



The following title contains the notes written by Conrad Audette for the play session of *Project Biomodus* seen on *Dege and Dragons* brought to you by Dege Time. Dege Time does not own the rights to Project Biomodus and the following product is for entertainment and educational use only.

- The Vineyard -

Welcome to Deges and Dragons, today we are playing the game Project Biomodus by Bear Winters and take on the roles of transhuman biomechanical characters. Also you may notice we are not playing from our usual spot and are playing online for the first time due to COVID-19. Big shout out to Darkson for creating the fillable character sheets allowing us to play from our devices. What? Yes, I understand that in itself is confusing terminology, so let me give a bit of background for the world itself and try to help clarify. Put on your science hats and strap in. We start on our own planet Earth with the development of Quantum Computing. If you've seen Ant-Man you've hear the word quantum quite a bit to justify whatever they're doing, but we're going to look to physics and define it as the smallest quantity of radiant energy. So if we think of processing and storage, computers decades ago filled huge rooms. Today we have powerful computers in the forms of cell phones. If we follow the trend of being able to fit superior technology into smaller spaces, it isn't farfetched to think that at some point in the future we could have all the power and speed inside grain of sand. At least in my mind, that's what is happening when the book describes quantum computing making all previous storage obsolete.

With this discovery, augmented reality and virtual reality progress to the point of creating virtual workspaces so people can simply work from home and enter a shared virtual office. We call redirecting our senses to this space a "telecommute". Cool, right? Artificial Intelligence (A.I.) becomes advanced enough to automate everything else – travel, construction, music, you name it. Humanity relies on all of these things and think about places like schools now all delivering knowledge and easy education to everybody for not cost. So all sorts of buildings and institutions are no longer needed, which ultimately make them repurposed for storage. Make sense so far? Now apply all of that same technology to the military. Drones and computers are able to monitor and calculate all sorts of scenarios to keep people safe the easiest way possible. Crime goes way down, people are secure in their homes.

Last step in this quantum revolution – the ability to store all of this information gets down to the cellular level and now medicine can forms connections between molecules and computer data, so prosthetics react as if they were limbs. We progress to digitizing the genome and the ability to create cures and vaccines with ease at this microscopic level. Ok, so does biomechanical character sound less confusing?

So if everything is so advanced and easy, what are we doing? I'm glad you asked! Humans have developed unique cultures, religions, laws, and philosophies over thousands of years and now suddenly the entire globe is completely connected. This bombardment has called into question the best practices and operations for humanity leading to anger and fear. You're in your virtual office from America, but the next office over in your virtual space is from Zimbabwe and next to that Pakistan and so forth. All of your social media is basically live streamed and they see things that are illegal in their country, but legal in yours and now what do we do? As you may have guessed countries retreat back into themselves with politicians supporting nationalism gaining favor. The book has a fantastic outlined story of how all these different countries create different objects and make these various moves, which would take awhile to review and spoil how cool it is, so HIGHLIGHTS! We have the creation of nanomachines – scale-wise that's like creating AI on the atomic level. This leads to the invention of something called a Bioforge. You now have AI within your body that is always seeking to optimize you. You become faster, stronger, illness is anticipated and cured, wounds are healed rapidly. Eventually the technology learned about procreation and passed on AI information. Humanity evolved to Homo Biomodi where their bodies were being altered by nanomachines from birth. This is where we get the term transhuman from the beginning of my speech. This was pretty gradual and slow. Fast forward, eventually a group called The Engineer adapted technology that would force the entire planet to evolve to Biomodus – complete integration of biology and technology. This effectively slaughtered humanity because millions upon millions couldn't adapt that quickly and simply died. The same went for animals and wildlife.

Dun dun dun dun – we’re opening with combat! The group here is in the middle of wasteland with no discernable landmarks for miles. Even the terrain is rather level. Suddenly a pack of hunters rises from the ground to attack! Each of you is ripe for riches in their eyes, so reason seems to be out of the question.

After combat finishes a plane decloaks and descends upon the group. The craft has a series of circular engines denoting awesome power. The plane is large enough to fit maybe as many as a dozen biomodi depending on the size and lands directly in front of you. A small being approaches you. It’s odd your sensors don’t seem to respond to him like anyone you’ve come across before. You’re unable to detect exactly what sort of machinery holds this person together otherwise he looks like a short humanoid. “Bonjour, I am Padiwack, and your presence has been requested by none other than his gloriousness Mangascarn. He has set up a villa on an unresearched island and would like you all to come in exchange for treasures. I have already prepared a hologram to display the gifts you can expect simply by accepting.” He pulls out an orb from his stomach which immediately displays a cycle of images.

The first is called Noble Ass, a chariot connected to four nanomachine donkeys. They face in four different directions, but their legs shift instead of their torsos to move in the desired direction. The chariot also moves through them, so turning 180 degrees is simple instead of a full U-turn. To manipulate the machine requires an interface of 4. They also can switch between hoof and wheel mode. The pun doesn’t stop at just the donkeys, no, the entire system is filled with the noble gas Argon making them extremely heat resistant and giving them all a blue-green hue 3 P Armor / 8 E Armor.

Next is called The Rippah, a massive battering ram that can be swung as well as rocket propelled. It’s extremely difficult to hide or store with its angry screaming face, but it is possible by covering it with a beret. It will randomly announce itself by shouting, “Rippah” with an Australian accent. Requires a force of 15 to wield because it can alter its own mass and if the manner it’s used isn’t to his liking, then he’ll make himself heavier. To launch Rippah requires 5 ARM and an hour recharge, but it’s extremely accurate. 5P(3) except against doors 5P(5), costs only +1AP instead of +2 for heavy weapon, rocket damage 8P(6) except doors 8P(8)

Next is BloodPool, a free program that allows your body to generate an extra pool of blood every hour. This is extremely rounded and multifunctional with the primary action to be discharging it from your person. Those who witness the pool and fail a focus check of 15 become Impaired for a round from the intense fear they experience. The blood can instead be manipulated to become caustic and somebody sprayed by it will lose 1P Armor/1E Armor until combat is finished. Finally it can be used to heal yourself with free 1d6 roll.

Finally my master offers The Whole Shrine Yards. He has developed programs he calls ‘Oni’ and has placed them inside this device. When you plant it in the ground it unfolds and builds up into a shrine taking energy from the Earth itself. As long as you are within 9 yards of it, you may summon swords immediately to your hands. You may change the setting at the shrine to Earth, Wind, Water, or Fire with each providing either physical or energy damage. The swords are extremely light and fine doing 2P(2) requiring -1AP and providing +2 Handling bonuses. The shrine can be folded back up into an easy traveling cube at your instruction.

If you’ve been watching Deges & Dragons up until this moment – you’ll get all those references!

You begin traveling to what’s called “The Vineyard” an island you’ve never seen on any maps. As you fly you take in perhaps much more of the world than you’ve ever seen before or perhaps you’re well-traveled and this is nothing new, but you see the wastes out before you. You can make out tribes in their own make-shift settlements. You can see the fall of old massive cities with buildings aged without upkeep and damage from advanced weaponry.

You can see approaching the island giant sea creatures moving about but are repelled by some invisible barrier surrounding the land mass. The appearance of the island is bizarre and on the surface looks isolated from The Engineer’s original changing of the planet. You land at a glorious villa the likes you’ve not seen in your lifetime. It appears to be of scale and make of old – regal architecture that nobody today has the money nor time to construct and defend. Padiwack brings you inside where everything is pristine. Before you is a massive

open space, so large that even heavy cases like tiny by comparison. There are sealed rooms off to the side and art on the walls of many powerful looking biomodi. A massive hologram appears of a man you don't recognize. "Welcome to my home isle. I am your host Mangascarn. I do hope that Padiwack has treated you well, he's always up to trouble." He chuckles to himself. "Allow me to offer you dinner this fine evening." The floor surface comes apart and rebuilds itself in pieces the size of marbles into a grand table and four chairs. Padiwack's clothes change into a tuxedo. Beneath the center of the table a small hole opens up and material comes flying out similarly to how the furniture was constructed in the forms of old foods. "I'm a bit of a historian. I love the way people used to live. Enjoy your meals and I'll meet with you soon."

During dinner suddenly a door bursts open and a Malmorrg (pg 261) and pack of Morrg suddenly attack you. Padiwack turns invisible.

The hologram of Mangascarn returns, "Oh dear, how did those vicious creatures sneak in?" Make various rolls to reveal the lie.

"Well many never make it past the Morrgs, so congratulations! This isle is in fact well researched because I created it. The true reason I've invited you here is...I'm going to hunt you." The face of Mangascarn becomes twisted and deviant. "If you can make it successfully to the other side of the isle, there's a ship waiting to take you back home. I wouldn't split up, I do have OH so much fun devouring those who have separated from their team. Do be careful of the skies too. You never know who will DROP in. I have left plenty of goodies around as well. It would be a shame to face you as you are now. TOODLES!"

Allow players to find treasures.

After setting out into the wilderness you see that despite things looking like old world, you can tell things aren't right. An old birch tree looks like it moves slightly to flick a chipmunk off of it and the chipmunk being flicked flies to the next tree with a rocket propellant coming from its butt. Mangascarn has manipulated things to appear safe. Venturing through the forest you come to a small bunker with a clearing in front of it. There is a visible force field in front of the door and small turrets on top. (The ground at the tree line is boobytrapped with grenades). After disabling all the traps to get inside, you notice a series of red eyes suddenly appear from the woods. Small machine hybrid chipmunks come rocketing toward you on hoverboards, the lead with a cigar in its mouth, another with two jack steel arms, one with a red bandana on, one with an eyepatch and a single razor tooth, and one with spinning razor blades projectile arms. (Muttleth pack)

Finally getting inside you see four protected chambers holding large equipment inside. There's a center console to activate with skill.

A mini hologram appears in the center showing several people working on the suits and demonstrating what they can do through tests.

After obtaining the suits the players move further along. In the forest a naked man begins walking by. "My name is Casanova Brigadoon and I'd rather not be here right now." He explains how he is a priest of the Cathedral of Flesh in Avalaa (what was once the UK basically) and somehow shipwrecked here. He's seen a number of groups looking just like yours die in the forest, but when he'd return their bodies would be gone.

Suddenly all the trees uproot themselves and start fleeing in opposite directions. "OH MY GOD, RUN, FOOLS!" One unlucky tree comes flying at you from the distance well over 30 yards in the air. Stampeded toward you is the fabled Trinocerous – read

Harvesting the Nelson drive from the Trinocerous and inserting it into the Noble Ass unlocks its full power as a vehicle – read You also receive a visual of some of the Trinocerous's memories and you see it battling other

biomodi of old that lose to it. While they're all lying there a blurred outline of a creature with a walking stick comes out from behind a tree and suddenly is surrounded by a sphere of moving darkness. It moves over the bodies and when it passes by everything is gone.

You cruise through open space now with so many trees out of the way and finally reach a steel fortress with none other than Padiwack on top of it. It's massive, it's larger than the mansion on the other side of the island and he suddenly swan dives off and the doors smash open revealing a high tech tank that he enters and seals from above. The doors slam shut behind it and it moves to attack.

After destroying the tank, Padiwack drags himself out and says, "Nobody has ever made it this far. You don't know the whole truth. Maybe you'll be the ones..." his head crashes into the ground but holds out a chip in his hand. Sneefy Wifi Root begins drawing from each of you and transforms the Noble Ass once more – read

From your new height you can make out a ship on the other side of the stronghold when the roof opens and slowly rising from it is a four armed orange dragon like being with a shifting scythe at the end of its tail and a massive monocle strapped to its eye. "You've made me reveal my true form to you all. I knew you were excellent specimens to bring here. Death shall come soon." For some reason he almost seems relieved to be fighting you.

After the final battle, the moving darkness comes from the ship itself and devours Mangascarn. The darkness dissipates to reveal a biomodi of legend recognized by all – The Librarian. He's known for collecting genetic material from all over the globe and wields astronomical power. "I never thought the day would come when I'd harvest Mangascarn. He's brought so many worthy samples to me for decades in exchange for old knowledge and resources. He was truly interesting. His son had a one of a kind bioforge that kept him small and rejected all of the modern adaptations we have, but I was at last able to create a unique ultra-light case that kept him alive. Now I can truly harvest and study him too. I offer you this chance. Take Mangascarn's place – summon genetic specimens here in exchange for knowledge, power, and resources or return to the wastes never welcome here again."

Appendix A – Characters

Cassanova Brigadoon – From the former UK, he is a priest of the Cathedral of Flesh, the ruling entity there and **SPOILERS** foreshadowing for The Librarian who is said to have created it. He had set sail as a missionary, but was shipwrecked losing all his possessions and because of his worship was safely guided to this island, though he doesn't know that. He's calm and peaceful, haunted by memories he can't recall.

Mangascarn – Wealthy overlord of The Vineyard, a private island to which the characters are invited. He has a number of fail safes through the island to ensure he never truly perishes. **SECRET** He is working directly with The Librarian. He brings various biomodi to the island to hunt them and all of their material is harvested for The Librarian in exchange for further finances and a share of the research. The Librarian has developed a new case for Padiwack.

Padiwack – A biomodus perhaps in a tiny light case, he is small, but has a strange air about him. Sensors don't function normally when reading him. **SPOILERS** He has a one of a kind "ULTRA LIGHT" case made of a powerful shifting mercury keeping him small and malleable. He is also secretly the son of Mangascarn.

The Librarian – the biomodus of legend, he collects organic material for his ever-growing collection to research. He constructed the island originally and potentially has others for your campaign setting.

Appendix B – Custom Monsters

No stats will be provided as the difficulty should be adjusted to your setting and you can use monsters in the core book as references

Bay Rescue Rangers – these chipmunks have rocket propelled butts, hover boards for stability, and various ranged and melee weapons. They are sentient and can have advanced tactics, but their difficulty should only be a step above a tribal mobs.

Mangascarn – an orange 6 limbed dragon that should be on par with full-scale vehicle battling.

Trhinoceros – A massive beast with 3 horns and a sealed armored mouth, it releases 3 birds as part of its being that have lasers, but also function as gatherers of food. It should be on the scale of able to fight biomodi who have access to mechs.