

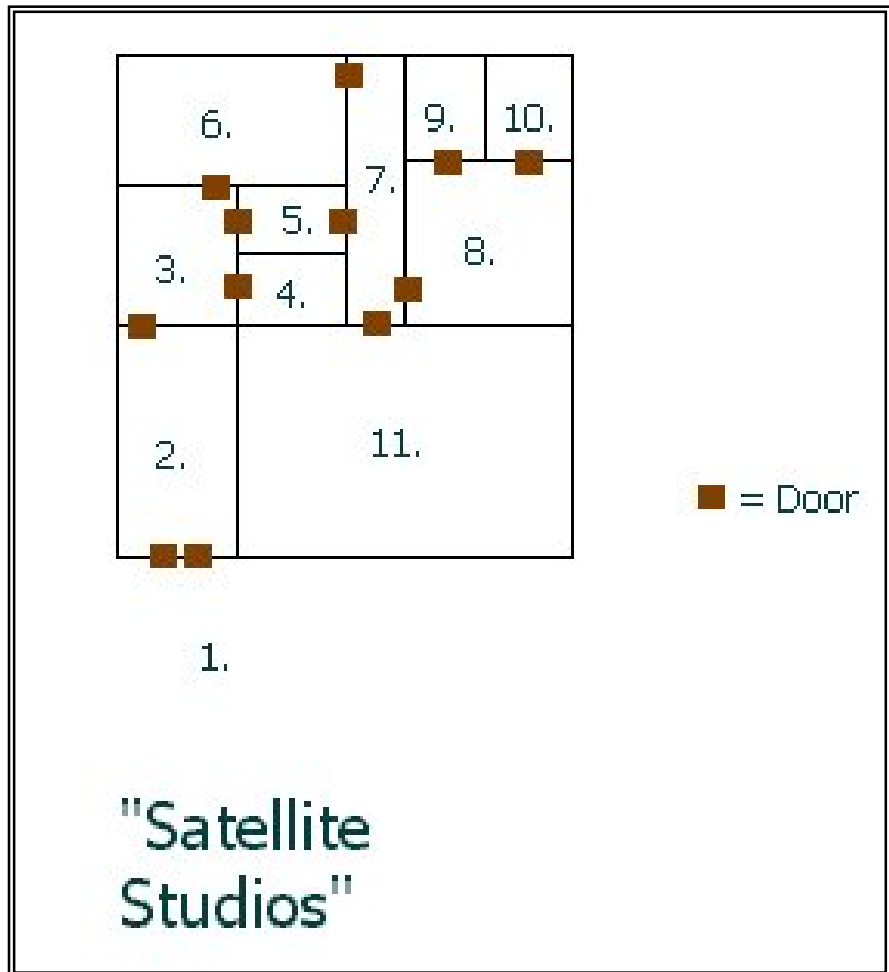
# THE MYSTERIOUS THEATER OF SCIENTIFIC HORRORS!

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**Introduction:** This mini adventure is written for Metamorphosis Alpha to Omega, and all that should be needed to play is the rulebook and the official errata sheet. No adventure Hook is provided, as this ruin could in fact be placed nearly anywhere on the Warden. Obviously, the Game Master will need to lure or coerce the PCs to investigate the building. Perhaps this place has been the scene of civilized people finding maddened Hoops in this area in the last six months, all of them drained to below 5% in their Learning score. Upon these discoveries, the party's tribe has also learned the Hoops now revere this place as the tomb of a Brain Devouring Ancient god, and refuse to go near it any more. Naturally, the Tribal Council must know more! Etc.

1. This one story, dark Duralloy building sits near another clump of ruins in an area unpopulated by a "civilized" population. A concrete landing pad for hover pods sits in front of the building, but no wrecks litter this pad.

The building itself is built on a slab of concrete, so the complex sits upon the ground to the viewer's eye. The roof tapers up to a point, and the only sign to be seen is on a set of glass doors in the south wall which reads "Satellite Studios" in gold letters, but no further elaboration. The building has several dark-glass windows, but all these are fake; within, no window actually reaches a room. About the building hangs a feeling of gloom.



2. The double glass doors (which are unlocked and swing open easily) lead into a waiting room area. The ceiling here (as in all the complex) is 3 meters above the floor, and the walls are made of a sturdy sheetrock. The ceiling is of sturdy concrete. The floor is

carpeted with old nylon fiber carpet, and the lights- which are on- glow dim due to age, but they all still work. Along most of the west wall, a plastic set of benches provides a waiting location, while across from this a view screen is mounted on the wall for the enjoyment of those who wait. This screen works, and a loop of endless variety day-time talk shows (no different in content and style than those we must endure in the present day) plays over and over; there are no volume or channel controls to be found. Against the north wall is a magazine rack with various well-out-of-date periodicals for those more inclined to read.

A door leads north. It is marked with "Receptionist" clearly on its frosted glass window. Nearby, **A Security Robot** stands vigilantly by. This version is like the one detailed on **p. 93 & 98** of the MAtO rulebook, save that its torso extends into the floor, so that while it can swivel in any direction, it has no movement. This robot won't Allow anyone through the door at first, but will instead ask "if the beings have an appointment" in Ancient (like all the bots in this complex, that is the only language it knows). If the answer is no, it will ask them to take a seat, and then pause for a moment (its transmitting to the household robot behind the desk in area 3; all the robots in this complex are in radio communication). After a moment or two, the security robot will tell waiting beings "today is their lucky day"- there aren't any other potential subjects ahead of them, so they can go right in. Should the beings state that they HAVE an appointment, the bot will again grow silent (and not interfere with their movement during that time), but then will "awaken" and tell them that they are mistaken: there are no appointments listed for today. If beings persist however, the bot will radio into the desk and get them a seeing today, however..... Should the beings not be able to answer the security bot, or do things which seem threatening, the bot will ask them to leave; upon which if they do not, it will attack with its stun gun and then summon the free-moving household robot from area 3 to put the comatose victims back outside. On the security robot's chest is stenciled the number "1".

3. This office consists of a mahogany desk in the northwest corner of the room, with two plush chairs in front of it. Lights cheerfully light this chamber always. The desk is fairly empty within and without, but in the bottom left drawer there is an ancient baton with a large read button in its hilt. This is **a Cyber Wand**; a device law enforcement on the Warden used to take charge of robots quickly. Pointing the device at a robot not in military or law enforcement service within 50 meters and pressing the button, the user sends out an override signal to the robot via radio, so as to reprogram it to obey the wand's holder. Only one bot at a time can be so controlled, and releasing a bot from control returns it to its former programming. This device doesn't work on borgs as well as robots in military or law enforcement service. This device will have power for another six months, but has no way to be recharged naturally. This will only be found if the desk is searched, and the robot behind this desk will not willingly allow such to happen.

Behind the desk **a Household Robot** on a swivel mount (like the security bot in area 1) sits, and will pleasantly in Ancient ask anyone entering the room (regardless of what has happened in room 2) to have a seat. In the southeast corner of the room, **another Household Robot** stands, ready to do the bidding of the bot behind the desk or the security robots outside or in (see area 6). This

robot is the same in all respects to the one in the rulebook, save that he has a coffee maker in his chest, which still brews pretty good java. If PCs sit, the desk bot will offer them coffee. Should they need restroom facilities, the desk bot will direct them to room 4. If it is obvious the party doesn't speak Ancient, the desk bot will ask the other household robot to escort them one at a time into room 5 and perform the "procedure" upon them. If the PCs get belligerent, the robots here and in area 6 will move in to deal with them, placing unconscious survivors in one of the beds in room 8. The bots are labeled "2" and "3" respectively.

Once seated, the robot will ask why the PCs have volunteered for this assignment. The desk bot will then ask the PCs a series of questions about their health, family history (focusing on mental illness), interests, hobbies, political involvements, and willingness to sign a waiver. It will NOT specify what this waiver is for or what the PCs are volunteering for, telling them that "that was all in the email you received when you inquired about this project". It will NOT give out any further information. Once the interview is over, the desk bot will summon the security robots from area 6 to escort the party into "the next phase of the project" (SEE: "Life in the Clutches of a Dead Mad Scientist" below). Household robots stats and description can be found **on p. 93 & 98** of the rulebook. The doors to rooms 5 and 6 can only be opened from this room via radio transmitter from one of the two robots stationed here. Otherwise, the metal sliding doors (like all other doors within this complex) will take 50 Body Points of damage before collapsing.

4. This small room is a well-equipped restroom, with a working stall, sink, and mirror. Light, annoying music plays over a small speaker, and a view screen built into the stall's door continually runs adds for vacation spots on Deck Eight. Once a PC moves away from the stall, it will automatically flush and spritz a small amount of sickly sweet air freshener (possibly effecting an Allergy mutation). The lights in this room automatically come on when a door is opened, and turn off when being exit the chamber. To manually change the lights, one need only say "off" or "on" in the Ancient tongue (and this is true for all rooms 5-9 as well).

5. This small room has a large computer bank along its north wall with a work tray built into it mid high. On the tray is a **Thought Cap** attached to the computer (see the art and description **on p. 74** of the rulebook). A metal chair with armband restraints is directly in front of the computer bank (any robot in the complex that is mobile can open or lock these manacles). The computer is programmed to dump **language knowledge** of the Ancient tongue into the recipient via the thought cap, and can this can be worked by any mobile robot here. The doors here only open for the robots themselves- either by touch or radio transmission- and otherwise must be broken down.

6. This rather Spartan metallic room is the recharging center for **2 Security Robots** ("4" and "5" respectively), and this is where the other mobile bots also come to plug in when a power boost is needed. There is a **metal chest** in the northwest corner (which any of the complex robots can open; otherwise, it must be smashed in for 35 Body Points of damage or have a Scientific or Law Enforcement I.D. used upon it) in which the robots will place any obvious high tech items or weapons that the robots take from the PCs. Leaning on this metal

chest is a **wooden crate**, marked “Ham Dingers” in Ancient. This is indeed what it contains: 200 vacuum-sealed ham dingers waiting to be eaten. Even after all this time, they are still “good”. In the ceiling is a locked panel that is activated via handprint (and not programmed for the PCs hands) which leads into the crowded crawl space of the building, which is jammed full of air ducts and other machinery.

Sprawled in death in the southeast corner is a skeletal PSH. Even in death, it still remains apparent this individual was overweight, given to too much hair gel, and had no fashion sense. On his body, PCs can discover a **Scientific Research I.D. card** (labeled “Frank”), a **Taser Gun** with 4 shots left on its battery, and a large wooden hammer (in combat, treat as a club). The doors to this complex can only be opened by the complex’s robots- either by touch or radio transmission- and otherwise must be broken down.

7. This metallic hallway is the patrol area of a **Sentry Robot** (see p. 93 & 99 of the rulebook). Stenciled across its underbelly in Ancient are the words “**Cam Bot**”. The controlling intelligence of this robot is the desk bot at 3, who sends reports concerning everything she sees through Cam Bot to the other robots via radio wave (It is this robot that is in fact maintaining the data notes of the experiment that is under way within its neural processors). The doors to areas 5 and 6 are only operable at a robot’s command; the doors into 8 and 11 have touch plates that open them.

8. This room contains two beds with filthy but functional sheeting and bedclothes, a round wooden table with two wooden chairs, and a built-in table on the east wall with two artifacts sitting upon it (and plugged into power under it). One is a Nutrient Drink Materializer with two plastic cups (which are sterilized each time one is put in the machine), which upon the touch of a few buttons provides a nourishing, awful tasting liquid in various flavors and colors. The other is a Nutrient Paste Materializer with two plastic plates and two plastic forks (which are sterilized each time one is put in the machine), which upon the touch of a few buttons produces nourishing, awful tasting paste in various flavors and colors. Theoretically, life could be sustained in this room for quite some time.....

9. This room is a well-equipped restroom, with a working toilet, sink, and mirror. Once a PC moves away from the toilet, it will automatically flush and spritz a small amount of sickly sweet air freshener (possibly effecting an Allergy mutation). There is also a small cabinet of fresh clothing containing eleven red jump suits tailored to fit PSH of moderate size.

10. The door to this chamber CLEARLY has the words “Suicide Chamber” painted in bold across its sliding door in Ancient. A touch plate opens the door. Within is an empty room, with a crumpled skeleton in a green jumpsuit in the northwest corner. This body no longer has its I.D.: Tragically, it has slid down into an air duct nearby the body and has long since been blown well away. It DOES however have a **UV Laser Pistol** on its belt, with 12 shots (a full charge)

left on its chemical battery. The dead individual was obviously bucktoothed and wore glasses (now broken) and had REALLY bad hair.

In the northeast corner of the room are **two metal canisters**. Each of these twist cap canisters contains **4 liters of liquid Duralloy** in a vacuum seal. Once this material is exposed to air, it will harden into solid Duralloy in 4 turns. What these canisters contain is labeled clearly upon their sides in Ancient.

Obviously, this chamber contains several useful items- they may in fact be the key to the PCs freedom. Reaching this material and staying alive may be a harder task than it looks however. Anytime a living being enters the chamber, 2 turns later the door will slide shut and lock. The chamber contains many air vents (as do all the rooms), but these are not for air flow and heating and cooling; rather, 2 turns after the door locks, deadly greenish chlorine gas will billow into the chamber doing 4d6/4 damage to all within. The gas will remain for 10 turns, at which point powerful airflows will force the gas out of the room for another 4 turns. After this, the door will be operable again. The machinery for this deathtrap contains enough gas charges for 3 gassings; after this, no more gas will flow into the room (although the chamber will still go through its motions). This room was provided for subjects who had been driven to their furthest extent and wanted to end their participation in “the project”.

11. In the middle of this large room is a pit indentation with steps going down, and six chairs all around the circle of the pit. In the midst of the pit is a machine topped with a large glass ball. This glass ball looks fragile, but in reality, it takes 25 Body Points to break it, while the body of the machine takes 35. Should violence be directed against this apparatus, the door to this room will lock after 10 Body Points, and the same kind of chlorine gas described in room 10 will fill this auditorium, making a speedy end of any vandals. Should ANY damage be incurred, a red warning light will begin to flash along with a siren, and a **soothing computer voice** will warn of the consequences of further violence. If anyone sits in one of the seats, manacles will snap over their wrists, and they will be trapped until the end of a feature (see below).

The machine in the middle of the room is a **Psionic Movie Projector**. 6 turns after anyone sits in a seat, the machine will fire a ray of light out and strike any seated in the forehead, and will begin to broadcast a motion picture directly into their minds. The lights in the auditorium will dim, but this is only for effect; all the images will take place within the “viewer’s” cranium. Those seated will be aware of any other minds so joined, and will be able to communicate with them psionically during the showing; but otherwise they will be oblivious to their surroundings.

The Psionic Movie Projector is filled with THOUSANDS of movie titles; all of them EXTREMELY bad. A human lifetime couldn’t expend them all if one were to be watched each day- over 300 years of bad cinema lays hidden within the machine’s confines. In fact, the movies are SO BAD, that watching one of them all the way through psionically requires a *Normal* Willpower roll; those who fail this role lose 1d3 points of Learning. Each movie is an hour and a half to three hours long (in the case of *Dances with Wolves*), and at the end of each the lights will brighten again, and the manacles will undo; the viewer is “free to go”- for now.....

Real life movies the Game Master might describe this machine showing include (but are certainly not limited to):

- \**The Unearthly*
- \**Red Zone Cuba*
- \**The Mod Squad*
- \**Overdrawn at the Body Bank*
- \**Pod People*
- \**Manos, Hands of Fate*
- \**The Wild, Wild World of Bat Woman*
- \**Cave Dwellers*
- \**Dragnet*
- \**Water World*
- \**Crime Zone*
- \**The Hellcats*
- \**Osmosis Jones*
- \**Mitchell*
- \**The Atomic Brain*
- \**Eegah*
- \**The Avengers*
- \*Anything with Kevin Costner in it except *The Untouchables*
- \*Etc.

This chamber is also the home of **two Tutor Robots**, labeled “6” and “7” respectively, but going by other names. One calls himself **Raven B Robot** and the other **Tim Servile**. These playful little robots are programmed with all there is to know about bad movies- and not much else. Rather than being programmed for games however, like most tutors, these two are programmed for cynical humor and puns. Via their tentacles they can link with the movie projector, and be “present” to the minds of those locked into the movies. These friendly little guys will be glad to see the PCs, and while they are completely given over to the experimentation and will help the other robots subdue any escapees, they will be friendly with life forms that go along with the process and will even accompany them back to areas 7 & 8 if asked. Though good natured, their humor often can border on the life-threatening, and when NOT involved in a movie’s showing, they are not above playing pranks and jokes on any new charges. Every now and then, these two must return to area 6 for recharging. Tutors are described **on p. 93 & 100** of the MAto rulebook.

**LIFE IN THE CLUTCHES OF A DEAD MAD SCIENTIST:** Well before the accident that befell the Warden, Dr. Forrest Clayton (robotics specialist, Ph-D, Martian Academy) went mad. Dreaming of possibly conquering the new colony upon arrival via insidious Psionic projection, the good doctor and his assistant Frank T. Veen obtained a permit to conduct scientific experimentation from the Science department of the Warden and set up shop in an old complex which had been used as a Tri-Vid broadcasting station. They told the authorities they were studying the possible extent of telepathy..... Wahahaha! Unfortunately (for

the would-be world conquerors, anyway) the disaster befell the Warden right as they were beginning to recruit subjects for their vile experimentation. Frank died in the radiation, while Dr. Clayton chose to face his own suicide room. In the end, all that remained was the robotic staff waiting to begin. With the patience of automatons, they endured the wait, and now finally they can begin their programming!

**The next phase of the project:** Once the security robots from area 6 come for the PCs, one will demand their weapons, while the other waits to take them to room 8. The robots will only acknowledge anything of higher than tech level II as a weapon however, and so will allow the party to keep anything below that level. They will also demand any tech III or higher item that would seem to lend itself to an escape attempt. Should the party resist, they will be stunned into unconsciousness, their items taken, and they themselves carried to room 8, where they will awaken later.

The security robots will let the PCs have free run of areas 7-11. Every six hours however, these two robots will come and escort them to the auditorium, and make them sit and watch a movie. Stunned characters can still see the images inside their heads.....

After each movie, the party will be on their own again: for another six hours. For those who had to be taken to room 5 for neural processing, the security bots will come every twenty-four hours and repeat the process. Obviously, the goal for the PCs is to escape this horror trap with their minds intact. The robots are programmed for cleverness however, and will use all that is at their disposal to prevent any escape from occurring. Should any of the party be drained of Learning down to below 5%, the robots will place them back outside to fend for themselves; their part of the experimentation now finished. Here's hoping the PCs prove to be more resourceful than this!

This mini adventure is dedicated to the author's of the First Amendment, teachers everywhere, and the creator's of Mystery Science Theater 3000.

KEEP CIRCULATING THE WEB GAMING ACCESSORIES!