

S3
FOR ADVANCED
D & D® GAME

Dungeon Module S3 Expedition to the Barrier Peaks

by Gary Gygax

AN ADVENTURE FOR CHARACTER LEVELS 8-12



This module was the official ADVANCED DUNGEONS & DRAGONS® Tournament scenario at Origins II. The author wishes to express his thanks to Mr. Robert Kuntz who contributed substantial ideas for the various encounters herein. This version has been carefully revised and updated to conform to ADVANCED DUNGEONS & DRAGONS® game systems. Included herein are background information for players, statistics for a party substantially the same as that used for the tournament, DM notes, six level maps with encounter matrices, and numerous full color illustrations of scenes from the adventure in order to enhance the enjoyment of participants. There are also many new and special monsters designed for this scenario, and they appear nowhere else. This module is located upon the Map of the World of Greyhawk (WORLD OF GREYHAWK™ Fantasy Setting from TSR).

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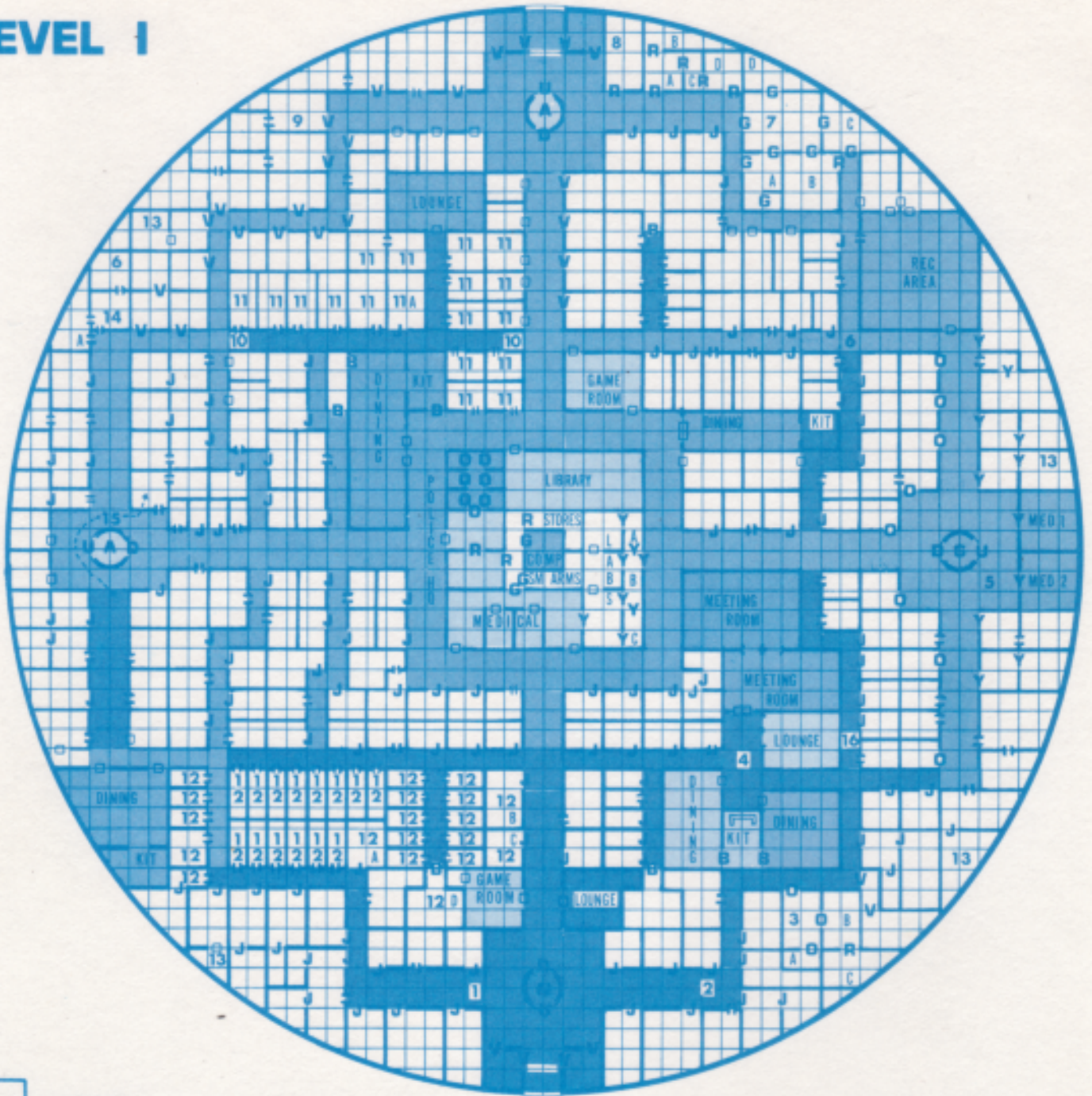
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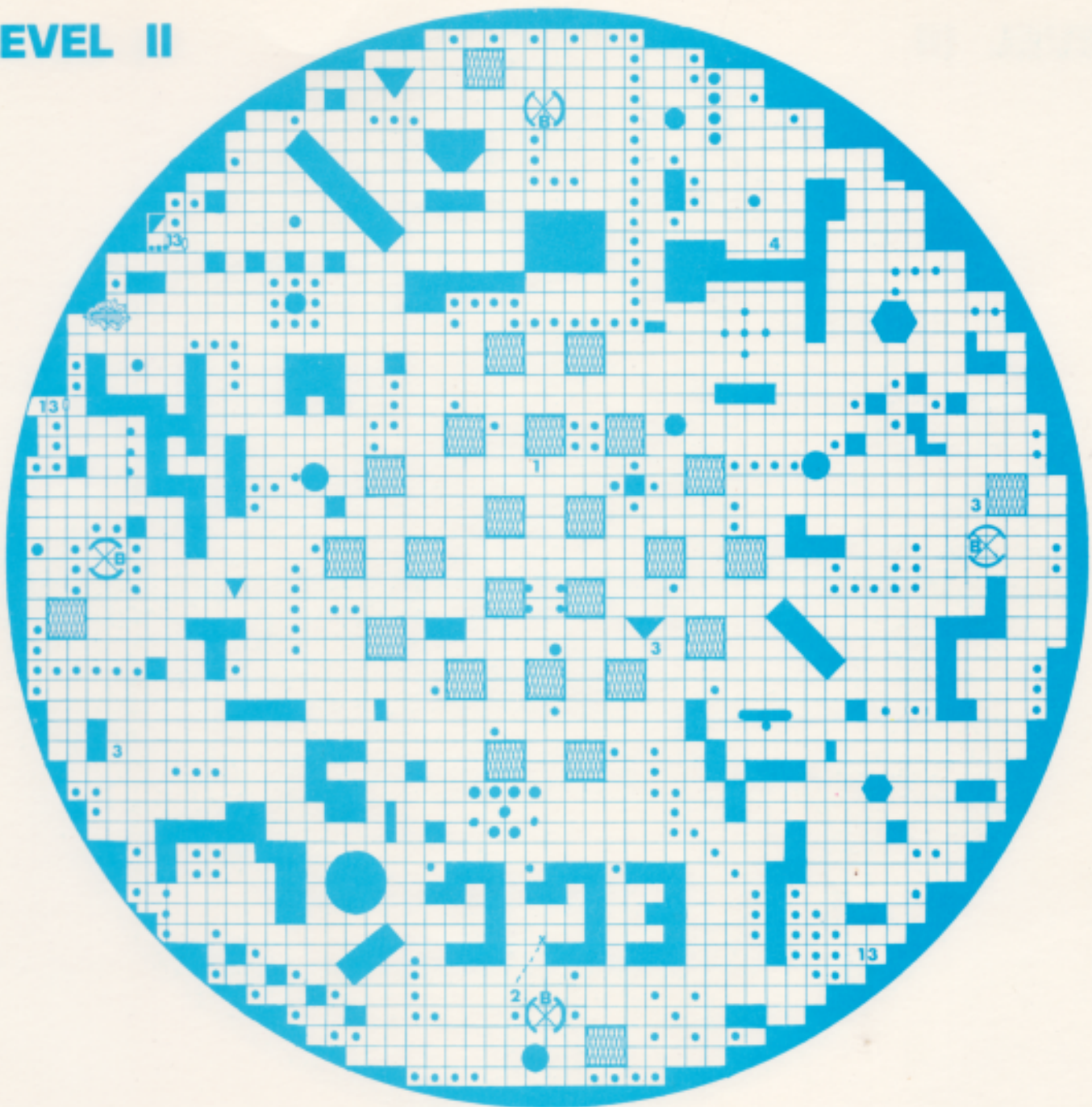
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LEVEL 1



- | | | | |
|---|------------------------------|---|--------------------------|
|  | DOOR |  | DROP TUBE |
|  | DOUBLE DOOR |  | ON/OFF LIT AREA |
|  | OPEN DOORWAY |  | BRIGHTLY LIT AREA |
|  | B BROWN CARD DOOR |  | DIMLY LIT AREA |
|  | G GREY CARD DOOR |  | UNLIT AREA |
|  | R RED CARD DOOR | | |
|  | V VIOLET CARD DOOR | | |
|  | O ORANGE CARD DOOR | | |
|  | Y YELLOW CARD DOOR | | |
|  | J JET BLACK CARD DOOR | | |

LEVEL II



DOOR



PILLARS



BROWN CARD DOOR



SPHINCTER



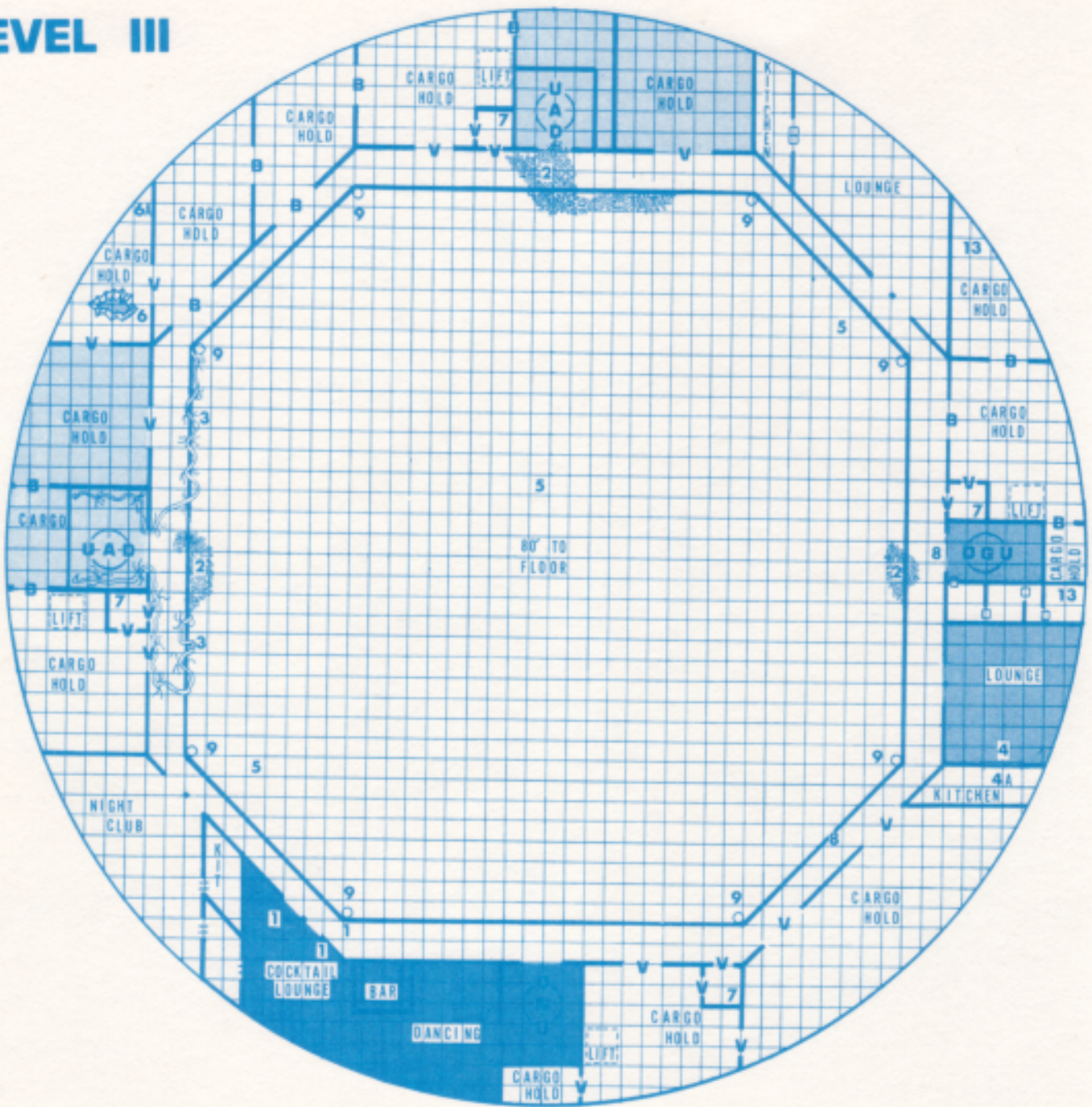
MACHINERY



HOLE IN DECK

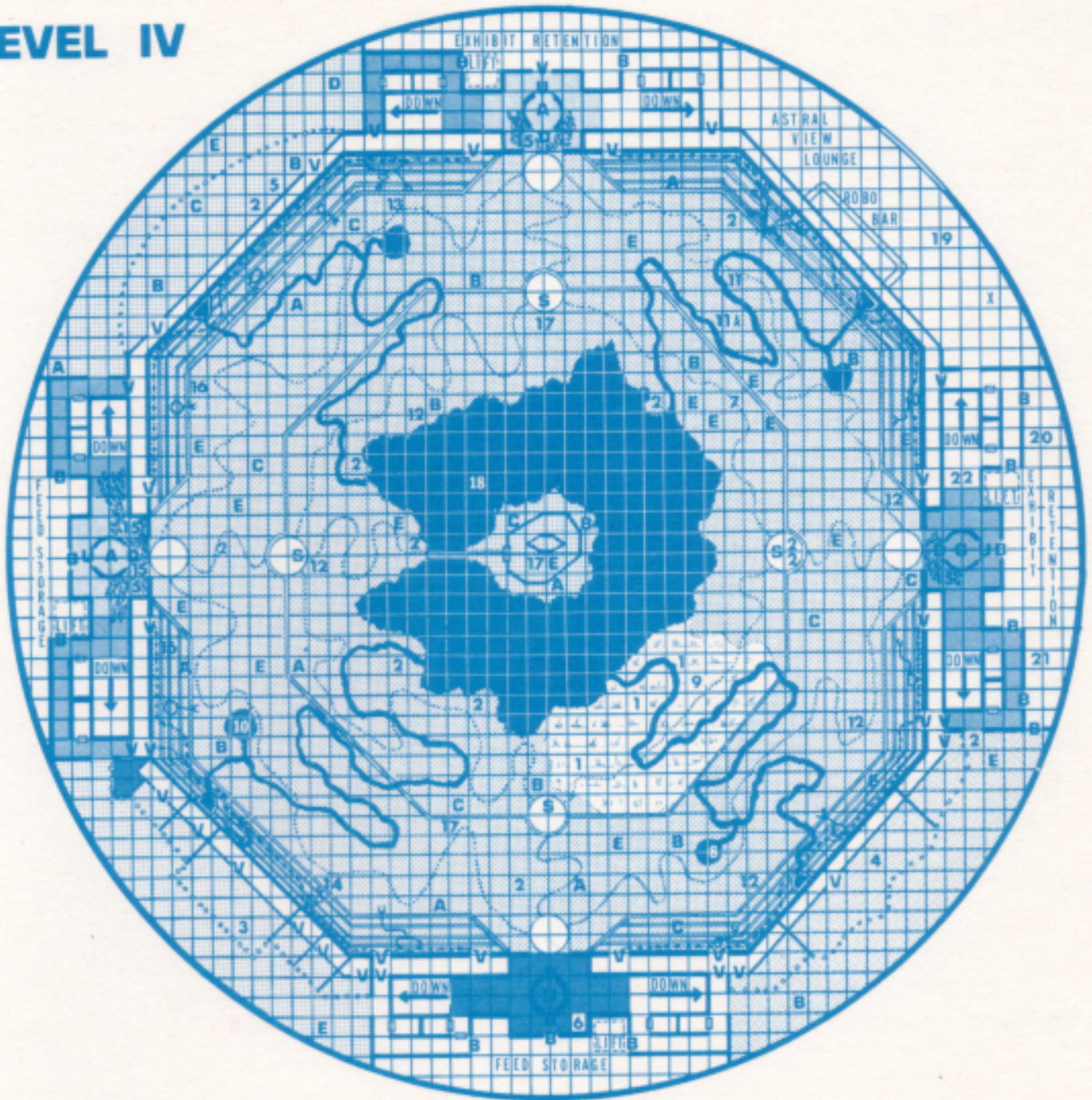
SCALE: 1 SQUARE EQUALS 10 FEET

LEVEL III



- | | | | |
|--|---------------------------|---|--------------------------|
|  | DOOR |  | HOLE IN CEILING |
|  | DOUBLE DOOR |  | DROP TUBE |
|  | OPEN DOORWAY |  | LIFT |
|  | B BROWN CARD DOOR |  | FOLIAGE |
|  | V VIOLET CARD DOOR |  | VINES |
| | |  | ON/OFF LIT AREA |
| | |  | BRIGHTLY LIT AREA |
| | |  | DIMLY LIT AREA |
| | |  | UNLIT AREA |

LEVEL IV



LIFT



FENCE



FOLIAGE



FOLIAGE



WATER



SWAMP



STREAM



PATH



BURROW



ON/OFF LIT AREA

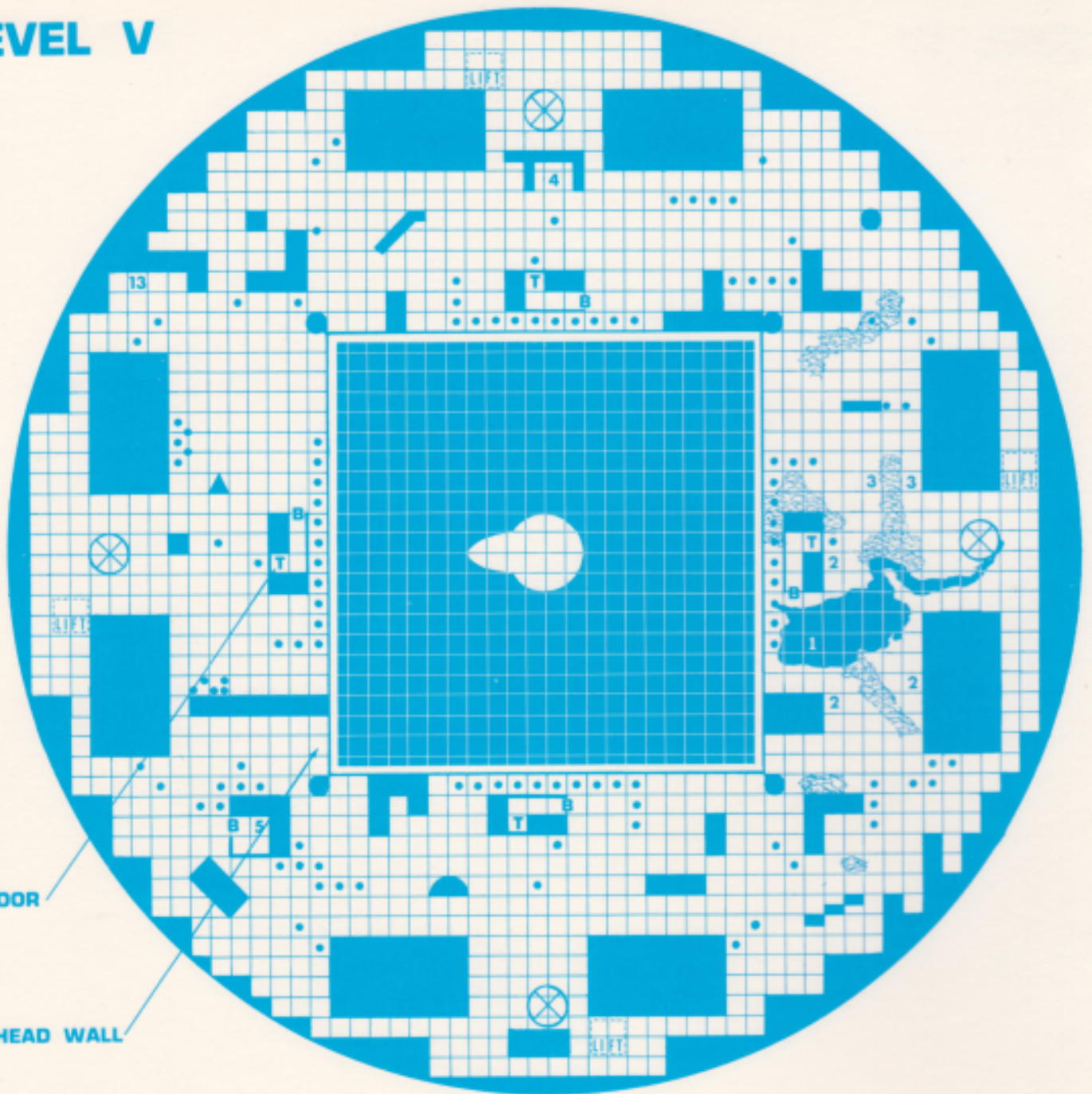


BRIGHTLY LIT AREA



UNLIT AREA

LEVEL V



TRAPDOOR

BULKHEAD WALL



BROWN CARD DOOR



LIFT



WATER



MOLD

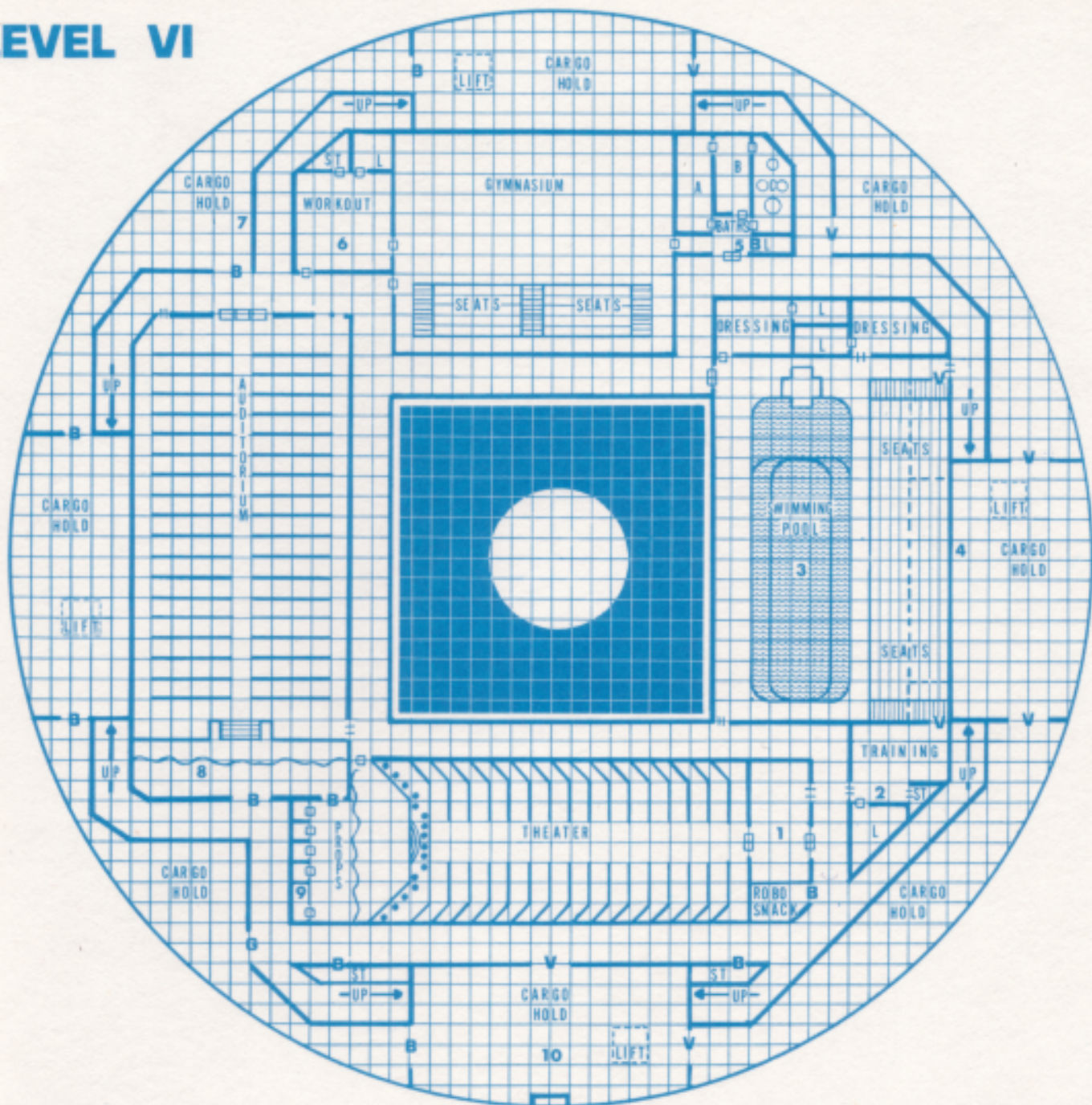


PILLARS



SPHINCTER

LEVEL VI



DOOR



DOUBLE DOOR



OPEN DOORWAY



B BROWN CARD DOOR



V VIOLET CARD DOOR



G GREY CARD DOOR



STAIRS



CURTAIN



LIFT



WATER



L LOCKER



ST STORAGE



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Advanced Dungeons & Dragons

Special Dungeon Module #53

EXPEDITION TO THE BARRIER PEAKS

PREFACE

This module was begun early in 1976 when TSR was contemplating publication of a science fantasy role playing game. Jim Ward had already shown us some rough notes on METAMORPHOSIS ALPHA; I thought it would be a splendid idea to introduce Jim's game at Origins II, and introduce the concept to D&D players by means of the tournament scenario. I laid out the tournament from old "Greyhawk Castle" campaign material involving a spaceship, and Rob Kuntz helped me to populate the ruined vessel. Both this scenario and METAMORPHOSIS ALPHA proved successful, but while the latter has been continually available since mid-1976 only a few copies of the tournament dungeon used for Origins II have been around. METAMORPHOSIS ALPHA is currently being rewritten and expanded for a major new edition, and GAMMA WORLD game is highly popular too. As this module offers a unique and challenging blend of fantasy and science fantasy role playing, it seemed logical to reintroduce it to the public. What could be more logical than to make available a scenario which blends the two role playing approaches into a single form? Now, designed to be playable with ADVANCED DUNGEONS & DRAGONS rules, **The Expedition to the Barrier Peaks** will serve as both an exciting insertion into your campaign and as a primer on how to combine "science" into your fantasy role playing. I hope that you will enjoy reading and playing it as much as I enjoyed writing it!

WORLD OF GREYHAWK MAP LOCATION: The mountains northwest of the city of Hornwood in the Grand Duchy of Geoff.

BACKGROUND INFORMATION: The Grand Duchy of Geoff has recently been plagued by a rash of unusually weird and terrible monsters of unknown sort. This western area, particularly the mountain fastness which separates the Grand Duchy from the Dry Steppes, has long been renowned for the generation of the most fearsome beasts, and it has been shunned accordingly – save for a handful of hardy souls with exceptional abilities and sufficient wealth to build stout strongholds to ward off the attacks of the predatory creatures infesting the rugged lands thereabout. Within the last few months, however, a walled town not far distant from the area, and four small fortresses as well, were destroyed by mysterious attacks! The remaining barons and lords have preserved in brine several partially decomposed corpses found on or near the sites of the ravaging. While these strange bodies are assumed to have belonged to the forces which were responsible for the destruction, the remains were too far gone to learn anything other than they were of creatures heretofore unknown to even the wisest sages of Geoff. The urgent plea for aid which accompanied these gruesome corpses could not be ignored, and the Grand Duke acted immediately. Choosing several of his doughtiest henchmen to lead the expedition, he called upon the other powers of the state to likewise furnish their minions for the expedition as well. Thus, the Society of the Magivestre, the Fellowship of the Blinding Light, the Magsmen's Brotherhood, and the High Lord of Etvendom (at Hochotve) also selected the bravest of adventurers and equipped them accordingly to accompany the expedition as their representatives. A total of 15 have assembled beneath the pennoned turrets of the Grand Duke's mighty castle near Gorna.

There it was learned that several unconfirmed reports have related that monsters have been disgorged from a gated cave at random intervals. The entrance to this place is high upon a rocky face, and sheathed in armor. This protection has purportedly frustrated all attempts to explore the space beyond the metal valve – although several search parties have entirely disappeared, so it is possible they entered but never returned. Your

expedition must find out exactly what this cave is, what is causing the monsters to come forth, who is responsible, and how to prevent future incursions. In addition, any other information regarding this mysterious locale, its strange denizens, magical devices, or unusual weaponry is highly desirable. His High Radiance, Owen III, has assured all of the concerned parties that whatever information is gained will be given to all, and wealth found will be shared according to the contribution each individual or representative group makes to the overall success of the expedition. If necessary, the Grand Duke has vowed to send forth an army to lay waste to the offending place and extinguish every living thing therein. Should your expedition not meet with total success, this step will be considered, but His High Radiance personally doubts such extreme measures will be required considering the strength of the expedition and the ability of its members. The Grand Duke feels assured that you will certainly locate the person or thing responsible for the troubles plaguing Geoff and eliminate him, her, or it from the face of the land.

Your party set forth from Gorna a sennight ago, and for the past two days have been climbing higher into the crags of the Barrier Peaks. Last night was spent in the keep of the only Baron remaining in the area – and he was fulsome glad for your company. This morning, as the eastern horizon turned from pearl gray to rosy pink, a score of the Baron's retainers guided the expedition towards the unknown area. It is now afternoon, and you have set up camp in a hidden dell but a few bowshots from the strange entrance. The men-at-arms have been detailed to guard the supplies and mounts at the camp while you go onward immediately. They will await your return for four full days before returning to the keep. Gathering your personal gear, you are now climbing the steep slope of the dell's north side, passing the rim, and forcing your way through a dense growth of trees and undergrowth. There, across a field and beyond a rocky rise, awaits an adventure.

NOTES FOR THE DUNGEON MASTER ONLY

After your players have had a chance to digest the background information, have them order the party in the manner they desire – typical open field order, 20' corridor order, and 10' corridor order. If they are to take the personae of the characters originally used, pass out sheets so they may record the data. Each participant can play the role of one, two, or even three of the characters. Do not be surprised if one or more of the better players are suspicious of what they are about to get into, for the discerning will have noted the hints given in the introduction.

Be certain that you are quite familiar with the entire module, and read each encounter section carefully. Be sure to display the illustrations at the appropriate time, and allow players to view them as long as they like – just keep track of the minutes and rack off rounds accordingly.

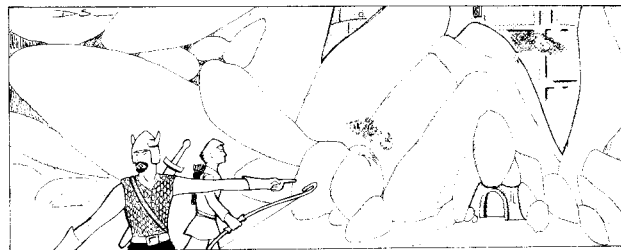
Ship lighting generally remains completely functional. Some corridors are not lit or are dimly lit and these are darkly screened. Certain areas are lightly screened; these are sections where the lighting is very bright. White areas have full lighting, but rooms are lit only when a panel beside the door is touched. Thus:

darkly screened areas = no light or dim light, 60' vision range

lightly screened areas = bright light

unscreened areas = on/off lights

EXCEPTION: all 'tween decks areas are unlit and level IV has alternating light and dark periods.



Scale is 10' per square and shown on the level maps. Ceiling height variations are likewise shown thereon. Doors and hatchways need special attention, for they require color cards to function, so standard door symbols can not be employed, and care must be taken to correctly recall which letter code represents which order of card. The letter symbols for doors (or color of card to activate a deck hatchway) are:

- G = gray card
- R = red card
- Y = yellow card
- O = orange card
- V = violet card
- B = brown card
- J = jet black card


Whenever the party approaches a standard door, display **ILLUSTRATION #1** There are some doors which will open merely by pressing upon the panel beside them, and such portals are indicated by the standard door symbol. **Open** doors are shown as: . **Drop chutes** are described in the matrix to level I. The UP side is always towards the ship's hull, the DOWN is always towards the interior; this is coded "U" and "D" respectively. Drop chutes with full anti-gravity are coded with the letter "A" in the center, and these tubes are brightly lit. Those in which the anti-gravity is NOT functioning, but in which the grasp handles still move are coded with the letter "G" in the center (to indicate that gravity is in effect); these tubes are only dimly lit. Non-functioning drop chutes are coded with the letter "N"; they have no anti-gravity nor do their handles move. and they are completely dark. Drop chutes are illustrated on the map thus:



ILLUSTRATION #2 illustrates a typical tube. Note that the illustration shows a sealed sphincter above, indicating that the level above is sealed off. (In this case, of course, the level above is gone, when this module of the ship was blasted free in the cataclysm which destroyed the vessel.) Similar closing devices will be noted by users of a drop tube, but the mechanisms will be open. **Important note:** Small, broad doors will be noticeable in the drop tube between levels I and III and IV and VI These are access doors to the 'tween decks areas. They are keyed to BROWN cards.

All radiation areas are matrixed with the numerals **13** regardless of level, **except** on level IV where no hazard exists. Each matrix includes a key describing the effects of exposure to this radiation.

Cross hatched areas 'tween decks are areas of possible danger from generators and other equipment. These dangers are described in the appropriate places.

The jagged area of level II ('tween decks area) is a hole blasted in the deck, and thereisoresponding area marked on the map for level III which indicates where this opening occurs in the overhead. See the appropriate matrix for details.

Be certain to employ the illustrations as indicated – or whenever players are in an area with a graphic depiction and request to be shown the illustration again.

Emphasize the strange flora and fauna on level IV, and then show them the appropriate illustrations! It is also important to note that the lighting on this level is an exception to the standard. The entire level will light up for 14 hours and then go dark for 7, i.e. the lights go out suddenly and return 42 turns later. **Keep track of entry time and turns within the ship!**

COLORED CARDS

Each of these cards are rectangular bits of nearly indestructible plastic about three inches long by two inches wide. Since characters should not be aware of the actual nature of the different technological items found on the ship, descriptions have been provided for most of the unusual items that they might find.

Colored cards will appear as heavily leaded panes of colored glass. No clues to their function should be given, as the characters must figure out their proper use. While some colors are specific, most will serve to open doors to areas which are keyed to lesser rank color. The colors are given below, with descending order of rank and general description of the rank/occupation-profession of holder each was designed for. Note that robots and androids will note color by means of theirvisual sensors, provided the card is held forth in a manner which enables the scanning of its surface.

GRAY	ship commander and top officials
RED	police/security officials
YELLOW*	medical officers
ORANGE	security personnel
VIOLET	technicians
BROWN	crew and maintenance workers
JET BLACK	passengers/colonists

*Yellow cards will not trigger **orange** entry locks.

To trigger an entry, the card is slipped into the proper slot and when the door/access opens, the card is dropped into the return. An improper card triggers an alarm, a low buzzing sound, and the card is held by the lock.

THE SPACESHIP

Sometime else, a large exploration-colonization expedition of human origin was overtaken in the course of its journey by a deadly plague. In a vain effort to halt the spread of the virus, the modular sections of the vessel were sealed and then separated, each left to its own fate. The section concerned here was drawn through a black hole and spewed into the universe where the **World of Greyhawk** fantasy setting exists. Chance brought it to that very planet, and its computersand robotics brought it to an intact landing.

This process, however, caused an earth tremor, and a landslide buried the ship section for several decades. Then a computer malfunction sent worker robots to a cargo hatch to discharge material, and when these robots found the hatch blocked by fallen earth and stone, they promptly cleared it and unloaded the requisite cargo – unfortunately for the inhabitants of the area, for the holds contained various alien fauna and flora, and the offloading freed these creatures from stasis. Some died immediately, some lived for a time, and a few species prospered and propagated.

Recently, another earthquake uncovered an upper air lock, and the tremor caused the same computer malfunction, so the worker robots again cleared the lower cargo lock and periodically discharged more of the unwanted "goods".

START: The expedition has just topped the rise and gained their first view of the metal doored "cave". At this point SHOW PLAYERS **ILLUSTRATION #3** which depicts the hillside where erosion has exposed two doors – a small upper door (through which the party must enter), and a large lower cargo hatch (which will open only when the party is inside and certain conditions prevail). **WHENEVER THE PARTY APPROACHES FOR THE FIRST TIME THE SMALL DOOR WILL BE OPEN.** It will remain open for six full turns (1 hour); it will then close for 20 hours and reopen for another six turns. As the men-at-arms will wait exactly four days, the party had better be on its toes and not too timid.

Entry is from the south side ofthevessel. When the party enters they will see a metal room, about 1 8' deep and 20' wide, with a curving south (rear) wall. At that moment, the outer door will silently shut, and the 20' wide inner door will part to reveal the 60' by 60' entry area with drop tube (non-functioning) to the lower levels. The "V" doors inside and flanking the air lock (and the one to the far north as well) are access to the space suit storage racks – as well as emergency means of entry/egress to the air lock. Naturally, the party will not be able to utilize these portals without a violet or higher level color card.

KEY TO LEVEL 1: OFFICIALS, OFFICERS, AND TECHNICIANS QUARTERS

WANDERING MONSTERS:

Encounter occurs 1 in 12, check each turn.

SOUTHERN HEMISPHERE:

1. 9-16 "vegepygmies" with 2-5 dog-creatures (ILLUSTRATION #4)
2. police robot (ILLUSTRATION #5)
3. 2-3 displacer beasts
4. worker robot (ILLUSTRATION #6)
5. lurker above
6. 9-16 "vegepygmies" with 2-5 dog-creatures (ILLUSTRATION #4)

Vegepygmies, Police and worker robots are detailed below.

NORTHERN HEMISPHERE:

1. worker robot
2. 14-24 "vegepygmies" (ILLUSTRATION #7)
3. 2-5 shadows
4. police robot (ILLUSTRATION #5)
5. 14-24 "vegepygmies" (ILLUSTRATION #7)
6. 1-2 will-o'-wisp

NOTE: Whenever the party is before a door use ILLUSTRATION #1. The metal around the upper slot will be color keyed, if applicable.

DROP TUBES: As previously noted, these four devices are in different states of functioning. Each tube is a cylinder with an opening on both sides. Inside are two tracks opposite each other, running down the vertical length of the shaft. Each track has a series of handles spaced eight feet apart. One of these tracks will be moving up and the other will be moving down in all tubes that are operational. Use ILLUSTRATION #2 to aid in describing the drop tubes. In those which anti-grav still functions, the individual need only step in, float weightlessly, and grasp a passing handle to be borne in whichever direction is desired. At the top and bottom of the tube the handles fold into the wall to complete a circuit. In the non-operational tube, of course, the handles do not move at all, but they will support up to 400 pounds of weight. The tube which still functions mechanically, but which has no anti-gravity, can be used if the characters firmly grasp a handle prior to stepping into the chute; if any character attempts to step into the tube and then grasp a handle, allow a base 10% chance of success, +5% for each point of dexterity above 6. Failure equals a fall which will almost certainly prove fatal from the upper level, allowing 1d6 for each 10' of vertical distance fallen.

UNNUMBERED ROOMS: These rooms are typically apartments, activity rooms (those with doors which require no color card), and utility/maintenance/storerooms. Unless noted by a number code each such area is thoroughly looted, has some jumbled furniture or rotting goods therein, and from 0-3 (d4, 4=0) inanimate skeletons of generally human appearance. Everything is worthless or in bad condition, the furnishings plastic or metal, and only bits of rag or odd pieces of junk can be found.

DINING ROOMS: The two large ones to the west have mess tables and were cafeteria-like places. The three smaller ones to the east were for the higher-ups, and they contained tables and chairs. All five of these areas are now in ruins. The furnishings are jumbled, and there are quite a number of skeletons and bones strewn about. They have nothing of value within them.

KITCHENS: Even/thing which was possibly useful and not bolted down has been removed from these areas. However, there are still computer operated food dispensers as indicated in each kitchen. Each kitchen will have some bare counter space and a number of unused trays about. Along one wall is a bench with a number of metal boxes resting on it. Each box has a dark colored glass door in the front of it and arranged beside these are a number of square metal plates (selector buttons). On top of each box is a short, black cylinder (temperature control knob). Inside each box are a number of shelves spaced close together. Along

other walls are a fine metal mesh (microphone/speaker grille) with a rivet (call button) below it. Next to these is a long, narrow door that opens to a small shelf-like compartment. Near the entrance is a dark glass plate with four rivets below it. (This was the daily menu screen. The rivets were control buttons for it. The menu screen no longer works.) If food is dispensed, it will be sewed in a compartmented tray of a horn-like material (plastic). There is a 20% chance that each machine that is tried will serve. There are eight per kitchen, and not less than two will function, but one of the functioning machines has a 50% chance of dispensing poisonous food. If pygmies are encountered in a kitchen area they will gain +2 on "to hit" and on damage due to their ferocious reaction at seeing their food supply threatened. At least one will immediately return to their home area and gather the whole tribe to do battle.

GAME ROOMS: These rooms originally housed various amusement devices of mechanical and electronic nature. The mechanical ones have been broken and looted, but the electronic ones are still functional. If the party members have any of the coinage used on the ship they can get rid of it here "shooting" at spaceships, monsters, etc. You may optionally include any sort of gambling devices you wish here - slot machines, black jack, etc. How you run such games is strictly up to you. Describe machines as brightly colored boxes with various slots, buttons, wheels, weapons, etc. as component parts. There are also several standard shooting gallery games here. These include guns with handles bolted to tables, others with cables coming out of them, and other various things like this. Players should be told that they are mysterious metal shaped objects unless they have found such weapons or have encountered creatures using them. In this case, they should be told they see more objects similar to those they have already seen. If any character spends a turn or more practicing with these shooting galleries, trying to learn how to handle them (this should be specifically stated), they may be allowed a -1 on their die rolls on the charts when attempting to learn how to use a similar weapon.

LOUNGES: These areas were once very posh and comfortable, but they are now messy. There are torn easy chairs, small tables broken and overturned, broken drink and snack dispensers, rubble and ashes from fires, bones and skulls, and some few personal items in the deep folds of lounge furniture lost during the last few hectic days before the plague took everyone. Roll a d6 for each lounge area searched. Check once only. The treasure found will be:

- 1 - notes on escaped intellect devourer (level II)*
- 2 - 1-3 ampules of serum which will cure any disease if injected**
- 3 - 1 piece of jewelry worth 300 - 1,800 g.p.
- 4 - 3 pieces of jewelry worth 1,000 - 4,000 g.p. each
- 5 - jet black card
- 6 - violet or orange card (50%/50%)

*must use **comprehend languages** to understand; it will detail where the creature has been confined; after the first 1 is rolled a brown card will be found thereafter

**70% potent, 20% neutral, 10% poison

MEETING ROOMS: These areas contain various long, fixed tables, chairs, broken communications panels (bent metal and broken wiring), and many skeletons. There is nothing of value, and anything loose has been taken away.

RECREATION AREA: This room was for various group participation games and similar activities. The equipment and furniture is now destroyed or taken. There are many piles of litter and skeletons in the place. The party can spend many turns searching here and find absolutely nothing useful.

MEDICAL AREAS: The main records office and examination clinic is in the central complex square. A robotic recording instructs anyone entering to come back tomorrow, as all personnel are absent; emergency cases can report to MED 1 or MED 2 for

attention. All of this will be in a totally incomprehensible language unless a translation device or spell is used. There are three undisturbed desks here, and a careful search has a 10% chance per round of turning up a yellow card, but as soon as a desk is touched an alarm will sound, and a police robot will appear in 1-4 rounds thereafter. This will only happen once. Other equipment in the place is either non-functioning or of small value – chairs, 2 wheeled cots, examination tables, etc.

MED 1: USE **ILLUSTRATION #8**. This is an emergency treatment room with a female android nurse. She will automatically treat anywounded human who enters, using a healing spray which will repair 2-24 hit points of damage. The device has five charges left. If asked, the android nurse will give an injection which will cure disease, neutralize poison, or counter radiation poisoning – any of which will be effective within 3 turns of affliction. Note that requests must be in a language understandable to the android, mainly the language of the ship. If attacked the android will not fight back nor summon any aid.

MED 2: USE **ILLUSTRATION #9**. This is the emergency operating room, and a malfunctioning male android surgeon is on hand to “greet” anyone entering. The android has an 18/01 strength, and it will attempt to grapple, anesthetize, and operate upon whomever is grabbed first. If it overpowers any creature, it will anesthetize him or her and begin operating in a single round. The second round will kill the victim. As with all androids it is: AC 3, move 15”, 35 hit points, #AT 2, D 1-8 (with no weapon). It attacks as a 7 hit dice monster. Acid and fire do half damage, lightning (and similar electrical attacks) not saved against will short the android out. At 7 or less hit points there is a 50% chance/round that it will cease functioning.

LABORATORIES: These rooms were the special research facilities for biological, biochemical, and chemical projects related to alien life forms, and eventually were used to stop the plague aboard. Those labs without color card keyed doors are general purpose work areas, and they contain nothing of value or interest except some empty plastiglass retorts, beakers, petri dishes, vials, etc. There are a few smallish cages for animals (which now contain nothing but bones), work counters, and the like.

LAB a: This room contains a lab technician worker robot still at work, vainly attempting to find a serum to cure the plague which wiped out the ship’s human population a century or so ago. (The virus which was the cause of it all died out itself when the last of the human hosts died.) If the party displays a yellow card (or one of higher order) they can help themselves to anything in the place. On a counter top are 2 ampules of poison antidote, 3 of disease cure, and a canister of healing spray (2d12 hit points of damage healed per charge, 3 charges left), see the end of this module. If no proper color card is shown, the party interferes with the robot’s work, or they attack the robot or are destructive, the worker will broadcast a high frequency top-security-priority alarm which will bring 1-3 police robots in 1-4 melee rounds.

LAB b: This room was a special hydroponic culture lab. All of the old cultures are dead, but spores of **russet mold** (see end section) still linger in the place. If any use of a computer console has been made prior to entering **lab b** the computer malfunction factor will have caused it to pump nutrient solution into the tanks to feed the supposed culture. Thus, the room will be **packed full** of russet mold. In this case, when any door to the place is opened, an avalanche of the stuff will pour over the 10’ square (100 square feet) area outside; everyone covered by the stuff or within 3’ of it, must save versus poison or become **irradiated** and be a mold culture

medium. The victims will die in 2-5 turns, but within 21-24 hours a vegepygmy creature will arise from the mess (it will not recall any other existence, and it will be hostile to anything other than its own kind). Those saving versus poison will take 5d4 hit points of damage from the stuff.

LAB c: A number of chemicals are stored here. Most chemicals are no longer active or have no use to those ignorant of chemistry. There are 20 of each sort of container mentioned to experiment with. A few have the following uses:

3rd bottle of white powder – defoliant which causes 1-10 hit points of damage to vegetable life forms (ie, shambling mounds, treants, etc.) or will absolutely wipe out a 10’ square area of vegetation; a total of 10 handfuls of powder are in the bottle

2nd, 7th and 9th bottles – these are clear fluid acids which cause 3d4 hit points of damage when spilled over any living creature

5th jar of green powder – highly poisonous chemical which must be saved against at -1 if touched, -5 if tasted

20th jar of pink powder – contains 36 doses of a chemical which will enable a human to have infravision to a 90’ range for 6 turns

1st large ceramic bottle – holds a greenish fluid which will cause plants to grow (add 2-8 hit points per application to vegetable life forms, otherwise it will act as a **plant growth** in a 10’x 10’ area, if entire bottle is used, 20 applications in the container); the vege pygmies will consider this a great treasure and attack to get it for its odor will drive them to a frenzy at 30’

2nd large ceramic container – this is lined with a special material, for it contains an acid which will eat through deck metal in 1 turn; the entire contents will eat away a 10’ diameter section of the deck. Only one deck will be dissolved. If the acid is used as a weapon it will cause 3-18 points of damage the first round, 2-12 points the second round, and 1-6 points on the third and final round.

All bottles are made of glass unless otherwise specified.

LIBRARY: This place is not in terrible shape because there is nothing in it to interest the vegepygmy folk – the worst looters, of course. It holds many small, fixed tables, comfortable chairs, and 24 microfilm viewers. The microfilm storage cabinets are sealed and maintained by the computer. One viewer in six is operational and will show something if the switch is thrown and the character looks into the viewing section. For two full turns a viewer will show either totally unintelligible writing and diagrams (alien + technical), views of stars, planets, and other similar things, or pictures of alien life forms (none of which are useful as they are not included in the kinds taken aboard). After two turns, there is a one in six chance that the viewer will begin showing schematics of ship levels I, III, and V. All of the viewers operate at a fast rate, so when these appear describe the scene as a circular form with many lines, marks, and colors upon it. Allow 6 questions and about one minute of explanation per level. After showing each level there is a one in six chance of the viewer breaking, and after showing the V level it will positively break. Only one of the viewers will show levels.

Beneath one table is a skeleton of a human. It has rags of what was obviously a uniform, with braid and colorful attachments (medals and ribbons) which will clue the inquisitive character that the wearer was an important person. There is a sealed cabinet behind this skeleton, and a corner of a gray card is peeping out from beneath this storage box; but only if the cabinet is being carefully examined, or the area within 10’ of the skeleton is minutely searched will the card be discovered. There are only 3 other (unremarkable) skeletal remains in the whole place.

POLICE HQ: USE **ILLUSTRATION #30**. There will be 1-3 police robots in the first room of this complex. They will inquire what the nature of business of any entrant is, and the language will be totally unintelligible without some scientific or magical means of understanding, although the robots can translate the characters' speech in 1 turn. The robots will then apprehend (see section on police robots at the end of the module) the characters and place them in the security cells (six 10' x 10' rooms to the north) – as few per cell as possible – for detention and questioning by a "proper authority" unless the party has a red, gray or orange card to show. Of course, there are no "proper authorities" anymore, and prisoners will starve to death, as the computer controlled feeding devices in the area turn out drinkable liquids but indigestible food. The cell locks (located in the doors) operate by any of the cards mentioned (gray, red, or orange). The cells have walls on three sides while across the front there is a row of short projecting studs on both the top and the bottom. In the center of this "wall" is a small post with a card lock similar to those found on other doors. Below this is a button and a dial that control the force screen. When a cell is in use, the force screen will be turned on and an invisible wall will radiate in the area between the studs. The cells are force field shells, so magic will not function beyond them, but **cold** has a 10% chance of causing a lock to malfunction, **fire balls** (from outside and distant, hopefully) and **magic missiles** have a 50% chance, and **lightning/electricity** a 10% chance per die of damage. The robots will not take away any gear from prisoners unless the item was used to attack one of their number or is a weapon they are familiar with (pistols, etc.).

At various times robots will leave, so at some point within 12 turns there will be only 1 robot there, but there is a 1 in 12 chance of another entering each turn.

A locked metal chest in the corner farthest from the cells contains 2 gas masks (give total immunity to all gasses on the ship), 12 sleep gas grenades, and 2 needler pistols with 1 clip of ammunition for each. (Weapons are detailed at the end of the module.) The chest can be forced open with magical weapons – one in six chance per weapon per round of forcing. It will also open by gray or red card placement in its lock slot.

The first police robot disabled/destroyed here by the party will have a red card stored in its chest compartment, but it will have to be pried out carefully, so there is a 50% chance of destroying it, lowered 10% for each point of dexterity above 14 of the character making the attempt.

South Room: Note that this area can be entered only by a red color card. It is the office of the former chief security officer. Use **ILLUSTRATION #10** to depict the room and **ILLUSTRATION #11** to illustrate the console. His uniformed skeleton still sits behind the desk, but it has nothing - card or weapon. Built into the desk is a monitoring screen with an off-on switch, a 56 position slider (each former level of the ship - positions 11-16 now show levels I-VI of this module), and three dials (100s, 10s, 1s) which show specific rooms on each level (and naturally the room key is long since gone). Close up lenses are malfunctioning, so only wide angle views of rooms (or the four corners of areas larger than 50' square) are available. Dark areas have infrared lens viewing, but only one in six of these lenses still function. There is a 1% chance per round, cumulative, that use of the viewer will cause its total malfunction. The room also has the personal locker of the chief. This is locked and can be opened in the same fashion as the metal chest outside. In the locker are:

- the rags of a full dress uniform upon which are several gem encrusted medals (3 pieces of jewelry worth 1,000 - 4,000 g.p. each)
- a **blaster** pistol on full charge (see section at end of module)
- a suit of powered armor (see section at end of module) that had a malfunction which was to be repaired but was not before the disaster wiped out the crew; this armor functions as follows (roll d4):

1. normal for 10 rounds, freezes into immobility for 2-12 rounds, and then roll again
2. short circuits for 3d6 hit points of damage to wearer (-1 h.p. per die for each +1 of a **ring of protection**, -1 h.p. per die for a **ring of fire resistance**); the person must immediately remove the armor, for he or she will sustain like damage each round thereafter, and after 10 rounds the suit will be totally destroyed; removal causes 2-12 h.p. of damage as above.
3. crossed circuitry causes suit to behave erratically, so that wearer moves backward on a 1 or 2, sideways on a 3 (left) or 4 (right), falls over on a 5, leaps 10' ahead on a 6, behaves normally on 7-9, but on 10 the built-in laser pistol (right arm) fires ahead while the armor remains motionless.
4. suit fluid systems ignite and cause a deadly gas to fill the suit, so wearer must save versus poison or die. If the suit is removed, this gas fills the 10' square area immediately around it, and the next round fills a 20' radius area, but saves outside the suit are at +1 or +2 at 10' or 20' radius distance. If a small green canister is taken from the locker wall, pointed at the suit, and a tab pulled, it will cover the suit with a foam which will instantly neutralize the gas

STORES: This small central emergency stores compartment is the only stocked room of its kind on the ship. There are various crates and containers of materials which are totally unrecognizable and unuseable by the party. There are sufficient foodstuffs to equal 100 iron rations packages. There is a packet of 4 each of the following ampules: disease cure, poison antidote, radiation antidote. There are also 14 canisters of healing spray, but only one in six are still functioning, and those that do function (d6, roll of 1) will have from one to six charges (curing 2-24 h.p. per spray). A small brown box with violet labels on it holds a "Repair Robot Remote Control" which can be used to summon and control a worker robot by vocal commands (see end of module). However, each turn of operation has a 2% cumulative chance that the power pack will drain, a blue light on the panel will blink, and in 1-10 rounds the remote will go dead. Any power disc will reduce chance of failure by 5% per charge in the disc, but it too will eventually drain and the remote will go dead.

SMALL ARMS LOCKER: USE **ILLUSTRATION #12**. Note that it requires a gray card to enter. The place is made of plasteel, and it cannot be broken into except with a laser drill. The locker is partially stripped, but still inside are racks and containers of: 10 needler pistols, 8 paralysis pistols, 4 laser pistols, 2 laser rifles, 1 blaster rifle. There are three boxes each containing 20 grenades: sleep, incendiary, and explosive. A fully operational suit of power armor is in a closed and locked locker (at the end of a row of 7 opened ones). A locked metal chest holds 20 power discs and 20 needler clips. (See the section on weapons at the end of the module for details on how to use any weapon and the weapon itself.)

COMPUTER CENTRAL: USE **ILLUSTRATION #13**. In the center of the room is what appears to be an altar. It is supported by a single metal column and 2 arms are bent towards the door. The wall opposite the door is made entirely of glass, although this is too dark to see through. (This is the viewing screen. The entire wall will show a picture when the master switch is thrown.) There are 3 skeletons sprawled near the altar. In the center of the altar are 6 fist-sized circular windows (dials), 3 coin-sized holes below them (view screen controls), and a single metal box under these (view screen master switch). To the left of these are 10 small blocks set in grooves (sliders), and to the right are 2 rows of rivets (buttons). The wings of the altar are decorated with panels of small glass squares set in rows (key consoles). USE **ILLUSTRATION #14**. This is one of the terminals and is now only in touch with a smaller auxiliary computer. The large master switch will turn on the visual display screen above the control panel, while a mechanical voice will begin to relate what is being shown and report on the state of the ship in that area – all in an alien language, of course. The recessed controls are three buttons: OFF, HOLD, CLOSE-UP.

Pictures flash on and off in 6 seconds (1 segment). There is also a 120-key console for input; 8 switches, 10 sliders, 6 dials, and 10 buttons. If **any** of the buttons, levers, etc. are depressed, moved or whatever, the violet mold culture at **lab b** will be fed, and one of the following will result (roll d12):

1. minor fire: automatic system immediately sprays a chemical extinguisher upon it and puts it out, a green light blinks, and a repair robot will come in 1-3 turns to repair the damage
2. ship lights brighten/dim: if sleep (dark) period is in progress, the lights will dim again automatically in 1 turn
3. view screen malfunction; green and amber lights blink, indicating repair and police robots are on their way; the screen is out until repaired; both robots due in 1-3 turns
4. cargo displacement/unloading ordered: worker robots discharge cargo (a bulette) while screen displays this activity
5. anti-gravity in control room: treat as **reverse gravity** for 1 round, then gravity returns (10' fall for most characters), and computer acts as noted in 1. above.
6. close and lock all doors: this is a security alert measure which will bring 4 police robots to the computer central room unless 7 or 10 occurs; pink and amber lights flash when the alert occurs
7. unlock doors: security alert cancelled; pink and amber lights go out
8. all power to androids shut off/on
9. all power to worker robots shut off/on
10. all power to police robots shut off/on
11. drop tubes sealed: all power shut off/on for tubes and lifts
12. full alert: all doors and sphincters shut and locked: red lights flash, alarm sounds at 10 second intervals; sleep gas will be pumped into the central complex of rooms in 1 round; 4 police robots and 2 worker robots will enter the computer room in 2-8 rounds; only a gray card slipped into a slot in the console and the action noted in 7. will cancel the alert.

Once it has been discovered what a particular control will do, the control will always have the same results.

Any attempt to destroy computer related equipment in this area will result in 12. above, with robots attempting to kill all unidentified creatures without gray or red color cards found in the computer room.

NUMBERED ENCOUNTERS:

1. LURKER ABOVE: AC 6, HD 10, hp 59, #AT1, D1-6, smother all victims in 2-5 rounds (check for each separately). Surprises 4 in 6. The floor beneath the creature is covered with bits of rags, bones of various creatures, pygmy husks, and a violet card.
2. SMALL REPAIR ROBOT: USE **ILLUSTRATION #15**. This robot has been battered, and its main circuitry is broken. Small hand tools scattered around it can be used to open its chest plate where 2-5 intact gem bearings can be pried out at a one in six risk of taking 1-6 h.p. electrical discharge damage per gem. Each is worth 50 g.p.
3. POLICE ROBOT AREA: USE **ILLUSTRATION #16**. From 1-6 robots will be in this area, but they will not question any character displaying an orange, red or gray color card. Possession of a card will not allow characters to command the police robots.
 - a. REPAIR PARTS AREA: There are 12 power discs here amidst numerous parts, and locating them will require five rounds of searching.
 - b. DISABLED ROBOTS AREA: There are 11 police robots here in various stages of repair, and a worker will be busily engaged in fixing one. There is nothing of value here.
 - c. ARSENAL: There are cases of grenades of all types here, and power discs in locked metal boxes. A dozen of each of the three grenade types and power cells are plainly visible on a bench. Any attempt to remove weapons or power cells openly will result in attack by police robots regardless of color card presented, but whatever can be hidden away can be gained. A police robot will check on

activities within the robot arsenal once every 3rd round!

4. MOTIONLESS FEMALE FORM: This is a seemingly unconscious beautiful human female, but in reality it is a berserk, malfunctioning android - AC 3, 15" move, 35 hit points, 2 attacks/round, 1-8/1-8 without any weapons, attacks as a 7 hit dice monster. This servant mechanism is armed with a 2' long metal bar (2-12 h.p. damage) and a paralysis pistol. When any creature comes within 20' it will spring up and attack twice with the pistol. Thereafter, it will use the bar if opponents are within range, or the pistol otherwise. The paralysis weapon has a full power disc (six charges).
5. 5 DISPLACER BEASTS: AC 4. MV 15", HD 6, hp 38, 35, 24, 22, 20, #AT 2, D2-8/2-8 Opponent attacks are -2 on dice; saves versus magical attacks as 12th level fighter with bonus of +2 on dice. If there are more than 10 persons in sight, there is a 60% chance that the beasts will flee unless they have been surprised. Once engaged, they will fight to the death. Amidst the litter of their nest area is a brown color card.
6. PHASE SPIDERS: These are a dwarf variety: AC 7, MV 6" *15", HD 5-5 (=4), #AT 1, D1-3. Poison of these creatures is full strength (-2 on all saves). There are 3 spiders here. 1 adult and 2 newly hatched; hp: 23, 7, 5. Caught in their webs near the ceiling is a jet black card. In the pool of water beneath (which the spiders use as a lure to attract prey, the water coming from a leaking overhead pipe) are 7 small gem bearings, beryls worth 100 g.p. each.
7. SHIP COMMANDER'S QUARTERS: This five room suite sewed as the apartment for the commander and his family. Everything therein is disordered from the frantic plague days, but nothing has been looted. The main room is the living room and reception area, with couches, arm chairs, small tables, paintings, etc. Several skeletons are there also. There is nothing worth looting here.
 - a. Personal chamber of the commander. Besides his bedroom furniture and effects there is a small desk. Inside are a full set of cards (jet, brown, violet, yellow, orange, red) save a gray which is shoved into a stack of papers. The small room to the southeast is a locked closet/storage area; in it are clothing in fair shape, a needler with four clips of ammunition, and much worthless junk. The lock works on the commanders hand print. The lavatory cabinet contains two capsules of cyanide (instant death, no save). A locked plasteel security safe in the desk can be opened only by means of lasering the lock mechanism for six charges, for the lock was keyed to the thumb print of the commander. Inside are orders regarding the ship's destination and activities, 100 plastic encased diamonds worth 100 g.p. each (these are emergency coins), and a packet which will explode for 50 h.p. damage in a 10' radius if it is opened (opener gets no save, others in the blast radius will). This packet is also keyed to the commander's thumb print.
 - b. Private lounge and dining area which is nicely furnished and appointed. All is intact. On a side board are six crystal flasks of rare spirituous liquors. #1 is now deadly poison (-4 on saves), #2-4 are still excellent and intoxicating (delay party for 6 full turns if any one is sampled!), #5 gives a +1 on dexterity reactions for 1 full turn after consumption of 1 ounce (flask holds 20 ounces initially), and #6 tastes excellent but will cause double vision (-2 on attacks, +2 to be hit) in 1 turn to anyone tasting it (the effect lasts for 3 turns).
 - c. This room is an unremarkable master bedroom. There are many drawers of clothing and the like, but there is nothing of value here, except that which appears to be a tin spaceship on a table is actually a 1,000 g.p. platinum commendation.
 - d. This is the personal retreat of the commander's wife. In it are a divan, dressing table, small desk, and several

lounge chairs. A skeleton lies on the divan. Behind the dressing table is a jewelry case with 4 rings (value 2,000, 750,300, and 50 g.p. respectively), 6 bracelets (2 are worth 1,000 and 600 g.p. respectively), and 3 necklaces (one set with 7 aquamarines worth 500 g.p. each, jewelry value 4,000 g.p.) A shoe near the skeleton hides her grey color card.

8. SECURITY CHIEF'S QUARTERS: This place is also basically intact. The main room is a living/reception room. There is one skeleton in the place, but nothing of value.

a. Personal lounging and dining area. A bottle of liquor on the buffet is treated with a drug to cause persons imbibing it to tell the absolute truth for 3 rounds. One dose is equal to one ounce, and there are 7 ounces left. (DM, here is Your chance to sow some dissension).

b. Chief's personal office and study. There are three chairs, a case of various worthless books (although they might be of interest to a sage), and a desk. A press panel on the side of the desk holds three orange cards and a blaster whose power disc has shorted and ruined it so as to make it permanently unworkable.

c. Dressing room with nothing of apparent value, but there are two intact uniforms in a wall wardrobe.

d. Master bedroom. Another skeleton is here, sprawled on the floor near the bed. Under some rags nearby is a small metal box with several buttons, a dial, and a grille. It is a command control for police robots, but the voice command is keyed to the chief, so it is useless. If the orange and red buttons are pressed simultaneously, all police robots within 30' are shut off until the control box is beyond the 30' range. If either button is pressed separately, it will call police robots (1 or 2/orange or red) – or release those shut down. It can be used only 7 times before it malfunctions and is ruined.

9. 3 WILL-O'-WISPS: AC -8, MV 18", HD 9, hp 49, 41, 38 #AT 1, D 2-16. These creatures will attempt to lure victims to a radiation area (13). There is a 2 in 6 chance that 1 or 2 will be away roaming the corridors to the east but will return in 3-30 rounds (roll for each separately). These monsters have a collection of shiny materials (stainless steel tableware, reflectors, chrome fittings, etc.). Amongst this collection are 2 100 g.p., gems, 6 50 g.p. gems, and a plastic tubular instrument – this device is eight inches long and about three in diameter, a language translator (see end of module for description). The current power disc will drain in three usages. Note that all treasure is mixed up in a jumble of junk, furnishings, and the like.

10. SHRIEKERS AND FUNGI: The veqepygmyies indicated by numeric key 11. grow fungi to eat and raise shriekers to serve as a warning system for them. The veqepygmyies know how to move around the shriekers without causing them to sound off, but are ready for trouble whenever the fungi begin their wailing. Shriekers are at the two 10. positions (5-8 at each), while the other fungi grow in a humus layer spread along the length of the passage.

11. VEGEPYGMIES: AC 4, Move 12", #AT 1, damage by weapon type:

- HD 1, hp: 5; weapon is dart* (1-3 h.p.)
- HD 2, hp: 11; weapon is javelin' (1-6 h.p.)
- HD 3, hp: 17; weapon is club (1-6 h.p.)
- HD 4, hp: 24; weapon is mace-like (2-7 h.p.)
- HD 5, hp: 31; weapon is flail-like (2-8 h.p.)
- HD 6, hp: 38; weapon is halberd-like (1-10 h.p.)

*2 per creature or **special** (leaders only)

These creatures sprang up from radiation-twisted hydroponic cultures that affected exposed humans, but they are now able to bud and propagate. Their mottled gray-brown coloration enables them to blend with ship walls in many areas, so as to be 50% invisible. Weapons are fashioned from material aboard the vessel and are crude but effective.

There are 4 veqepygmyies per 10' of room space, 1 of each size from 1 HD to 4 HD, and 1 jet black color card. They act in concert, and if fighting occurs, a call will always go out for their fellows to join the battle if the combatants survive the initial round. The minor veqepygmyies have nothing of value.

11a. This is the location of the **leader** (HD 6, hp: 38) and 5 4 HD sprouts, It has an orange and a violet color card. If battle occurs within 50' of its lair, there is a 20% chance per 10' of proximity (50' = 20%, 40' = 40%, 30' = 60%, 20' = 80% and 10' = 100%) that the leader will bring out one of the weapons it has hoarded (but fears to use). These weapons are (d6):

- 2 sleep gas grenades (1 or 2)
- 1 explosive grenade (3)
- 1 laser pistol, 4 charges (4 or 5)
- 1 blaster rifle, 2 charges (6)

There is a 10% chance of malfunction of either the pistol or rifle on first use only. These are hidden behind the grille of an air duct. Once a weapon malfunctions, it will be totally useless.

(See section at end of module for more details of veqepygmyies.)

12. VEGEPYGMIES: This southern group is slightly different from those in the north with whom they compete (but not usually in combat) in that the members are spotted with patches of green chlorophyll, so they are 50% invisible only when near greenish areas of vegetation. They live with dog-like creatures (thornies) with the following statistics: AC 3, MV 15", HD 4, hp 20 + I-IO, #AT 1, D 2-5 (plus 3-12 ripping damage from their thorn-like growths if in close combat), animal intelligence, man-sized. There will be 3 veqepygmyies per 10' of room space, 1 of each size from 1 HD to 3 HD, plus 1 dog-creature per room. There is a jet black card in the possession of each room group. Weapons will be the same as the northern group with the exception of leaders.

12a. Subchief of 5 HD, 3 sprouts of 3 HD, and 3 "thornies". It has a Yellow card.

12b. Subchief of 5 HD, 5 sprouts of 3 HD, and 4 "thornies". It has a violet card.

12c. Subchief of 5 HD, 2 sprouts of 3 HD, and 2 "thornies". It has a brown card.

12d. Chief of the southern veqepygmyies, a 6 HD creature, with 4 sprouts of 4 HD, and 6 "thornies". The chief carries a spray can into battle, an aerosol hypnotic with a 6' range. If the creature sprayed fails to save versus poison at a -3, it is treated as asleep and subject to **suggestion** for 5 rounds. (Note however that the suggestion must be made in a language understandable to the affected monster). Its treasure is in a hollow bed frame in the room: 1 red color card, 1 poison gas grenade, 1 sleep gas grehade, 4 gem bearings of 100 g.p. value each, and a broken communicator.

Note: The southern group of veqepygmyies will not attack without a subchief or chief unless themselves attacked, and in the latter case they will break off and get away as soon as possible.

"Thornies" are attack trained and will obey such a command from any southern veqepygmy, fighting to the death. As with the veqepygmyies, these dog-creatures are not harmed by pointed weapons piercing them, taking but 1 h.p. of damage from such attacks.

13. These rooms are radiation-filled and contain contaminants which require a saving throw versus poison. If this save is not made, the exposed creatures will begin to notice a sickness in 2-5 turns, and in 6 turns thereafter they will begin to lose 1 point of strength per hour due to the effect of the radiation sickness. When strength reaches 2 the individual is unable to walk. At -1 strength the person is dead. Anti-radiation serum will stop the sickness, and strength will be regained thereafter at 1 point per hour.

KEY TO LEVEL II: SERVICE DECK 5, OR 'TWEEN DECKS

14. ART WORKROOM: There are pigment tubes strewn here and there, colors splashed on the walls, bits of canvases, broken easel and brush remains, and similar materials in the foreroom and in room 14a.

14b. Various stone, wood, clay, metal, and plastic sculptures in varying stages of completion (or destruction). Some are of vaguely recognizable form – the largest a 3' bust of a human head shape. It will be noticed that the majority of the wood and metal objects are "decayed", and that the large bust appears to be leprous – as if it were composed of rotting clay. The clay-like material is actually gray ooze – AC 8, HD 3+3, hp 22, #AT 1, D 2-16. Another is on the ceiling above (hp 17) covering a 6' by 2' area. Anyone approaching the bust will be attacked by both oozes. The bust covered by the ooze has 2 gem eyes (base 500 g.p. topazes).

15. DOPPLEGANGER PACK: 9 doppelgangers lurk around this area. AC 5, MV 9", HD 4, hp 27, 24, 22, 21, 20, 18, 15, 15, 12, #AT 1, D 1-12; surprise on a one in four, **ESP** and imitate with 90% accuracy; save as 10th level fighter. These monsters wait until creatures are using the tube, and then attack those still awaiting their turn. The arrows indicate possible hiding places, Although they have no treasure, the drop tube still bears a poster on its north outer wall showing the location of this tube and the other three as circles on a general outline map of the whole level. Tube procedures and safety measures are printed underneath the map, and these instructions can be read with magical aid. Included are statements to the effect that unauthorized persons are not to enter service deck areas.

16. BLASTER PISTOL: This weapon is laying amidst the debris on the floor! It has a full power disc (6 charges). There is a 5% chance per person passing it that it will be kicked and noticed. There is a 2% chance per person that it will be stepped on and ruined. Check each passerby separately. If the party is searching the floor area, there is a 10% chance per searcher that it will be found. Blaster pistols are described fully at the rear of the module.

USE **ILLUSTRATION #17** WHENEVER A PARTY ENTERS THIS OR THE OTHER (level V) 'TWEEN DECKS AREA.

CROSSHATCHED AREAS: These are potential danger areas. Generally, all wiring and piping is protected by metal as are all machines. Certain generators and transformers can cause troubles. If any character insists on striking, poking, prodding, or otherwise attacking these areas with metal instruments, there is a 10% chance per round that the individual will electrocute and permanently kill himself or herself. If not so killed, there is a 10% chance that a minor explosion will be caused. An area 10' distant from the affected generator/transformer/whatever will be subject to a blast of 5-30 (5d6) hit points of damage, although save versus magic will reduce damage to 50% of the amount rolled. All affected are **stunned** for 1-6 rounds, regardless of saving throw. Those at the edge of the blast radius may jump out of the blast by adding their armor class (magical rings and bracers do not count) to the roll of 1d6 and comparing it to a roll of 3d6 by the DM. If the character has a higher score, he or she is clear of the blast. For this check, magic armor is treated as one AC type less than it actually is, i.e. scale is treated as ringmail, etc. Also, if an explosion occurs, there is a 5% chance that any other generator/transformer within 40' will react in a secondary blast of 5' radius, 5-20 hit points damage, and 1-3 rounds of stunning. There will be a series of snappings, cracklings, poppings, and hummings after any explosion. Lights here and there will flicker on and off. Within 1-4 rounds a worker robot will appear to repair the damaged machinery. If it sees the party and is not shown a brown, violet, or gray card, it will summon 1-3 police robots which will appear in 1-3 turns.

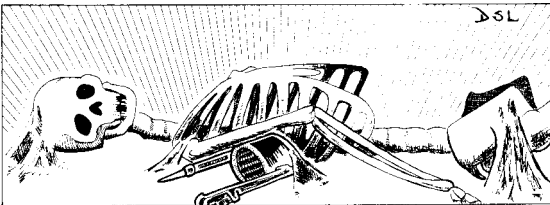
1. **INTELLECT DEVOURER:** AC 4, MV 15", HD 6+6, hp 44, #AT 4, D 2-5(x4) (attacks are at 9 HD level and damage +1 as shown due to the creature's size and strength); impervious to most spells and weapons under +3 - lasers do no harm, but a



blaster causes 2-8 (2d4) h.p.; the 'devourer can hide in shadows with 63% chance of success.

This monster is trapped 'tween decks, for the ship's energy fields prevent it from becoming ethereal and even its great intelligence does not understand the concept of doors operated by color cards. It came to be in this situation as follows: In its early stages, the plague caused insanity in the infected person, and in this state the commander of the vessel entered a cargo hold. In his madness, the captain tripped off a stasis field which held a particularly evil form of alien fauna – the intellect devourer. Freed from its cage, the creature preyed upon the demented commander and assumed his form. Some crewmen, still unaffected by the sickness, realized that there was something terribly wrong and organized a hunt for the thing which possessed their captain's body. One of the hunters soon became the hunted, and the chase eventually led to the 'tween decks. The crewman blasted the flesh of the body away, but the 'devourer then did for him. (It was during this combat that the hole was blasted in the deck, giving access to the cargo hold beneath.) The crewman's bones and blaster (2 charges left) are in the hold, along with his orange card.

The intellect devourer will come to any explosion in 2-5 rounds. It will pick up the thoughts of any person upon the deck in 3-12 rounds after their entry, unless it is in the cargo hold (40% chance). In the latter event it will emerge in 1-6 turns and then rounds for sensing thoughts must be determined. Once thoughts are discovered, the creature will move to the area and stalk its prey.



2. Jumbled bones of the captain, with his laser pistol with 4 charges left on the power disc. The dotted line points towards his grey card. The chance of spotting the card is 5% per person if a cursory examination of the area is made, 20% per person if a thorough search is conducted. Check separately for each individual.
3. WHEELY SLED: USE **ILLUSTRATION #18**. There are three such devices on the level – 6' long, 3' wide, 1' high maintenance vehicles. These devices are propelled by a battery operated engine which is recharged at various plug-in terminals on the level. Speed is 1" to 15" depending on lever setting. The controls are the speed lever, on/off switch, and flush steering wheel with lift and lock hand grasp. Capacity is 1 ton. If unsteered, roll 1 d8 for direction (1 = N, 2 = NE, 3 = E, 4 = SE, 5 = S, 6 = SW, 7 = W, 8 = NW). The platform is semi-flexible, and the device can turn 45° in 6' as all of its wheels turn on the new course, but high speed turns are likely to cause passengers to fly off (2% chance per 1" of speed, cumulative, i.e. 2%, 4%, 6%, 8%, etc. to 30% at 15" speed). A sudden impact will cause 1 h.p. of damage per 1" of speed if passengers strike a hard substance such as a bulkhead.
4. REPAIR ROBOT: USE **ILLUSTRATION #19**. This robot is recharging its batteries at a power terminal. If the party has brown cards it will ignore them. If they have a violet or gray color card, and can communicate with it, the robot will obey and follow, but it will run out of power in 6 turns as its accumulators are deficient. If the party has no brown, violet, or gray cards or if not shown any card, the robot will alert police robots to investigate, even if it is shown orange or red cards.

NOTE: The jagged black area in the northwest is the hole blasted in the deck and leads to the cargo hold below – this is indicated on the level III map as well.

13. RADIATION AREA: See Key to Level I.

KEY TO LEVEL III: UPPER WALKWAY AND LOUNGE AREA

WANDERING MONSTERS:

Encounter occurs 1 in 20, check each turn.

1. police robot (**ILLUSTRATION #5**)
- 2-5. nothing
6. lurker above
7. worker robot (**ILLUSTRATION #6**)
- 8-11. nothing
12. green slime

When the party steps onto the walkway, DISPLAY **ILLUSTRATION #20**.

CARGO HOLDS: These areas are still filled with huge crates and containers which hold building materials, fertilizers, and similar colonization materials. There will be some destruction of goods noted, as well as human bones here and there – the remains of the plague when crewmen went insane. The party will find nothing of value in any cargo hold not specially noted.

LIFTS within cargo holds are floor elevators for cargo transfer between these holds and those below. They are operated by strong depression of colored floor panels on the lifts – the green plate for down, the silvery one for up, and the blue plate for emergency stop. While the lifts are functioning well, the emergency stop will cause malfunction 50% of the time, stalling the elevator for from one to four turns, and there is a 20% chance per turn that a worker robot will show up to repair the trouble. Unless a violet card is displayed to the robot, it will call for 1-3 police robots.

LOUNGES: These rooms are still in a relatively good state of repair. There are tables and chairs, loungers, couches, amusement devices, and so forth. There are some bones, but there are no skeletons.

Cocktail lounge, Bar, Dancing, Night Club area is unremarkable, and there is no longer any power in the area. There are several bottles in a carton in the far corner of the bar area, and one contains alcohol which is highly inflammable (burns for 3 melee rounds causing 3-12 (3d4) h.p. of damage to all creatures in a 5' radius globe).

KITCHENS: These facilities are robokitchens like those on level I.

NUMBERED ENCOUNTERS:

1. ROPERS' TERRITORY: 3 ropers inhabit this space -AC 0, MV 3", HD 10/11/12, hp 47/50/62, #AT 1, D 5-20; 1-6 strands from 20'-50', hits causing weakness in 1-3 rounds (lasts 1-3 turns); blaster damage is normal, but laser hits cause +4 hit points.

One roper will be on the walkway "fishing" for small arboreal creatures in the tree tops 20' to 40' below. It is 80% indistinguishable from the pillar which supports the overhead. Its two companions lurk just inside the dark entry to the cocktail lounge. These creatures each have 2-12 base 10 g.p. gems in their gizzard-like organs, and during the course of their hunting, they have collected the following treasure: 2 dud explosive grenades, 1 fire extinguisher (the cold of the CO² will cause 1-4 h.p. damage to mammals and other similar creatures with warm blood, 1-6 hp damage to cold blooded creatures, and 3-12 hit points of damage to plant life) with 3 rounds of propellant, a spool of platinum wire worth 1,600 g.p., and an anti-grav belt (see section at the end of the module for details).
2. STRANGLE VINES: USE **ILLUSTRATION #21**. AC 6, MV (creep) 1/2", HD **special** (attacks as a 4 HD monster), unlimited number of attacks, 1-4 h.p. of squeezing damage plus 10% chance to wrap around neck and strangle to death; a vine section can be cut or chopped away on a hit, but next round a new section will be there to attack; plant is immune to normal (torch-like) fires, but will be burned and withdraw from burning, oil, magical fire, laser hits or blaster hits. Cold freezes

the vines in the area struck, but thawing occurs in 2-5 rounds unless three charges (from the fire extinguisher or its equivalent) are expended. Any electrical attacks double the vines' growth and movement rate on the following turn. These creepers are attracted to the strongest light source, i.e. **continual light**, bright ship's light, **light**, lantern, magic sword glow, torch light.

3. **VAMPIRE THORN VINES:** USE **ILLUSTRATION #22**. AC 4, Move **special**, HD **special** (attack as 3 HD monster), 4 attacks per 10' of vine, any hit will drain fluids from the body, causing damage equal to 25% of that characters maximum hit points. There are four long tendrils along each 10' of the vine, and these have a 5' lashing range. Each tendril has numerous hollow thorns of one to four inch length through which it draws the juices of its victim. A tendril takes 6 hit points to destroy, a 10' vine section takes 20 hit points plus tendril values. Any sort of flame or great heat will cause the tendrils to recoil, but electrical attacks cause the vine to regenerate damage equal to the number of hit points of the electrical attack mode. A vampire thorn vine can creep at 1/4" per melee round, and light attracts one just as it does strangle vines. Cold affects it as it does a strangle vine.
4. **DINING SERVO ROBOT:** Most of these robots have been scrapped, but this one still functions – or rather malfunctions. It will immediately attempt to seat any persons entering the dimly lit lounge area, and then begin serving them heaping dishes of "food". The substance in the dishes will be a decaying mush covered with nauseous bluegreen mold. If any creature so much as tastes a drop of it, it will cause insanity the next round as the blue-green spores attack the brain. Insanity lasts for 1-4 turns, and the person then dies. The effects are curable with either **neutralize poison** or a disease curative solution or spell. **Purify food and drink** will have no effect. If the party refuses to eat, the servo will attempt to force feed the closest person, pursuing the party if they attempt to flee, although the servo will not leave the level. The servo robot: AC 3, MV 15", HD 6, hp 36, #AT 2 (grapples with 18/50 strength) while 2 tentacles shove "food" into the person's face.

4a. A heap of bones from previous diners, cleaned up and placed here by the servo. Amidst these remains are a jet black and a violet card, an empty needler, and three pieces of jewelry (1,000 to 4,000 g.p. value each).

5. **3-36 WEBBIRDS:** USE **ILLUSTRATION #23**, AC 8, MV 3"/18", HD 1, hp 4 each, see below for attacks and damage. These fairly intelligent creatures appear to be beakless birds of raven size. Close inspection will reveal a slitted maw with numerous small and pointed teeth in it. They have long and spiky-appearing tails and a small, drooping chest appendage. Whenever a party approaches within 40' of their area, the webbirds will fly overhead and attempt to capture them with their webs which they spin. When this occurs roll a d6, adding 1 to the result for every 6 of the webbirds overhead:

- under 3 – webbirds ineffective in attacking
- 3 to 5 – webbirds snare one character, and he or she is held fast for 2-8 rounds
- 6 to 8 – webbirds spin webs at 2-5 persons, and those covered will require 2-5 rounds to get free
- over 8 – webbirds spin webs over entire party and they are slowed to 1" per round movement until webs are destroyed, and entanglement makes attacks impossible for the duration of the round

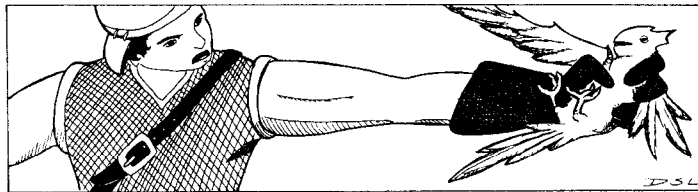
Webs are somewhat similar to those of spiders but are not inflammable. Strength of 17 shortens immobilization time by 1 round, 18 strength by 2 rounds. One flask of wine (or other

alcoholic liquid) will loose one individual in one melee round.)

As soon as any individual is held fast by webs, 1-4 of these creatures will fly down and alight upon him or her. Their chest appendage is inserted into the immobile victim's flesh, and the webbirds commence to deposit their eggs therein. These eggs will hatch in 3-6 (1d4 + 2) turns, and thereafter the larva-like grubs will begin to devour the host, causing extreme pain and 2-8 hit points of damage per turn until the host dies and the webbird grubs can crawl out. Any disease curative will kill the grubs.

Webbirds shun flame, and any person with a torch will motivate the webbirds to attack those without such flame.

Note: Webbirds can be caught by hand (if "to hit" base score is rolled) and crushed in one round, although the person will always take 1 hit point from a dying bite when so crushing these monsters.



6. **CARGO HOLD WITH CEILING HOLE:** See the key to level II for details of the intellect devourer which will be here on a percentile dice roll of 01 - 40. Check again each turn. This hold has a number of stasis cages (now empty). There are bones strewn about, and under a human skeleton are an orange card and a blaster rifle (2 charges).
- 6a. After no less than 2 turns of careful searching the party will discover a wrapped crate – a transparent stasis cage with a black dial, which will free the cage occupants if turned. The cage holds: 4 COUATL: AC 5, MV 6"/18", HD 9, hp 40, 37, 21, 19, #AT 2, D 1-3/2-8 (plus poison effects on the first attack form). If freed, these creatures will attack the intellect devourer and slay it if it appears, or they will go forth and kill the webbirds (driving survivors into hiding for 2-5 hours), but not both. The couatl will not attack their rescuers, and if needed, they will use one **cure disease** and **two cure light wounds** spells (per couatl) upon party members before departing.

The intellect devourer freed other creatures from stasis in order to eat them, but it knew that these would be too much to handle. When it sees the couatl it will flee – but to no avail, although the two small couatls will be slain during the fight.

7. **ROBOT STATION:** Each of these rooms will contain 1 police robot and 3 worker robots. There is a 50% chance that each is non-functioning.
8. **GREEN SLIME:** The growth to the east near the drop tube is above the doorway and will drop off 2 in 6 – check for each character passing through until 4 pieces of slime have dropped. That which grows to the south is covering the rail of the walkway, and is of a bluish coloration which makes it seem as if the paint is peeling from the material rather than that it is covered with green slime. Contact with this substance turns exposed flesh into green slime within 1-4 melee rounds.
9. **MAGNIFYING VIEWERS:** USE **ILLUSTRATION #24**. If these binoculars are turned the proper way and adjusted (one in six chance per character attempting to discover their use) they bring objects five times closer, i.e. 100' is viewed as if the person was only 20' distant from the subject. This will allow viewing of the level below (and display of appropriate illustrations) if the ship's lights are on. Removal of these viewers from their fixtures will result in destroying their optics and will make them useless.

13. **RADIATION AREA:** See level I key.

KEY TO LEVEL IV: BOTANICAL GARDENS, ROOKERY, AND MENAGERIE

WANDERING MONSTERS:

Encounter occurs 1 in 4, check each turn:

- | | |
|-----------------------------|----------------------------------|
| 1. four-winged bird | 7. four-winged bird |
| 2. three-legged monkeyoid | 8. squirreloid |
| 3. rabbitoid | 9. tree lizardoid |
| 4. white, multi-legged grub | 10. rabbitoid |
| 5. ratoid | 11. 1' grasshopperoid |
| 6. six-eyed toad | 12. rabbitoid (ILLUSTRATION #42) |

Note: All encounters are with HARMLESS creatures unless keyed in the matrix below.

Immediately upon setting foot on this deck it will be apparent to the party that it is teeming with life. A number of calls, whistles, screams, and similar sounds can be heard. This noise does not reach the upper walkway due to a sonic screen. Those areas not covered with foliage will be spread with dead leaves and vegetable matter, bones, rubbish, husks, and so forth, and earth is slowly spilling onto heretofore bare metal decks. Small creatures - animals, birds, insects, reptiles - can be seen darting here and there.

WHEN THE PARTY ENTERS THE LEVEL DISPLAY EITHER ILLUSTRATION #31 or #32 AS APPLICABLE.

TIERS: The whole botanical garden area is designed to give the impression of naturalness and space. There are tiers rising along the boundary of the place, each being about 5' higher than the next. Likewise, a tier descends towards the central lake, and then the islet in the center of that body is tiered in 10' heights. These walls are made to appear as natural stone and are generally obscured by vegetation.

SMALL ANIMAL BURROWS: Artificial burrows carefully built into the outer layers of tiers. Keepers could easily take care of these burrows by means of the work spaces underneath the rising tiers. These burrows are illustrated as a "c" shape representing the entry and an "o" or oval representing the den area. They are large enough to permit the entry of a gnome or halfling.

WALKWAYS: The flagged walkways are shown by dotted lines. The circular dotted areas are resting places with stone benches. Vegetation is so thick as to make it impossible to tell what direction a pathway goes. The "S" marks on the circular areas of flagstone are concealed entrances to the 'tween decks area below.

Serviceway lanes under the tiers have their access in the 10' wide passage between the garden area and the periphery areas. Small, latched metal doors give into the den portions of the burrows.

STREAMLETS AND POOLS: The solid lines are small streams of running water. They vary in depth from 1' to 2' or so and are about as wide as they are deep. The shaded circles are pools, about 12' across shelved from 2' depth at the edge to about 10' (despite some silting) in the center. Life abounds in and near them - insects, colorful fish, amphibians, and so forth.

SWAMP as indicated on the level map is an area of the garden where underground piping leaks badly. Combined with the rise of the central lake, a boggy area has occurred with water from 1' to 3' or so deep between hummocks of vegetation.

LAKE: This body of water was formerly a large, natural aquarium for the enjoyment of upper echelon personnel. Various water creatures of a harmless sort, or marine life confined to water and not overly dangerous, could be viewed from above and below in the under-islet viewing chamber (see islet, below). It still has numbers of fish breaking its surface now and then, as well as reptilian and amphibian sorts of creatures along its verge. (See cross-section of Underislet Observatory for lake depths.)

Bridge access to the islet is illustrated in graphic #32 and #33, if the latter is applicable. This is the only normal approach. (See 18., below, for details of what will be attracted if any person peers over the edge of the bridge.)

ISLET: This centerpiece originally was the setting for the loveliest of exotic flora and its attendant fauna. There is no path on the small land space, but the way leads directly to a pair of doors which open at a touch of the key plate.

Underislet Marine Observatory is illustrated in cross-section and by ILLUSTRATION #25. The stairway spirals down to 50', 70' and 100' depth observation floors. If the ship's lights are on the viewers will see various forms of large and small fish, and have a one in six chance of getting a glimpse of the "frog-thing" (18.) Glints of gems will be seen from the lake bed! If they use lights in the observatory they absolutely will not only see that creature, but it will begin smashing at the plastiglass observation windows to get at the tender morsels within. The chance to break through is 5% per round. Attempts will cease as soon as the light is extinguished or the party is out of the monster's sight.

A small closet on the lowest level of the marine observatory can be opened with a violet card. Inside are a half dozen wet suits with breathing apparatus in flat chest packs which attach to full bubble-type headgear, swimming foot fins, and back pack propulsion devices. USE ILLUSTRATION #26. From 2-4 workable sets can be garnered from the six there, but there is a 10% chance per item that lack of technical knowledge will cause the item to malfunction when the wearer enters the water. The chest breathing apparatus will function for 9 turns, and then a buzzing sound will be emitted to indicate that 3 turns of time remain before the pock must be recharged. The back propulsion device has a lever trigger which shoots forth a gas jet; under water this propels the wearer at 12" movement rate for 6 rounds before becoming useless. If used on the surface, it causes an uncontrollable hopping. The device can be shut off after one round and then turned back on.

The rear wall of this closet has another small door keyed to a violet card, and this opens to a smaller chamber - on air lock. If there are persons within the 4' x 8' room when the door is closed, it will first fill with water, and then an outer hatch will open. The noise of this is 75% likely to attract 18., the Froghemoth (q.v.).

LETTERED AND NUMBERED ENCOUNTERS:

- A. DEADLY PURPLE BLOSSOM PLANT (see 5., below).
- B. DEADLY TRI-FLOWER PLANT (see 5., below).
- C. DEADLY SNAPPER-SAW PLANT (see 5., below).
- D. THE HORRID PLANT (see 5., below).
- E. GLOBE PALM (see 5., below).

Be certain not to confuse B designation plant encounters with B(brown) color card keyed doors. Also remember that S denotes a concealed hatchway to the service deck beneath.

- 1. 8 LEECHOIDS: USE ILLUSTRATION #27. AC 7, MV 3", HD 2+2, hp 15, 14, 4x12, 11, 10, #AT 1, D 1-4. These swamp creatures are nearly identical to the giant leeches common elsewhere. The victim must save versus poison, however, for otherwise the next round he or she will go into a hallucinatory state and lay down in the swamp (duration 3 turns). Blood drain is 2 hit points per round until dead, but the victim can easily drown first.
- 2. LOW GRASS PATCH: USE ILLUSTRATION #28. This is the deadly boring grass, a mutated, carnivorous plant which attacks any living thing which rests upon it. The blades are corkscrewed, and they will immediately bite into exposed flesh, inflicting from 5-20 hit points of damage that round, and like amounts on each successive round. On the second and each successive rounds the victim must save versus poison or be paralyzed. Any wound inflicted by this stuff slows the victim to 50% of normal movement, and this slowing remains for 1-4 days or until a **neutralize poison** spell or device is applied.

Magical protections like a ring +1 will slow the attack by 1 round, so no damage will be taken immediately. It requires 1 round for the boring grass to get through leather soles or thick clothing. Plate soles are impervious to the grass for 6 full rounds – indefinitely if the wearer keeps moving. The grass can be killed by burning it with oil poured upon it, defoliants, or a blaster, incendiary grenade, or explosive grenade, Lasers have too small an area of effect to be sufficient to damage this vegetation seriously.

3. **DEADLY REPTILES SECTION:** This former viewing section once provided amusement for passengers, but when the plague struck, most of the force screens were shut off in the mania which attended the disease, and general carnage followed. Only the force screen of the (darkened) first cage in the northern part still remains up, and inside its enclosure can be seen the remains of the pair of horrible monsters which were penned therein. There are numerous small life forms around, but the predominant creatures dwell amidst some boulders and screening vegetation at 3 proper.

2 LIZARDOIDS: AC 5, MV 12" = 3" (clear hop), HD 8, hp 47, 39, #AT 3 (claw, claw, bite), D 1-4/1-4/4-16, animal intelligence, man sized (4¹/₂' tall). USE **ILLUSTRATION #29**.

These mottled near-dinosaurs are 90% unlikely to be spotted until they are within hopping range (3"), and unless seen they will gain surprise or complete surprise (d6, 1 or 2). Their nest contains three unhatched eggs, numerous bones, husks, a broken laser rifle, a pile of dead leaves with a human skeleton beneath (a nearby pouch has a violet card, an aerosol defoliant can with 4 sprays of 2-8 h.p. damage, and a laser drill which has 6 charges on the power disc – the drill will cut through one inch of ship's metal (including plasteel) in a 1/10th to one inch diameter hole in one round with one charge), and the end of a gold medallion worth 200 g.p. will be spotted sticking from a pile of droppings.

4. **DANGEROUS ANIMALS SECTION:** This area was similar to 3., above, with various ferocious beasts being taken out of stasis for a time and put on display behind the force screens of the cages. The area is a menagerie no longer, but rather the home territory of a brute with a temperament which would make a wolverine seem as a lap dog in comparison:

AURUMVORAX: AC 0, MV 9"(3"), HD 12, hp 84, #AT 1, D 2-8 (plus special attack noted below); animal intelligence; smaller than man-sized. USE **ILLUSTRATION #34**.

This golden carnivore appears to be a badger-like creature, about 1¹/₂' high and 3' long, with four legs on each side. It is the fiercest predator in the area, having killed its competitors some time back. It is a high density, very massive creature and weighs over 500 pounds despite its small size – thus its armor class. It will scuttle from hiding to attack, surprising prey 50% of the time. If it succeeds in closing its jaws on a victim, it does not let go, and on the next turn the opponent creature takes an additional 2-8 attacks (clawing) for 1-4 hit points each – besides the automatic 2-8 points from the locked jaws of the aurumvorax. Only killing the thing will force it to lose its grip. Gas, poison, or fire do not harm it, but lasers cause half damage and blasters do full damage. Explosive grenades will stun the creature for 1-3 rounds. Needlers have no effect. It has no treasure.

5. **DEADLY PLANTS SECTION:** As noted in 3., above, the passengers were treated to various displays of dangerous flora and fauna, and during the days of the plague the force cages were generally shut off and the controls destroyed, freeing the exhibits. This area is now junglelike, with many plants of strange and colorful types. Five of these special sorts are harmful or dangerous:

A. **PURPLE BLOSSOMS: USE ILLUSTRATION #35.** This tall (8'-13') thick stalked plant has a branchless, scaled trunk with fern-like foliage at the top. These fronds droop a short distance down. Mixed with these are cup-shaped purple flowers with silvery stamens. The flowers point upwards towards the lights in the ceiling. Around the base of the plant is a fine, mossy mat, actually the roots. The Rowers exude a very attractive perfume and sweet sap. The vibrations of any creature passing beneath the cupped lavender blooms will cause them to gently tilt and drip a syrupy poison from the flower, with a 25% chance of the creature being struck by this toxic sap. If the creature fails to save versus poison, it dies instantly, and its decomposition feeds the roots of the plant. Each plant is AC 8 and takes from 21-26 hit points of damage to destroy.

8. **TRI-FLOWER FRONDS: USE ILLUSTRATION #36.** The deep green 5'-8' tall stalks of this plant are topped by trumpet-shaped flowers of vivid orange, bright Yellow, and intense red. Each flower has its own function: The orange one shoots 2-8 3' long tendrils from its center, and any creature struck must save versus the poison from the pollen of each tendril or fall into comatose slumber. The Yellow bloom will bend over the sleeping victim immediately (sensitive rootlets note where the victim is) and tremble; this vibration loosing a shower of sticky enzyme which causes 2-8 hit points of damage per round until the victim is completely rotted away – each flask of water dumped upon a victim in the same round as the damage is done will reduce damage by 1 hit point, total immersion in water removes the sap entirely. The red flower extends tubular tendrils of 1' length, sinking them into the slumbering victim, first drawing body fluids at the rate of 1-6 hit points per turn, and then sucking up the residual matter after the enzyme has dissolved the victim's body.

Note: Other color combinations of the plant's flowers are white, pale silvery-gray, and pink or golden brown, chocolate brown, and russet.

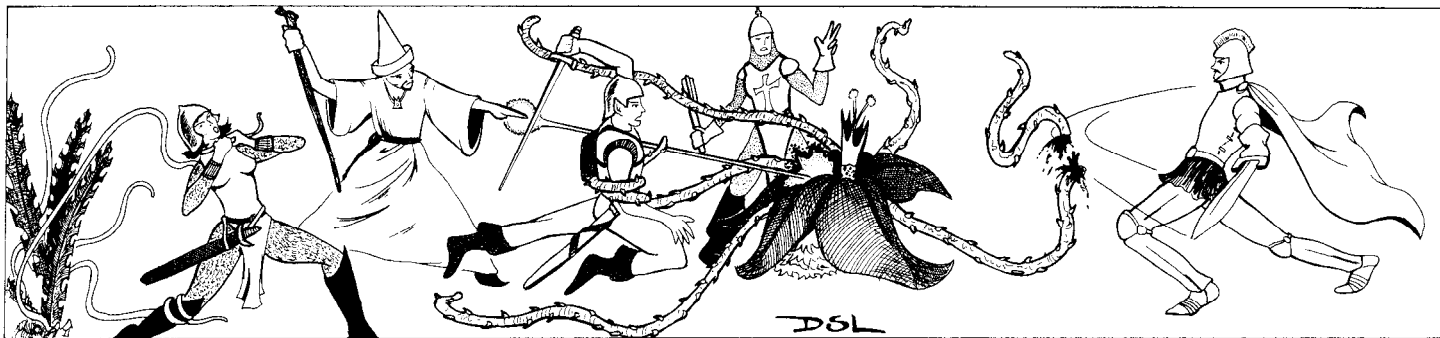
AC 9, each tri-flower frond takes 17-20 (d4 + 16) hit points.

C. **SNAPPER-SAW: USE ILLUSTRATION #37.** This plant has broad, ribbed leaves radiating out 5'-7' from its bushy center where plump and delicious smelling white berries abound. Hidden in the bushy center are 3-6 (d4 + 2) tough stalk-like leaves with sharp edges and jagged thorny projections which remind the viewer of a saw. Any creature stepping within the radius of the low growing ribbed leaves will find that these growths will snap shut, holding it fast, and the saw-like stalks then Rail the victim to shed its juices and shred its flesh to feed the plant. A trapped creature has a base 5% chance to break free, +5% per point of strength, checking each round. Even if successful in breaking free, the victim is subject to one round of saw stalk attacks. Each saw stalk attacks as a 5 HD monster, inflicting 2-5 hit points of damage. **Note:** Berries can be transparent golden color or yellow-green, Snapper leaves are AC 7 and take 12 hit points of damage each to sever. Saw stalks are AC 4 and take 20 hit points of damage to break. The central bush takes 25-30 (d6 + 24) hit points of damage to kill, and when it is dead, the leaves and stalks die. Bush AC is 9. The berries are non-poisonous.

D. **THE HORRID PLANT: USE ILLUSTRATION #38.** The leprous Yellow-gray and ugly scarlet colors of this intelligent plant belie its peaceful and inoffensive nature, as do its spiky leaves, bloated, bottle-like stems, twitching tendrils and writhing roots. If any intelligent creature comes within 5' of this creature, thinking questioning thoughts, the plant will communicate telepathically, mentally giving the creature assurance that it is friendly to it, and warning it of the dangerous plants (A., B., C., and E.). It can also give a vague description of the level. If the plant is attacked, it will lash its spiked leaves at the attacker. Range is 5',

attacks as a 6 HD monster, inflicting 3-12 hit points of damage. If this fails to drive the opponent away, or if it is attacked from a distance beyond its lashing range, the plant will discharge a bolt of electricity at the nearest attacker, 30 hit points of damage, no saving throw! (It can do this once every other round, 4 times maximum.) The plant is AC 6 and takes 63 hit points. Once attacked it will not communicate with the party.

- E. **GLOBE PALMS:** USE **ILLUSTRATION #39.** These tall, slender trees are topped with 5-8 (d4 + 4) globe-like fruits of coconut size. These globes are blue, violet, or lilac in color. Walking under one of these palms makes it 20% likely that one of these globes will fall, and if the tree is brushed it is 90% probable that one will fall. If the palm is roughly contacted, 2-5 of the fruit globes will tumble down. These globes are membranous and taut. They have a bursting radius of 5', and there is a 25% chance per person near the palm that they will be within this radius and splashed with the liquid contents of the globe. The fluid inside is most nauseating; any creature splashed will spend the next 3 rounds vomiting, and will be ill and at only 50% of normal strength for 6 full turns thereafter. There is no saving throw. If the affected character is washed with wine, the smell will go away, but otherwise, an odor will continue for 12 turns, and this will attract all monsters within 50' of the affected creature! The palm is AC 8, and it takes 31-40 hit points to cut through its trunk.
6. **UMBER HULK:** AC 2, MV 6" (1"-6"), HD 8, hp 49, #AT3, D 3-12/3-12/2-10; gaze causes **confusion** for 3-12 rounds unless save versus magic is made. This creature lurks near the drop tube for prey. Amidst the debris of its nest are: a mud-encrusted blaster rifle with 3 charges and an anti-grav belt with but 1 round of power remaining in its disc (if the wearer goes up over 30' or if it is used a second short period, it will cease functioning, and the wearer will fall).
7. **6 BABOONIDS:** USE **ILLUSTRATION #40.** AC 6, MV6"•12" (tree movement speed), HD 4, hp 30,25,23,22,16,13, #AT 1, D 2-5; low to near average intelligence, slightly smaller than man-size. These creatures are omnivorous, but they do not hunt large creatures. They will hide from the party, but it is 75% likely that they will be noticed if the party is being cautious as it moves along. If molested, the baboonoids will hurl globe palm fruit missiles at attackers. The bull who leads the tribe also has 2 sleep gas grenades which he will hurl if hard pressed. These creatures have a limited vocabulary language, and it is 20% possible to parley with them, and if the party will kill the shambling mounds (11., below), the baboonoids will send two of their number to serve as scouts for the party as long as it remains on the level. Of course, some means of communication must be established, and the baboonoids will desire all grenades which are found, as they understand the use of such missiles from their experience with palm globes.
8. **20 SCINTILLATING PHOSPHORESCENT FISH:** This pool is inhabited by darting 1' long creatures which appear as sparkling lights when viewed from a distance. These fish have poison spines, and any creature touching one must save versus poison at -3 or die instantly. The scales of each fish number between 55 - 100, each being of gem-like material worth 5 g.p. per scale.
9. **BROWN (BLACK) PUDDING:** AC 6, MV 6", HD 10, hp 54, #AT 1, D 3-24; cutting or lightning make more of these monsters, cold and electrical attacks do not harm it; blasters, fire, and lasers will do full damage. This monster hides in the swamp, where it appears to be nothing more than a muddy hillock. If approached within 10' it has a 50% chance of attacking by surprise or complete surprise (d6, 1 or 2). It has no treasure at all.
10. **BRILLIANT FISH:** These fish are about the same size as those described in 8., above, but they sparkle and flash only when there is bright light, and they are more variegated in color. Each of the 32 fish in the pool has developed into voracious, piranha-like predator, attacking as a 5 HD monster and causing 1-3 hit points of damage per bite. The creatures are AC 5 and take only 2 hit points each. They have no treasure.
11. **2 SHAMBLING MOUNDS:** AC 0, MV 6", HD 10,8, hp 62,47, #AT 2, D 2-16/2-16; two simultaneous attacks which succeed against the same opponent equal entanglement and suffocation in 2-8 melee rounds: fire does no harm, cold and blasters cause half or no damage, weapons score only half normal damage, but defoliants do double damage. These vegetable creatures lurk amongst the thick growths near the path to catch the unwary, surprising on a 4 in 6. They will emerge when prey is within 10' of them, closing to striking distance in one round. If these monsters are slain, a careful inspection of the area will reveal a narrow path leading to **11a.**
- 11a.** A heap of rotting vegetation, about 1' down in which will be found 2 fully charged power discs, Another foot down will be discovered a human skeleton with a jeweled ring (5,200 g.p. value). Another foot further and the digger will uncover a nest of **5-20 rot grubs:** AC 9, MV 1", 1 h.p. each, burrow into flesh and eat heart of victim in 1-3 turns unless flame is applied to each entry point immediately (flame causes 1-6 hit points of damage per application) or a **cure disease** treatment is used.
12. **MOSSY PATCH:** This is actually green slime - touch causes exposed flesh to become green slime in 1-4 rounds. Dissolves wood, leather, and metal. Killed by cold, fire, or cure disease treatment.
13. **SQUEALER:** USE **ILLUSTRATION #41.** AC 6, MV 12".9", HD 12, hp 71, #AT 3, D 7-12 (bite: d6+6)/1-3/1-3 (claw/claw). This creature is a fierce and semi-intelligent predator about the size of a large gorilla. It is spotted yellow and green with a pig-like head about 2' long - most of which is mouth filled with sharp tushes! Two arm-like appendages with 3 razor-sharp claws sprout from its hunched shoulders and rear quarters respectively while another grows from the center of its back. Its two forelimbs are about a foot longer than its rear limbs, and have clawed, prehensile fingers. Its head is thrust forward. The monster is able to imitate the death shrieks and distress cries of various animals, and it uses such calls to attract prey, for it feeds upon hunting animals as readily as upon the hunted. Its favorite trick is to find a tree limb sufficient to support its 400 pound bulk, squeal, and then drop down with its forepart upon its victim, retaining a hold with its three rear limbs. The beast will then draw its prey to its maw with its 18/00 strength forelimbs while it bites and claws it to death. The squealer will surprise its prey 50% of the time.
- Its lair is inside one of the burrows, one of unusual size originally designed for a harmless fuzzy herbivore. Amidst the bones therein is a young squealer (half all stats above), an orange card, an incendiary grenade, and 4 gems of 100 g.p. value each.
14. **LIZARD AREA:** There are many lizards and harmless lizardoids inhabiting the area in a 40' radius of the numerical key, for there are many flowering plants and their attendant insects here. These creatures live in the burrows, the shrubbery and the trees. They range from chameleon-size to 3' and more. IF THE PARTY HAS NOT SLAIN ALL OF THE ROPERS ON LEVEL III, THERE IS A 10% CHANCE PER ROUND THAT THEY ARE IN THIS AREA THAT ONE WILL SEND DOWN A ROPE TO "FISH" FOR THE LIZARDS - or the monkeyoids and catoids which prey upon them from time to time. If the party members are on a higher tier, it is 50% probable that one of them will be grappled by a roper's strand.
15. **STRANGLE VINE:** As noted in the level III key, number 2., **ILLUSTRATION #21.** these plants have mobile vines which



creep at 5' per round and squeeze for 1-4 hp. damage, 10% chance of strangulation per round, with vines attacking as 4HD monsters. At the root base of these plants there are only 8 of these vines, each having AC 6 and taking 18 hit points of damage to completely destroy. The wholevine is AC5 and will take 200 hit points to destroy.

16. **VAMPIRE THORN VINE:** Unlike the mobile vines on level III (number 3), **ILLUSTRATION #22**, these stem areas have 5-8 tendrils around the base, each tendril having a lashing range of 7'. These tendrils are AC 4, but each takes 10 hit points to sever, and they attack as 5 HD monsters. The plant proper takes 170 hit points to kill and is AC 3. Creatures struck by the thorn-covered tendrils lose 25% of total hit points that round and thereafter until tendril is severed, so death will occur in 4 rounds unless the vine is chopped off.

17. **WOLF-IN-SHEEP'SCLOTHING:** When this encountertakes place roll as if on the wandering monster table, look unhappy, and then show the group **ILLUSTRATION #42**, "The Cute Little Bunnyoid on the Stump". Statistics of the creature are: AC 7 (eyestalks)/5 (bodystump)/3 (root tentacles), Move 1", HD 9, hit points are: 15 (each eyestalk)/50 (bodystump)/20 (each root tentacle) 1-3 attacks plus maw, 1-4 hit points of damage plus 7-12 hit points from biting.

This predator comes from the same planet that the abundant rabbitoids seen all over the level come from. It has developed a fleshy growth atop its body which exactly duplicates one of these harmless herbivores, and it wiggles and displays this bait to lure others of this kind - or creatures which prey upon them - to it. The wolf-in-sheep's-clothing has likewise adapted its body form to resemble a tree stump, while its mobile and grasping tentacle roots appear to be nothing more than gnarled tree roots, and its eyestalks appear to be vines or plant growths. The rabbitoid lure will seem to look at approaching creatures, and then crouch and "freeze" in order to pass unnoticed. When prey comes to within 8'-10' of the creature, the root tentacles will strike to grab, crush, and draw prey to the maw. (USE **ILLUSTRATION #43**.) It requires 1 round to be dragged to this toothy orifice, and there is a 5% chance per point of strength above 12 that the character grabbed can break free of one root tentacle. Those with 18% strength have a chance to actually snap the member as well. 1% for every percent of exceptional strength, provided that they first free themselves from the grasp of the tentacle. Each monster has 7 root tentacles and 2-3 eyestalks.

18. **FROGHEMOTH:** AC 2 (tentacles)/4 (body)/6 (tongue), Move 2"/8" (4" in swamp), HD 16, hit points 21 (per tentacle)/105 (body)/14 (tongue), 1 or 4 attacks, damage per attack is 5-50 or 5-8. Fire does not harm the froghemoth, but it has a 20% chance of driving the thing back for 1 round (this includes laser shots). Needlers and gas do it no harm. Cold slows it to half speed and attack rate for 1 round. Lightning does 1 hit point per die of damage. Blasters cause normal damage, as do regular weapons such as swords, spears, etc. The creature is non-intelligent and larger than man-sized. USE **ILLUSTRATION #33** if encountered on the bridge.

Whether this is a mutated thing or the adult form of some specimen loosed from captivity, it is unquestionably the most fearsome of all the terrible life forms on the level. The froghemoth's 18' long, 10' wide body is yellow-orange on the belly, shading to a medium green on its back and thick, bowed rear legs. From its shoulder area sprout four tentacles, two from each shoulder, which are green on top and yellowish underneath. The creature's nostrils are stalk-like, and its three eyes are housed on a retractable protruding appendage which is withdrawn when danger threatens the optics. The froghemoth will often submerge its body several feet beneath the water, trail its tentacles ashore, and watch with its eye appendage at water level - this, along with the nostril stalks, appears to be a plant growth of some sort.

The frog-thing is also able to capture prey with its long, barbed tongue. This member can be flicked out to a distance of 10'. Unless the creature caught by the tongue is able to hold fast to something quickly - such as a tree, rope, etc. - it will be drawn that very round to the froghemoth's gaping jaws and torn to shreds. It will swallow prey whole on a "to hit" roll of 19 or 20. (If a character is grabbed, the chance to hold onto some object, if any exists to grab, is the roll of a d6, discounting 1 or 2 as surprised and unable to hold on to anything, compared to the roll of a d8 for the monster, if the monster's roll is higher, the character is drawn into its mouth. The tongue has an 18/50 strength, so any creature with lesser strength will eventually be pulled into the maw of the froghemoth, unless the tongue is severed. Any prey resisting the tongue will cause the creature to either grasp it with a tentacle or draw its head to the morsel and eat it that way (50% chance for each). If prey is escaping, the creature will pursue for 2-5 rounds out of the water - but only in the swampy area to the southeast of the lake.

Any searcher will find 1 gem per turn spent searching the bottom of the lake bed. An unassisted diver may remain under water one round. Base value is 100 g.p. per gem. (An insane technician spread these here after finding crates of them taken from some rich world somewhere. Of course, many are now totally lost under muck, and others are else where, but not less than 51 nor more than 100 can be found in the lake.) At the point marked with an "X" the monster has built a nest of tree trunks and debris. Therein can be found bits of skulls and bones, a twisted laser rifle, a poison gas grenade, an atmosphere analyzer (30% chance of being functional), a plastic model of the level, and a metal chest filled with small gold bars (100 bars, each weighing 12 g.p.) If the chest is carefully examined it will be noted that it has a small compartment in which is a dial. The chest and its contents can be made absolutely weightless for up to one hour per charge of a power disc. Chest capacity is 3 cubic feet.

19. **100 GASBATS:** USE **ILLUSTRATION #45**. AC 8, MV 1"/9", HD 1/2, all other characteristics described specially. These weird plant-animals vaguely resemble bats with the bloat. They are

nocturnal, using neutral buoyancy to paddle through the night air with green-black, vanes, feeding on small flying creatures such as insects. Every so often the gasbat emits a cloud of vapors from a sack near its terminus, and these vapors cause other small creatures to move slowly and erratically. The creature then circles and devours the prey thusly made helpless. If any light is brought into the place, these creatures will react by flying crazily at it, emitting their vapor clouds in a suicidal manner, for these fumes are highly explosive, and if any flame is nearby, the vapors and the gasbat will explode causing from 1-6 hit points of damage to anyone within a 5' radius (and totally destroying the gasbat, of course). Their droppings litter the floor, and many strange fungi grow in clumps throughout the whole area. Consuming the rose and cerise branched growths at X will give the individual the equivalent of **haste** for 2 rounds. There are 6 of these mushrooms. Baboonoids love these growths. The gasbats rest, floating near the top of the forest, and only light will disturb them.

ROBOBAR: Although this no longer functions, there is a 1 gallon container filled with alcohol which can be located after a thorough search. A small panel under a lid on a back counter has several dials and switches. Regardless of which are operated, there will be a grinding noise and a trembling in the area. After several rounds have passed these effects will cease. Thereafter a section of the outer hull will slide aside to reveal a glassy surface, black and flecked with points of colored light. Has the party somehow been responsible for a reactivation of the vessel? did it take off? are they in deep space? No, they have activated a mechanism which provided a "view" of the stars even when the spaceship was in an uninteresting section of space, by running taped scenes of past stellar spectacles. The whole thing can give players a few bad moments, however. USE **ILLUSTRATIONS #44** and **#44a**.

20. **CREW QUARTERS:** This area was for on-duty crew to take breaks, eat, nap, or whatever. There are several skeletons, a brown color card, and a paralyzer pistol with 3 charges.
21. **CREW ROOM:** This chamber was used to store various tools, implements, and items used by the crewmen who kept the gardens and exhibits. Amidst the litter of useless items will be found 100' of nearly unbreakable/inseverable rope which is no more bulky than 100' of normal rope, a pair of 10' long plasteel poles, a portable spotlight which operates 1 full turn per charge in its power disc (1 charge left), and a 5 gallon back tank with hand pump spray nozzle for spraying weed killer (defoliant). There are 20 quart cans of powder, and if these are mixed with water, the solution becomes a defoliant which causes 2-8 hit points of damage to a large plant - or wipes out a 2' x 2' area of ground cover vegetation. The powder will cause 3d6 damage to any who ingest it. The sprayer ejects but 1 pint per action, any other method of defoliant use requires 1 quart of liquid to achieve the same effect. Thus, the sprayer can be used 40 times before becoming empty. The nozzle is 3' long and sprays a distance of 3'. There is a 10% chance that each container of defoliant is no longer potent.
22. **TRAPPERS:** As usual, these creatures pose as the stony/metallic flags/floor. AC 3, MV 3", HD 12, hp 69, 61, crushes (4 + AC of victims in h.p. of damage per round) and smotherers in 6 melee rounds; victims unable to use weapons: fire and cold do **Only** 50% or no damage to trappers, blasters do full damage. Either of these monsters will await attack until several characters are upon it. The trapper in the garden area has no treasure, but if it is killed the entrance to the 'tween decks will be discovered. The one in the sloping passageway to level VI has a laser, jet black card, 3 full power discs, and 2 pieces of jewelry (1,000 - 6,000 g.p. value each) hidden beneath it.



KEY TO LEVEL V: SERVICE DECK 6, OR GARDEN 'TWEEN DECKS

USE ILLUSTRATION #17.

This service area was primarily for the water circulation machinery for the garden deck, purification of this water, spraying, and so forth.

SPLOTCH MARKED AREAS are covered with various colors of perfectly harmless mold - yellowish, greenish, pinkish, and bluish growths in mixed patches.

SOLID AREAS are continuations of the area above. They cannot be entered. Walls are pasteel.

EASTERN AREA FROM NORTH TO SOUTH at the edge of the lake's bulkhead there is an area that is covered with condensation. The floor in this region is covered with small puddles here and there. Anyone running here has a 1 in 6 chance of slipping and falling with the following results:

- 1-2: stunned for 2-5 rounds
- 3-4: knocked unconscious for 1-2 turns
(head struck metal projection or deck)
- 5-6: knocked unconscious for 1-3 turns and suffers
1-4 hit points of damage

- T. Entry way to deck above. These hatches require a brown color card to operate from this side.
1. **SHALLOW POOL:** A stream of water from a nearby pipe and dripping water from overhead form a very shallow pool of water which drains slowly eastwards to the drop terminus tube there. In the western third of the pool dwells a very large **slithering tracker:** AC 5, MV 12", HD 5 (treat as a 9 HD monster), hp 40; transparent 'tracker is impossible to see in the water. This 3 1/2' long creature will strike like a snake at all who enter the pool, hoping to bring down as much prey as possible, for otherwise it must hunt below. The secretions from this particular creature cause all saving throws to be made at -2.
2. **YELLOW MOLD:** Growing overhead, each person 5 1/2' tall or taller has a 10% chance of roughly contacting it (unless appropriate precautions are taken) and causing spore cloud release. Spore cloud from contact will fill a 1" radius sphere, and all within must save versus poison or be choked to death by yellow mold filling their lungs with its growth. (Cure disease will negate these effects.)
3. **DAMP FLOOR (GRAY OOZE):** AC 8, MV 1", HD 3+3, hp 24, 23, 20, 19, 17, 14, #AT 1, D 2-16; spells, cold, and heat (including lasers) do not effect these monsters, but normal weapon attacks, as well as needlers, paralyzers, and blasters, do. Three (even numbers of hit points) are in the western area, three are to the east.
4. **WHEELY SLED:** (See level II key and **ILLUSTRATION #18**, for details.) This vehicle will malfunction as follows: once used for a round, the vehicle will begin to accelerate and its steering mechanism will lock, so no turning is possible. The vehicle will reach whatever rate of speed possible before smashing into something solid. Of course, players can elect to have their characters bail out
5. **REPAIR ROBOT FACILITY:** Inside are two worker robots which do not function. If they are carefully examined, it will be discovered that an atmosphere analyzer is bolted to the case of the second, and it can be removed with relative ease.
13. **RADIATION AREA:** See key to level I, 13.



KEY TO LEVEL VI: THEATER, ATHLETIC, AND ACTIVITY DECK

WANDERING MONSTERS

Encounter occurs 1 in 20, check each turn.

1. 7-12 gasbats (**ILLUSTRATION #45**)
2. umber hulk
3. police robot (**ILLUSTRATION #5**)
4. worker robot (**ILLUSTRATION #6**)

CARGO HOLDS: Various foodstuffs, stasis cages, and materials such as those previously mentioned are stored. Several encounters occur in these areas according to their numerical designations.

AUDITORIUM: This large place was for general meetings. Although it has some rubbish and skeletal remains, it is in generally good repair, and all of its seats are in place and intact. A somewhat tattered curtain screens the south end of the place. Various small creatures will be heard scuttling away when the party enters.

THEATER: This area was for performance of live plays as well as other forms of live entertainment. There are bones and litter here too, and many small noises to indicate that "critters" live here.

TRAINING: This room is a special encounter (see room 2.).

SWIMMING POOL: In addition to providing recreation, competitions were held here – swimming, diving, water polo, water ballet. There is a diving platform at the north (deep) end of the pool.

Pool depths are 4' at the south and 30' at the north end. The water appears relatively clean, but it is not clear as the filtration does not function properly.

The seats to the east are littered, and small things dwell there. The dressing rooms to the north are also full of litter and small things.

PATHS: These rooms were for special needs –

- A - Sauna
- B - Steamroom
- C - Whirlpool/mineral

GYMNASIUM: This typical gym served for athletic competitions as well as other athletic activities such as tumbling and jumping. Seats were for spectators during special events. Equipment and mats are piled here and there, and many ratoids now inhabit a stack of mats along the north wall.

WORKOUT AREA: This room provided exercise equipment of mechanical nature, weights, etc. These machines and apparatus line the walls.

L: Locker room with rotting garments, lockers, skeletons, etc.

ST: Storage facility for maintenance. Nothing of value or interest, just cleaning devices and compounds, now all inert. Some are equipment storage for the exercise areas – weights, dumbbells, etc.

NUMBERED ENCOUNTERS:

1. **LURKER ABOVE:** AC 6, MV 1"/9", HD 10, hp 62, #AT 1, D 1-6; smothers prey in 2-5 rounds unless slain; surprises on 1-4 (d6). The lurker preys on the small creatures which roam the level, and it has grown quite large, for the robo snack bar still functions, even though all of the lighting systems for the level have been shorted out. Things coming to get a bite to eat there are usually the eaten instead. Beneath the monster are bones, husks, and other remains, but there is no treasure, for it has been taken by 9., below.
2. **PHYSICAL TRAINING ANDROIDS:** There are 3 malfunctioning androids here: AC 3, MV 15", HD 7, hp 35 each. Note that they use monster tables for attack except as noted. As soon as the party enters, the three will approach and speak, telling the party to prepare for training. Even if no translation spell or device is employed, the trio will select opponents and commence "training" exercises:

Android 1: USE **ILLUSTRATION #46**. This is the boxing and wrestling trainer, with an 18/76 strength and 18 dexterity. It no longer pulls punches nor looses deadly holds. It will throw combination punches (striking as a 7 HD monster, +2 on "to hit" dice) first in each melee round, unless the opponent is hasted. Damage is 5-12 (d8 + 4) hit points. If its opponent moves close, it will grapple and begin wrestling.

If it is determined that the android manages to grapple, the following table is used to find the hold. Note that only the android, because of his programming, may use this table. Opponents must use the table found in the **DUNGEON MASTERS GUIDE**. Furthermore, all damage that the android does counts towards death and not unconsciousness. As the android cannot go unconscious, any character grappling with him will do only 1/4 the stated damage.

%Roll	Result	Damage	Hold or less broken
1-25	No hold		
26-45	Forearm smash	1-4 points	Waist clinch
46-60	Elbow smash	2-5 points	Waist clinch
61-70	Strangle hold	Dead in 3 rounds	Any hold
71-75	Arm dislocated	1-4 points, 2 weeks to heal	Bear hug
76-80	Leg broken	1-8 points, 2 months to heal	Hand lock
81-85	Eardrums ruptured	Deaf	Arm lock
86-90	Eye gouged out	1-6 points, no depth perception, -2 on all attacks	Any hold
91-95	Nose bitten off	1-3 points, charisma drops to 3	Any hold
Over 95	Neck broken	Dead	

For the purpose of determining whether a character may break a hold, a strangle hold is the only grip the android will maintain for more than one round. It may be broken in the standard manner.

Android #2: USE **ILLUSTRATION #47**. This is the fencing instructor. It is armed with a faulty epee which delivers electrical damage of 2-5 hit points whenever a hit is scored – or even on a miss if the opponent has metallic armor! The epee will so malfunction for 6 rounds only. The android does 5-11 (d6 + 3) hit points of other damage when hitting. It gets 3 attacks per round (beginning, middle, end) or 2 attacks and a middle parry which reduces the opponent's die roll by -4 if the opponent is sword armed. Its mask and padding allow it to sustain an additional 15 hit points of damage, i.e. 50 rather than the standard 35. It attacks as a 13th level fighter when using its sword. If disarmed, it attacks as a normal android.

Android #3: USE **ILLUSTRATION #48**. This is the karate master. If its opponent is able to communicate with it, and suggests that its discipline is inferior to boxing, it will go absolutely berserk and attack android #1. Otherwise, it will attack – twice per round, doing 7-16 (3d4+4) hit points of damage when hitting with hit probability based on that of a 9 HD monster, +2 on die rolls. The karate master will **stun** its opponent for 2-5 melee rounds on any modified die roll of 20 (that is results of 18-20 on d20). It will ignore a stunned opponent and attack another character, but it will first disarm the stunned person, tossing the weapons into the ST area. **Note:** If the karate master and the boxing trainer fight, they will destroy each other.

The storage room is a mess of bones and junk. In this litter will be found a personal diary with an account of the colonization expedition and fatal plague (this is written in an unknown language, of course, but it can be magically read with **comprehend languages**). There are also some worthless paper scraps, a smashed worker robot, an anti-grav belt with 6 charges on its power disc, and 4 pieces of jewelry (400 g.p., 900 g.p., 1,500 g.p., and 3,000 g.p.).

3. EYE OF THE DEEP: AC 5, MV //6", HD 10, hp 39, #AT 3, D 2-8/2-8 (pincers)/1-6 (bite); 3" long, 2" base diameter light flash from central eye stuns those failing to save vs. poison for 2-8 rounds; **hold monster** and **hold person** spells from smaller pair of eyestalks separately, or **illusion** spell together. The creature is very intelligent and is only man-sized due to factors detailed below.

During the plague madness, a whole laboratory aquarium tank was ordered dumped into the swimming pool by an insane technician, and of course the worker robots obeyed. This carefully watched tank contained several dozen tiny monsters taken from some strange world, and one managed to survive the transition to (nearly) fresh water-the eye of the deep. Subsequent dumpings added food creatures to the pool, so the monster could feed and grow. Although the water is too shallow and not of the proper chemical balance, the eye manages to get along, although it is small and stunted despite its decades of age. It preys upon the smaller inhabitants of the pool (blind crayfish, fish, turtles, snails, etc.) and anything coming down to its waters to drink. The monster dwells in the deeper northern half of the pool, and when the party approaches, it will cast an **illusion** that it is a jumble of bones lying upon the bottom.

Viewers will see several human skeletons in the swimming pool, one with a glinting metal tube which contains blueprints of the outer hull of the whole starship, with an explanatory note as to its purpose in an unknown tongue. There are 27 10 g.p. base value gems, 341 p.p., and a gem encrusted necklace (10,000 g.p.) visible on the floor of the pool. The eye of the deep will watch and wait. At the best time, it will flash a light beam with its central eye in order to dazzle the bulk of the party, while it attacks a smaller portion by **charm** and weaponry.

4. 2 SHEDU: AC 4, MV 12"/24", HD 9+9, hp 52,48, #AT 2, D 1-6/1-6 25% magic resistant; exceptionally intelligent, larger than man-sized. Psionic strength: 100, 80. Abilities:

shedu #1

body equilibrium
cell adjustment
detection of good/evil
detection of magic
invisibility
levitation
mind over body
molecular agitation
sensitivity to psi.
suspend animation
body control
energy control
dimension door
mind bar
shape alteration

shedu #2

cell adjustment
clairaudience
empathy
ESP
levitation
mind over body
object reading
precognition
aura alteration
mind bar
telekinesis
telepathic projection

All powers are performed at 9th level of mastery.

As with most of the other creatures aboard, these were freed from stasis, but in this case due to a malfunctioning worker robot. The ship's malfunctioning hyper-dimensional force fields prevent their escape by etherial-astral means, and they fear to travel around the ship, for they know it has very dangerous creatures. The hold they are in extends under the tiers of seats (dotted line shows this extension) in the swimming pool area, and the 2 shedu dwell in this hidden area, using the small north door for occasional forays. If the party is friendly and promises to show them how to get out of the ship immediately, the shedu will tell them where there are 6 power discs and a red card, and warn them that there is a mind flayer loose in the northwest ("in the large hall-with-many-seats area"). If the party is non-friendly (such as sending a nonlawful good person to converse with them), the shedu will tend to ignore the party. If they are attacked,

the shedu will use their psionic powers (although they hate to do so in this place) to counter – energy control, telepathic projection, telekinesis, and molecular agitation being the most likely. Once attacked, the shedu will never befriend any member of the party. They will flee if the encounter is likely to bring them to certain destruction, but there is only a 1% chance per searcher that their treasure will be found during each round of such searching by the party.

5. 4 DOPPLEGANGERS: AC 5. MV 9", HD 4, hp 30, 27, 24, 20, #AT 1, D 1-12; surprise on 1-4; very intelligent; man-sized. ESP/imitate with 90% accuracy to mimic and gain free melee rounds if unable to kill and take the person's place; dopplegangers save as if they were 10th level fighters.

These four creatures left their fellows above for greener pastures and eventually ended up residing in the BATHS area. Whenever any creature steps into the front part of this complex, robo mechanisms cause the various baths to begin functioning, so the party will enter room A, the sauna, when it is filled with rolling steam. The dopplegangers will wait here, or in the regular steam bath room (B), and attack 4 members of the party by surprise – roll d6 for the number of free strikes which each doppleganger is entitled to. Determine if it knocks its opponent unconscious by using the pummeling table (automatic chance to hit during free rounds). Those knocked out will be killed on the following round (drowning in the whirlpool bath area is favored), and the doppleganger will then take the person's place in the party, immediately working to slay the others. If any are spotted, the other dopplegangers will still use their imitative powers to confound the party, Hidden under a rotting heap of clothing in the locker room are 12 50 g.p. gems, a healing spray cannister with 4 charges (2-24 h.p. healing per charge), a paralyzer pistol with 1 charge in its power disc, and a ring worth 1,200 g.p. There is an obvious suit of powered armor, but it is non-functioning. A small pouch clipped to the back of the armor contains an incendiary grenade and a clip for a needler.

6. PHYSICAL FITNESS ANDROID: USE **ILLUSTRATION #49**. Another malfunctioning android awaits the party herein. As soon as the party enters it will spring into action. There are a number of plates for bar bells, dumbbells, and other heavy objects nearby, and the android will hurl these at the party. These missiles strike as 7 HD monsters, causing 2-20 hit points of damage when they hit. A score of 20 "to hit" means the victim has a broken limb (determine randomly). All the while the android is throwing these objects it will be shouting: "WORK UP A SWEAT THERE!", "CATCH! Butterfingers", "LET'S HAVE SOME **HUSTLE!**", and "You'll never make the team THAT way!". If the android is disabled and taken apart, a workable language translator will be gained.

7. TRAPPED ANDROID and 40 GASBATS: Android standard specs. Gasbats: AC 8, MV 1"/9", HD 1/2 These flatulent plant-animal suicide bombs conform to the statistics given for 19., level III. They enter and emerge from the hold via a small opening high in the east wall (a plate blasted away and never noticed).

The android is pinned under a very heavy crate which shifted and trapped it. It has been thus for many, many years, and it has shut itself down and only comes to alert when noise occurs nearby. The worker robots ignore it. It was a body-guard for an important political official aboard, and when its master went insane, it followed him in his wandering. Eventually, the human died, here in a narrow aisle of the cargo hold, and as the android was carrying the body out the accident occurred. The skeleton of the official is nearby. Amidst its tattered rags is a belt with a gray card, a power disc, and 20 base 100 g.p. gems. When the party comes near the android will call weakly for help, slowly moving an empty laser pistol back and forth as its circuits warm up from its induced shut down. If the party does not attack it, the android

can be freed and enlisted as a bodyguard for its rescuers. Naturally, any damage it sustains can never be regained as the repair section for androids is not part of this module of the ship.

8. 5 SHRIEKERS: The area has been filled with rubbish and materials for these creatures to feed on by the mind flayer (9.,below). These fungi, and some others growing in the humus, attract other creatures as well, so waiting above are 4 piercers of huge size: AC 3, MV 1", (but drop quickly), HD 4, hp 26, 21, 19, 19, #AT 1, D 4-24. The noise of the shriekers alerts the piercers, and 9. as well.

9. MIND FLAYER: USE **ILLUSTRATION** on cover of artbook to depict this monster. AC 5, MV 12", HD 8+4, hp 43, 4 tentacle attacks for 2 hit points of damage each; **mind blast**; 90% magic resistance; genius, man-sized. Psionic strength is 257.

Psionic abilities are:

- body equilibrium
- domination
- ESP
- levitation
- astral projection
- probability travel

Abilities are at 7th level of mastery

It is likely that this creature was taken when it was using probability travel. It is kept on the ship by the force fields. During the course of its living upon the vessel the mind flayer has accumulated:

- an orange card
- a blaster pistol with 1 charge left
- a portable spotlight
- 1 poison and 2 sleep gas grenades
- 37 base 10 g.p. gems
- 5 pieces of jewelry (1,000 - 6,000 g.p. value)
- 109 p.p.

All but the spotlight are on the creature's body. There is a 10% chance that it will be away, checking up on the shedu, which it hates and fears. If the mind flayer is away, there is a 20% chance per turn that it will come back. As soon as it hears the shriekers - or sees intruders - the monster will attack. As it fears to use its psionic strength, it will use the blaster and grenades, hoping they will suffice. If given warning, the mind flayer will set up the spotlight, with a trip cord by the north door, so that when the party is in the PROPS section they will trigger the light (about the position of the second Pin PROPS). The mind flayer will then cut loose with its blaster, hurl grenades, and head east, then through the south door, west, and back through the auditorium service doors (staying behind the curtain), if all opponents are not killed by the first weapons used. Sneaking up from behind, the mind flayer will give the party a **mind blast** as a last resort.

10. 6 WORKER ROBOTS: USE **ILLUSTRATION #50**. This cargo hold is nearly empty, for it contained many stasis cages, and these worker robots have been periodically ordered to unload such by the computer. They are shut down now, although the computer can reactivate them at any time. If the party enters the hold there is a 10% chance per round that this very thing will happen! If it does, the robots will grind to action, tossing the characters out through the open cargo hatch. If they resist, or attempt to reenter, the workers will summon 5-8 other workers to aid them, as well as 2-5 police robots. These reinforcements will arrive in 2-5 rounds. When the characters are all out of the hold, the robots will toss out a stasis cage containing a bulette, and shut the hatch. USE **ILLUSTRATION #51**. The bulette will be out of stasis the next round.

VARIOUS EXPLANATORY MATERIAL IS FOUND HEREAFTER.

This completes the EXPEDITION TO THE BARRIER PEAKS. We hope you and your players have found it amusing and challenging!

TECHNOLOGICAL ITEMS

In this section are found tables for the DM to use for determining the successful use of any technological item found on the ship. Following these tables are descriptions of the weapons and major items on board. Information necessary for the DM is given and some descriptions are included to be given to the players. These descriptions are couched in terms that reflect the characters ignorance of advanced technology. The DM is encouraged to show the appropriate picture and to describe the steps taken whenever players attempt to learn the use of an item.

DETERMINATION OF PROPER USE

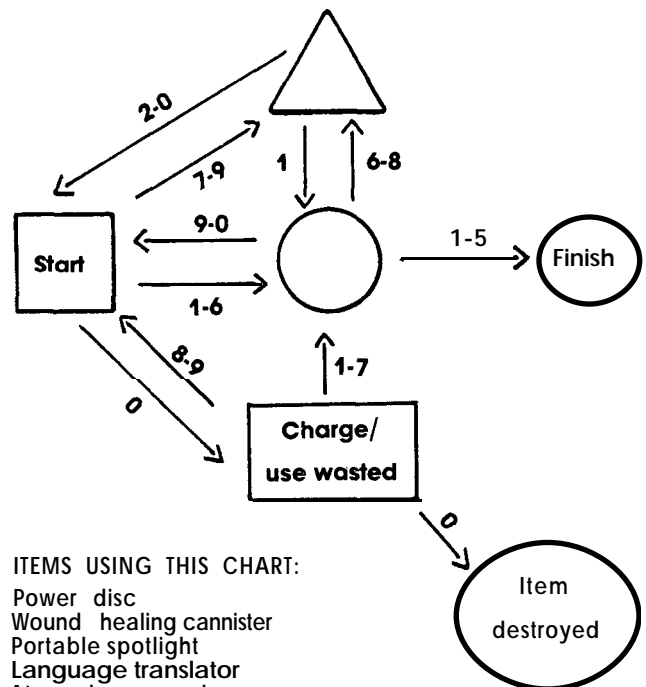
Whenever a new item is discovered, the character may operate it or merely stow it for later inspection. Any attempt to use such items must use a flow chart to simulate ignorance. Four charts are given below. The first two are for simple and complex non-lethal items. The second pair are for simple and complex lethal items. Place a marker at the start position, and have the character roll a d10, once for each round spent working with the item. He or she may elect to stop before any roll, beginning at the start again the next day, but once the die is rolled RESULTS ARE FINAL FOR THAT STEP. Modifiers to the roll are:

- intelligence less than 10 +1
- intelligence over 15 -1
- like or similar object observed
 - in operational procedures -1
- previous explanation of operation of item by one familiar with it -2
- operated a similar item previously -2

All modifications are cumulative. Negative die rolls are not possible.

Several persons are allowed to try to discover the properties of any item as long as it remains functional. Once one character learns how to use an item, he or she may instruct others in its use - 1 turn for simple items, 6 turns for complex ones.

Chart I: Simple Non-lethal Items



ITEMS USING THIS CHART:

- Power disc
- Wound healing cannister
- Portable spotlight
- Language translator
- Atmosphere analyzer
- Anti-grav bett

Chart II: Complex Non-Lethal Items

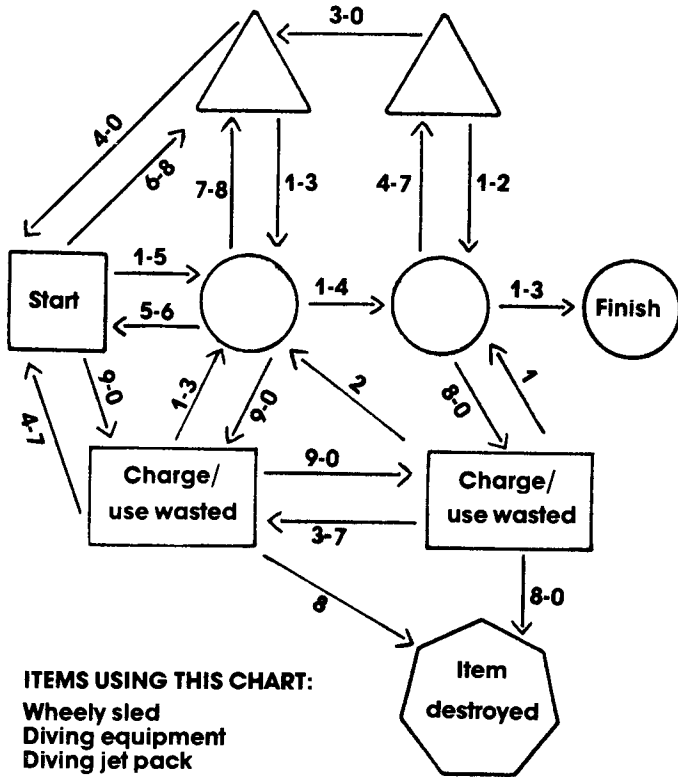


Chart III: Simple Lethal Items

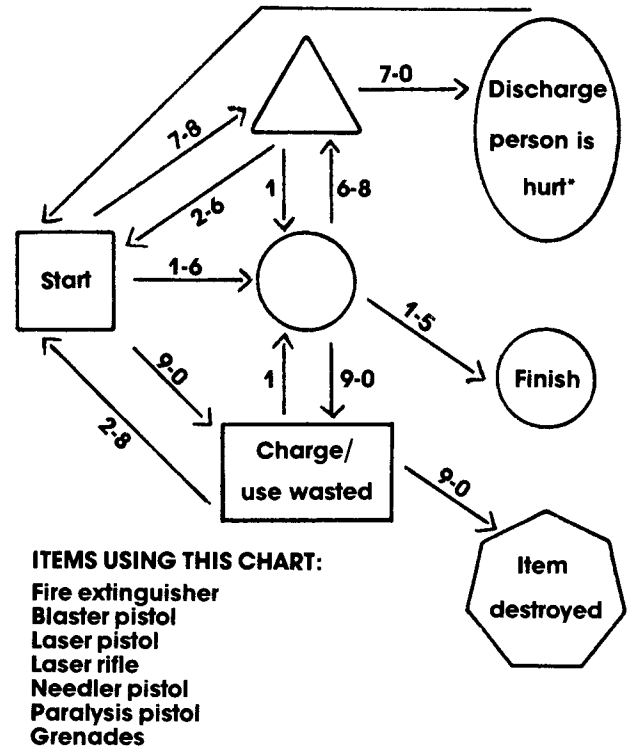
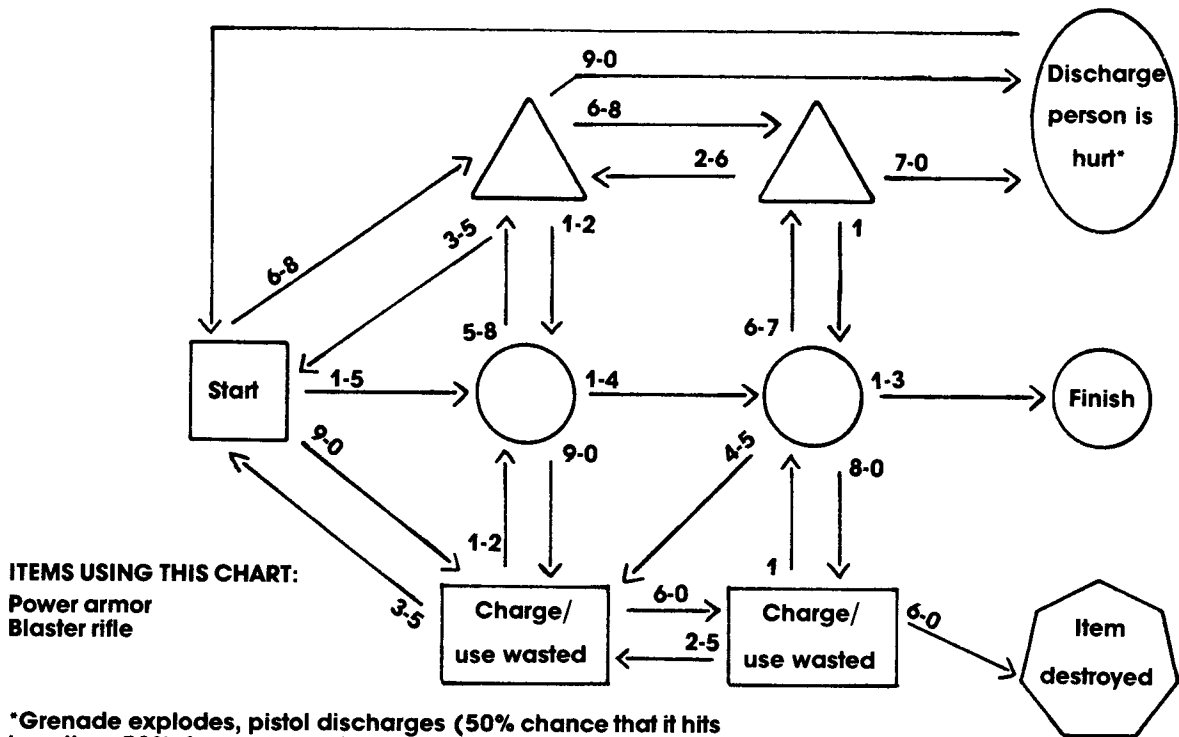


Chart IV: Complex Lethal Items



*Grenade explodes, pistol discharges (50% chance that it hits handler, 50% for any creature within range at random, if applicable), etc.

WEAPONS DATA

Blaster Pistol: USE ILLUSTRATION #52.

Range: S=3", M=6", L=9"

Area of Effect: 1' beam

Power Disc Drain: 1/use

Rate of Fire: 2/round

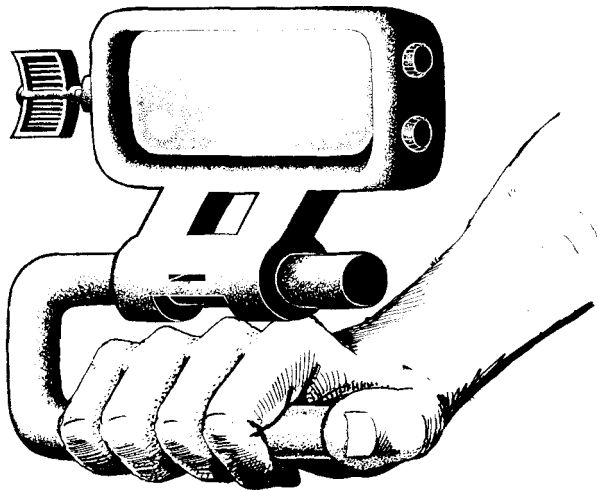
Damage: 5-30 hit points

Save: Unarmored = 1/2 damage; armored = no damage (but save for armor required)

When found, this item will usually be folded. It weighs about 1% lbs. and will unfold to about 1 foot. It is composed of a U-shaped section of metal rod with a black rivet on one end and an attached piece of thick glass mounted in a frame. This glass is about the size of a hand mirror. On one side of the frame are 2 raised discs, while on the other is a fine mesh, mounted on a rod. The two sides of the glass are dark on one side (the firing side) and clear on the other (the viewing side). In the hinge joining the handle and glass frame is a slot about the size of a coin.

The pistol is operated by turning the top dial. On the viewing side of the screen, crosshairs and range figures (in an unreadable language) will appear. The second dial will magnify the scene slightly. Once a target is selected, the pistol is fired by pressing the black button in the handle.

Saving throw is versus petrification. Armor which does not save is effectively destroyed. Each time armor is hit by a blaster its saving throw is adjusted thereafter by -3 cumulative, or in the case of a shield, -2 and the shield is destroyed (or no minuses for the armor but a +2 shield is destroyed), i.e. the armor is being destroyed in the process of saving its wearer. Shields of less than +3 value are always destroyed from the first hit by a blaster.



Blaster Rifle: USE ILLUSTRATION #53.

Range: S=5", M=10", L=15"

Area of Effect: 1' beam or special

Power Disc Drain: 2/use

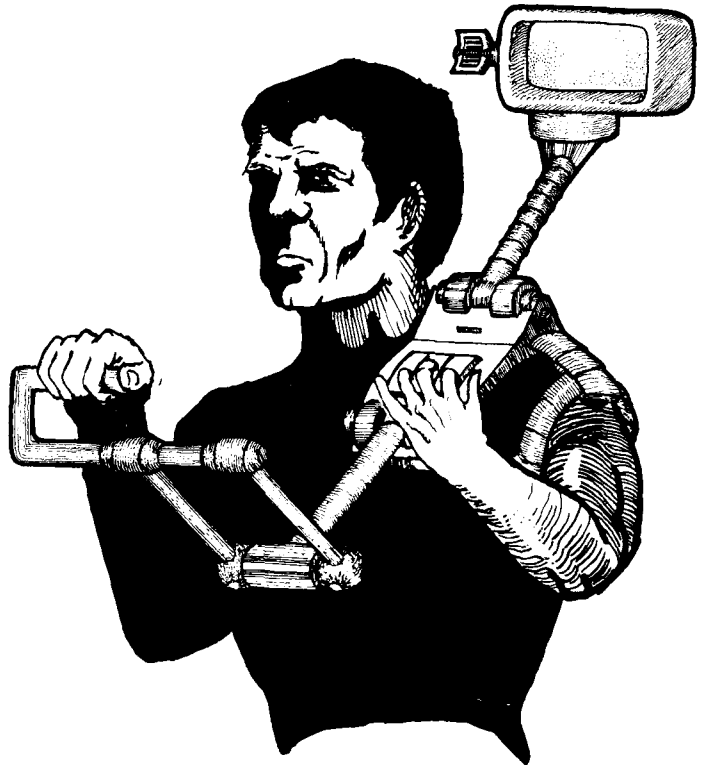
Rate of Fire: 1/round

Damage: Disruption or special

Save: All vs petrification see below

As with the blaster pistol, this item will also be usually found in a folded-up state, about 1 1/2' long. When unfolded, it is about 3' long. It weighs nearly 5 lbs. It appears to consist of jointed metal rods, a curved metal plate, a hardened leather band or collar and a pane of glass, framed and mounted on the end of a rod. There is a black rivet at the end of the U-shaped rod. The metal plate has 3 raised, colored bars - black, white, and red - and a coin-shaped slot above them. There is a blue rivet on the side above the collar. The band is made of a hardened leather or horn-like material, fashioned into overlapping plates. No stitching may be seen. The glass is thick and dark on both sides. On one side of the frame is a metal mesh mounted on a small rod.

The rifle must first be unfolded and then the left arm is thrust through the collar. This band will automatically constrict to a firm grip so that the gun need not be held constantly. It will only release when the blue button is pushed. The rifle activates when one of the colored settings is pushed. The black button on the U-shaped handle is pushed to fire. The shot originates from the screen.



The effects of the settings are:

BLACK - Disruption beam setting usable to maximum range.

This beam will vaporize anything short of hull metal when it hits. The beam affects up to six cubic feet of material. When an individual creature is the target a save is applicable. Shields are automatically destroyed, armor and protection devices must also be saved for. If save is successful individual takes 5-30 hit points, and saving throws for armor and/or protection devices is at -5 against next blaster (pistol or rifle) attack. Target creatures are **stunned** for 1-4 rounds despite saving.

WHITE - Heat beam setting effective out to medium range. A

wave of heat sweeps out in a 4' beam, and all in its path must save. Metallic armor reduces saving throw by -7, shields by -2, but magical bonuses are added, i.e. magic plate (+3) and shield (+3) would reduce the chance of saving by 9, but magical bonuses (+6 in this example) adjust that to only a -3. Creatures failing to save are melted, those saving take 5-20 hit points of damage and lose 1-6 points of strength for 1-6 turns due to heat exhaustion.

RED - Flame plane setting effective only to short range. A horizontal plane cuts a triangular area out to 5" (weapon's short range), with a 2" base. Inflammable materials in this plane start burning, and creatures take either 4-24 hit points of damage or 2-12 hit points if they successfully save. This setting does not lower armor values against successive saving throws, as it does not harm armor.

Laser Pistol: USE ILLUSTRATION #54.

Range: S=4", M=8", L=12"

Area of Effect: Thin beam

Power Disc Drain: %/use

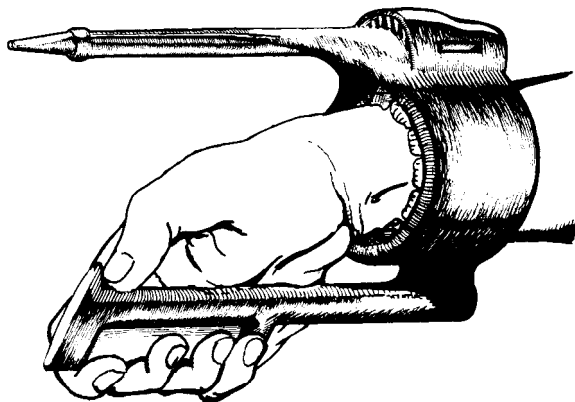
Rate of Fire: 2/round

Damage: 2-16 hit points + AC of target creature

Save: S = -8, M = -4, L = normal; no damage

This appears as a heavy armband with 2 projections, both about 6" long. One projection ends in a black leather grip. The other ends in a smooth, coneshaped red stone, much like a jewel, with a slightly silvery end. There is a coin-sized slot at the base of this projection. Inside the armband are a number of overlapping plates. The entire thing is encased in a white, shell-like material. The pistol is operated by inserting the hand through the band and applying firm pressure to the grip. The plates in the band will gently close on the wrist to hold it in place, although the hand may be slipped out with care. The beam will originate from the end of the second projection, the ruby rod.

A saving throw must be made against petrification for each shot. Each hit which is not saved against has a 10% chance of damaging a member: 1 = head (dead!), 2-3/arm or fore-member (making it useless until healed), 4-8 = leg or rear member (also making it useless until healed). A laser beam will cut through 1" of bulkhead or deck metal along a 1' path each time it is aimed and fired at short range. Comparatively, it will cut through six inches of steel or 1' of iron along a 1' line. Negative armor classes reduce damage. Dexterity is **excluded** for AC calculation.

**Laser Rifle: USE ILLUSTRATION #55.**

Range: S=6", M=12", L=24"

Area of Effect: Thin beam

Power Disc Drain: 1/use

Rate of Fire: 2/turn

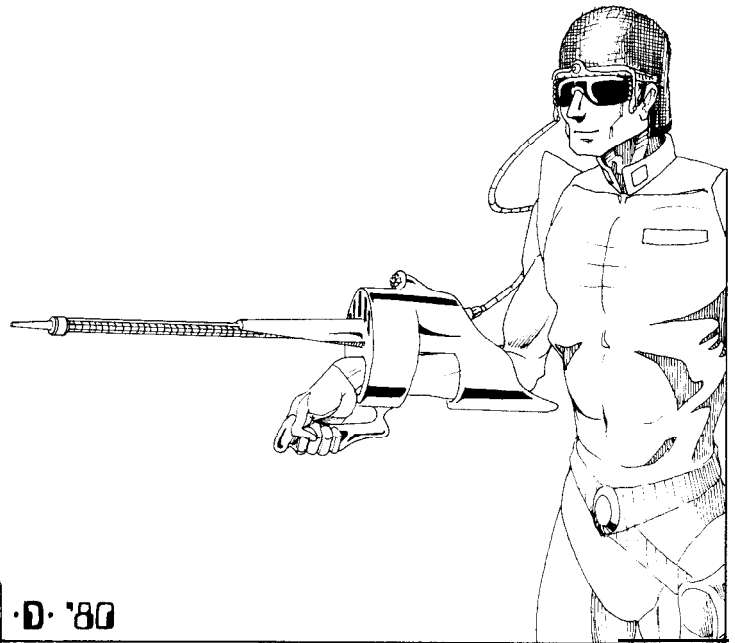
Damage: 2-20 hit points + AC of target creature

Save: S = -6, M = -4, L = normal; no damage

In appearance this is quite similar to the laser pistol, although on a larger scale. The thing is made of the same shell-like material. The two projections are the same, but longer, and the shorter one has a black riet placed forward of the grip. One major difference is that instead of a single armband there are now 2. Both bands are lined with overlapping metal plates. There is a glass crystal or gem on the section connecting the 2 armbands. The second armband extends to form a point on one side. A smooth rope comes out of the thing just ahead of this band and connects to a mail coif and visor. This coif is of a soft, lightweight metal. The visor has thick, smoky pieces of glass mounted in a frame.

The laser rifle is worn and operated in much the same way as the laser pistol (i.e. the forearm is slipped in, the plates contract, and the grip squeezes to fire). However, the mesh hood and glasses must also be used for effective fire. The glasses will project a ghost-like image of what the laser rifle "sees" through its camera eye. The button in the grip will turn the camera on or off. If the laser rifle is used without the camera, all saves made by the target will be at +2. It is possible at all times to see normally, ignoring the ghost images.

Each shot must be saved vs. petrification. Failure results in a hit. Hits not saved against have a 10% chance of member damage as per a laser pistol (q.v.). Metal cutting rate is the same length as a pistol, but the thickness cut is double that of the pistol. Negative armor classes reduce damage. Dexterity is **excluded** from AC calculation.

**Needer Pistol: USE ILLUSTRATION #56.**

Range: S=1", M=2", L=3"

Area of Effect: 1" diameter or 5' diameter pattern

Power Disc Drain: Not applicable

Rate of Fire: 1 burst/round

Damage: 1-6 hit points/needle

Save: Special

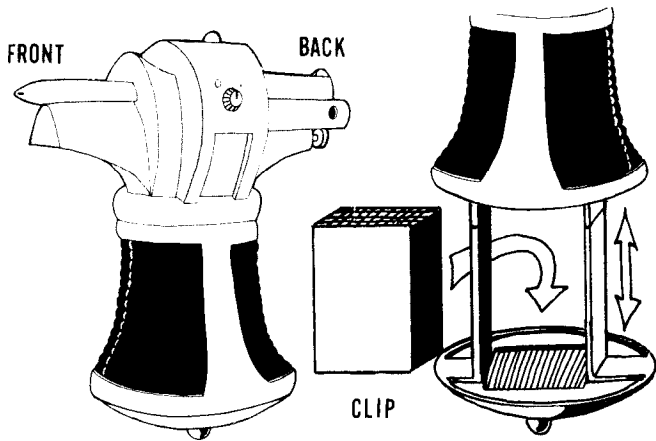
This could perhaps be a potion bottle or a flask strapped to a number of tubes. The base of the bottle (actually the handle) has a silvery lid with a knob in the center. The bottle flask is bound in black leather and silver. From the top of this, a broad metal band encircles a number of tubes. Out one end stick 3 large projecting tubes, while the other has but a single tube, with a small hole in its end. There is a fluted knob on the side with a line across its top. There are 2 markings above it – a small dot and big 0.

The pistol operates by pointing the single tube at the target and squeezing the handle. After each burst the 3 tubes in the back will pump in air, creating a slight suction. If the knob in the base of the handle is twisted and pulled, a compartment will open for the needer clip. It will seem to be a small drawer and clips will appear as small, lacquered wood boxes. A clip may not be opened except by smashing.

The butt-loading clip holds 10 cluster cartridges. Each cartridge contains 10 needle-like projectiles which burst after penetration or upon flattening. The selector switch on the left of the receiver housing can be set for narrow or broad pattern – a small dot or a big 0. On narrow pattern, the target creature will take from 5-8 (d4 +4) needles. On broad pattern the various targets will each take 1-2 needle hits, with a maximum of five possible creatures hit, regardless of the number of missiles accounted for (as few as 5 possible). The **maximum** damage received from each needle is dictated by the AC of the target creature, i.e. 6 hit points if AC is 6 or worse, 5 if AC 5, 4 if AC 4, 3 if AC 3, 2 if AC 2, 1 if AC 1, and **NO DAMAGE** if AC 0 or better. Magical protections are considered for AC calculation, but dexterity is **excluded**. At medium range reduce the number of needles striking a single target creature by 2; at long range reduce the number by 4. On broad pattern

setting there is no range penalty, but it will only be effective to medium range.

*Optionally, you may give the target creature a saving throw regardless of armor. If a score of 1 on d20 is rolled, an eye hit has occurred, and the creature takes 12 hit points and permanently loses the eye (unless a regenerating creature).



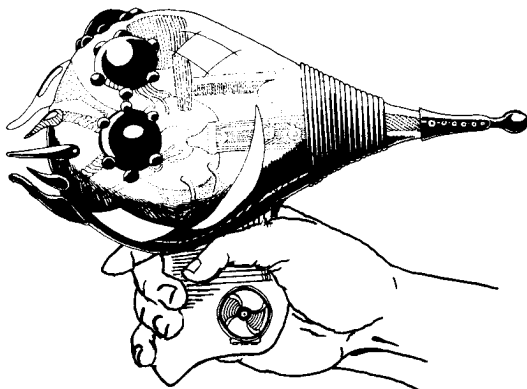
Paralysis Pistol: USE ILLUSTRATION #57.

Range: S=2", M=4", L=6"
 Area of Effect: 6" long cone, 3" base diameter
 Power Disc Drain: 1/use
 Rate of Fire: 1/round
 Damage: Total paralysis or slowed movement
 Save: Special

This looks like a glass bottle or retort with a pimpled or warty surface and a black handle on one side. Inside the bottle may be seen threads, wires, globes, and a rod. The broad end of the bottle has a rounded metal plate with several brass prongs sticking out of it. The narrow end is capped with a silver sheath and golden ball. The black handle has a round panel, larger than a coin, with a rivet in the center.

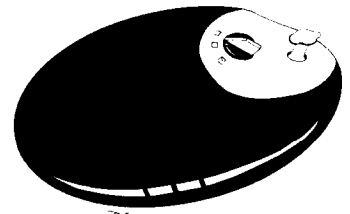
The pistol is fired by squeezing the handle, pointing the broad end of the pistol toward the target. When fired there will be a humming noise and many flashing lights and sparks will go off inside. A small number of sparks will shoot from the golden ball at the narrow end, but the ray from the other end will be invisible. If the small button in the handle is pushed, the raised disc will pop open, revealing a spot for a power disc.

Paralysis lasts 3 turns at short range, 2 at medium range and 1 at long range. A successful saving throw at short range indicates that paralysis will last only 2-12 rounds. At medium range a successful save means that the target creature is paralyzed for 1-4 rounds and slowed to half movement and attack for 1-4 rounds thereafter. At long range a successful save means the creature is slowed for 1-4 rounds. Note: Slowed creatures lose all dexterity bonuses. Slowed creatures struck by the paralysis ray are automatically paralyzed for 1 to 3 turns according to the range.



Grenades: USE ILLUSTRATION #58.

Range: 8' maximum/strength point
 Area of Effect: 10' radius sphere
 Rate of Fire: 1/round
 Damage: By type of grenade
 Save: Special



These are about the size of a large apple or similar fruit, indented all around for grasping. They are smooth and featureless, except for 2 rivets - a large and a small one. Around the larger one are 3 markings in an unknown tongue.

The larger is a setting to determine time of explosion - 3, 4, or 5 second delay according to what setting the button is set to. The second button must be depressed, given a half turn, and depressed again. Thereafter, when the grenade is hurled, the arming pin springs out, and in 2-5 seconds the missile will explode.

Area hit is determined by rolling regular "to hit" dice. All hits and misses land and explode somewhere. Use "grenade-like missiles" rules to determine location of miss (**AD&D DUNGEON MASTERS GUIDE**).

EXPLOSIVE - 5-10 hit points damage to all within blast radius. Save equals half damage. All within the blast are stunned for 1-4 rounds and deafened for 1-4 turns. Creatures within a 20' radius are stunned for 1 round and deafened for 1-4 rounds. If the grenade is enclosed in a container of normal material (not ship's hull metal) of less than specialty designed anti-explosive construction, the detonation will throw shrapnel in a 20' radius, and all within will take 0-9 additional hit points of shrapnel damage - use d10, 0 means no shrapnel hit.

GAS, POISON - All air breathing creatures within the 10' blast radius must save versus poison or die. Those saving will be nauseated and unable to engage in combat for 1-6 rounds. The cloud of poisonous vapors persist for 6 rounds in a stagnant area, but in ventilated areas it will be gone in 2 rounds. In windy situations it will last only one round. The grenade cannot be used effectively in very windy situations.

GAS, SLEEP - All air breathing creatures within the radius of effect must save versus poison or instantly fall into a comatose slumber lasting 2-5 turns. Those saving must make a second save even though no longer within the area on the following round. (This reflects persistent qualities of the gas.) Cloud persistence is the same as for poison gas.

INCENDIARY - All creatures in the blast radius take 2-12 hit points of damage, no saving throws allowed, and all materials within the area which are inflammable are set afire. Next round, and for 1-3 rounds thereafter, each creature originally within the blast area will sustain an additional 1-6 hit points of damage from residual chemicals burning. Each skin of water used will reduce damage by 1 hit point, and total immersion will negate residual burns.

MISCELLANEOUS DEVICES DATA

Powered Armor: USE ILLUSTRATION #59.

Armor Class: 0

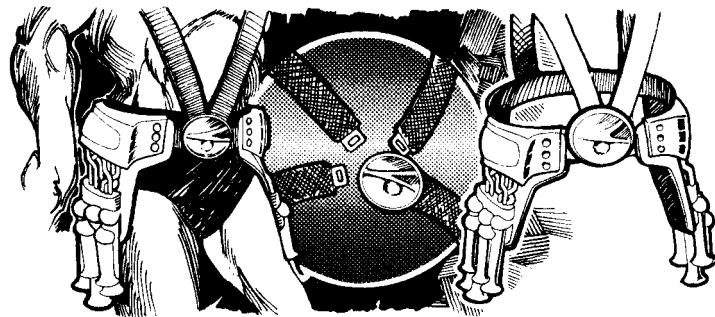
Move: 6" = 1" (clear hop in any direction possible)

Force Shield: 50 hit points damage before shutting down, restored at 1 point per round

Hit Points of Armor: 50

Power: Equals 18/00 strength in grasping and lifting, anti-grav as per belt

Weaponry: Laser pistol built into right arm of armor above hand; fires when chin lever triggered – all specs same as normal laser pistol



Powered armor looks like a suit of unusual plate armor. The joints appear to be finely, if somewhat strangely, articulated and an oily, black, leather-like material may be seen at major joints. The armor appears to have been worked to create the illusion of a heavily muscled man. The great helm is unusual in that it has no openings, only a broad glass plate in the front with a piece of glass above this. There are strange plates and tubing at various points and large metal bosses seem to be placed randomly on the suit. On the back of the left hand is a rectangular metal box. From this comes a short projecting rod tipped with a cone-shaped red crystal or jewel. It would seem there must be a man inside, for the armor always stands erect although unmoving.

The armor is opened by pressing two separate buttons concealed at the rear of the helmet beneath its lip. Pressing both buttons at the same time will pop open a seal down the middle of the back of the armor. A person may then climb into the armor feet first, double over and slip his or her head and arms into the suit. Then, by arching his or her back, the armor will reseal itself. The release catches may be reached while wearing the suit, but it will take a round to operate.

Powered armor is completely sealed and will withstand vacuum or pressure equal to 1,000 feet of water. Air system provides oxygen for 8 hours of continuous use, recharging at 1 hour per hour of non-use. No gasses or viral contaminants can enter the suit.

When the force shield is at 0, damage sustained is taken by the armor itself. When the armor reaches 0 it is non-functional in all systems, Damage accruing beyond that point goes to the person inside.

The anti-grav system in the armor allows the wearer to become weightless and float upwards or downwards at 2" per round. The wearer can carry up to 500 additional pounds of weight when so doing. Anti-grav will function for 6 turns, 3 if carrying additional weight, of continuous operation. For each round of operation it must recharge 1 turn. When power is down to 1 turn of operation the suit will issue a low pinging sound, and a small orange panel will light up; pinging will recur every round thereafter, and the panel light will flash during the last round of operation before the power fails.

The armor will immediately fall, but a small reserve charge will prevent injury to the wearer, although the powered armor itself will sustain damage equal to 50% of its remaining hit points.

Powered armor has built-in atmosphere analysis equipment with a readout panel above the vision area; it also has built-in language translators. Hearing in the armor is 200% human normal, and infrared visual sensors allow vision to 12". The suit is screened so as to make it 90% unlikely to be seen infravisually.

The wearer of the suit does not become fatigued as normal. Continuous operation for periods of as long as 8 hours is possible. Powered armor does not use power discs. It is only rechargeable at specialized terminals. None of these terminals exist on this part of the ship.

Anti-grav Belt:

Move: Float upwards or downwards at 3"/round

Load Limit: 500 pounds

Power Disc Drain: 1 charge/turn

This item appears to be a strangely crafted girdle, hung with odd ornaments and three leathery straps. It has no apparent clasp to open the girdle, though the front bears a large, embossed disc.

The belt is opened by giving the disc a quarterturn clockwise and pressing in upon the boss. In the back of the embossing is a circular indentation the size of a coin. A power disc may be fitted into this recess. The belt is activated by turning the boss counterclockwise half a turn and pushing inwards.

Note that this device can be used to make an object up to 500 pounds weigh only as much as a 1 pound object, but the mass will still be that of a 500 pound object.

Underwater Swimming Gear: USE ILLUSTRATION #26.

Armor Class: 7

Move: 6" - (12" for six rounds with gas jets)

Power Disc Drain: 1 charge/turn

This appears to be a bizarre set of armor. The armor consists of a padded undersuit of an odd, black leather-like material. The padded suit is reinforced with plate mail at the knees, elbows and shoulder. Over the padded armor is worn a very heavy girdle and loin protectors. Across the chest is worn an odd breastplate with a box attached to it, while the back half bears a strangely shaped pack. The helmet seems impractical, a bubble-shaped sphere mounted on a flexible neck piece made of the same material as the suit. The helmet is attached to the breast box by several cords. Lastly, there are a pair of slippers with elongated, ribbed toes, about two feet long.

This is a set of underwater diving gear, with a wetsuit and breathing apparatus, set in the front chest plate, and propulsion device, housed in the backpack. The breathing apparatus is a rebreather attached to the helmet by way of the tubes. It is turned on by pressing the right button on the front of the box and shut off by pushing the left button. The front of this housing may be detached revealing cradles for two power discs. The breathing apparatus will function for 9 turns and then a buzzing will sound to indicate that 3 turns of time remain before the pack must be recharged.

The propulsion device is operated by the lever trigger to the left of the buttons on the chest box. This consists of a gas jet that will propel the wearer under water at a 12" movement rate for 6 rounds before becoming useless. If used on the surface, it will cause an uncontrollable hopping. The device can be shut off after one round of hopping and then turned back on. It can not be recharged.

The swim fins are independent from the rest of the suit. When in water they will react to the swimmers motions and expand into 8" wide fins.

The suit may be used like a gas mask while the breathing apparatus functions, making the wearer impervious to gas.

Gas Mask:

Armor Class: Treat as a leather helmet

Special Defense: makes wearer immune to the effects of gases which must be breathed

This appears to be some sort of ceremonial mask. It is made of a leather-like material and has several straps attached. A silvery metal plate covers the area of the eyes, but this does not seem to impair vision from the inside of the mask. There are no openings for mouth or nose though the mask has been shaped to accommodate a nose and chin. At the base of the mask a cylindrical metal tube is attached and metal cords run from this tube up into the metal-framed mouth and nose region.

The mask's eyepiece is a one-way mirror and permits sight out of the mask, but others can not see in. At night or in dark surroundings this mask will reduce the range of vision by 10'. The mirrored viewer will also act as **gaze reflection**, but this does not make the wearer impervious to gaze attacks.

Atmosphere Analyzer: USE ILLUSTRATION #60.

Range: Radiation = 6", Gas = 4", Mold/Spores = 2".

Power Disc Drain: 1/4 charge/use

A gray slab of a material similar to horn, this is about the size of a necklace case. In one side are three windows, all rectangular in shape. Behind each is a strip of colored paper. The papers are all white on one end and shade into another color at the other end. The window to the left is white shading to yellow, the middle window is white shading to purple, and the paper behind the right window is white shading to green. Over each window is mounted a translucent jewel, the same color as the colored paper of that window. At the front of the slab is a series of small holes, On the back is a narrow panel set in a groove. Sliding it will reveal a slot about the size of a gold coin.

The case is only 1/4' wide, 1/2' long, and about a thumb's width thick. The windows are rolling gauges indicating concentrations of impurities in the air by rolling forward to darker shades of color. The yellow gauge detects spore and pollen content, the purple gauge measures intensity of radiation, and the green gauge indicates the presence of gases. Purple, green, and/or yellow lights glow accordingly. Bulkheads which are non-radioactive will screen what is behind them as far as radiation count is concerned. Likewise, sealed areas will not affect the gas or spore registers.

language Translator: USE ILLUSTRATION #61.

Range: 6"

Power Disc Drain: 1 charge/turn of use

This is a club- or hatchet-shaped device with a metal dish on one end where the blade should be. Across the back are 2 colored plates - red and blue. Above these is a fine metal net, set in the handle. In the butt is a fine crack going all around the handle.

The red button is for receiving, there will be a 1 turn delay for first analysis of a foreign tongue; and the blue button is pushed for transmitting. A pull on the base opens the power disc compartment. The translation will analyze the closest/ loudest speaker in its range.

Portable Spotlight: USE ILLUSTRATION #62.

Range: 120 yards

Area of Effect: 10' diameter beam

Power Disc Drain: 1 charge/turn of use

When closed, the spot forms a 1' cube and weighs about 10 lbs. It is open at one end and has a recessed grip in the top. Inside may be seen an X formed by jointed rods, a box with a wheel and 2 rivets on it, and a coil of smooth, oily appearing rope. The other end holds a round glass panel, raised slightly, set in the surface of the box.

When opened, the rods will telescope out to form a stand for the spot. The head section will extend up to 8' high. Each leg has clamped to it a spike and a smooth leather patch (an adhesive patch) and ends in a side of the box. The black rope (10' cable) connects the detachable control box to the spot. The wheel controls elevation/depression/rotation, one button is the on/off control, and the second button activates magnetic clamps. A slot in the side of the control box holds a power disc. It has a special polarizing lens. Turning it a quarter turn will change the light to infrared, allowing infravision to 120'.

Repair Robot Remote Control Box:

Range: 18"

Function: Summons one worker robot and allows transmission of verbal orders

Size: 3" x 5"

Power Disc Drain: 1/2 charge/turn

This appears to be a brown metal box about the size of a tinderbox, with violet labels. When the hinged cover is lifted inside a panel of white horn-like material will be seen. In the center of the panel is set a metal mesh screen the size of a coin, while in the upper right corner is set a small blue gem. At the base of this screen a black square is set.

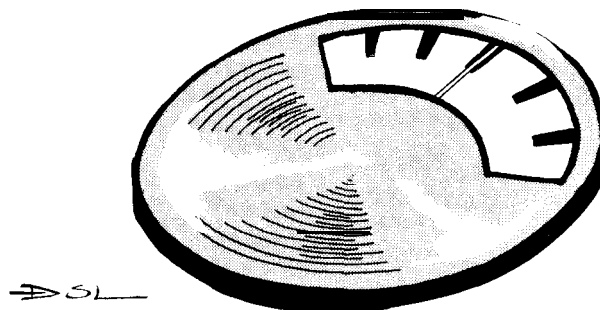
This device is used to summon one worker robot within range to the immediate vicinity of the holder. The ship's computer moderates which robot will respond if more than one are within range or else the closest one will respond. By pressing the black square the device is activated and a worker will arrive within 1-4 turns if any are available. Once a worker robot has arrived it may be given verbal commands if someone depresses the black button and speaks into the metal grid in a language the robot can comprehend. The back panel may be removed and a cradle for a power disc may be found.

This device has its own store of power but for each turn of operation there is a 2% cumulative chance that the power pack will drain, causing the blue light to flash. In 10 rounds the remote will go dead. Any power disc will reduce the chance of failure by 5% per charge in the disc, but eventually this will drain too.

Power Disc:

This is a blue colored glass or slate disc the size of a coin. One side is smooth and unmarked, the other side has a white, arced band, marked like a sundial with 5 lines. A taut thread rests on one of the lines (or at either end, depending on the charge). These discs are designed to be fitted into the various slots and holders of the weapons and equipment.

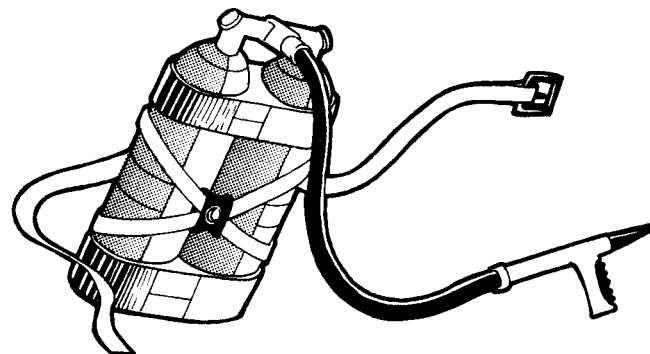
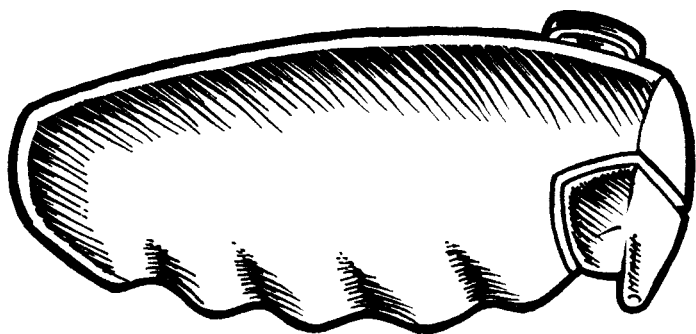
Power discs are energy storage units or batteries which were used to power the various devices on the ship. A fully charged power disc holds 6 charges and the needle of the gauge will be all the way to the right, if not malfunctioning. Power discs found in ship stores will normally be fully charged, but the charges of those found scattered about the ship should be determined randomly by rolling a d6. Power discs may be inserted either side up when installed in a device. Different devices will have different rates of power use and this is noted under each device's Power Disc Drain. It requires 2 rounds to change the power disc in a device once it is discovered how to make the change.



Wound Healing Cannister: USE ILLUSTRATION #63.

Wound healing cannisters appear as smooth, featureless gourds. They are indented on one side to fashion a grip, flat on the bottom, and have a small neck curving out of the other end. This neck ends in a hole. On the back of the neck is a rivet. On the flat bottom is a sundial pattern with a hair marking a line on the pattern.

Pressing the button (the rivet on the neck of the gourd) allows a directional spray from the nozzle (the hole). This spray will heal 2-24 points of damage and cure any disease, infection, or spore infestation on the skin. A full cannister contains 6 charges; the dial on the bottom shows the number of charges remaining. One spray uses one charge.



Hand Pump Spray Gun:

Range: 3'

Volume: 5 gallons (40 pints)

Use per spray: 1 pint

This apparatus appears to be two seamless barrels attached together and made of a bone-like material. Two woven straps of equal length are attached to these barrels and an oily-looking rope is fastened to the top of these barrels where they join. Upon the end of the rope is a wandlike instrument with a handle or lever.

By squeezing the lever several times in a round a fine mist will spray from the tip of the nozzle. The backpack can hold most liquids, except strong acids, and can be refilled by screwing off the top of each barrel. This device was used to spray weed control, a plant defoliant. This defoliant may be found in 1 quart cans which when mixed with 5 gallons of water becomes useable causing 2-8 points damage to a large plant or destroying a 2'x2' area of ground cover vegetation.

Fire Extinguisher:

Range: 5' maximum effect, 10' = 1/2 damage

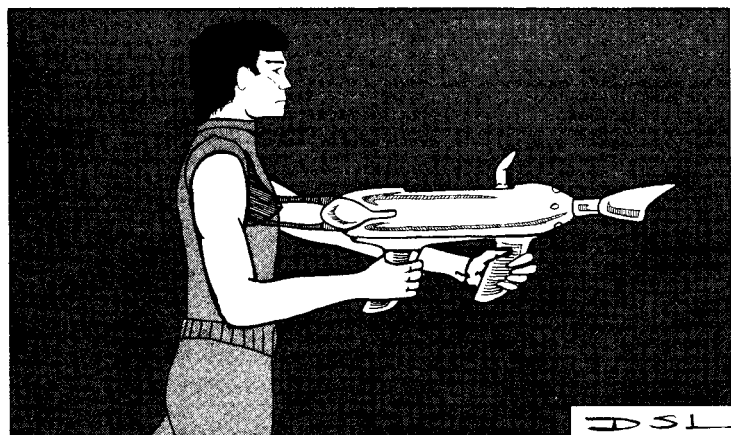
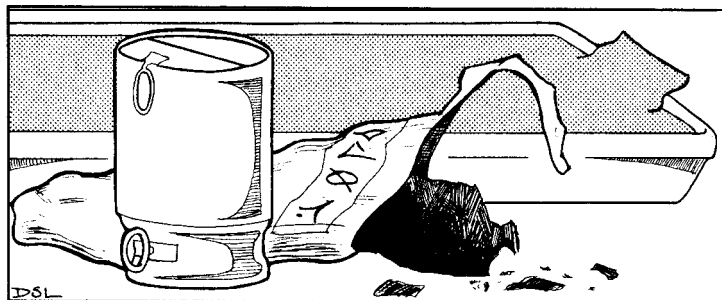
Rounds: 6 maximum

Damage/Attack: 1-4, 1-6, or 3-12

Area of Effect: cone 10' long, 5' wide at end.

This device has a base cylindrical shape with two handles on one side. Opposite the handles is a lever and a wide-mouthed spout adorns one end. On the other end is a padded crook like that of a crutch.

To operate the fire extinguisher the lever on top must be forced back towards the shoulder rest and then pushed forward; once this is accomplished the rearmost handle may be squeezed and a cone of CO₂ will spew out the nozzle. The CO₂ will inflict 1-4 h.p. of damage to warm-blooded creatures, 1-6 h.p. of damage to cold-blooded creatures, and 3-12 points of damage to plants. If the lever is not returned to the forward position the operator will hear a beeping noise and see an orange flashing light in the handle. In 2 rounds the extinguisher will explode causing 2d6 points of damage to all within a 10' radius.



Ship's Rations:

Each ration pack equals 1 meal for 1 person

Container: Either tray, envelope or cylinder

Whatever the shape of the rations, the container is a silvery package made of some flexible material like oiled skins. At one end of the package is a small colored ring, and attached to one side is a strange implement that looks like a spoon with serrated edges and a hollow handle.

The small rings, once pulled, create chemical reactions which cause the package contents to be heated, chilled or rehydrated. Each container may be opened by locating a black tab on the end opposite the ring and tearing back the lid. The rings are color coded: red - heat, white - chill, and blue - rehydrate. The plastic spork may be used to cut food and eat it or the hollow handle may be used as a straw. Possible contents of a rations pack are: protein stews, cero-porridges, nutrient drinks, surrogate steaks, vegetable substitutes and vita-bars.

ANDROIDS AND ROBOTS

Android:

Armor Class: 3
Move: 15"
Hit Dice: 7 (35 hit points standard)
No. of Attacks: 2
Damage/Attack: 1-8/1-8
Special Attacks: See below
Special Defenses: See below
Magic Resistance: See below
Intelligence: Average
Alignment: Neutral
Size: M

Androids are designed to appear exactly as a human does. About half are "male", the other half "female". Each has a built-in frequency key to duplicate yellow and violet color cards. This will permit androids to gain access to all areas requiring these colored cards. Androids are programmed to be able to use any human-standard weapon. They are impervious to cold; take only half damage from acid or fire; paralysis, gas, poison, and gaze weapons are useless against them; but if hit with electrical attacks there is a 1% chance per hit point of damage they sustain that the attack will short their circuits. Immersion in water for 3 full rounds will always short circuit an android unless it is a specially built underwater model. As they are machines, spells do not have any effect unless the magic affects their components; thus, any **charm** or **hold** is useless, but a **heat metal** spell would do damage as noted with respect to hit points to the android.

Androids with various purposes have different strength ratings. Standard strength is 15 on female models and 16 on the male versions. Guard androids have human maximums. Dexterity standard is 18. Vision is 150% human norm, with infravision to 6". Audial sensors are also 150% human norm. At 7 or fewer hit points remaining there is a 50% chance per round that the android will cease functioning.

Robot, Police: USE ILLUSTRATION #5.

Armor Class: -1
Move: 18" plus 24" emergency speed
Hit Dice: 10 (60 hit points standard)
No. of Attacks: See below
Damage/Attack: See below
Special Attacks: See below
Special Defenses: 20 point force shield
(restored at 1 point/round)
Magic Resistance: See below
Intelligence: Programmed
Alignment: Programmed lawful neutral
Size: M

Police robots have built-in orange or red color card capacity, language translators, and atmosphere analysis devices. They have anti-grav units built in, and the capacity of this unit type is the robot plus 1,000 pounds. Emergency speed is usable for 1 turn every hour.

Police robots have the following attack means:

- 2 subdual tentacles of 6' length and 18/00 strength
- 2 arms which strike for 3-12 hit points of damage
- a built-in laser pistol in the cranial section which conforms to the specifications of a standard laser pistol, but which has no limit on power use, as the unit operates off the main power source of the robot
- base storage capacity for 6 grenades (3 sleep gas, 1 poison gas, 1 explosive, 1 incendiary) which can be fired by compressed air to a maximum range of 8" by the robot
- chest paralysis pistol mechanism (power disc operated)
- tractor beam which can pull an object of up to 300 pounds weight (as a **telekinesis** spell)
- pressor beam which can push away an object of up to 300 pounds weight (as a telekinesis spell)

Only one form of attack can be employed during a round, i.e. subdual tentacle attacks, arm strikes, laser use (2 shot per round, of course), grenade launching, paralysis attack, or tractor or pressor beam use.

Police robots can never be surprised. They have 200% human norm for both audial and visual sensors. They have infravision capacity to 12". Their force screen must be brought to 0 points before any damage accrues to the body of the robot. They can withstand vacuum or water pressure equal to 500 feet depth when their force screen is up. Cold does not harm police robots, nor does gas, paralysis, poison, etc. Fire/heat attacks cause only one-half normal damage and acid affects them only if the force shield is down. Lightning and electrical attacks have full effect, and there is a 1% chance per hit point of damage sustained that the robot will malfunction and cease operation due to fused circuitry. Most magical attacks are useless (cf. **android**).

At 10 or fewer hit points remaining, there is a 50% chance per round that a police robot will cease functioning.

These robots are programmed to use subdual and non-lethal attack forms initially. There is a 25% chance that any police robot encountered will have lost this programming, however, so that violent and deadly attack methods will be used. For such robots, roll d6, treating a 6 as use of either pressor or tractor beam, to find which attack method will be used. Robots of this type are 10% likely to have armed themselves with some form of human weapon (blaster pistol or rifle, laser rifle, needler), and in this case use d8, with 8 being attack with the weapon held in their manipulative digits.

Robot, Worker: USE ILLUSTRATION #6

Armor Class: 2
Move: 12"
Hit Dice: 7-1 2 (7 hit points/die standard)
No. of Attacks: 2 or 4 (large types)
Damage/Attack: 2-12/2-12 or **special**
Special Attacks: tractor and pressor beams
Special Defenses: Never surprised
Magic Resistance: See below
Intelligence: Programmed
Alignment: Neutral
Size: M (7-8 HD) to L (9-12 HD)

Worker robots generally have built in violet card capacity, although 10% have yellow color card capacity also. They have atmosphere analysis equipment built in, and anti-gravity mechanisms which allow them to carry up to 2,000 additional pounds of weight by such means.

Smaller models are low clearance for work between decks. Large varieties are normally cargo handlers. Small robots have only 2 manipulative appendages, while the large ones have these plus 2 heavy duty cargo moving tentacles with a strength equivalent of 24. These latter appendages will be used only to grasp and hold. Robots of this sort will only attack if actually attacked and damaged by an opponent, and they will seek to grasp and hold first.

Worker robots are immune to vacuum, can withstand water pressure equal to 2,500 feet, are unaffected by cold, take half damage from acid, fire, and heat attacks, and are unaffected by spells except as noted previously (cf. **android**). Attack by electricity causes normal damage, and there is a 1% chance per point of damage sustained by the robot that its circuits will be fused and totally non-functioning. At 20% remaining hit points there is a 50% chance that a worker robot will cease functioning – check each round.

Worker robots have human standard audial and visual capability, and they have infravision capacity to 9".

These machines have heavy duty tractor and pressor beams built in – capacity is 2,000 pounds for each. There is a 10% chance per round that a robot will switch on one or the other if it is being attacked.

VEGEPYGMY #4 (#7 for 'tween decks)

Frequency: Very Rare
No. Appearing: 30-300
Armor Class: 4
Move: 12"
Hit Dice: 1-6
% in Lair: 40%
Treasure Type: 0, P
No. of Attacks: 1
Damage/Attack: 1-6 or by weapon type
Special Attacks: see below
Special Defenses: see below
Magic Resistance: see below
Intelligence: Low
Alignment: Neutral
Size: S
Psionic Ability: nil
Attack/Defense Modes: nil
Level/X.P. Value: 1 HD - III/53+1/hp
2 HD - III/81+2/hp
3 HD - III/120+3/hp
4 HD - IV/175+4/hp
5 HD - IV/245+5/hp
6 HD - V/425+6/hp

This refers to the level of the monster and its experience point worth.

Vegepygmies are vegetable creatures of low intelligence. They organize themselves into regional bands, living by scavenging and hunting. Meat forms their diet and they will eat it no matter what its condition.

Vegepygmies come in a variety of colors and sizes. Usually their colors will be similar to their normal surroundings. Thus, some will be splotched with green while others might be mottled grey-brown. When encountered in areas that match their coloration, they will blend into the background, surprising 50% of the time. They have from 1 to 4 hit dice, although leaders will be greater. The composition of a force will be as follows:

1 hit dice	50%
2 hit dice	25%
3 hit dice	15%
4 hit dice	10%

Those with 1 hit die will be 2' tall, with an additional 1/2' added for every hit die over one.

For every 50 vegepygmies there will be one subchief of 5 hit dice and 2-5 three hit dice bodyguards. Every band will have a 6 hit dice leader. He will have 2-8 bodyguards of four hit dice.

Attacks from piercing weapons such as arrows and spears do only 1 point of damage to vegepygmies. Electrical attacks do no damage. Fire and cold do normal damage. Vegepygmies are immune to all charm/enchantment spells except those that affect plants.

The lairs of vegepygmies are usually found in warm areas underground, although some may be found in dark forests. They form bands near their main food supply and are usually well-organized in the defense of this food supply. They co-exist well with other forms of plant life. There is a 40% chance that there will be 1-3 shriekers guarding their lair. Vegepygmies of the same tribe have the ability to pass by these creatures unnoticed. There is a 70% chance that russet mold will be found in the vicinity of the lair.

Vegepygmies are short bipedal creatures with sharp thorn-like claws. Their shoulders, abdomens, and limbs are fringed with leaf-like tendrils. Their heads have a topknot of small leaves. They eat carrion and meat. Vegepygmies reproduce by russet mold or by propagating buds from their bodies. Although they do not have a spoken language, they are capable of vocalized cries. Their major form of communication is a code of chest slappings and thumping.

RUSSET MOLD

Frequency: Very Rare
No. Appearing: 1 patch
Armor Class: 9
Move: 0"
Hit Dice: -
% in Lair: nil
Treasure Type: nil
No. of Attacks: 0
Damage/Attack: 0
Special Attacks: Radiation
Special Defenses: See Below
Magic Resistance: See Below
Intelligence: Non-
Alignment: Neutral
Size: S to L
Psionic Ability: nil
Attack/Defense Modes: nil
Level/X.P. Value: not rateable

Found only in damp areas underground, this mold is often mistaken for rust at distances greater than 30' (70% chance). It is immune to all attacks involving weapons, fire, and cold but is vulnerable to applications of alcohol, acid, and compounds harmful to plants (such as salt). It can be killed instantly by casting a **cure disease** or a **continual light** upon it.

Russet mold makes no physical attacks but emits a barely visible cloud of irradiated spores for a 3' radius, beyond which the spores settle to the floor, inert. Also, if the mold is contacted it will inject irradiated spores. All creatures passing within 3' or contacting it must save vs. poison. Failure to save results in a sickness that will kill in 2-5 turns unless a **cure disease** is cast. Those making a successful save will still suffer 5-20 points of damage from the radiation.

Any character who dies from contacting russet mold will undergo a transformation. First, their body will immediately start to sprout new growths of mold from the spores left at contact. Then, when entirely encased in mold a vegepygmy (cf.) will rise from the remains. The entire process will take from 21 to 24 hours (d4+20). A **hold plant** spell will halt the growth of the mold for a time equal to the duration of the spell. A character may not be raised any time after the mold has grown for more than one hour.

Russet mold is golden-brown to rust-red in color. It has a lumpy texture similar to cold porridge and is covered by short, hair-like growths. These stand upright and constantly waver as if in a gentle breeze.

Credits

Design: Gary Gygax

Layout: Harold Johnson and Jeff R. Leason

Able Assistance: Lawrence Schick

Editing and Production: David Cook, Allen Hammock,
Harold Johnson, Frank Mentzer,
and Jeff R. Leason

Art: Jeff Dee, Gregory K. Fleming, David S. LaForce,
Erol Otus, Jim Roslof, and David C. Sutherland III

Inspiration: Jim Ward and Rob Kuntz

SPECIAL MODULE CHARACTERS

The following listing of characters may be used to form a party for tournament or regular play. Alternatively, players may wish to use their own characters. **THE EXPEDITION TO THE BARRIER PEAKS** was designed for a large party of characters of moderate to high level, suggested party size is 10 to 15 characters with most having levels between 5th and 10th. Smaller parties may adventure in this scenario but party levels should be increased accordingly, though never exceeding an average level of 12th. Multi-class characters should be considered as one level higher than their highest level. All characters should have at least 2-3 useful magic items.

If there are too few player-characters to form a suitable party, the DM may opt to include some of the characters listed below as non-player characters or each player may handle multiple characters. It is suggested that players be allowed no more than 2 characters each. They may find it difficult to manage more than this number and may not be able to identify with such "instant" characters.

Novice players may find it necessary to have characters no lower than 7th level with an average level of 9th in the party. Novice players should also be allowed another magic item per character such as a scroll of 2-4 spells, a potion (no **oil of etherealness**), or a minor **ring of protection**. Fighter characters should be allowed a +1 or +2 weapon (with no special powers) if they do not already have one. If the DM does not think his players are capable of handling multiple characters, NPCs should be used to round out the party.

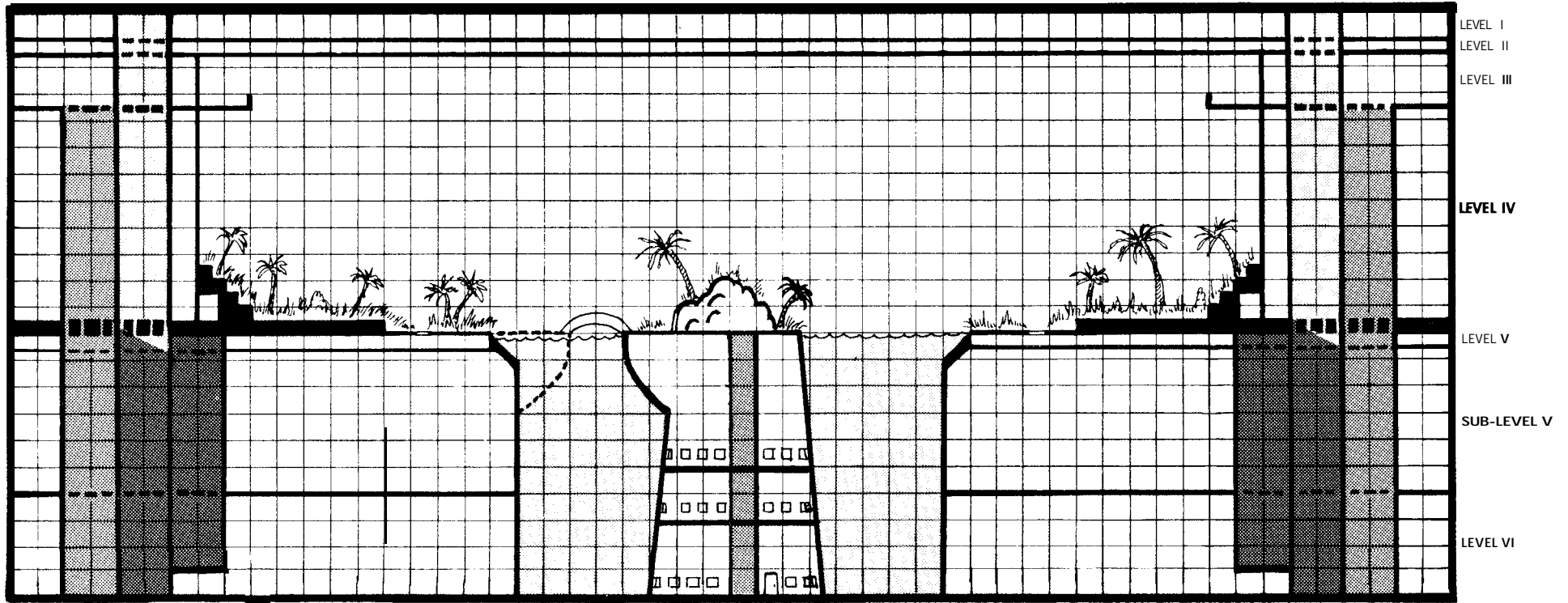
SPECIAL ITEMS POSSESSED BY EACH CHARACTER

Character #	Items
1.	+3 battleaxe, +2 plate mail, +2 shield, ring of fire resistance
2.	Sword, Flametongue ; +1 plate mail, +1 shield
3.	+1 spear, +1 plate mail, scroll of protection vs magic
4.	+ 1 shield, javelin of lightning
5.	Sword of dancing
6.	+2 war hammer, +4 plate mail
7.	+2 dagger, gem of seeing , boots of levitation , wand of cold (28 charges)
8.	potion of clairvoyance , scroll with read magic , light , comprehend languages ; ring of invisibility
9.	+1 sword, scroll with sleep , light , fear , +2 bolts (x10), potion of growth
10.	+2 mace, staff of striking , ring of protection +3
11.	rope of entangling , potion of extra-healing
12.	robe of blending
13.	+2 sword, bag of holding , cloak of protection +3
14.	+2 dagger, +1 dagger (x2), rope of climbing
15.	+1 sword, oil of slipperness

CHARACTER ROSTER

#	Race	Alignment	Class	HP	level	S	I	W	D	C	Ch
1	H	N	Ftr	54	12	15	14	12	13	14	16
2	H	CG	Ftr	42	7	16	13	14	12	14	13
3	H	N	Ftr	41	6	17	12	13	14	15	12
4	H	CE	Ftr	38	5	18(69)	11	10	16	17	10
5	1/2	LG	Ftr	24	4	15	12	11	18	16	16
6	D	N	Ftr	48	8	18(17)	13	9	13	14	12
7	H	N	MU	27	11	10	16	14	15	14	14
8	H	N	MU	22	5	11	15	13	13	17	9
9	E	CG	Ftr/MU	24	5/8	15	16	14	17	14	16
10	H	LG	Cl	34	10	12	11	18	14	12	15
11	H	LG	Cl	33	6	14	10	15	12	17	10
12	H	N	Dr	30	7	12	13	15	14	16	15
13	H	N	Th	27	10	10	14	13	17	12	7
14	1/2	CE	-Th	23	9	12	15	8	15	16	13
15	H	CE	Th	22	5	13	10	10	16	17	10

CROSS SECTION OF SHIP



Each square = 10 ft.

- Level I: Officials', officers', and technicians' quarters
 - Level II: Service deck 5, or 'tween decks
 - Level III: Upper walkway and lounge area
 - Level IV: Botanical gardens, rockery, and menagerie
 - Level V: Service deck 6, or garden 'tween decks
 - Sub-level V: Atmospheric ballast'
 - Level VI: Theater, athletic, and activity deck
- *This level is inaccessible unless by some magical means (i.e. **pass wall**, **wish**, etc.).



Drop chutes



Spiral staircase



Ramps



Lifts



Water



Viewports



Terrace



Bridge



Underwater observatory

The Advanced Dungeons & Dragons Game Family

PLAYERS HANDBOOK. This hardbound volume contains everything the player needs to know in AD&D™ fantasy adventures. Within it are complete information on characters, levels, equipment, spells, and more.

DUNGEON MASTERS GUIDE. The hardbound book of essential reference information for the Dungeon Master. Including combat and saving throw tables, magic items, wandering monsters, how to DM a game and campaign, etc.

MONSTER MANUAL. A hardbound compendium of the creatures inhabiting the AD&D fantasy world. Over 350 descriptions of monsters, from Aerial Servant to Zombie, profusely illustrated.

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DUNGEON MASTERS SCREEN. Actually two laminated reference screens, one for normal combat, saving throws, and other oft-needed information, and another for psionic combat. With full color illustrations.

PLAYER CHARACTER RECORD SHEETS

PERMANENT CHARACTER FOLDER AND ADVENTURE RECORD SHEETS

NON-PLAYER CHARACTER RECORD SHEETS

These three products are designed for various types of character record keeping, and are made for the convenience of player and Dungeon Master alike. All are three-hole drilled for easy notebook storage.

THE ROGUES GALLERY. An aid for the harried Dungeon Master, this booklet contains hundreds of ready-made non-player characters, as well as caravans, bandit groups, dungeon parties, and more.

MODULES

Every AD&D module is a ready-to-play adventure setting, populated with appropriate monsters, treasures, tricks, and traps, and including maps, background information, and histories. Though each individual module is designed to stand on its own, several series are specially made to form a connected progression of adventures.

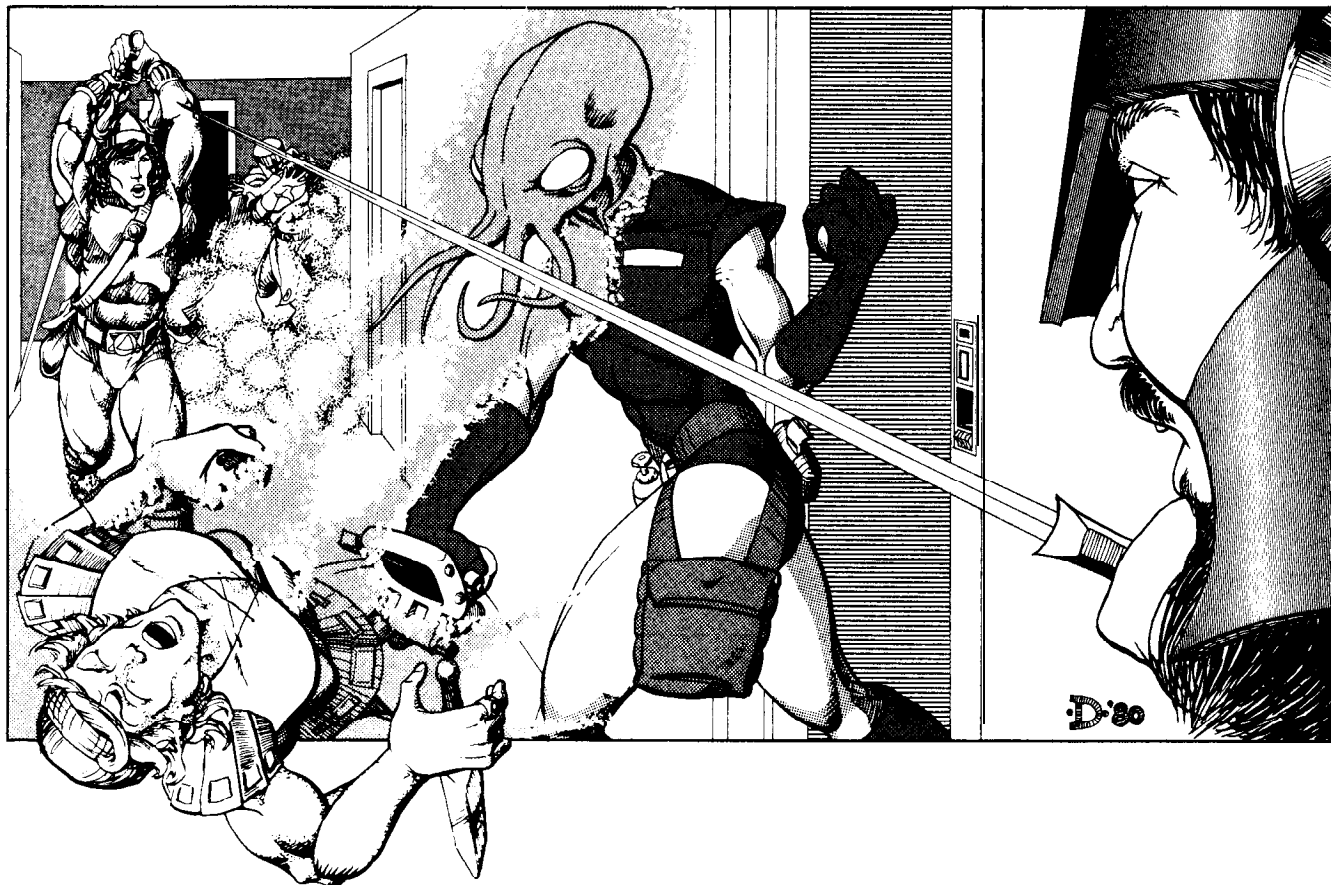
- Dungeon Module A1 (Slave Pits of the Undercity)
- Dungeon Module A2 (Secret of the Slaver's Stockade)
- Dungeon Module A3 (Assault on the Aerie of the Slavelords)
- Dungeon Module A4 (In the Dungeons of the Slavelords)
- Dungeon Module C1 (Hidden Shrine of Tamoachan)
- Dungeon Module C2 (Ghost Tower of Inverness)
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- Dungeon Module D3 (Vault of the Drow)
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FOR
ADVANCED
D & D™

EXPEDITION TO THE BARRIER PEAKS

by Gary Gygax

AN ADVENTURE FOR CHARACTER LEVELS 8-12



This illustration booklet is specially designed for use with the module. It contains over 60 illustrations (four of which are full-page color illustrations) pertaining to various features of the ship, and should be used by the Dungeon Master to show appropriate views to the players as they adventure. Each illustration within this book/et carries a number which corresponds to the rooms and locations on the master map (note that all locations are shown and some appear more than once). The descriptive copy within the other booklet indicates when appropriate illustrations should be shown.

This booklet, it will be noted, has an additional cross-fold. This allows the Dungeon Master to fold the booklet horizontally as well as vertically along the binding, and in this manner reveal to the viewing players only a single illustration of the appropriate size. The DM can place his finger or thumb over the number appearing on each picture to avoid giving any clues as to room number or location to the viewing players.

Distributed to the book trade in the United States by Random House, Inc. and in Canada by Random House of Canada, Ltd.
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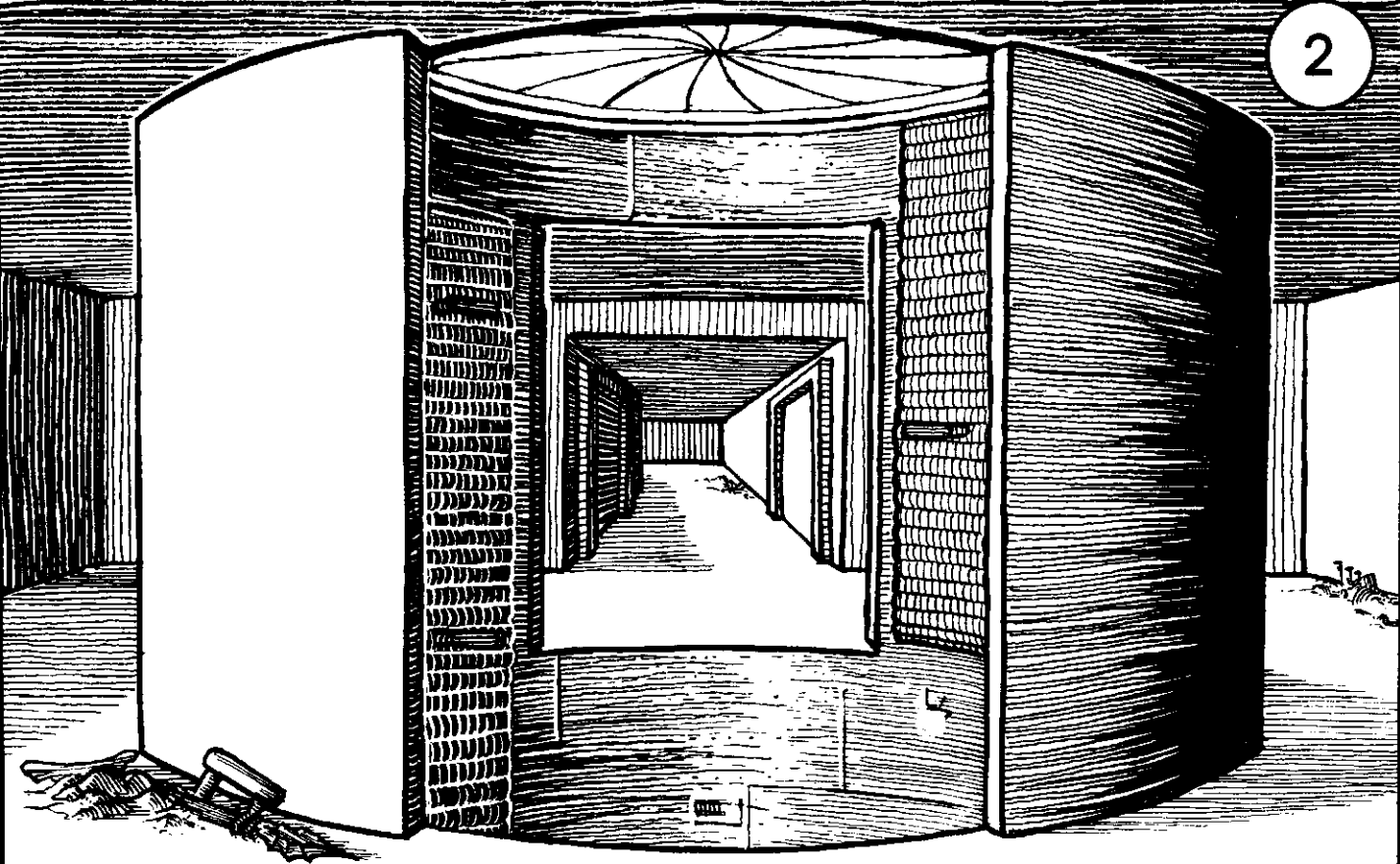


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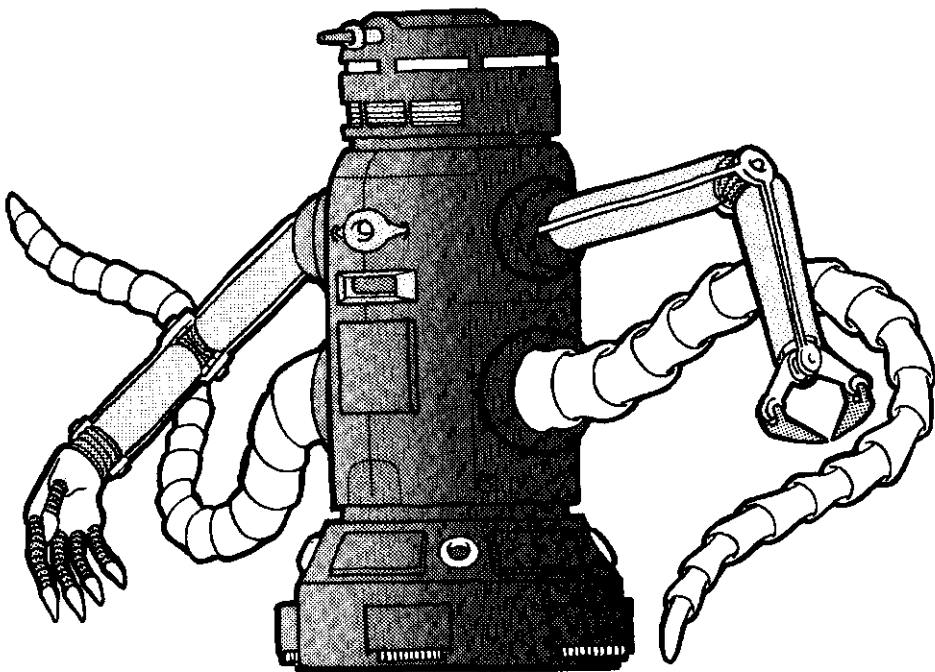
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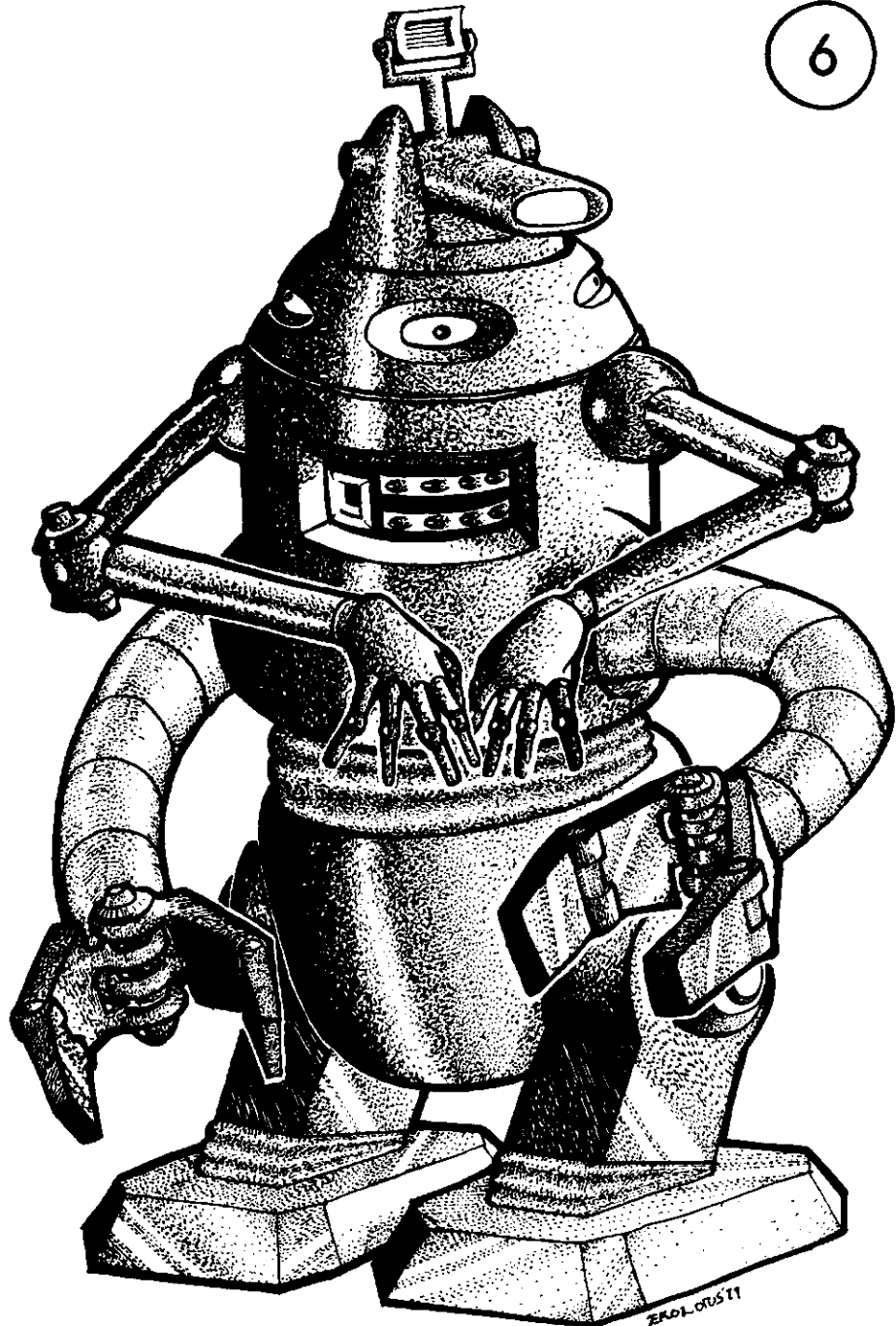


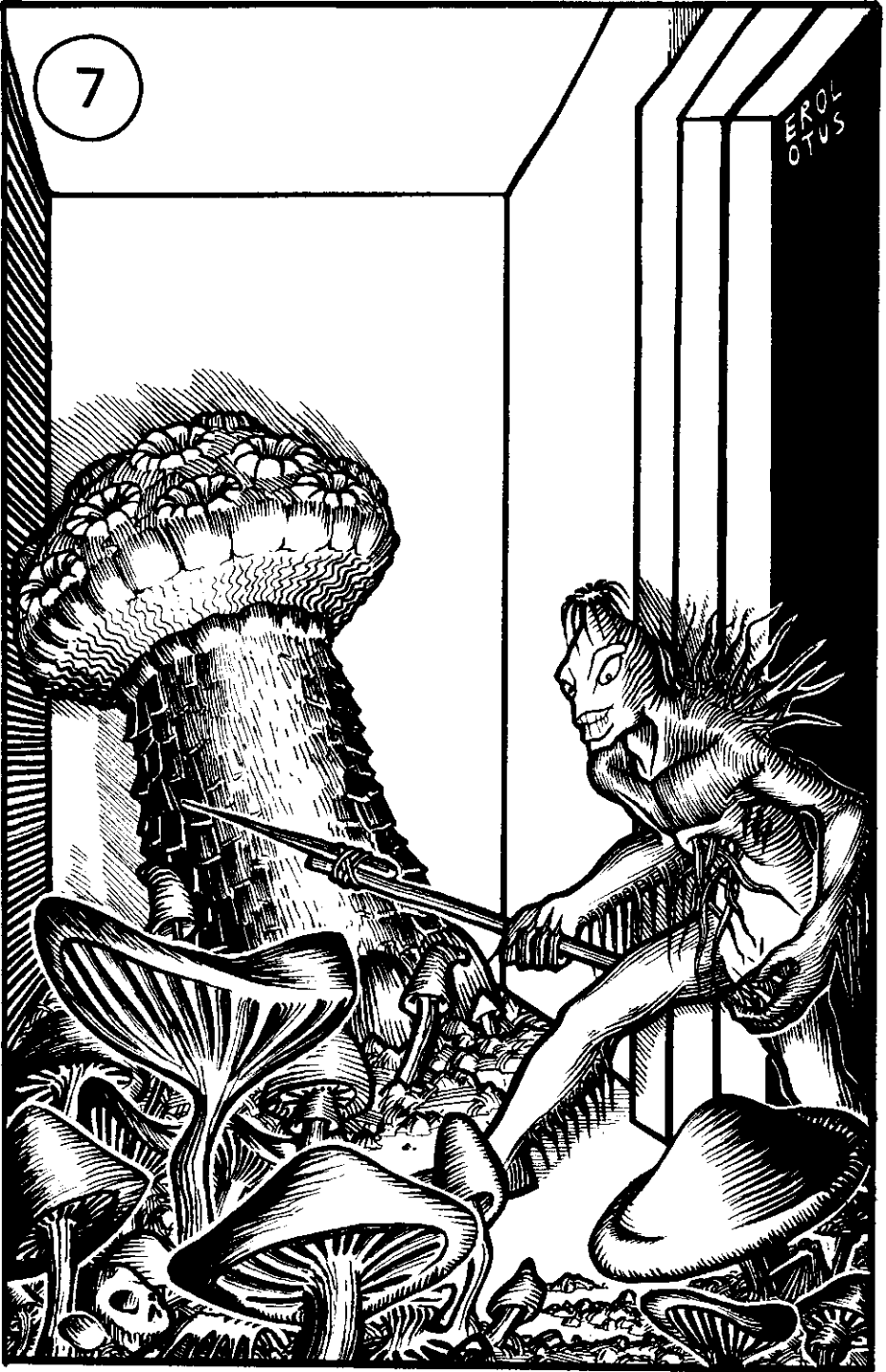


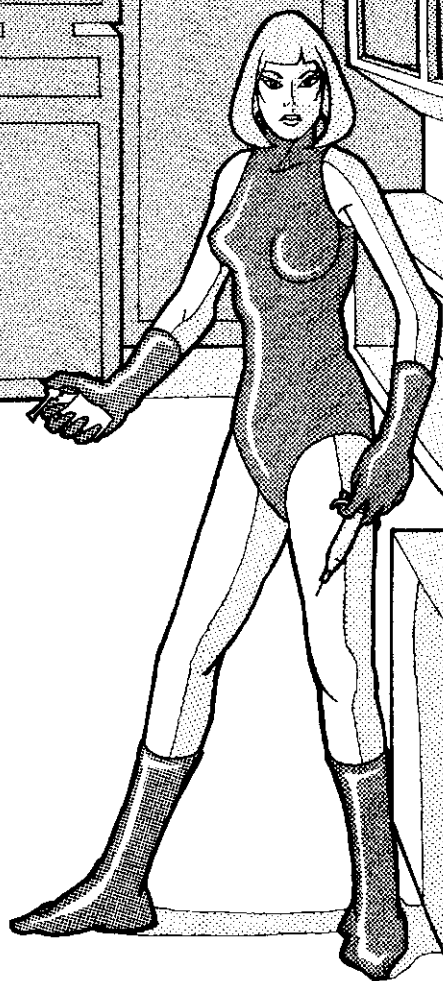






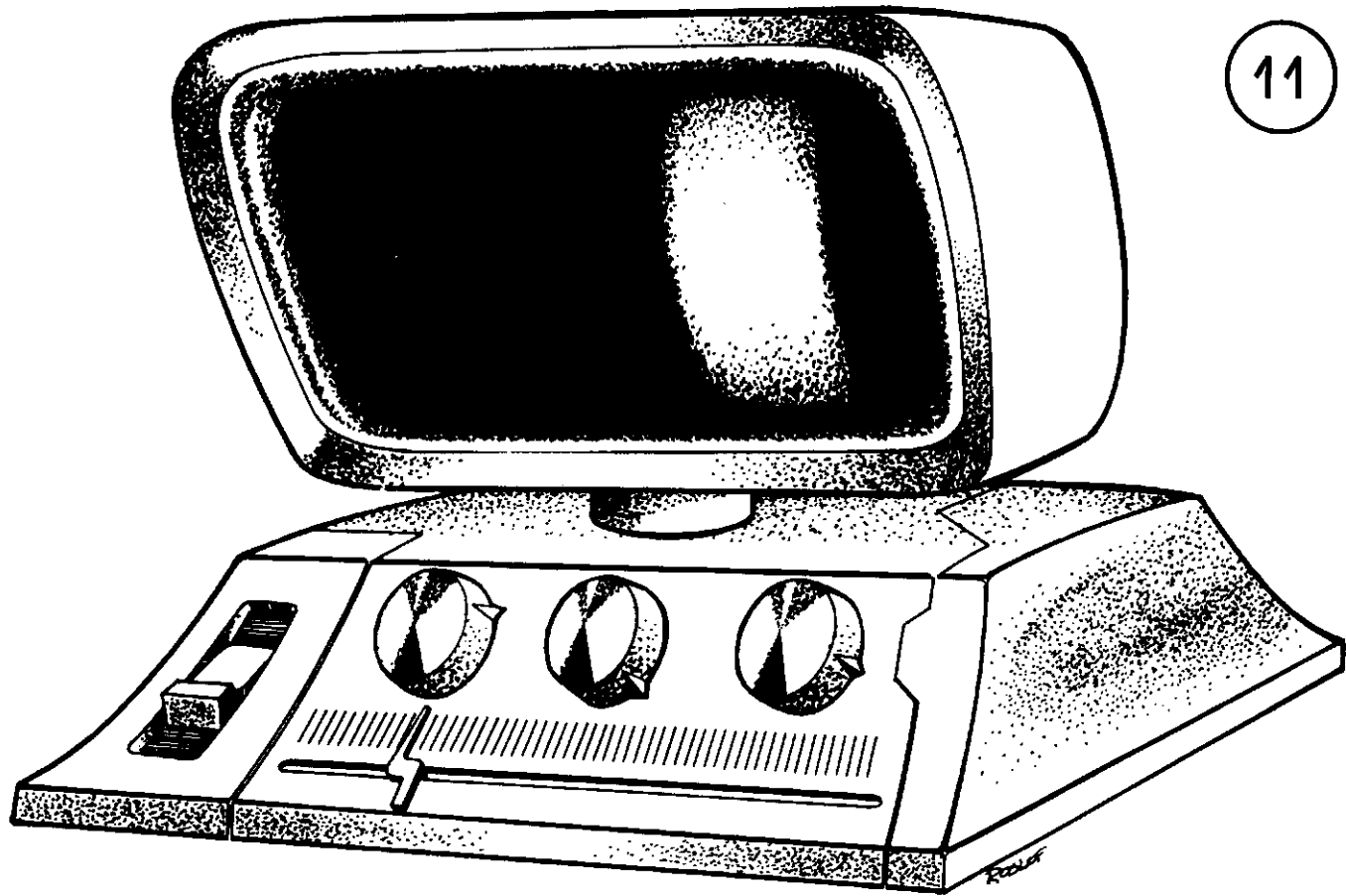






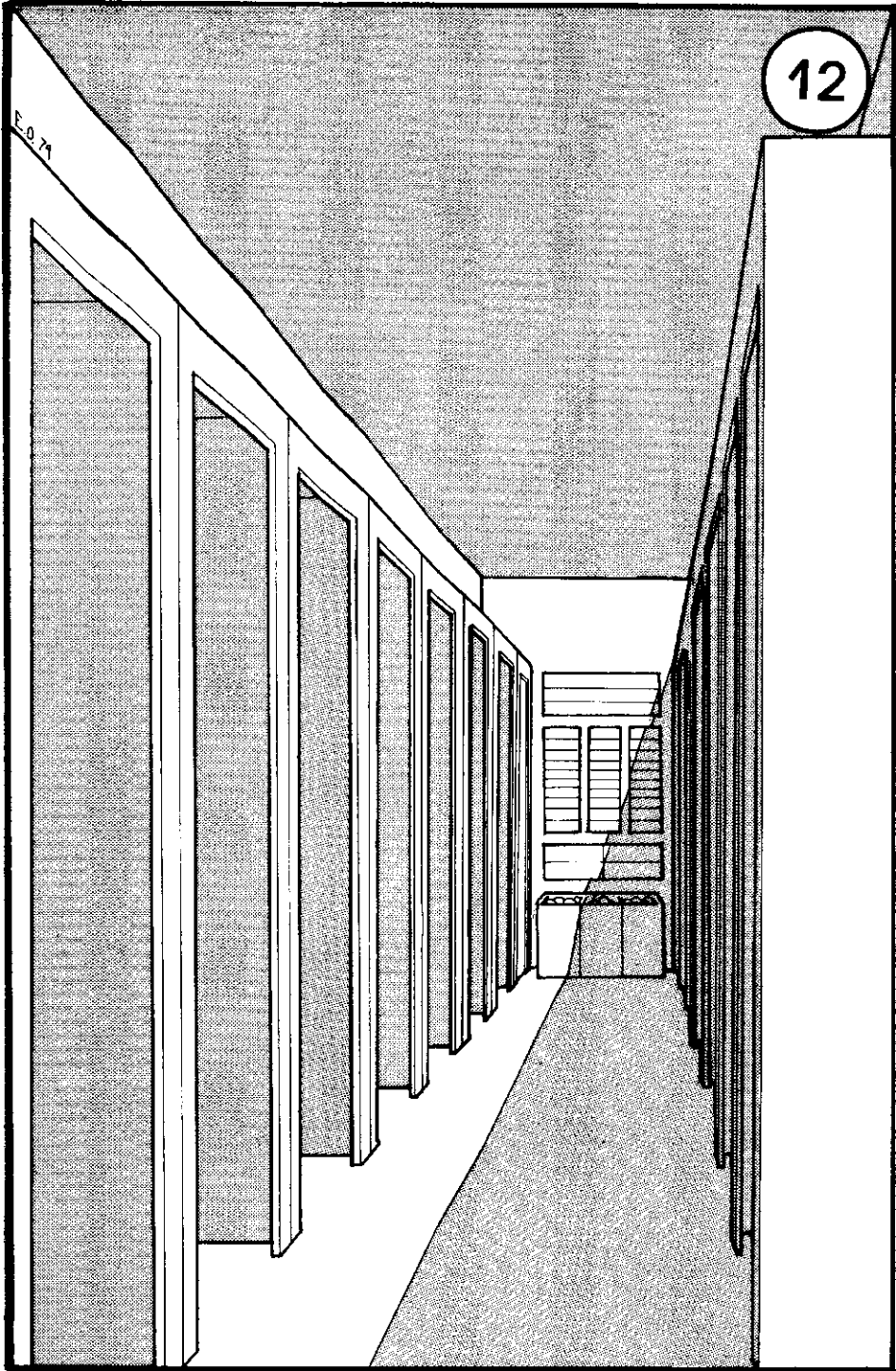


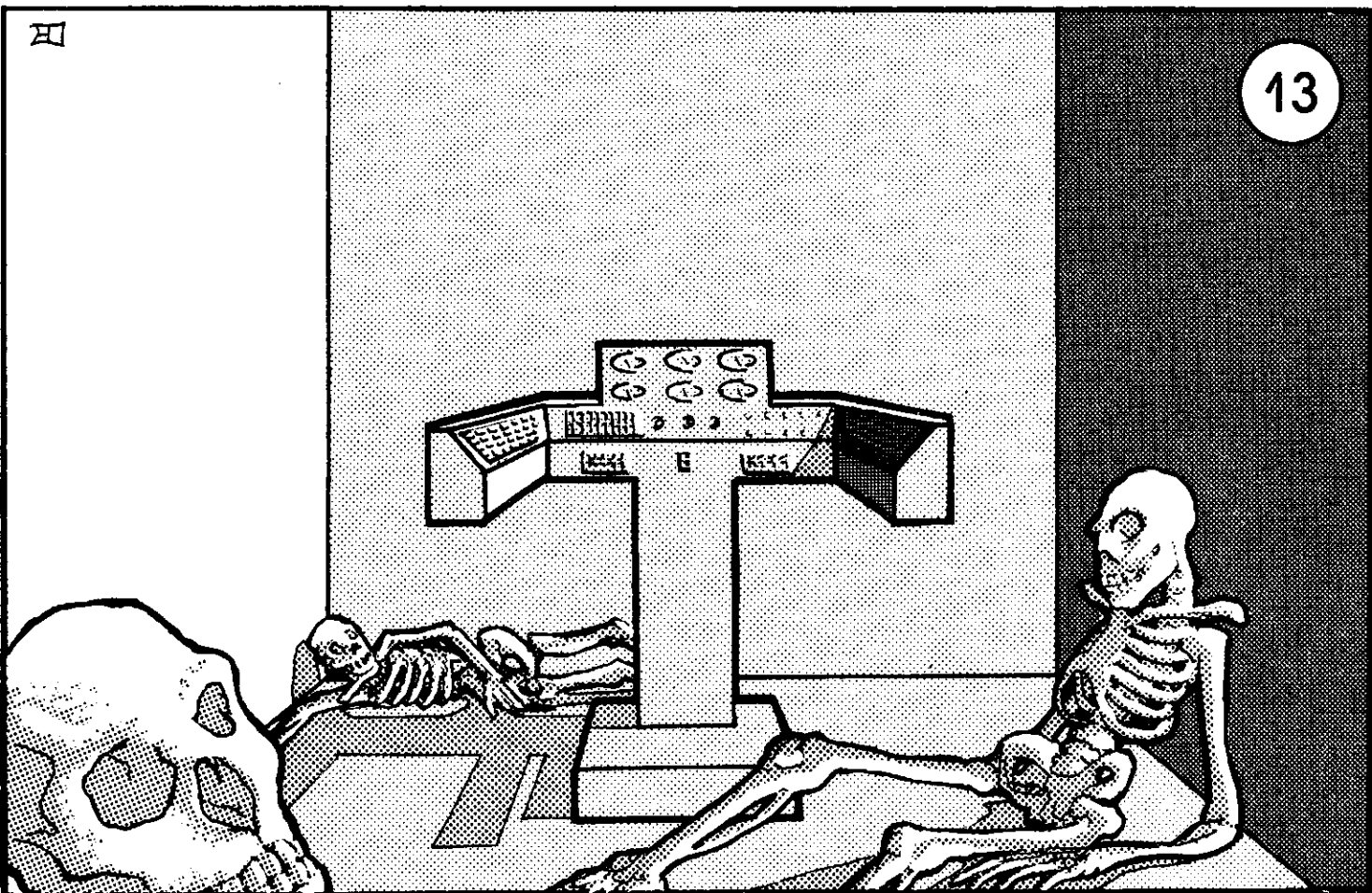


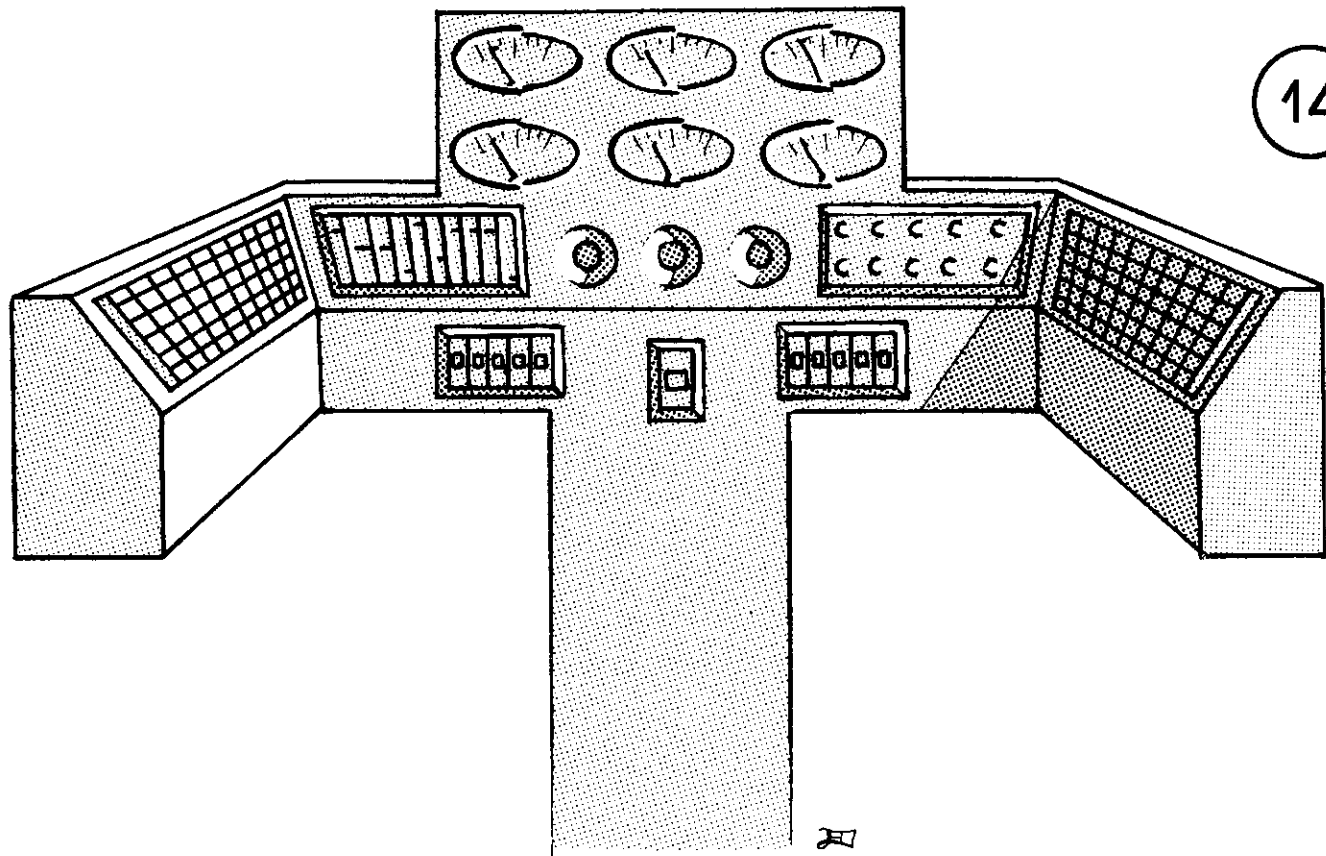


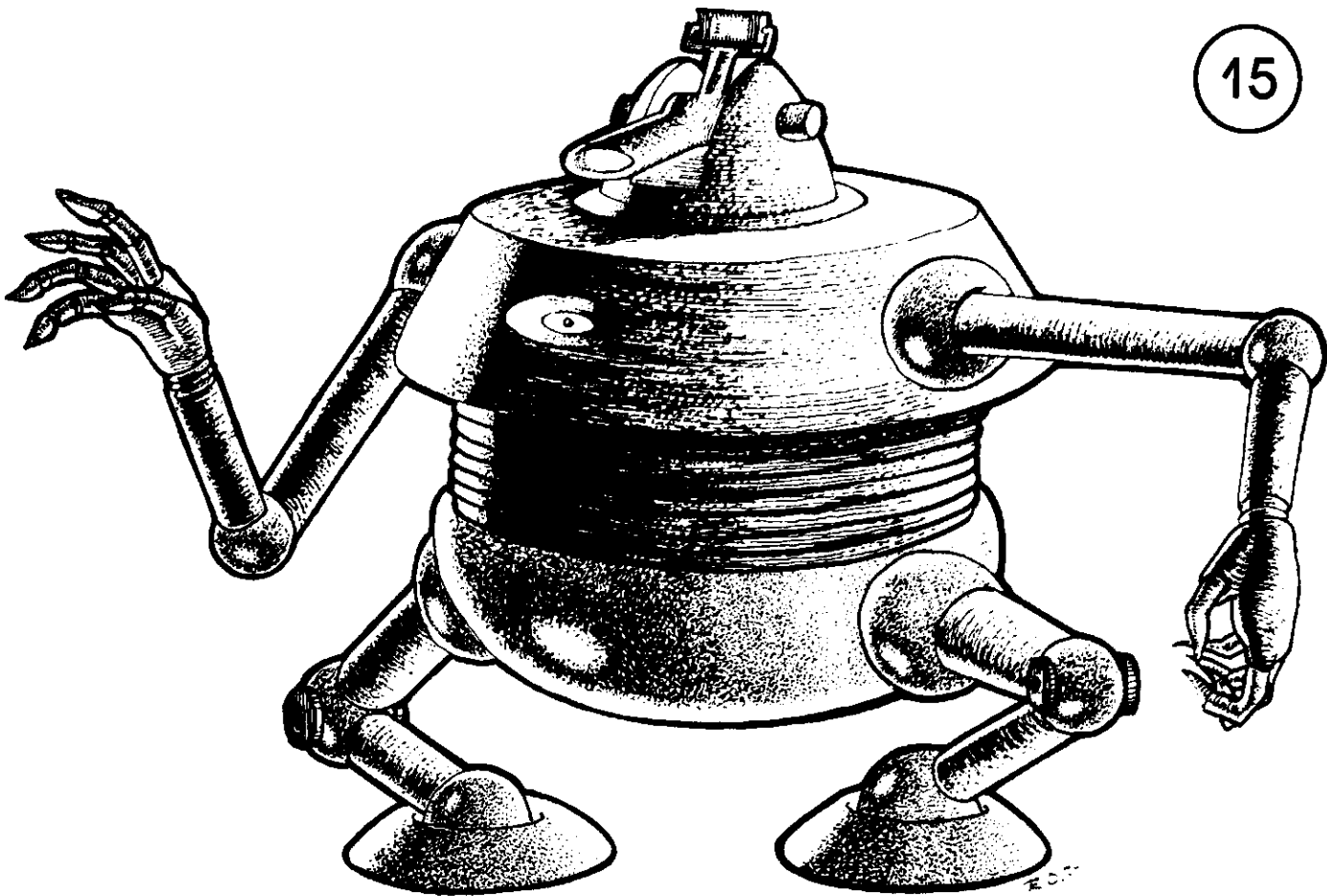
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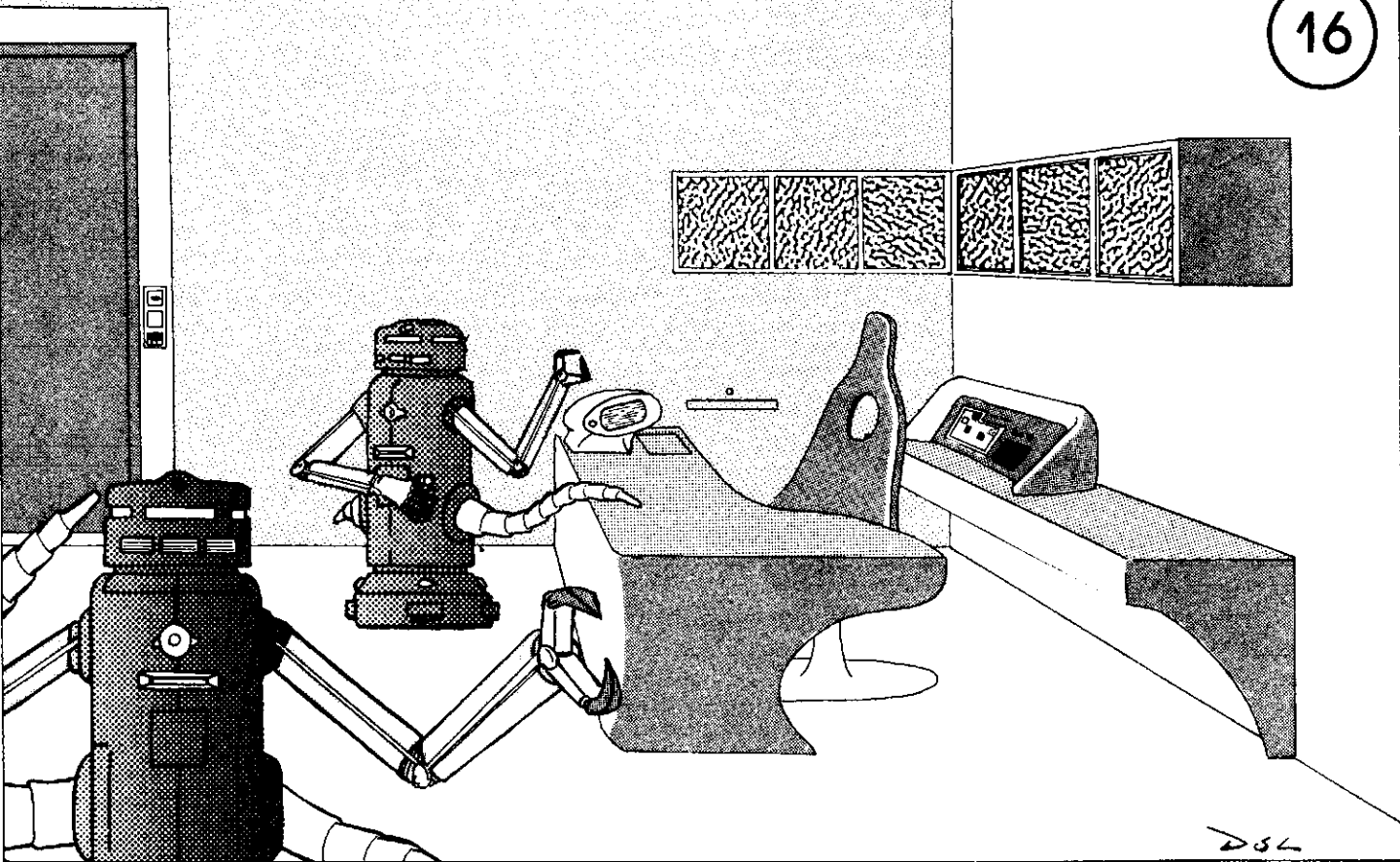
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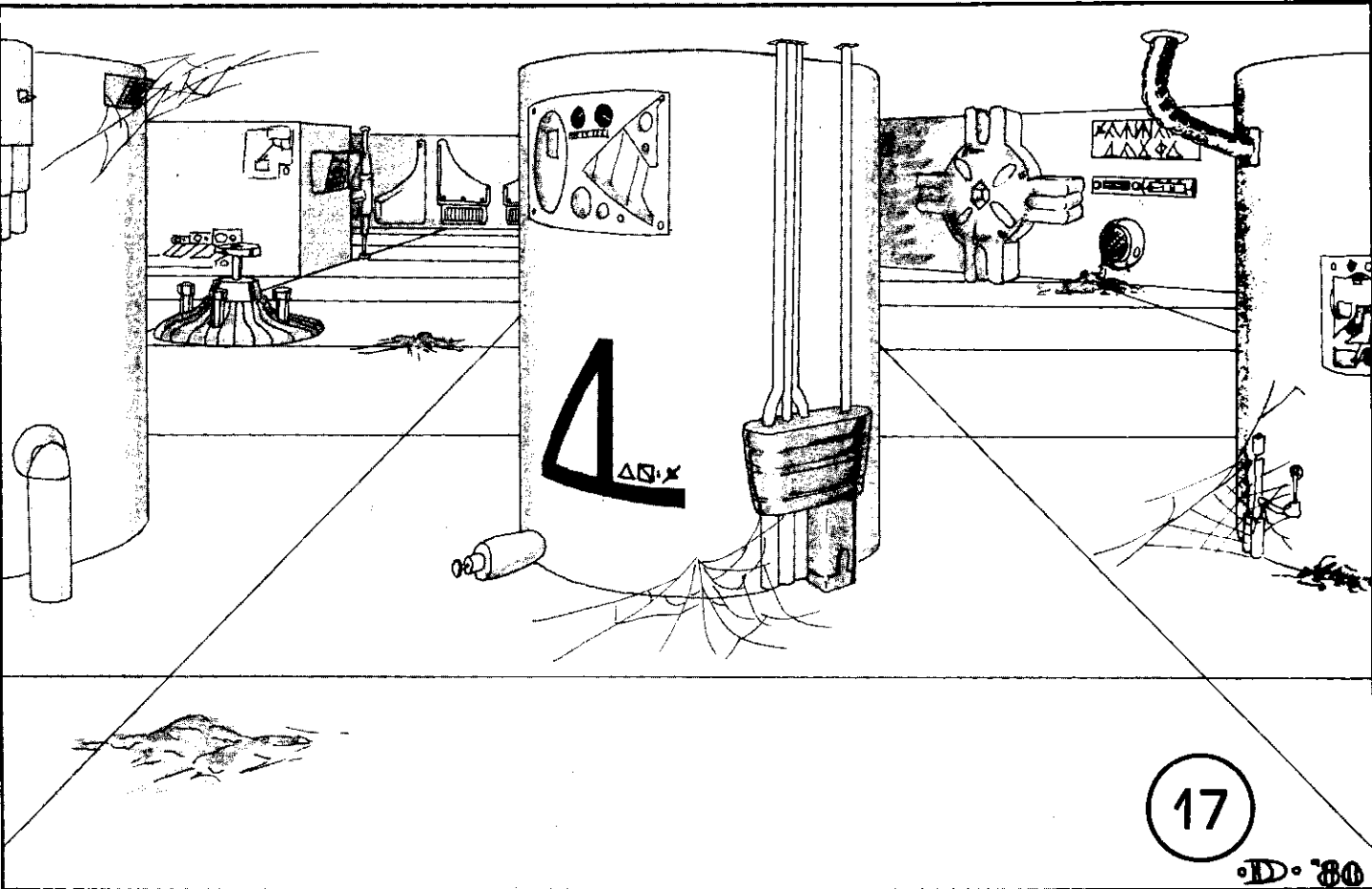




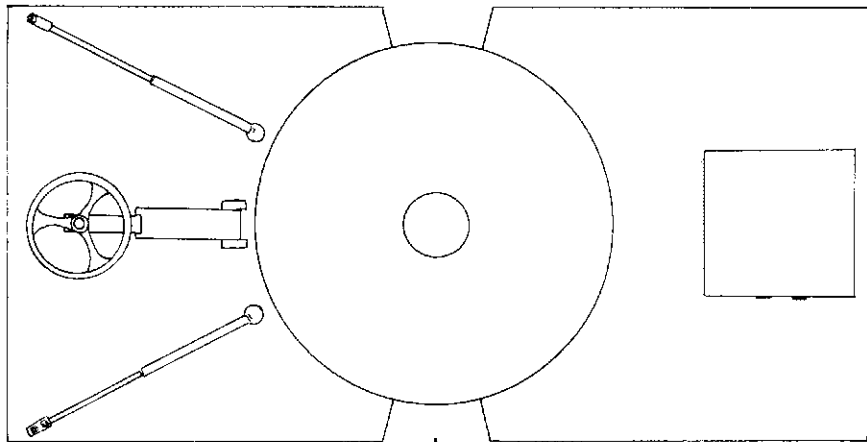








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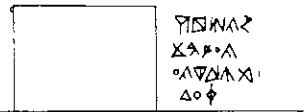
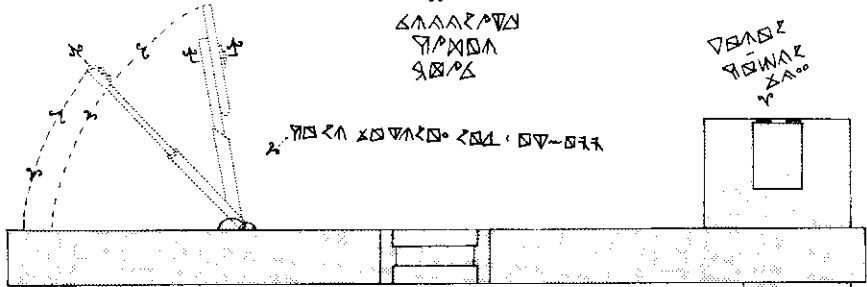


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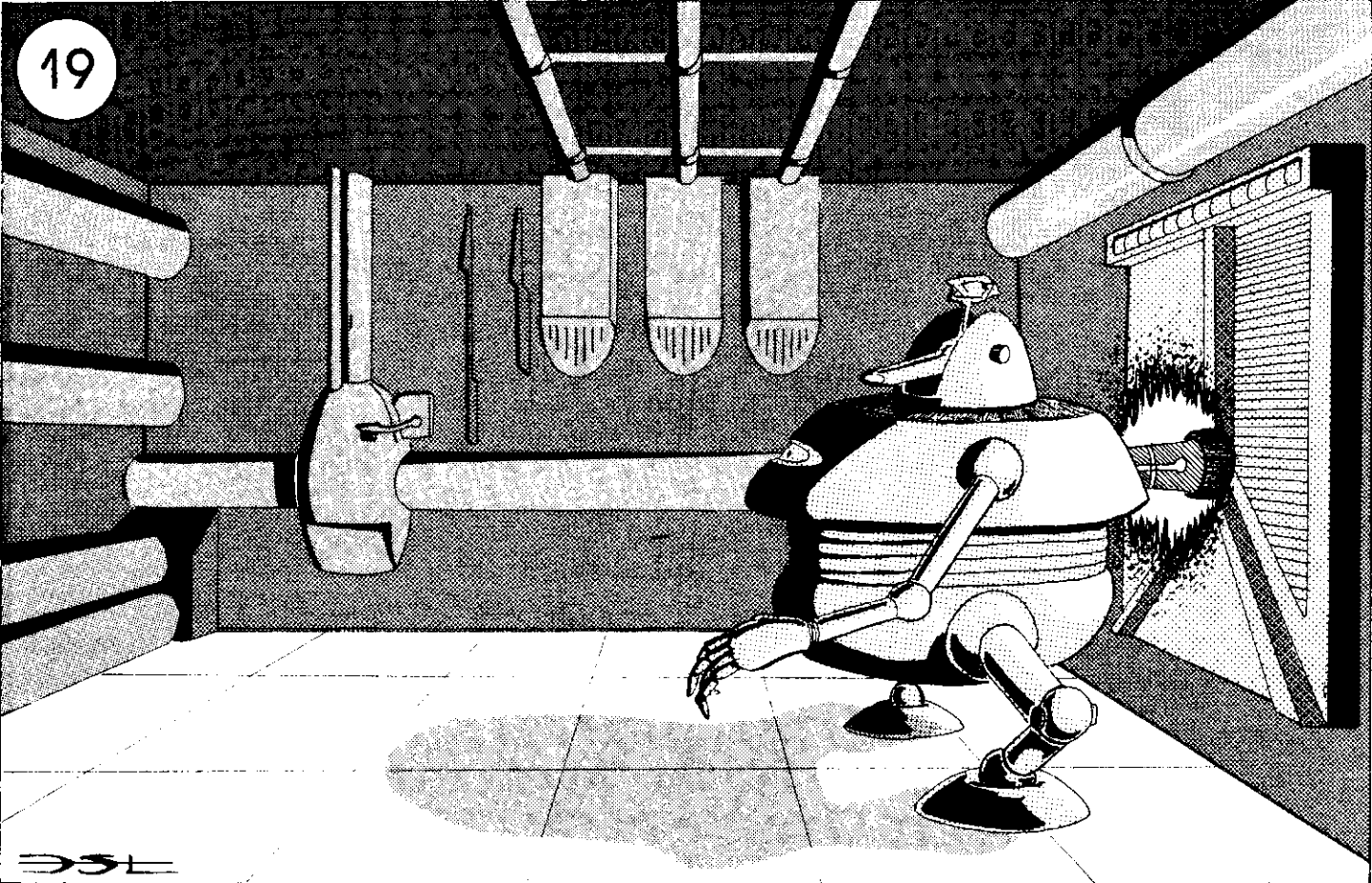


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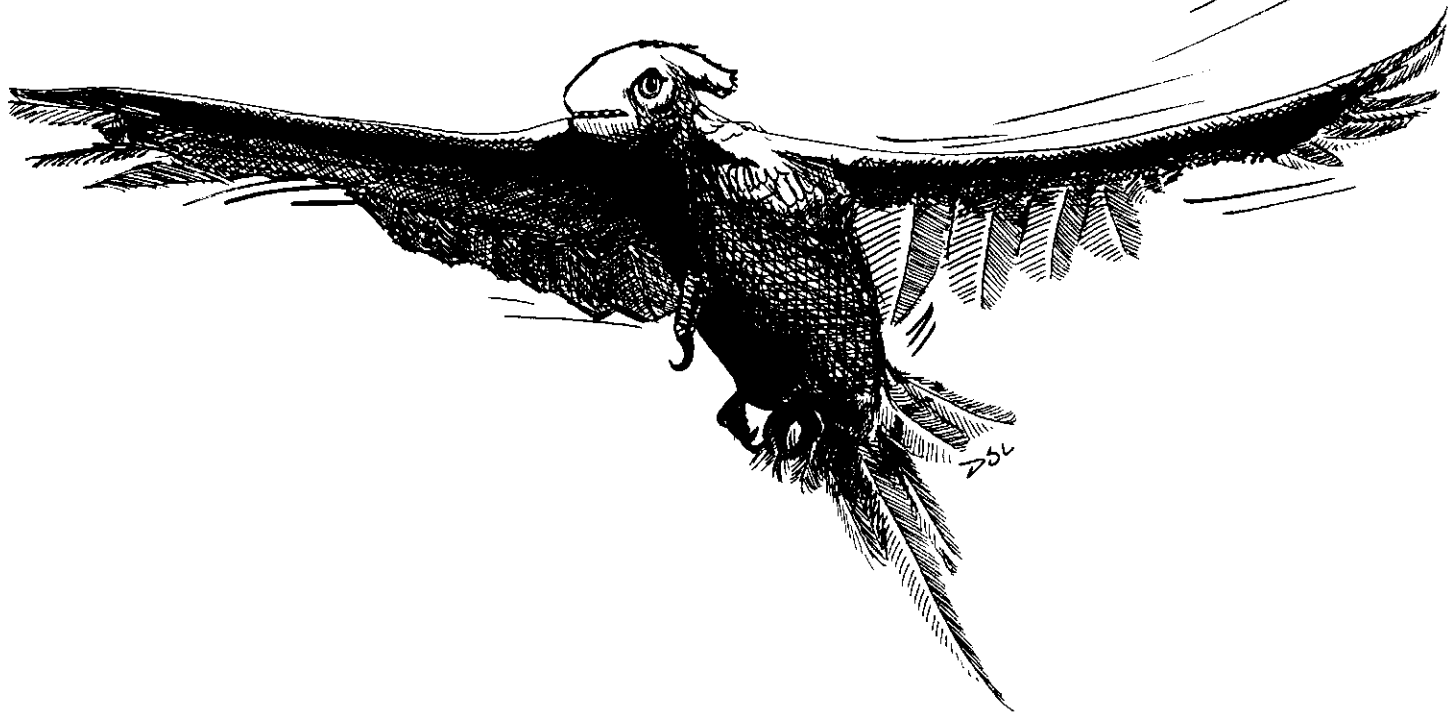
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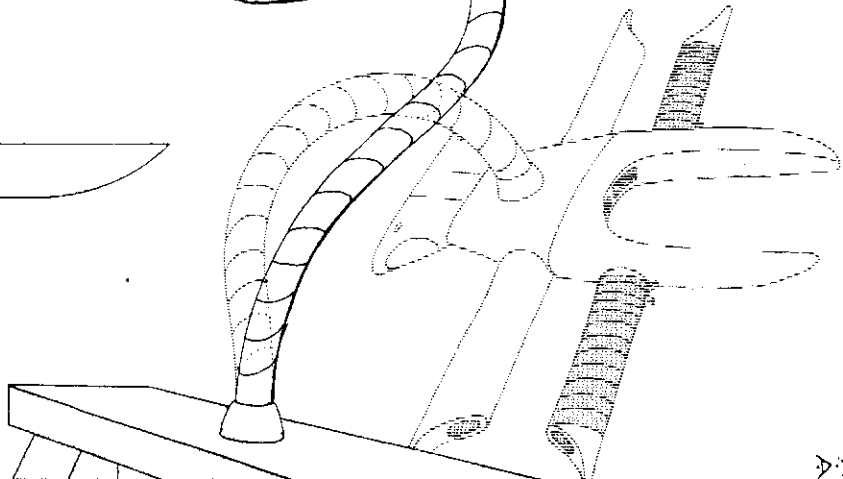
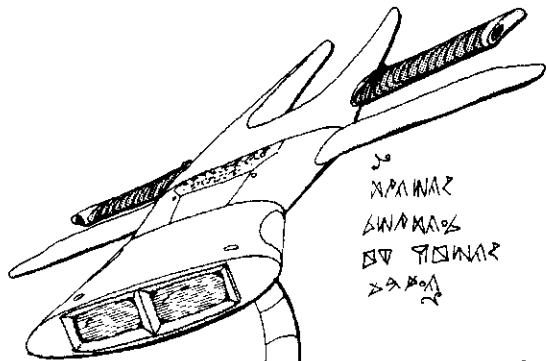
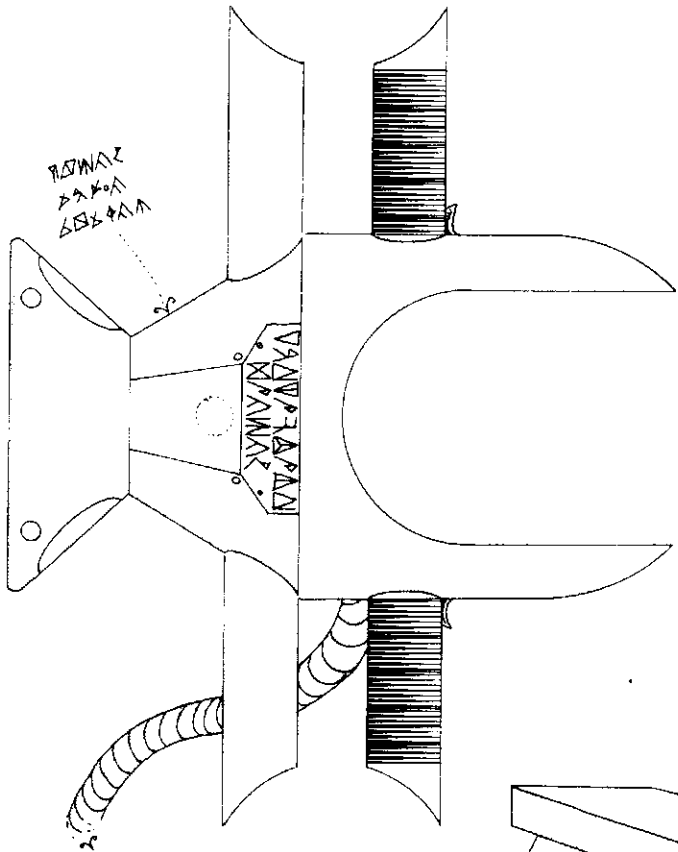


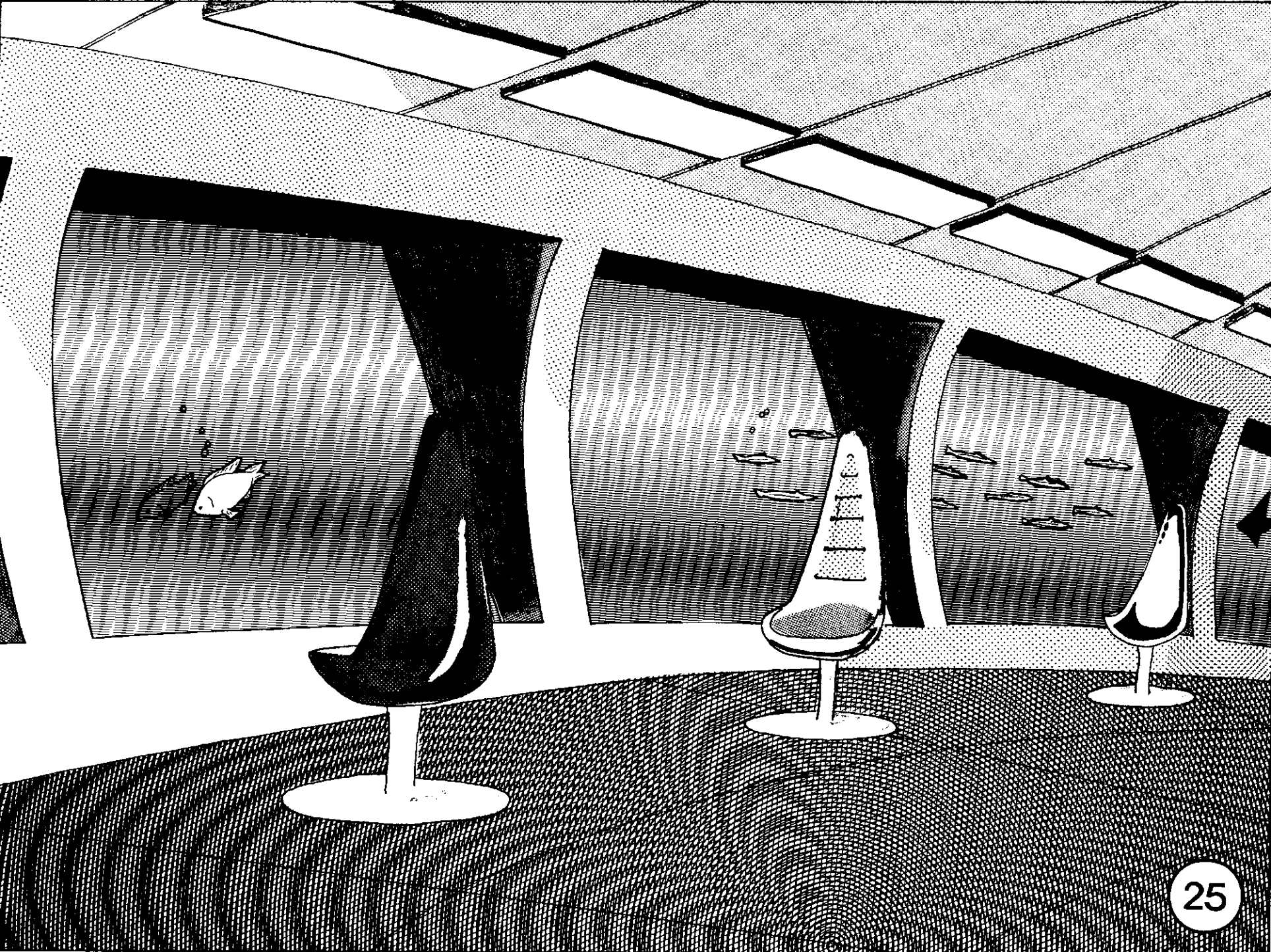


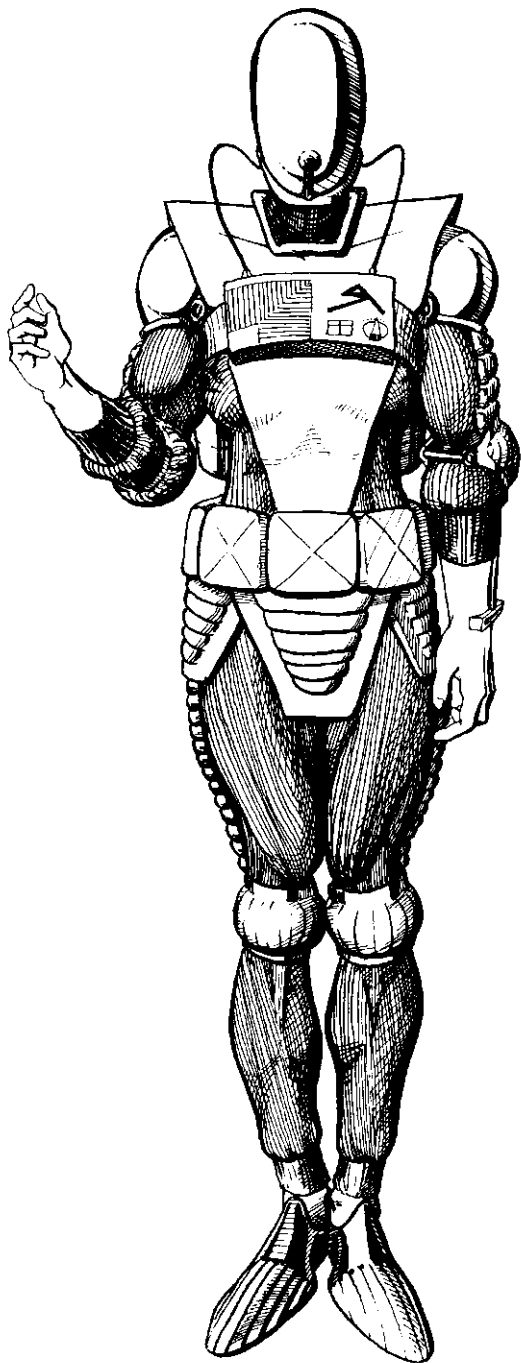






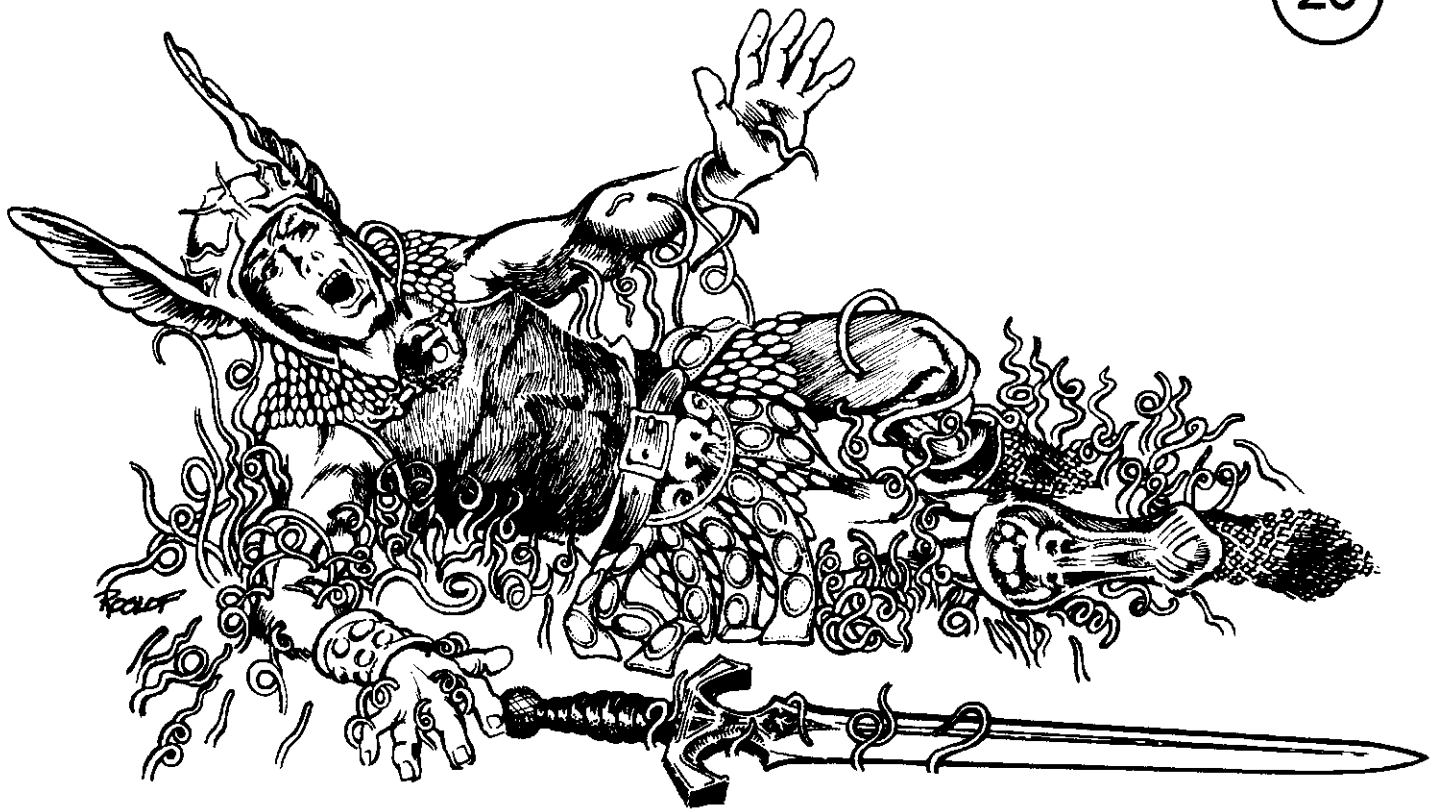


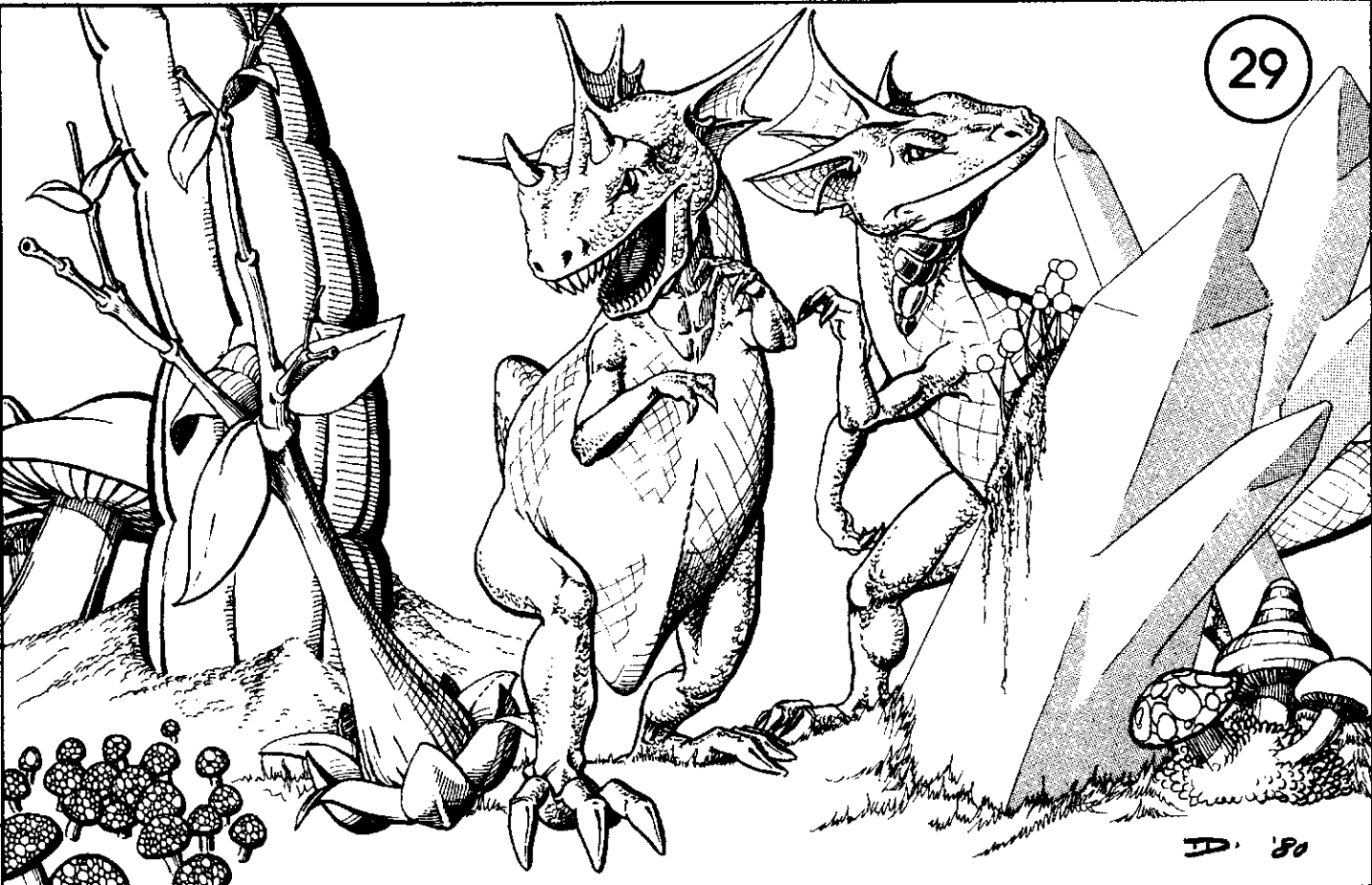


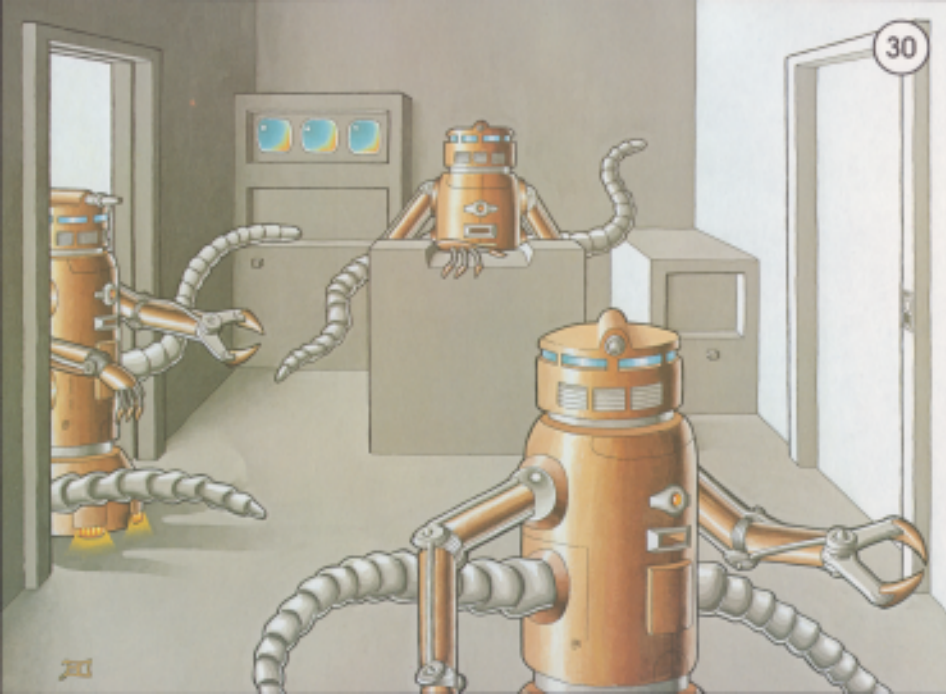


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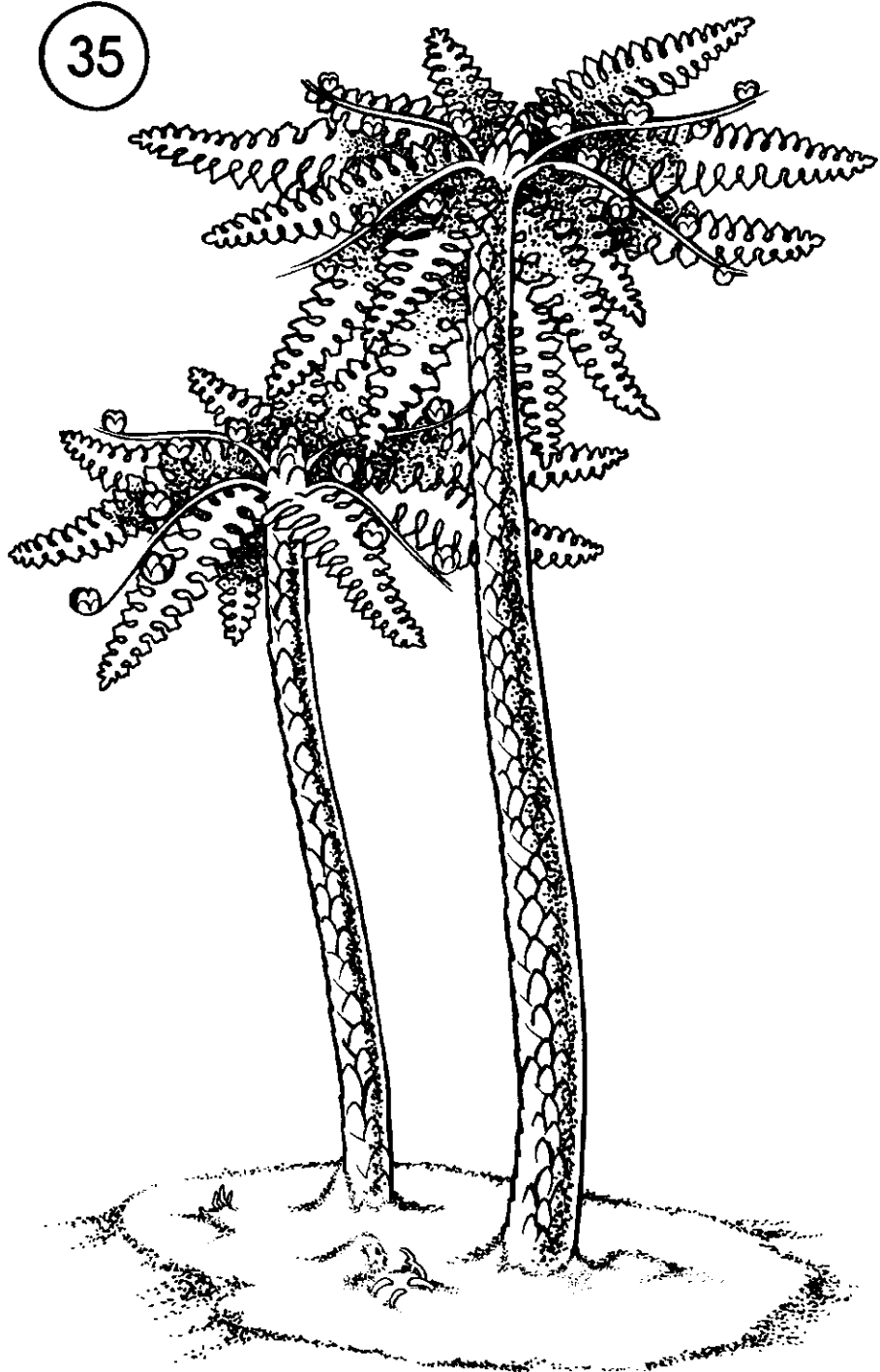




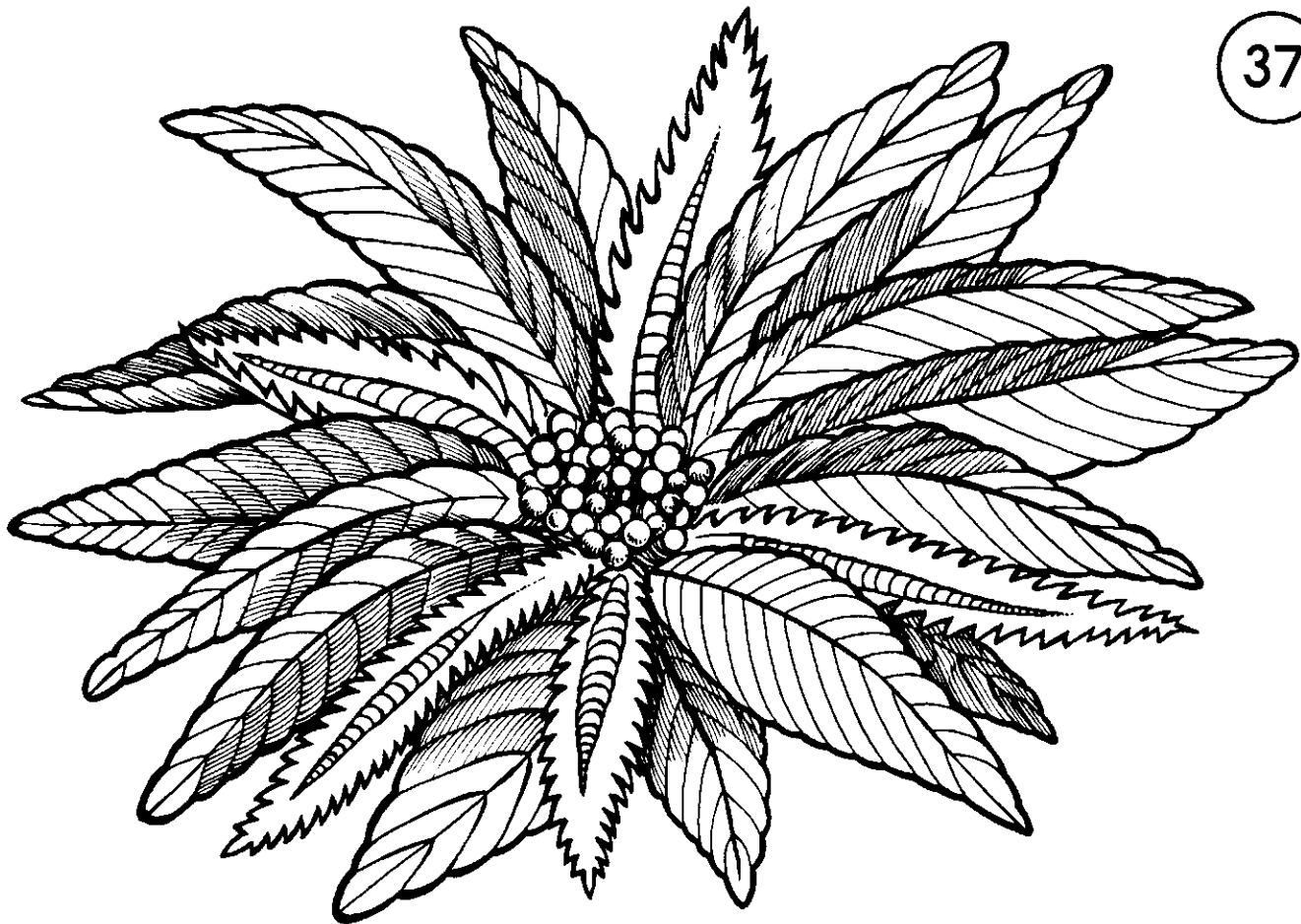






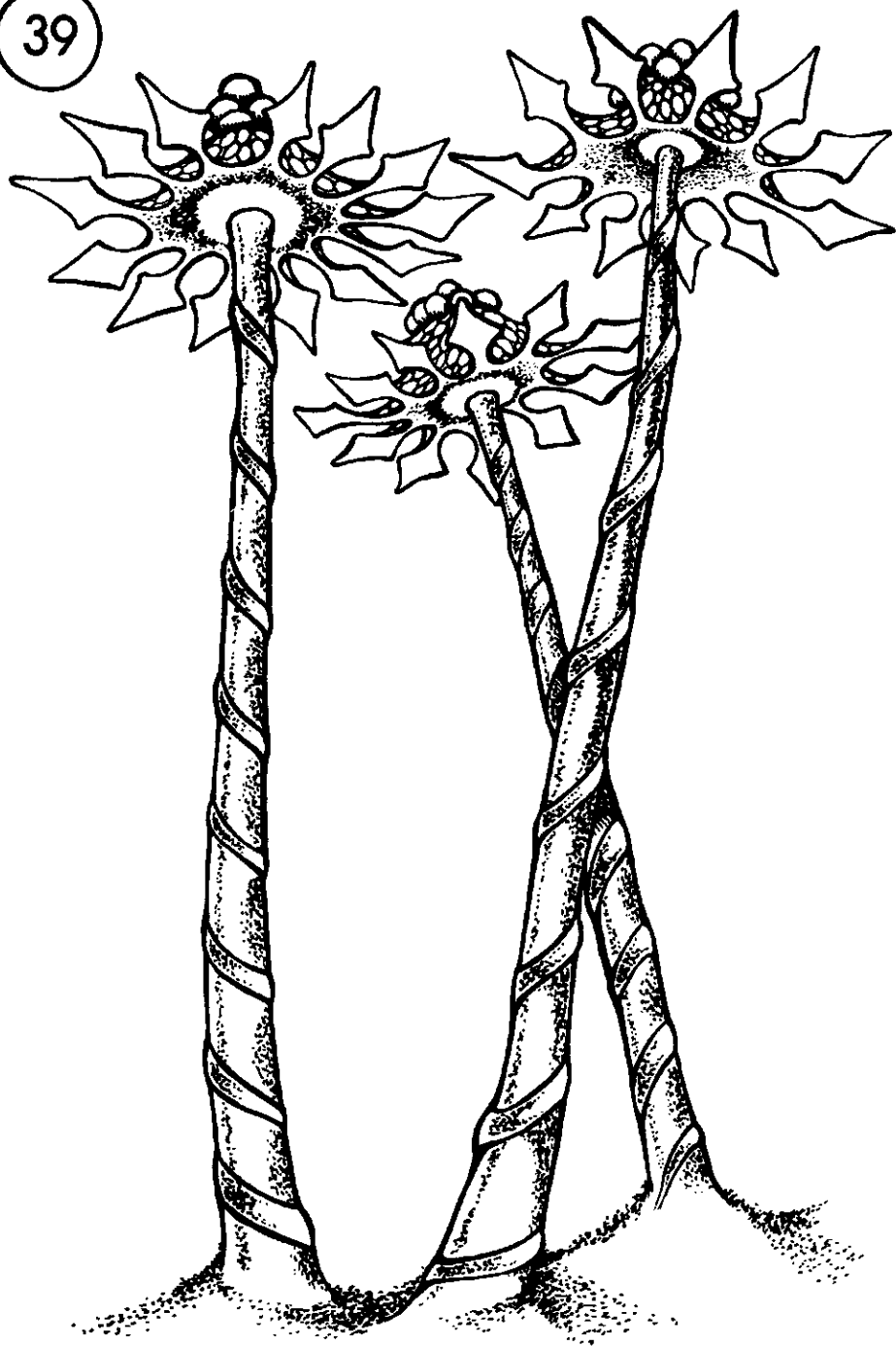








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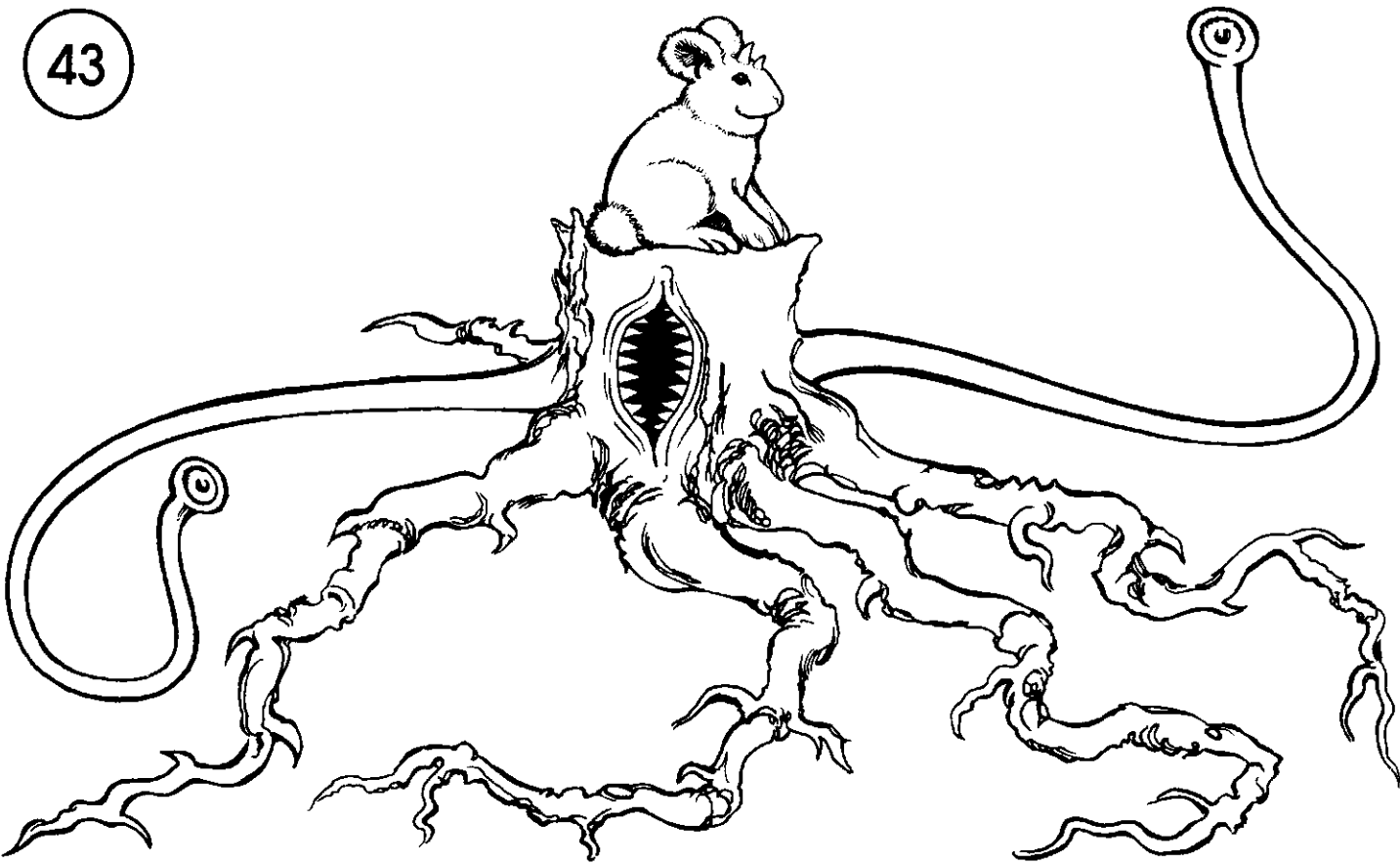


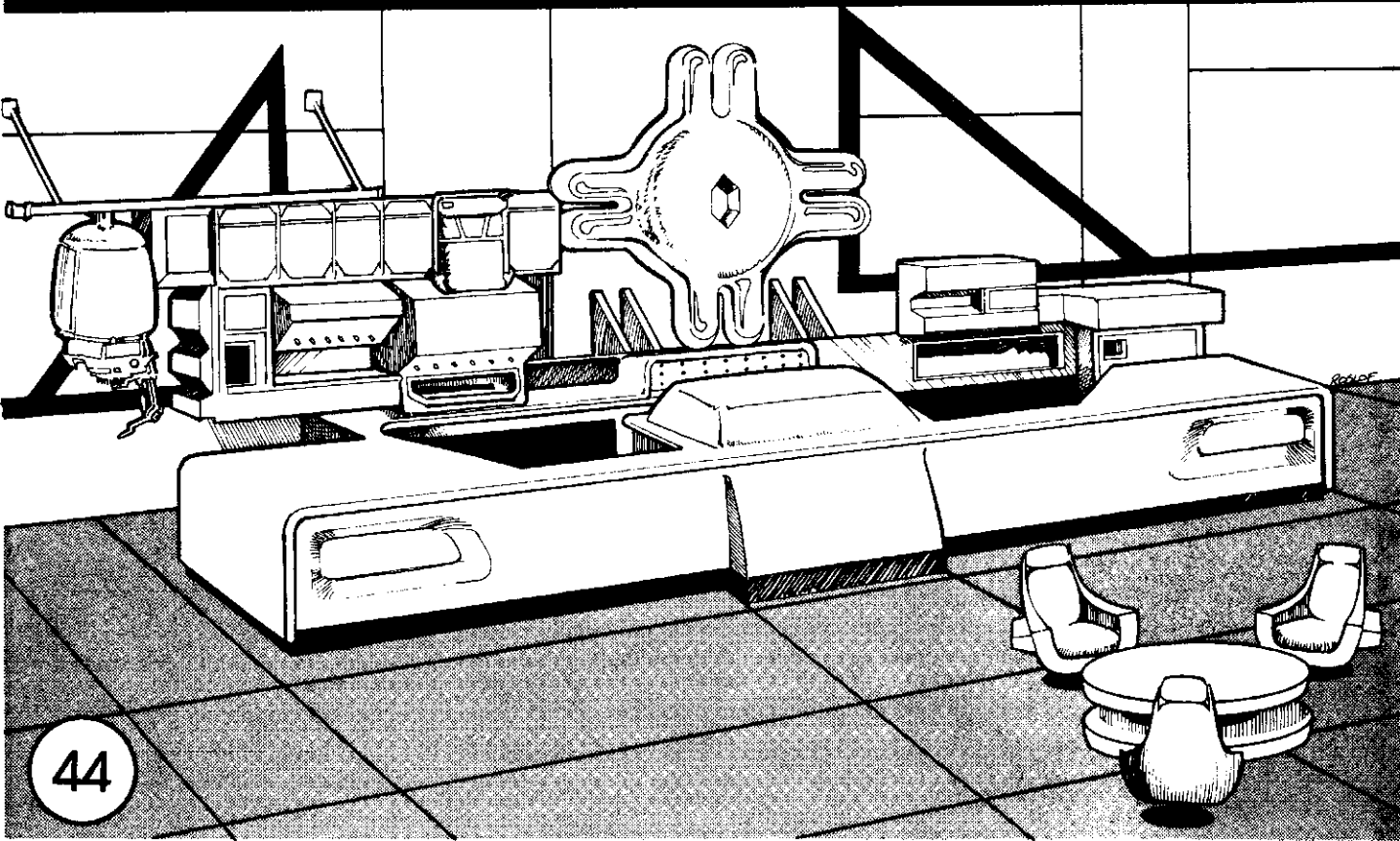


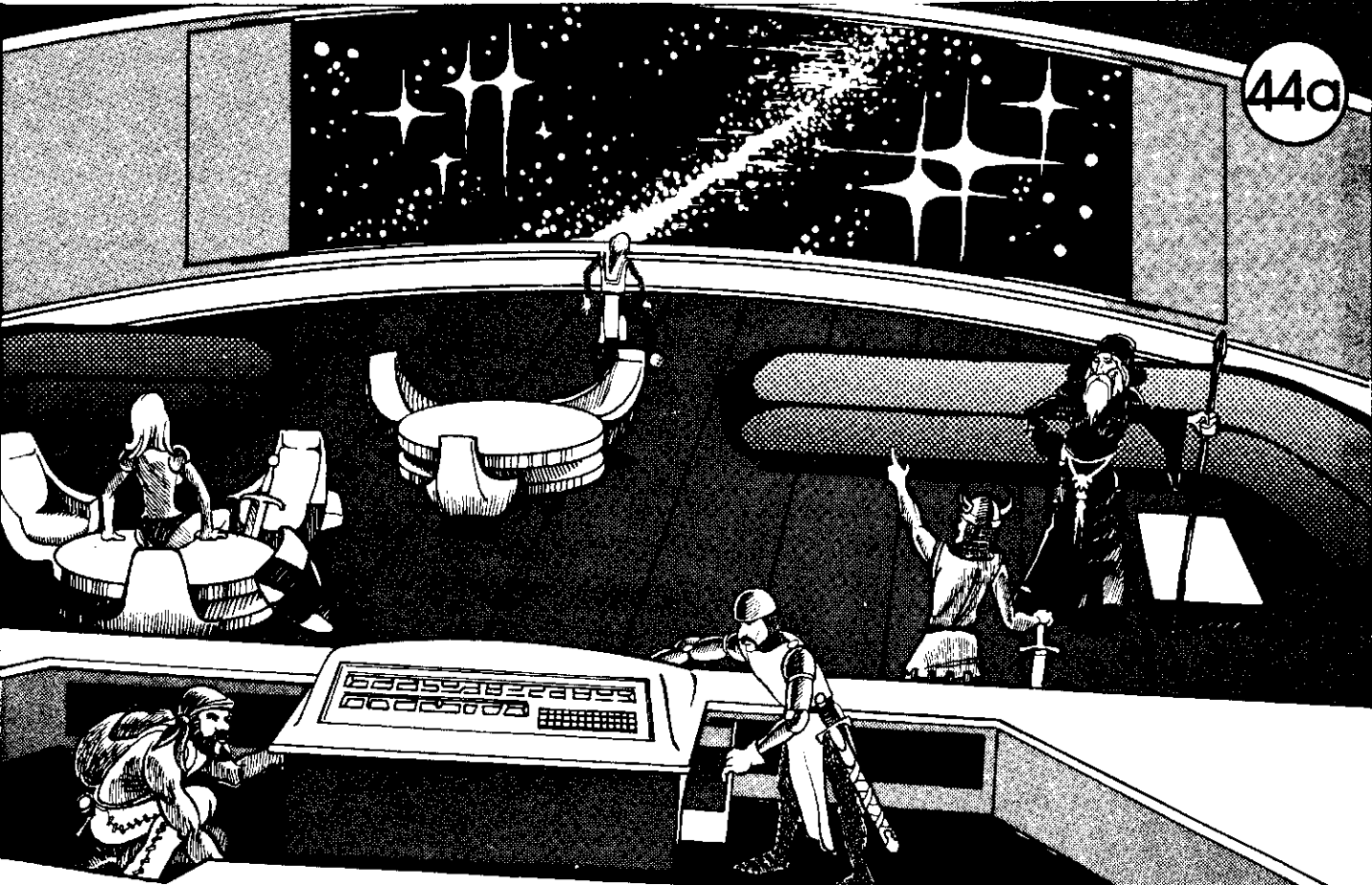
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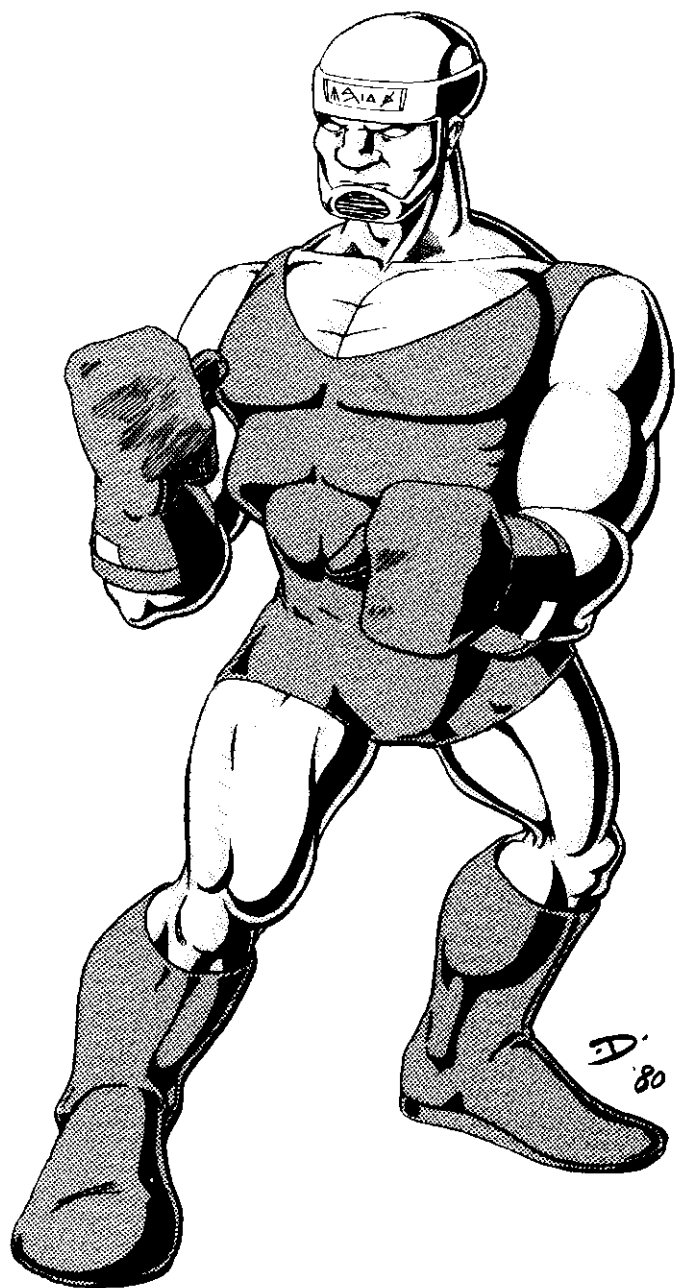
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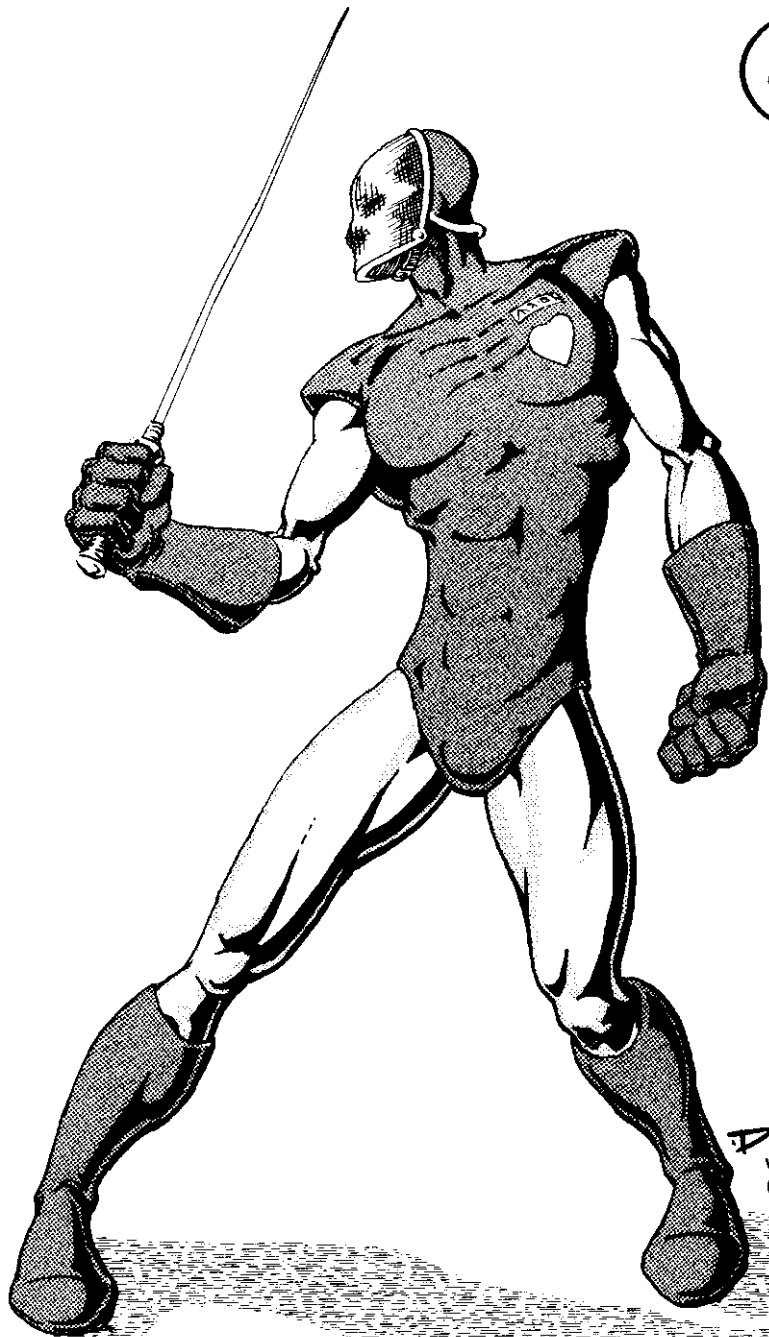






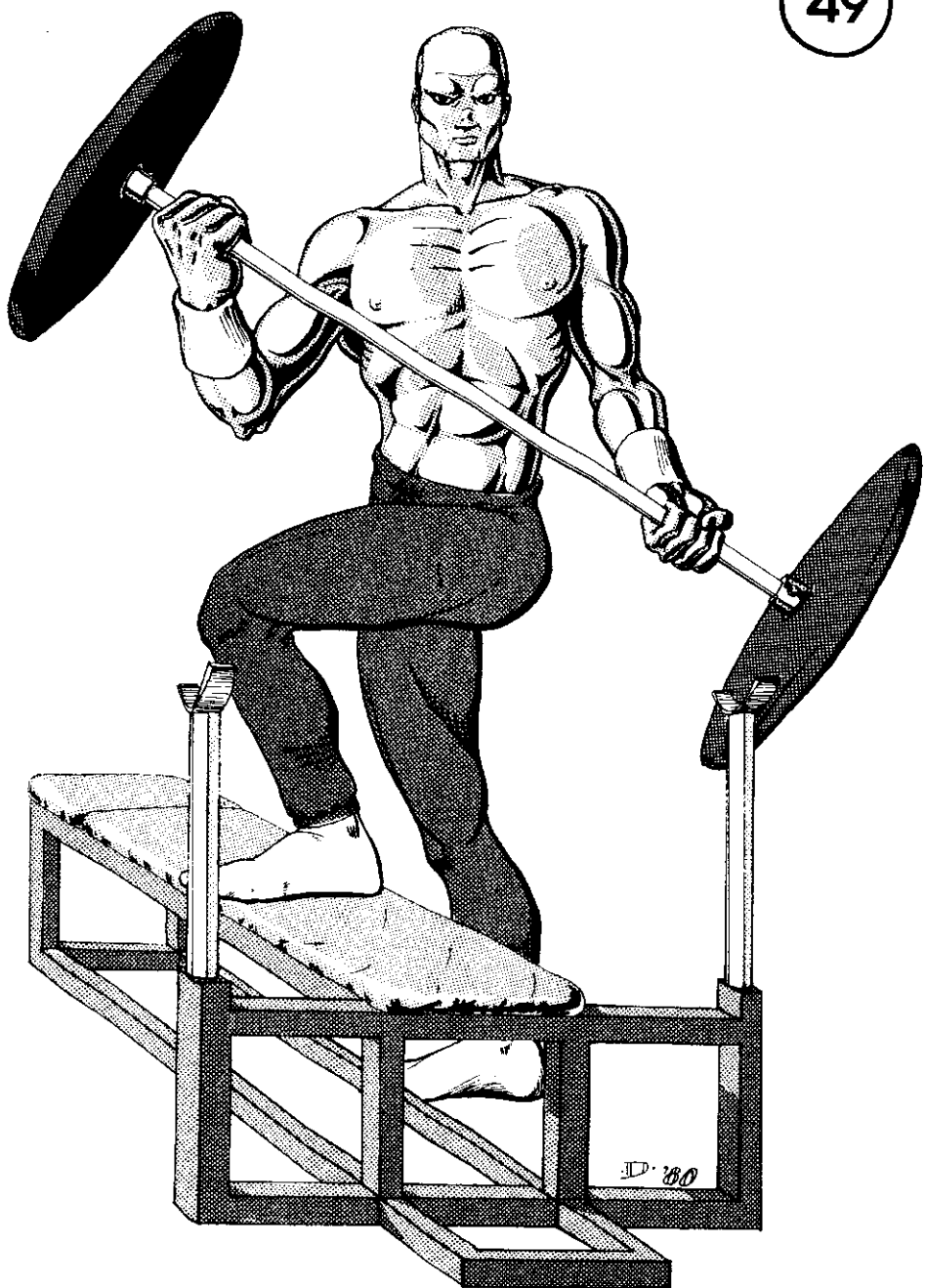


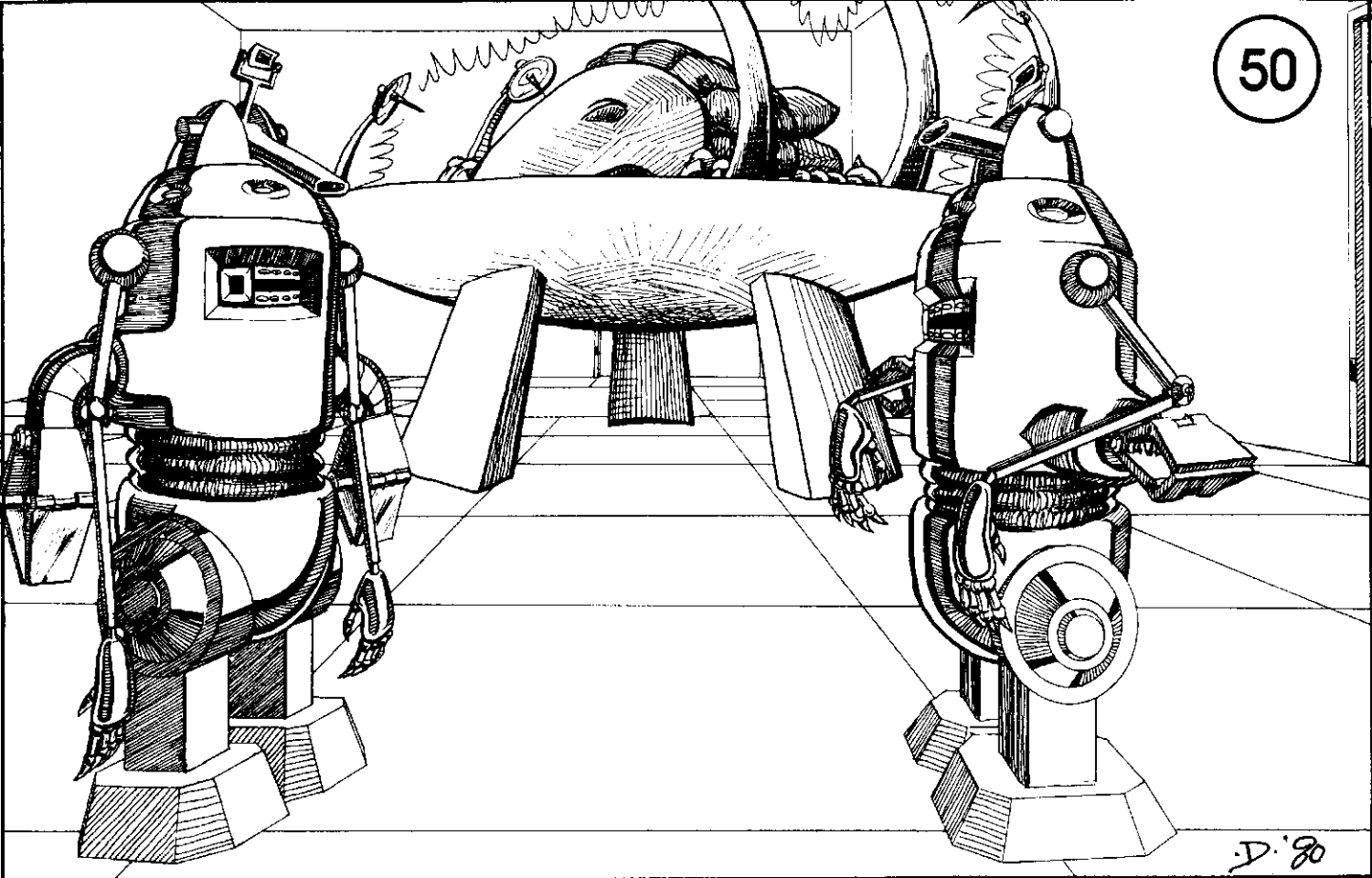




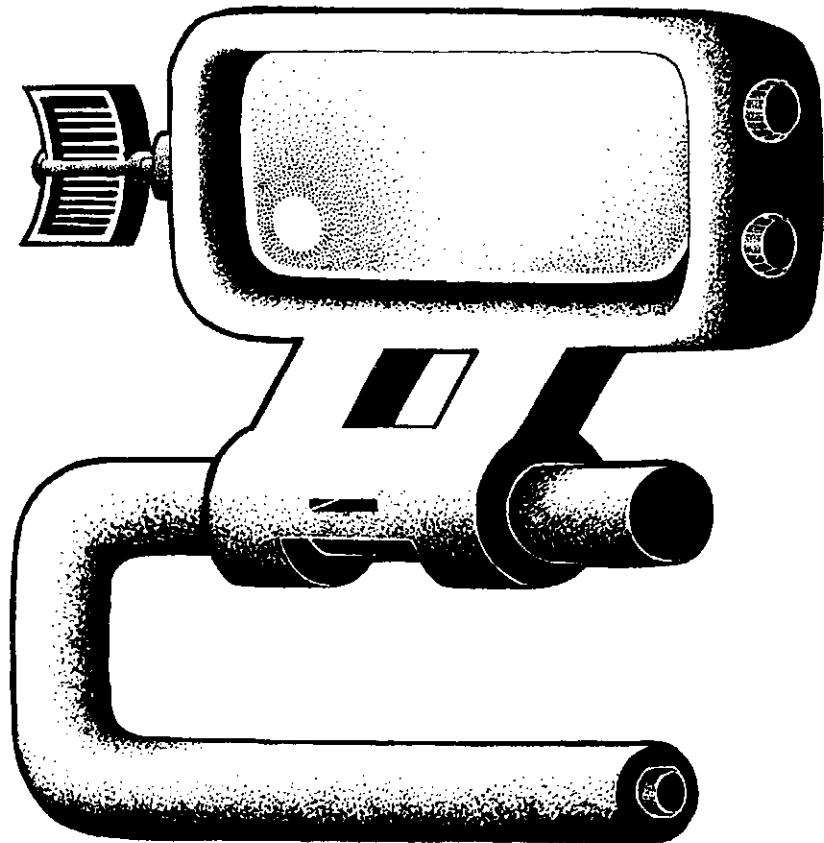


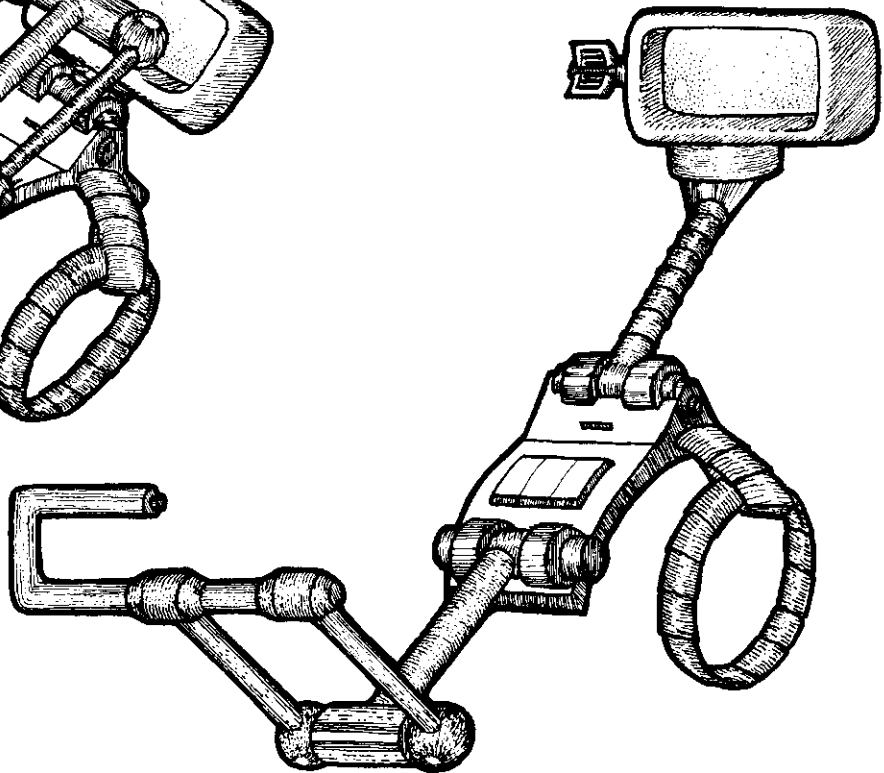
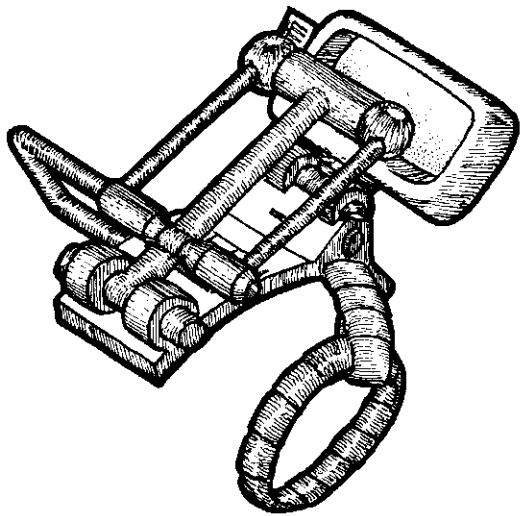
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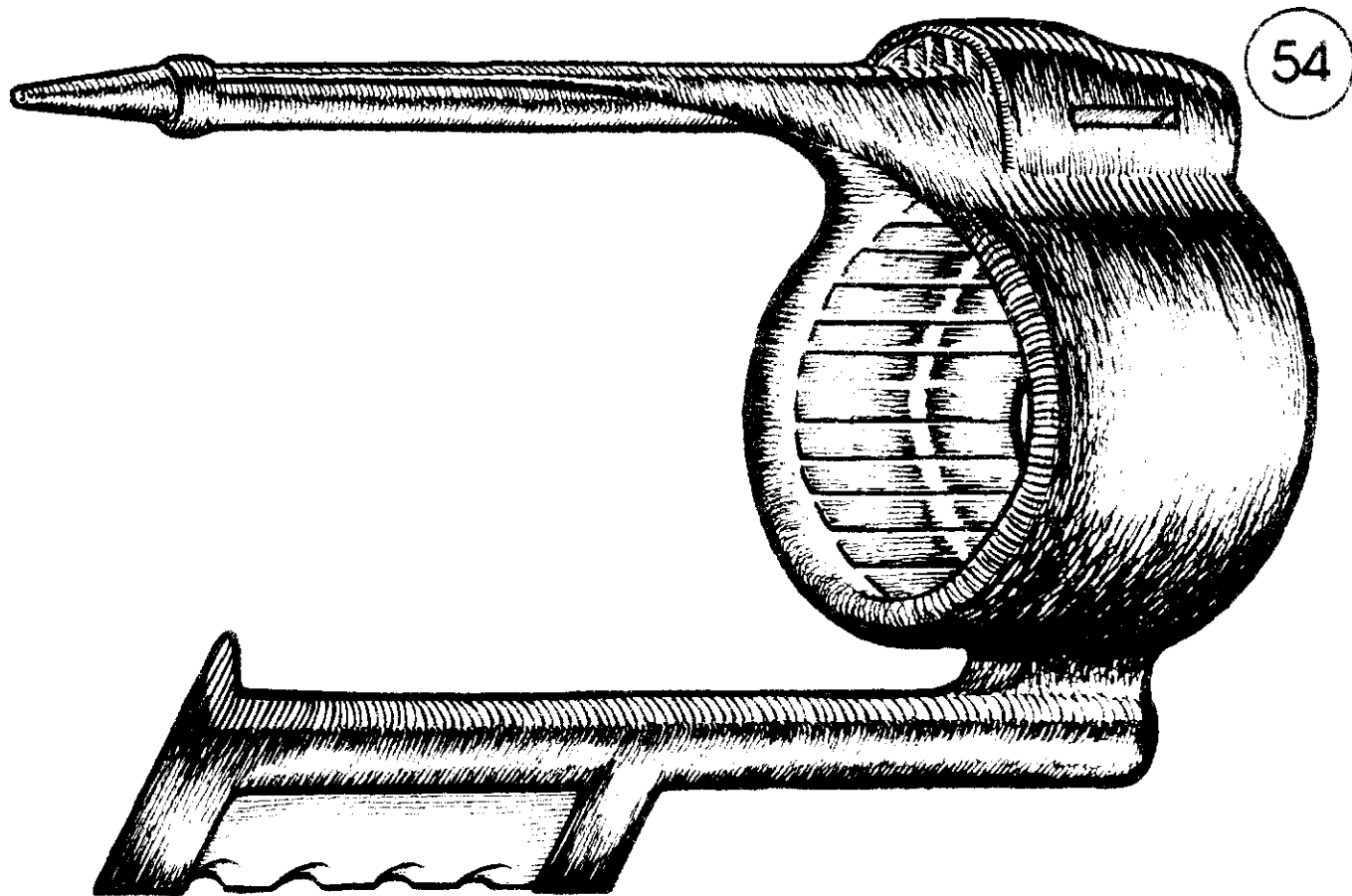


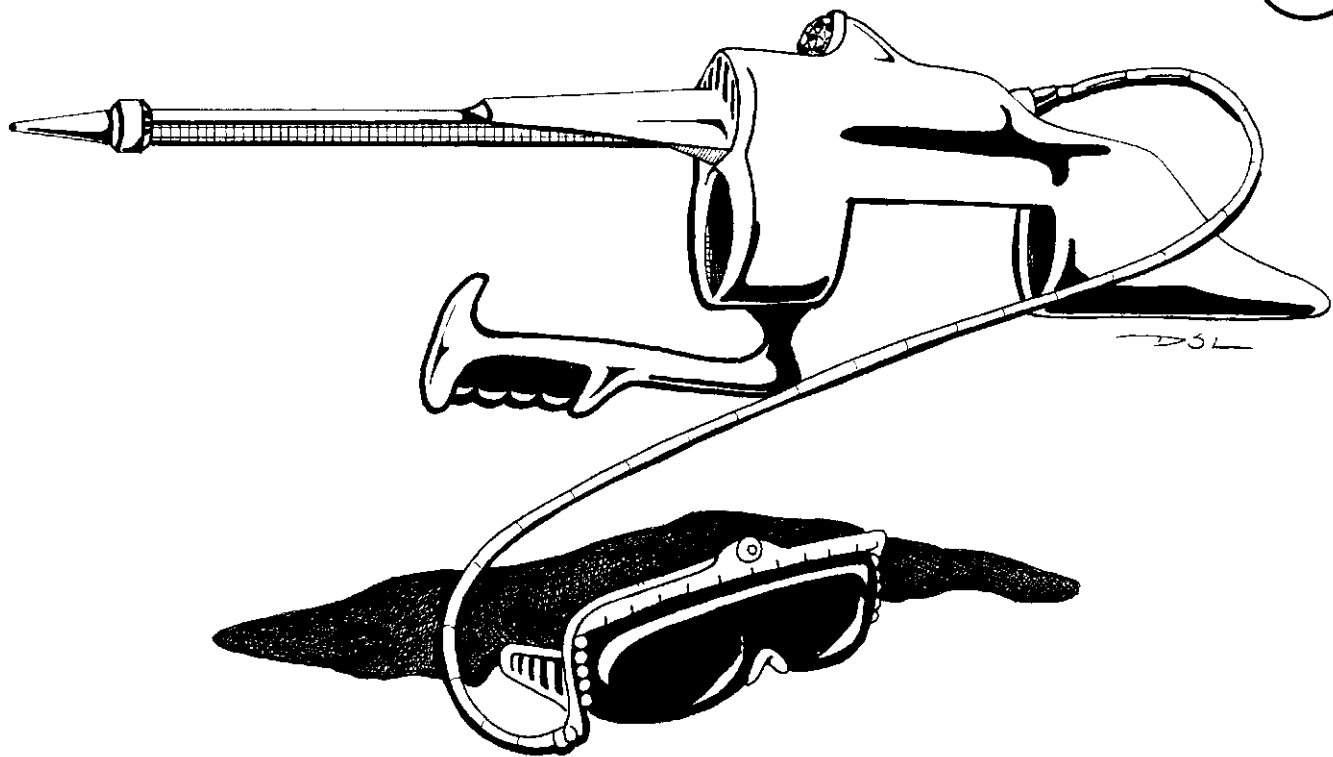


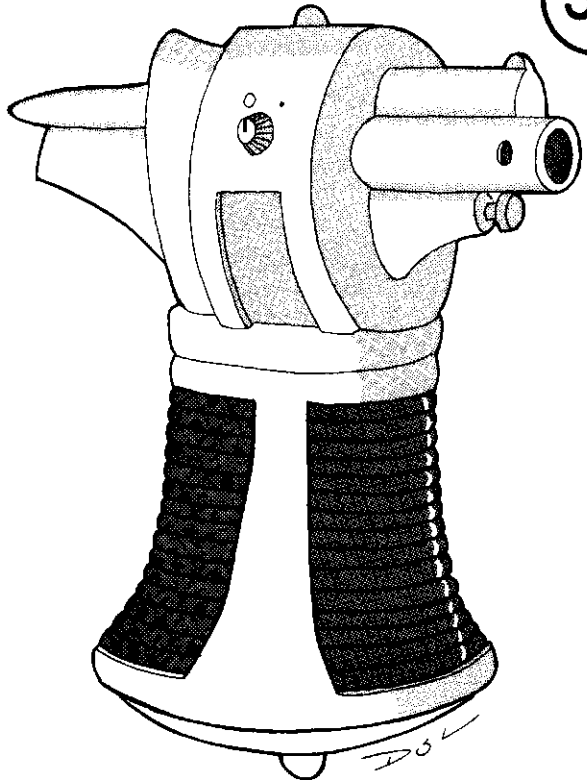
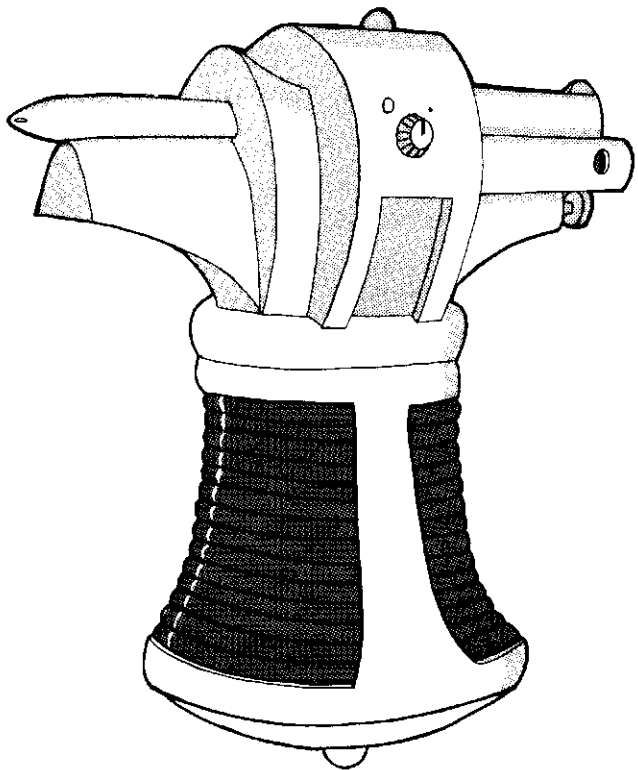


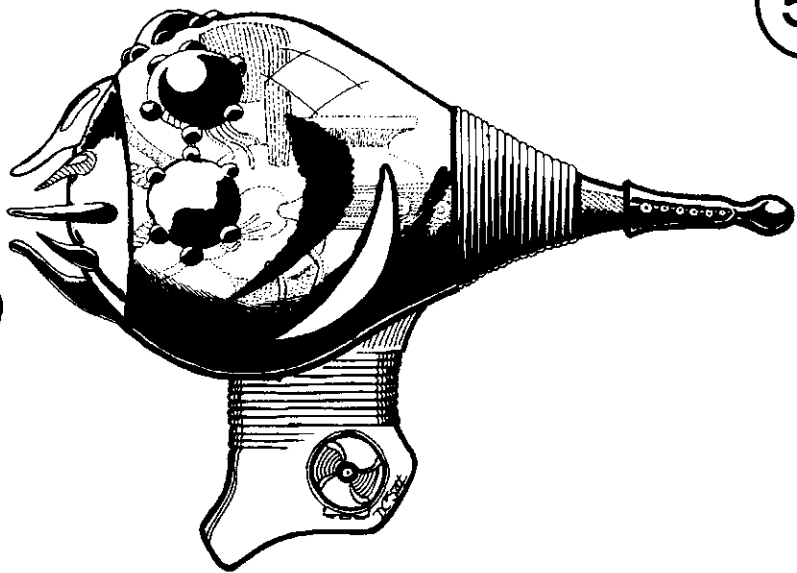
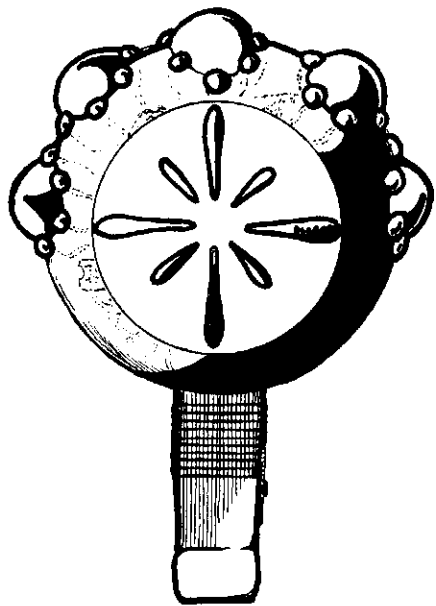


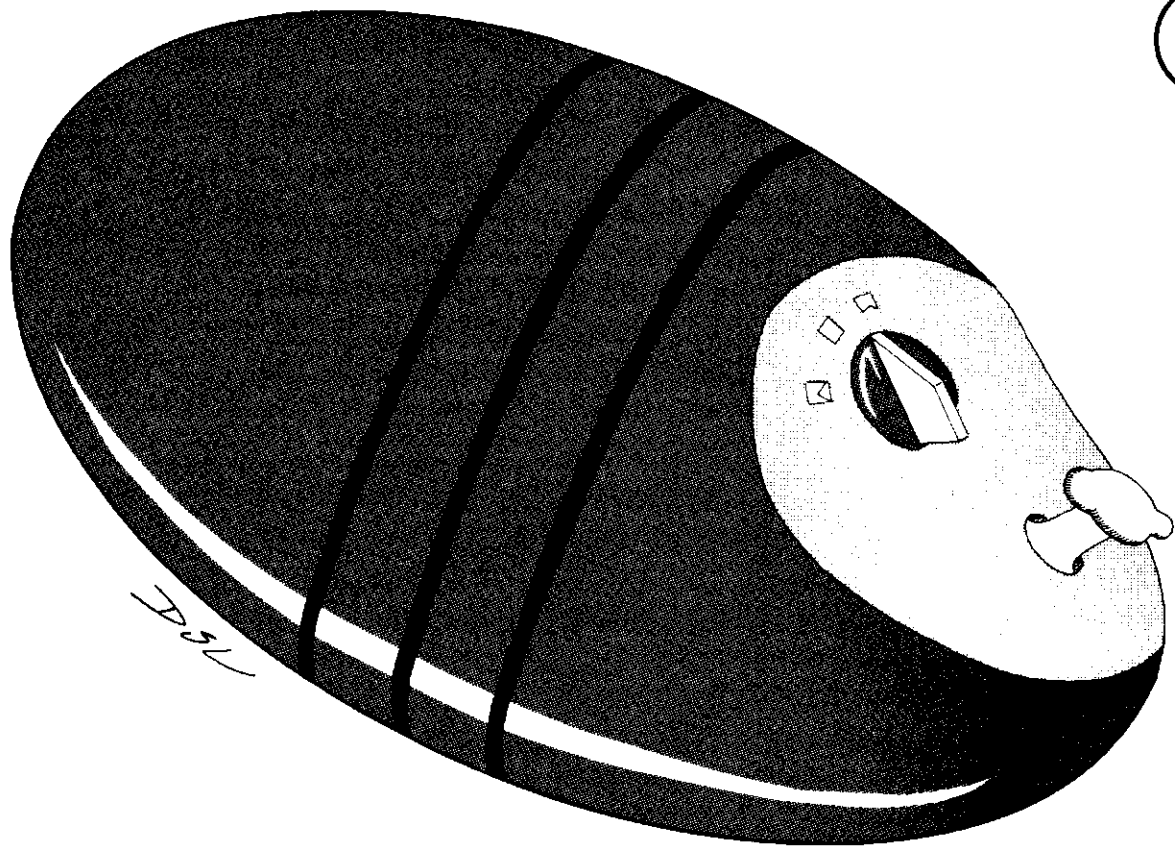


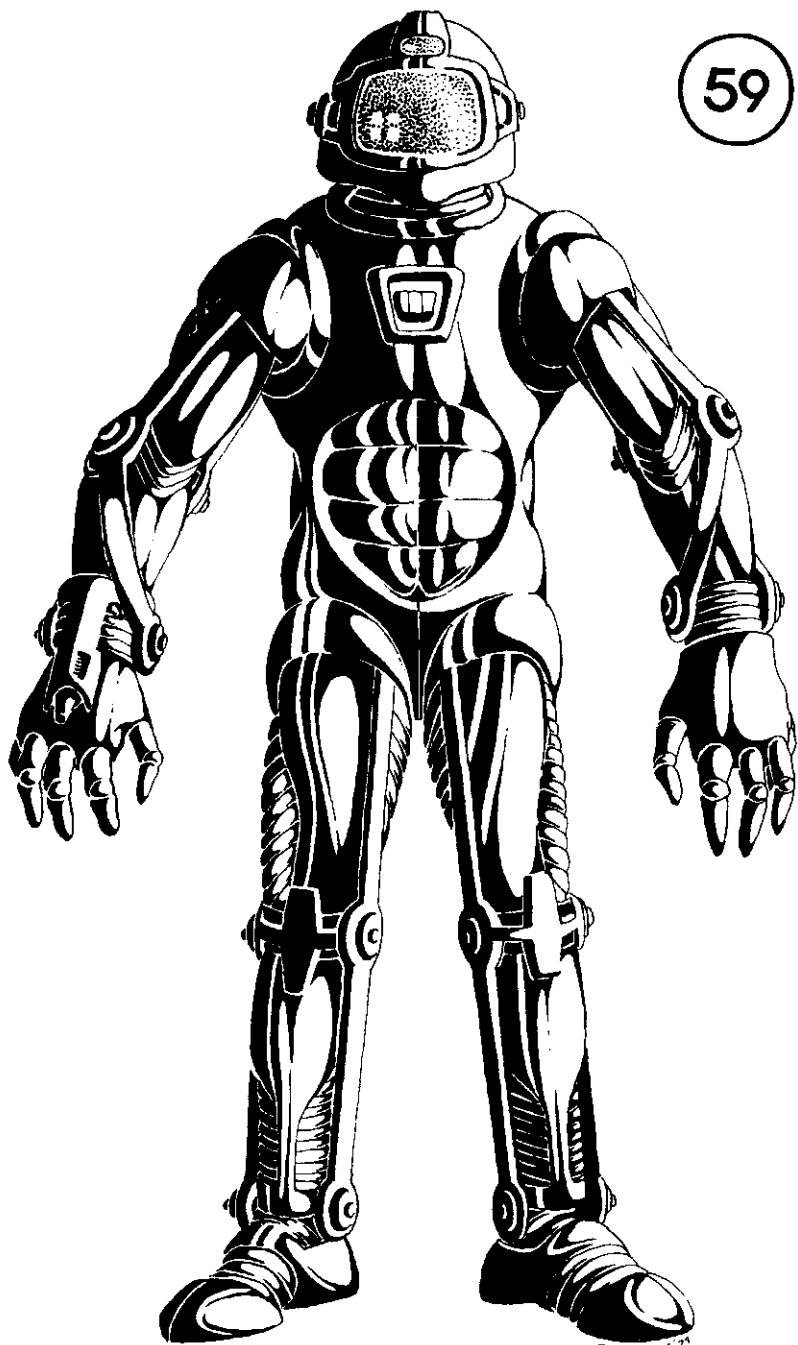


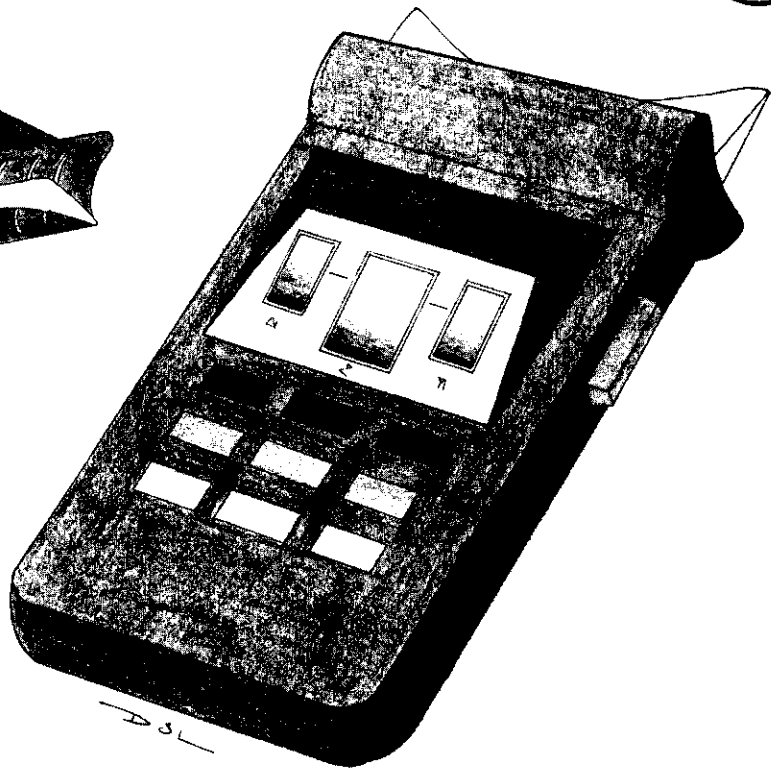
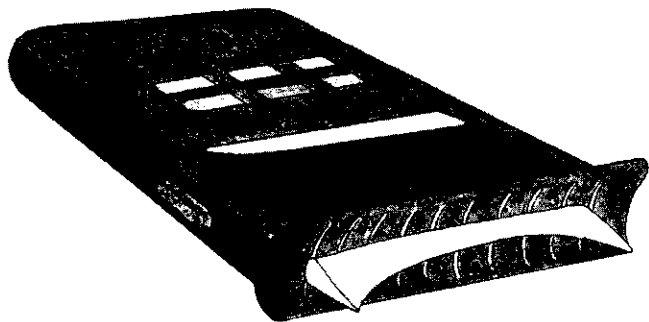




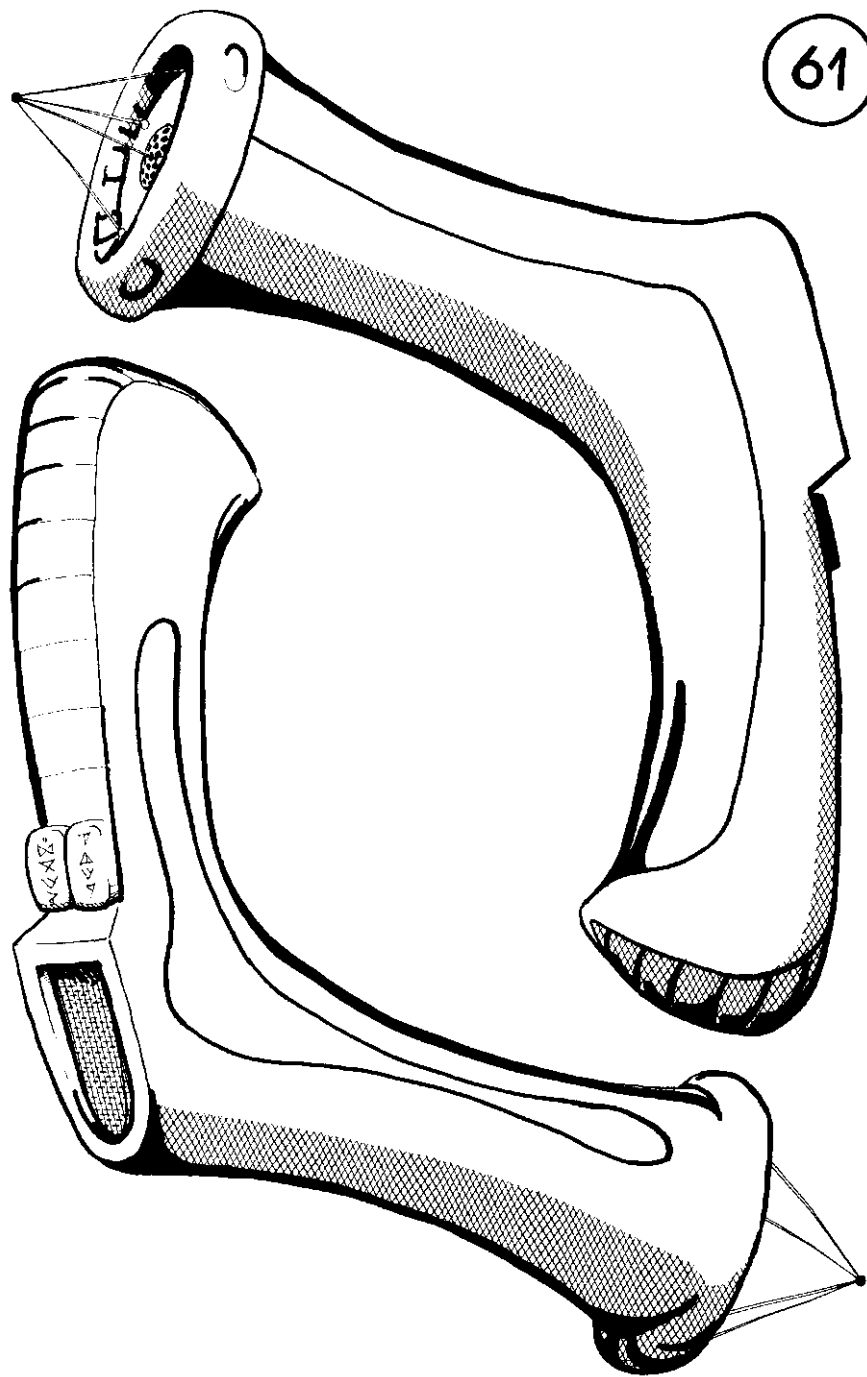


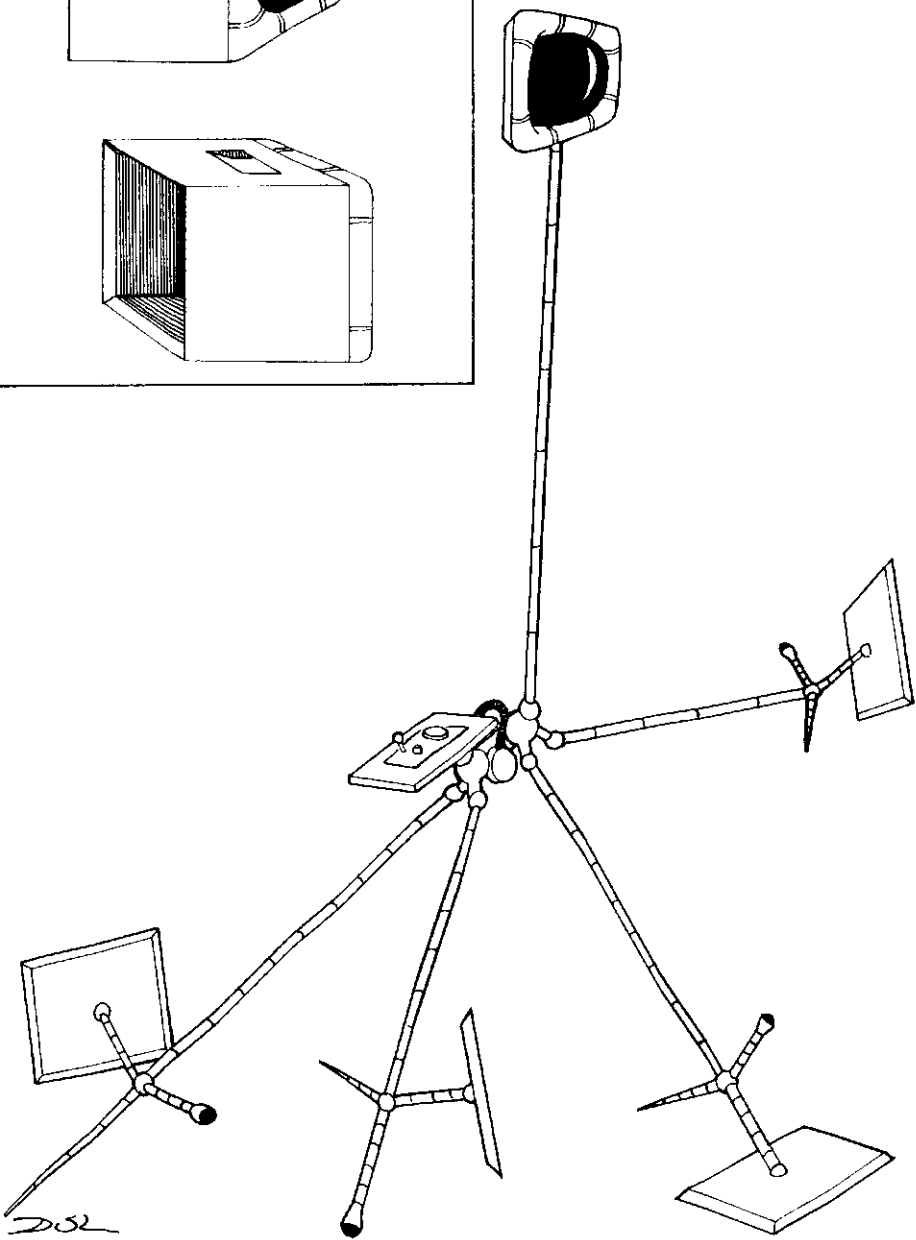
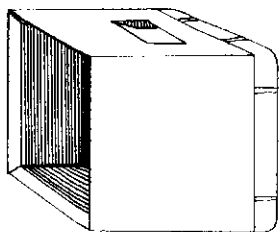
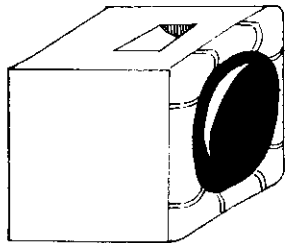






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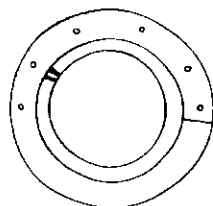


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