or rank, as in "praise be to the Chief Engineer," or "may this meal be blessed by the Great Geneticist." While many families pray or set out sacrifice to any or all of these gods, there exists at the head of this mighty pantheon one god who reigns supreme over all others -

The Captain. In fact, one of the highest signs of respect one tribesman can show another is to wish his fellow well by saying, "May you eat at the Captain's table one day" - which basically means "may you live a life so righteous that after death, you are invited to sup with God."

So when the PCs stumble across an unexpected holodeck which projects a larger-than-life vision of Captain Jameson - a vision that interacts with them and requests their help - the rag-tag assemblage of humans and mutants view this mission as more than just an adventure or a meal ticket. It's a holy quest. A quest that will take the PCs into the bowels of the cargo decks of the starship *Warden*, where the lucky will find ancient technological marvels beyond imagining, and the unwary will find only a killing field 34 miles wide.

STARTING THE ADVENTURE

The Captain's Table begins with the party being sent out from their home village of tribesmen to hunt for game. The PCs' home village is large by the normal standards of Level 12, counting nearly 200 souls among their number. The population is comprised of a rather egalitarian band of true humans and mutants who focus much of their worship upon a deity known as The Great Geneticist, and thus have banded together across genetic lines in order to better enhance their chances of survival and future prosperity.

Once the party leaves for what they consider a typical day of hunting deer in the jungle, the adventure begins. The deer on the jungle deck have two faces that protrude from their heads, but no other unusual mutations.

PART ONE: GOD IS MY CO-PILOT

The party passes most of the morning without sighting a single deer, which is both unfortunate and a little odd.

EVENT ONE: DANCING WITH WOLFOIDS

After a morning spent finding much deer spore but no deer, you see a sudden flight of yellow and violet birds explode upwards from the jungle canopy. From directly ahead you hear a tumultuous clamor of beastly howls and deer cry, as though several deer are being attacked by large predators. You then hear the sounds of animal battle punctuated by several low hums and the jungle falls into a hushed silence.

Assuming the party makes nominal efforts to employ stealth, they are able to approach the aftermath of the battle undetected. As the PCs peer through the tanglevine brush, read the following:

Ahead in a small clearing, you see four bipedal wolves, each about 4' tall and wearing crude armor made from woven plant fibers. Each carries a strange, short length of pointed metal much larger than any hunting knife you have ever seen. The savage brutes are hunched over a freshly killed buck beginning the process of butchering their prey.

The wolfoids will fight to defend their kill, and are each armed with long swords that have been poisoned (INT 10 poison). Their fibrous armor (AC 5) will only fit mutants 3-4' tall. Each wolfoid has a leather pouch containing 4 additional doses of barkberry juice for poisoning their weapons. In one of the wolfoids' pouches, the PCs find a small oval-shaped artifact (a holo-egg, complexity 6).

Wolfoid (4): DEX 12; AC 5; HD 4; hp 14 each; YPM 12; #ATK 1; long sword (WC 3; DMG 1d8); Mutations (Mental Resistance 10) *radiated eyes* (INT 10 radiation, useable once every 4 rounds, range 10 yards), *regeneration* (regenerate 5 hp/round); SP hide/fur reflects all energy attacks, resistant to contact poison

EVENT TWO: MEET THE CAPTAIN

Once a PC has successfully deduced the correct operation of the holo-egg, it will levitate out of that character's hand and hover a few feet from the ground, projecting a hologram above the PC's heads.

A vision appears above your heads: a vision of an ornately-dressed man close to twice your group's average height, sitting in a floating metal chair adorned with blinking lights and controls. A sense of calm authority permeates a face over-filled with wrinkles and worry lines. As you stare at this potent vision, his eyes meet yours, and he addresses you directly. "Well met, children of my children. It is I, Captain Jameson, last surviving commander of the Starship Warden whom you now address."

"I need your help," he continues, "For down in the cargo bays is a storage crate containing materials essential to my plans to restore the functionality of the ship - your whole world - to its former glory. Will you few brave souls accept this dangerous task for the betterment of all?"

The interactive hologram of Captain Jameson will answer the PCs questions and reveal the following information:

- The part of the world that you live in is known as Level 12, also called "the Jungle deck."
- The cargo bay is located in a place called "Level 2."

- The path to Level 2 is located in a place known as the "Vator's."
- Access through the magic doors of the Vators requires a bracelet colored steel grey. You must journey to the land of "Level 2."

There is a steel grey bracelet located near you, in a strange metal cave. It has been programmed to allow you access to the land of Level 2.

- The cargo crate must be returned unopened with its seals intact.

Beware of the inhabitants of Level 2. They are wild and dangerous. Some are made of metal and will try to eat you. Others think that everything there belongs to them and hate all intruders, especially those who have a strange smell.

A small laser beam lances out from the holo-egg and carves a series of symbols into a small nearby rock (show player handout 1). For reasons explained later, Captain Jameson will not go into any further details about the nature of his request or give out any additional information on the ship. The referee should play the Captain as authoritative-but-kindly, and he will always answer questions put to him as though he were a wise parent speaking to primitive children. After the Captain has answered the PC's questions enough to reveal the information listed above, he will give them simple directions to the metal cave, after which, his image becomes corrupted by striped bands of static and fades from view. The holo-egg throws off some harmless sparks, a whisper of curled smoke, and will not function again.

EVENT THREE: THE METAL CAVE BETWEEN DECKS

Following the directions given to them by the Captain, the PCs are easily able to march a short distance forward (under a mile), where they discover an overgrown cylinder approximately 3 feet high, with a domed roof, giving the appearance of a disused well. Any PCs peering down into the darkness will note a row of metal handles embedded in the cylindrical wall that end a short distance down in a set of sliding metal doors that have been wedged open by a metal rod. A dull red glow is seen below this, but with normal vision no details can be made out below. When the PCs decide to climb below, they travel downwards by the ladder 100' until they exit out into the engineering crawlways between decks.

In the dim red lighting that comes from a single glowing orb in the ceiling, you see a strange metal cave that runs forwards and aft to the limits of your vision. Scat-

tered about on the floor are what remains of a butchered party of humans and mutants, some missing their limbs. Searching the grisly tableau, you quickly discover a canine tooth embedded in a half-chewed femur bone. Further searching reveals a handful of scattered personal possessions: a duralloy buck knife, an empty waterskin, and a pouch containing a steel grey bracelet.

The bracelet is an engineering color band, as described by the Captain. If the players continue to search, any number of items of negligible game impact may be discovered (referee's discretion). The PCs will also discover evidence of the area being used as hideout, though access doors at either end (50' from the entrance) have apparently been fused shut with an atomic torch (not present). This effectively prevents the PCs from further exploration of the area, though the referee may elect to change this in subsequent adventures.



EVENT FOUR: THE DARK VATOR

Following the Captain's directions, the PCs trek further forward until they reach the main elevator shaft of the ship. At first, the PCs see nothing but a small metallic pedestal overgrown with tanglevine. If they clear away enough of the vines, they will discover a smooth 3 by 8 inch metal plate with writing that they cannot understand and a stylized yellow arrow that points to the center of the plate. If the engineering color band is touched to the plate, the following happens:

A pleasing chime sounds from the overgrown pedestal, and the air before you suddenly shimmers. A huge section of the jungle and sky before you ripples into nothingness, as if they were but an image reflected in water, now scattered by a thrown pebble. In their place, a huge perfect metal cylinder at least 100 yards in diameter materializes, stretching from the ground at your feet and rising upwards into the sky until it is lost in the clouds. As the jungle suddenly hushes in anticipation, you hear a low rumble and feel a distant vibration in your feet. A second chime rings out, and a 20 by 15 foot section of the cylinder suddenly opens up in front of you. There is a circular room inside that is 10' in diameter.

The PCs have been directed to the many personnel elevators that ring the central elevator shaft of the ship. If they do not enter the personnel elevator within 1 round, the door closes and the holographic projectors used to camouflage the elevator for aesthetic reasons re-engages, leaving only blue skies and more jungle to be seen. Emphasize that each time the elevator door is opened the jungle hushes and the gargantuan shaft is visible for what must be miles. If the players still do not take the hint, and linger overlong, opening and closing the doors, you may encourage them to move on with a random encounter from the encounter tables in the *Metamorphosis Alpha* rules (page 17).

That said, if the PCs decide to approach the area occupied by the elevator shaft without employing a color band, only those with a Mental Resistance score over 15 will be able to bring themselves to overcome the behavioral inhibitor field generators built into the elevator shaft and find themselves able to actually touch the holographically-disguised surface. Even without touching the elevator shaft, persistent PCs could eventually map its basic footprint, discovering along the way a total of 20 similar small metal pedestals that open personnel elevators, along with 4 others that open the larger 5, 20, 50 and 100 ton cargo elevators that appear at the compass points of the huge shaft (see map of Level 2 Cargo Deck).

Show the players handout 2. This is the control panel for the elevator. If the PCs press the symbol that corresponds to the first symbol show in Player Handout 1, they hear a pleasant chime and feel the room begin to vibrate while soft, strange music plays and a velvet-toned voice sings a melancholic ballad about a young girl from the faraway land of Ipanema. If any other symbol is pressed, read the following:

The panel containing the symbols blanks out momentarily to be replaced by the image of a bald man's head floating in darkness. This is the ship's main computer

system, AL-DOS. His face seems agreeable but slightly impatient as he speaks directly to whoever is holding the grey color band. He speaks in an accent strange to your ears and asks, "Third Technician Evans, your presence is requested on Cargo Deck Two. Please proceed there immediately. Wait a minute. You are Evans, aren't you? My Heuristic Algorithm Circuits aren't what they used to be..."

If the PC holding the grey color band identifies himself as Evans, a pleasant chime sounds and the room vibrates as noted above, taking the players to Level 2. If the PCs delay overlong in responding or the PC holding the color band otherwise fails to self-identify as Evans, the elevator doors suddenly open back up onto the Jungle Deck and a wailing alarm sounds. AL-DOS will announce loudly that security bots have been dispatched to repossess the "stolen" color band. Within 5-10 rounds, a security robot will arrive wherever the PC holding the color band is located, so long as he or she is located on Level 12, and combat ensues. The PCs can always re-enter the elevator and claim that they were mistaken and that the color band holder is indeed Evans.

The security robot is programmed to never take a life, so it will attempt to subdue the PCs with a combination of sleep gas pellets or by use of its touch-based paralysis fields. Subdued PCs will be deposited several hundred yards from their home village, minus the grey color band.

Should the PCs overcome the security robot, they of course have the option to re-enter the elevator and explore their options as noted above.

Security Robot (1): DEX 18, AC 2; HD 12; hp 72; #ATK 2; paralysis rods (causes unconsciousness 3-18 hours), sleep pellets (poison INT 12, 20' radius effect); Mutations (mental resistance 16) none; SP immune to most mind-based attacks (telepathy, illusion, mind control)

PART TWO: THE CARGO DECK OF DEATH

When the players choose the correct symbol for Level 2 (see player handout 1), the elevator takes the PCs to the Cargo Deck. Read the following aloud:

The small 10-foot room continues to vibrate slightly while the pleasing-but-otherworldly music plays over and over again in a continuous loop. After approximately 10 minutes, the vibration ceases, a chime sounds, and with a hushed whisper the doors open. You each draw a collective gasp of awe as you gaze out into the brightly

lit vast metal world that lies before you. You experience an immediate sense of culture shock, as your eyes desperately seek out the comforts of sky, greenery, or natural shapes, and find none. The grey expanse before you is lit in a sickly blue-white glow by strange rectangular panels in a ceiling that must be at least 500 feet above your heads. The floor is entirely flat and trash-strewn, with grit, dust, and odd chunks of detritus covering a grimy and sometimes sticky metal surface. Your nostrils are assaulted simultaneously by hundreds of stale and unknown odors, each competing with the other in a race to empty the contents of your stomachs. You instinctively clutch your heads as you experience mild vertigo at the sight of the monumental walls that lie over half mile away from you. These impossibly constructed walls seem to form a monumental canyon that is 750 feet wide, and that seems to stretch onwards straight into infinity. Strange symbols, each taller than several men, appear at intervals on the walls in nearly every direction you look. You recognize one of them from the symbols given to you by the Captain.

The symbols given to the PCs, if interpreted correctly, will lead the PCs on a 3-4 mile journey forward and starboard into the cargo deck (about a half day's walk at normal movement rates). Interpreting the access way symbols requires that a PC successfully understand a complexity level 2 artifact. The PCs are free, of course, to wander off task and explore Level 2 in any direction they wish. If this happens, use the tables found at the end of this adventure (**SYSTEM FOR DETERMINING CONTENT AND INHABITANTS OF CARGO BAYS**) to determine random encounters and the contents of any cargo bays explored by the players. These tables are also ideal for running future adventures featuring return visits to Level 2 by your group.

Assuming the PCs follow the correct symbols and make a direct trek to Cargo Bay 23551, check once on the random encounter tables provided for each four hour period spent traveling. A random encounter occurs on a 1 in 6 chance.

EVENT ONE: THIS IS MINE

As you approach Cargo Bay 23551 from some 100 yards away, you notice a party of 8 bipedal beings huddled around a panel in the wall next to the huge cargo bay doors. Two of the lithe figures seem intent at some work going on at the panel, while several more stand watch. Two of their number seem to be making a survey of the 50' tall and 100' wide cargo bay door, spraying the length of the door with a barely discernible mist from small de-

vices in their hands. The mutant beings appear basically human at this distance, and seem to be tall, handsome specimens with a very graceful step and movement.

The party of 8 Felinoids are descended from a race of sapient cat-beings that are native to Level 2. During the radiation accident, a pregnant house cat was trapped in the forward section of the cargo deck and while she survived, her kittens when born immediately began exhibiting signs of higher intelligence, a tendency to walk upright, and to dress very fashionably.

If the players approach in a cautious and friendly manner, the Felinoids will not immediately attack, as they are not aggressive by nature. The nearest Felinoids will attempt to make themselves look larger by standing on their toes and holding their clawed hands above their heads, while the Felinoids that are spraying the cargo bay door with handheld atomizers will spray the doors even more ferociously while shouting, "This is mine! This is mine!"

While the Felinoids are open to parley with strangers if approached in a friendly manner, they will under no circumstances relinquish their territorial claim to the entirety of cargo bay 23551. If questioned about what they are seeking in the cargo bay, the Felinoids will reply enthusiastically, "Fish!" Especially thoughtful PCs might possibly make a bargain with the Felinoids by promising them any fish contained in the cargo bay in exchange for being able to take the one crate that the Captain has sent them to fetch. The Felinoids will give the appearance of being hard bargainers, always asking for more than has been offered - but they are not especially bright. They will react favorably to any baubles offered as added bargaining incentive, particularly shiny objects or lengths of string.

Failing negotiation, the party will have no choice but to battle the Felinoids, whom they will find to be quite agile opponents, all quite well armed (in addition to mutations) with swords, spears, and bows.

Felinoids (8): DEX 18, AC 4; HD 9; hp 32 each; YPM 14; #ATK 2; claw (WC 6; DMG 1d6) or by weapon type; Mutations (Mental Resistance 8) *speed increase* (double speed for 5 rounds, twice per day); SP cannot be knocked prone, always lands on feet

In addition to 8 sets of swords, spears, and bows, the Felinoids are also carrying 8 small atomizers filled with a perfumed fragrance, a small crate containing 10 fish fillets held in a cryogenic field (complexity 2), and 3 hydrogen cells.

EVENT TWO: CARGO BAY 23551

To the right of the impenetrable cargo bay doors is a metal plate with a blinking orange light above it. Any reasonable effort or time spent examining the cargo bay doors will reveal that there are several duralloy patches welded onto the door as though covering small openings or blast holes that appear at roughly ground level. If the PCs touch the engineering color band to the panel plate, it beeps and the behemoth doors begin to rattle open:

As the cargo bay doors slowly grind open, a slight outward rush of stale air greets you. You see banks of lighted panels flicker to life in the ceiling hundreds of feet over your heads. You hear a skittering sound as though the lights have frightened off hundreds of small, unseen, life forms, but see nothing living. Before you lies a vast expanse made up of roughly rectangular building-size metal objects, each approximately 100 yards long and 10 stories high. These objects are arranged in a regular pattern of gridded rows that roll off into the distance for a mile or more, looking like an abandoned and lost city of the gods. Each 10-story tall metal rectangle features a bank of controls on the aft side, and these controls are set into a huge mechanical system of indeterminate purpose. Along the port side of each building-sized rectangle is a line of banded metal doors. High up on each corner of these enormous edifices are a lines of stenciled symbols, similar to the ones given you by the Captain.

Show the players Handout 3, Cargo Pod (Typical) after describing the area. The system of labeling codes on the cargo pods is only complexity 1, so that any PC successfully making a technology roll will quickly be able to figure out the direction for cargo pod CP11764 (see Cargo Bay (Typical) for exact location).

The referee should note that Cargo Bay 23551 is not uninhabited. Space weevils bored their way into this cargo bay long ago, and the ship's security and maintenance bots have been fighting the infestation for centuries. Other life forms (those possessing the correct color bands) have also been making trips in and out of this cargo bay for years. Despite its deserted appearance, the cargo bays are a dangerous place, not easily looted. For every 6 hour period spent in Cargo Bay 23551, the referee should roll once on Table 3-1: Inhabitants/Random Encounters on Level 2 Cargo Bay, re-rolling any duplicate encounters. The referee is also encouraged to place a few of the more choice encounters along the player's path, whatever that may be. Notable encounters include:

Space Weevils: While there are hundreds of thousands of these tiny creatures roaming the entirety of the cargo bay, they will typically only be encountered outside their lairs in swarms of 1-100. A mutated form of ancient palmetto bug, space weevils have since mutated into ravenous insects possessing adamantite-infused mandibles and shells. Given enough time, space weevils can even bore through duralloy, hence their ubiquitous presence on the cargo decks. While individually small and easily killed, in swarms they have been known to strip living creatures to the bone in mere minutes. Aggressive by nature, they are easily frightened by flames or extraordinarily bright lights, which will send them scurrying away, albeit only for a short distance.

Space Weevils (1d100): DEX 15; AC 6; HD 1; hp 3 each; YPM 15; #ATK 1; bite (WC 4; DMG 1); Mutations (Mental Resistance 8) new body parts (adamantite mandibles); SP can chew through duralloy

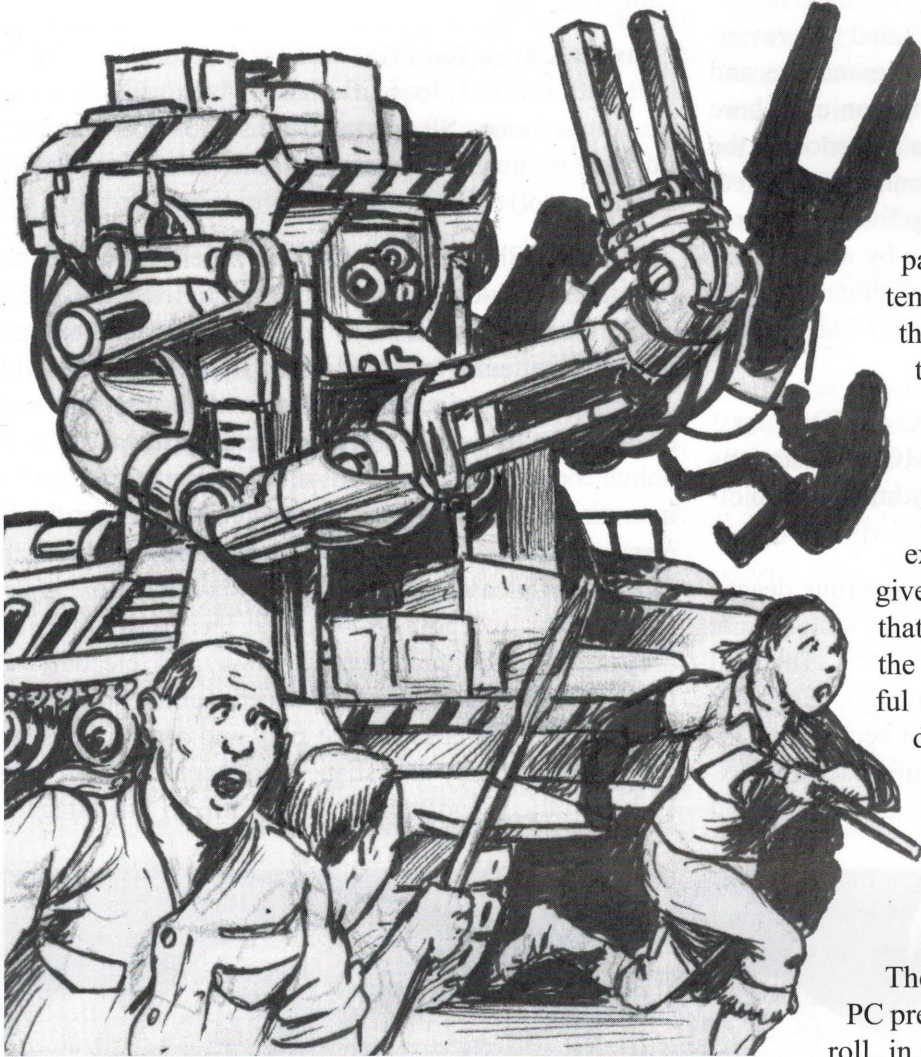
Insane Cargo Bot: While there are numerous deactivated cargo robots located in the cargo bay's main hub, a single insane unit wanders Cargo Bay 23551. The mad bot's positronic pathways collapsed long ago, and it has lost all inhibitions against killing sentient beings. The insane cargo bot sees all living things as "misplaced cargo" and upon encountering anything larger than a wolfoid

immediately begins ranting about "escaped cargo" and attempts to grapple its victims and shove them into any readily available cargo crate, which it will then seal and computer-lock.

Insane Cargo Bot (1): DEX 16; AC 2; HD 10; hp 35; YPM 30; #ATK 1; load lifter arms (WC 3; DMG 10d6); Mutations none; SP tractor beams (100 ton capacity), immune to most mind-based attacks (telepathy, illusion, mind control)

GENX-7: Short for Genetic Experiment 7, this creature is a genetically-engineered life form that was created by dying scientists in the days just after the radiation accident. In an attempt to preserve human life, these scientists gene-spliced human DNA with that of several species of chameleon, frog, and cuttlefish in an attempt to create human beings that could instantly adapt to any change in environment. What they got instead was a murderous mass of metamorphic gel that can assume any shape and size that it pleases, able to imitate creatures or objects from 1 foot in length to 10 cubic feet in volume. The creature is highly intelligent, cunning, and telepathic. Its favored method of attack is to observe and read the mind of its prey, then paralyze that prey and assume its shape and identity. It may also shapechange into an innocuous-looking object and simply wait until an advantageous





Once the PCs have located the correct cargo pod, they will need to master the controls in order to open the pod and select the desired cargo crate. The cargo pod control panels are Complexity Level 4. The successful PC will then understand the basics of how to select and rotate the interior cargo palettes using the massive hydraulic systems of the cargo pod, and how to open the appropriate cargo pod door for access to that palette. The computer screen will display a rolling list of cargo pod inventory. Any PC making a successful mental attack versus mental resistance 12 will note that one option on the list exactly matches the last line of symbols given to the party by the Captain. Selecting that option will rotate the correct palette to the first cargo pod door. Any other purposeful selection by a PC will result in a randomly determined palette of cargo being delivered to the cargo pod doors (use Table 1-1 Food Stores to determine contents and Table 2-1 Condition of Cargo Crates to determine the crate's condition).

There is a remote chance that every single PC present will fail his or her item complexity roll, in which case it is recommended that for purposes of this adventure the referee allow the correct palette to already be in position should the PCs break open a cargo pod door (which will require 150 hp of physical damage or use of the engineering color band for a command override).

moment to strike. In any case, the beast will not reveal its true form or use its life leech ability unless cornered or directly attacked. Undisguised, this monstrous being appears as a writhing mass of green gel with multiple pseudopod-like tentacles emanating from its body. If killed, unless the entirety of its body is fully cremated, small portions will live on to regenerate into another version of the creature within 1 week's time.

If killed, floating inside the dead gelatinous body of GENX-7 is found a white color band (medical), a duralloy shield, and several humanoid bones.

GENX-7 (1): DEX 15, AC 2; HD 20; hit points 75; YPM 20; #ATK 1; tentacle strike (WC 7; DMG 3d6); Mutations (Mental Resistance 16) *shapechange* (assume the physical form of any object or creature), *telepathy* (used to realistically imitate objects and beings familiar to target creatures), *life leech* (6 hit points per round, range 90 feet); SP paralytic touch (as INT 15 poison)

Once the PCs have accessed the proper cargo palette, they will discover a 10' x 20' metal palette stacked with 18 cargo crates that are 6'x4'x3' in size and that weigh 400 lbs. While any number of PCs with a collective strength score of 24 may lift and carry one of the cargo crates, a careful inspection of the palette itself will reveal that it is also a Complexity Level 2 grav sled, specifically designed for ease of cargo crate transport. The palette/grav sled has a movement rate of 20 YPM and can carry at least two passengers in addition to the weight of the 18 cargo crates.

Should the players attempt to open one of the cargo crates for inspection, they will discover that they are all

computer locked (Complexity Level 6, requires engineering color band or higher) and the contents are encased in a stasis field (stasis field generator complexity Level 5).

Breaking open a cargo crate via brute force or mutations requires a total 75 points of damage be inflicted on the plasteel casing. Forcing a cargo crate open in this manner will cause a disruption in the stasis field generator causing it to fail and emit a brief pulse of chronotons that will age the contents 100-500 years - in this case completely spoiling the contents. The PCs will discover a pile of disintegrating foil pouches filled with a disgusting combination of orange dust and a quickly evaporating brown slime. A failed item complexity roll will have the same results.

It is unlikely, but not impossible, that single-minded PCs will successfully force open a cargo crate without damaging its contents. If this occurs, they will discover much more about their true mission than might have been imagined (refer to PART THREE, EVENT TWO for cargo crate contents and their implications).

NOTES ON CONTINUED PLAY ON LEVEL 2 CARGO DECK

While it is certainly possible via the judicial use of referee finesse to play this adventure straight through to its conclusion, you need not restrict yourself or your group of players to this if you prefer your games to be more open-ended and freestyle. The section at the back of this adventure provides the referee with information and tables to populate and run ongoing adventures on Level 2. The referee may use this section should the players wish to further explore Level 2 in subsequent game sessions, or even if the players are determined (as players often are) to wander off course in the middle of this adventure and "see what's there."

PART THREE: THE CAPTAIN'S TABLE

After taking possession of one (or more) cargo crates from Cargo Pod CP11764, the PCs need only journey back to the elevators and select the last set of symbols given to them by the Captain. The ship's computer, AL-DOS will again question the PC possessing the grey color band and inquire, "Are you Technician Third Class Evans? You're wanted on immediately on the Command Deck." If the players retrieved the white color band from GENX-7, AL-DOS will also mention as an aside. "Medical Officer Brinkman, nice to see you again. It's been 872 years."

EVENT ONE: A HERO'S WELCOME

Upon exiting the elevator onto Level 10, read the following:

After an 8-minute journey, the Vator doors whisk open and you are immediately greeted by a cacophony of loud, bombastic music and uproarious cheers. The large room before you is overfilled with a cheering throng of true humans dressed in tightly-fitted uniforms made of materials strange to your eyes. Holy symbols that you recognize from your shaman's hut adorn the sleeves and sashes of these handsome beings. Small scraps of colorful paper and brightly-tinted streams of foil are being thrown at you by the crowd. There is no doubt in your collective minds that you are in the presence of your gods, The Crew. An unassuming metal man approaches you with the semblance of a smile on his metallic face and hangs necklaces made from fresh flowers around your necks. The metal man says, "Well done, sirs and madams, well done. The Captain is going to be so very happy to see you."

The mechanical man is a general purpose robot named LOU-L1. Characters with prior experience with the ship's robots will immediately notice that LOU-L1 seems to have an advanced, if eccentric, artificial intelligence, as he speaks quite naturally and appears to exhibit genuine, and friendly, emotions. LOU-L1 will attempt to guide the PCs past the cheering throngs and take the party directly to the officer's mess hall. If questioned, LOU-L1 will only express feelings of happiness at seeing the PCs and admonish that they should be taken directly to the Captain as soon as possible.

The cheering crowd is not made up of actual people, being mere holographic projections of the long-dead crew. Should the PCs attempt to interact with the holographic crewmembers, they will note that while the projections appear to respond, they are in fact immaterial and cannot be touched; solid objects (and the PCs) will pass entirely through them with only the briefest of image flickering occurring to the hologram.

EVENT TWO: THE GREAT AND POWERFUL CAPTAIN

Upon arriving at the officer's mess hall, the PCs will note that it has been converted into an audience chamber of sorts. The tables and chairs have been removed except for an ornately dressed banquet table in the center, and a large dais stands at the forward end above which floats the Captain in his command chair (as before, except life-

size in this incarnation). The Captain addresses the PCs in a warm, fatherly tone that sometimes strangely drifts into casual banter.

The Captain will conduct audience with the PCs while congratulating them on bringing back an intact cargo crate. The Captain will invite the PCs to a sumptuous celebratory dinner at the table before them and remind them that he has rewards for them all.

What direction events take from this point will depend largely on the temperament and play style of your group. The following background information should supply the ready referee with everything he or she needs to bring the adventure to a satisfying conclusion.

"THE CAPTAIN" A.K.A. THIRD TECHNICIAN EVANS

The "Captain" that the PCs have thus far interacted with is in fact a holographic recreation of the centuries-deceased Captain Jameson. This holographic character is being maintained, controlled, and operated by an actual member of the original crew - Third Technician David Evans. Shortly before the radiation accident, Third Technician Evans was found guilty of stealing food rations and sentenced to 1 month's time in Penal Stasis. Protected by the stasis field, Evans survived the radiation accident completely unharmed, but was not released as scheduled due to a malfunction in the stasis booth timer.

When the faulty timer circuit itself expired more recently, Evans was released back into a Starship *Warden* that he barely recognized. He has since set himself up in the officer's quarters and is trying to get his lifestyle back in order. Lacking the engineering skills to do much more than repair the ship's vending machines, Evans has been fighting an on-going battle with the mad androids on Level 11 (see *The Android Underlords* by Michael Curtis) and simply trying to survive. Having direct access to a handful of robots and some holographic projection units has enabled Evans to keep the androids somewhat cautious and at bay, but even meeting his own daily needs is at times challenging. The food replicator units on the command deck broke down, and his limited repair skills have so far only enabled them to output a tasteless protein paste.

Thus, using his own engineering bracelet, Evans began recruiting wild tribesmen from Decks 11 and 12 to journey up to the cargo decks in order to retrieve cargo crates containing preserved food supplies. The dead mutants that the PCs discovered Between Decks was the last such party before them. The particular cargo crate that Evans sent the PCs to go fetch was Food Stores, Prepared Meals (Ethnic) and it contains stasis-preserved Indian cuisine, including curries, saags, and other spicy delights - his favorite type of food.

If the players cooperate fully with the "Captain" they are rewarded with a delicious meal of very spicy food and



then further rewarded with the technological items listed below. If the PCs become suspicious, or even outright hostile, at any point, they may discover that the “Captain” is only an immaterial holographic illusion and that Evans is hiding at the holo-controls in the next room. If discovered and confronted, Evans will plead for mercy, explain his situation, and offer the party the items that he planned on gifting them anyway (which include the continued use of his engineering bracelet). If the PCs attack Evans, he will attempt to flee for his life while activating up to 10 holograms dressed in powered assault armor (which being immaterial, are effectively harmless) and ordering LOU-L1 to intercede on his behalf. LOU-L1 will only use non-lethal force on the PCs, attempting to subdue them and return them to Level 12. The PCs will overhear LOU-L1 immediately summoning additional security robots as back up. Three security bots will appear within 1-3 rounds.

LOU-L1 (General Purpose Robot): DEX 12, AC 3; HD 12; hit points 42; YPM 15; #ATK 2; paralysis rod (WC 8, causes unconsciousness 3-18 hours), tractor/repulsor beams (range: 25', lift/move up to 200 lbs.); **Mutations:** none, SP immune to most mind-based attacks (telepathy, illusion, mind control)

Security Robot (3): DEX 18, AC 2; HD 12; hp 72; YPM 40; #ATK 2; paralysis rods (WC 8, causes unconsciousness 3-18 hours), sleep gas pellets (poison INT 12, 20' radius effect); **Mutations:** (*mental resistance 16*) none; **Special:** immune to most mind-based attacks (telepathy, illusion, mind control)

However events play out, the room also contains a small plasteel chest with the items that Evans planned to dole out to the PCs - as much for continued incentive to make more trips to the cargo bay for him as true rewards for a job well done. Should the PCs receive them, the chest contains:

- A laser torch
- 10 Hydrogen energy cells
- A Geiger counter
- A set of sheath armor (fits True Human or equivalent, AC 3)
- Infrared goggles
- Medical Hand Analyzer (heals 3d6 per use)
- A third stage gas ejector (w/3 clips of darts)
- A vibro blade

CONCLUDING THE ADVENTURE

As noted, “The Captains Table” was designed to be played either linearly or as a giant sandbox. You and your group, in true 1970s style, get to decide how best to play this adventure. Thus, the conclusion is entirely up to you. Savvy players may wish to cultivate Third Technician Evans as a powerful ally, though revealing his true nature to the tribesmen back home may be viewed as heretical. More chaotic and power-hungry groups may opt for a search-and-destroy approach, and that’s fine too so long as the referee takes judicious steps to maintain play balance and administrate the full natural consequences of all player actions. The players may even decide to further explore the cargo decks on Level 2 with an eye to eventually repairing the primary functioning of the Starship *Warden*. Whichever direction you and your players take this adventure, the guiding principle of 1970s role-playing games should be in full effect - with enough player ingenuity, anything is possible!

APPENDIX A: NEW CREATURES IN THIS ADVENTURE

Felinoid: AC 7, Movement in Spaces: 14, hp 32, Radiation Resistance: 13, CON12, MR 8, STR 3, DEX 18, No. Appearing: 1-10, **Mutations:** *Speed Increase (double speed for 5 rounds, twice per day)*, **Special:** *Cannot be knocked prone, always land on feet*

Appearance: Felinoids are descended from a handsome race of sapient cat-beings that are native to Level 2. Having evolved from a pregnant house cat trapped in the cargo bay, felinoids appear as bipedal cats that exhibit extremely graceful movement as well as a fastidious fashion sense.

Normal Reaction: Approached cautiously and in a friendly manner, Felinoids will not immediately attack, as they are not aggressive by nature. Typically the nearest Felinoids will attempt to make themselves look larger by standing on their toes and holding their clawed hands above their heads. Very territorial by nature, felinoids will often be found spraying objects with small perfume-filled atomizers while intoning, “This is mine! This is mine!” Felinoids will normally be armed with swords and spears, but can also attack with their claws twice per round (or four times per round when using their increased speed mutation).

GENX-7 (Genetic Experiment 7)

AC 2, Movement in Spaces: 20, hp75, Radiation Resistance: 18, CON 14, MR16, STR 12, DEX 15, No. Appearing: 1, Mutations: *Shapechange, Telepathy, Life Leech*, Special: *Uses paralytic touch to paralyze victims (as INT 15 poison)*

Appearance: The GENX-7 is a genetically-engineered life form that was created by dying scientists in the days just after the radiation accident. In an attempt to preserve human life, these scientists gene-spliced human DNA with that of several species of chameleon, frog, and cuttlefish in an attempt to create human beings that could instantly adapt to any change in environment. What they got instead was a murderous mass of metamorphic gel that can assume any shape and size that it pleases, able to imitate creatures or objects from 1 foot in length to 10 cubic feet in volume. When seen in its native form, the creature is a large roiling mass of green gel possessing 2-14 pseudopod tentacles. Some small undigested remains and possessions of former victims may be found floating inside the creature after death.

Normal Reaction: The creature is highly intelligent, cunning, and telepathic. It's favored method of attack is to observe and read the mind of its prey, then paralyze that prey and assume its shape and identity. It may also shapechange into an innocuous-looking object and simply wait until an advantageous moment to strike. In any case, the beast will not reveal its true form or use its life leech ability unless cornered or directly attacked. Undisguised, this monstrous being appears as a writhing mass of green gel with multiple pseudopod-like tentacles emanating from its body. If killed, unless the entirety of its body is fully cremated, small portions will live on to regenerate into another version of the creature within 1 week's time.

Space Weevils: AC 6, Movement in Spaces: 15, hp 3, Radiation Resistance: 16, CON 15, MR 3, STR 3, DEX 14, No. Appearing: 1-100, **Mutations:** *New Body Parts (adamantite mandibles and shell)* **Special:** *Can chew through duralloy*

Appearance: A mutated form of ancient palmetto bug, space weevils have since mutated into ravenous insects possessing adamantite-infused mandibles and shells. Given enough time, space weevils can even bore through duralloy, hence their ubiquitous presence on the cargo decks. While individually small and easily killed, in swarms they have been known to strip living creatures to the bone in mere minutes. For some races living on the cargo decks, space weevil is considered a delicacy, tasting somewhat like prawn.

Normal Reaction: Aggressive and ravenously hungry by nature, space weevils are easily frightened by flames or extraordinarily bright lights, which will send them scurrying away, albeit for a short distance. When attacking, they will swarm opponents, as each weevil bites for 1 point of damage.

APPENDIX B: THE CARGO DECK AND CARGO CONTAINERS

The cargo deck on Level 2 of the *Warden* features a gigantic airlock at forward end for eventual disbursement of the cargo after planet-fall, and the level is accessed via the central shaft elevator system that connects all decks, and a large spiral ramp system that connects Level 2 to Levels 11 and 3.

At 34 miles long and 15.125 miles wide, the cargo deck on Level 2 is vast on a scale that exceeds most cities. This cargo deck contains over 800 individual cargo bays, most of which measure an astonishing mile by one-half mile in size, with each of those containing over 170 cargo pods the size of a 10-story tall building. To more easily grapple with the sheer size and scope of Level 2, see the sliding scale maps provided.

It may therefore seem an incredibly daunting task to successfully run adventures that take place on Level 2 of the *Warden*, but it need not be. Realistically, your group of players is unlikely to fully explore even the tiniest fraction of this leviathan-sized area. What's required is a simple system for determining what and who the PCs encounter when they do venture up to this deck. While *The Captain's Table* provides specific guidance for cargo items and encounters for purposes of this adventure, the following system can be used to generate additional unique areas of the cargo deck should your players wish to further explore the area.

GENERAL FEATURES

The supplied map shows the layout of Level 2 at a macro-view scale. The cargo deck is vast indeed at 34 miles long and 15.125 miles wide. Without the benefit of powered vehicles or other transportive technology, a journey on foot from stern to bow would take many days travel. Even the main access ways are 750 feet wide with 500-foot ceilings. The outer ship's hull is 0.5 miles thick, and the engineering areas between decks are 330 feet thick above and below. Areas of note on Level 2 include:

Forward Airlock: This system of massive duralloy doors were intended to provide direct access to the exterior of the ship upon a successful landing on the colony

world, in order to better facilitate the disembarkation of cargo and supplies. During the radiation accident the circuitry in the airlock doors failed and the doors are presently jammed open, exposing all gangways forward of the first sealed bulkhead to the vacuum of interstellar space and Intensity 15 radiation (see cargo deck map).

Vented Cargo Bays: Several of the adjoining cargo bays in the forward section of the deck are likewise exposed to vacuum and Intensity 15 radiation. The contents of these cargo bays have long since vented into space and are empty except for the occasional stray item or dead robot.

Irradiated Cargo Bays: Bordering alongside some of the vented cargo bays are cargo bays that maintained basic life support but which were also irradiated in the accident. These areas still contain their cargo and contents, but all have been exposed to Intensity 12 radiation, which still saturates these areas.

Safety Bulkhead System: For safety against hull breaches, the Level 2 cargo deck contains a series of bulkhead doors that automatically seal off sections of the cargo bay in times of disaster. The radiation accident caused all of these bulkheads to seal and they can only be opened by a command level color band, or one of the Captain's rings.

Main Elevator System: The *Warden's* main elevator system is a shaft 1000 yards wide that runs down the central vertical axis of the ship, and it includes four major elevator sub-systems and 20 smaller personnel elevator systems. The forward elevator system has a capacity of 5 tons, while the aft elevator has a capacity of 20 tons. The port elevator system can carry up to 50 tons, and the starboard elevator handles loads up to 100 tons. The spaces between these four main elevator systems contain an array of personnel elevators with a capacity of up to 30 persons.

Spiral Ramp System: Level 2 also contains four spiral ramp systems that provide direct access to Level 1 and Level 3. These inclined spiral ramps are 50 feet wide and are normally sealed by bulkheads when not in use.

LEVEL 2 CARGO BAY (TYPICAL)

Each standard cargo bay shown on the map is 1 mile long and 900 yards wide. There are cargo staging areas at the forward and aft doors, with a central staging area that contains an cargo admin building with cargo robot dispatch centers. A cargo bay typically contains 168 cargo pods.

INVENTORY, CONTENTS, AND OCCUPANTS

While the cargo deck on Level 1 contains mostly raw

materials to be used upon arrival at the targeted colony world, the Level 2 cargo deck contains the ship's supply of pre-fabricated equipment and technology. From machine and computer components to tools, vehicles, housing, and food stores - anything and everything that might be needed to successfully found a colony of humans on a strange new world can be found in the Level 2 cargo bays.

Since the radiation disaster, several species have evolved in the confines of the Level 2 cargo decks and are native to it. Other mutant residents of the *Starship Warden* who have acquired the correct color bands may also occasionally be found there foraging for equipment and food.

CARGO POD (TYPICAL)

The cargo pods found in the *Warden's* cargo bays are self-contained units that are 100 yards long, 50 yards wide, and which stand 150 feet tall. Each cargo pod contains a series of rotating palettes controlled by computer panels located at one end. The cargo pod computers contain data on that pod's inventory and contents, and are used to locate the desired palette of cargo and rotate that palette to one of a row of 12 large cargo pod doors located on the port side of the pod, for easy access by crew members.

The discerning referee may note that descriptions for much of the equipment and supplies listed in the following tables do not exist in the *Metamorphosis Alpha* rulebook. You are encouraged to "fill in the blanks" with your own imagination to further make your version of the *Starship Warden* personal to your own campaign. For more information on how best to approach this task, see the Michael Curtis article in the deluxe reprint of the rules, "Futures Past: Playing *Metamorphosis Alpha* in the Traditional Way."

CARGO CRATES (TYPICAL)

Individual cargo crates come in many sizes, from the easily portable to the massively immobile (at least not without a trusty load lifter or cargo bot at your command). Most often, the contents of a cargo crate will dictate its size and relative portability.

All cargo crates are constructed with a duralloy shell, are computer locked, airtight, and may sometimes contain an inner stasis field or cryogenic generator, depending upon the contents. Not a few will also be found already opened and previously looted by ancient former inhabitants of the *Warden*, or sometimes even just eaten away by space weevils (see *Space Weevils*, pg. 12). If desired, use Table 2:1 below to randomly determine the state of an individual cargo crate.

SYSTEM FOR DETERMINING CONTENT AND INHABITANTS OF CARGO BAYS

TABLE 1: CARGO BAY TYPE

ROLL	MAIN TYPE OF CARGO
1	Food Stores (Stasis and Cryogenic)
2	Pre-Fabricated Shelter Stores
3	Clothing/Wearables
4	Survival/Emergency Equipment
5	Vehicle Storage (Transport, Land)
6	Vehicle Storage (Transport, Sea)
7	Vehicle Storage (Transport, Air)
8	Vehicle Storage (Transport, Orbital)
9	Tools (Construction)
10	Vehicle Storage (Construction)
11	Tools (Farming)
12	Vehicle Storage (Farming)
13	Medical Supply Storage
14	Science/Research Equipment
15	Android Supply Storage
16	Robotics (Parts)
17	AI/Computer (Parts)
18	Gene Banks (Stasis and Cryogenic)
19	Weapons & Armor (Parts)
20	Power Plants (Parts)

TABLE 1-1: FOOD STORES

ROLL	FOOD STORES TYPE
1	Protein Polymers (Cryogenic)
2	Carbohydrate Catalysts (Cryogenic)
3	Glutamate Gels (Cryogenic)
4	Supplemental Soyblents (Cryogenic)
5	Meats (Stasis)
6	Vegetables (Stasis)
7	Beverages (Stasis)
8	Prepared Meals, Standard (Stasis)
9	Prepared Meals, Ethnic (Stasis)
10	Food Replicator Units

TABLE 1-2: PRE-FABRICATED SHELTERS STORES

ROLL	SHELTER TYPE
1	Camping Tents & Supplies
2	Foamcrete Shelters
3	Orbicular Single Family Homes
4	Agricultural Outbuildings
5	Community Edifices
6	Vehicle Garages
7	Storage Sheds
8	Community Galleys
9	Aircraft Hangers
10	Broadcast Power Stations

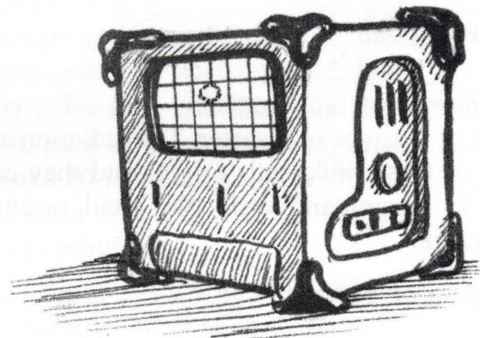


TABLE 1-3: CLOTHING/WEARABLES

ROLL	CLOTHING/WEARABLE TYPE
1	Permaweave Clothing
2	Survival Suits & Gear (Cold Environment)
3	Survival Suits & Gear (Desert Environment)
4	Survival Suits & Gear (Jungle Environment)
5	Powered Survival Suits & Gear (Low Gravity/Low Atmosphere)
6	Powered Survival Suits & Gear (High Gravity/Poisonous Atmosphere)
7	Hazmat Suits & Gear
8	Radiation Suits & Gear
9	EVA Suits & Gear
10	Anti-Grav Suits

TABLE 1-4: SURVIVAL/EMERGENCY EQUIPMENT

ROLL	SURVIVAL/EMERGENCY EQUIPMENT
1	Emergency Rations (Stasis)
2	Emergency Medipacks (1 each Cureshot, Radshot, Stimshot)
3	Emergency Medical Hand Analyzer and Heal Units
4	Emergency Foamcrete Shelters
5	Emergency Survival Suits (1 each Cold, Desert, Jungle)
6	Emergency Com Systems
7	Emergency Ecology Life Analyzer Hand Units
8	Emergency Power Station/Cell Rechargers
9	Third Stage Slug Throwers
10	Third Stage Gas Ejectors
11	Force Field Projector Units
12	Emergency Field Unit Grav Sleds

TABLE 1-5: VEHICLE STORAGE
(LAND TRANSPORT)

ROLL	VEHICLE TYPE
1	2-Wheelers (Personal Transport)
2	3-Wheelers (2-Person Transport)
3	4-Wheelers (6-Person Transport)
4	Tracked Chariots (All-Terrain 8-Person Transport)
5	18-Wheeler (3-Person Cargo Transport)
6	Fleeter-Bike (Personal Anti-Grav Transport)
7	Landfleeters (4-Person Anti-Grav Transport)
8	Landmaster Mobile Research Labs
9	Tri-Walkers (Mobile Weapons Platform)
10	Transport Cell Charging Units

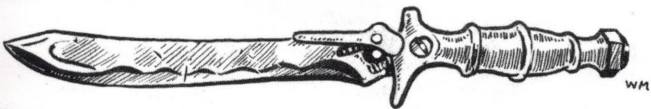


TABLE 1-6: VEHICLE STORAGE
(SEA TRANSPORT)

ROLL	VEHICLE TYPE
1	Aqua-Ski (Personal Transport)
2	Aqua-Skiff (2-Person Transport)
3	Aqua-Ship (6-Person Transport)
4	Hydrofoil Yachts (8-Person Living Quarters)
5	Hydrofoil Cargo Barges (3-Person Cargo Transport)
6	Aqua-Ski (Personal Anti-Grav Transport)
7	Seafleeter (4-Person Anti-Grav Transport)
8	Seamaster Flight-Capable Submersible
9	Submersible (Mobile Marine Research)
10	Transport Cell Charging Units

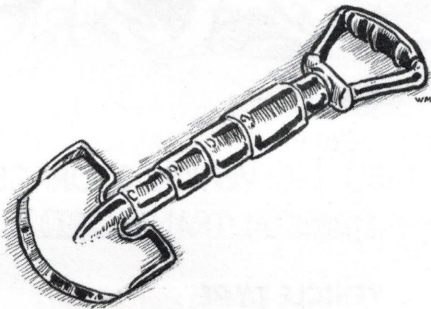


TABLE 1-7: VEHICLE STORAGE
(AIR TRANSPORT)

ROLL	VEHICLE TYPE
1	Gyrocopter (Personal Transport)
2	Flight Sled (2-Person Transport)
3	Bubble Car (6-Person Transport)
4	Eagle Wing (8-Person Transport)
5	Eagle Wing Cargo (3-Person Cargo Transport)
6	Flight Suit (Personal Anti-Grav Transport)
7	Sub-Orbital Flyer (12-Person Transport)
8	Air Bus (Mobile Security/Research Transport)
9	Hawk Wing (2-Person Attack Craft)
10	Transport Cell Charging Units



**TABLE 1-8: VEHICLE STORAGE
(ORBITAL TRANSPORT)**

ROLL	VEHICLE TYPE
1	Orbital Dive Suit
2	Transport Pod (2-Person Orbital Transport)
3	Transport Shuttle (6-Person Orbital Transport)
4	Medical Shuttle (8-Person Orbital Emergency Transport)
5	Cargo Shuttle (20 ton Cargo Orbital Transport)
6	Attack Shuttle (2-Person Orbital Attack Craft)
7	Weather Control Station (12-Person Crew)
8	Titan Crew Dropship (1,000 Person Orbital Transport)
9	Leviathan Dropship (500 ton Cargo Orbital Transport)
10	Engineering Pod (2-Person Orbital Repairs Transport)

TABLE 1-9: TOOLS (CONSTRUCTION)

ROLL	CONSTRUCTION TOOLS TYPE
1	Lamps/Lighting Units
2	MultiTools/Construction Tools
3	Sensor Tools (Infrared/UV Goggles, Geiger Counters, Tracer Units)
4	Analyzer Hand Units (Engineering)
5	Torches (Atomic, Laser, Sonic)
6	Chem Lab Equipment Pods
7	Electrical Lab Equipment Pods
8	Vehicle Maintenance Pods
9	Hydrogen Energy Converter Units
10	Android Construction Crew (Stasis)
11	Genetic Research Equipment
12	Broadcast Power Plants

**TABLE 1-10: VEHICLE STORAGE
(CONSTRUCTION)**

ROLL	VEHICLE TYPE
1	Load Lifters (Robotic Assist)
2	Load Carriers (Robotic Assist)
3	Land Movers (Robotic Assist)
4	Land Miners (Robotic Assist)
5	Cranes (Robotic Assist)
6	Eco-Razers (Robotic Assist)
7	Aqua-Pumpers
8	Materials Converter Pods
9	Terraform Plants (Hydrologic)
10	Terraform Plants (Gas)
11	Terraform Plants (Bacterial)
12	Architectural AI

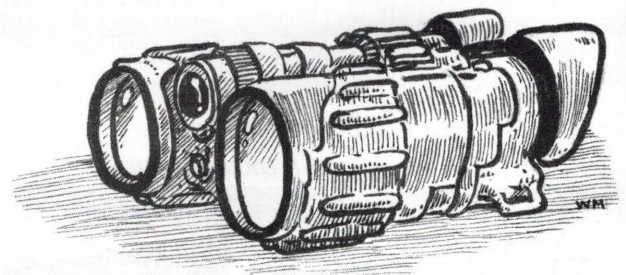
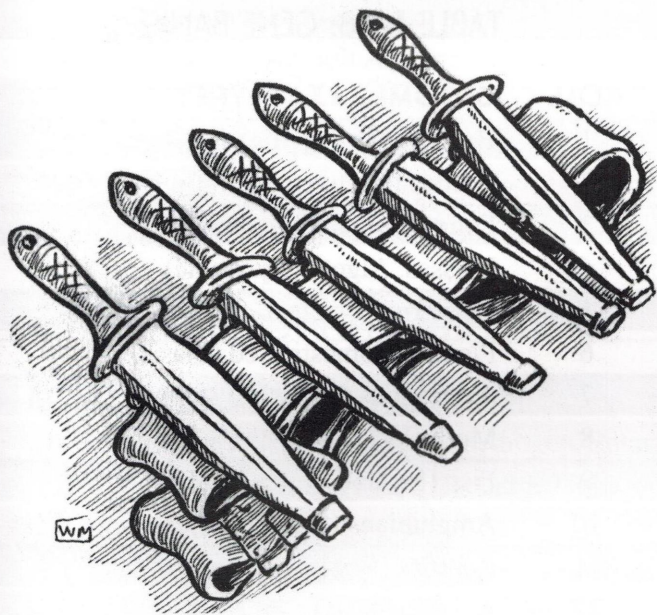


TABLE 1-11: TOOLS (FARMING)

ROLL	TOOLS TYPE
1	Lamps/Lighting Units
2	MultiTools/Farming Tools
3	Sensor Tools (Infrared/UV Goggles, Geiger Counters, Tracer Units)
4	Hand Units (Ecology, Engineering, Security)
5	Torches (Atomic, Laser, Sonic)
6	Chem Lab Equipment Pods
7	Electrical Lab Equipment Opds
8	Vehicle Maintenance Pods
9	Hydrogen Energy Converter Units
10	Android Farming Crew (Stasis)
11	Genetic Research Equipment
12	Broadcast Power Plants


TABLE 1-12: VEHICLE STORAGE (FARMING)

ROLL	VEHICLE TYPE
1	Cybersteeds (Personal Anti-Grav Transport)
2	ATV-Truck (4-Person Cargo Transport)
3	Soil Cultivator (Robotic Assist)
4	Broadcast Seeder (Robotic Assist)
5	Harvester (Robotic Assist)
6	Food Processing Pods
7	Vehicle Repair Pods
8	Transport Cell Charging Units

TABLE 1-13: MEDICAL SUPPLY STORAGE

ROLL	MEDICAL SUPPLY TYPE
1	Medipacks (2 each of cureshot, radshot, stimshot, neuroshot)
2	Medikits
3	Medical Hand Analyzers
4	Medical Stasis Pods
5	Rejuvenation Pods
6	Robotic Surgical Bays
7	Cybernetic Implant Pods
8	Medical Research Pods
9	Life Ray Transmat Units
10	Gene Resequencer Units

TABLE 1-14: SCIENCE/RESEARCH EQUIPMENT

ROLL	SCIENCE/RESEARCH EQUIPMENT TYPE
1	Science Pack I (Quantum Microscope, Mini Chemlab, Bio-Computer)
2	Science Pack II (EM Sensors, Mini Chemlab, Enviro-Computer)
3	Hand Analyzers (Ecology, Engineering, Medical)
4	Tracer Units (Ecology)
5	Microlab Pods (Genetic, Biomedical, Environmental, Xenobiological)
6	Microlab Pods (Chemistry, Materials Engineering, Astrophysics)
7	Microlab Pods (Psychology, Artificial Intelligence)
8	Oceanic Microlab Pods (Biomedical, Environmental, Xenobiological)
9	Orbital Microlab Pods (Biomedical, Environmental, Astrophysics)
10	Stasis Cages
11	Android Lab Pods
12	Gene Banks/Gene Resequencers

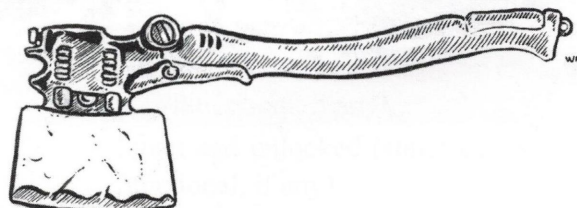


TABLE 1-15: ANDROID SUPPLY STORAGE

ROLL	ANDROID SUPPLY TYPE
1	Biogenic Gell (Stasis)
2	Chassis/Endoskeleton Parts (Stasis)
3	Organelle Grow Vats
4	EM/Sensor Arrays (Stasis)
5	Plastron Shells (Parts)
6	Positronic Brain Parts (Stasis)
7	Recharge Units
8	AI Programming Units

TABLE 1-16: ROBOTICS (PARTS)

ROLL	ROBOTICS PARTS
1	Robotic/Android Recharging Bays
2	Manipulator Claws (Standard, Padded, Electrified)
3	Micro-Manipulators
4	Tractor Beam Units
5	EM/Sensor Arrays
6	Anti-Grav Motivators
7	Propulsion Units (Light, Medium, Heavy)
8	Body Armor (Light, Medium, Heavy)
9	Communications Transceivers
10	Function Modules (Chemical, Surgical, Security)
11	Broadcast Power Receivers
12	Positronic Brains



TABLE 1-17: AI/COMPUTER PARTS

ROLL	AI/COMPUTER PARTS
1	Multitool/Computer Lab Tools
2	Isolinear Program Chips
3	Heuristic Algorithmic Circuits
4	Bio-Neural Gel Packs
5	Quantum Bit Arrays
6	Cybernetic Think Tanks
7	Holistic Storage Crystals
8	M-5 Multitronic Systems
9	Sirius Cybernetics GPP Units
10	Holographic Projectors (Array, Light-Bug)
11	Broadcast Power Receivers
12	AI Programing Units

TABLE 1-18: GENE BANKS

ROLL	GENOME TAXA/TYPE
1	Bacteria (Cryogenic)
2	Archea (Cryogenic)
3	Fungi, Molds (Cryogenic)
4	Mosses, Algae (Cryogenic)
5	Flowering Plants, Conifers (Stasis)
6	Plants - Domesticated (Stasis)
7	Arthropods (Stasis)
8	Mollusks (Stasis)
9	Fish (Stasis)
10	Amphibians (Stasis)
11	Reptiles (Stasis)
12	Avians (Stasis)
13	Mammals - Domesticated (Stasis)
14	Mammals - Ungulates (Stasis)
15	Mammals - Canine, Feline, Ursidae (Stasis)
16	Mammals - Miscellaneous (Stasis)
17	Mammals - Primates (Stasis)
18	Extinct Species, Non-Avian Raptors (Stasis)
19	Homo Sapien (Stasis)
20	Homo Superior (Stasis)

TABLE 1-19: WEAPONS & ARMOR

ROLL	WEAPON & ARMOR TYPE
1	Paralysis Dart Ejectors
2	Portable Hand Dart Chargers
3	Paralysis Rods
4	Third Stage Gas Ejector
5	Third Stage Slug Projector
6	Lasers (Pistols, Rifles)
7	Sonic Metal Disruptor
8	Protein Disruptor (Pistols, Rifles)
9	Shield Attachments
10	Sheath Armor
11	Plasteel Armor
12	Duralloy Shields
13	Force Batons
14	Powered Scout Armor
15	Powered Battle Armor
16	Powered Assault Armor
17	Force Field Generator
18	Grenades (Stun, Poison, Frag, Torc, EMP)
19	Laser Turret (Mounted)
20	Sonic Turret (Mounted)

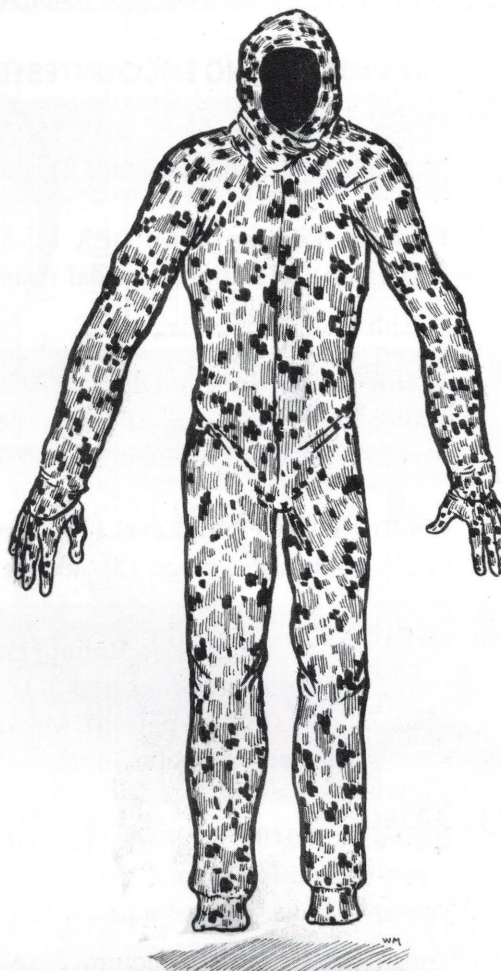


TABLE 1-20: POWER PLANTS (PARTS)

ROLL	POWER PLANT PARTS
1	Energy Cells (Chemical, Hydrogen, Solar)
2	Chemical Energy Cell Recharge Units
3	Hydrogen Energy Converter
4	Solar Panel Recharge Units
5	Vehicle Recharge Stations (Parts)
6	Robotic/Android Recharge Bays (Parts)
7	Wind-Farm Generators (Parts)
8	Hydrolic Power Plant (Parts)
9	Solar Farm Units (Parts)
10	Magma Power Convertors (Parts)
11	Broadcast Power Stations/Receivers (Parts)
12	Fusion Power Plant (Parts)



TABLE 2-1 CONDITION OF CARGO CRATES

ROLL	CONDITION
1	Empty, previously looted
2	Space weevil bore holes, contents missing
3	Space weevil bore holes, contents spoiled/broken
4	Space weevil bore holes, contents 75% spoiled/broken
5	Space weevil bore holes, contents 50% spoiled/broken
6	Space weevil bore holes, contents 25% spoiled/broken
7	Intact but computer locked (stasis or cryogenics non-functional, if any)
8	Intact but computer locked (stasis or cryogenics functional, if any)
9	Intact and unlocked (stasis or cryogenics non-functional, if any)
10	Intact and unlocked (stasis or cryogenics functional, if any)

TABLE 3-1: INHABITANTS/RANDOM ENCOUNTERS ON LEVEL 2 CARGO DECK

ROLL	CREATURE/BEING ENCOUNTERED
1	Space Weevils (1d100): DEX 15; AC 6; HD 1; hp 3 each; YPM 15; #ATK 1; bite (WC 4; DMG 1); Mutations (Mental Resistance 8) new body parts (admantite mandibles); SP can chew through duralloy
2	Parasitic Fungus (1d6): DEX 12; AC 3; HD 1; hp 4 each; YPM 10; #ATK 1; fungus grapple (WC 6; DMG 1d6); Mutations (mental resistance 6) Dissolving Juices (4d6/round); SP double damage from fire-based attacks
3	Insane Cargo Bot (1): DEX 16; AC 2; HD 10; hp 35; YPM 30; #ATK 1; load lifter arms (WC 3; DMG 10d6); Mutations none; SP tractor beams (100 ton capacity), immune to most mind-based attacks (telepathy, illusion, mind control)
4	Looting Party From Level 11 (Forest Deck): Equip and use humanoids #1-5 as given in the Metamorphosis Alpha rules (page 18), adding a fully-mastered General Purpose Robot (page 7)
5	SCAVOK-69 Rogue Eco Robot (1): DEX 15; AC 2; HD 12; hp 42; YPM 40; #ATK 2; paralysis rods (WC 8, causes unconsciousness 3-18 hours), sleep gas pellets (poison INT 12, 20' radius effect), chemical defoliants (INT 12 poison); Mutations (mental resistance 16) none; SP immune to most mind-based attacks (telepathy, illusion, mind control); will attempt to paralyze and return any organism to Level 11
6	Felinoids (1d10): DEX 18, AC 7; HD 9; hp 32 each; YPM 14; #ATK 2; claw (WC 6; DMG 1d6); Mutations (Mental Resistance 12) <i>speed increase</i> (double speed for 5 rounds, twice per day); SP cannot be knocked prone, always lands on feet
7	Android Looting Party (1d8): DEX 14; AC6; HD 10; hp 50 each; YPM 12; #ATK 1; punch (WC 1; DMG 1d4/1d4/1d4) or paralysis rod (WC 3; paralysis for 3d6 hours) or vibro blade (WC 9; DMG 12/10/12); Mutations none; SP resistant to radiation (treat as Constitution 18), suffers double damage from sonic attacks
8	Sentient Water Pool (1): DEX 14, AC 8; HD 30; hp 99; YPM 0; #ATK 20; water pseudopod (WC 6, DMG 1 hp, INT 12 radiation); Mutations (Mental Resistance 12) Heightened Intelligence; SP radiation touch
9	Security Robot (1d3): DEX 18, AC 2; HD 12; hp 72; YPM 40; #ATK 2; paralysis rods (WC 8, causes unconsciousness 3-18 hours), sleep gas pellets (poison INT 12, 20' radius effect); Mutations (mental resistance 16) none; SP immune to most mind-based attacks (telepathy, illusion, mind control)
10	GENX-7 (1): DEX 15, AC 2; HD 20; hit points 75; YPM 20; #ATK 1; tentacle strike (WC 7; DMG 3d6); Mutations (Mental Resistance 16) <i>shapechange</i> (assume the physical form of any object or creature), <i>telepathy</i> (used to realistically imitate objects and beings familiar to target creatures), <i>life leech</i> (6 hit points per round, range 90 feet)

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