

CREATURES & GADGETS

A Sourcebook
By James M. Ward

METAMORPHOSIS ALPHA



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METAMORPHOSIS ALPHA

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By James M. Ward

Editor: Jeff Erwin

Cover Artist: Doug Kovacs

Interior Artist: William McAusland

Layout: Lester B. Portly

METAMORPHOSIS ALPHA created by James M. Ward



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INTRODUCTION

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

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

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

James M. Ward,
The Summer of 2014

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

TABLE OF CONTENTS

CREATURES

Blob Fish	1
Corpse Flower	2
Dragon Pod	2
Dragon Tree	3
Flapper Flower	4
Folded Fungi	5
Friiled Shark	6
Grasping Pod	6

Horned Viper	7
Inviso Fly	8
Isopod	8
Lightning Bug	9

GADGETS

Hand Held Devices	11
Large Devices	18
Vehicles	20