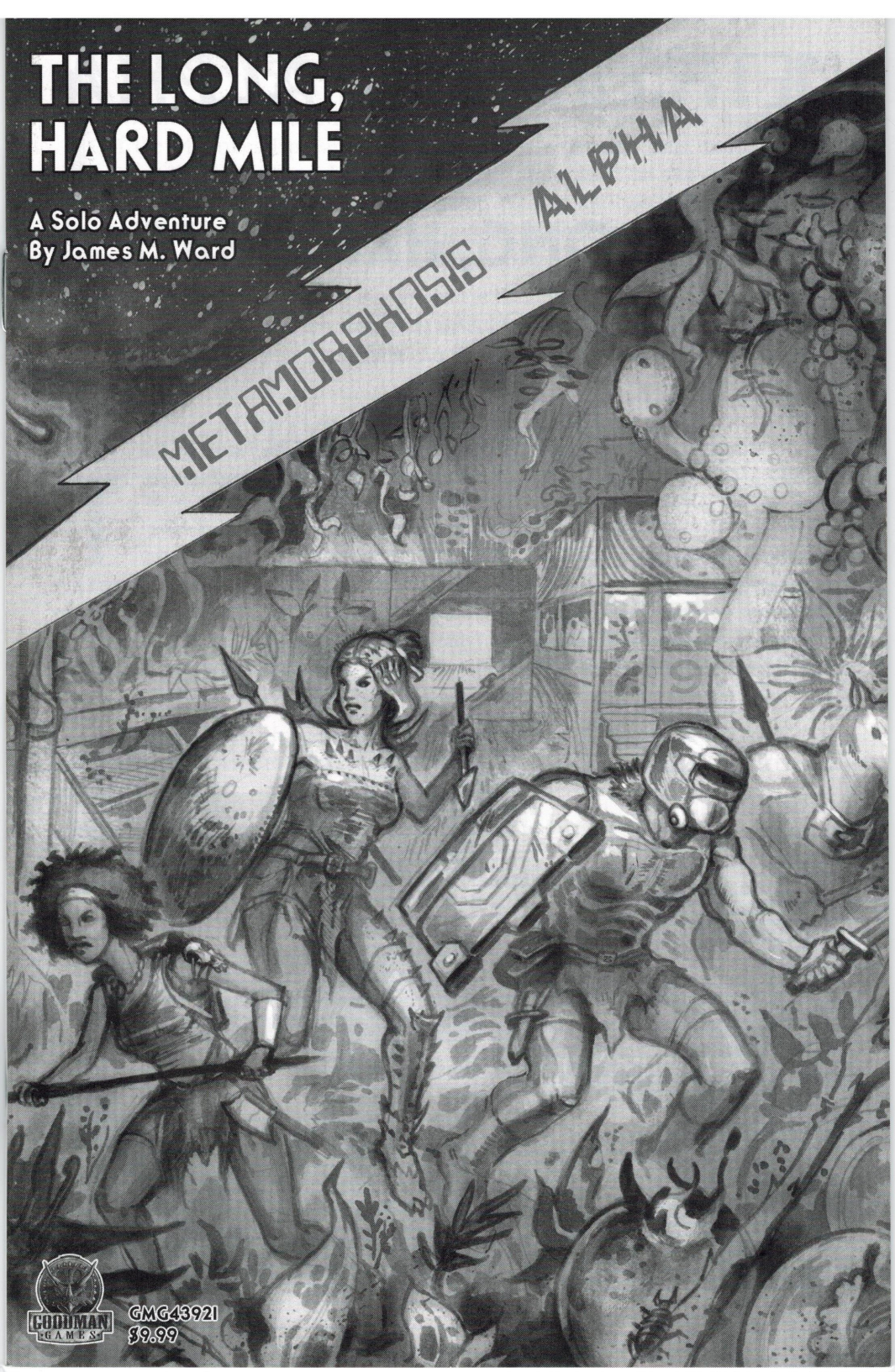


THE LONG, HARD MILE

A Solo Adventure
By James M. Ward

METAMORPHOSIS

ALPHA



GMG43921

\$9.99

METAMORPHOSIS ALPHA

THE LONG, HARD MILE

A SOLO ADVENTURE

BY JAMES M. WARD

Players of this product are expected to have a version of the METAMORPHOSIS ALPHA game system to play with and use for rules.



Writer: James M. Ward / Editor: Jeff Erwin / Cover Artist: Doug Kovacs /
Interior Artist: Stefan Poag / Art direction and layout: Joseph Goodman

www.goodman-games.com

METAMORPHOSIS ALPHA created by James M. Ward

METAMORPHOSIS ALPHA is a trademark of James M. Ward and is used with permission.

This adventure is copyright © 2014 Goodman Games.

GAME MASTER'S INTRODUCTION

I have never written an MA adventure like this one before. In the fourth version of the MA rules I presented a storyline where the ship runs into an invisible asteroid filled with mushroom and crystal life forms. That storyline has always needed a transition piece that ties the starship Warden into the asteroid. This is that adventure. Take any of your characters from pure strain humans to androids or robots and introduce them to the little valley where the new hole in the ship is presented.

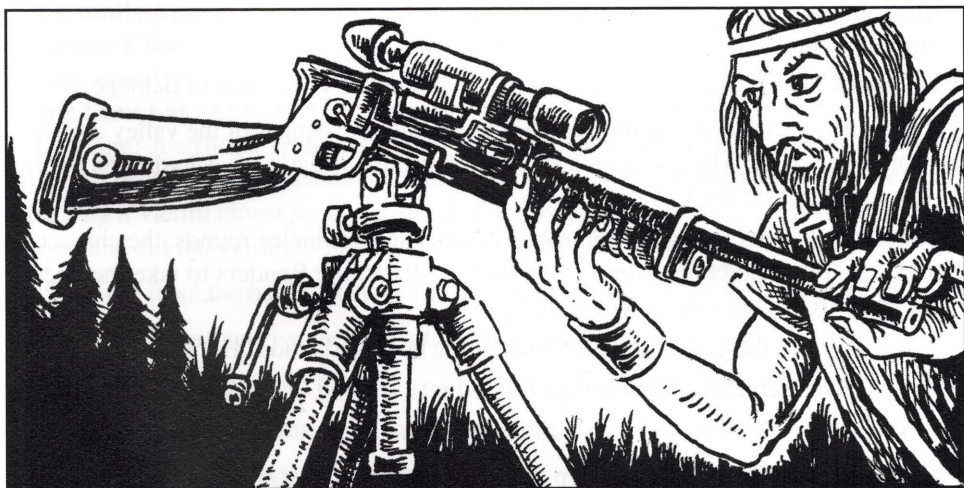
One of the unusual features of this product is that this game can be run solo. All you have to do is use a strong character and pay attention to the numbers and you can test out the adventure all by yourself. You can then turn around and run it for any number of friends.

PLAYER'S INTRODUCTION

The world shakes and no one knows why. For weeks later, talk in all the lands is about the shaking and the sudden changes in the ship. New plant creatures are roaming and killing. Intensive searching reveals a vast change in a formerly wooded valley. Now the trees have been replaced with huge mushrooms, taller than the former trees. Deadly plants are everywhere. There must be some reason for this and you are just the ones to find out. You gear up in the best equipment your village can give you and surround yourself with trusted friends. It's time to explore the strange, mile long valley and the reasons for the change. How hard could it be?

If you don't have a character of your own, take one of the two at the back of this book and use that page to subtract hit points and use the other abilities when it is necessary in the game.

Note: If by some wild chance your character is too damaged to travel on, go to the back of the book and read, A VIOLENT END.



1: RAY RIFLES

At the valley's entrance are three high tech weapons ready to fire.

You've never seen them before. Finding the weapons mounted on tripods reveals they must be potent and heavy weapons. In front of them for up to a hundred yards into the valley are burn marks from what you suspect are shots from the rifles.

Do you take the time to figure them out? Do you move down the wide trail into the valley? Or do you move off the trail in hopes there will be less traps that way?

2: You try to figure out the energy rifles.

3: You ignore the rifles and move down the trail.

4: You move off the trail and creep into the fungi forest.

2: FIGURING OUT THE ENERGY RIFLES

Your characters are going to try and fire this weapon. It's heavy and not easy to carry. Use whatever system you wish, but basically it has a 20% chance of hitting a character in your group and an 80% chance of getting figured out. Firing it twice brings out the Circle Renders.

CIRCLE RENDERS

Appearance: Round spheres, they come in batches of ten and are fist sized. They roll, bounce, and fling themselves into the air at victims. They come in all colors of the rainbow.

Demeanor: These are round and incredibly hard spheres of fungus bent on destroying anything making the energy signatures of the rifles. Attracted to energy, they attack the rifles and those that fire the rifles. If characters cut and run, the renders pound the rifles fired into parts and ignore rifles not fired.

Usually Appearing: 10

Armor Class: 3

Movement: 15

Hit Dice: 2d6

Damage: They strike every third combat round doing 1d4 points of damage.

If the rifles are figured out, they can be carried into the danger of the valley and used to protect the party. The weapons strike for 20 points of damage. A hydrogen energy cell powers the rifle for 4 shots.

The Circle Renders are a terrible menace. After several melee rounds, the characters can make a new choice. However, they have to defeat the Renders to take the energy rifles away from their current position.

If you die from the battle, go to the back of the book and read, THE VIOLENT END.

The surviving characters can do the following:

3: You ignore the rifles and move down the trail.

4: You move off the trail and creep through the fungi forest.

3: YOU MOVE DOWN THE CENTRAL TRAIL

The trail is nice and wide and you walk in the middle, as you want to avoid all of the very unusual fungi now growing in all parts of the valley floor. Half a mile into the valley the paved trail splits with one path going North and the other going East. You have to pick one.

10: You go East.

11: You go North.

4: YOU MOVE OFF THE TRAIL, CREEPING INTO THE FUNGI FOREST

Moving off of the trail thrusts you into a surprising amount of huge fungi and other large plants. As you travel along, the giant growths groan and lean toward you in many different ways. You try to keep your distance, but doing so is difficult because of the thickness of the fungi growths. Eventually, you have a choice between heading into a mass of greenery or into a new forest of mushrooms.

5: Head toward the greenery.

6: Head into the forest of mushrooms.

5: HEAD INTO THE GREENERY

.....

SPEAR WEED

Appearance: In row after row you see hundreds of these twenty feet tall weeds in the shape of spears. The closest ones bend down and hurl their leaves at you.

Demeanor: The weeds can sense the blood in the bodies of the characters. The spears fly from the plant and have a 19% chance to strike. There are two of these plants in every hundred yard section along this trail.

Usually Appearing: 2 at a time for several hundred yards

Armor Class: 5

Movement: 0

Hit Dice: 6d8, 30 each

Damage: A striking spear does 1d6. However, once struck, it's difficult to remove from the flesh. There is a vine rope pulling back the spear and the victim into the plant, dragging a victim closer so that instead of throwing spears, the plant can thrust spear leaves and cut the victim to pieces, gushing blood all over the plant.

.....
If you die from the battle, go to the back of the book and read, THE VIOLENT END.

If the characters survive the first attack they can do the following:

2: You try and figure out the energy rifles and leave this greenery area.

3: You ignore everything in this area and move down the central trail.

6: Head into the forest of mushrooms.

9: OPEN THE NEW DOOR

The door way opens and you are greeted by name. From the timber of the voice you know the greeter is some type of artificial intelligence. The machine seems quite friendly. You see a large factory and dozens of robots are putting together a strange type of mechanical rod.

The artificial intelligence explains, "It has been many cycles since humans have come to this factory. We have produced 921 blaster batons and will be out of materials by the end of this work week. We need direction on what we should produce next as well as raw materials. Do you have a suggestion?"

You have no idea what they should make. You have them teach you how to use the Blaster Baton. It shoots an ion beam doing ten points of damage or it generates a force field sphere around the holder protecting them for up to 19 points of physical or energy damage. One hydrogen energy cell works for 9 shots or 15 minutes of continuous force field operation. You are very happy with this result.

Now where do you go?

10: You exit and go east.

11: You exit and proceed down the middle of the valley.

10: YOU GO EAST.

You know what fungus is as you have eaten many a mushroom in your day. You have also seen some very large plants in your day. However, this valley is filled with the weirdest plants you have ever seen in your life. Most of them are 20 to 30 yards tall. All of them seem to be able to move on their own. You are moving East in the hopes that the mountain slopes on this side of the valley show you less dangerous life. Your hopes



are dashed, when a tall spiked plant raises its head and seems to be looking right at you even though it's not showing any eyes stalks. You have no doubt the plant creature could swallow you whole. That's to be avoided at all costs. You try and go around the thing, but there is a complication as you see a door hiding behind the plant.

SPIKED SHELL GRABBER

Appearance: This is a ten-yard tall pod with razor sharp spikes all over it. The pod moves on a wide stalk plant allowing it to shoot in all directions. It can sense movement and also energy signatures.

Demeanor: The plant is constantly hungry and attacks any warm-blooded creature coming within fifty yards.

Usually Appearing: 1

Armor Class: 4

Movement: 0

Hit Dice: 10d4

Damage: Pod Spike (1d8)

Special: The pod is able to use its flower head like a club and smash 1d6 spikes into a nearby foe. Killing a victim allows the pod to scoop up the body. The plant uses its natural acids to digest the victim.

.....
This pod and its green plant material are blocking a door on the east wall of the valley. Once the plant is destroyed the door can be investigated.

Fight the pod plant. If you win go to section 12.

If you fail to destroy the plant go to the back of the book and read THE VIOLENT END.

11: MOVING DOWN THE MIDDLE OF THE VALLEY

This path is the best way to move into the valley. There are lots of strange new growths in the area, but they have all been cut away from the wide center valley road.

"We are glad you like the new road. It wasn't made to make travel easier into the valley. The road was made by us to make traveling easier for our people to get out of the valley." A strange crystal creature floats out of the cave at the end of the valley moving toward your group.

"I am Dryz of the Mitzdrani. Your starship struck our den. Now we have to come into your dens and bring our essence."

As the creature communicates with you there is a great deal of emotion and other extraneous thoughts coming from its telepathic messages. These crystal creatures intend to eat all life on the ship and replace it with crystal and fungi life of their own!

You have to do something.

17: You charge the crystal creature and attack with all of your might.

18: You run from the valley intent on communicating what you have found out so that your leaders can organize a major attack.

12: INTELLIGENT CANNON

Getting through the door is unusually easy. You see a massive chamber filled with hundreds of mobile cannons. There is an assembly line making more of the cannon devices. As you approach the machines, you discover the cannons use an artificial intelligence and are able to talk.

"I am C-1 made first in the series of intelligent plasma cannons. I will follow your directions and fire at targets you designate. To show my potential, there is a foot thick block of stainless steel two hundred yards from my position to the East. Please observe my effort."

The cannon fires a blue beam and puts a seven-inch hole clear through the block of steel.

"I can do that 47 times before needing a recharge. Shall we begin?"

You are in heaven. This looks like the answer to all your attacking needs. You order the cannon to follow you and fire upon anything you point at. This adventure just got a whole lot easier.

13: You head off on this side of the valley and walk North into a maze of very strange fungi.

11: For some reason you don't trust this talking cannon and think it could be far more trouble than it is worth. You ignore the pleas of service from the cannon and leave it behind. You head toward the center of the valley again and move North that way.

13: MOVING INTO THE PUFF BALL FOREST

..... PUFF BALL MUSHROOM

Appearance: The full-grown version is fifteen feet tall and that wide as well.

Demeanor: Puncturing the ball causes a mass of red spores to pour out of the puff ball and fill the area with spores, making it very difficult to breathe.

Usually Appearing: 10 to 15 of them in a hundred yard area

Armor Class: 3

Movement: 0

Hit Dice: 5d6

Damage: The spores pouring out of the mushroom make it difficult to breathe for hours unless a breeze pushes the cloud away.

.....
Quite by accident you point toward the Puff Ball fungi and your cannon fires a shot and blasts holes in two of the giant mushrooms. Suddenly, the air is filled with dense clouds of spores. Roll 3d6 and if you roll your constitution or higher you get out of the area safely. If you don't resist the effects of the poison spores, you take 14 points of damage from the cloud.

If you die from the battle, go to the back of the book and read, THE VIOLENT END.

Surviving, you have a long talk with the cannon. It replies that it just followed your orders. You realize there could be a great deal of danger in allowing the machine to follow you. After some thought you –

11: You leave the machine behind and head toward the center of the valley, trying to get deeper into the area.

14: You know it's foolish to leave a useful weapon like the cannon behind. You continue along the East wall of the valley, taking the cannon with you.

14: KEEP THE CANNON AND TRAVEL EAST AND NORTH

The new forms of plants and fungi are constantly amazing you.

Each of the plants in front of you looks like the foot tall dandelions you are familiar with around your village. These are at least twenty yards tall. The heads of the dandelions are like the puff balls you played with as kids. In front of you is a forest of the plants. You don't want the mass of weedy plants to stop your forward motion, but you also don't want them to surprise you with some sort of attack.

15: You try to rush through them.

16: You use the cannon and explode a path through them.

15: YOU TRY TO RUSH THROUGH THEM.

Moving through the new plants you make an ugly discovery. The plants are able to bend and smash you with their crystal heads. Roll 3d6 and rolls of 10 or higher strike you doing 3d6 in damage. You only have one choice left.

11: If you survive, you see your cannon destroyed by these plants and you rush toward the center of the valley.

.....

POUNDER SHROOMS

Appearance: Each one of these has a 30-yard tall stalk. The pounder head looks just like the dandelion fuzz you have blown into the air as kids. They don't look dangerous at all.

Demeanor: The heads are actually crystal spikes. These spikes reflect energy and the stalks can bend down and smash against foes. The plant wants to gather blood to its head for food.

Usually Appearing: 10d6

Armor Class: 4

Movement: 0

Hit Dice: 9d6

Damage: Smashing Head (3d6)

.....

16: YOU USE THE CANNON TRYING TO EXPLODE A PATH THROUGH THEM

You point to three of the large plants and the cannon quickly sends three energy pulses that way. Much to your horror the pulses strike the crystal heads of the plants and are completely reflected back at you. The first blast strikes and destroys the cannon. Roll 3d6 twice. Rolls of 13 or higher determine you are struck and take 20 points of damage with each strike.

If you die from the battle, go to the back of the book and read, THE VIOLENT END.

11: If you survive you run toward the middle of the valley to get away from those monstrous plants.

17: YOU CHARGE THE CRYSTAL CREATURE AND ATTACK WITH ALL OF YOUR MIGHT

.....

CRYSTAL CREATURE

Appearance: The crystal creature floats in the air and changes colors as it speaks to your mind.

Demeanor: When you attack, the being attacks back by sending laser flashes at you.

Usually Appearing: 1

Armor Class: 8

Movement: 12

Hit Dice: 12d6

Damage: Laser beam for 5d6

.....

In this struggle, you quickly realize that you don't have a chance. Attack after attack fails to hurt the crystal while it has started making mental attacks on you with orders to stand still. You only have two choices.

18: You run from the valley.

20: You run into the cave, hoping a surprise like that will stop the crystal creature from attacking.



18: RUN FROM THE VALLEY

Trying to run from the crystal creatures and the valley filled with the new life from the asteroid, you discover the infestation is further along than you thought. You are doing one more battle. The slugs use radiation on you.

Roll 3d6 to determine the intensity and compare it with your Radiation Resistance. If you survive go to 19. If you do not survive, go to the back of the book and read THE VIOLENT END.

19: YOU SURVIVED!

You survive the terrible attacks of the slugs and are able to escape their danger. Through this long adventure you discovered a deadly new danger in the valley. Getting back to your village, you report all that you found and collected. Mutants, robots, androids, and pure strain humans all band together for the first time in the history of the ship to fight this terrible menace.

No one knows what will happen for sure, but all consider you a hero for your brave act.

Well done!

THE END

20: YOU RUN INTO THE CAVE, HOPING A SURPRISE LIKE THAT STOPS THE CRYSTAL CREATURE FROM ATTACKING

Going into the darkened cave mouth was a mistake. You can't see anything as you move down a darkened passage. In minutes the passageway lights up in a strange blue glow. It's coming from man-tall cones all over the area including in the ceiling above you. As you raise your weapons, energy bolts are released from the cones and several strike you. Turn to the end and read, *A VIOLENT END*.

CONE SHROOMS

Appearance: 9 foot tall cones of fungus glow bright blue just before they release their energy blasts. Each cone can store energy and fire one blast in a 10 hour period. They often grow in highly radiated ground.

Demeanor: The cones respond to intelligence and fire their bolts at the most intelligent member of any group.

Usually Appearing: 10 in a 200 yard radius

Armor Class: 2

Movement: 0

Hit Dice: 9d6

Damage: The energy blast has a long range of 180 yards and does 6d6 in electrical damage.

A VIOLENT END

You tried your best, but there was just too much power positioned against you and your group. Your spirit watches as crystal aliens and powerful fungi monsters move from the asteroid into the ship.

Seemingly able to breed anywhere on the starship *Warden*, the life forms only take several weeks to completely take over three levels of the ship.

Worried android thinkers and intelligent robots become concerned for the ship and wake the few remaining human combat troops who were stored on an island on the water level.

The troops are coordinated and well led. They begin to make inroads into the levels the asteroid life took over.

Hopefully it will be enough. Your spirit passes on to the great beyond without knowing the final answer to the fate of the *Starship Warden*.

THE END

SCAR-LOCK, HUMAN CHARACTER

Radiation Resistance: 16

Mental Resistance: 18

Dexterity: 7

Constitution: 9

Hit Points: 30

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
16	17	18	19	20	21	22	23	24	25	26	27	28	29	30

Strength: 12

Leadership Potential: 17

Equipment: The character has the normal equipment for a primitive village, including: long sword, dagger, canteen, backpack, ground cloth, sleeping bag, travel food, fire starter, shield, extra books, and a cloak.



LOCK-SCAR, MUTANT HUMANOID CHARACTER

Radiation Resistance: 18

Mental Resistance: 6

Dexterity: 17

Constitution: 5

Hit Points: 30

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
16	17	18	19	20	21	22	23	24	25	26	27	28	29	30

Strength: 18

Mutations:

Poisoned Claws (intensity 15)

Radiated Eyes (intensity 10)

Physical Reflection

Regeneration (2 points an hour)

Mental Control

Mental Blast

Equipment: The character has the normal equipment for a primitive village, including: long sword, dagger, canteen, backpack, ground cloth, sleeping bag, travel food, fire starter, shield, extra books, and a cloak.

