The TRANSFORMERS

Roleplaying Game

Totally Unofficial Adventure

The Curse of Mindwipe

by Eric Garneau

The provincial villagers of Robovia have fallen prey to the mental powers of one of the Decepticons' most sinister soldiers, and it's up to a team of robot superheroes to save them. A Transformers RPG adventure for 4–6 characters of level 1.

Who is this strange creature that rides atop Mindwipe?

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A "Curse of Mindwipe" Soundtrack

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Streamable at: https:// open.spotify.com/playlist/ 6Yt1VWxqdZKowQnkDs0oZs?si=847 09e27f7264a27

With thanks to Änna Marsh for help with the curation, and James Roberts for putting that Cure song on his official *MTMTE* playlist

What Key NPCs Want

Mindwipe: To siphon the mental energies of Transformers enough to supply him with the power to commune with extinguished sparks, creating a never-ending army of soldiers to fuel his own ambitions to power. His control of Robovia thus has a twofold benefit: giving him a mindless army of zombies as protection, and storing their stolen mental energy in reserve until he can finally penetrate the veil between the living and the dead.

Mesothulas: To study Mindwipe's work and see if it's viable, though he won't admit this. Mesothulas has a strong interest in the dark arts himself, but he's not yet taken the plunge to devoting himself to them.

Tarantulas: To protect and further Mindwipe's experiment, and maybe one day usurp Mindwipe's power for himself.

Weirdwolf: To track and kill any intruders into Mindwipe's domain. He likes the sport being a guard for Mindwipe brings.

Skullcruncher: To commit violence, but also test out his stand up routine. '

Introduction

The early days of the Great War: foundations of power and allegiances of convenience begin to solidify themselves as the Cybertronian race unknowingly readies itself for four million years of conflict. This is a period where much remains unknown. Why do we fight? Who can you trust? And, perhaps most puzzlingly… how does one explain the Extraordinary Outliers?

Believe me, Bona Fide Devotees, one does not! Suffice it to say that somehow, some half-dozen Cybertronians seem to have been forged with special abilities that set them in a class apart from their robot brethren! But with great power comes great suspicion! For their own safety as much as the general good, Autobot leader Optimus Prime has united the Outliers and given them safe haven in a special compound in upstate Autobot territory. From this complex, the Outliers learn to hone their abilities and put them to use for the good of all Cybertronkind when danger calls. And friends, I don't know about you, but I hear a phone ringing.

Literally, a phone rings! Glitch, Field Commander of the Outliers, picks up. On the other end, Optimus Prime speaks:

"I'm afraid it's bad news, Glitch. A scientist of interest, Mesothulas, has gone dark on all communication channels. His research has always been suspect; our Chief of Security, Prowl, has been keeping an eye on him and lost track of him near the provincial village of Robovia, which borders the Sea of Rust on the other side of Darkmount. Our double-agent spy Punch/Counterpunch has done reconnaissance and found the unthinkable – that the village has been taken over by the Decepticon mystic Mindwipe, who's using a combination of technology and his own special abilities to make the entire village into his mindless zombies. Your mission is to infiltrate Robovia and shut down Mindwipe's corrupt operation. It looks like the responsibility of your gifts has again burdened you with saving the day for the Robovians and indeed all Cybertronians – because if I know Mindwipe, he won't stop at Robovia. Now… to me, my Outliers!"

Glitch gathers the Outliers together and explains the mission. Allow the players to ask any questions about their characters and/or the scenario.

What is known:

- **Darkmount:** A Decepticon fortress. Relevant to this adventure, this part of the planet is always dark. That darkness envelops Robovia.

- **Mesothulas:** an unaligned scientist whose research always pushes against the boundaries of taste… and ethics. It's not really known what studies he was pursuing when comms went dark, but it's probably not great for him to be exposed to anything that might affect his mental state.

- **Mindwipe**: a Decepticon outlier obsessed with the dark arts who possesses mind-control abilities, though he's never controlled a whole village before.

- **Robovia:** a small village with not a lot of residents. So far, they've largely elected to stay out of the Autobot-Decepticon war; this passivity may have made them an easier target for Mindwipe's manipulations. But why are they unaligned? Their proximity to a major Decepticon installation – and the abuse that follows – means they certainly have no love for the Decepticons, but largely the villagers find the Autobots' calls to join up sanctimonious and overdramatic. Choosing a side can't really be that pressing, right?

- **Sea of Rust:** A gaseous sea of corrosive emissions; the unstable molecular patterns here have led this area to becoming cloaked in fog, which lingers over Robovia.

- **What the Outliers are walking into:** From what Punch-

Counterpunch could tell, there's a large fortified spire in the middle of the village that seems to be Mindwipe's sanctuary as well as an antenna through which he can broadcast his mind control wave across Robovia. The spire is surrounded by a moat, and flying over it seems impossible; Mindwipe seems to have an anti-flight field in place around the town.

Equipment Requisition

In addition to their integrated and pre-requisitioned gear, each Outlier will be assigned as mission critical gear a **psionic signal jammer** (availability level: Unique) to place in their ear (Glitch will need someone to place it in there for him). These chips were designed by Hubcap and Trailbreaker (with input from Skids) to block the broadcast mind control signal Punch-Counterpunch detected, though it's not known whether they'll hold up to face-to-face contact with Mindwipe. Other equipment may also be requisitioned per normal rules.

Robovia

Robovia description

A bleak and impoverished village in an often-forgotten part of Cybertron, Robovia lives both figuratively and literally in the shadow of two factions engaged in an all-consuming war. Except for the town's central spire, a massive structure that seems to unnaturally dwarf its surroundings, most every structure in town is humble and unassuming – single-story buildings meant for a clear, functional purpose. Perhaps Functionism never left Robovia; this is a town that works, which is why it has no time for fighting. Well… it *was* a town that works. Now, it only works for Mindwipe.

Robovian Conditions

Foul weather: Track the number of exploration rounds played as PCs act (where a round is roughly one set of explorative actions and should be understood to take about 10 minutes of in-game time). After 10 rounds, describe a crash of thunder and lightning streaking across the sky and mention that it looks like it could rain. After 20 rounds, it will begin to acid rain. Each round they're outside during acid rain, PCs must succeed against a DIF 10 Brawn test or suffer Poison 1. The rain also applies ↓2 on Skill Tests and a snag on all Alertness skill tests employing vision.

Random encounters: Each round the PCs are in Robovia, have the party leader roll 1d6. On a result of a 1 or 2, a random encounter will trigger. Roll another 1d6. For all enemy stats, see p 10.

- 1-2: The PCs hear a guttural growl not too far off. At the beginning of the next round, if they don't take cover, they'll be ambushed by **Weirdwolf** in alt mode, who will engage them until either 1) he can successfully hide at the end of his turn or 2)

he loses half his health, at which point he'll disengage by running.

- 3-6: From out of the shadows the PCs are accosted by d6 shambling **Mindwipe Zombies**.

Infiltration

It's a dark and eerie night, and the sky looks like rain. Despite the humidity, a chill ices your circuits as you traverse the heavy mists of the surrounding Fermium Forest and finally arrive on the outskirts of Robovia. You've driven as far as your alt modes can take you at cruising speed… from here on out, stealth is the name of the game.

Robovia structures

- A. Knickknack Peddler: a junk shop, with scattered nonsense strewn about. It's hard to move in here. In the corner, a video monitor seems to play broadcasts from an alien world at an absurd volume; although you can't understand the language, it seems like mindless entertainment to you (an ever-present laugh track confirms this). A DIF 14 Alertness check can find a **Flashlight** upgrade for a weapon amongst the piles; a DIF 17 Survival check could cobble together a **Standard Repair Kit** from all the junk here.

- B. Cosmetic enhancement shop: Basically a paint and body shop for bot modes; the equivalent of a clothing store for humans. PCs can spend some time making minor cosmetic upgrades to themselves if they really want to. If Mesothulas has been turned into Tarantulas (see *Encounter with Mesothulas* below), he can be found applying edgy paint applications to his remaining metallic parts here, leading to a battle (he will flee when reduced to half his hit points).
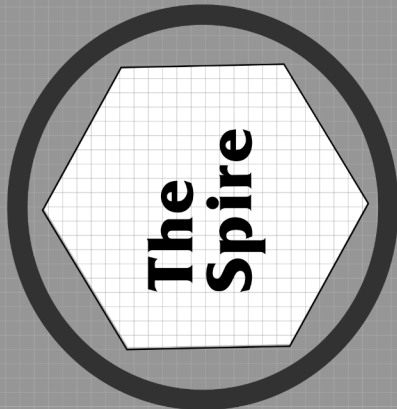
Map of Robovia

E

D

G

J

C

The Spire

B

I

A

F

H

- C. Average alehouse: A gathering place for those who can afford it. Much more orderly than G, and some of the wares here are still drinkable. If the PCs wish to imbibe, they must pass a DIF 10 Brawn check. On a success, they may regain 1 Energon point. On a failure, they suffer Stun 1 and must sit for the next exploration round, during which they feel compelled to share an old war story.

- D. Low-quality Energon refinery: Here, the impoverished in town would gather for their daily rations. There's not much Energon left flowing (Mindwipe is probably depriving the townsfolk of all but the most necessary sustenance), but enough exists here that 1 PC can recover 1 Energon point.

- E. Jail: once a holding area for town's deviants; now a number of the cell doors (electronic gates) have powered down, leaving the holding pens eerily empty. One door has malfunctioned and has stayed on, though, and a **Mindwipe Zombie** remains, grunting and groaning as it attempts to walk through the electronic field to no avail. This may offer a chance for the PCs to study what's happened to the zombies. The chance of a random encounter is increased here and will occur on a 1-4, though only Zombies can trigger.

- F. Lightbringer: Because Robovia is so often dark, light has taken on an almost holy quality for its residents. Roughly speaking, as much as Transformers have such things, this structure is their church. Really, it's more like a community center and respite. Still, the place is dotted with a few bronzed statues of an imposing robot that seems to have horns, a goatee, and a halo of rings around its body. That's probably fine. The structure is gaudily bright on the inside; random encounters cannot

trigger here. However, the first time PCs visit, Mesothulas is inside, furiously typing notes on a data pad when the PCs enter. See *Encounter with Mesothulas* below.

- G. Low-quality alehouse: It's clear that, even before the desolation of Mindwipe's control came to this village, it wasn't in the greatest of shape. Overturned chairs and crooked tables mark a community center in disrepair. However long Mindwipe's been here, it's been long enough for the ale taps to corrode (they probably weren't cleaned out much before anyway). This stuff isn't drinkable, and anyone who imbibes it must pass a Brawn test DIF 10 or suffer Poison 1.

- H. Tool shop: Here, residents of Robovia could upgrade their hands for their daily labor. A PC passing a DIF 17 Technology check can upgrade one PC's Unarmed Strike with one of the following limited weapon upgrades: **Blazing** (Fire), **Corrosive Tip** (Acid), **Frigid** (Cold), **Galvanized** (Electromagnetic), **Tasing** (Electric), **Rumbling** (Sonic).

- I. Body shop: For substantial chassis repairs to their bot modes, the denizens of Robovia could come here. While in the body shop, PCs may act as though they have access to a **Standard Repair Kit** (one use only). Additionally, a PC passing a DIF 17 Technology check can cobble together enough material to create **Reinforced Plate** armor for one character. Other armor may be available here as well with appropriate skill checks.

- J. Alt mode accessorizer: Like the body shop, but for alt modes. A PC passing a DIF 16 Technology check can whip up some enhancements for one character, granting them the **All-Terrain Alt Mode perk.**

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Encounter with Mesothulas

Huddled in the corner of the Lightbringer Shrine, the scientist Mesothulas furiously types notes on a data pad; he's quietly, almost inaudibly, cackling to himself the whole time. If the PCs engage in conversation with him, here's what he'll tell them: he came to Robovia to investigate rumors he'd heard about Mindwipe's depraved actions, and was shocked to find an entire town of zombified robots. Though he felt Mindwipe's pull on his own psyche, his superior intellect allowed him to jerry-rig a signal blocker out of materials he found at the junk shop. However, without access to his equipment, he feels the efficacy of his device starting to fade. In fact, giving in to Mindwipe sounds pretty good right about now…

The PCs can attempt to keep Mesothulas stable in a number of ways.

1. Science or Technology checks DIF 16 to try to fix his signal blocker.

2. Persuasion check DIF 17 to appeal to his rational mind and force out the intrusive thoughts.

3. With the right angle, Performance check DIF 15 to convince him with the power of narrative.

4. Failing that, the PCs can attempt to stun him or otherwise knock him out to prevent him from giving in to Mindwipe's commands. Stun 1 will buy them 10 minutes.

With the proper repair, persuasion, or performance, Mesothulas can temporarily join the group as an ally and assist them in gaining access to the central spire.

If Mesothulas is turned, the PCs will see the following:

Suddenly, Mesothulas' quiet cackling gets louder, louder, louder still. His feet broaden as though webbed, his hands contort into crooked claws, and the metal panels that form his chest sprout tiny little cilia and… eight eyes. Organic ones. All blinking in unison, staring at the Outliers, assessing his situation. And still, more cackling. Mesothulas can't contain himself anymore. "Heeeh… heeeheheheh… yes… Mindwipe's signal has set me, the real me, free! Say goodbye to that uncertain coward Mesothulas… for now, TARANTULAS has awakened!" And with this announcement, the once-milquetoast scientist contorts his body into a bestial mode of discordant metal and flesh, jumps to cling onto the nearest wall, and scurries up it, cackling all the way.

Accessing the Central Spire

The spire's surface is unnaturally smooth and presents no obvious openings to those who look upon it. The moat around it is 100 feet across and is full of corrosive liquid that will sap the strength of any Transformer who finds themselves submerged in it (except Skullcruncher, who makes the moat his home), doing 1 Poison damage for each turn spent in it and leaving a debilitating Poison effect on top. On the other side of the moat, near the spire entrance, is a lever that can be pulled to extend a walkway over the water. There are several ways to traverse the moat:

1. At the alt-mode accessorizer (building J), rigging a character with an aquatic alt mode so they may safely boat to the other side and pull the lever. (note that if a character has been rigged with an aerial alt-mode, they won't be able to fly within the village, due to Mindwipe's anti-flight signal)

2. Attempting to freeze a path across with a Frigid upgrade from the tool shop (building H), ala Iceman.

3. Asking Mesothulas to help; as he did with his ramshackle psionic

blocker, his mad science can rig up some kind of temporary conveyance using the junk found in the Knickknack Shop (building A).

4. Failing all of this, an especially fast character could try to jump the moat in vehicle mode, though that will come with quite a bit of danger.

5. Related to #4… have your players ever considered the Fastball Special?

Skullcruncher lurks in the moat, waiting for any to attempt to cross it. He'll get a surprise attack against any who try (and have edge on anyone attempting option #4 above). **Weirdwolf** will also appear on the spire side of the moat with however many HP he's been reduced to throughout the adventure, making it especially dangerous for PCs to try to cross and pull the lever alone. If Mesothulas has agreed to help the party, he'll assist in this fight; he can't stand these two beasts, especially Skullcruncher, whose lack of intelligence he completely disdains.

Once Skullcruncher and Weirdwolf have been defeated, a previously undetected panel will slide open on the side of the spire, and a menacing voice will broadcast from its walls: "If you are so determined to disrupt my work, Autobots, then do come in already."

Inside the Spire

Once inside, the PCs are met by a spiral staircase that winds 1,000 feet upward, to the summit where Mindwipe works his dark magic. No other pathways present themselves. As soon as the PCs get a couple hundred feet up, the classic transforming sound effect is heard and the staircase turns completely smooth, into a slide back down to the ground… and into a pit buffered by crunching jaws that has opened up in the floor. A voice booms through the

spire: "I hope you enjoy this Trypticon tech I borrowed, Autobots!" Roll initiative.

PCs will be dragged 50 feet down each round and can counteract as much as they can by utilizing their full movement (ideally in alt mode), though they'll have to pass an Athletics, Acrobatics, or Driving check DIF 12 each turn to not completely lose traction and backslide. If a PC slips all 200 feet into the waiting jaws, they're considered Defeated.

PCs who are looking can notice, at the top of the spire, a blinking yellow eyeball-looking module hanging down from the ceiling. This is the control module for the staircase trap. It can be knocked out with one well-placed shot, but getting in range and actually hitting it are both easier said than done. Once the module has been taken offline, the staircase will return to normal, and the PCs may ascend to the top.

If Mesothulas has been turned into Tarantulas, he'll join the fray during the challenge, spinning around the walls in spider mode trying to grapple the Outliers with his web, complicating matters substantially.

Trap Control Module: Health 1, Toughness 13, Evasion 17

Battle with Mindwipe

When the PCs reach the top of the stairs, they'll find a small, empty staging area where they can take quick stock of their situation and make any last-minute battle prep (this is the save point before an RPG dungeon boss). If Mesothulas has been fighting alongside the party, he'll leave them at this point, mumbling something to himself about needing to check some readings. He'll then turn into motorcycle mode and jet away.

And then, beyond a door in the staging area, the final chamber – a round control room at the top of the

citadel that looks akin to an air traffic control tower, full of equipment all set up to amplify and broadcast Mindwipe's control signal to the populace of Robovia. When the PCs enter, Mindwipe greets the heroes in bot mode and even curtsies with his wing cape. If he's in a monologing mood, he'll talk a little about his plans and aspirations. Otherwise, he'll simply make a threat, transform into bat mode, and the battle will begin!

If Mesothulas has been turned into Tarantulas and was not defeated before the Trap Control Module in the preceding scene, he'll join this battle on Mindwipe's side.

How Mindwipe fights: As feared by the Autobots during equipment requisition, the psionic signal jammers don't help when the Outliers are face-to-face with the powerful hypnotist (in fact, if a jammer somehow gets removed or deactivated from an Outlier, Mindwipe gains an ede on attempting to control them). Thus, his "You Are Under My Power" ability is his primary tactic. Pretty much immediately Mindwipe will attempt to take control of the enemy combatant he either assesses as the strongest, or the biggest threat to him. After, he'll attempt to hide in the shadows and have his thralls do his dirty work. There's no limit to how many targets he can control. Because of this, he will very rarely use direct combat actions, although if he feels he's in a good position tactically, he may snipe with his pistol.

Beating the scenario: Two things have to happen to free the people of Robovia: Mindwipe must be defeated, and his machinery must be shut down properly. One without the other won't do it. Similarly, bluntly destroying the machinery will allow Mindwipe's control to persist in the minds of the Robovians. Mindwipe will kindly offer up a hint if the PCs go to destroy the machinery outright, saying "Do that and my mental suggestion will live in the minds of these fools forever!" A PC who passes a Technology or Science check DIF 12 will be able to assess the proper steps, below.

1. Invert the messaging wave. (Technology 16 or Persuasion 14)

2. Broadcast the inverted signal. (Technology 14)

3. Power down the machine. (Technology 12, destroy it, or Glitch can touch it)

When Mindwipe is defeated, he'll scowl, wrap his bat-cloak around himself, and disappear in a thick cloud of mist. He may get away, but if the PCs followed what's set out above, the day is saved! The Outliers can go back to upstate Autobot territory knowing they've done Cybertron a service, even if they've got some serious lingering uncertainty about Mindwipe's [and maybe Tarantulas's] schemes.

Post-Credits Scene

Another land, another castle, as shrouded in mist as the last. The Decepticon mystic Mindwipe sighs to himself and takes a moment to lick his wounds, pondering his next move. Then, in what would surely prove a ghastly sight to any onlookers… he removes his head from his body. That head unfolds and reconfigures itself into the body of a svelte, alluringly handsome humanoid with silky black hair and the most deadly of smiles. He's smiling right now, in fact, as he gazes upon the now-headless body of his Cybertronian partner. "Well, you know what they say, Mindwipe… two heads are better than one. And these two heads will have our revenge on those fools who deprived us of our rightful power. So swears STRAHD."

TO BE CONTINUED?

Mindwipe
function: hypnotist
alt mode: bat

Threat Level: 5
Size: Common | Health: 4

Toughness: 12 | Evasion: 14
Willpower: 14 | Cleverness: 16

Ground Movement: 30 ft (bot)
Aerial Movement: 20 ft (bat)

Skills
Intimidation: d2
Might: d2
Infiltration: d4
Initiative: d2
Targeting: d2
Alertness: d6
Technology: d2
Animal Handling: d2
Persuasion: d8*

Attacks
Viper Pistol (bot mode only): d2, 25/80, Stun 1 (alt: Sharp 1, ↓1)
Punch (bot mode only): d2, Reach, Stun 1 (alt: Blunt 1 ↓1, Man. 1 ↓1)
Claws (alt mode only): d2, Reach, Sharp 1

Powers
You Are Under My Power: As an action, Mindwipe targets an enemy who can see or hear him with a hypnotic suggestion. Make a Persuasion roll against the target's Willpower. If the roll succeeds, Mindwipe controls that target for its next turns. This effect ends when Mindwipe chooses it to; alternatively, the target checks its Willpower defense contested against a new Persuasion roll at the end of each of its turns to break free.

Cloaked in Darkness: As a free action, Mindwipe may augment his Toughness and Evasion scores by a roll of his Infiltration skill until his next turn.

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Weirdwolf
function: tracker
alt mode: wolf

Threat Level: 4
Size: Common | Health: 4

Toughness: 13 | Evasion: 14
Willpower: 14 | Cleverness: 13
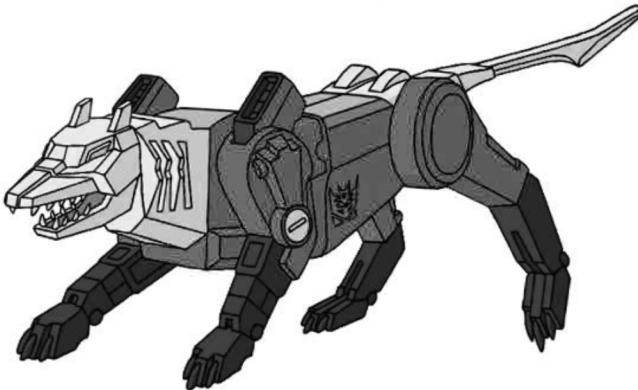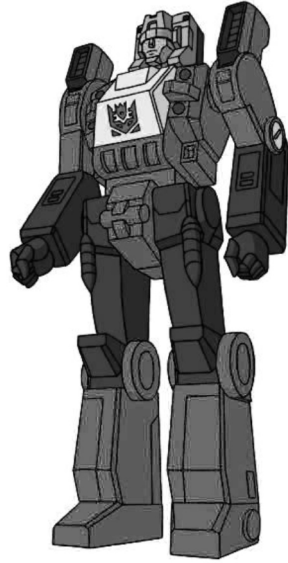
Ground Movement: 30 ft (bot)/45 ft (wolf)

Skills
Intimidation: d2
Might: d4
Infiltration: d6
Targeting: d2
Alertness: d6
Survival: d2
Animal Handling: d4
Streetwise: d2

Attacks
Photon Pistol: d2, 25/80 ft, Sharp 1
Tail Sword: d4, Reach, Sharp 1
Bite (alt mode only): d4, Reach, Sharp 1

Powers
Incredible Tracker (alt mode only): Weirdwolf's alt mode configuration allows him to plan strikes in secret. Unless snuck up on, he will always have a surprise attack the first round of every combat. He can also make Infiltration checks at the end of his turn against the Alertness of any combatants engaged with him; if he wins the check, he can disappear from the battlefield to secretly strike again next round or return later.
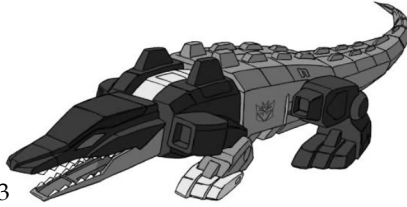
Skullcruncher
function: swamp warrior
alt mode: crocodile

Threat Level: 3
Size: Large/Long | Health: 5

Toughness: 15 | Evasion: 11
Willpower: 13 | Cleverness: 13

Ground/Aquatic Movement: 30 ft (bot)/45 ft (alligator)

Skills
Intimidation: d4
Might: d6
Targeting: d2
Alertness: d2
Culture: d2
Survival: d2
Animal Handling: d2
Performance: d4

Attacks
Demolecularization Gun: d2, 100/400 ft, Poison 1
Tail Sword: d6, Reach, Sharp 1
Jaws of Death (alt mode only): d6, Reach, Sharp 1 Blunt 1

Powers
Swamp Thing: Skullcruncher possesses poison-immune armor.

What's the Deal?: For his beastial nature, Skullcruncher is surprisingly good with quips. As a free action, he may make an observational joke about his current situation directed at a target within earshot. That target must check its Cleverness defense against Skullcruncher's Performance skill. On a failure, the target suffers Stun 1.
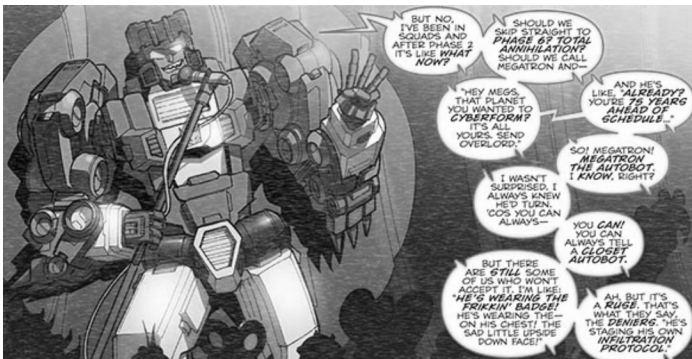
Mesothulas
function: scientist
alt mode: motorcycle

Threat Level: 3
Size: Common | Health: 3

Toughness: 11 | Evasion: 14
Willpower: 14 | Cleverness: 15

Ground Movement: 30 ft (bot)/45 ft (motorcycle)

Skills
Athletics: d2
Driving: d2
Finesse: d4
Targeting: d2
Science: d4
Technology: d4
Animal Handling: d2
Deception: d6*

Attacks
Buzzsaw: d4, Reach, Sharp 2, Deadly
Shoulder Missiles: d2, 50/100 ft, Sharp 1 (alt: 2 targets, 30 ft radius, ↓1)
Ram (alt mode only): d2, Reach, Blunt 1, Trip

Tarantulas
function: mad scientist
alt mode: spider

Threat Level: 4
Size: Common | Health: 3

Toughness: 11 | Evasion: 16
Willpower: 14 | Cleverness: 15

Ground Movement: 30 ft (bot)/45 ft (spider)
Climb Movement: 45 ft (spider)

Skills
Athletics: d2
Finesse: d4
Infiltration: d4
Targeting: d4
Science: d4
Technology: d4
Animal Handling: d2
Deception: d6*

Attacks
Claws: d4, Reach, Sharp 1, 2 targets (alt: Sharp 2, 1 target, ↓2)
Missile Launcher: d4, 50/100 ft, Sharp 1
Spiderweb: d4, 50/100 ft, Grapple

Powers
Natural Predator (alt mode only): In spider mode, Tarantulas may use his Spiderweb weapon as a free action.

Mindwipe Zombie
function: whatever Mindwipe decrees
alt mode: they forgot

Threat Level: ¼
Size: Large/Long | Health: 1

Toughness: 14 | Evasion: 11
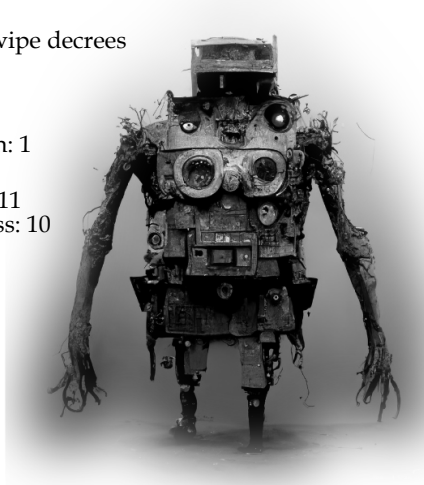Willpower: 10 | Cleverness: 10

Ground Movement: 20 ft

Skills
Brawn: d2
Intimidation: d2
Might: d4
Infiltration: d2

Attacks
Unarmed Combat (Might): d4, Reach, Stun 1 (Alts: Blunt 1 ↓1; Maneuver ↓1)

Powers
An Uncanny Sight: When 10 or more Mindwipe Zombies congregate, the sight of them unsettles any opposition. All enemies who can see the horde of Zombies must compare their Willpower defense against the an Intimidation roll from the Zombie mass (d2). All who fail are *Frightened*.
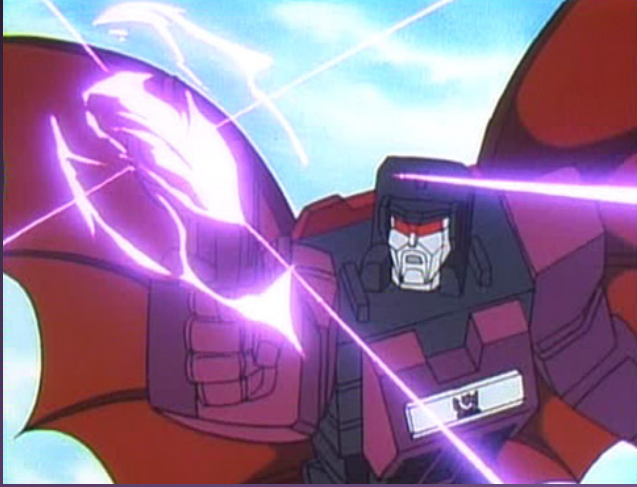
In a rare moment of frustration, Mindwipe fires his viper pistol at his accursed enemies.

The TRANS FORMERS

Roleplaying Game

Totally Unofficial Adventure

The Curse of Mindwipe

by Eric Garneau

Forged into a world that hates and fears them! These robots in disguise are more than more than meets the eye, possessing special powers that put them in a class above the average bot! Now, Optimus Prime has assembled a team of Autobot Outliers for a special mission: infiltrate the stronghold of the evil Decepticon telepath Mindwipe and defeat his army of robot vampire zombies! Just another day when you're a robot superhero.