

## The Darren East Memorial Nature Park (A.K.A the Playground of the Dead) by Russ Westbrook

SYSTEM : For Metamorphosis Alpha to Omega; a copy of that book and the official errata sheet will be needed for play

**HOOK:** This adventure takes place on Deck Four of the MAtO's Warden (see **pg. 131-132** of that rulebook), specifically on the largest island in the Fresh Water Preserve. Since the time of the Great Burning, a small remnant of True Men has dwelt in safety on the "north west" corner of the island (known to the tribe simply as Refuge Island). This tribe has never been large- only sixty PSH (men, women, and children combined) make up its number at the present time, and this is the largest population in living memory. They take their name from the numerous Gators that inhabit the "world" of their knowledge, calling themselves the Gator Clan. The Gator women fish the preserve in hollowed out wooden canoes (maintained and hued out by the older children) while the men work the meager tropical gardens which semi-ring the village on its "south" and "east" sides. Life is somewhat difficult in the amount of work involved, but for the most part a human who learns to fight off the level's predators (and every child is trained in the use of the stone knife, stone tipped spear, and wooden club- though some gain better usage of some weapons than others), show proper deference to the Fen (who far outnumber humanity in "the world"), and avoid the foul-tempered, land dwelling Hoops has every likelihood of living to see his 50<sup>th</sup> sun-cycle.

Life in the village is your stereotypical "tropical island village" set up, with thatched huts, fire-making and stone working, and boiled water. The only oddity in the village landscape is the large thatched chapel which sits at the center of the semicircle of huts; this serves as the center of village life (see below). Some type of ruins extend out of the beach into the water at this point, but as the corroding structures have proven dangerous in times past, the True Men give them wide birth now and hardly even think about their existence much. Rule is by a tribal council of three ruling elders elected for life, with two voting advisors- the pastor of the church (an extremely confused Episcopalian rite remains among the Gators and serves as their religious life) and a representative from the Fen tribes on the "land". Gatormen rarely travel to the "land", and so know little of how little it actually is, or how large the "Sea at the End of the World" is, or its nature (the Salt Water Preserve).

The only sticking point in village life is the existence of mutants. Mutated animals are welcomed as tribal allies if they prove themselves friendly and trustworthy, although they are not permitted to dwell in the village overnight nor to be voting members of the tribe. Mutated plants that prove to not be dangerous are simply ignored as mere parts of the landscape (although individual tribesmen might befriend such an entity). Human mutants are another matter. Rarely is a mutant born among the Gatormen, but when they are it is seen as a sign of displeasure from God on the family. Such children aren't killed, but are instead raised as slaves of the tribe, doing the tribe's most disgusting menial work (slopping out the out-pit, skinning and scaling the lake catch, Etc.) and being the shock troops to hunt down large and dangerous predators that might take up life on Refuge Island. As such their lives are hard and brutal, and they are forbidden to mate (although such has on occasion been known to happen anyway). All uses of MENTAL mutations are forbidden on pain of death, and are considered black magic (the practice of which is believed to have brought on the Great Burning; although strangely, this feeling of taboo doesn't flow over to ancient technology, which the tribal leaders long to recover). To show their mutant status (as many mutations aren't outwardly noticeable), Gatormen slaves are required to wear coconut

halves tied with mutant lake-frond ties as a sign of their servitude. Males wear one per head as a hat tied beneath the chin(s), while women wear the halves as bras covering their breasts. To be called a “Coconut Head” by a fellow Gator tribesman is a dreadful insult. In most settings mutants try to hide their abilities in public out of a shame fostered in them from birth.

Yesterday, while the PCs were away from the village on various tasks (hunting, fishing, trading with Fens on “the land”, Etc.) three mutant slaves escaped from their handlers while hunting an “angry metal demon” (a rogue Veterinary Bot now malfunctioning in the jungle). Having formerly showed no signs of “magical aptitude” the three used mental and physical mutations on their leash-holders, killing one of the women assigned to watch over their hunt division. Witnesses who survived saw them head “south east”, and one fellow slave says he heard them talk about taking refuge in the “Playground of the Dead”. This ruin surrounded by an ancient and dangerous Wall of Power is considered taboo for the tribe, as it is common knowledge many of the Ancients perished within, and their spirits remain unsettled and unhappy haunting the place of their demise. The remaining buildings are called “tombs” in hushed and respectful tones among the tribesmen. Nevertheless some form of action must be taken. The PCs have been chosen by lot to enter the ruins. To ward off the spirits, rough hewn crosses have been given for them to wear about their necks, and also the following items:

- \*up to two weapons of the PC’s choosing per PC, consisting of spears, knives, or clubs
- \*a food satchel per PC, with dried fish and fruits to sustain each for a week (though somewhat uncomfortably- comfortably for 4 days)
- \*a Fleshen-skin of pineapple wine per PC, lasting to the same parameters as above
- \*a flint and stone, useful for making fire with wood
- \*a length of 50 m’ of twisted mutant lake-frond rope (difficult to make; what the PCs don’t use the tribe wants back)
- \*an Ancient Weapon Staff of terrible might (in reality a “Weed Whacker” with an hour’s charge left on its internal plug-in fed battery (full is six hours); its useful against lifeless plants, but only a two-handed 1d6/3 in combat)

It’s up to the PCs to catch up to the culprits and administer whatever justice they deem appropriate. As they are going into the Land of Ghosts, the last sounds they hear as they leave the village is the sound of the funeral liturgy emanating from the thatched church; this could be to appease the restless dead, or it could simply be pre-emptive.....

The Playground of the Dead lies along the “east” shore of Refuge Island, just slightly “south” of the village, only a little less than a kilometer from the last of the village gardens. Due to its reputation however, the Gatormen still avoid it like the plague and never venture there. One inch on the map of the nature preserve equals 30 meters. The PCs will enter the map just north of encounter area 1 after a short trip through the tropical forest. The journey being so short, the Game Master can assume no random encounters to and from the village will take place.

**LINE:** (note : refer to Map 1)

1. This Dualloy slab was once the landing platform for the Hover Pods of the Ancients who would visit this Nature Park for R&R and educational purposes. 7 pods still litter the landing lot, but are in such a state of disrepair they will never float (or move in any

other way) again. They appear as cracked fragile eggs made of glass and thin (but sturdy) metal, and are full of junk; like suitcases of rotten clothing, broken bottles, and old broken fishing rods, but nothing of value. 2 have ancient skeletons in them. An old hover tram sits near the entrance to the Dualloy roadway, but it too is rusted and corroded beyond repair. A welcome sign has been broken down in the southern corner of the parking lot. It takes a combined PS of 120 to lift the sign part over, but if it is turned over the following can be read by anyone with ancient language skill:

“Darren East Memorial Nature Park: Hours: 8:00-6:00. No food or drink permitted on hiking trails without prior approval. Please do not feed the animals. No firearms permitted. For tour information please enquire at 555-345-1234”

**THE FOREST:** The forest is a tropical forest like one might find in the Philippine Islands of our Earth, full of all kinds of palm and coconut trees and tropical animals, MOST of a non-mutated variety. Anytime a PC messes with the flora or fauna there is a 10% chance the entity in question is a mutant with 1-3 mutations. If so there is a 50% chance the entity is intelligent. This is in fact true of ALL the forest on Refuge Island.

**THE LAKE:** This Lake (which surrounds the whole island; see the big pull out map from MAto) is obviously manmade to the eyes of someone able to spot such signs and is bordered unnaturally by a shore of rocks in this area except near the dock and playground locations where there is a sandy beach. The lake is fresh water (the “natural state” of which is maintained by the ship with machines under the water; it is in fact quite safe for anyone to drink as long as its boiled) and is filled to the brim with lake life; some harmless, others not. Any PC spending more than 20 min. in the water WILL have an encounter from the table “**Fresh Water Result**” found on **pg. 132** of the MAto rulebook.

In both the forest and Lake the GM should roll normally for wandering encounters once play begins, hopefully working the results into the ongoing story. Again, the Game Master is directed to **pg. 132 of MAto**.

2. This Dualloy roadway is in excellent condition, and will resist anything short of a Vibro weapon. On either side a white painted railing of wood has not been so lucky. It is rotting away and will break in the PCs hands. In many places it is missing altogether.
3. This is a metal, glass and wood guard shack with a working apparatus on its control board which works an automatic gate in the electrified fence. The gate is chain fencing and swings open on the push of one of the buttons on the control panel. Other systems are a non-functioning communication system, pleasure radio, Tri-Vid, Etc. The door is locked (it requires a Law Enforcement I.D to open) but can be bashed in with a combined PS of 125. The power receiver is defective inside the shack, so that those inside the one room building will be affected by 1d6/3 Radiation. (For radiation effects, **see pg. 79** of the rulebook).
4. This is a 2.5 meter tall electrified barb wire fence. Those touching the fence will take 1d4/7 hp of electrical damage. Every 100 meters is a receptor rod worked into the fence which receives broadcast power. Messing with one of these can easily result

in a burst of 1d8/3 radiation, although if one were to be put out of commission it would shut down one 100 meter section of electricity.

5. These are sawdust paths through the forest. Every so often there will be a nature plaque explaining the flora in the Ancient tongue, but they are badly weathered and now totally inaccurate.
6. At these locations a way has been made to bypass the electrified fence. This is either a hole made in the fence, a burrowing under the fence, or a tree dropped on the fence, or whatever else the Game Master might come up with. In whatever case, it will require a Reflex roll (probably at full *Normal*, but modified by the PC's caution or lack thereof) to not touch the fence.

7-16: These are log cabins in decent states of repair. Log cabins in pre-disaster days would have seemed somewhat out of place here in a tropical environment to Ancient eyes on Earth, but in the eclectic setting of the Warden no one batted an eye. They have electricity, central heat and air, lighting, hot and cold running water, and futuristic fire retardants which make them *almost* impossible to burn down (fires have a base 15% chance to get out of control). There are tinted windows in each room, which allow the occupants to see out but no one to see in. Each has a small front porch with mosquito netting (mostly torn down now), an extended patio with a built in grill, a large central room filled with various tables, lamps, and chairs with front and back doors made of an "unbreakable" glass polymer, two large bunk rooms with 5-7 bunk beds, a kitchen with all the latest (futuristic) equipment COMPLETELY BOLTED IN, and a bathroom with an all convenience whirlpool bathtub/shower. Most of the furniture shows its age, and 65% of the hardware will not be functioning properly (use the appropriate skill rolls from the "Artifacts" skill list at *difficult* (1/2 %) to see if a broken item can be repaired; base time being 1d4 hours of work) unless otherwise specified. The décor is in various tastes and styles: The GM should be creative when describing each cabin. If closed the doors into the main room from without will require an I.D. Card keyed to the specific cabin to enter, but the doors can take only 20 body points of damage before shattering. Such keys might be obtained in building 17, or found in other encounters.

(note : refer to MAP 3 for common cabin layout)

7. This cabin has been thoroughly trashed. Garbage and offal are everywhere, and all the furniture has been crudely repaired and seems to be hanging together by wire. The backdoor to the patio is jammed permanently open a meter wide; an average man can easily slip through. This is the home of a band **of 7 Hoops: 3 male, 2 female, and two children**. One of the females and both children are back in the far bunkroom; one female and a male are in the kitchen (keeping the proverb about rabbits alive and thus are quite distracted) and the last two males are arm wrestling in the common room (both are exquisitely tattooed) . The female in the kitchen will cower and the female and the children in the bunkroom will hide, but all of them will fight if their safety is threatened directly. The three males will be fully belligerent to humans and any human allies, as this clan belongs to the **Zoopremist** organization from Deck Five. They have traveled to this deck to observe the Hoops here and begin recruiting efforts for foot soldiers in the struggle against humanity on that deck. They came down by way of the anti-grav shaft in the middle of the isthmus to the

“east” on “the land”, and are more familiar with Deck Five than Deck Four. They withdrew to these ruins to get their bearings and have a safe base for operations; but the mutant Octopi at 19 sunk their boats upon arrival. The male in the Kitchen has **an IR laser pistol** with 9 shots remaining (a full chemical cell supports 12) and one of the arm-wrestling males has a **Slug Thrower .75 pistol** with a 13 bullet clip and 2 extra clips in his belt pouch. All the adult Hoops have axes, and the children can find clubs within 1-3 combat rounds if needed. In the empty bunkroom there are 2 rakes, a shovel, a crowbar and a tuba, and in the bathroom near the non-working and pellet-befouled stool is a codex of hand (actually paw-and-hoof) written Zoopremist literature. (Details on Zoopremists can be found on **pg. 129** of the MAto rulebook. Stats and descriptions for Hoops can be found on **pg. 85**. This matches the adults; the children have Willpower: 14 Reflexes: 28 Fitness: 18 Stamina Points: 14 Body Points: 6, but are otherwise like their parents).

8. The doors to this cabin are closed. This building is 1 meter deep in all kinds of waste and trash. The furniture is in good but soiled condition (usable but worthless), but to use any of the kitchen stuff one would have to wade into the muck and slime. A stench like rotten tomatoes emanates from within, and PCs with olfactory abilities will need to make a *Difficult* Willpower roll not to be sick each minute for the first 5 minutes (after which THEY will inherit the smell themselves.....). Sick characters remain that way for as long as they remain in the stench, and for their Willpower divided by 10 minutes thereafter. Sick characters make all rolls at -30%, and they are 65% likely to throw up (if their physique allows; this IS MAto after all.....). The water, electricity, and central air do not work in this cabin.
9. The doors to this cabin are closed. Within, the whole building is flooded- the sinks and tub were left running, so that the whole structure is now filled with water. All within is ruined, and those near an entrance when it is opened will be bowled over by the deluge and need to make a *Normal* Fitness or Reflexes roll (at the players option) or take 1d8/1 points of damage. Nothing but the pipes now works, but the park service would be grateful if the PCs turned off the taps.
10. The doors to this cabin are closed, but the patio is covered in human skeletons, one of which grips **the I.D. card** necessary to open the doors in his bony grip. From the now ruined items lying around, it looks like the people were having a barbeque. Inside in the bunkrooms are 9 suitcases filled with well preserved ancient clothing, 7 books, 5 women’s cosmetic units, 528 Domars and 2 bottles of very old whisky and 1 of fine wine. If the skeletons are searched, another total of 476 Domars can be found. All the Items in the building are old but functional. As the PCs are exiting this building to leave, they will be attacked by a group of **2 Cal Then** buzzing down upon them from the trees. These hungry predators will gladly rip the building apart to get at their prey. (The statistics and description for Cal Then are **on pg. 82** of the MAto rulebook.).
11. The doors to this cabin are half open, and in many places the floor has been broken through. Covering EVERYTHING is a foul smelling patchwork of indescribable fungus, of every hue, shape, and texture. The stimulus is on every level revolting, requiring any explorer to make a *Normal* Willpower roll to stand venturing within. This fungal mass wraps all throughout the cabin, covering all things and making them

puffy with fungal spores and making them brittle to the touch. Nothing in the cabin now works. Danger also lurks within, as the revolting mass serves as the home of a colony of **44 Mushroom Hunters**, who will swarm out from the various growths onto hapless explorers making their way through the dark, slippery spore-covered ruin in groups of 3-12 per victim. There is a treasure here as well though. In one of the bunkrooms there is a skeleton still dressed in a green military uniform with a fully charged (six hours of battery life), working **vibro dagger** in his belt, but the PCs will somehow have to overcome the threat of the mushroom men. The biological matter burns quite nicely; but doing so WILL bring random encounters due to the dark, awful smelling smoke, and the vibro dagger will be ruined (The statistics and description of Mushroom Hunters can be found **on pg. 87-88** of the MAtO rulebook).

12. The doors to this cabin are closed. Inside, all is brittle and nothing works. This is because most of the cabin is irradiated with 1d8/4 radiation. One of the bunkrooms is much larger than normal and one much smaller. The smaller has a nuclear pile which is powering this whole instillation. It is slightly defective however and will explode in 150 years (or if the PCs get a “dangerous”, “broken”, or “falling apart” result from it on the **Use Artifacts Chart on pg. 61** of the MAtO rulebook while messing with it; assume a complexity of 10....), leaving an irradiated area of 6 kilometers when it goes. Now though its room is filled with 1d12/6 radiation. Outside, this cabin is painted all over with religious symbols of The Fraternity of The Divine Radiance (see below), and even those within 25 meters of the cabin will be in 1d4/2 radiation. At night this cabin glows.
13. The doors to this cabin are closed. It is the home of **a clan family of members of The Fraternity of The Divine Radiance** (for the details on this group, see MAtO **pg. 115**). Seated on the porch is an old mutant whittling sticks with a knife and smoking a pipe. This is **Gramps**. Gramps years ago dwelt in the engine room with his “spiritual family”, but was exiled for improper advances on one of the councilman’s daughters who had “mutations in all the right places”. This exile and journey took place years ago, so Gramps is somewhat confused if the party asks him details about it. Gramps actually traversed much of the ship; but now his memory is starting to fail (or its been baked out of him.....) Gramps has **I.D. cards** to both this cabin and the one at 12. He also has a horn which if blown will bring the rest of his family in 1-6 turns. All the family is: Fitness: 20 Reflexes: 25 Psyche: 40 Willpower: 35 Stamina Points: 20 Body Points: 7, and are quickly armable with spears except Gramps who has his knife. (If the GM needs further stats, he can generate them at random- and he can assume all have the necessary skills for their weapons, Etc.) All also have Radiating Eyes as a mutation. They are all horribly mutated, but none are USEFUL mutations save the eyes, and the GM is encouraged to be creative in describing them. Gramps will be friendly to the PCs if they are friendly to him, and will invite them in for a meal to discuss the family’s religion if they are willing. The meal however will have been killed with radiation, and so is now 1d6/3..... The clan will appeal to the PCs to become at peace with the Radiant Glory, and if they want to convert the clan will test them by having them spend a night in the Temple of Glory (cabin 12). Gramps, **3 women and 2 children** are currently home. **3 men** are out hunting nearby, and can respond quickly to the trumpet blast. They have many Tech I family items but little the PCs will find valuable. Nothing in the cabin now works except the doors and the pipes, having been systematically broken by misuse over time.

14. The doors to this cabin are closed. Near the road to the cabin are **the remains of a family of 4 Fen**, the former owners of this domicile. The corpses have been mutilated, slashed, and burned. They have been piled up near the road as a warning to anyone else who might think of taking this house. Everything is functional within, and the cabin is filled with Fen items designed for family use. The common room has a large plastic swimming pool (covered in bright cartoon figures of undersea life) filling up its midst- the relaxation center and bedding of the former owners. This has been cut up with some cutting tool, so that huge amounts of water have flooded out of the large pool into the room. Now, the artifact is worthless. Also, in the trash receptacle in the kitchen are the smashed remains of several coconuts and twisted mutant lake-frond ties. Hanging from hooks in the back bunkroom are 2 Gators recently slaughtered (the animal, not the human type), and the cabin smells of their slaughtering and curing. In the bathroom is a small collection of "Soldier of Fortune" Magazines dated 2278 and printed on Pluto. This is now the home of the mutants the PCs seek, but they are not at home for the moment.....
15. The doors to this cabin are closed, but can be manually opened. No powered items work in here now, as the broadcast receptor on the roof is corroded. Water still flows. **An Obb** makes his home here named **Mobious**. He will attack the PCs, but if they offer to play a board game with him he will relent if they will spend the day playing with him. He has a collection of 68 ancient board games, most missing pieces and in various states. Mobious is also firmly convinced he is a reincarnation of "Napoleon-Who-Was-Blown-Apart": a great ancient hero. (Obbs are detailed on **pg. 88** of the MAto rulebook).
16. The doors to this cabin are locked, and a **15 Body Point Force Field** now covers them and the windows. To destroy the field, 15 Body points must be done to it *in one round*, in which case the field will collapse but can be restarted in 3-12 rounds again by someone working the generator (see below). Inside everything works fine. In the far bunkroom is a **Force Field generator** bolted to the floor and weighing 100 kilograms generating the field. It CAN be removed however; it is of 15 complexity, and can be integrated into Tech. IV and higher systems and can form Fields of 15 Body Points Str. in any dimension up to 50 meters circumvented. It runs now off broadcast power but can be fitted with a hydrogen energy cell (currently missing; for up to 24 hour's power) but not a chemical or atomic one. Lying on one bed is a skeleton dressed like a Park Ranger. He has a **Law Enforcement I.D.** in his moldy pocket and a **6 shot Slug Thrower pistol .75** with 5 shots still in the gun. There is a .75 hole in the skeleton's skull. On the sink of the bathroom is a **box of 78 .75 bullets**.
17. This is the Katherine East Memorial Lodge, a resort motel which serves as the park's central feature. It consists of a main building, a guest room wing, and a wave pool park out back surrounded by an electrified fence like that which circles the park (access can only be had through the main building or the guest wing). The glass is of the same tinted polymer that is found in the cabins, and the same form of futuristic fire systems protect the building unless otherwise specified. Lights, air conditioning, tri-Vids (for a price), Internet connection (for a price), bathrooms with towels, soap

and heat lamps, phone books and Gideon Bibles are all normal features found where normally found in such complexes. The only way in (unless one were to make their own or vault the fence behind the complex) is through the main doors in the central building.

I. CENTRAL BUILDING: This consists of the entrance lobby, check in desk, Laundry/supply room, food lounge, exercise room, and medical room.

(note : refer to Map 2)

a. Entrance Lobby: This is a bright and cheery lobby with chairs, newspaper racks, a brochure rack, a lovely mirror on one wall, and many dead potted plants. It leads into the food lounge and guest wing and sits right by the check in desk.

b. Check In Desk: Behind this is a **Household Robot named BILL**. BILL will see all the humanoid PCs as guests but will see all animals as wildlife and will summon the Industrial Robot from the Laundry to put them back outside. He will ignore plantlife. BILL speaks Ancient, but if the PCs can communicate with him **he can issue I.D. cards** for any room in the guest wing or any cabin, although he will not issue I.D. for cabins or rooms the guests have not yet checked out of. This is any cabin or room where the occupants are still present and dead or have the I.D. with them. BILL will establish an account for guests, with cabins going for 100 Domars a day and rooms for 65; payable upon check out. Some of the "guests", such as the dead, are running up quite an account tab! BILL is oblivious to the changes that have happened to the starship, but he CAN tell the PCs they are ON a starship and some about the mission of that starship. BILL is in constant radio broadcast with all the other Robots, and can co-ordinate their actions. Only one of the captains could take control of BILL. BILL is plugged into the power grid behind the desk. The Stats for BILL are **on pg. 93** of the MAtO rulebook, and the description is **on pg. 98** (with a snazzy picture on p. 96)

c. Laundry/Supply Room: This room is full of shelving containing sheets, blankets, towels, little soaps, Bibles, phone books, and now poisonous mint candies (digestive poison; 1d4/3). In the back is a bank of atomic particle neutralizers: the future's version of laundry machines. Those IN such machines when they operate will be completely sterilized; but will also be subject to 1d8/1 radiation. There is also a card table with flimsy chairs, four packs of opened cigarettes, and two decks of ratty cards on the table. There are also 3 Robots assigned to this place when they are not out about duties: a **Household Robot with maid programming and a female shape named MARTA** who cleans up the central building three times a day; an **industrial Robot named MAX** for dealing with maintenance problems and the park's wildlife, and a **Security Robot named Xi 12** for general security in the Katherine Building. All are in perfect shape and recharge at stations in this room. They will ignore all but the most persistent "guests". Like all the Robots in the motel, they only speak Ancient. Their stats are **on pg. 93** of the MAtO rulebook, with various descriptions **on pg. 94-101**.

d. Food Lounge: This sits right between the entrance lobby and the doorway to the water park. There are many comfortable padded chairs, folding plastic chairs, and tables. On one wall is a shelf with 2 liquid nourishment materializers and a food materializer. The food materializer is set permanently on "continental breakfast" and the

drink machines are set for “coffee” and “fruit juices” respectively. A large Tri-Vid is in one corner, endlessly replaying old sporting events. It is somewhat broken, and if messed with it will go up in a shower of sparks (1d12/1 damage to those touching it) and cease to function. All the items are bolted into place and work only on broadcast power. Living inside one of the padded chairs is **a mated pair of Squeekers** (mutated rats for those not in the know- the rule book description doesn’t actually say). These sneaky and clever beasts will not immediately attack human beings (though they despise them) but rather hunt them throughout the complex with stealth (they possess the stealth, tracking, and camouflage skills), sabotaging the human’s efforts as best they can. Each has a blow gun with 8 darts tipped in paralytic poison (damage only 1/1 due to the small size however). Squeekers are badly detailed **on pg. 89-90** of the MAtO rulebook.

e. Exercise Room. This mirrored room requires a Park Guest or Worker I.D. to enter. It contains 4 exercise bikes, 3 tread mills (plug in power), a Bow Flex machine, and a massage table. Horrible elevator music is constantly being pumped into the room by transistorized speakers up in the upper corners of the room. Primitive PCs will see this room as a torture chamber. Along one wall is a bank of machines which will exchange very stale (but harmless in their futuristic cellophane wrappers) sugary snacks for Domars.

f. This white room requires an I.D. to enter. It consists (to the eye) of a white altar-like table and three solid plastic chairs. **This entire chamber is the inner part of a non-mobile medical Robot** which can produce hundreds of tentacle tools from seamlessly hid secret panels in the walls. It speaks Ancient to anyone who enters and asks how it can be of assistance. The only information it will respond to is medical. It can do any type of medical scan, and is fully capable of performing all the surgeries described in the *Autosurgeon* description **on pg. 65** of the MAtO rulebook. Functionally above this it has the equivalent of 5 medikits. The unit is moderately intelligent and somewhat deranged, and MAY, at the GM’s option, decide for a “guests” own good to take medical action to restore a “patient” to the estate the machine thinks it should be in, subduing PCs with its tentacles (all appropriate stats at 70) and sleep producing narcotics and surgically removing obvious (or even not-so-obvious) mutations (a *Normal* Fitness roll to survive)..... This Robot’s complexity is the highest possible, and any attempt to remove parts for PC use should end in disaster.

II. GUEST WING: This section of the Katherine Building consists of an upper and lower floor, both of which are a corridor of 10 motel rooms- 5 to each side, a circular stairwell, and a supply room filled to the gills with more towels, sheets, poisonous mints, Bibles, little soaps, brochures, lots of cleaning materials, Etc. I.D.s are required to open the rooms unless noted in the text; only Robots can open the supply rooms; and the stairwell is open. On the ground floor there are doors which lead into the main complex and out to the water park- the latter requiring a guest I.D. to open.

a. Ground Floor: This corridor is filthy. Smashed on the floor about midway down are the crumpled remains of a “female” Household Robot, surrounded by broken mops, sponges, and little soaps. All the doors to rooms on this level are closed, but they have been broken so as to not latch. The rooms themselves are full of spider webs. One room is filled with the webbed corpses of 11 humanoids now drained of their bodily juices. Hiding in one of the rooms next to the main complex is **an Attercop**.

Hiding in a room near the far end are **2 more Attercops**. These “gentle” horrors will enter the corridor once the PCs are between them, hoping to trap another tasty meal. Attercops are detailed **on pg. 81-82** of the MAtO rulebook. On and around the corpses are various items useful to adventuring persons of Tech Level I-III; The GM can allow the PCs to find various weapons, lanterns, armors, Etc. Such things are covered with sticky webs and have been in contact with corpses, but if the PCs need them they are there. There are also 671 Domars. These will be found fully only with a COMPLETE search of at least 30 min.

- b. Upper Floor: This floor is immaculate and in perfect shape. A **“female” Household Robot named AMANDA** keeps the place spotless. She will act the part of a maid and help “guests” in any way appropriate for a maid. She is also extremely talkative, wanting to engage in gossip hundreds of years out of date incessantly. AMANDA at her creation received a neural transfer from a hairdresser, and some of that human personality was accidentally passed on as well (it happened on rare occasions.....). AMANDA is trapped up here by the Attercops on the Ground floor. She learned trade language from a trapped humanoid shaped cat mutant, whose remains still lie in one of the rooms. Her body is wrapped in a **Hazmat Suit**, and while all of her supplies are gone she still has a short sword, **1 Toxin Neutralizer dose**, and **1 dose of antiradiation serum**. AMANDA will harm no life in any way, and is programmed not to leave the Katherine Building.

III. Water Park: This area contains a giant wave pool still operating at regular 15 min. intervals for 5 min.; a heated Olympic sized swimming pool, and two kiddy pools- one heated, one not. A large tubular slide is built into the wave pool. There are 100 life vests, 5 life preservers, a pool skimmer, various ropes and floating tack, Etc. A **Security Robot named Xi 2** programmed to swim and act as a life guard watches over this area. He speaks Ancient only, and will leave “guests” alone unless they call his attention in some way. In the building where the machinery for the wave pool is located there is also a now mostly empty pool supply room and a **Force Field Stasis Cell** any of the Robots can operate if the situation requires it (20 Body Points *in a single turn* must be inflicted upon this field to make it flicker out of existence- it will have shorted out). The door into this complex can only be opened by the Robots. In the supply room are the skeletal remains of 63 people. These died in The Burning, and the Robot staff placed them here waiting for the medical pick up which never came. On these bodies are various personal items and a total of 1398 Domars. Floating in the heated pool are **4 aquatic Dart Weeds** (represented by the yellow dots in the pool). These are similar to their land-based cousins save for the fact they float about on the surface of the water. Their chameleon power mutation allows them to blend into the blue background of the pool, and under-roots allow them to move through the water slowly (no more than 5 meters per minute; most of the time they just drift about). They will attack any life coming within 30 meters of their locations. Xi 2 will not acknowledge the Dart Weed’s existence. He will also not leave the water park area. Dart weeds are detailed **on pg. 83** of the MAtO rulebook.

- 18. This is a dirt road that goes down to the lake. A burned and shattered hover pod is on its side halfway along this road’s length. The three occupants are now charbroiled skeletons with nothing of value.

19. This area contains a playground area, a bathroom complex with an attached kitchen/selling area (now all chained and padlocked up with rusty chains) and a boat dock with 3 partially sunk yachts lying about it in the water (one on its side). Living in one of the wrecks are **2 mutant octopuses**. These hateful beings will attack any non-octopus coming near their home with their crushing tentacles and life leech mutations. Their statistics can be found **on pg. 132** of MAtO, although these two beasties are further mutated in that they now are adapted to life in a fresh water environment. Also, they are a bright mixture of swirling pink and purple skin hues, and both sport Mohawks. Inside their boat there are many aquatic skeletons, plus a chest of 798 Domars, 3 pieces of Jewelry worth 60, 60, and 1500 Domars respectively, and **a engineer's I.D. armband** which functions in all ways like a normal I.D. card
20. At this point alongside the road, a large structure of crumbling marble sits abutting the Duralloy. This is a platform of some type, with a gaping rectangular hole in its middle, and obvious marble stairs descending into the darkness. The wooden banisters are nearly eaten through alongside the steps, and a moss grows upon what's left. From below, a salty, moist, biological smell can be sniffed. This is the entrance to the subway system which runs below Deck Four, but as the rulebook states, this has flooded long ago. A plaque on the platform made of rusted metal declares this to be "Entrance 46, Warden Transit Authority" in the Ancient tongue, with a picture of a smiling, well dressed man leaning out of the driver's compartment of an ancient railroad train. Beneath the picture is a detailed set of instructions on how to purchase tickets and check baggage. Should the party foolishly enter into the flooded tunnels, they will quickly find themselves completely submerged in brackish salty water, and at the bottom of the stairs, where the stairwell enters the subway station, there is a colony of **3 easily spooked Brittle Stars**. These frightened mutants will lash out at what they perceive to be danger. Brittle Star stats are **on pg. 131** of the MAtO rulebook.

**SINKER:** Once the PCs have wandered around the park long enough to justify bringing the adventure to a climax, they will encounter the three escaped slaves they are looking for. This should be a tense and dramatic moment. These mutants are willing to kill, and are cunning and intelligent. They have also killed a family of Fens because they perceived the Fishmen to be allies of the Gator tribe. Nevertheless, they have also been kept in unjust bondage, so it should be interesting to see how the players act in this encounter. After all, the elders *did* say the judgment was up to the PCs..... The GM should set the stage so that tactically neither side begins with an advantage.

**BAROBI:**

F: 31	L: 18	Ps: 29	C: 34
R: 27	I: 23	W: 28	Po: 10

Stamina Points: 19                      Body Points: 11  
 # Attacks: 1

Mutations: Poison Generation 3/4 (blown from mouth), Total Healing, Stunning Force, Force Field Generation (absorbs 6 points, can maintain for 3 turns)

Skills: Armed Combat (R), Throwing (R), Searching/Hiding (I)

Equipment: crossbow, 20 quarrels in quiver, **Hydrogen cell powered chainsaw** (still 7 hours power left on the cell, 12 when fully charged; two handed, 2d6/4, very loud).

Description: Barobi is the female of the group. It was her gas generation which killed the Gator woman. She didn't mean to kill anybody, but it sure felt good when it happened. Barobi likes to think of herself as a kind woman, but she is capable of excessive cruelty. She and Salazar consider themselves married, and she is already two months pregnant.

**MICKTEV/ MICKVUT/MICKVEY** (3-headed mutant):

F: 26	L: 19	Ps: 19	C: 20
R: 25	I: 33	W: 28	Po: 10

Stamina Points: 18                      Body Points: 9  
# Attacks: 3 or 1 weapon

Mutations: New Body Parts (x2): 2 new heads. New Body Parts: Fangs (3 att. 1d6/1). Aggressive Immune System, Photosynthetic Skin, Phobia (D: Sentient Plants).

Skills: Armed Combat (R), Brawling (F), Diplomacy (I), Food Preparation (L)

Equipment: **fully charged Vibro Blade** (12 hours of battery life on the chemical battery).

Description: The three heads of this mutant are in many respects three separate people—save that they share a body. MICKVUT is the leader of the three escapees. MICKTEV is a stoic philosopher, and MICKVEY is a drooling idiot. Some months ago, Mickvut was contacted by a shadowy individual who promised to help him and his friends escape by giving them some ancient technology and teaching them in its use. This individual seemed to be a PSH and yet helpful to the mutants; yet he always kept his face covered and never gave them a name. Mickvut was just grateful for the kindness, and chose to ask no questions. Who the stranger was, or what his goals were didn't matter; he and his companions could be free!

**SALAZAR:**

F: 35	L: 23	Ps: 22	C: 36
R: 26	I: 16	W: 24	Po: 10

Stamina Points: 17                      Body Points: 12  
# Attacks: 1

Mutations: Energy Reflection (lasers, 3 points), Telekinesis, Fear Generation, Mental Reflection, Total Healing.

Skills: Armed Combat (R), Firearms/Side arms (R), Combat Leadership (C)

Equipment: Sledge Hammer (treat as a war club; two handed), **fully charged Stun Ray Pistol** (12 shots on the chemical battery)

Description: Salazar fancies himself a dark wizard. He is arrogant and spooky, and believes in a coming day of judgment when “wizards” shall enslave and rule humanity. For all his preening however, he is somewhat of a coward at heart.

All 3 escapees have backpacks filled with ancient foodstuffs vacuum sealed in packages and water skins full of fresh water. SALAZAR also has **2 hydrogen energy cells** which are fully charged in his back pack, as well as the **I.D. bracelet** which opens cabin 14.

**Adventure Seeds:** Obviously, this adventure could be the start of a brand new campaign; in fact, it only works like that or as a one-shot. If used to start a campaign, there are several possibilities for further adventures. A few of these are listed below:

\*Ever since the PCs have been alive, they’ve been living in sight of the large metal tubes coming out of Refuge Island and extending into the water of the lake; in fact, nobody ever thinks a thing about them, they’re just there. The old ones tell of danger which happened long ago when humans explored the mysterious artifacts, and who wants to put themselves at risk?

A few days ago however, the metal tubes began to shake and rumble. The vibrations can be felt all over the village, and wildlife has fled from the area. The sound of something grinding is awful, the smell of heat now befouls the village air, and a dark greenish oil seems to be leaking out of the old ruins into the lake water. What’s causing these evil portents? Do they signify danger to Refuge Village, and if so, what? And is there anything the PCs can do to prevent it taking place?

\*Right at the height of the pineapple harvest, raiders strike by night and seize the crops. This isn’t all that new; Hoops from “the land” have stolen harvests before, but this doesn’t look like their work. The raiders came by land, not canoe, and PCs with the Tracking skill can follow their trail back to the Playground of the Dead. In fact, the trail indicates they came up out of the murky depths of the subway tunnels at area 20. Who are these raiders from below ground and water, and why do they want the Gator’s pineapples? The tribe has a little stash of underwater exploration artifacts; maybe a few brave Gators should explore the darkened abyss and find out.....

\*While outside the village, the PCs meet other humans! They claim to be from another “Deck”, whatever that is (maybe its their word for “world?”), and that they have been watching the PC’s people for some time and wish to make friendly relations. The tribe calling itself “the Guards” seems nice enough; and the trade goods they bring are like nothing the Gatormen have ever experienced before..... All seems great until they begin to demand that their new-found friends purge the evil of mutantkind from their midst once and for all with “a final solution”. The tribe has always enslaved the objects of Divine wrath, but will they outright *kill* them in cold blood? And what will the PCs say and/or do when it begins to look like the ruling council is leaning towards going along with the Guard’s demands?

\*In the confusion of the escape, nobody noticed that the escapees were using technological items as well as mutations. Now that they’ve been dealt with however, and the PCs have (presumably) learned the story of their mysterious benefactor, someone has to root out this dark helper of mutant kind. Who is this vigilante who fails to comprehend the proper station

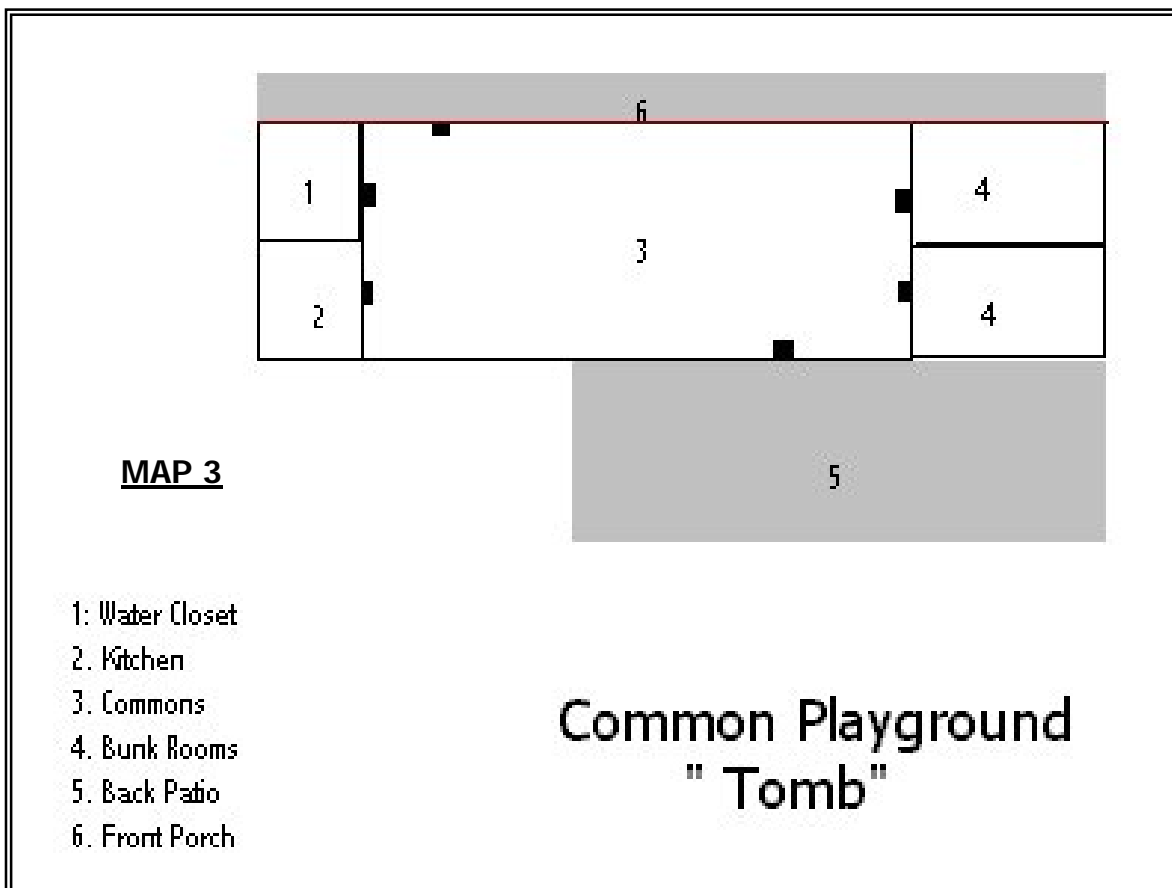
of mutants, and what are his goals? Is he a tribesman, or something else? And are there any others working with him?

\*Hey, SOMEBODY has to do something about that rogue Veterinary Bot.....

**Author's Afterward:** This adventure is an adapted work. The original was written for another game system, and set aboard the *original* Starship Warden. It also used game sources from ALL OVER the internet, so that the Game Master had to juggle books and pages like crazy. This new version allows a GM to just use the rulebook and the errata; and growing older and more confused by the day, the author has come to see the beauty in such simplicity. The old version followed the gender tension found in Craig Brain's excellent web modules "The Hidden Foe" and "Menace in the Marshland". This version transfers that tension to genotypes. I considered having the Gator tribe be a tribe of *mutants*, and having the PSH as the slaves; but so much role playing in the MA line has followed the "PSH are sword candy" line of thought (like it would have been in this module) that it almost has become a cliché; besides, MA 2e. is *skill* based- unlike 1e. or 3e.- and this adventure which will logically center heavily on PSH PCs will highlight that feature of the Amazing Engine system.

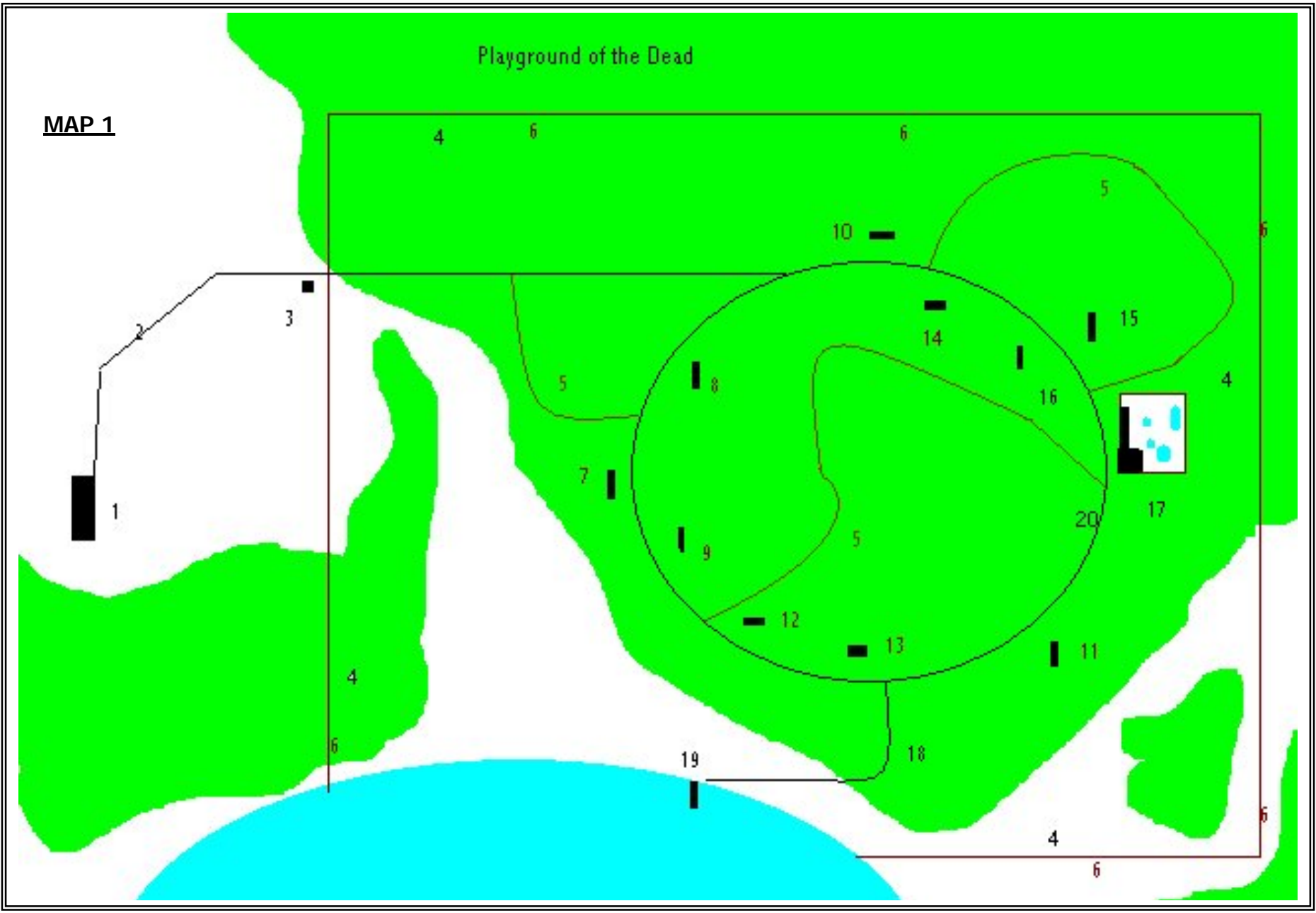
With our beloved captain Jim Ward back at the helm of the Good Ship Warden these days, it seemed like a fine time to clean up this work. I plan to release yet another version of this adventure in the future, set in its original setting and using the original rules (MA 1e.), but then, I plan to do a lot of things. It is my sincerest wish that all that peruse this adventure will find it enjoyable; and if not- well, it was worth what you paid for it.....

-Russ Westbrook, (a.k.a Wilowisp)

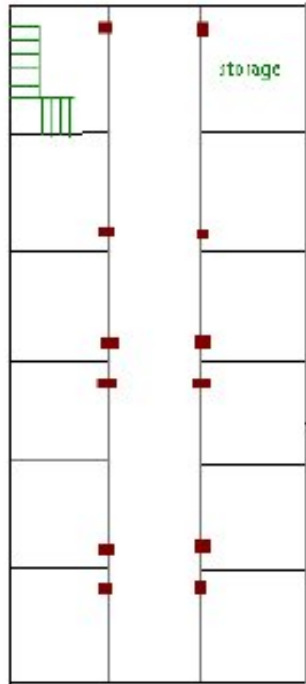


Playground of the Dead

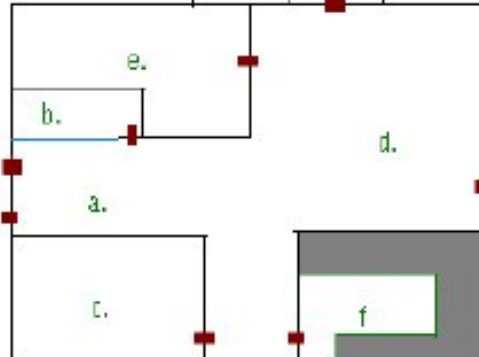
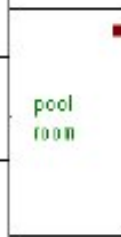
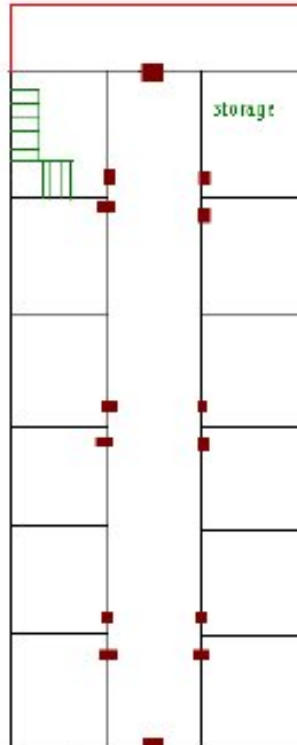
MAP 1



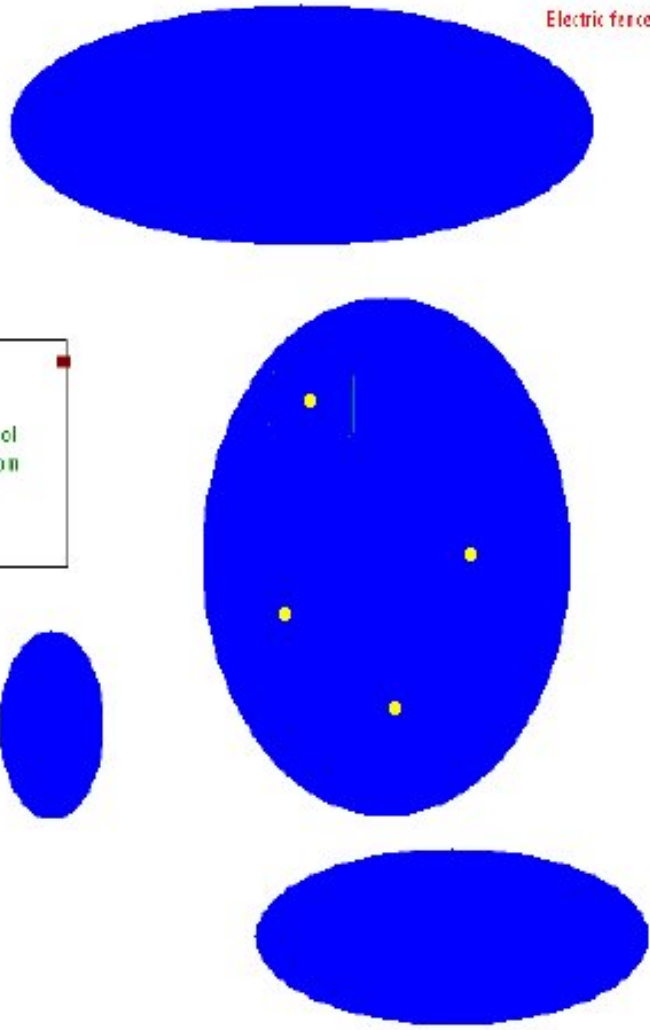
**MAP 2**



B II A



Electric fence



THE KATHERENE BUILDING

I