

CRAWL JAMMER

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MOON DICE
GAMES

ISSUE NO. 6
FEATURING:



the YOLOVAR
A NEW PC CLASS



**Rules For Advanced
Crawljamming**



**A COMPLETE 2020-LEVEL
Adventure**

& MUCH MORE!



Welcome to the **sixth** issue of *Crawljammer*,
a bi-monthly zine dedicated to fantastical
space adventures using the **Dungeon Crawl
Classics Role-Playing Game** system.

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Crawljammer

- ISSUE NUMBER 6 -

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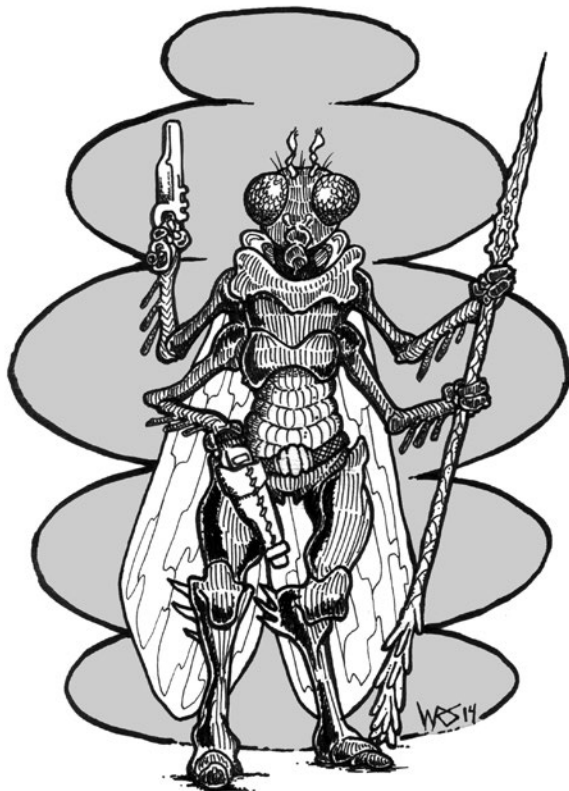
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*Special thanks to Michael Curtis for inspiring the Yolo-var and for braving the dangers of Pluto
(and New Jersey) with the mighty Buzz Yoggoth, the first-ever Yolo-var player character.*



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the YOLOVAR

You are a descendent of a very special strain of *musca domestica* sent into deep space on a secret scientifico-magical mission many generations ago. The mission was a failure, and the spacecraft exploded on impact, leaving your ancestors, bombarded by cosmic rays and magical elixirs, as the only survivors. Over the ensuing centuries, your people have evolved into a sophisticated culture in the caverns beneath the surface of Pluto, where the sound of buzzing creates a beautiful harmony with the strange vibrations emanating from inside that planet's core.

As a proud yolovar, you fight to defend the rights of your people and though few yolovar

have ever been brave enough to leave their safe and harmonious caverns, you have chosen a path filled with adventure and excitement, because you know it's time for your people to move beyond the safety of their routines.

The mutation event that caused the first yolovar to gain sentience also linked them to the Dimensional Orrery, providing unusual special abilities to all members of the race, allowing them to seemingly rise from the dead, consume almost any form of matter, and project energy spheres to defend themselves from predators.

Yolovar may have descended from common insects, but they stand as tall as humans and

can live for just as long. They prefer the safety and sanctity of their underworld labyrinths, but those brave enough to explore the universe have begun to make the name “Yolovar” a word enemies have learned to fear.

Hit points: A yolovar gains 1d4 hit points at each level.

Weapon training: Yolovars are trained in the use of the dagger, javelin, laser pistol, lasersword, longsword, sling, and spear. Their additional arms also allow for multi-weapon fighting as if their Dexterity were 4 points higher than it actually is. Yolovars' innate exoskeletal structure provides them with natural armor of AC 12, but a yolovar with a Strength of 16 or higher may also wear any kind of armor without impairing his ability to fight or fly. A yolovar with a lesser Strength would take double the check penalty while wearing armor.

Alignment: Yolovar are almost exclusively Lawful and believe in the structure and order of the universe and society. Neutral and Chaotic yolovars are rare and seen as aberrations to the tribe.

Hyper-Senses: A yolovar's daylight vision is nearly unsurpassed in the humanoid world. A yolovar always gains +3 plus his level to any initiative rolls if ample light is available, and an initiative modifier equal to his level even when light sources are insufficient, due to his ability to detect vibrations in the immediate area. As such, a yolovar will only take a -1 penalty to attacking while blinded, and gains a +2 per level to any roll needed to detect a surprise attack.

Flight: Yolovar wings allow flight at 30' per round, and that speed can be accelerated using matter conversion powers (see below).

Matter Conversion: Yolovar can consume almost any substance, which means they can eat through anything up to the durability of solid steel at a rate of 1 cubic foot per round. Such matter is converted to energy inside the

yolovar's complex mutant digestive system and up to 4 points of energy per yolovar level can be stored for each cubic foot of material devoured. (For example, a level 2 yolovar could replenish his energy store of 8 points by devouring 2 cubic feet of stone, which would take about 2 rounds.) A yolovar may consume more matter than he can convert into energy, but for each cubic foot in excess of his energy store maximum, he takes 1 point of damage.

The energy stored may be used to power any of the following three special abilities, at the cost indicated:

- **Warp speed Flight** (2 points of energy): Increase speed to 100' per round for 1d3 rounds.
- **Energy Projectile** (4 points of energy): Spit a sphere of energy up to 100' as a missile attack, dealing 1d8 plus yolovar level damage at levels 1-5, and 2d8 plus yolovar level damage at levels 6-10.
- **Buzz Blast** (6 points of energy): Vibrate the wings at such a rate as a melee attack which pushes everyone within 10' to a distance of 30' away, unless a Fortitude save is made vs. the Buzz Blast attack roll. The Buzz Blast deals 1d4 damage to everyone who fails the save, and those pushed may also be propelled into walls or other danger, dealing additional damage as appropriate.

Exoskeletal Armor: Yolovar's chitinous skin and use of quick reflexes provides a natural armor class of AC 12. Any additional armor worn does not provide an additional bonus, but if the armor is durable enough it could provide a higher AC on its own (add the AC modifier to base 10 AC).

Extra Lives: A yolovar's innate connection to the Dimensional Orrery provides a unique benefit. When a yolovar reaches 0 HP, he does not die, nor can he be healed (nor can his body be rolled over). Instead, the yolovar



flickers out of existence for a second, and a new, duplicate yolovar takes his place. This dimensional duplicate has all the same memories, possessions, and experience points as the previous yolovar, and this yolovar thinks he is the same yolovar who died and he cannot be convinced otherwise, but he rerolls 3d6 in order for all six attributes and rerolls hit points appropriate to the level at which he died. He may return to battle after two rounds of adjusting to his new "life."

The multiple lives are not infinite, and this ability may only be used a number of times per level equal to that yolovar's level. This is not a cumulative effect, so a level 3 yolovar who died and returned twice at level 2 may still die and return three times at level 3. But please note: when a yolovar reaches 0 HP for the final

time, healing will still not work and neither will rolling the body. Only resurrection or a divine favor or a wish would bring the yolovar back to life at that point.

Luck: Yolovar believe in order and routine, not Luck, and though they will burn Luck when absolutely necessary, they receive no additional bonus due to any positive Luck modifiers.

Languages: A yolovar adventurer knows his native language of yolovarian plus common, but will not know an additional language unless he learns it in the course of play.

Action dice: A yolovar uses his action dice for attacks and offensive special matter conversion abilities, and gains multiple attacks beginning at level 5. (See Table 6-1 below.)

TABLE 6-1: The Yolovar

Level	Attack	Crit	Die/Table	Action Dice	Max Energy	Extra Lives	Ref	Fort	Will
1	+1	1d6/II	1d20	4	1	+2	+0	+1	
2	+2	1d8/II	1d20	8	2	+2	+1	+1	
3	+2	1d10/II	1d20	12	3	+3	+2	+1	
4	+3	1d12/II	1d20	16	4	+3	+2	+2	
5	+3	1d14/II	1d20+1d14	20	5	+3	+3	+2	
6	+4	1d14/III	1d20+1d16	24	6	+4	+3	+3	
7	+5	1d16/III	1d20+1d20	28	7	+5	+4	+4	
8	+5	1d20/III	1d20+1d20	32	8	+5	+4	+4	
9	+6	1d24/IV	1d20+1d20	36	9	+6	+5	+4	
10	+6	1d30/IV	1d20+1d20+1d14	40	10	+6	+5	+5	

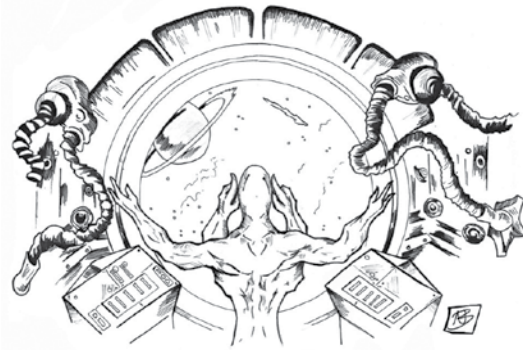
TABLE 6-2: Yolovar Titles

Level	Titles apply to all Alignments	
1	Hopper	
2	Flier	
3	Voyager	
4	Aviator	
5	Winger	



Advanced Crawljamming

THROUGH THE PHLOGISTON FLUX



Remaining in the stillness of deep space are the ripples of phlogiston flux, the force that flung countless universes into being. Crawljamming ships are able to harness these currents and ride them to travel through the blackness of the void, traveling between worlds and solar systems.

The term "Crawljamming" is credited to "Ax" Brugg, an ancient wizard who observed that the same qualities that makes for successful dungeon crawling make for successful space travel. Adventure awaits, so below as above.

A Crawljamming vessel utilizes arcane sails made of gold which, when charged by the mystic energy of a spell caster, are able to harness the reverberations of time itself. As time flows across the vessel, a crew is needed for the mundane work of hauling line in order to trim and ease the golden sails. The roles of navigator, sailman, and pitman are essential

to the proper functioning of a Crawljamming vessel. Fulfilling one of these duties prevents a character from performing any other actions during a round. If one of the officers listed below is ever unconscious or reduced to zero hit points, none of their modifiers or options described below remain useable by the vessel.

The **navigator** is a spellcaster: either an elf, cleric, wizard, or ecclesiast. He remains above deck at the pulpit holding the forestay, a line running from the pulpit to the mast that powers the vessel by leeching his/her mystical energy. A navigator must be a spellcaster with memorized spells. Fueling the vessel for two hours of travel or one round of combat requires a sacrifice of 1d2 of a caster's spells for the day. When all of the caster's spells are lost, the vessel drifts until its momentum degrades or a new caster takes over (strangely, *invoke patron* and *patron* spells can not be burned in this way, however *patron bond* can).

A Crawljamming ship uses these spells to charge the ship's wings or sails like a phlogiston-infused electromagnet, allowing the sails to attract or deflect time current. Most Crawljamming vessels are shaped like birds, fish, or wooden ships with a fore and main sail. This arrangement allows the wings or sails to not just catch time currents and ride them, but to direct the current to allow the ship to travel with, against, or across the time currents.

A navigator adds his Intelligence modifier to the ship's overall Fortitude save for the sake of resisting damaging effects and fuels the vessel by sacrificing spells.

The **helmsman** stands at the stern of the vessel, controlling the pitch, yaw, and roll of the Crawljamming vessel with a series of wheels and levers. There is no mystical energy here, just natural agility and luck as the sailman wrestles for the control of the ship with the phlogiston flux itself. Additionally, the helmsman communicates his intent to tack or gybe the boat with the pitman, who directs the crew to haul yards of line to direct the sails.

A helmsman chooses Crawljamming Combat Options (described below) and is able to use mighty deeds of arms to affect combat outcomes for his crew.

The **pitman** stands above deck in the heat of it all, bellowing orders to crew and directing missile fire. Though the captain is the final authority, and the sailman and the navigator are responsible for the operation of the ship, it is the pitman who sees that the work gets done.

The pitman adds his Personality modifier to the ship's overall Will save for the sake of resisting demoralizing effects. Furthermore, the pitman's Initiative modifier is added to the ship's.

Note that Elves, as exceptional space travelers, get an additional +1 to their efforts as any Crawljammer crewmate, and remember that PCs may burn their own Luck on any ship related roll (as detailed in Crawljammer #1). The specifics of long-distance travel are best left to the judge. It should suffice to say that sailing on time itself in the frictionless medium of the phlogiston flux can be extraordinarily fast. It is during these times that a crew, sailman, and pitman have the least to do: the sails and tiller are set, and the work is left to the navigator. It is when encountering obstacles such as debris fields and enemy vessels that the fast thinking and fine tuning of the crew is necessary.

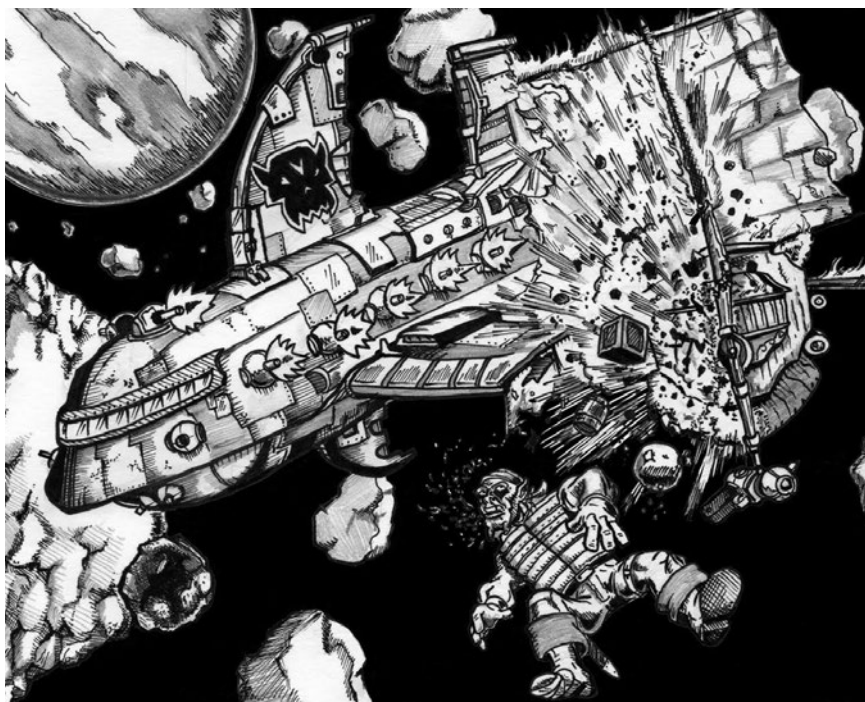
Crawljamming Combat Options

Ship to ship combat is very similar to standard combat. Initiative is rolled for both sides, including the helmsman's modifier. The helmsman then decides whether to **attack**, **defend**, or **flee**.

When taking the option to **attack**, **defend**, or **flee** the crew and PCs may not fire personal missile weapons: at this point they are at their stations performing Crawljamming duties. Personal missile fire usually begins at closer range or when boats are grappling. If the sailman does not take the option to **attack**, **defend**, or **flee** or any of the officers (pitman, sailman, or navigator) leave their post, the crew may all make attacks with personal weapons in addition to mounted artillery, but the vessel loses power and hovers in place.

Attacking

An attacking ship is able to use mounted missile weapons and spells (not cast by the navigator) at long or medium range. If the sailman is a warrior (or related mighty deed class) he is able to attempt mighty deeds of arms during combat for their ship or on behalf of their crew as they fire missile weapons.



Directing missile fire is the job of the pitman, but for the sake of involvement all players may share the duty of rolling dice.

At close range, a ship's crew may board another vessel. This is a process of remaining close to the nearby ship and throwing out lines, ladders, or hooks for boarding. Resolve this as a contested d20 roll between ships, each ship adding their sailman's Agility modifier plus the ship's number of HD. The losing ship is successfully held.

When a ship approaches close range, she is also able to ram another ship. The attack is rolled by the sailman and a successful ram inflicts damage equal to half the attacking ship's HD. An attacking ship not outfitted with a proper ram (merchant vessels and the like) receive damage equal to half the damage dealt.

Damaging Effects

Whenever maximum damage is rolled by an enemy's mounted weapon, or a ship is reduced by a quarter of her hit points in a single blow, or a significantly smaller ship is rammed by a larger ship, a damaging effect is possible (Table 6-3). To avoid the damaging effect, the ship adds the navigator's Intelligence modifier to the ship's Fortitude save vs. the successful attack roll.

Whenever the navigator fails his save, a damaging effects table roll is required. The die depends on the ship's remaining hit points. If the ship has 25% or less remaining, roll a d12. Between 26-50% HP, roll a d8. More than 51%, roll a d4.

TABLE 6-3: Damaging Effects Table

Roll Result

- 1 Some flotsam has caused the rudder to stick. Damaged vessel unable to alter course for 1d4 rounds.
- 2 *Roll 1d12.* The result is the clock direction towards which the damaged ship suddenly turns towards and moves at full speed for one round, possibly causing a collision.
- 3 A hole in the cargo hold of the damaged has caused a loss of 1d6 weeks worth of food and supplies.
- 4 Doubled gravity. All actions aboard the damaged ship are performed at a -2d penalty.
- 5 Randomly select one piece of mounted artillery on the damaged ship. It is destroyed.
- 6 The shock of the attack has caused a rupture in the phlogiston flux, thinning breathable oxygen. PCs must make a DC 10 Fortitude save or else they and their crew miss the next round as they catch their breath.
- 7 The attack has rent a sail on the damaged ship. Movement is halved until a repair is made, and sailman may not take defend or flee option.
- 8 The proximity of the enemy vessel is fighting the damaged ship's gravity. Crew and unsecured objects are tossed around, and those aboard take 1d4 damage each round until the ship makes a DC 10 Fort save.
- 9 The attack severs a sail or wing. The crew on the damaged ship must make a Will save as explained under *Ship Morale* below. The pitman must make a DC Reflex save or be knocked unconscious by a falling beam (immediately reduced to 0 HP and unconscious until healed or shaken awake by an ally).
- 10 A thirty foot square explosion tears through the damaged ship, inflicting 3d6 damage. *Roll 1d3.* 1 = It happens aft, centered on the helmsman. 2 = It happens midship, focused on the pitman. 3 = It happens fore, centered on the navigator. If the officer is brought to zero HP the crew must make a Will save as explained under *Ship Morale* below.
- 11 An artillery strike reduces an officer on the damaged ship to zero hit points instantly. *Roll 1d7.* 1-3 helmsman, 4-6 Pitman, 7 Navigator. The crew must make a Will save as explained under *Ship Morale* below.
- 12 The sails or propulsion devices aboard the damaged ship are destroyed. You **do** have a backup, right?

Defending

A defending ship attempts to roll or pitch, doing anything to make a challenging target. While defending, the ship adds to her AC the total of her Reflex save plus the helmsman's Agility modifier, subtracting the same number from to-hit rolls she attempts while executing this maneuver.

Fleeing

Outmaneuvering another ship is a combination of speed, reflex, and proper execution of orders. Roll a d20 and add the opposing ship's initiative. This is the DC save that is to be made against the ship's Fortitude by the Navigator, Reflex by the Sailman, and Will by the Pitman. Success on all three saves means the ship is



able to move twice her usual speed. If one of them fails, then the enemy vessel has outmaneuvered them and gets a free round of action against the fleeing vessel, maintaining the same distance apart as the previous round.

Ship Morale

Will saves must be made whenever a ship officer or crew member is dropped to zero hit points during combat (crew members or officers may be targeted by opposing artillery, as per Optional Space Combat Rule #2 in *Crawljammer* #1). The DC is 10 if a crewmember is slain, add 1d10 to this DC if an officer is killed, opposed by the sum of the ship's Will save and the pitman's Personality modifier. Failure means that the crew of part of the ship is unable to function. To determine which crew is affected, roll 1d2.

- 1 The trimmers aren't doing their job. The ship's movement, grappling modifier, and AC is halved. The navigator is unable to take the **attack**, **defend**, or **flee** options.
- 2 The artillerymen are running scared. Only half of available missile attacks occur this round (rounded down), and all such attacks are at -1d. Effects remain in place until the crew makes the original save, saving once per round.

If a ship is being boarded, then run morale saves as usual. By this time, trimmers and artillerymen have already abandoned their posts in order to defend themselves against their attackers.

Creating a Crawljammer

The most amazing thing about a Crawljammer is that it can begin life as a normal ship. To convert a normal ship into a Crawljammer one need only have a boat, a Create Crawljammer spell, a master weaver, goldsmith, and a great deal of gold. It is for this reason that investors are often sought, often at the cost of owing favors in return.

First, enough gold must be obtained for the sails and rudder. One gold piece can be spun into a quarter yard of gold spring, so a standard sail area of around 500 yards (fairly average for a fore and main sail) would require 2,000 gold pieces or the equivalent.

Fashioning a gold rudder requires 1,000 gold pieces.

Next is the hiring of the specialists and their apprentices, assuming they are available. Bargaining with these craftsmen is possible,

TABLE 6-4: Crawljamming Construction Specialist Completion Time

Skill Roll	Goldsmith	Weaver	Shipbuilder
4 or less	16 weeks, then 50% chance of failure	8 weeks, then 50% chance of failure	4 weeks, then 50% chance of failure
5	4d4 weeks	2d4 weeks	4 weeks
10	4d3 weeks	2d3 weeks	3 weeks
15	4d2 weeks	2d2 weeks	2 weeks
20	4 weeks	1d4 weeks	1 week

but a starting wage of 10 silver pieces per week is the standard. Each specialist (weaver, goldsmith, and boat builder) rolls a d20. Their results determine the time it takes for them to complete their task: the goldsmith hammers the gold into wire and then makes tightly wound golden springs, the weaver makes a stout thread as a core to wind through the gold coils before weaving the sails, the boat maker seals the craft and builds a golden rudder (and a boat if need be, adding the cost of the boat to the proceedings). The total time for

each group is added together to total the time needed to complete the vessel.

The skill roll may be improved by one for every additional hundred gold spent on that step of the process. So, spending 100 extra gp can add to the weaver *or* the goldsmith, but not both.

Now for the hard part. A spell of *Create Crawljammer* must be located. It won't be easy to find, and it cannot be bought with gold. Only a true hero's quest will ever reveal such a treasure!



SIDEBAR: UPGRADING YOUR CRAWLJAMMER VESSEL

By Tim Callahan

Reader Kevin Searle wrote in to ask how I would adjudicate his players' request for increased armor class and hull points on their crawljamming ship. He also wrote that "a ballista was mentioned." In response, I created the preliminary version of the chart below.

For your own crawljamming upgrades, roll on **Table 6-5**, or, in true DCC spirit, make up something of your own that seems fun and dangerous.

To perform ship upgrades, the necessary components must be readily available and the crew must have at least one week of uninterrupted work time. Modify the roll by +1 if the upgrades are performed in a city or starport with abundant crawljamming resources and modify the roll by -4 if the upgrades are performed in an otherwise uncivilized area.

TABLE 6-5: Crawljamming Ship Upgrades

*Roll 1d10 + Int modifier of the crew member or officer performing the attempted upgrade. **

Roll	Result
1	Upgrade attempt causes ship to lose structural integrity. Hull points are reduced by half and the ship is disabled for 1d8 additional weeks.
2-7	Upgrade attempt fails. No upgrade.
8	Upgrade attempt succeeds, sort of. The ship's max HP is decreased by 2d4, but the AC is increased by 1d4. One artillery weapon appears to be added, but it never works.
9	Upgrade attempt succeeds, slightly. The ship's max HP increases by 1d4, and its speed increases by 20%.
10	Upgrade attempt succeeds. The ship's HD increases by 1 – roll for new HP accordingly. Its speed increases by 50%. AC is increased by 1d4.
11+	Upgrade attempt succeeds heroically! The ship's HD increases by 2 – roll for new HP accordingly. Its speed doubles. AC is increased by 1d4. And that ballista, the one that deals 2d8 damage, has been added to the ship's artillery. Note: the "ballista" may be replaced by whatever equivalent the PC desires, as approved by the judge.

**Only one upgrade attempt may be made per ship per year, unless unusual circumstances dictate otherwise.*

Random Space Encounters

While flying through the phlogiston flux, a Crawjammer navigator reaches out with his unconscious mind, striving to avoid obstacles and to choose the best course. There are times when those mental senses are faulty or an obstacle remains hidden. In these moments, a **Random Space Encounter** may occur.

While navigating, a character rolls a die representing the safety of eight hours of travel. For a wizard or elf, roll a d8, every other eligible character class would roll a d6. If a 1 is rolled, a random space encounter occurs, so roll as described on the **Random Space Encounter Chart**.

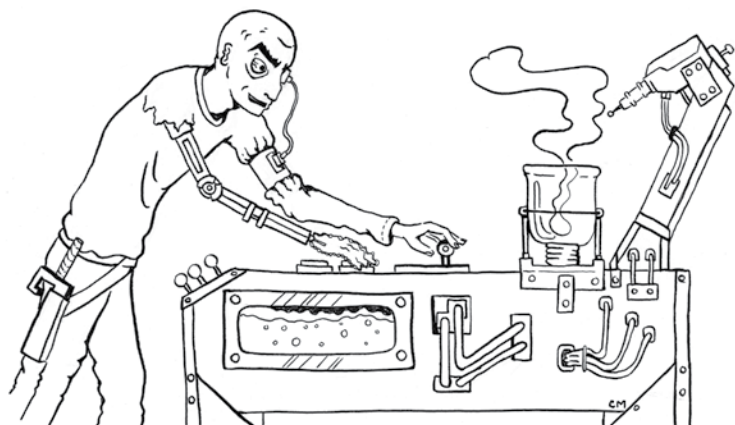
TABLE 6-6: Random Space Encounter Chart

Roll a d20 — Please note: Any time a vessel is reduced to zero hull points or is disabled by a table result, roll a d6 per day spent immobile (minimum one). If the result is a one, inflict result #7 as an additional consequence.

Roll	Result
1	The navigator has failed to notice the existence of a black hole! The ship is pulled into the gravity of the collapsed star, warping reality and likely killing everyone aboard! Or, you could just roll a minor corruption effect and burn a point or more of Luck to improve your result on this table. Or the judge could decide that the black hole may seem to kill everyone on board but actually transports the PCs to a bizarre alternate plane of existence. You know. Whatever.
2	Dear gods. It's the Void Ziggurat. Void Ziggurat: Init +2; Atk psychic burst +4 (special); AC 18; HD 4d8; MV 60'; Act 1d20; SP enemy ship must make a Will save vs. psychic burst or become immobilized, the void ziggurat may also become invisible for one hour each day; SV Fort +4, Ref +1, Will +6; Crit d4; Fumble d4; Composition: stone; Luck pool: 3. (A disabled Void Ziggurat may be explored by curious PCs and judges who have a temple map handy.)
3	You hit something. You're not sure what, but it was hard! Roll a d14. This is the number of days the vessel floats in the same general area, immobile, while the crew attempts to repair the damage.
4	You encounter a Violent Voidspace and you are unable to spot it until it closes in! 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.

- 5 A Consortium of 1d4 Moon Octopi are stalking your vessel! Navigator must roll a d20. If you roll under Luck, you spot them at far range. If you roll over Luck, they fall upon you at close range with one free round of surprise attacks. **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.
- 6 A meteor swarm! To dodge it, a DC 15 save must be made against the ship's Fortitude by the navigator, a Reflex save by the helmsman, and a Will save by the pitman or else meteors strike the deck inflicting 6d6 damage in a 40' area of effect. Additionally, wooden ships must make a DC 10 Fortitude save or begin burning. To see where the meteors hit, roll 1d4. (1) It happens aft, centered on the helmsman, (2) It happens midship, focused on the pitman, (3) It happens fore, centered on the navigator. (4) It hits the sails. You must raise replacement sails or spend 1d4 days immobile while making repairs, thereafter traveling at half speed until upgrades or major repairs may be attempted.
- 7 3d6 space pirates! Roll 1d2. A 1 means they are piloting a Battlecraft, a 2 means they pilot a Deepspace Dreadnought (see *Crawljammer* #1 for details on space vessels, if you need more info). You spot them as they appear at far range. The pirates will attempt to grapple and board ships, if possible, so as not to wreck their spoils. If your ship is currently under repair, your helmsman may not take special actions: your vessel can only move and attack as normal, albeit with the values of your ship's movement and saves halved.
- 8 A derelict vessel! Roll 1d3 to determine type. (1) Shuttle, (2) Dreadnought, (3) Magically-charged rocket. The PCs may be able to salvage a functional piece of the vessel (a spare catapult or set of sails, for example), or the whole thing (which is likely needing repairs and may include unwanted stowaways such as living fugi, Cactus Men, or something more... alien) at the judge's discretion.
- 9 A merchant convoy selling extra Crawljamming or basic equipment available for a mere 1d5 X 10% markup. After trading is concluded with the vessel, the navigator must roll a d6. If a 1 is rolled, treat as a result of 7 on this table.
- 10 A small escape vessel with a blinking emergency light appears. Roll 1d5. The occupants are (1) 2d3 lizardmen who are extremely grateful for your rescue, (2) 1d4 mutinous space pirates, (3) 1d3 random undead, (4) dead humans who have been nearly devoured by a slime which will automatically deal 2d8 damage to anyone else who touches the bodies, no saving throw allowed. Once the slime deals damage to its target, only direct fire or a cure disease spell can remove it and avoid the target taking 2d8 damage each round, (5) 1d3 curled up Rock Terrors.
- 11 An unexpected gravity fluctuation requires that the navigator burn 1d6 spells to avoid catastrophe. If the navigator does not have enough spells to burn, the ship is damaged by a strange phlogiston-infused curse that increases critical hit or damaging effect against this vessel by +1d. The curse may only be removed by a spellcaster who specializes in Crawljammer-related exorcism spells.
- 12 A battlecraft claiming to belong to an order of 3d6 Lawful Space Paladins appears, and the commander of the vessel demands the right to board in order to check for criminals. If any PCs or crew members have a sordid history, they may be in for a fight. Of course, they may not even be the paladins that they claim to be...

- 13 Spinning with no control of its own, a metallic humanoid awaits rescue. The personality of this automaton is at the discretion of the judge, but it is certain to have some agenda of its own that it will only reveal after gaining the trust of the PCs.
- 14 A stunningly beautiful pod of Outer-Whales! While you are awed at their majesty, you spot an intergalactic whaling longship connected to one via a vibronic harpoon tether! Hunting Outer-Whales is an illegal business, but lucrative. Do your characters intervene on behalf of the whales, support the whalers, or take the time to poach some of your own?
- 15 You drift past a once-bustling spaceport, now the site of a great massacre. One PC may elect to activate a previously deeply-buried hatred against the race responsible for this evil deed. Roll a 1d6 to determine the race hated. (1) Lizardmen, (2) Venusian Zanists, (3) White Martians, (4) Elves, (5) Androids, (6) Starmongers. The hated race may not be the race of the character, nor the race of any close associate (reroll if that is the case). When a character holds a racial hatred, they gain +2 on damage rolls versus the creature, and suffers a -4 Personality modifier for 24 hours after sighting a member of the race. Further, they will never willingly trust or befriend a member of that race.
- 16 You stumble upon a small planetoid that appears on no maps. The timespace fluctuations caused by this strange planetoid slow your travel by 1d3 days, or 2d3 days if you take time to search the planetoid (and yet find nothing of interest).
- 17 Turbulence causes a man to fall overboard! Roll 1d6 to determine who falls. (1) Navigator, (2) Helmsman, (3) Pitman, (4-6) random other crew member. Lose a day of travel if you choose to recalibrate the navigational route and turn back for a rescue.
- 18 A sudden emergency highlights a leadership flaw. Roll 1d3 to determine who suffers a -1 penalty to their actions as a Crawljamming officer for the next week: (1) Navigator, (2) Pitman, (3) Helmsman.
- 19 Somehow, a disembodied voice cackles threats that are audible to your entire crew! Increase the DC of the next ship morale save by +2.
- 20 An old shoe, floating through space, conks the navigator on the noggin and the crew has a good laugh at his expense.



PEEKY PESTS

of the Phlogiston Flux

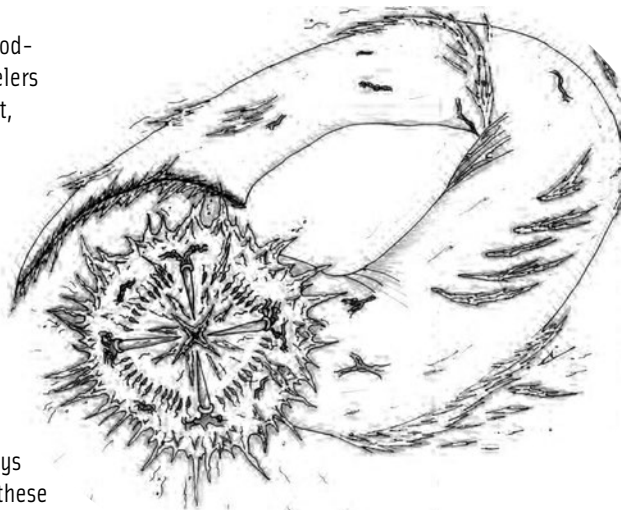
The phlogiston flux! Tales of spacefaring travel through this magnificent void from planet to planet are used to regale crowds and entertain children. But there is a darker side to the void. Stories of swashbuckling adventure are often replaced with horrific accounts of terror and death. The phlogiston flux may be vast, but those creatures that inhabit the spacelanes are well equipped to find travelers in the infinite emptiness. And once they locate those travelers... well, I leave that to your imagination...

knock its victim down with a tail whip, so they can more easily siphon off the dazed opponent's blood.

Phlogiston Eel: Init +5; Atk bite +2 melee (1d12 + special) or tail whip +1 melee (1d7 + DC10 Fort save or dazed for 1d3 rounds); AC 11; HD 2d8; MV 50' (fly); Act 1d20; SP on a successful bite attack, latches on for additional 1d4 damage per round from blood drain; SV Fort +0, Ref +3, Will -1; AL N.

PHLOGISTON EEL

The phlogiston eel is a blood-thirsty bane of space travelers everywhere. Lightning fast, and very difficult to see head-on against the backdrop of the void, these beasts often surprise unsuspecting spacefarers. Similar to the earth-bound sea lamprey, these eels have a taste for blood, especially that of halflings (which they always attack first). What makes these creatures even more fearsome is that they often travel in packs of 2-10 (2d5). Once a phlogiston eel clamps down with its needle-like teeth, it is only a matter of time before the victim is bled dry. A favorite tactic of the eel is to first



VOID MITE

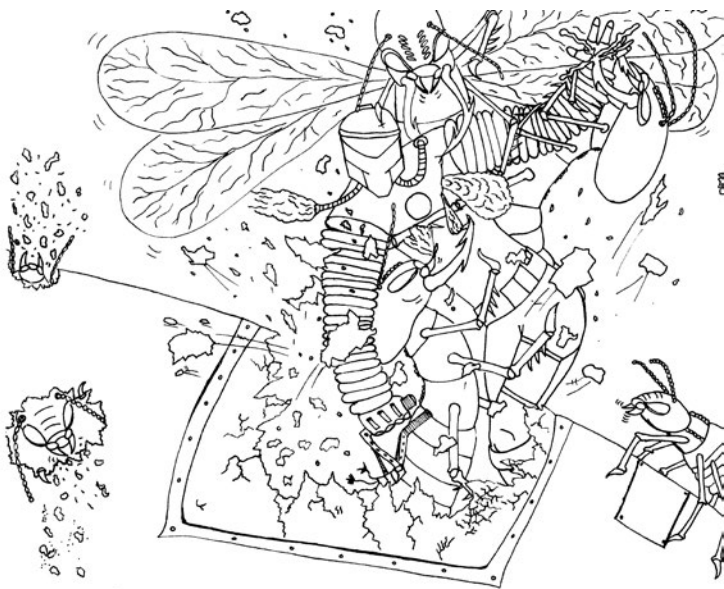
Void mites are a scourge to spacefarers as their favorite food is the wooden hulls of crawljamming ships. Void mites maneuver the space lanes by emitting gas from their abdomen for propulsion. The worker mite is by far the most common, and when encountered there will be 2d12 workers who are traveling the phlogiston flux in search of wood to consume. When wood is found, they mark the location for more workers to follow. The worker mite is not a very strong combatant, designed more for self-defense than attack. However, their large numbers still make them deadly. When attacked, the workers emit a sub-sonic signal that calls the soldier mites in for the attack (1d10 soldiers will respond within 1d8 rounds). The soldiers are much deadlier than their foraging brothers, and a swarm of workers and soldiers together can reduce a ship and its crew to a riddled, floating hulk in very short order. The biggest mystery of the void mites is the

queen of the colony. None have ever successfully located a mite colony and returned alive, so very little is known about the queen or colony structure.

Void Mite (Worker): Init +2; Atk bite -1 melee (1d4); AC 12; HD 1d8-1; MV 30'; Act 1d20; SP attack does double damage against wooden objects; SV Fort +1, Ref -1, Will -2; AL L.

Void Mite (Soldier): Init +4; Atk bite +3 melee (2d8+1); AC 15; HD 2d10; MV 40'; Act 1d20; SV Fort +3, Ref +1, Will +0; AL L.

Void Mite (Queen): Unknown. Nobody has lived to tell the tale.





ROCK TERROR

Rock terrors look like large armadillos, but unlike their land-bound cousins, these beasts propel themselves around the phlogiston flux, curled up so as to appear like small meteoroids, in search of new sources of food. Being omnivorous, these creatures are just as happy munching on leaves or flesh. Travelling in herds of 2d8, they float around space in search of their next meal. The shell of the rock terror is so strong, that they can survive the heat of atmospheric reentry without Crawljamming magicks. Rock terrors reproduce quickly, and have voracious appetites, which makes them a huge threat to any ecosystem they may come across. When rock terrors make landfall on a planet, the inhabitants are often quick to hunt them down and exterminate them.

Rock Terror: Init +2; Atk double claws +2 melee (1d10 each) or bite +1 melee (1d12) or special; AC 17; HD 1d12; MV 20' or fly 80'; Act 2d20 (or 1d20 for bite); SP "Rock n' Roll" attack – Roll into a ball and propel into the enemy causing 1d8 damage + DC15 Fort save or be disoriented (-2 to all attacks for 1d4 rounds); SV Fort +4, Ref -1, Will +0; AL N.



ELDRITCH LEECHES

The eldritch leech is the vile creation of a mad alchemist, who wanted to destroy a rival wizard. Unfortunately, the experiment got free and destroyed him. Now, the eldritch leeches wander the spacelanes in search of magical energy to feed on. Eldritch leeches drink magical energy from a victim, not blood. Travelling in packs of 2d4, the leeches seek out eldritch energy which is emitted from elves, wizards, related spellcasting character classes, and most magical items (note that clerics use divine magic which the leeches are unable to sense or feed on). One very disturbing side effect of having magical energy leeched is that the victim adopts a corpse-like visage for the duration of the energy drain.

Eldritch Leeches: Init -1; Atk bite -1 melee (1d4 + magic drain); AC 11; HD 1d6; MV 45'; Act 1d20; SP magic energy drain (on a successful bite attack, in addition to the physical damage elves/wizards/etc must make a DC 13 Will save or take -1 penalty on all spell checks for the next 24 hours. The -1 penalty is cumulative per failed save from each subsequent leech bite. Magic items that take 3+ leech bites lose all magic abilities permanently); SV Fort -3, Ref -2, Will +2; AL C.

What is the What?

Five Random Tables!

Sometimes, when you're running a Crawljammer game, all you need is a name for a tax collector or a bartender or a singer on board that shady space station. Or maybe your PCs stumble across a random encounter in that Martian city, and you don't want to just say that the monster is standing around in that back alley, waiting for them to show up. Or maybe there's a wooden box in the corner of that hidden side room, but even you aren't sure what's in it yet.

That's what these five random tables are for. They are simple d12 tables that I actually use

in my own games when I need to come up with something quickly. I know there are seventy-eight million random tables of this sort in the world of role-playing games, but these are the ones I use because they give me what I need in a relatively short space. And I get to roll d12s and then improvise what happens next. Because when timid processing clerk Virg Preximax tries to run off and trips over the stone box behind his desk, and the PCs open it to find a metal helmet with purple lightning bolt decorations, the speculation begins to run wild and new adventure ideas begin to emerge from these tiny little random moments.

TABLE 6-7: Male Names

Roll	Male Name A	Male Name B
1	Kraggon	Bestroque
2	Danzibar	Applmast
3	Virg	Sardinion
4	Horace	Quill
5	Orn	Kryst
6	Cham	Ziryl
7	Yanno	Lambfurst
8	Prex	Harthad
9	Xernguus	Breall
10	Barmoxithon	Hefwhist
11	Gurge	Mindfree
12	Lince	Preximax

TABLE 6-8: Female Names

Female Name A	Female Name B
Woonaa	Nurleon
Becmiad	Marvellon
Lara	Lentiar
Syraa	Goodshadow
Grayla	Hope
Yind	Maidwater
Bellia	Varrp
Cordwhistle	Daymorn
Tepi	Radmanillax
Destine	Kravellos
Shalla	Thoonhaven
Whillia	Yellowood

TABLE 6-9: What is that sentient monster's name?

Roll	Name A	Name B
1	Crashbottom	Narrg
2	Nurdle	Mikkonskakatch
3	Llegya	Laklop
4	Surindamak	Goarll
5	Greybrood	Hillseeker
6	Yammothon	Morg
7	Bonnorhag	Vaddwa
8	Carbuncle	Dogswallow
9	Tolli	Ringerjack
10	Deammor	Kumberlain
11	Sekrunk	Turl
12	Weelsnitch	Yidyag



TABLE 6-10: What is that monster doing?

Roll	Underground	Outdoors	Inside a Building or Spaceship
1	Sleepwalking	Sleepwalking	Sleepwalking
2	Running away	Hiding	Looking through trash
3	Looking for meat	Stalking prey	Lost and confused
4	Looking for its beloved	Climbing a tree/pole	Hiding from guards
5	Chasing away vermin	Seeking water	Looking for a fight
6	Fighting something	Hunting	Meeting a companion
7	Stalking prey	Skulking around	Trying to pickpocket
8	Eating	Picking root vegetables or fungi	Disguising itself
9	Sleeping	Running towards party	Sleeping
10	Growling/talking to itself	Toying with a "pet"	Digging up food
11	Staring into space	Looking for a battle	Clawing at a wall
12	Creeping around	Seeking a slave	Yelling/growling

TABLE 6-11: What do you find in that box?

Roll	Inside the metal box...	Inside the wooden box...	Inside the stone box you find...
1	Love notes written in Martian	4 waterskins – one is filled with yellow sand, and the other three are empty	The soul of an imprisoned wizard who contacts the nearest humanoid psychically and vow revenge before fleeing into the aether
2	3 torches, slightly used	1d4 peacock feathers	1d8 tiny humanoid skulls with blue gemstone eyes
3	A smaller wooden box, reroll on that column	Moldy berries – they seem to be moving	Parchment filled with symbols and diagrams of travel through a black hole and into other dimensions
4	A shattered dagger with an inscription on the hilt that reads “bloodless”	2d12 rubies	A metal helmet streaked with purple lightning-bolt markings
5	3d20 playing cards from 2d6 different games that the PCs have never seen before	One rolled painting of a purple warrior in battle, eight crystal shards, and a small wooden carving of a beetle	A large slice of dried mushroom with magical markings – the equivalent of scroll featuring a level 2 wizard spell (determine randomly)
6	A set of technomancer tools	2d100 silver pieces	Empty – closer inspection reveals a lizardman egg that was enchanted with an invisibility spell
7	Spore-pollen that deals 1d7 damage to whomever opened the box	A ceramic jar, cracked, but decorated with illustrations of the space gods in a field of stars	An antique laser pistol capable of dealing 1d10 damage – Luck check or it explodes for 3d6 damage on first use
8	A bone scroll case – inside the scroll case is piece of parchment with a crude map of an underwater city and notes in Neptunian dialect about a nearby treasure	1d10 gold pieces, each with different markings from different alien races	1d3 emeralds
9	3d8 dried pieces of white ape skin with tufts of fur still attached	Blueprints and specifications for a Crawljamming vessel	A pair of goggles that provides +2 to any attempt to cast a spell from a scroll
10	Greenstone shard	A telescoping 9-foot pole made of bamboo	2d8 brown sticks with golden caps on each end – these sticks may be struck against a hard surface to create a spark effect that blossoms into a noxious cloud, dealing 2d12 damage to anyone within 20' who fails a Fort save vs DC 15
11	Three identical red hats	A magical bronze amulet that grants the wearer +1 AC if he wears it against his skin	Ashes – closer inspection reveals fragments of frog bones too
12	Two leatherbound books with blank pages. One jar of lizardman blood, dried.	1d4 juggling balls	1d6 replacement blades for a vibro-axe

Recruitment Day for the Perilous League

A LEVEL ZERO ADVENTURE



*Welcome new recruits to the Perilous League! Many of you are here due to indiscretions that have caused you shame in the past. Some of you are here for a chance to discover vast riches and the plunder of bygone ages. Fewer of you are here because you harbor within you the spark of imagination and thrill seeking that only the league can provide. Fewer still are those that seek ancient knowledge from distant planets. You are **all** here at my indulgence, lest you forget. Once you board this fine vessel you will be taken to our facilities upon the very Moon in the sky. There, you will be subjected to rigorous training and many of you will fail to find within yourselves the strength to continue. For those slim few who can withstand the rigors of space, positions await you in the Perilous League! Mount up!*

— Commander Trask, Lizardman

ADVENTURE BACKGROUND

The Perilous League is occasionally in need of recruits to fill out low-level positions on their expeditions. The zero-level characters for this adventure are recruited from their home planets either as free men seeking adventure or as debtors looking to pay off their loans by making some quick coin, preferably far away from those to whom they owe money.

The plan is for these commoners to serve as pack bearers, laborers, cooks, camp aids and more while learning valuable skills that will allow them to one day lead expeditions of their own, if they survive that long. They are aboard the transport ship *Star-Lighter*, headed to the moon – to the Perilous League base – for initiation. A crew of 8 men run the ship while the new recruits bide their time in a large storage room, converted into living quarters with sacks of grain to sleep upon, in the stern of the ship.

A few hours from reaching the moon base, the ship is attacked by sky-scavengers and forced down.

Over the sounds of splintering wood the characters are tossed about the small confines of their quarters. The sounds of combat can be heard from the decks above as the *Star-Lighter* begins to roll and dive, prow-first into the surface below.

The ship has crashed into a crater, many miles away from the Perilous League base, and that's where the adventure begins!

JUDGES NOTES

The PCs begin their adventure trapped inside the storage hold. The door was locked from the outside – the Perilous League did not trust these recruits enough to let them roam free prior to initiation – and debris from the battle with the sky-scavengers blocks the door as well. Two consecutive DC 18 Strength checks will be needed to force the door open, but up to four characters may push together, each adding +1 to the check, in addition to any Strength modifiers they may have.

There are fist sized glowing stones embedded in the walls of the cabin and through the ship that cast dim light equivalent to candle light. Everything is otherwise dark. The light of the sun does not shine on this side of the moon.

Having left the confines of their room, the PC's can explore the other areas in the hold of the ship.



THE HOLD OF THE STAR-LIGHTER

AREA 1-1: The PCs begin the adventure just inside this locked door near the stern of the ship, but once they push through, they will find 3 dead Perilous League crewmen on the other side. They who seem to have died during the impact – two humans and a red martian. Two sets of keys for the rooms and storage containers in the hold can be found on the dead bodies, along with three short swords.

AREA 1-2: The floating ladder out of the hold and onto the deck is damaged, but still usable, requiring a DC 10 Agility check to climb without falling as the rungs tenuously cling to their gravity field.

AREA 1-3: The crew quarters contain two locked wooden storage containers (DC 15 lockpick check or key needed to open), each containing mundane clothing and one set of leather armor fitted to an average human height.

AREA 1-4: The ships stores contain 50' rope, barrels of food and water enough to sustain all the characters for one week, 2 oil lanterns with oil, two hooked 6' poles that can be used as quarterstaves, three 4' lengths of chain (1d4 if wielded as weapons), and one locked metal case that can only be opened with a key from a Perilous League member or a DC 20 lockpick check. The metal case contains one laser pistol (1d6+1 missile damage) and 1 flash grenade (everyone within 50' must make a Fort save or become blinded for 2d6 rounds). In addition, each

player is offered 1 luck roll and if successful he may ask for a single mundane item that may be found in the hold as well.

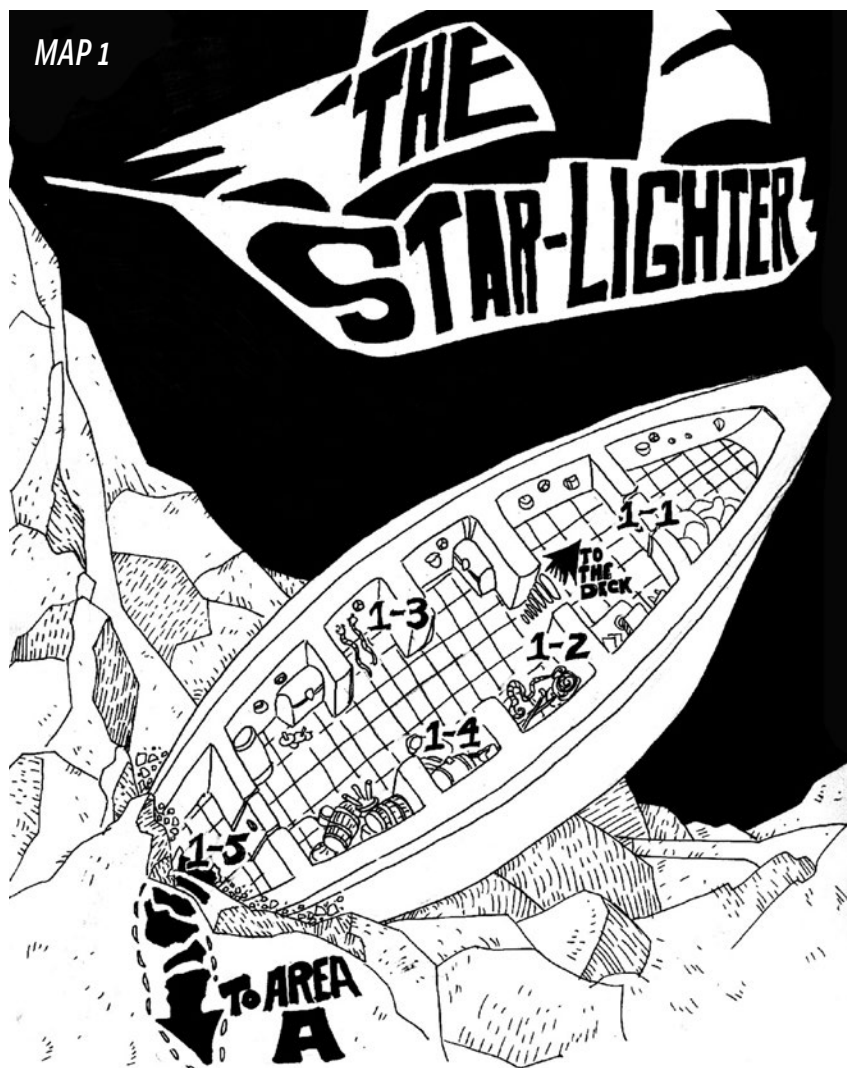
AREA 1-5: A locked door restricts entry to this room, but it may be opened with a key from a crewman or with a DC 15 Strength or lockpick check. The prow is shattered and seems to have pierced the crater below. Through the broken hull you can see a dark space opening up beneath the surface of the moon. If a light source is used (by removing the light stones from the cabin, the oil lamps in the hold, or any other method) a chamber can be seen 25ft below. The floor below the surface seems to be made of metal with corridors stretching east to west.

ON THE DECK OF THE STAR-LIGHTER

Five more crew bodies are found on the deck – including the scorched body of Commander Trask – as well as 3 additional bodies that do not belong to this ship. Things to be found if the deck is explored:

- The 3 foreign bodies are humanoid with beastly features: long teeth, snouts and oily hair growths. They wear bits and pieces of scavenged armor and carry rusty but usable long swords. Enterprising PC's may wish to take the armor (providing +1 AC). The armor is badly kept and smells foul. Have the PC's using the armor make luck rolls. If they fail, in 1d12 turns they will be infected with body lice. When an infected character fumbles, treat the fumble results as 1 higher than rolled. The itching and scratching

MAP 1



MAP 2

is a distraction and will make a bad situation that much worse. This persists until a good thorough cleaning can be managed.

- From the remaining dead crew, the following weapons, armor, and supplies may be recovered: 2 short sword, 2 shields, 1 dagger, 1 whip, 1 blaster rifle (1d12 missile fire damage, but may only fire on every *other* round of combat, due to recharge time) and mixed coinage amounting to 4d10 silver.

The Star-Lighter lies at the bottom of a crater. The sides of the crater loom a good 100ft on average. The air is cold and thin with no light from the sun. The deck of the Star-Lighter itself emits a faint glow, but that is the only light source in the area unless the characters have found their own. The PCs can try and scale the sides of the crater but will find that the earth is brittle and crumbles beneath their fingers. The sides of the crater are also very smooth, offering no easy foot or hand holds. Clever PCs may find a way to use the rope from the hold to help climb here, but any way you slice it this is a very difficult climb. It requires 3 consecutive DC 15 Agility checks. A failure from the beginning has no serious consequence, but a failure on either the 2nd or 3rd attempt will cause a fall from 30ft (2nd roll – and a character who falls from this height takes 2d6 damage) or 70ft (3rd roll – and a character who falls from this height takes 4d6 damage). The sides of the crater are too unstable to make anchor points for lengths of rope.

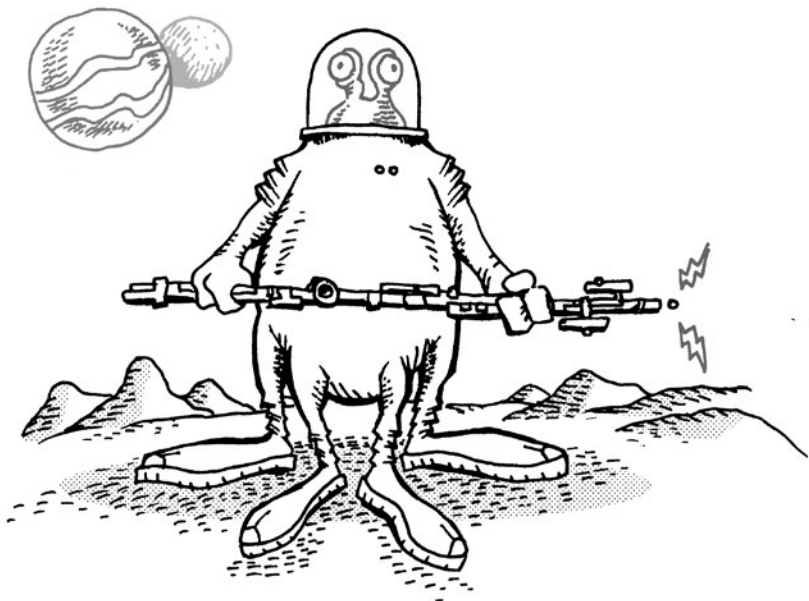
THE COMPLEX BELOW THE SURFACE

Rope can be anchored to many places in the hold and lowered down or a character may try and climb down. Without a rope, a DC 10 agility check is needed, and failure results in a 25' fall to the floor below.

The following features are common throughout this sublunar complex:

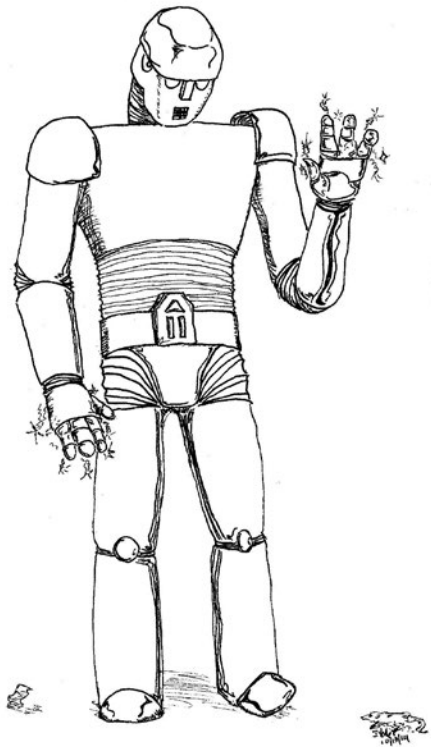
- The floors emit light when the PCs stand or walk on them. The light begins as a faint glow, and slowly increases in intensity to full brightness (illuminating an entire area clearly) after 10 minutes. This results in an effect where the areas not yet explored are significantly darker than the ones previously explored. The light will begin to dim and turn off after 2 hours of no detected movement or PC heat signatures.
- The floors and walls are all made of metal. The floors have steel grates running down the middle with tubes of pulsing and sparking lines that snake off into the distance. If a PC attempts to remove a grate or disrupt one of the wires, the floor lighting throughout the complex will dim to a faint glow and remain dim for 1 hour before returning to full strength. If a wire is cut completely, the same will occur, but the PC must make a DC 20 Fort save or take 1d10 electricity damage. Cutting the wires has no other noticeable effect.

- The air is stale and smells of oil but a breeze can be felt from above and after an hour, the air smells fresh and clean.
- The ceiling of each area is 25ft high and domed. At the apex of the dome is a slowly moving fan which circulates air. If the PCs stop the fan by jamming the blades with something at least as sturdy as a quarterstaff or a short sword, a 2' wide passage leading to the surface can be found. Each of these shafts rise 75' and terminate in small craters on the surface. A PC of Halfling size or smaller may attempt to climb a shaft by making a DC 15 Agility check.
- There are two types of wandering monsters in this base. The first are automated robots that prepare the base for use. Thirty minutes after the first PC touches the floor in **Area A**, these robots are online and will emerge from their hibernation through a wall panel and begin checking systems starting in **Area F** and moving east to **Areas E, D, A** and **B**. The second life form is an intruding species, moonrock crawlers, that has burrowed into the base. They lair in **room 5**, but once the lights come on they begin to explore. Each area listing gives a chance of encountering these creatures.
- **Robots (10 in the complex, and they will appear as indicated in each area):**
Init +1; Atk shocking touch +2 melee (1d8); AC 15, HD 2d8; MV 40'; Act 1d20; SV Fort +2, Ref +0, Will +2, AL N. These humanoid robots will not attack unless attacked first. They are programmed to maintain the base when activated by humanoid movement in the complex. They are programmed to be helpful to humanoids that are deemed to be intelligent and will perform tasks for those that ask. These



can include answering simple questions about the base or opening boxes. The particulars about the civilization that created the base is not programmed into these robots, although they will respond to any such questions with "The majestic Ars-Eleeta gives us life." They will attempt to protect intelligent humanoids who have engaged them in conversation but will wander off to maintain the complex when no immediate threats are present in an area. They will not leave the complex, and once there is no humanoid movement for six hours, they will retreat into their hibernation panels.

- The moonrock crawlers are an intruding species who have hatched in the lunar rock below the surface and feed off the residual energy of the now-abandoned sublunar complex. These quadrupedal, 3-foot-tall creatures with rocky skin are particularly good at climbing and attacking from above. Their heads have heavy brow ridges with tiny red eyes and small circular mouths. They have a special attack: they can grapple an opponent from behind using all four limbs and climb onto the victim's back. On the next turn the moonrock crawler will snap its head forward and using the dense bony ridge of its forehead, pulverizing the victim's head. The PC will have one more chance to make a saving throw and break the hold before this certain death happens. **Moonrock Crawler:** Init +3; Atk bite +2 melee (1d4) or grapple +4 melee (special); AC 13; HD 1d8; MV climb 30'; Act 1d20; SP grapple attack does no damage on the first round, but a held target



automatically takes 2d10 damage on the next round from the pulverizing head attack, unless the target makes a Ref save vs. DC 12; SV Fort +1, Ref +2, Will -1; AL C.

AREA A – ENTRY: When a character touches the metal floor a mechanical grinding sound can be heard in the distance and a dim light will begin to illuminate the floor. The grinding noises first heard are the automated systems coming on-line. This passage runs east to west.

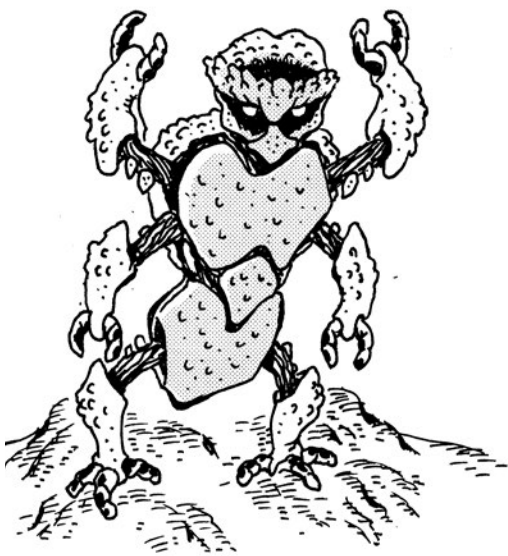
The moonrock crawlers will start roaming the passageways after the lights are on. There is a 1 in 8 chance of encountering 1d3 moonrock crawlers for every turn spent in this room. After 3 turns, there is a 1 in 6

chance of encountering a robot for every 3 turns that the PCs remain in this area.

AREA B – CONTROL ROOM: The passage slopes down at a roughly 15 degree angle. The walls of this room are packed with metal boxes covered with levers, switches, and dials. With some searching about, a character will find a loose floor grate that has a passage below. A metal ladder is attached to the surface of this passage (see **Area C**).

Give any PC wishing to play with the control panels a Luck check. On a success, a holographic display screen opens in the air showing the surface directly above the base. You can clearly see that another vessel – a battlecraft – has landed next to the crater your ship fell into. Twelve armed men with bestial features can be seen on the deck of the vessel and overlooking the crater that holds your ship. Once the display screen is visible, a series of buttons begins glowing in neon green on the central control panel. If a PC attempts to press any of the buttons, and another Luck check is successful, a control surface pops up from a nearby cabinet and red cross-hairs appears on the display screen image. (If a PC *fails* the Luck check while attempting to press any of the buttons, the display screen flickers and disappears and the control panels go black. Power will resume and a new series of Luck checks may be attempted after 1 full turn.)

If the PCs have access to the control surface, they may attempt to use the new controls which include a joy-stick and firing button. A PC may make an Intelligence check of DC



10 or greater to figure out that the joy-stick controls the cross-hairs on the image and a press of the button will fire a weapon on the target. The system has enough power for 3 shots, and 1 will be expended in the trial and error. For the other two, have the character make a 1d16 missile attack roll against an AC of 12 (whether the target is one of the bestial sky-scorpions or the sky-scorpion ship itself). Any successful hit on a sky-scorpion will kill the target immediately, and it will only take two successful hits to destroy the ship, causing an explosion dealing 2d6 damage to each sky-scorpion on board.

Wandering monster check: 3 in 6 chance of robots showing up each turn the PCs are in this room. 1 in 6 chance of 1d3 moonrock crawlers showing up each turn.

AREA C – STORAGE ROOM: This small area houses a stack of three metal cubes approximately 1'x1'x1'. If they are picked

up and shaken, something rattles about within. These boxes can be opened by the robots (see **Appendix**) or smashed open with a DC 20 Strength check or if they are dealt 8 damage. If smashed open there is a 50% chance the contents inside will explode causing 1d10 damage to everyone inside this area and destroying the contents within. If opened safely, inside each box are 12 small glass tubes filled with a bright green liquid and a metal 'gun'. All 12 tubes can be loaded into the gun with a DC 10 Intelligence check. Failure results in a misfire that jams the weapon and renders it useless. The glasstube gun fires as d16 missile attack roll with a range of up to 100'. Each tube is one shot and does 1d10 plasma damage. The tubes may also be thrown without using the glasstube gun, but they only deal 1d6 damage each if thrown. Also, any PC carrying the glass tubes not loaded into a gun will have a 50% chance of taking 1d6 damage per tube if the PC is hit by any attack or other damage.

There is no wandering monster check for this small room but checks will continue in the room above for each turn the PCs spend in this storage room.

AREA D – CORRIDOR: Headless skeletons are scattered along this passageway. They appear human of average height; their clothing has long since turned to dust. The skulls are nowhere to be found.

Wandering monster check: If 3 turns have elapsed since the PCs first entered the complex, a robot will be encountered here. There is also a 2 in 6 chance of encountering 1d3 moonrock crawlers.

AREA E – SECURITY BREACH: This room is lined with metal boxes complete with dials, switches and levers...but nothing is lit. The light-up floors do not operate properly here. In fact, this room has suffered some severe damage. Wires hang loose from the metal boxes, with sparks arcing into the air and large cracks are seen in the metal walls starting at foot level and stretch three feet up the walls.

1d6 moonrock crawlers are milling about the room and are just about the right size to have come from those cracks in the walls. They will attack as soon as the party enters the chamber. After 1d6 rounds of fighting 2 robots will show up and help the PCs destroy any remaining creatures. If the robots are attacked by the PCs, they will first attack the creatures *then* the PCs.

If a smaller-than-human-size PC tries to enter one of the cracks in the wall...well, roll some dice if you want but it *will* be a nasty, nasty end as the PC crawls into the brood chamber of the moonrock crawlers. If you wish to give the PCs a chance to run away, do so, otherwise 10 moonrock crawlers attack the PC with another 1d4 arriving into the brood chamber each round for the next 5 rounds. Robots will not follow PCs into the brood chamber and will suggest that it may be dangerous to do so if relations are good with the robots at this point.

20 gold worth of wire strands can be taken from the metal boxes in this room if one is careful of the electrical sparks. Have the character trying this make a DC 5 Agility check. Failure causes 1d4 electrical damage unless they come up with a good plan to shut off the electricity to the specific unit (and by making an Intelligence check at DC 15).

AREA F – LARGE STOREROOM: This room is stacked floor to ceiling with metal boxes in many sizes. They do not seem to have a lid or any way to open them. A robot can open them or the boxes can be shattered with a DC 15 Strength check or if they are dealt 6 damage or more. If shattered there is a 50% chance that the items inside will be useless. Most of the boxes are filled with preserved food, water, odd silky clothing in bright colors and 1 inch crystal cubes. Give each player a luck check. The first player to make successful Luck check OR if the PCs spend three turns searching find something special: Two 25 pound spheres 2' in diameter, each with a depression along one side. If the depression area is pressed, these spheres "unfold" into small hovering crafts that can seat three human-sized beings each. A DC 10 Intelligence check will allow a PC to figure out the controls.

The portable hovercraft is capable of hovering 3 feet above any surface (including water) but has a limited fuel source that cannot be easily replenished. It will operate for 72 hours of constant use before their power is drained. **The Portable Hovercraft:** Init +1; No attacking power; AC 11; HD 1d8; MV 50'.

By closely examining the rear wall of this room a PC will find a large lever on the back wall. Pulling this lever will open up a 10'x10' doorway, exposing a wide shaft that heads to the surface at a 45 degree angle. The shaft can be climbed with a DC 5 Agility check and is wide enough for the portable hovercraft to enter.

Wandering monster check: Each turn there is a 3 in 6 chance that 1d6 moonrock crawlers will enter the room. There is a 1 in 6 chance that 2 robots will enter the room each turn.

ON THE SURFACE

Either by climbing an air shaft from the complex, climbing the crater walls from your crashed ship, or using the portable hovercraft to leave the facility, the party will encounter the following on the surface:

- The Star-Lighter was brought down by a sky-scavenger battlecraft crewed by beast-faced pirates. Their battlecraft has 4 catapults on board that hurl dense stones (1d8+2 hull damage) and 1d6+12 sky-scavengers are seen moving around the ship and crater lip. (If the PCs successfully used the remote missile fire to kill any of the sky-scavengers or destroy the ship, these numbers would be reduced.)

Sky-Scavenger: Init +2; Atk long sword +2 melee (1d8) or twin-shot blunderbuss +1 missile fire (1d10); AC 12; HD 2d8, MV 30'; Act 1d20; SP each twin-shot blunderbuss only has two rounds of ammunition and takes a full round to reload, the weapon will explode on a fumble and deal 1d10 to the wielder; SV Fort +1, Ref +1, Will +1, AL C.

- If the PCs came up from **Area F** in the complex below, they are far enough away that they can make their escape by foot or by hovercraft without being seen by the sky-scavengers.







CONCLUSION

If the party destroys the sky-scavengers and their battlecraft is still intact, it can be flown with a minimum crew of four and an Intelligence check at DC 10 (if attempting to operate the vessel with fewer than four crewmembers, but no less than two, a DC 15 Intelligence check is needed). If the party does not fly the ship, there are enough ship stores to keep them comfortable until the League sends out a rescue ship within the week.

If the PCs escaped on a portable hovercraft or on foot, and chose to leave the crash site, they will be forced to wander the dark side of the moon, encountering whatever

strangeness the judge wishes until the Perilous League picks them up during one of their routine patrols of this zone.

Surviving party members will be inducted into the Perilous League by Ez-Gar the moon wizard as 1st level characters and provided a salary of 2 gp per week. If they have explored the station below ground and tell the League, they will be rewarded 100 gp each for the discovery of an ancient sublunar complex that may yet hold deeper mysteries.

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