

CRAWLJAMMER

ISSUE NO. 2

RED PLANET RENDEZVOUS:

The Arcadian

A COMPLETE CRAWLJAMMER
ADVENTURE

by Tim Callahan

The Technomancer

A NEW CRAWLJAMMER
PC CLASS

by Tim Callahan

COMPATIBLE WITH
**DCC
RPG**



MOON DICE
GAMES



Hi! This is the *second* issue of Crawljammer, a bi-monthly zine dedicated to fantastical space adventures using the Dungeon Crawl Classics Role-Playing Game system.

Important Art Facts:

The cover illustration for this issue was drawn by Sarah Richardson, featuring an intrepid technomancer in action. More of Sarah's work can be seen at *scorcha.net*.

The technomancer illustration on page 6, along with the illustrations on pages 15 and 24 were drawn by Nick Burchard. More of Nick's work can be seen at *thescarredside.newgrounds.com*.

Crawljammer #2

TABLE OF CONTENTS

Strange Space Encounters

by Tim Callahan

2

The Technomancer

by Tim Callahan

7

New Spells for Crawljammer

by Tim Callahan

10

Hail Bob's: The Coldest Drinks in the Phlogiston Flux

by Thom Hall

14

Red Planet Rendezvous: The Arcadian

by Tim Callahan

17

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Strange Space Encounters

The distance between planets is vast. The void seems endless, even though it might take only a few days for voyagers to travel from one planet to the next thanks to the time-altering effects of the phlogiston flux. Random space encounters may occur, but they are less common than what one might find on the surface of the strange

alien planets. Roll a d16 for each day of space travel, and only on a roll of 1 does an adventuring group run into outer space trouble. Roll a d7 to discover which kind of trouble! Stats and descriptions for the new monsters and menaces follow on the next few pages!

TABLE 2.1:
Strange Space Encounters

Roll a d7	This happens...
1	A deepspace dreadnaught with a crew of 2d6 Cactus Men of Alpha Centauri seems very interested in the adventuring party
2	A floating longship comes into view. Eight slaves of various races are forced to row under threat of the whip. 1d4 Spore Slavers command them.
3	The phlogiston flux causes a spacetime distortion and the player characters' space vessel immediately begins accelerating toward the nearest planet, whether or not that planet was their intended destination.
4	The Pirate Kings of Pluto have been sending pirate battlecraft to capture ships in this sector of space. The player characters run right into a trap set by two battlecraft manned by a total of 2d10 Space Pirates of Pluto.
5	A consortium of 3d4 Moon Octopi float toward the player character's vessel, looking for flesh to eat and brainwave energy to absorb.
6	The stars in the distance whirl into something resembling eyes and is it a trick of the starlight or are those dangling tendrils emerging from the phlogiston flux itself? No, it's a Violent Voidspace and it hungers.
7	The hostile skullcraft zooming toward the adventuring party might be crewed by 1d6 Space Pirates of Pluto, but it's the White Martian Tribunal that's the most dangerous. He sits in judgment. Terrifying judgment.

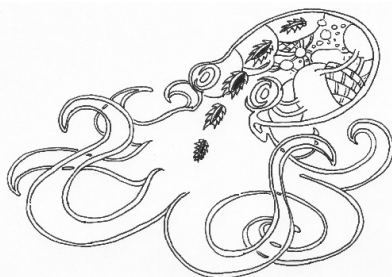


Cactus Men of Alpha Centauri

Init +1; Atk +4 quills (1d8); AC 16; HD 3d8; MV 30'; Act 1d20; SP successful melee attacks vs Cactus Men result in free quill-blasting retaliatory strike; SV Fort +4, Ref +1, Will +2; AL C.

These quill-covered maniacs from a distant star are rumored to have been summoned by a cabal of aquatic wizards operating deep beneath the waters of Neptune. In the dozens of years since their arrival in our solar system, the green-skinned cactus men have grown in numbers (it is said that when a piece of a cactus-man is cut away, that slice may be planted in damp soil and grown into a full-sized cactus man within three months, and the rivers of Mars are a preferred nesting area), and when they aren't conscripted into reckless alien wars or used as hired muscle by those arrogant enough to think cactus men can be controlled, they are found taking joyrides on hijacked space vessels and stealing anything in their path.

Cactus men have thick skin and dangerously sharp quills which can be launched up to 30 feet without penalty. At close range, a cactus man lashes at his opponent with his quill-covered arms, and if an opponent lands an attack, the cactus man immediately retaliates with a blast of quills at close range. Cactus men fight to the death.



Moon Octopus

Init -1; Atk x8 tentacle +2 melee (1) or bite +0 melee (1d8); AC 11; HD 4d8; MV walk 20' or fly 40'; Act 8d20; SP grasp 1d4 opposed Str check for each tentacle that hits a target, and successful grasp allows an extra attempt at a bite attack, any target bitten must make a Will save vs. the attack roll or lose 1d4 Int points for the rest of the day; SV Fort +4, Ref -2, Will +2; AL N.

The moon octopus – weirdly transparent, almost gelatinous, with five gaping maws and eight ice-cold tentacles – usually travels the spaceways alone, flying through the phlogiston flux via some unknown propulsive force. Occasionally a group of moon octopi travel in what's known as a consortium, but more closely resembles a hunting party. They stalk their prey, often surprising them with their difficult-to-spot transparent skin, and the grappling and chomping and brainwave sucking begins.

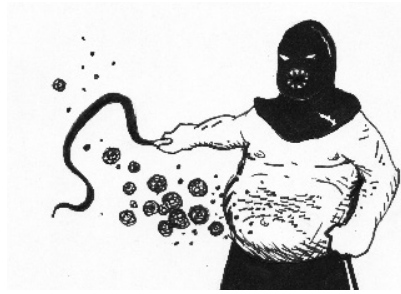


Space Pirates of Pluto

Init +2; Atk +2 cutlass (1d8) or +1 laser pistol (1d6 +1); AC 12; HD 2d8; MV 30'; Act 1d20; SV Fort +4, Ref +1, Will +2; AL C.

Some say that the space pirates of Pluto were raised since infancy to be the most vicious killers in the void of the phlogiston flux. Others say that the space pirates are men and women and dwarves and elves and halings and martians and other humanoids who have failed in some other important duty and the Seven Pirate Kings of Pluto are the only ones who would offer them work after their fall from grace. Others say that the space pirates of Pluto are creatures who have penetrated the veils of death and come back from that domain from which no man returns. The skull tattoos on their faces help to encourage that line of thinking, but the reality is that each space pirate has his or her own reasons for throwing in with the Pirate Kings. Some do it for gold, others do it for the thrill, while others have joined out of the sadistic pleasure of inflicting misery in their victims.

No matter their motives, the space pirates of Pluto are ferocious combatants and fiendish cutthroats. They will steal whatever is nearby and leave their companions behind to save their own hides. And sometimes it seems like the spaceways are filled with these space pirates. Waiting for you to take a wrong turn at that next asteroid.



Spore Slavers

Init +1; Atk whip +1 melee (1d6) + special; AC 12; HD 2d8; MV 30'; Act 1d20; SP any target hit with whip attack must make a Fort save vs. attack roll or become infected with spores that reduce hit points by ½; SV Fort +1, Ref +1, Will +0; AL C.

Did the vile pox that infects the spore slavers turn them into the horrible humans they are today? Or did their abominable deeds cause the kind of internal moral and physical decay that brought forth a new kind of festering pestilence upon the world? No one knows, and the true identity of the spore slavers remains hidden beneath their black hoods as they lash their victims and spread their contagion from planet to planet.



Violent Voidspace

Init +0; Atk +2 aether tendrils (1d12+2); AC 18; HD 5d8; MV fly 60'; Act 1d30; SP instead of attacking with its tendrils in the first round of combat, the violent voidspace can unleash a d30 abyssal terror effect which requires a Will save by each sentient creature within 200' and a failed save results in a fear-induced paralytic trance lasting for 1d6 turns, violent voidspace can only be damaged by spells or magic weapons; SV Fort +4, Ref +0, Will +6; AL C.

The martians call it "the face beyond." The lizardmen of Jupiter call it "the divine space angel of fear and regret." Earth-born humans refer to it as violent voidspace, a 30'-wide semi-tangible creature that looks as if it is bending reality around it and turning the distant stars into something resembling a seemingly-benevolent, observant face. But once the violent voidspace appears, it strikes almost instantly, blasting everyone in range with abyssal terror and then battering those who remain moving with its aether tendrils, formed from the very quintessence of the phlogiston flux itself.



White Martian Tribunal

Init +3; Atk +3 psychic blast (1d8+1 plus special); AC 14; HD 4d6+2; MV 40'; Act 1d20; SP communicates telepathically, and with access to any technology, may create devices to cast the following wizard spells at +4: *charm person*, *ESP*, *flaming hands*, *magic missile*, *phantasm*, *sleep*, *invisibility*; SV Fort +2, Ref +2, Will +3; AL L.

White martians are known for two things: psychic affinity and intolerable arrogance. White martian tribunals are even worse. These self-appointed magistrates wander from outpost to outpost, planet to planet, rendering judgment on the balance between the forces of law and chaos. The moral compass of the white martian is often incomprehensible, with verdicts of guilty rendered without any logical justification. Often, the white martian tribunal will use his technology-imbued ESP abilities to read the mind of a target, use a Phantasm projection device to depict a twisted version of those thoughts to onlookers, and turn the target's friends and allies against him with the visualized lies before the tribunal declares the target's absolute guilt and punishes him with annihilation via a *Flaming Hands* or *Magic Missile* spell.

The Technomancer



You are an obsessed wizard-engineer with a mastery of artifacts and technology. Studying for long hours by candlelight, you have explored the ancient tomes, discovered ways to tap into the phlogiston flux, tinkered with unusual artifacts, and hammered together improvised devices that mimic the powers of great spellcasters.

Technomancers are masterful at repairing common items, and their supernatural

gifts often allow them to fix things that seem unable to be mended. More potently, technomancers can engineer aspects of their minds and bodies, increasing their own strength or quickness via technomagical implants or crafting arcane-inflected tools that can project shimmering reflections of the user or blast enemies with magical missiles.

Few technomancers have ever been seen on Earth, as far more interesting

technology exists in the depths of space where alien creatures craft machines the likes of which few humans have ever seen. Technomancers that do explore more domestic settings have one primary motive: to acquire wealth and fund their strange projects and wait to hitch a ride on a passing starship, or build one themselves.

Hit points: A technomancer gains 1d6 hit points at each level.

Weapon training: Technomancers have spent most of their time studying the intersection between the arcane arts and technologically-infused artifacts, but they do have some basic skills with weaponry. Technomancers are trained in the club, dagger, and hammer for melee combat and the crossbow, laser pistol, and sling for ranged attacks. Due to the bulk and restrictions to movement, technomancers avoid any armor heavier than leather.

Alignment: As students of the intricate metaphysical machinery of the cosmos, technomancers are almost always Lawful. An occasional Neutral technomancer may be found exploring the uncharted mysteries of the spaceways, while the rare Chaotic technomancer would most likely dwell in the outer reaches, like the planet Pluto, where corruption runs deep and natural laws are twisted into nightmares.

Techno-artifacts: Technomancers do have some innate abilities to tap into the magical fields that surround all things, but their “spellcasting” is always done via some kind of device or artifact they have turned into a phlogiston conduit using simple tools and some juiced-up mending magic.

Through these linked techno-artifacts, a technomancer may cast spells using the wizard spell list, but the artifacts have no powers of their own, divorced from the technomancer, and the technomancer is incapable of casting the designated spell if the linked techno-artifact becomes damaged or lost.

Technomancers sometimes designate their special linked techno-artifacts with peculiar names as if they were rare magical treasures from worlds beyond our own, but, in reality, they tend to be mundane items that have been tinkered with and magically connected to the mind and body of the technomancer.

At level one, technomancers designate one “primary” techno-artifact that can hold up to one spell per level, as the technomancer advances in experience. This primary techno-artifact provides an additional +2 activation check bonus to the caster (in addition to any other spell check bonuses).

Magic: With their linked techno-artifacts channeling their spellcasting powers, technomancers can be as potent as wizards, though slightly more vulnerable, since their magic must be directed through items that can be targeted by savvy opponents. Technomancers use the wizard spell list for their spells, each linked to a different techno-artifact of the player or judge’s choosing. See **Table 2-3** for the number of linked spells per level.

The technomancer spell check is known as a “techno-spell activation check” and that bonus toward spellcasting is determined by adding any Intelligence bonus to caster

level. Spells cast through the primary techno-artifact receive the full activation check bonus plus an additional +2 bonus, while every other spell, linked to other techno-artifacts, receive the activation check bonus with a -2 penalty to cast, reflecting the unreliability of these lesser devices.

In addition, technomancers spellburn differently than wizards. While the latter can sacrifice points off their strength, agility, or stamina to increase spell potency, a technomancer must spellburn from both stamina and intelligence to increase the power of a spell, and deducting one point from each would provide a +2 bonus to the roll, etc. Like any other uses of spellburn, the amount of spellburn must be declared prior to the techno-spell activation check roll.

Since technomancers rely on their linked techno-artifacts for all spellcasting, they are unable to cast any spells if those techno-artifacts are not within reach.

Improvised tech skill: In emergencies, technomancers can quickly rig together an improvised spellcasting device that can mimic any wizard spell of an appropriate level (or at a slightly higher level with an appropriate penalty at the discretion of the judge). These improvised devices are not permanently linked to the technomancer, so they are one-use items only. In order to use this skill, the technomancer must have an adequate mundane item to turn into improvised tech, spend at least one turn preparing the device, and “sacrifice” 200 gp worth of coin or gems or equipment per spell level in the process of creating the improvised magical device. Only one of these devices can be prepared at any one time, as each new creation drains

the power from any previously prepared temporary device. In addition, only the technomancer can use the improvised device, as it is a conduit for his particular spellcasting powers. The spell activation check is at a +0 for any improvised device, but each additional turn spent building the device provides a +1 bonus to the check, up to the full techno-spell activation check allowed by the technomancer.

Hyper-repair: Technomancers can repair mundane items quite well, and if the judge ever calls for a check for any kind of repairs (to a door, or a ship, or a wagon, etc), the technomancer would add +4 to the relevant attribute check. In addition, technomancers have the ability to fix their own techno-artifacts via their *Hyper-Repair* spell.

If intensive repairs are needed on any other nearby device or suit of armor or weapon or anything else (mundane or magical), the technomancer can also cast the *Hyper-Repair* spell on those things. It is the one spell every technomancer knows and is not linked to any techno-artifact. The *Hyper-Repair* spell is cast with a straight action die, and the normal techno-spell activation check is not used, but any Luck or spellburn bonuses or penalties do apply.

Cybernetic implants: At each level after the first, a technomancer can choose to forgo the addition of a new linked spell (of any level) and instead craft a magically-imbued cybernetic implant attached to his own body, providing a permanent one-point increase to either strength, agility, stamina, or intelligence (not to exceed an attribute score of higher than 18). This may only occur once per level, and must be selected when the new level is achieved. The spell

slot sacrificed will never be regained, so each time a technomancer chooses to install a cybernetic implant, the number of total spells linked per level would decrease by one.

Luck: Technomancers apply their luck modifier to the action die whenever they cast the *Hyper-Repair* spell.

Languages: A technomancer knows common and one additional language, plus another additional language for each point of Int modifier.

Action dice: A technomancer can use his action dice for attack rolls or techno-spell activation checks.

TABLE 2-2: Technomancer

Level	Attack	Crit Die/Table	Action Dice	Ref	Fort	Will
1	+0	1d6/I	1d20	+0	+1	+1
2	+1	1d7/I	1d20	+1	+1	+1
3	+1	1d8/I	1d20	+1	+2	+1
4	+2	1d10/I	1d20	+1	+3	+2
5	+2	1d12/I	1d20+1d14	+2	+3	+3
6	+3	1d12/I	1d20+1d16	+3	+3	+3
7	+3	1d12/I	1d20+1d20	+3	+4	+3
8	+3	1d14/I	1d20+1d20	+3	+5	+4
9	+4	1d14/III	1d20+1d20	+3	+6	+4
10	+5	1d16/III	1d20+1d20+1d14	+4	+6	+4

TABLE 2-3: Technomancer Spells Per Level

Level	Spells Linked per Level*				
	1	2	3	4	5
1	3	-	-	-	-
2	3	1	-	-	-
3	3	2	-	-	-
4	4	3	-	-	-
5	4	4	-	-	-
6	5	4	1	-	-
7	6	5	2	-	-
8	7	6	2	1	-
9	8	7	4	2	1
10	10	8	4	4	2

TABLE 2-4: Technomancer Titles

Level	Titles Apply to All Alignments	
1	Tinker	
2	Spellstar	
3	Electromagician	
4	Cybermage	
5	Techno-wizard	

* The *Hyper-Repair* spell is automatically known by all technomancers and does not count against these totals since it is not linked to any artifact.

New Spells for Crawljammer

The following three level-one spells are specifically designed for the technomancer character class, to provide more variety for low-level spellcasting, but these spells could also be allowed as selections for the

wizard or elf if the judge allows. Please note that the Hyper-Repair spell replaces the *Mending* spell for the technomancer, and the latter spell would be redundant for that character class.

Hyper-Repair

Level: 1 **Range:** 5' **Duration:** varies **Casting Time:** 1 round **Save:** none

General The caster can repair damaged armor, weapons, or objects, both magical and mundane

Manifestation *Roll 1d4:* (1) caster's hands crackle with magical electro-energy, (2) target object breaks apart into atoms and reforms at super-speed, (3) caster turns into energy and pulls the object inside his chest, (4) target glows in rainbow colors and bathes the room in white light.

Corruption Always minor.

Misfire *Roll 1d6:* (1) all items on the caster's person immediately drop to the ground, causing an uncomfortably loud noise, (2) the item the caster is attempting to repair is teleported into a pocket dimension and does not teleport back to its original location for 1 turn, (3) the item the caster is attempting to repair is shorted out by magical energies and cannot be repaired for at least another 24 hours, (4) three random items of a similar type and in the same room as the one the caster immediately turn pale white mottled with mold, (5) the most powerful armor, weapon, or item within 20' of the caster permanently loses one aspect of its power, determined by the judge – it might lose one point of AC, or lose a bonus, etc. (6) the magical electro-energy turns back on the caster and he takes 1d6 damage and falls unconscious for that number of turns.

1 Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire; (1) corruption, (2+) misfire.

2-11 Lost. Failure.

12-13 The caster repairs his linked artifact (if appropriate) temporarily, but it will degrade and become powerless again in 12 hours. If used on a magical object other than a linked artifact, the spell has no effect. If used on a non-magical object no larger than 1 cubic foot, that object is repaired as normal.

- 14-17** The caster repairs his linked artifact (if appropriate), but it will degrade and become powerless again after one week. If used on a magical object other than a linked artifact, the spell has no effect. If used on a non-magical object no larger than 3 cubic feet, that object is repaired as normal.
- 18-19** The caster repairs his linked artifact (if appropriate) permanently. If used on a magical object other than a linked artifact, the spell will temporarily restore the equivalent of a +1 bonus or a single recharge (or the like) for one hour. If used on a non-magical object no larger than the caster, that object is repaired as normal.
- 20-23** The caster repairs his linked artifact (if appropriate) permanently. If used on a magical object other than a linked artifact, the spell will restore the equivalent of a +1 bonus or up to one recharge (or the like) permanently. If used on a non-magical object no larger than three times the caster's size, that object is repaired as normal.
- 24-27** The caster repairs his linked artifact (if appropriate) permanently. If used on a magical object other than a linked artifact, the spell will restore the equivalent of a +2 bonus or up to three recharges (or the like) permanently. If used on a non-magical object no larger than five times the caster's size, that object is repaired as normal.
- 28-29** The caster repairs his linked artifact (if appropriate) permanently. If used on a magical object other than a linked artifact, the spell will restore the equivalent of a +2 bonus or up to three recharges (or the like) permanently. If used on a non-magical object no larger than 50 cubic feet, that object is repaired as normal, though complex machinery may take up to six additional rounds to repair, determined at the judge's discretion.
- 30-31** Same as above, but up to two magical or mundane objects up to 50 cubic feet total may be repaired simultaneously.
- 32+** Same as above, but up to three magical or mundane objects within 100' of the caster may be repaired simultaneously. Or the caster may choose to repair the biological structure of any living being no larger than human-sized, curing one disease or healing 1d16 hit points.

Speed

Level: 1 **Range:** self to 30' (varies) **Duration:** varies **Casting Time:** instantaneous
Save: Will to avoid

General The caster increases his speed or the speed of someone he touches.

Manifestation *Roll 1d4:* (1) target's feet crackle with magical electro-energy, (2) target begins vibrating and glowing a faint yellow, (3) target sprouts tiny magic wings from his ankles, (4) lightning from above zaps the target.

Corruption *Roll 1d6:* (1-4) minor; (5-6) major

Misfire *Roll 1d4:* (1) caster's movement is slowed by 10' and action die is reduced by ½ for the next two rounds, (2) caster immediately runs into the closest wall or heavy object and loses the next round of action, (3) caster vibrates his molecules so rapidly, he becomes intangible for a few seconds, causing all of his clothing and possessions fall to the floor, (4) caster blinks in and out of existence for the next 1d4 rounds, taking 1d5 damage each round and a -2 penalty to all actions, though his AC increases by +2 during that time.

- 1** Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire; (1) corruption, (2+) misfire.
- 2-11** Lost. Failure.
- 12-13** The caster increases his movement by +20' per round for the next 1d6 rounds.
- 14-17** The caster increases his movement by +20' per round for the next 1d6 rounds and may take an additional action every second round during that time.
- 18-19** The caster increases his movement by +40' per round for the next 1d6 rounds and all actions during that time are rolled with +1 die to the action die (so a d20 becomes a d24, etc).
- 20-23** Same as above, with a duration of 1d10 rounds, and the caster may target another human or humanoid within 10' with the spell instead of himself.
- 24-27** The caster and another target within 10' (human, humanoid, or otherwise) both increase movement by +40' per round for the next 1d10 rounds and all actions during that time are rolled with +1 die to the action die (so a d20 becomes a d24, etc). The increased movement at this level may be used on mounts or vehicles as well.

- 28-29** Same as above, but the caster and up to two additional targets within 10' may be affected by the spell.
- 30-31** Same as above, but the caster and up to two additional targets within 30' may be affected by the spell, and the increased speed at this level allows running across water or running up the side of a wall (or the equivalent)
- 32+** The caster and up to four additional targets within 30' increase their movement by +60' per round, may run across water or up the side of a wall (or the equivalent), and all actions and melee damage increase +1 die. The effect lasts for 1 turn.

Trap Engineering

Level: 1 **Range:** varies **Duration:** varies **Casting Time:** 1 round **Save:** none

General The caster finds and disables a trap or designs a new one.

Manifestation *Roll 1d4:* (1) caster's fingers stretch to double their normal length, (2) caster's hands turn completely black, (3) electrical energy crackles around the arms and shoulder of the caster, (4) holographic blueprints hover around the head of the caster.

Corruption *Roll 1d4:* (1-3) minor; (4) major

Misfire *Roll 1d4:* (1) electro-magical energy zaps the caster for 1d4 damage, (2) the caster becomes frozen in thought, effectively paralyzed for 1d4 rounds, (3) bars of crackling force emerge around the caster, imprisoning him in his own aberrant creation for 1d6 rounds unless 25 damage is dealt to the temporary prison, (4) the trap backfires on the caster, causing a sickle blade to emerge from the wall or ceiling and an array of spikes to protrude from the ground, dealing 2d8 damage to the caster and anyone within 5'.

- 1** Lost, failure, and worse! *Roll 1d6 modified by Luck:* (0 or less) corruption + misfire; (1) corruption, (2+) misfire.
- 2-11** Lost. Failure.
- 12-13** The caster immediately locates and disables a trap within 10' that has a DC of 10 or lower. In addition, any other traps within 30' of where the spell was cast glow a sickly green color for 1 turn.
- 14-17** The caster immediately locates and disables a trap within 10' that has a DC of 12 or lower. In addition, any other traps within 30' of where the spell was cast glow a sickly green color for 1 turn.
- 18-19** The caster immediately locates and disables a trap within 10' that has a DC of 15 or lower. In addition, any other traps within 50' of where the spell was cast glow a sickly green color for 1 turn. Instead of finding and disabling traps, the caster at this level of spell effect may choose to create a new trap no larger than 5 cubic feet in this location that has a DC of 12 to disable or avoid and deals 2d6 damage to a target. The player should describe the basic workings of the trap or draw a simple diagram for the judge's reference.
- 20-23** Same as above, but traps with a DC of 20 or lower may be disabled and if the caster chooses to create a new trap instead, the new trap may be up to 10 cubic feet and would require a DC of 15 to disable or avoid and deal up to 2d8 damage to up to two affected targets.

- 24-27** Same as above, but traps with a DC of 24 or lower may be disabled, and if the caster chooses to create a new trap instead, the new trap would require a DC of 18 to disable or avoid and deal up to 2d8 damage and may include one additional effect at the discretion of the judge (temporary paralysis, loud alarm, etc.)
- 28-29** Same as above, but traps with a DC of 28 or lower may be disabled, and if the caster chooses to create a new trap instead, the new trap would require a DC of 20 to disable or avoid and deal up to 3d6 damage and may include one additional effect at the discretion of the judge (temporary paralysis, loud alarm, etc.)
- 30-31** Same as above, but traps with a DC of 30 or lower may be disabled, and if the caster chooses to create a new trap instead, the new trap would require a DC of 22 to disable or avoid and deal up to 2d12 damage and may include one additional effect at the discretion of the judge (temporary paralysis, loud alarm, etc.)
- 32+** Same as above, but up to three traps in the room may be immediately disabled, and if the caster chooses to create a new trap instead, the new trap would require a DC of 25 to disable or avoid and deal up to 2d16 damage and definitely include one additional effect at the discretion of the judge (temporary paralysis, loud alarm, etc.)



Hail Bob's: The Coldest Drinks in the Phlogiston Flux

The Phlogiston Flux can be unpredictable. Many a crew have found themselves stranded without key resources needed to continue their journey. If morale is in the starsquid tank, why not stop in at "Hail Bob's" and cool off your motley crew with the coldest drinks in the Phlogiston? Get a good long rest in our luxurious hotel and get your vessel in tip-top shape for the journey ahead. It's easy to find us — we are attached to the "Tracy Maro" comet!

That's what the back of cocktail napkin said at least (the one you found wrapped around a frozen ring finger adorned with a huge sapphire encrusted band). What you find

when you actually get to Hail Bob's is not quite as advertised...

This seedy joint is filled to the brim with all sorts of vagabonds from across the galaxy (see **Table 2-V: Vagabonds**) and the luxurious sleeping quarters attached to the bar are outmoded and dilapidated, but serviceable.

Bob is a towering presence (Ogre-Magus) and he is as shrewd as he is tall! He doesn't care to talk much, but he mixes up some of the most exotic cocktails around (see **Table 2-I: Cocktails**).

TABLE 2-V: Vagabonds Of Hail Bob's

Roll 3d24 and select a variety of columns based on digits shown on the dice

Digit	HD	Forehead Feature	Base Race	Skin Color	Motive	Plot Hook
0	1d4	Letter "H"	Android	Yellow	Study	Needs an Escort
1	1d6	Wrinkled Ridge	Human	White	Altered State	Drunken Brawl
2	2d8	Unibrow	Elf	Pale	Rest	Map Won in Game of Chance
3	3d6	1d6 Extra Eyes	Dwarf	Bronzed	Companionship	Forced to Wed an Alien's Daughter
4	4d8	1d6 Horns	Halfling	Brown	Trickery	Prostitute Pleads for Help Escaping Her Space-Pimp
5	1d8	Widow's Peak	Lizardman	Purple	Psychopath	Courier Mission
6	2d6	Tattoo	Hippo-Man	Gray	Stranded	Mugged
7	3d7	Bulbous Bumps	Ogre	Blue	Enslaved	Threatened
8	4d6	Oozing Sores	Spacesquid	Pink	Employer	Heist Mission
9	5d8	Antennae	Eel-Spider	Green	Merchant	Mud Wrestling Contest

Bob N'Thorg (Ogre Magus, Proprietor):
Init +2; Atk Slam +4 melee (1d6+6); AC 16;
HD 7d8+7; MV 20'; Act 2d20; SP May cast
the following spells at +5: *Charm Person*,
Ropework, *Sleep*, *Invisibility*, *Monster*
Summoning, *Paralysis*, and *Polymorph*; SV
Fort +4, Ref +2, Will +2; AL C.

predictable rate passing by the most
commonly inhabited planets, moons,
and spaceports.

As noted, Bob mixes up a mean cocktail.
Simply roll 2d24 and assign each digit to
create a random concoction:

Finding Hail Bob's isn't particularly difficult
as the Tracy Maro comet blasts through
the Phlogiston Flux at an alarming but

TABLE 2-1: Cocktails

Roll 2d24 and select a variety of columns based on digits shown on the dice

Digit	Color	Primary Effect	Side Effect	Taste	Cost
0	Pink	Hair Growth	Gender Change	Alkaline	1 pp
1	Clear	Water	Water	Plain	10 cp
2	Black	Drunkenness	None	Bitter	1 sp
3	Brown	Hallucination	Drunkenness	Sweet	100 sp
4	Blue	Poison	Mild Poison	Salty	1 gp
5	Green	Healing	Mild Hallucination	Chalky	5 gp
6	Purple	Blindness	Death	Peppery	10 gp
7	Yellow	Gain Stat	Minor Healing	Sour	25 gp
8	Orange	Gain Level	Lose Stat	Bile	50 gp
9	Cloudy	Death	Lose Level	Tart	10 pp

Here's an example of Judge Reggie using
the tables for his game:

*Reggie decides to roll up one of the
vagabond's in Hail Bob's and decides he
will offer one of the PC's a drink. So, first he
rolls 3d24 with a result of 13, 22, 7 showing
on the dice. That means that Reggie has 5
digits to assign: 1,3,2,2, and 7. He chooses
to assign them to Hit Dice, Forehead
Feature, Base Race, Skin Color, and Motive,*

*yielding a 1d6 hit die Dwarf with rest and
relaxation on his mind, a unibrow, and blue
skin. Next, Reggie rolls to see what cocktail
he offers one of the PCs by rolling 2d24
with a result of 9, 16. Like with the urchin,
that means Reggie has 3 digits to assign:
9,1,6 and he decides to choose Color,
Primary Effect, and Taste. So, the Weekend
Warrior Blue Dwarf offers the PC a Cloudy
glass of water that tastes peppery. A cool,
refreshing draught!*

Red Planet Rendezvous

A LEVEL 2 ADVENTURE

ADVENTURE BACKGROUND

A Martian prison ship called “The Arcadian,” transporting dangerous cargo, has recently become disabled by an unlucky encounter with flying cosmic debris just outside of the Red Planet’s orbit. The damage to the ship has freed Queldo, evil white Martian technomancer, who has partnered with a vicious Shapeshifter to slay the crew of the ship and teleport away with the Incandescent Box, an artifact that Queldo plans to use for his own nefarious purposes.

The player characters have been told about the derelict ship and the possible treasures waiting inside, but they won’t know that it’s carrying a group of dangerous criminals until they actually investigate the Arcadian.

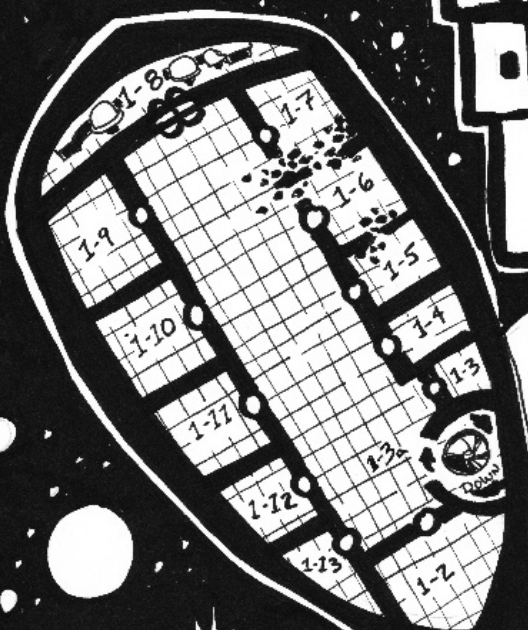
Possible hooks to get the PCs to explore the Arcadian:

(1) The PCs, flying through space in their own vessel, come across the Arcadian during their travels to an alien planet (it doesn’t even have to be Mars, since the Arcadian could have been disabled upon approach rather than when it left orbit). They see a couple of openings in the hull and a few pieces of drifting metal (and a couple of glittering shards of metal that look like gems) a few yards away from the cracks in the hull.

(2) The PCs have found a strange scroll featuring a diagram and description of the Incandescent Box, with some notes in Martian scrawl referring to “source of power” and “the Arcadian” and the scroll has given various members of the party strange dreams and nightmares about the location in which the Arcadian floats in space.

Or, my favorite: **(3)** The PCs have been employed by the Perilous League, a moon-based adventuring organization run by the enigmatic wizard known as Ez-Gar. Ez-Gar is personally interested in acquiring the Incandescent Box for his own scientific-occult studies, and his scrying machines have indicated that it was recently seen in the vicinity of the derelict Arcadian ship, though he knows nothing about what else is on the ship or that Queldo may have relocated the MacGuffin. Ez-Gar, on behalf of the Perilous League, offers 1000 gold pieces to each member of the party for the safe retrieval of the Incandescent Box.

HULK OVER MARS



UPPER
LEVEL

JUDGES NOTES

This adventure has two encounter sequences and a third optional encounter sequence if the PCs decide to chase after Queldoz (to be published next issue!) Encounter Sequence One is a straightforward little ship-to-ship combat sequence to get the adventurers into the action right away. Encounter Sequence Two is the bulk of “Red Planet Rendezvous,” with exploration aboard the Arcadian, mysteries uncovered and deranged space criminal monstrosities to fight.

Even if you end up not running “The Phaseship of the Starmongers,” you should know that Queldo has taken the Incandescent Box from the security room

on the Arcadian and plans to use it for its original purpose: to power a dimension-hopping Phaseship that has become trapped beneath the surface of Mars. With the power of the Phaseship and the Incandescent Box, he intends to run his criminal enterprises from within a pocket dimension that cannot be tracked by Martian science or magic.

But even if the party decides not to pursue Queldoz, which could allow for some “off-camera” criminal activities that might come back to haunt them later, there is plenty to discover aboard the Arcadian. If the party survives.

JUDGES NOTES (Go ahead, write in the book. We allow you.)

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There are approximately 20 lines visible. The paper has a slight shadow on the right side, suggesting it's resting on a surface.

ENCOUNTER SEQUENCE ONE: CASS ALPHAWAVE ATTACKS

A ship of metal and bone zooms straight toward you. A red Lizardman aims a laser rifle in your direction. A beautiful but battle-hardened young woman stands behind him, her arms raised in the air as she begins to cast a spell.

Cass Alphawave, former member of the Perilous League — now rogue space criminal — and her two Red Lizardman henchmen will attempt to intercept the party and steal whatever they have worth stealing. If the party was sent by Ez-Gar and the Perilous League, Cass and her Lizardman crew will be waiting for the party as they leave moon orbit (presumably because she has some inside information from a Perilous League traitor). Otherwise they will just zoom into the battle the PCs somewhere along the way to the Arcadian.

Cass and her crew will fight until one of them is unconscious or dead, at which point they will try to zoom off toward the closest planetary body. The PCs may decide to pursue, but if they get too far afield from their goal, Ez-Gar or an equivalent Judge-associate may well send them a telepathic message reminding them that the Incandescent Box is not on Cass Alphawave's ship!

The PCs may have their own space vessel, but if they don't, give them access to something equivalent to a **Perilous League Floating Longship**: Init +0; Atk none; AC 14; Hull Points 12; MV 40'; Act 1d20; SP personal ranged weapons may be fired on deck at +2 to hit vs. enemy craft; SV Fort +2, Ref +0, Will +2; Composition: wood; Luck pool: 4.

Alphawave's Modified Skullcraft: Init +1; Atk energy rockets +3 (1d8+1); AC 15; Hull Points 19; MV 50'; Act 1d20; SV Fort +3, Ref +2, Will +1; Crit d7; Fumble d6; Composition: wood, steel, and bone; Luck pool: 5.

Cass Alphawave: Init +1; Atk scimitar +1 melee (1d8); AC 12; HD 4d8; hp 21; MV 30'; Act 1d20; SP may cast the following Wizard spells at a Spell Check of +5: *color spray*, *feather fall*, *magic missile*, *monster summoning*, *strength*; SV Fort +2, Ref +2, Will +2; AL C.

Red Lizardmen Henchmen x2 (Gurr, Urghh): Init +3; Atk claw/claw/tail +2 melee (1d6/1d6/1d6) or laser rifle +1 (1d8+1); AC 15; HD 3d8; hp 16; MV 30'; Act 1d20; SV Fort +3, Ref +1, Will +1; AL C. [One is piloting the Alphawave Skullcraft.]

ENCOUNTER SEQUENCE TWO: THE ARCADIAN LEVELS 1 AND 2

An enormous ship of wood and metal drifts in the void of space before you. A larger-than-man-sized crack in the top of the hull, near the front of the ship, looms open with bits of glittering debris floating nearby. What looks to be some kind of signal tower near the back of the ship has been shorn off, revealing a floor with a ladder leading downward. The side of the ship is emblazoned with large letters identifying it as "The Arcadian."

The Arcadian has two obvious access points (the crack in the hull leading to **Area 1-5** and the signal tower leading to **Area 1-1**) and another access point via a hatch below the engine room (**Area 2-1**) which can be seen by anyone searching below the ship. The gravity field still partially works, even if the ship is disabled, but the gravity only works inside the hull area. So no one would be able to walk normally on the hull, or even on the floor of the exposed signal tower, unless he begins descending the ladder to the level below.

IMPORTANT NOTE: When any PC touches anything connected to the magical-electrical system of the ship, the engines fire for a moment and 1d6 *random* doors from the from each level open up (so, 2d6 doors total). The creatures behind those doors will do what makes the most sense for their particular situation (hide and attempt to ambush the PCs, look for food, attempt to escape, etc.). Without the random doors opening and the PCs encountering the various creatures on the move, the Arcadian becomes a dull series of doors to be opened and prisoners to overwhelm. But once the random doors open, the Arcadian becomes a more dangerous fight for survival. It may be helpful to make a copy of the Arcadian maps and use marker lines with arrows to indicate the movement of the inhabitants of various rooms after the random doors open.

All doors are locked and require a DC 15 check to pick or smash unless otherwise indicated, or included in the group of randomly unlocked doors as previously determined.

LEVEL 1: UPPER LEVEL

Area 1-1: Ruined Communications and Navigation Tower

Broken bits of machinery hover near the floor, partially suspended by the faint gravity still present here. A ladder leads down.

The ladder will allow PCs to drop down through to the area right outside **Area 2-1**.

Area 1-2: Compromised Security Station

The door to this room is badly damaged, and is that dried blood on the floor?

Three red Martian crewmembers can be found dead just inside the damaged doors. They had retreated to the security station for additional weapons before they were slain by Quelدوز and the Shapeshifter.

Treasure: *speaker stone* (allows verbal communication with anyone else carrying a speaker stone), *slightly bent laser rifle* (-2 to hit, 1d10 +1 damage), *hardlight combat projector* (duplicates *Monster Summoning* /spell with force construct creatures, 1d4 charges remain before it becomes useless), *damaged laser pistol* (+1 to hit, 1d6 damage and 50% chance of exploding with each use and dealing 1d12 damage to user).

Note: Quelدوز has taken the Incandescent Box from the back wall of **Area 1-2** and a square hole in the wall indicates that it is missing from its “nest” to anyone who is paying attention to such things — the box was providing supplemental power to the Arcadian, and it’s likely that the red Martian crew did not know that it had any other purpose.

Area 1-3a: Tampered Security Trap

Everyone entering the 10’ area in or out of the spiral staircase for the first time must make a Ref save vs. DC of 12 or be trapped in an electrified net that drops from above. Save vs. Fort vs DC of 15 or take 1d6 shock damage. The walls immediately rotate to seal off entrance or exit to the staircase, and anyone adjacent must make a Fort save vs. DC of 15 to select which side to jump to, otherwise they remain where they were. The rotating walls can be deactivated by a DC 15 lockpick check or if a total of 15 damage is dealt in a single round of attacks.

Area 1-3: Data Locker

Shelves filled with slots and data ports and scattered disks and cables clutter this small room. The flickering lights on some of the equipment seems almost hypnotic.

This room includes files on all the prisoners inside, written in martian, though the files would take several turns to sift through. With enough searching, PCs may find a holographic imaging device that might be able to playback highlights of Quelدوز’s escape.



Area 1-4: Dog-Man Prison Cell

He looks human, but why is he growling and barking?

This guy has had his brain swapped with that of a ferocious wild dog and will attack on sight. He's hungry.

Crazy Human Who Thinks He is a Dog:

Init +3; Atk bite +3 melee (1d4); AC 9; HD 1d8; hp 3; MV 40'; Act 1d20; SV Fort +2, Ref +2, Will -2; AL C.

Area 1-5: Empty Damaged Cell (Formerly Inhabited by Queldo)

The side wall of this cell is smashed apart and there's a glimmer of starlight coming in from the ceiling.

Queldo has escaped from this cell and cannibalized some of the wiring from inside the wall of the ship as he made his break.

The quick backstory: after the ship was damaged by space debris, the integrity of his cell was compromised, allowing him to short-circuit some of the power supplies

running through the wall between his cell and the Shapeshifter's cell. Queldo and the Shapeshifter then escaped into the Arcadian, killing the crew along the way as they searched for the Incandescent Box and eventually teleported away. Perceptive PCs may be able to pick up on evidence of the trail Queldo and the Shapeshifter left behind. They will certainly stumble across dead bodies left in the wake of those two space criminals.

Area 1-6: Empty Damaged Cell (Formerly Inhabited by the Shapeshifter)

Something big has smashed through the walls of this cell, leaving behind a sticky ooze and a rotten stench.

Area 1-7: Empty Damaged Cell

Someone seems to be peering down from the ceiling above.

This cell is open to space at the top, and a red Martian female in a jumpsuit has been accidentally killed in Queldo's escape (after the Shapeshifter smashed through the wall to this cell on his way out). Gravity is screwy in this room because of the tampering Queldo has done with the wiring in this area, so this dead Martian is stuck to the ceiling. Anyone entering the room will also find that gravity is upside-down in here.

Area 1-8: Arcadian Bridge

Several red Martian crewmembers dangle from contoured chairs in front of blinking displays. Other crewmembers look like they put up more of a fight before they were killed.

Though it looks like everyone in here is dead, if any PCs enter, they will immediately be ambushed by three red Martian female prisoners (who had been previously held in **Area 1-7**, but retreated into the Bridge area after Queloz and the Shapeshifter broke out and killed these crewmembers). The female prisoners are former crewmembers who have been afflicted with a nanovirus that has turned them delirious. In their half-cogent state, they think they can still help run the ship, but mostly they think they are living in an alternate reality where the PCs are mushroom people who have unlawfully commandeered the ship and these female prisoners will not allow that to happen.

Delusional Red Martian Female

Prisoners (3): Init +2; Atk +3 claws (1d6) or laser pistol +1 ranged (1d8+1); AC 10; HD 2d8; hp 11, 9, 9; MV 30'; Act 1d20; SV Fort +2, Ref +2, Will -1; AL C.

Details about the dead Martian crew:

Captain - sitting at the helm of the ship, slit throat, treasure: *speaker stone* (allows verbal communication with anyone else carrying a speaker stone), *4 small blue gems* (worth 100 gp each)

Chief Security Officer - lying on the floor, horribly burned on face and neck, treasure: *speaker stone*, *electrified metal rod (as mace, but 1d6+3 damage)*, *3 small blue gems*.

Communications Officer - sitting near front display, slit throat, *speaker stone*, *laser pistol (+1 to hit, 1d8 +1 damage)*, *5 small blue gems*.

Repairwoman - lying on the floor, crushed head, suction cup marks on face and neck, *speaker stone*, *toolkit (+4 to repair-type checks aboard the Arcadian)*.

Area 1-9: Android Cell

A deactivated robot stands in the center of the room.

This evil android isn't actually deactivated, but he will pretend to be. Anyone who touches the android will "activate" it and it will pretend to be a helpful companion to the PCs, aiding them in any way possible until he can get one or two of them alone in a room. At that point the evil android will attempt to commit murder as efficiently as possible.

Evil Android: Init +2; Atk retractable chainsaw fist +4 melee (1d12); AC 18; HD 3d8+2; hp 22; MV 20'; Act 1d20; SP infravision 60', immune to mind-altering spells, heal 4 hp per round; SV Fort +5, Ref +0, Will +6; AL C.

Area 1-10: Red Martian Boxer Cell

These two red Martians look like they've been in a boxing match with each other, and with a six-foot-long chain holding them together, neither can escape the fight.

These two prisoners have caused so many fights in so many prisons throughout the solar system, they have been permanently chained together using Martian superscience. They have been punching each other repeatedly in recent days, but they will eagerly fight anyone else they come across.

Red Martian Boxers (2): Init +1; Atk punch +6 melee (1d6) or chain +1 (1d8 choking or whipping damage); AC 10; HD 4d8+2; hp 7; MV 30'; Act 1d20; SV Fort +4, Ref +1, Will +0; AL C.

Area 1-11: Tigerwoman Cell

It's hard to say what's more frightening: that this fur-covered woman reveals razor-sharp claws or that she's foaming at the mouth.

This tigerwoman is feral, and possibly contagious.

Feral Tigerwoman: Init +6; Atk bite +2 melee (1d6+special); AC 13; HD 1d8; hp 3; MV 30'; Act 1d20; SP target must make a DC 18 Fort save or exhibit symptoms of rabies within 1d4 days; SV Fort +2, Ref +1, Will -2; AL C.

Area 1-12: Octopus Cell

Is this cell empty too?

The cell will appear empty, but even if the door has been opened randomly, the Moon Octopus will cling to the corners of the ceiling and wait to drop on anyone oblivious enough to stick his head into the room.

Moon Octopus: Init -1; Atk x8 tentacle +2 melee (1) or bite +0 melee (1d8); AC 11; HD 4d8; MV walk 20' or fly 40'; Act 8d20; SP grasp 1d4 opposed Str check for each tentacle that hits a target, and successful grasp allows an extra attempt at a bite attack, any target bitten must make a Will save vs. the attack roll or lose 1d4 Int points for the rest of the day; SV Fort +4, Ref -2, Will +2; AL N.

Area 1-13: Storage Room

Is this just a custodian's closet?

Yes, it is. Buckets and mops and rags and a tattered copy of a recent glossy magazine featuring Martian sportswear and bathing attire.

LEVEL 2: LOWER LEVEL

Area 2-1: Engine Room

The machinery in this room looks like it has been held together with goo and strange magic. Sparks shoot out from the back wall.

A maintenance hatch in the floor of this room leads out into space below. Because of the instability of the engines, there's a 30% chance of electrical fire for each

round one or more living creatures stays in this room. Anyone touching the engine machinery has a 15% chance of firing up the engines and sending the ship on a collision course with Mars (or an alternate destination determined by the Judge).

THE ARCADE

LOWER
LEVEL



Area 2-2: Port Wing

The doors on either side of the hallway are engraved with identical images of the planet Mars surrounded by eight irregularly-shaped spheres.

These two rooms are nearly identical, though one is larger than the other. The insignia on each door belongs to the Martian Planetary Patrol, and this side of the ship houses the quarters of the Captain and the Chief Security Officer.

Treasure: *illusion projector* (as *Phantasm* spell, with two charges remaining), *9 small blue gems* (100 gp each), *4 standard Martian Planetary Patrol crew suits*, *1 fancy Captain's outfit for formal occasions*, *speaker stone* (allows verbal communication with anyone else carrying a speaker stone).

Area 2-3: Starboard Wing

The four doors on either side of the hallway are painted to show various Martian landscapes, each with different color sunsets.

These four rooms are nearly identical, and these would have been used as standard quarters for the rest of the crew, with two bunk beds in each. The paintings on the doors had been recently completed by a security officer who died trying to prevent Queldoz from escaping.

Treasure: *3 pods of paint* (half-used), *2 small paintbrushes*, *1 Martian flak jacket* (counts as light armor, but provides AC +4 if no other armor is worn), *2 small blue gems* (100 gp each), *1 laser sword* (as a longsword +1), *12 standard Martian Planetary Patrol crew suits*.

Area 2-4: Non-Secure Storage Pod

The open door reveals that someone has raided this storage pod for supplies.

This closet area has nothing useful. Everything in it (electronics, jet packs, thermal monitors, medical gear, etc) has either been smashed by the Shapeshifter on behalf of Queldoz or stolen by the dastardly duo for the white Martian technomancer to use during his escape.

Area 2-5: Secure Storage Pod

Cold air blasts out as the door slides open. Glowing metallic boxes and canisters fill the shelves.

This is a red Martian food supply cabinet. Everything is frozen, but if defrosted, there are enough rations and beverages in here to last a crew of 12 for 50 days.

Area 2-6: Spore Slaver Cell

Solitary screams can be heard from behind this door. Inside, the cell is devoid of light, but an awful stench emanates from within and you can hear something move.

The grotesque spore slaver has dug his hands into the wall of the cell and ripped out enough wiring to piece together a makeshift whip that he uses for self-flagellation. He will attack anyone who enters the room, or wait three rounds and follow a party of adventurers and attack them from behind. He will fight to the death, with crazed intensity.

Spore Slaver: Init +1; Atk whip +1 melee (1d6) + special; AC 12; HD 2d8; hp 12; MV 30'; Act 1d20; SP any target hit with whip attack must make a Fort save vs. attack roll or become infected with spores that reduce remaining hit points by ½ after damage is dealt; SV Fort +1, Ref +1, Will +0; AL C.

Area 2-7: Blue Lizardman Cell

A blue lizardman sits calmly in the center of the room. He smiles and says, in the common tongue, "thank you for helping me."

This is Maxxazzon, and he's a terrible person (well, terrible lizardman). He will act as if he assumes the PCs will help him escape. Or, more specifically, he will act as if he assumes the PCs have been sent specifically to free him and act as his servants. He will not tolerate insubordination, but if a fight breaks out, and he sees he is outmatched, he will quickly flee toward a nearby room and attempt to free other prisoners to distract the adventurers while he escapes alone.

If PCs do play along in any way and pretend to help him, he will reveal that he knows all about Queldo and the white Martian technomancer's escape. He will say that Queldo is hiding on the bridge of the ship like a coward. Except, Maxxazzon's information is incorrect, since he doesn't actually know anything about where Queldo went. He's just pretending to know it all.

Maxxazzon, Villainous Blue Lizardman:

Init +3; Atk claw/claw/tail +2 melee (1d8/1d8/1d6); AC 15; HD 3d8; hp 16; MV 30'; Act 1d20; SV Fort +3, Ref +1, Will +1; AL C.

Area 2-8: Dead Green Lizardman Cell

This cell looks much cleaner than the rest. If it weren't for the green lizardman crumpled up in the corner, it would look unused.

The green lizardman is dead, totally emaciated. He refused to eat aboard the prison ship. It looks like he's withered away to almost nothing.

Area 2-9 – Beetle Wizard Cell

The metallic cell is littered with rags and shredded wood. A three-foot-long greenish-blue beetle crawls across this ratty nest.

The beetle is B'Groll B'Nukk, wizard of the dark side of the moon who has long ago been transformed into a beetle. Over the years, he has become more comfortable in his insect form and has regained contact with whatever demonic patron he has attuned with. So he's still a spellcaster, and he can communicate telepathically with the adventuring party. He does have some information about Queldo, picked up via his ability to read the thoughts of others. He knows that Queldo and the Shapeshifter have teamed up and they sought the Incandescent Box and planned on using the teleportation room once they found it.

B'Groll B'Nukk, Beetle Wizard: Init -2; Atk mandibles +0 melee (1d4+1); AC 16; HD 3d8+2; hp 19; MV 30' or climb 20'; Act 1d20; SP has passive ESP and Telepathy abilities, and may cast the following Wizard spells at a Spell Check of +3: *choking cloud, color spray, force manipulation*; SV Fort +2, Ref -2, Will +4; AL C.

Area 2-10: Empty Cell Used for Storage

This cell looks more like a storage room, with metal trunks and wooden boxes stacked all along the left side of the room.

Moving three or more trunks or boxes reveals a door to **Area 2-12**.

Searching through the trunks and boxes will reveal the following items (roll 1d7 for each searched trunk or box): (1) dried foodstuffs, (2) travel reports from the Arcadian crew written in Martian, (3) temp battery – will provide one additional charge to any electrical device, (4) leather-bound volumes of *The History of the Martian Empire from the Kargathon Era to Today*, (5) small containers of personal property belonging to various prisoners, with holograph chips and up to 8 gold pieces in each, (6) a bag of loose teeth, including some laced with traces of silver, (7) two electrified metal rods (as mace, but 1d6+3 damage).

Area 2-11: Covetous Bronze Pseudodragon nesting in Rafters of Hallway

Something stirs in the exposed rafters of the ceiling above. Greenish-black acid drips to the floor and sizzles. A large bronze bat-like thing flies directly toward your face!

The bronze pseudodragon has only hatched a few days ago, after the ship was disabled, and he has been collecting trinkets for his newly-built nest. He will attack anyone who comes into this corner of the ship.

Bronze Pseudodragon: Init +2; Atk claw +2 melee (1d6+2) or breath; AC 12; HD 1d6; hp 5; MV fly 30'; Act 1d20; SP acid breath 10' x 20' cone once per day – Ref save or take 1d8+2 acid damage; SV Fort +1, Ref +1, Will +1; AL C.

Treasure (in nest): *silver dagger, 12 gp, 2 small blue gems (100 gp each), and, two small metal boxes filled with various powders and herbs (similar in size and shape to the Incandescent Box, as a fake-out).*

Area 2-12: Blocked Storage Room

A pile of dead bodies lies near the center of this room. Blood splatters cover the walls and floor. The pile of bodies begins to stir.

Anyone opening this door basically has one round in which to do something before the pile of “dead” bodies reveals itself as a small horde of genetically-enhanced rage zombies from Mars. The rage zombies move quickly once they awaken from their undead slumber.

Martian Genetically-Altered Rage

Zombies (5): Init +2; Atk claws +2 melee (1d6+2) + special; AC 13; HD 2d8; hp 7; MV 40'; Act 1d20; SP target hit by attack must make a Fort save or become enraged for 1d4 rounds, attacking a random victim within melee range each round until rage subsides SV Fort +0, Ref +1, Will Immune; AL C.

Area 2-13: Neptunian Cell

A floating half-sphere filled with water holds a pale blue fish-man, who swims freely in his levitating pod.

This Neptunian has no interest in anything other than returning home to Neptune. He is a political prisoner, and not a violent one.

Pale Neptunian: Init -2; Atk claw +2 melee (1d6+3); AC 13; HD 1d8+2; hp 7; MV 20' or swim 40'; Act 1d20; SV Fort +3, Ref -1, Will +3; AL C.

Area 2-14: Space Harpy Aerie

This upper third of this large cell is lined with metallic rods forming geometric patterns ten feet off the ground. It's difficult to see through the metallic tangle, but something is moving up there.

The space harpies in this cell are evil and will attack if anyone tries to poke around in their aerie, but they won't leave this room for very long even if the door is opened accidentally. If there's food in the hallway (in the form of squishy humans) they are likely to hunt for it and return to their nest in the metallic rods of the upper layer of the cell. They strike first with their piercing screams, then viciously claw their prey.

Space Harpies (3): Init +0; Atk claws +5 melee (1d6+2) or screech; AC 15; HD 5d8; hp 27; MV 30', fly 70'; Act 1d20; SP will use screech attack only once, at the start of any conflict — any other non-space-harpy within 20' must make a Fort save vs. DC 12 or take 1d4 damage and lose their next round of action; SV Fort +2, Ref +3, Will +4; AL C.

Area 2-15: Teleporter Control Room

Banks of electrical equipment fill all four walls of this room and a raised platform with buttons and levers protrudes to waist level near the center. Colored lights flash without any obvious pattern.

The teleporter control room can only be accessed through the door closest to the dining area in mid-ship. The door opposite **Area 2-9** is sealed from within, and though it could be broken down with any attack dealing 25 damage or more in a single blow, such destruction would disable the teleporter within. That narrow room to the fore of **Area 2-15** is the teleporter platform, while the larger space with two doors is the teleporter control room, recently used by Queldo and the Shapeshifter to escape to beneath the surface of Mars with the Incandescent Box.

The unlocked aft door (the lock is broken) to room **2-15** has been trapped by Queldo.

Trap: Anyone opening the unlocked door with bare hands must make a Fort save vs DC 15 or take 1d8 electrical damage.

Assuming the adventuring party didn't smash its way into the small room to the fore of **Area 2-15**, the teleporter platform will still be operational. If they stand on it and press any buttons on the teleporter control panel, they will be immediately teleported to the same place Queldo and the Shapeshifter fled with their prize: in the caverns below Mars, near the Phaseship of the Starmongers.

CONCLUSION

If the adventurers came to the Arcadian looking for the Incandescent Box, they won't find it, but they should find enough clues to lead them to the teleporter room in pursuit of Queldoz and the Shapeshifter beneath the surface of Mars. The details of "Red Planet Rendezvous: The Phaseship of the Starmongers" will appear in the next issue of *Crawljammer*!

Then again, the party may choose not to pursue Queldoz, or they may be happy with the blue gems and laser weaponry they've

scored aboard this ship. Of course, a wily technomancer PC, or any adventurer with a high enough Int and an appropriately challenging DC (as determined by the Judge) might be able to reconfigure the teleporter to take the adventurers somewhere besides the caverns beneath the surface of Mars.

As always, more adventure awaits the intrepid party. Assuming they survived this one!

JUDGES NOTES

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What's in This Second Issue of Crawljammer?

- The Technomancer, an Exciting New Character Class Equipped With Magically-Charged Gadgets and a Thirst for Adventure
- Strange Space Encounters!
- Cactus Men from Alpha Centauri and the Mysterious Condemnation of the White Martian Tribunal!
- New Spells that May or May Not Involve Technology and Traps!
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