

CRAWLJAMMER

The Psychic Knight

A NEW CRAWLJAMMER PC CLASS by Tim Callahan



ISSUE NO. 3



MOON DICE
GAMES

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

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IMPORTANT ART FACTS:

The cover of this issue and illustrations on pages
7 and 30 were drawn by **Christian Mojallali**.
More of his work can be seen at *xnmojo.com*

The illustrations on pages 9 and 21 were
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Heather Connelly drew the illustration on page 11

Illustrations on pages 12, 13, 19, and 28 were drawn by
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Lauren Callahan drew the illustration
for her own article on page 17

Matt Hildebrand illustrated the
Perilous League's hidden base on page 2

Crawljammer #3

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THE SECRET HISTORY OF THE PERILOUS LEAGUE

Two hundred and twenty-three years ago, in a hidden base on Earth's moon, beneath the Sea of Tranquility, the Perilous League was formed. It wasn't much of a league at the time. It was more like a Perilous Duo. Or a Perilous Couple.

In year 4347 of the Zoltanaric Age, two intrepid, wealthy adventurers, husband and wife, founded the League as a way to demonstrate their dedication to the high art of dungeon crawling and space exploration. They wrote a charter. They hired silverhand savages and lunar architects from the surface of the moon to help excavate a labyrinth of tunnels and build a fortified headquarters. They enlisted operatives from each continent of their home planet of Earth. They even brought in a few red lizardmen scientists as consultants and artifact designers, at a time when most "civilized" races kept lizardmen of all shapes and sizes and colors at a distance, uncertain of the trustworthiness of those whose blood ran cold beneath their scaly hides.

But the founders of the Perilous League, Kyria Sunstone and Lord Levanox of Barrenkeep, spent so much time coordinating the construction of the League's moon base that they rarely had time for adventuring themselves. As they would indicate in their later memoirs, they cherished the organization they had founded, but they longed for their younger days, when they delved beneath the dungeons of the Earth, explored haunted houses, strange tropical islands filled with gigantic apes, and uncovered exotic rituals to long-forgotten gods. They lamented

about their fallen comrades like Samson the Dashing and Kurl the One-Eyed Dwarf who lost their lives in excursions into undead-infested temples beneath the volcanoes of Gorn-Gaxxill.



Nevertheless, Kyria and Levanox created something unique in the solar system with their Perilous League: a sanctioned base of operations for space-travelling adventurers and a de-facto guild on the surface of the moon that could coordinate the employment (and equipping) of all those intrepid souls who would sign the charter in exchange for regular work and sufficient support.

Much of the history of the Perilous League is shrouded in secrecy, at least as far as the public is concerned. Are they a force for good in the solar system or merely an organized gang of killer mercenaries? Opinions vary, but there's little doubt that both of those descriptions are possible and the motivations of the League has fluctuated over the decades as new leadership has come and gone, and new challenges have arisen from planet to planet.

Throughout it all, the Perilous League has maintained its lunar base, seeking out new adventurers to recruit into its membership, and rarely saying no to paying customers willing to fund excursions into the unknown.

Using the Perilous League in your Crawljammer Game

In my one-shots and convention games, I use the Perilous League as a simple way to kick off the story and present a clear objective: *You have been commissioned by the Perilous League to [do something dangerous] for [some impressive amount of money]*. That's usually all that's needed to get the adventure underway, plus or minus some additional interaction with Perilous League NPCs to facilitate forward momentum.

In my current Crawljammer campaign, the adventurers started off on Earth, as villagers who survived Harley Stroh's *Sailors on the Starless Sea* and found an enchanted longship that carried them out safely from the underground waterways that poured into the ocean and then, strangely, into the sky. Their adventures led them to explore a hovering temple in orbit around the moon and, later, a voyage to Mars was interrupted by the appearance of the ominous prison ship known as the *Arcadian* (as per the adventure detailed in *Crawljammer #2*), and their tampering with the controls of a teleportation device transported them to the surface of Mars and the domed city of Erbania where they drew the attention of recruiters from the Perilous League who helped to heal and equip the party before sending them off to solve the mystery of the disappearing stars from Daniel Bishop's *Stars in the Darkness*.



With half the party wiped out midway through that adventure, the remaining PCs retreated into the metaphorical arms of their Perilous League benefactors, and now the PCs owe the League an even greater debt, and the replacement PCs were easily explained as auxiliary League members, based on Mars.

The Perilous League is a useful tool for judges to use as best fits their campaign worlds, but it works for me as just a strangely wide-ranging adventuring group that can help explain how the PCs can restock necessary resources on faraway planets while providing the impetus for clear quests and objectives and yet it's still the kind of organization that might have deep mysteries and opportunities for deception and betrayal.

With all of that in mind, let me throw some Perilous League history at you, and you can decide what's true and what's myth and what you might want to use as adventure seeds or background information in your own crazy Crawljammer games...

From Foundation to Ez-Gar's New Orthodoxy

A note about dates: in the absence of any standard calendar used by the major cultures throughout the solar system, the Perilous League operates according to the now obscure Zoltanaric calendar, primarily due to Kyria Sunstone's devotion to her patron Zoltanar, the demigod of cosmic light who was said to have achieved apotheosis in the year 0 ZA. According to Zoltanaric time-keeping one year equals 365 Earth days and the current year at the time of the default Crawljammer setting is 4570 ZA.

4347 ZA – 4398 ZA, The Foundation Era:

The early days of the Perilous League were all about constructing the moon base and protecting it from invading moon octopi and moon men and other extra-terrestrial threats. Kyria and Levanox imagined that the base would provide them a launching pad for their adventures, and that was true to some extent, but they were both so exhausted from their managerial duties that they never again adventured as they had in their younger days on Earth. So while the Foundation Era is best known for Kyria and Levanox and their sacrifices to found the Perilous League, the real adventuring during the first five decades of the League's existence was masterminded by H'Grunth H'Grunthorr, the red lizardman mercenary who led the "excursion team" to alien planets and impossible locales.

Thrilling tales from the Foundation Era:

⇒ "The Purple Amazons of the Lunar City," in which an aging Kyria joined H'Grunth and the psychic knight Hagrenn Lakmarr to explore the ruins of an ancient moon

metropolis and uncover the secret of the lost lunar Amazon tribe.

⇒ "Solo Amidst Saturn's Rings," in which a party of adventurers led by H'Grunth was ambushed in orbit around Saturn and the red lizardman alone survived to tell of his escape as he used cosmic dust and an abandoned hulk to retaliate against the vile ambushers and return to the moon with a heavy heart.

⇒ "The Space Phantom from Beneath the Sun," in which Kyria and Levanox learned, on their death beds, of a curse known as Krulla Makor – "the days of never-ending darkness and despair" – that had been set upon the Earth years before, and they sent H'Grunth along with Sharna the warrior, Jek the thief, and Manticorex the wizard to travel through the shadow of the sun and find the legendary space phantom who could cancel the effects of the curse with his temporal manipulations. All of the adventurers returned, successful in their quest, just in time to say their final farewells to the dying Kyria and Levanox.

4399 ZA – 4480 ZA, The Age of Gold and Silver:

After the death of the founders, and the partial retirement of H'Grunth H'Grunthorr, the Perilous League entered its most profitable era. Under the guidance of League Leader "Captain" Jon Jaaska, the Perilous League grew to become a stable base of operations for traveling adventurers who would sign the charter to get necessary League support, but would repay the League 20% of all future earnings. "The Age of Gold and Silver" didn't just get its name from the sleek space craft and weaponry that emerged

during this time. The Perilous League vaults overflowed with coin. Captain Jaaska led the Alpha Team of the League during much of the latter half of this era, with longevity serum running through his veins, but a well-equipped Beta Team and a more experimental Gamma Team also operated concurrently, led by technomancer Gil Kragen and mutant rifrunner Leena Qool, respectively. Independent operatives continued to work under the bounds of the League charter – and fill the League coffers – but the most famous adventures of the era occurred under the direct leadership of Captain Jaaska or one of his subordinates.

Startling stories from the Age of Gold and Silver:

- “Revolt on Styx,” in which Captain Jaaska, cyborg technomancer Steelheart, the wizard Fleezeborg, and the elf Whin Greensea flew to the moons of Pluto to suppress a fiendish rebellion provoked by the space pirate king Manx Blacktooth.
- “The Thief of Asteron,” in which Leena Qool’s Gamma Team hunted an intergalactic criminal through the streets of the dimension-hopping city of Asteron.
- “The Chaos Titan’s Lament,” in which Captain Jaaska deployed his own Alpha Team, along with the Beta and Gamma Teams and a temporarily-out-of-retirement H’Grunth H’Grunthorr to battle the combined forces of the Nevermen and the pirates of Pluto who threatened to wield the reality-warping power of the huge droplet-shaped diamond known as the Tear of Cadixtat.

4480 ZA – 4557 ZA, The Dark Times (Krulla Makor):

When Manx Blacktooth rose from the dead and plucked out the still-beating heart from the chest of Captain Jon Jaaska in 4480 ZA, the vast membership of the Perilous League was alarmed, and some were horrified, but many assumed it was just a signal that this death meant that a new era was coming for the League. And they were correct, but it wasn’t a new era that anyone was expecting.

Without Captain Jaaska’s stern leadership, and with a number of too powerful and too reckless candidates trying to fill the void at the top of the Perilous League, the once-wealthy-and-powerful adventuring organization began to crumble. Leena Qool was executed by android security forces under the orders by Gil Kragen. H’Grunth H’Grunthorr was betrayed by his own son, as H’Gor H’Grunthorr made a bid to seize control of the Perilous League with his father out of the way. An addled and corrupted Whin Greensea even turned against his former comrades, amassing a demihuman army in an effort to overtake the moon base and turn it into a command post for his own nefarious schemes. Some say that this was all the effect of the curse of Krulla Makor, delayed for 150 years by the space phantom but never halted. Others say it was the hubris of the Perilous League membership who had grown accustomed to easy victory and even easier profit. No matter the cause, the Perilous League was nearly destroyed.

Weird tales from the Dark Times:

- “The Advent of Krulla Makor,” in which the undead form of Manx Blacktooth

rises against an unsuspecting Captain Jaaska and the Perilous League begins decades of tormented in-fighting while across the galaxy the three factions of the psychic knights turned against each other and chaos reigned.

⇒ “The Crypt City beneath the Sea,” in which, amidst the darkness and death of Krulla Makor and the Bloodfire Cataclysm of the psychic knights, H’Gor H’Grunthorr fatally explores the haunted burial site deep beneath the Sea of Tranquility upon which the Perilous League moon base was originally constructed.

⇒ “The Slumber of Deathless Nightmares,” in which Whin Greensea attempts to journey through the veil of mortality to rescue the soul of Leena Qool from eternal torment in an effort to atone for his recent sins. But the quest would lead through never-ending nightmares from which Whin would never escape.

4558 ZA – Present, Ez-Gar’s New

Perilous League: As the in-fighting died down and the pretenders to new leadership of the Perilous League died off or trapped themselves in their own devious schemes or otherwise faded away from sight, Ez-Gar the wizard emerged as a confident, capable leader who could rebuild the League and return it to its former glories. Ez-Gar is not a young man, rarely leaves the moon base except via illusion or astral projection, and, as a student of Whin Greensea and cousin to Fleezeborg, he had seen the League go through its darkest times. But you wouldn’t know that by the childlike twinkle in Ez-Gar’s eye as

he sends a batch of young adventurers on their next mission. His enthusiasm for exploring the unknown makes it difficult for anyone to say “no,” and in the aftermath of the dark times, he was able to recover enough of the Perilous League’s former riches that he can pay well enough that few are likely to turn down any of his offers. In the past twelve years, he has reestablished the Perilous League as an adventurer’s guild worthy of attention, if not respect. But the respect will come, Ez-Gar knows, unless sinister forces remain at work beneath the surface of the League.

Most of the amazing stories from the era of the New Perilous League have yet to be written, but if your PCs would like to accept the challenge, here are some adventure ideas:

⇒ “The Jewels of the Eye-Beast,” in which your PCs travel to Mars to stop a rampaging ocular-intensive beast that terrorizes Erbania and learns that the Perilous League still has plenty of old enemies who hold a grudge.

⇒ “The Witching of Beta-Ship IX,” in which your PCs explore a haunted transport ship that was headed to Saturn and find that newly sentient machine life will do anything to survive.

⇒ “Voyage to Other Earth,” in which your PCs find themselves in a parallel reality where magic and technology have been outlawed by the Church of Bobugbubilz and wizards, elves, and technomancers have become enslaved by demonic overlords disguised as benevolent patriarchs.

THE PSYCHIC KNIGHT



Generations ago, the three sacred orders of the psychic knights patrolled the spaceways. The chaotic Knights of the Red Sunset ruthlessly defended the outer rim of the solar system from interstellar invasions. The neutral Knights of the Emerald Crescent helped guide settlers to uncharted destinations on uninhabited moons and forgotten planets. The lawful Knights of the Shining Star protected major commercial hubs like Earth and Mars from space pirates and demonic monstrosities. The three sacred orders maintained that balance and harmony until the early days of the Bloodfire Cataclysm, when brother turned against brother and discord reigned while the Knights of the Red Sunset and the Knights of the Emerald Crescent joined forces to eradicate the Knights of the Shining Star from the solar system. Few knights of any of the sacred orders remained in the years following the Bloodfire Cataclysm. When those last few lingering remnants died off, in their lonely caves or in seedy underworld pleasure-domes, numbing their pain with lotus-laced healing salves, the psychic knights were said to be gone forever.

But they aren't.

You are one of a new breed of psychic knight, perhaps a noble descendent of one of the legendary knights of yore, or maybe an explorer into the unknown who has uncovered the ruins of an Emerald Crescent

TABLE 3.1: Psych Die Table

Take the rolled result, OR any lower result

Roll	Result	Effect
1-2	Swift Reaction	The psychic knight gains $+X+1$ AC, where X equals character level.
3	Pinpoint Attack	The psychic knight gains $+X+1$ to hit with a weapon of his choice (selected when psionic die is rolled), where X equals character level.
4	Locate Object or Person	The psychic knight gains a mental image and a general sense of direction for the location of a specific object or person he has seen before or has been described in detail. The sense of direction is not precise, so while it can indicate that an object or person is inside a particular building, it cannot home in on a specific room within that building. Active use of this ability is a free action.
5-8	Telekinesis	The psychic knight gains the ability to manipulate objects at a distance of up to $50' + 10X'$, where X equals character level. This allows the caster to use a melee weapon at such a range as if he or she were standing adjacent to the enemy. If used for attacks at a distance, use the attacking character's Int bonus instead of his Str bonus for to hit and damage rolls. All other normal combat bonuses apply. If used for lifting/pushing/carrying objects, the telekinesis uses the Int bonus in place of Str for any checks. The use of telekinesis takes the place of any similar physical action the psychic knight may have attempted that round. Active use of the telekinesis effect uses a standard action, but passive use (such as carrying something telekinetically that has already been lifted) is a free action.
9	Flight	The psychic knight gains the ability to levitate up to 100' off the ground and fly at speed of 40'/round. Active use of flight uses a move action.
10+	Energy Projection	The psychic knight may blast energy out of his fingertips or eyes. The energy may be concentrated light, heat, or electricity and may be projected as a ranged attack up to 100' away using the character's base combat bonus plus any relevant Int modifiers. The attack deals $1d10 +$ psychic die damage (reroll the psychic die to determine damage, instead of using the result originally rolled to get the "Energy Projection" result for the day). Active use of energy projection uses a standard action.



temple, or a crazed fanatic of obscure weaponry and psionic torture methods. No matter your origin, you have now declared yourself a psychic knight of a new order, one built upon the ruins of the old. You use your mind to its fullest potential, tapping into your psionic reserves and unsheathing your weapons with a mental clarity nearly unparalleled. You are a psychic knight, and you know you are the best at what you do.

Hit points: A psychic knight gains 1d8 hit points at each level.

Weapon training: Psychic Knights are trained in the use of the dagger, longsword, lasersword, lance, two-handed sword, and vibro-axe. They prefer to face their enemies in melee, but their mental focus and physical discipline gives them proficiency with crossbows, longbows, and shortbows. Due to their need for flexibility and unencumbered movement, they are limited to the use of nothing bulkier than leather armor and an occasional small shield.

Alignment: Psychic knights may be any alignment, though each alignment has a storied history in the various sacred orders of the past. Psychic knights of a more recent vintage may choose to adopt the customs of the now-defunct sacred orders,

or they may operate as lone operatives, serving no higher power but their own sense of morality.

Attack modifier: Psychic knights are superior fighters and gain a modifier of +1 to hit that increases one point every two levels.

Psych die: Psychic knights have the innate ability to use their mental acuity and psionic energy to perform various stunts. As a free action, a psychic knight may choose to roll his psych die, a designated die that increases up the dice chain at each level, beginning with a d3 at level 1 (increasing to a d4 at level 2, d5 at level 3, etc.) After rolling the psych die, the player of the psychic knight refers to **Table 3-1 Psych Die Table** and the character gains the corresponding ability *until the psychic knight takes damage* (disrupting and reconfiguring his psychic focus) or until the next full night of rest, whichever comes first. The psych die cannot be used again until the psychic energy discharges. After discharge or full rest, the player of the psychic knight may reroll the psych die as his next available standard action if he so chooses. Note: when the player rolls on the table below, he may select the result rolled or any *lower* numbered result, as needed.

Mental clarity: A psychic knight applies his Int modifier to any non-combat check, as long as he declares the use of “mental clarity” to focus on the task. This bonus requires no additional action for the character and does not stack with the use of the psychic die, but would stack with any other relevant attribute modifiers.

Superior riding: Psychic knights have special attunement to riding animals – both intergalactic and domestic – and all attacks made while mounted on an animal gain an additional +X to the roll where X equals character level. In addition, psychic knights are more likely than other character classes to be able to tame and ride unusual animals, though the exact parameters of such an action are left to the Judge’s discretion.

Luck: A psychic knight may apply his Luck modifier to either his base attack bonus or his psionic die. This decision must be made at 1st level and remains fixed after that point.

Languages: Psychic knights know Common, along with their alignment language (which allows them to decode ancient texts from the corresponding sacred order). For each point of Int modifier, a psychic knight knows one additional language.

Action dice: A psychic knight receives a second action die at 5th level. Psychic knights always use their action dice for attacks, though the results may be modified by the psionic die.

TABLE 3-2: Psychic Knight

Level	Attack	Crit Die/Table	Action Dice	Psych Die	Ref	Fort	Will
1	+1	1d6/III	1d20	d3	+1	+1	+1
2	+1	1d7/III	1d20	d4	+2	+2	+1
3	+2	1d8/III	1d20	d5	+2	+2	+1
4	+2	1d12/III	1d20	d6	+2	+2	+2
5	+3	1d14/III	1d20+1d14	d7	+3	+3	+2
6	+3	1d16/IV	1d20+1d16	d8	+3	+4	+2
7	+4	1d20/IV	1d20+1d20	d10	+4	+4	+3
8	+4	1d24/IV	1d20+1d20	d12	+4	+4	+3
9	+5	1d20/V	1d20+1d20	d14	+4	+4	+3
10	+5	1d20/V	1d20+1d20+1d14	d16	+5	+5	+4

TABLE 3-3: Psychic Knight Titles

Level	Title by Alignment		
	Lawful	Chaotic	Neutral
1	Star Born	Sunset Born	Crescent Born
2	Templar	Mindwarrior	Guardian
3	Star Champion	Sunset Champion	Crescent Champion
4	Spacewalker	Starkiller	Ronin
5	Knight of the Shing Star	Knight of the Red Sunset	Knight of the Emerald Crescent

ADVANCED DCC PSIONICS

By SEAN ELLIS

*If you'd like to try a different type of rules for mental powers and effects for your **Psychic Knight**, remove the psych die from the character class and add these "Advanced DCC Psionics" rules by guest-writer Sean Ellis. These rules can also be used for any character class, of course, depending on qualifications and judge's discretion. Sean will explain...*

Psionics have been a confusing addition to RPGs for decades, yet we always seem to want more! In the spirit of Sterling Lanier's **Hiero** series, I present a stripped-down psionics rule set, the effect of one psionic mind invading another.

Psionic powers allow a character to multiclass, continuing with their original class while also gaining levels as a psion. There are four levels of psionics, and 25% of the character's experience from now on is absorbed either to gain psion levels or maintain the potency of existing levels. As a result psions tend to lag behind their fellows as they level up, able to console themselves with the knowledge they can melt the brains of others with but a thought.

Becoming a Psion

A player character may gain psionics if the judge allows it and the character possesses an Intelligence, Personality, or Luck score of 15 or higher. If you prefer random rolls, then a character may test for psionic potential once by rolling a DC 21 check with Intelligence, Personality, and Luck modifiers all added together. No Luck may be burned.

Then the PC must find a guru – an experienced psion who will train the character. Once found, the PC must decide



to either have the guru teach them slowly over time or reach into their brain and plant the information.

Planting the information is fast but risky. Less scrupulous gurus may take this opportunity to insert extra thoughts in the PC's head. Also, in one instant the guru learns the new psion's every thought and memory. If the PC has any skeletons in his/her closet the guru now knows of them. Many gurus also "dump" this information from their minds after the session, making it available on the psionic network so that it has a tendency to haunt the PC. If this option is taken, the psion still begins as a level one psion and progresses normally but never needs to train to level up. Additionally, he gains an enemy (though not necessarily the guru).

Teaching over time is often preferable to new psions as it carries less risk. In game terms, the PC must return to his guru when ready to level up, usually requiring a quest. Being taught over time also gains the PC an ally, usually the guru.



To complete the initiation, the character must procure a crystal at least one square inch in volume with a value greater than or equal to their Psionics Level x 100 gold pieces. (Semiprecious stones have various mystical properties as described on pages 26-27 of the AD&D *Dungeon Masters Guide*, and many psions choose a crystal that possesses such qualities as are important to them.)

In DCC, items are sanctified by the heroes that use them. After a year of daily meditation, crystals used by psions have a one in one hundred chance to gain special properties. Some allow psions to re-roll their psi points in the morning, others hold extra psi points in reserve, while still others amplify the range of certain effects. Selecting a power is up to the GM.

Psi points, Prime Modifiers, and Crystals

Once the character becomes a psion, he gains a psionic casting level or PCL. This number is the number of levels a psion has in psionics, from 1-4. The PCL is added to psionic rolls similar to the way CL (caster level) is added to spell casting rolls.

A psion then chooses their Intelligence, Personality, or Luck as their Prime Modifier. Prime modifiers are added to Will saves from now on and are used various times as described below.

At the beginning of each day, the psion meditates on his/her crystal for one hour, aligning their mind. The player then rolls a d4 and adds their PCL and Prime Modifier to see how psi points are available for that day. Each use of psionics costs one psi point and allows the psion to either attempt to contact or resist contact with another (usually) psionic mind.

Using Psionics

A psionic mind is like a computer on a network: it can do its own calculations, or it can access files on other computers if it can get past their defenses. Computers that are not on the network can still be reached, but it takes direct contact. This is important to note: psions can reach out to other psions, but they cannot make mental contact with non-psions without physical contact!

The target of psionics must have a living, mortal mind. Gods, aberrations, slimes, and undead (even intelligent undead like vampires) do not have true minds and therefore cannot be reached by psionics at all.

Psion vs. Psion

Psions gain the ability to detect other psionic minds. The easiest way to do this is by looking. One psion can tell another by a multi-colored aura that surrounds them.



Alternately, a psion may spend a psi point to attempt to detect another psionic mind within PCL times 1 mile and gain an idea of the other's location. If a psion would be detected this way, they have the option to *Resist Contact*, described below. If the psion successfully evades detection, they then make a DC 10 Luck check. Failure means the other psion was aware they were evaded. Success means the other psion has no idea they failed to detect an active psionic mind.

Resist or Reach Out

When a psionic mind is aware of another, the psions choose whether to *Resist Contact* or *Reach Out*. Each round that a psion uses psionics, one contested d20 roll may ensue.

Resist Contact: Gurus teach new psions to imagine a great fortress surrounding their consciousness. If a psion does this, he receives a +5 to the contested roll and spends one psi point.

Reach Out: The three parts of a mortal mind are *Logic*, *Perception*, and *Emotion*. When a psion seeks to reach out, they choose one of these three and attempt to open a connection to the same part of their target's brain. This costs one psi point. Each psion who seeks to reach out secretly writes their choice down to be revealed later so that they can't change it to gain the upper hand.

Resolution: All sides roll a d20 and add their PCL and Prime Modifier to the result. If one is reaching out and the other resisting, the highest roll gets its way (don't forget the +5 bonus for resisting). If Resist Contact is successful, there is no contact. If one won the roll with Reach Out, he rolls on the psionic effects table.

If both psions reach out, check the **Table 3-4: Psionic Targeting Table** below. As you'll see, targeting the same area results in little effect. Targeting a certain adjacent area allows a reduced effect, while targeting another allows a regular psionic effect.

After contact is made, roll a d7 + PCL + Prime Modifier on **Table 3-5: Psionic Effects Table**, with Luck being burned in a limited fashion (see below). The psion may use the rolled result, or any effect that would have resulted from a lower roll. You will note that some effects are impossible unless a psion burns Luck or has an incredibly high Prime Modifier. Yup. Melting minds is neither easy nor cheap.

A note about burning Luck during the use of psionics: Luck is burned for psionic effects on a one-for-one basis (no Thief Luck die), is lost permanently (even for Thieves and Halflings), and Halflings cannot share Luck to assist with any psionic efforts.

TABLE 3-4: Psionic Targeting Table Use for *Reach Out* Resolution

	Logic	Perception	Emotion
Logic	Effect result is 1	Effect Roll Normal	Effect Roll -1
Perception	Effect Roll -1	Effect result is 1	Effect Roll Normal
Emotion	Effect Roll Normal	Effect Roll -1	Effect result is 1

Breaking Contact

In a round following one in which someone is under a psionic effect, the winner is allowed to pay a psi point to continue the effect. Immediately after the winner pays an additional point to hold the effect, the loser may spend a psi point to attempt to break contact. To break contact, roll a d20. If the result is greater than or equal to the winner's original roll (Luck may be burned with the same limitations described above), contact is broken and the effect ends.

Actions and Psionic Use: When a psion is administering immediate or continuing effects 1 – 11 he must sacrifice one action to do so. This means that a psion could project an emotion storm, then make a melee attack or move but not both. Furthermore, a spell-caster cannot reach out and cast a spell in the same round, but they could reach out and then operate a magic item. When a psion is administering the effects insert thoughts, control, or kill they may take no other actions for that round.

Psionics with Multiple Psions

Each round there can only be one contested roll for psionics. When multiple psions reach out at the same time, each rolls once after choosing their target. Psionic contact can usually be adjudicated with common sense, allowing the most logical effect to take place first. If you have a very rare situation where several different psions find themselves in a daisy chain where Psion A wins a roll against Psion B who wins a roll against Psion C who wins a roll against Psion A, administer no psionic effects and roll on the Phlogiston Disturbance chart on page 103 of DCC RPG instead.

Contacting Non-Psionic Minds

This requires skin-to-skin contact and a face-to-face orientation. With unwilling recipients, this usually means a successful grapple is required. After proper contact is made, the psion gets an automatic 7 on his/her effects roll + PCL + Prime Modifier, and the victim is unable to break contact. The victim also gets an opportunity to roll the same DC 21 check for psionic powers as described in the beginning, giving slaves the chance to eventually become masters!

TABLE 3.5: Psionic Effects Table

Take the rolled result, OR any lower result

Roll	Result
1-3	Telepathy. The psion is able to speak with target regardless of native language. Alternate effect: If used to intimidate, the victim suffers a -1 penalty to saves, skills, and combat for as long as this effect is in play. Range is the distance at which the attacking psion can detect another.
4-6	Clairvoyance. The psion is able to see what the victim sees. The victim becomes unaware of this intrusion and behaves normally until the effect drops. Alternate effect: Impaired vision, causing a -2 penalty to all rolls for combat and all efforts requiring sight. Range is the same as above.
7-8	Clairaudience. The psion is able to hear what the victim hears. The victim becomes unaware of the intrusion and behaves normally until the effect drops. Alternate effect: Impaired hearing, causing a -2 penalty to spellcasting and making spoken communication impossible. Range is the same as above.
9-10	Clairaudience, Clairvoyance, Limited ESP. Same as 4-8 above and roll 1d3: 1) the subject's emotional state is clear, 2) the subject's most pressing thought is known to the user, 3) the user may search subject's consciousness for any one specific thought (essentially a yes/no question). Range is the same as above, as is the victim's unawareness of their mind's invasion.
11	Cranial Tempest. The psion is able to surface the victim's fears and emotions. The Victim is unable to act: no combat, skill, magic, or psionic use until the effect drops. Range is PCL times 25 feet.
12	Insert Thoughts. Four words may be implanted into the victim's mind, and the victim believes the thought to be theirs. This effect does not require additional psi points per round; these thoughts remain in the victim's head forever. When the victim encounters a situation where the inserted thoughts may endanger them, s/he receives a Will save to resist with a +4 bonus. Range is PCL times 25 feet.
13	Control. The psion gains full control of the victim's body and mind and must make disguise efforts when speaking to others. Persons who know the victim particularly well inflict a -2d penalty to the disguise attempt when they are observing. Range is PCL times 25 feet.
14+	Kill. A character with equal or less HD than the contacting psion must make a DC 15 Will Save. Failure = death, success = may only take a move action until able to rest for eight hours or magically healed. The psion may not hold this effect, it happens once and is done. This effect costs an additional 1d4 psi points, even if the victim makes their save. Range is PCL times 25 feet. Alternate effect: Rather than kill, the psion may instead inflict the penalty of insanity. The judge may determine the impact of the insanity or refer to pages 83-84 of the AD&D <i>Dungeon Masters Guide</i> for guidance.

Closing Remarks

If you miss things like telekinesis, spontaneous combustion, or other psionic powers of yesterday, feel free to add one per PCL. They have been intentionally left out in order to approximate the mind powers as seen in Sterling Lanier's *Hiero's Journey*, but it may not be to everyone's liking. Furthermore, I think it is important to point out that psionics are not magic! Magical protections and resistances have no effect against psionics! Where's the balance, then? Hopefully it is in the limited amount of psi points available per day and in the requirement that a mind be either psionic or successfully held.

Finally, it is worth note that there are psionic minds in the world that are not able to kill or control their victims. Consider the Hoose, a half horse/half moose with a simple intellect able to communicate telepathically but otherwise is not susceptible to psionics. At the other end of the spectrum are the B'rabo Jast, also known as "Blubber Ugliers" due to their

flexible, jiggly skin and appendages. Blubber Ugliers are short-torsoed beasts with six long, flexible arms which make them perplexing grapplers. Their eyes are as large as plates, and they possess a large, scoop shaped jaw which they use to smash skulls and devour brains. Blubber Ugliers are gifted psionics and worshipers of the Old Ones. They live underground in small, distant communities on alien planets and even beneath the surface of the Earth, each ugly keeping many slaves.

Jrab'Oast (Blubber Ugliers): Init +1; Atk grapple +5 (SP); AC 10; HD 5d6; MV 20'; Act 1d20; SP *Psionics* Level 4, *Chomp* open the skull of a helpless victim (who has been grappled and psionically disabled) with mighty jaws – victim must make a Fort save vs DC 15 or die instantly, brain devoured next round, *Rubbery skin* deflects attacks if a DC 10 roll is made; SV Fort +0, Ref +1, Will +6; AL N; Treasure: Crystal worth 400 GP.

MAGIC ITEMS AND SPACE ODDITIES

By LAUREN CALLAHAN



When adventuring in space and on alien planets, you may find unusual magical items. To stock your Crawljammer adventures with unique space artifacts, roll d12 for each column on the table below and determine the adjective, item, origin, and effect of the object. If the item is a weapon

in which the PC is trained, she may use the item as a regular weapon in addition to any magical effect it may have.

Good luck! Hopefully, you'll still have some surviving PCs at the end!

TABLE 3-6: Magical Items and Space Oddities

Roll once for each column

Die Roll	Adjective	Item	Origin	Effect
1	golden	wristband	of Zeanus	Successful attack with this item deals no damage but paralyzes target for 1d6 rounds if Fort save fails (1 use per day).
2	red	laser	of Liliati	User take 1d12 damage each round until someone pulls it away from user's hands
3	shining	globe	of Jupiter	Projects a 50' beam of light in a single direction for 1d5 turns (1 use per day).
4	slick	sword	of Helenium	Carrying this item increases user's AC +1d4 every 5 rounds until AC reaches 20, then it reduces AC -1d4 every 5 rounds until AC reaches 0 and this item self-destructs dealing 1d6 damage to user.
5	cosmic	spear	of Tiana	When a PC touches this item, all players trade characters with the person to the right for 1d12 turns, during which time the characters all feel like they are being manipulated by the space gods (then this item has no additional magical effects).
6	martian	bow	of Merca	When touched, this item grows a face which taunts the user until he or she sets the item down.
7	magical	arrow	of Kenta	Faint glow, but no other effect.
8	fuschia	staff	of Feldpit	Adds +2 AC if used by a technomancer in the party, or +1 AC if used by any other character class.
9	bright	backpack	of Themosphere	Immediately teleports the user and anyone within 30' to the location the user had planned to go next.
10	talking	wand	of Karoge	A glowing hand appears in front of the user and then points in the direction of the nearest Lizardman. The hand disappears as soon as the first Lizardman is in sight of the user.
11	weird	beam	of Paria	Everyone in the party immediately gains 1d6 HP (up to their maximum) and then this item has no additional effect.
12	glowing	shield	of Eighth Moon	The user of this item has his Luck attribute score immediately replaced by a Luck score equaling 3d7 (not to exceed 18). The item becomes powerless after that.

THE PROMETHEAN LANCE

By MARK MALONE



*We seek the fire lances
That slew the ancient race
The world where they were masters
Now lays in waste*

— The Sword, *Fire Lances of the
Ancient Hyperzephyrians*

The phlogiston element is an unstable, uncontainable plasm of formless chaos. In ancient times deep within the nine rings of Ouranos, the void wizards in their aethereal towers initiated pacts with a cosmic intelligence. The godless rituals they performed resulted in a transmutation of this element of chaos to a substance that could be harnessed. *Solve et coagula*. With this knowledge these alchemical sorcerers devised weapons of unimaginable power. One such device, the Promethean Lance, treasured by kings immemorial, was a weapon of chaotic phlogiston energy. Armed with these lances armies extinguished entire races by the tip of this apocalyptic weapon, kingdoms fell, planets razed, gods slain. While powerful, phlogiston proved to be unpredictable, and the armies were eventually defeated through attrition. Few Promethean Lances have survived to this age, and the knowledge of its manufacture is a mystery lost to time.

The Perilous League is said to have once possessed a single Promethean Lance, though a small number of living souls can attest to its current whereabouts or power level.

The Promethean Lance

Damage: variable (see below)

Range: 64/128/256

Ammo: variable (see below)

Phlogiston check: Each time the lance is discharged a phlogiston check must be made. This check follows the dice chain, with the starting *power die* determined by the judge when the item is discovered. In general the lances top out at d7 on the upper end; however, more powerful versions are rumored to exist.

Roll the current *power die* to determine the power of the blast emanating from the tip of the lance, consult the chart below. If a '1' is rolled, the lance dephlogisticates and drops a level on the dice chain. The lance bottoms out at d3 on the dice chain, and after rolling a '1' at this level, the lance becomes inert.

Power table (roll current *power die*):

Result	Damage Dice*
6+	4D**
3-5	3D**
2	2D**
1	1D** and dephlogisticate (drop one level on dice chain)

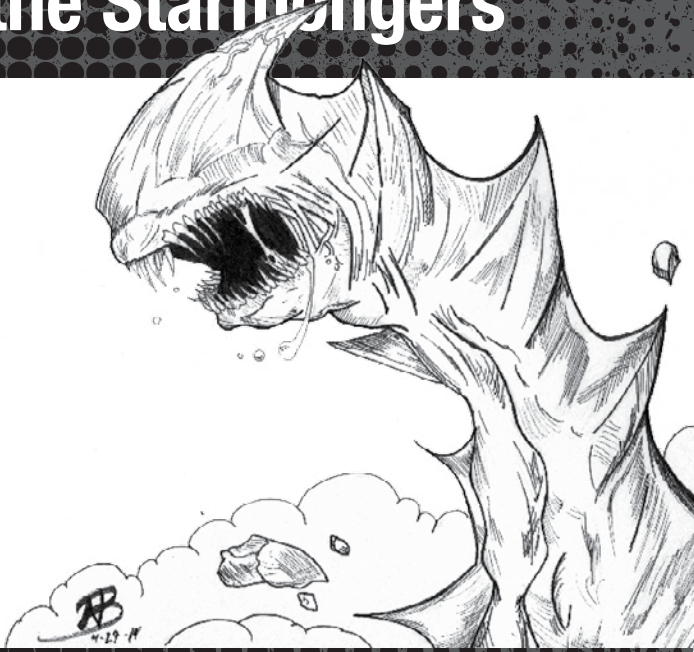
* *The damage dice column represents the number of times to roll the current power die for damage. Example: if the power die is d7 and a '3' is rolled, then 3d7 is used for damage calculation.*

** *There is a 25% chance the target will catch fire. If successful, the target must make a Ref save vs. DC 10, and spend one round putting out the flame, or suffer 1d6 additional points of fire damage.*

Overload: It is possible to discharge a single blast at full power, but this is very energy intensive and will immediately drop the *power die* one level on the chain; however, this blast will be at full power doing maximum damage. Example: if the *power die* is d5, the maximum that could be rolled is 3D on the power table ('5' equals 3D), so 3d5 max, or 15 points of damage, and the *power die* drops to d4.

Red Planet Rendezvous: A LEVEL 2 ADVENTURE

The Phaseship of the Starmongers



ADVENTURE BACKGROUND

The white Martian technomancer, Queldo, along with a violent Shapeshifter companion, have recently escaped the Arcadian prison ship with a device called the Incandescent Box. The box is actually part power-battery, part control panel for a spaceship that can phase in and out of reality and slide between the dimensional folds that connect various parallel universes together. Queldo wants that dimension-travelling spaceship, known as a Phaseship, so he can establish a moving base of operations that can slide away from any authorities who attempt to

capture him. He has vowed never to become imprisoned again.

Recalibrating the teleporter on the Arcadian to transport them to the caverns far beneath the surface of Mars and the domed city of Erbania where an abandoned Phaseship has become embedded in the bedrock, Queldo and the Shapeshifter plan to recharge the derelict Phaseship and shift it out of the Martian crust and escape to a pocket dimension where they can plot the next stages of their criminal enterprise, far

away from any terrestrial, or Martian, or even intergalactic, law-enforcement.

But the Phaseship is not as abandoned as Queldo had thought. And those caverns beneath the surface of Mars have their own deadly occupants.

The player characters may have pursued Queldo and the Shapeshifter via teleportation if they've already played through *Red Planet Rendezvous: The Arcadian* (from *Crawljammer #2*). The Arcadian's teleportation room was keyed to the last known destination, which would land them in **Area 3-1** on the Phaseship map.

If PCs have not pursued Queldo, or have not played in the previous adventure, but you would like to have them stumble across the weirdness of the Phaseship as a short side-quest, here are some possible hooks you might use no matter what planet the adventurers are exploring:

(1) The Perilous League could commission them to find the Phaseship, identify where the ship seems to have disappeared, and supply them with equipment needed to tunnel beneath the planet's surface, which would get them to **Area 3-1** via digging. This is the direct and simple approach.

(2) The PCs have noticed that items, buildings, and even people (in whatever town or city they are currently in), have begun popping in and out of reality, like some kind of weird dream. Only visitors

to the town or city seem to notice this strangeness, and the locals have no awareness that this reality shifting is occurring. An investigation into the phenomenon leads the PCs to learn about the magical crystals deep below ground that have these kinds of effects and rumors that such crystals would be worth a fortune to those who know how to use them. An old well leads down into the caverns below, and **Area 3-1** isn't that far away once they descend.

(3) The PCs see a strange shape flying, unsteadily, through the sky above them, and then plummeting toward the ground just over the next hill. They expect an explosion or some kind of sound of destruction, but all they hear is a faint pinging sound. The sound grows fainter as they grow closer to the point of presumed impact, but the ground here is discolored an unnatural yellow and orange, almost in the shape of a perfect circle, and the edges of the circle are ashen, as if from a recent fire, but without any smell of smoke. The Phaseship is below them, and if they start digging or find a nearby cave leading to the caverns below, they will stumble upon Queldo trying to get the ship working again. This presumes that he has already piloted the ship, improperly, from its original location, but that changes nothing about the adventure as the PCs begin in **Area 3-1** no matter what.

JUDGES NOTES

The nature of the Phaseship is that it lacks a solid form when in flight, so if it “crashes,” which it has previous to this adventure, it then becomes solid inside a space occupied by something else and there’s a subatomic duel to determine which reality becomes “real.” In other words, when a Phaseship phases back in, and there’s a solid object in the same spot, one reality replaces the other, or both exists concurrently. That’s why the Phaseship in this adventure is partially encased in solid rock and partially still open for movement. And the caverns help provide access points as well.

The black areas on the outside edges of the map denote solid bedrock, while the circular form that occupies most of the map is the contour of the Phaseship itself, with the Sharkworm tunnels leading into and through it. You’ll note that the Phaseship is flat and circular. Yes, it is a flying saucer.

The walls of the Phaseship are dull gray metal, non-reflective, while the bedrock is a reddish brown color. The ceilings of the caverns and open areas of the Phaseship average about 12’ high, though some areas are tighter or larger, as indicated in specific descriptions.

If the PCs aren’t careful, there is a danger of a cave-in, particularly if they don’t get to Queldo in time and he manages to begin preparing the Phaseship for lift-off. The best way to handle this is to set a predetermined time — a ticking clock — for when Queldo will repair the Phaseship enough to make it fully operational. Roll 2d6 and that’s how many turns the PCs have to stop Queldo. Provide some kind of clue to the PCs as time is running out — at the halfway point, the pinging of the engines begins, with two turns left, the caverns begin to rumble, with one turn left the pinging grows louder and the caverns rumble and rocks begin to fall from the cavern walls every few seconds, etc. — but if they PCs don’t stop Queldo, they could become trapped in the caverns as the Phaseship departs. Then again, if they do stop Queldo, they could be in control of a Phaseship, and that would attract a lot of dangerous interdimensional attention if they choose to keep it for their own use.

THE PHASESHIP

Area 3-1 – Crystal Cavern

Crystals grow from the ground in clumps, like shimmering, angular mushrooms. Most of the protruding shards are greenish-blue, but a few holes in the ground nearby glitter with flecks of yellow and orange.

The yellow and orange crystals have been retrieved by Queldoz. They will help power the disabled Phaseship, and their presence here is no coincidence. The Phaseship crashed on this spot because it was attuned to these reality-warping crystals, attracted to them like iron to a magnet.

The greenish-blue crystals have minimal value, but even the flecks of yellow and orange crystals, collected into a small pouch, could be worth as much as 500 gp to any knowledgeable upper-level wizard or technomancer.

If the PCs listen quietly, they can hear movement coming from **Area 3-2**.

Area 3-2 – Nest of the Sharkworm

Four pink wriggling piglets huddle together in the center of the cavern.

These shapes look like piglets, but they are actually baby sharkworms, waiting to leech the blood from anything that comes near. But there's a bigger problem – the mama sharkworm, a 30' long, 10' round wriggling monstrosity that's all teeth and slither. She will burst forth out of the ground by the back cavern if anyone comes within 20' of her babies and immediately take a surprise attack against the PC with the lowest Luck.

Sharkworm: Init +4; bite +4 (1d12 damage); AC 16; HD 3D8+1; hp 21; MV

40' burrow 30'; Act 1d20; SP successful bite roll must be opposed by STR or AGL to avoid being swallowed and taking 1d8 digestion damage per round; SV Fort +8, Ref +6, Will +6; AL C.

Baby Sharkworm Leeches x4: Init +0; bite +2 (1d6 damage); AC 10; HD 1D8; hp 5; MV 20'; Act 1d20; SP successful bite roll causes leech to suction onto target, must make Fort save vs initial attack roll each round or target takes 1d4 damage and loses 1d3 points of CON; SV Fort +1, Ref +0, Will +0; AL C.

Treasure (inside Sharkworm's belly):

*Gelt spellcasting sphere (see **Table 3-GS** to determine spellcasting effect), three 10' lengths of chain, 65 gp, 120 sp, jewel-encrusted silver platter worth 50 gp, 4 black diamonds worth 100 gp each.*

Area 3-3 – Phaseship Hull Penetration Trap

Chunks of rock and dull gray fragments clutter the ground of the reddish brown cavern and the ground ahead looks like a metallic floor.

The instability of the reality field around the Phaseship has made this entrance into a potential trap for anyone who enters. When the first character enters past the opening in the Phaseship hull, the ceiling caves in enough to damage anyone within 10' of the hull entrance unless they succeed on a Ref save vs. DC 15. Anyone who fails the save takes 1d6 damage and anyone trapped beneath or behind the rubble takes 1 turn to dig out because of the increasing instability of the reality field.

Area 3-4 – Malfunctioning Security Device

The metallic floor crackles with electricity and it looks like a partial cave-in has damaged some of the alien technology inside the walls.

The floor is electrified due to malfunctioning equipment and the walls of the cavern are unstable in this area. Any character who makes contact with the ground in **Area 3-4** must make a Fort save vs. DC 10 or take 1d6 electrical damage. Anyone who falls prone in the area must make a Fort save vs. DC 20 or take 1d12 electrical damage and become paralyzed for 1d3 rounds, taking 12 damage each round while still in contact with the ground.

The walls are unstable, but will not cause any immediate harm, and characters may climb the walls to avoid the electrified floor. Characters may also bypass the electrified floor by covering it with a less-than-conductive material — like rocks from the cavern walls — or Sharkworm skin, etc. or by shorting out the wiring by splashing water or other liquids on the floor and waiting a couple of rounds before moving on.

Area 3-5 – Travelling Gelt Scholar

A gray alien with a long, flat, noseless face and ornate red and gold robes stands in this gray room, with a single gray bench behind him. He holds a gray sphere in his hands, like a small, featureless globe.

This is a Gelt scholar, a traveller who has commissioned this Phaseship and the Starmonger pilots to transport him between dimensions where he can pursue his studies of infinity. He will see anyone other than a Starmonger as a threat and will immediately attack, even though he first seems to be waiting patiently. He's actually just powering up his spellsphere and will get automatic initiative on the party unless a player declares that he is attacking the Gelt scholar before the room description is even finished.

Gelt Scholar: Init +1; claw +2 (1d4 damage) or spellcasting (SP); AC 12; HD 5D8; hp 33; MV 20'; Act 1d20; SP may use Spellsphere at a spellcheck of +5 and may roll for a new spell on **Table 3-GS** each round, or may continue to use any previously rolled spell; SV Fort +3, Ref +1, Will +8; AL N.

Treasure: *Gelt spellcasting sphere (see Table 3-GS to determine spellcasting effect), 17 small white plastic cubes (used as currency in his home dimension, of indeterminate value to PCs), fancy robes worth 12 gp.*

TABLE 3-GS: Gelt Spellisphere Abilities

Gelt scholars may reroll on this table each round, but PCs who use a Spellisphere can only use it once per day and the initial appearance and spell selection rolls “lock” the Spellisphere into those selections for the remainder of its life in this dimension.

d8 roll The Spellisphere temporarily becomes... **And allows the user to cast the following spell at a +X spellcheck where X equals Int modifier...**

1	A crackling orb of electric energy	<i>Eldritch hound</i> (DCC Page 211)
2	A floating helmet that rests on the user's head	<i>Enlarge</i> (DCC Page 139)
3	A levitating mask of the user's face	<i>Shatter</i> (DCC Page 193)
4	A 3-D combination puzzle cube	<i>Emerikol's entropic maelstrom</i> (DCC Page 213)
5	A robotic hand	<i>Word of command</i> (DCC Page 268)
6	A pair of floating, glowing eyes	<i>Darkness</i> (DCC Page 258)
7	A hand-held golden mirror	<i>Magic missile</i> (DCC Page 144)
8	A spiked rod	<i>Ray of enfeeblement</i> (DCC Page 190)

Area 3-6 – Robotic Phase-Hounds

Loud noises come from behind the gray metallic door, as if someone inside is searching for something.

The door to this room is locked and jammed, and will require either a DC 15 lockpicking check to unlock and a DC 15 Str check to pull it open, or a DC 22 Str check to smash the door down.

If the PCs open the door successfully, they see...

Three robotic hounds claw at the walls, trying to escape. But now they see that they have an opening. They stare at you with glowing red eyes.

The robotic phase-hounds are pets of the Starmongers, used as guard dogs and hunters. A reality anchor (small cylinder) in

the ceiling of this room keeps their phase powers from activating in this area, but as soon as they leave this room they can phase as normal. While inside this room, they will attack anyone they see, but once they leave the room, they will attempt to find their Starmonger masters and “play” with them. Any Starmonger, or anyone who looks like a Starmonger, may command a phase-hound to attack or stay with a gesture.

Robotic Phase-Hounds (3): Init +4; bite +3 (1d6 damage); AC 15; HD 1d8+1; hp 8; MV 40'; Act 1d20; SP may become intangible and invisible after attacking, thus making it impossible to hit a phase-hound without gaining initiative on it or using a spell effect that can damage an intangible creature; SV Fort +4, Ref +4, Will +1; AL L.

Area 3-7 – Storage Closet

The door to this room is also locked, though not jammed shut. A DC 15 lockpicking check or a DC 20 Str check will get it open.

Jumbles of pods and viscous liquids in jars and metal crates and strange tubes fill the room.

This storage closet contains a lot of useless junk and some quite valuable items (along with a bit of danger). For each turn one or more members of the party spends searching the room, roll a d7 on **Table 3-STOR**.

TABLE 3-STOR: What's in the Storage Compartment?

Roll a d7 This happens...

- | | |
|---|---|
| 1 | Lightning Bow (counts as a longbow but allows 2 attacks per round, but only has 5 charges before its power runs out) |
| 2 | Security Droid (unless unluckiest PC in room makes a Ref save vs. DC 18 is made, zaps a laser blast at that PC for 1d12 damage before powering down) |
| 3 | Humanoid skull with three eyes. Each eye is replaced with a gem, one blue, one yellow, one red. Worth at least 500 gp total at the Styx auction house. Gems worth 50 gp each if removed from skull. |
| 4 | 2 Shifter Eels (seemingly dead at first, come to life at touch and attack): Init +3; bite +3 (1d6 damage); AC 10; HD 1D6; hp 3; MV fly 40'; Act 1d20; SP bite will deal an additional 1d4 bioelectric damage unless target makes a Fort save vs. attack roll; SV Fort +3, Ref +3, Will +0; AL N. Note: dead shifter eels still hold a bioelectric charge and may be used as makeshift melee weapons dealing 1d4 blunt damage plus 1d4 bioelectric damage to target. |
| 5 | Helmet of Resistance (add +1 AC and +1 to all saving throws) |
| 6 | Proton Jackhammer (can dig through 10' of solid rock per round, 20% chance of causing cave-in with each use underground) |
| 7 | Small box filled with a stack of blank papyrus strips and charcoal dust in small jars. Sprinkling the charcoal on the papyrus strips will reveal that 1d5 of the strips are spell scrolls and 1d3 are maps. Future use determined by the needs of the judge. |



Area 3-8 – Starmonger Sleeping Chamber

Three egg-shaped pods, ten feet long, attached to glistening tubes pumping with a sickening slurping sound, line the back wall.

Three Starmongers — 7' tall insect-like humanoids wearing leather space-suits — remain undisturbed in their egg-shaped sleeping pods. Opening one will trigger the opening of all, and if there has been enough rumbling from Queldoz's machinations, the judge may want to have

the pods open up as the PCs approach the hallway outside, to provide an extra threat at this point.

The Starmongers will slide out of the eggs like infants oozing from amniotic fluids, but they are lethal soldiers from another dimension who have been feeding on extra-dimensional aether. They will seem like weakened travelers for exactly one round after “birthing,” then they will strike at any perceived threat in the area.

Starmongers x3: Init +3; claw +5 (1d6 damage) or mindstorm +3 (1d10 damage + SP); AC 13; HD 3D8; hp 19; MV 40'; Act 1d20; SP target of mindstorm must make an opposed Will save to prevent all damage, failure results in 1d10 damage plus a 1d4 loss of Int for an equal amount of turns; SV Fort +3, Ref +1, Will +8; AL N.

Area 3-9 – Phase-Engine Room

Light emanating through smashed metallic entrance glows forth from two orange and yellow shards of crystal seem stuck haphazardly in a mass of grayish goo in the floor.

Queldoaz has recently placed two orange and yellow crystal shards in a depleted power cell located in this area. Removal of the shards will have no visible effect, but will reduce power to the ship's phase engines, affecting what happens in area **3-11**.

Area 3-10 – Piloting Area

An orange humanoid with large pointed ears sits at what looks like a pilot's station, pressing buttons on a console panel. Behind him, two insectoid human-sized figures in black leather jumpsuits blink in and out of existence every second as they try to make their way toward you. A similar, non-blinking figure lies on the floor near the closed metal door in the back of the room.

The orange humanoid is the Shapeshifter, in a currently less-threatening form, toying with the ship controls while Queldoaz handles things in the next room. Two out-of-phase Starmongers flash in and out of this dimension as Queldoaz works in **Area 3-11** to repair the navigation computers

and thereby triggering a delayed quantum field that is bringing two Starmonger pilots from other parallel realities into this one.

Depending on how long the party has taken to get here, what awaits them could differ. If they arrive in this area within only 1 turn of Queldoaz's complete activation of the ship (as determined by the Judge's roll earlier in the adventure), then three more semi-phased Starmonger pilots will appear and Queldoaz himself will enter the fray immediately as the PCs enter this area. If the party still has 2+ turns remaining until the launch is activated, Queldoaz remains inside the Navigation Chamber in **Area 3-11** for two rounds of combat, focusing on his repairs and not realizing the danger posed by the PCs until round three.

Shapeshifter (shifts between one of three primary forms at random between rounds: Black Tentacle Panther, Giant Flying Red Piranha, or Orange Humanoid with Large Pointed Ears): Init +5; 2 attacks at +8 (1d8 damage each); AC 17; HD 6D8+2; hp 43; MV 40'; Act 1d20+1d20; SV Fort +8, Ref +6, Will +6; AL C.

Phase-Shifting Starmongers (2 or 5):

Init +3; claw +5 (1d6 damage) or mindstorm +3 (1d10 damage + SP); AC 16; HD 3D8; hp 23; MV 40'; Act 1d20; SP target of mindstorm must make an opposed Will save to prevent all damage, failure results in 1d10 damage plus a 1d4 loss of Int for an equal amount of turns; SV Fort +3, Ref +1, Will +8; AL N.



Area 3-11 – Navigation Chamber

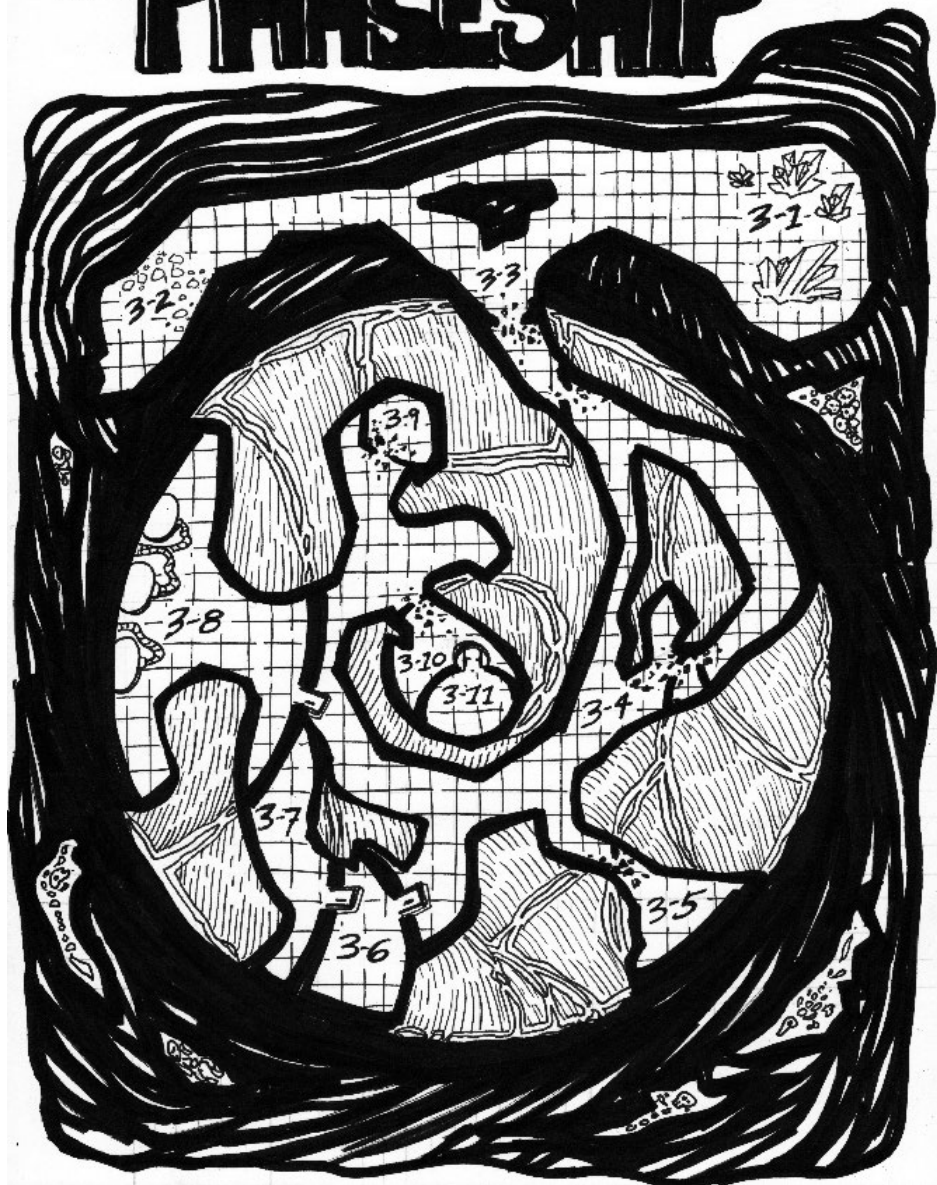
A white Martian kneels amidst tubes and cables and leaky sparkling black fluids, connecting wires to a small metallic box.

This is Queldo, and he's finalizing the navigation calculations by using the power of the Incandescent Box to jack into the Phaseship computer. If he completes his work in here, and the crystal shards have not been removed from **Area 3-9**, the Phaseship will become operational and anyone in **Area 3-10** who stands at the pilot's station will be able to fly the ship by pressing buttons. The ship flies normally, but in five dimensions.

Queldo, White Martian Technomancer:

Init +2; Atk punch +1 melee (1d4+1); AC 12; HD 4d6+2; hp 29; MV 30'; Act 1d20; SP communicates telepathically, and with access to any technology, may create jury-rigged devices to cast the following wizard spells at +4: *charm person, flaming hands, magic missile, sleep, invisibility*; SV Fort +2, Ref +2, Will +3; AL C.

THE PHRASESHIP



CONCLUSION

If they defeat Queldo and the Shapeshifter and the Starmongers, the PCs have a couple of choices: **(1)** they could flee back the way they came, although if they teleported here, it may be difficult to get back out of **Area 3-1**, **(2)** they could dig their way out, somehow, **(3)** they could control the Phaseship and go nearly anywhere in this dimension or any parallel world. The multiverse is your playground!

Of course, if they don't defeat Queldo and friends, that means the PCs are probably dead, and then Queldo has a mobile, nearly undetectable, nearly impossible to catch base of operations from which to launch dastardly schemes, and the next batch of PCs the players roll up will live in a more dangerous solar system because of it.

If you used the Perilous League and Ez-Gar to jumpstart the action leading to the PCs pursuit of Queldo, the space wizard pays each player 1000 gp for the safe return of the Incandescent Box, and offers to put the Phaseship to use in service of the League's best interests. He books the PCs on the luxury spaceliner *The Intergalactic Haze* so they won't think too much about what they might have given up.

In playtesting, the Incandescent Box rarely survived the adventure. It was smashed by PCs, or vaporized by a crazy-high spellcheck roll on a *Scorching Ray* or otherwise ruined in the attempt to put a stop to Queldo's plan. But if the PCs do retrieve the Incandescent Box, and don't want the thousands of gold from Ez-Gar (or haven't been commissioned by the Perilous League), then they have a powerful artifact in their possession.

What exactly does it do?

You decide. But know this: other beings in the multiverse will want to steal it back.

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