

ASTEROID 1618

a modular role play scenario for ENCOUNTER CRITICAL (second corrected edition)
By A.J. Putman



"AR-VANG MEETS A GOJIRON IN THE RUINS OF TOR NELKOS"

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Special Thanks to Hank Riley and Jim Ireland, without whom this would never have been written.

"Dedicated to my Uncle Jim."

INTRODUCTION

The adventure you hold in your hands is the product of eighteen months of intensive play, involving over 40 sessions of game time, untold hours of preparation, and the countless heroic exploits by over 2 dozen role play enthusiasts. The development of Asteroid 1618 began when another game moderator ended a science fiction campaign leaving the players begging for more. Suddenly I found myself the subject of intense pleading and even outright begging. These players needed to get their fix of scifi adventure and I obliged, adding a third ongoing campaign to my schedule. Meanwhile my original ENCOUNTER CRITICAL playgroup had grown dissatisfied with the small mudball known as Vanth, and were eager to seek further adventure among the stars. I decided to kill two birds with one stone by developing a planethopping setting for ENCOUNTER CRITICAL, a place where both travellers from other stars and barbarians from Vanth could find seek their fame and fortune. The result has been the longest running and most exciting role play campaign in the history of the Fantazmatron Science Fiction & Fantasy Club! And now a brief glimpse into that world is available for you, as a broad tableaux in which to find your own path to glory.

Journey Masters not interested in refereeing spaceship battles will certainly be able to find other ways of using the bulk of the material presented here. The enigmatic Vanishing Pyramid might appear in your already extant campaign setting and whisk your group away to Asteroid 1618, as it did the infamous Sir Chicken and his rowdy associates. Or perhaps a mystical Bronze Door will allow adventurers to walk between worlds, in the manner by which the characters in David Bergan's Barsoomian themed MAZES & MINOTAURS project were able to "guest star" for seven earth shattering sessions of the original Vanth Subsector campaign. Or, like certain a certain band of star smugglers, a particularly bad misjump might cause their vessel to crash somewhere on the surface of the asteroid. I hope they come down on the sunlit side! Whatever device allows you to bring your party to Asteroid 1618 and its neighboring worlds, your players are in for a treat. A thousand glittering wonders and deadly dangers await them!

If you are an EC player and your Journey Master intends to use the situations outline in this book then I urge you to READ NO FURTHER. Don't ruin the surprise by reading the adventure before you live it! Journey Masters are advised to make subtle alterations to the contents of this adventure both to put his own individual stamp on the material and to discourage overzealous players from relying on unfair research. The combination of an enthusiastic game moderator and intrigued but essentially ignorant players is the cornerstone of excellent adventure role play. For maximum enjoyment the players should only experience this adventure through the eyes of their characters. I hope they love it, I know my players did!

AJP

A.J. Putnam
Oshkosh
7/1/81

VANTH SUBSECTOR BACKGROUND INFORMATION

Humanity first travelled to Vanth Subsector approximately 6,000 ago, arriving across the emptiness of the Glittering Vast via subluminal coldsleeper and multigenerational ships. At the time of this Great Migration the existence of the Stardragon menace and their proximity to the subsector were not yet known. So, too, the Vulkin Star Empire was an unknown. In those early days the men and women of Vulkinas IV were not capable of manned multiparsec flight and their nascent Empire consisted only of those habitable worlds orbiting Vulkin Prime and its sister suns, Vulkin Alpha and Vulkin Beta.

Initial successes in colonization of the subsector were checked by a new mating cycle of the Stardragons, which blasted several human colonies back to the stone age and utterly destroyed others. Some scholars postulate that the Vermillion Belt (coordinate 1512) was once a habitable world with a large human population before the arrival of one or more ovulating Stardragon females. The initial dominance struggle among the various male and androgyne Stardragons followed by the inevitable sky orgy left the entire system shattered.

After the lusts of the Stardragons were completely spent the Medieval Rim Sector spent several centuries putting itself back together. It was during this period of reconstruction and consolidation that local Klengon scientists discovered superluminal spaceflight technology. Their peaceloving friends, the Vulkins, promptly stole the technology and began a brutal conquest of their home subsector. At that point the Vulkins gained the notice of the Galactic Domination Bureau, who offered to expand their power grid into the Medieval Rim in exchange for the usual tribute to the Dominator regime. Logically noting that the Bureau' technology, economy, and brutality were orders of magnitude greater than their own, the TriEmpresses of Vulkinia agreed to the pact.

With the galactic power grid allowing multiparsec travel in hours instead of days, new frontiers were opened throughout the sector. A tentative Vulkin foothold into Vanth subsector was established at New Remus and from there the Vulkin Empire slowly absorbed much of the region. Their pointy eared legions soon controlled nearly every green world within their grasp, either via outright conquest or economic dominance. Resistance movements festered on most civilized worlds in the subsector.

At the same time a thousand lesser interstellar states throughout the galaxy rose up in an attempt to throw off the yoke of the Galactic Domination Bureau and the whole galaxy found itself locked in a deadly civil war. To undermine the war efforts of the rebellious League of Frankenstein Overlords, the Bureau shut off the tachyon pulsar arrays powering the grid of the entire Medieval Rim. Since it had been over two centuries since anyone in the sector had produced or flown the old style "jump drive" superluminal system, the Empire nearly collapsed overnight. It took almost a decade for Vulkinia to manufacture and deploy sufficient jump drive vessels to restore order in its home subsector. Only recently has recontact been established with the inhabitants of Vanth Subsector. During those few years of isolation most of the Vulkin authorities were overthrown and new governments established on most worlds.

INDIVIDUAL WORLD NOTES

VANTH: See ENCOUNTER CRITICAL rulebook, 2nd revised edition, page 27.

ENIGMA 23: This strange star alternated its existence, spending 3 to 18 months as a black hole and then 3 to 18 months as a white hole. In either mode travel within 1.5 parsecs of E23 is extremely hazardous. Jumping through the affect region will result in a travel mishap 50% of the time. Jumping into the region causes a mishap 75% of the time. Before the sector power grid fell the Vulkins established a science station in one of the few safe orbits around the Enigma. No one has made contact with the station since the grid went down.

MYTHIKA: Most of this planet lingers at bronze level technology or below. The few survivors of a continent that was destroyed during the Great Stardragon Mating Cycle have clung to a more advanced technology, as have a handful of Vulkins that have been driven underground. At least a dozen godpower entities influence events on this planet.

GAMMA: The high tech society of this planet burnt itself out several centuries ago in a planetary atomic war. Mutant animals and rogue robodroids wander much of the land freely. What vestiges of civilization remain tend to hide themselves in small enclaves. Outsiders visiting this world have a 5% chance per week of picking up either a random mutation or a random disease.

WARDEN: Something has gone wrong on this miles long subluminal colony ship. Part of the original waive of human settlement from 6 millennia ago, the Warden's automatic systems malfunctioned and the ship never landed. It now wanders through space at random. Certain brave space traders claim to have successfully docked their vessel to the Warden, and traded with the now degenerate inhabitants of this vast generation ship. Every sixth year of game time roll a d6. On a 1 to 3 the Warden travels to the next hex on its course. A 4 or 5 indicates a course change, randomly select a new hex facing for the vessel. A 6 indicates no change in course or movement.

MALACAZOOM: This small world was already in disrepair when humanity first arrived in the subsector. Most of Malacazoom's surface water has evaporated and bled off into space, taking much of the oxygen atmosphere with it. Over 75% of the planet is now deserts of rock and sand, with only a single small sea and meager forest continuing to power the planet's natural water and oxygen cycles. Nomad barbarians of a dozen different races wander the endless dunes, while the few remaining inhabited cities struggle to artificially maintain the viability of their world's ecosystem. Duels are very important among the cultures of both the city and desert folk and any outworlder openly carrying a sword can expect to be challenged at least once a month. Most duels on Malacazoom are not to the death, but accidents do sometimes occur.

TELLURIA: This balkanized world was on the bring of global atomic annihilation when the Vulkins arrived to impose their idea of peace upon the planet. When the grid fell the nations of Telluria rose up as one and overthrew the Vulkin occupation force. Since then they fallen to once again squabbling among themselves and worldwide conflict seems to loom in the near future.

TEK ZARCANNA: Discovery of large quantities of bismuth and molybdenum turned this planet into an overnight sensation. After a year of boom, the planet went bust when the interstellar mining concerns concluded that most of the deposits were too low grade to make large scale mining economically feasible. Now most of the inhabitants of the world are down on their luck miners eking out a small living from the few good veins near the surface and the shabby towns that

support these small operations. Crime is on the rise as the economy slows. Law enforcement is often ineffective in smaller communities and pistol dueling has become an acceptable way to settle disputes.

KRONUS 2: No class M worlds orbit the star Kronus. Most of its satellites are worthless rockballs. Kronus 2, the only gas giant in the system, would be a popular refueling point if it weren't for the dragons. A clutch of Stardragon eggs were laid in the planet's interior during the last mating cycles of the beasts. These eggs have recently hatched and now newborn Stardragon menace the system. Use Dragon of Fire statistics for infant Stardragons, but treat their breath attack as phasic in nature.

CETI ALPHA 5: The youngest human colony in the subsector, it was founded only a century ago by members of a eugenics cult. Under the laws of the colony only mutants and cyborgs of human stock, advanced humans, and frankensteins are accorded full rights of citizenship. Treatment under local laws varies widely for others, with hobblings and lizardmen having the same legal rights as housepets while unevolved humans are considered wards of the state and accorded many legal protections. During the years of Vulkin rule over the subsector the constitution of the planet was amended to include Vulkins among citizens of full rank, but enforcement of this law varies wildly.

MANDOR: Somehow over the course of 6,000 years this world has remained completely untouched by the consternations of the subsector. The evolved humans of Mandor have achieved a near Paradise on their small world. They have known neither plague nor war in over 500 years. When the Vulkins arrived they greeted their wouldbe conquerors with wreathes of flowers and a parade in their honor. Most space travelers find spending more than a few days on the world to be the most tedious and soulcrushing experience of their lives.



DEEP SPACE STATION K5: The human dominated Confederation of Worlds constructed the K series of deep space stations as a way of bridging the gap of the Glittering Vast subsector. The fifth station was put into place and hooked to the galactic power grid just days prior to the grid coming down. Fortunately the station crew had all arrived via coldsleep transport and the vessel had not yet departed, so they were able to place themselves in suspended animation until the restoration of the grid. The station commander had not counted on a jump powered Klengon vessel to be the next ship to visit the station. Now the Klengons are in command at K5 and the station crew live as slaves.

HELL 6: Landing on Hell 6 is not recommended. Even the Stardragons avoid this world, for it is LITERALLY the sixth layer of Hell. Souls of the damned and flaming demons are the only sentient life normally encountered here.

LEMUKET: Of all the planets in the subsector colonized by slower than light vessels, this one has the richest and most vibrant culture. Technology is stunted by a shortage metals in the upper crust of the planet, but in poetry, dance, social rituals, sculpture, and many other arts few worlds shine so brightly as Lemuket. But Lemuket is also a barbaric world with countless wars, harsh justice, and a caste system that weighs like a millstone around the neck of the underclass. Voyagers to this world should be warned that Lemuket seems more loosely tied to the the universe than other worlds. For no discernable reason Lemuket occasionally phases into hyperspace for a period of 3 to 18 months, during which time it is inaccessible to all known forms of space travel. After a similar period in normal space it disappears again. Some thinkers postulate that

Lemuket's erratic existence and the strange properties of Enigma 23 may be somehow interrelated.

XARDOX: For centuries this society has been cleft in twain. The technological haves keep themselves shut in underground fortresses from the technological have nots. Most of surface dwellers are cave primitive hobblings, humans, and planetary apes and many regions are cannibalistic. Traditionally the amazons, blue elves, and robodroids have kept apart from such society, other than the traditional amazon hunting parties that scour the surface looking for suitable males to capture. The ecstasies to be experienced at the hands of the amazon mistresses of Xardox are sad to be capable of unhinging the minds of their pleasure victims.



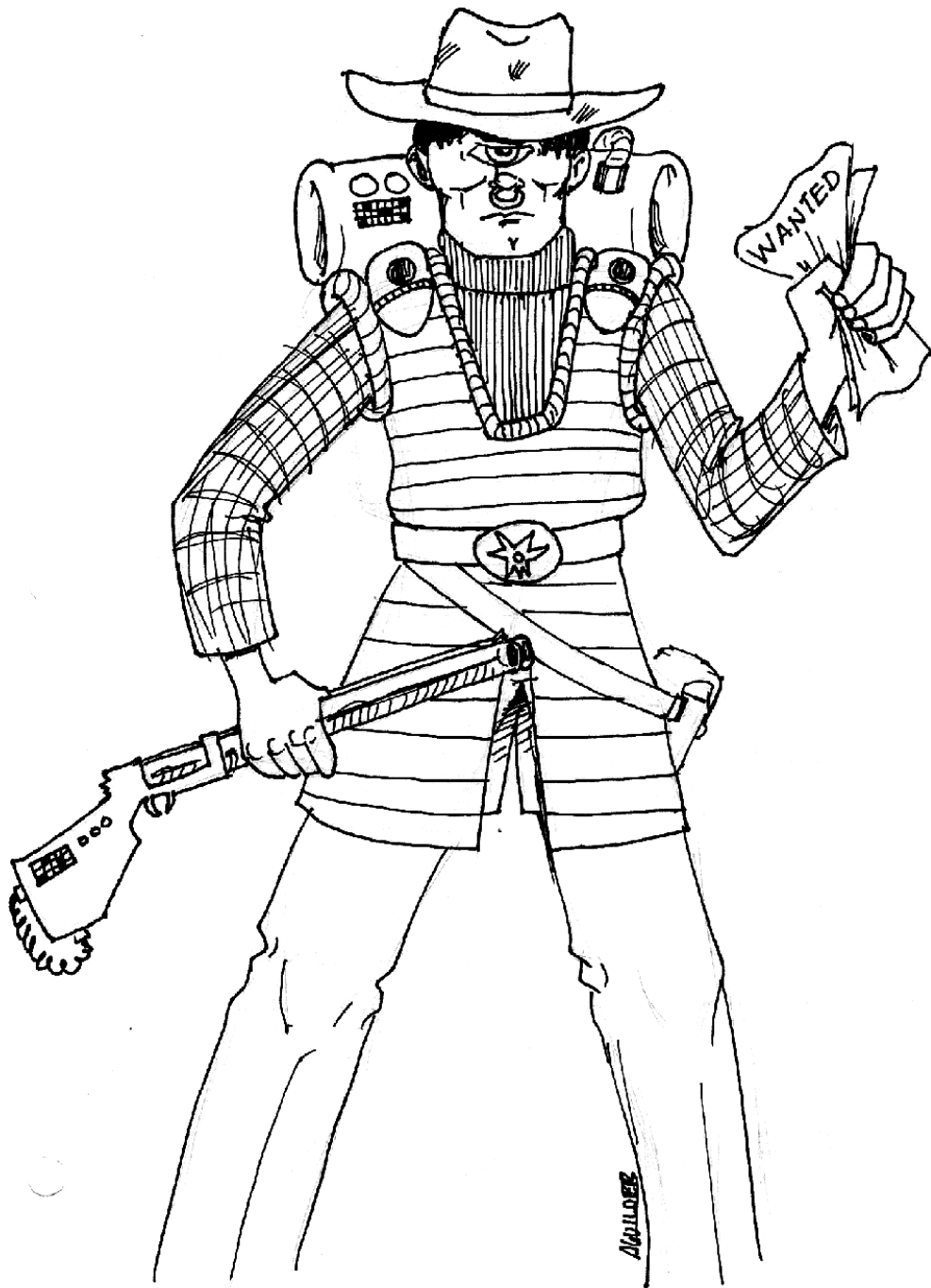
THE VERMILION BELT: This large field of planetoids is so rich in dilithium that it sparkles like emeralds in the eternal night of space. But exploitation of these valuable minerals has proven quite difficult. The Vermilion Belt orbits a highly unstable star given to unpredictable novas, flares, and ion storms. And the Belt itself is inhabited by a large number of voracious Asteroid Worms.

OREZIUS: Prior to the last Stardragon rutting this world had an aristocracy of advanced humans, lizardmen, and elves living upon a floating landmass of nearly continental size. Nearly all the evolved rulers were killed and their floating home destroyed when two passing Stardragons selected the airborne realm as the sight of a one night stand. The Continent of the Overlords was thrown down from the sky, crushing the largest civilization on the surface. Only in recent centuries have the Orezians regained a modicum of civilization. Nowadays their most potent myths tell of a great war among the gods that caused heaven itself to fall. The modern inhabitants of Orezius eschew the gods completely. They are a wicked and atheistic lot, given to the celebration of pleasures of the flesh. When the sector power grid was up this planet was a very popular tourist destination.

COBOL: This eerie world is a vast tomb floating in the void. The human colonists of Cobol achieved a great civilization only a few centuries after coming to this planet. But after a thousand years of greatness something happened. No one knows the ultimate fate of the people of Cobol, but today the world consists of little more than empty cities and sprawling wilderness. Treasure hunters of all kinds have stripped the planet of whatever relics of bygone days remained, but rumors abound of secret vaults under the cities and mountains.

REMULAK: Genetic drift due to isolation and suboptimal initial gene pool affected the human settlers of this world and they are now almost a new species of sentient. Fully 25% of Remulakis are born Advanced but mutated, but the society has not answered the question of how to best deal with these new creatures in their midst. Crossbreeding with other human cultures to stabilize the gene pool has been rejected both due to cultural reasons and because the misshapen heads of the Remulakis result in a 25% penalty to seduction attempts of other humans.

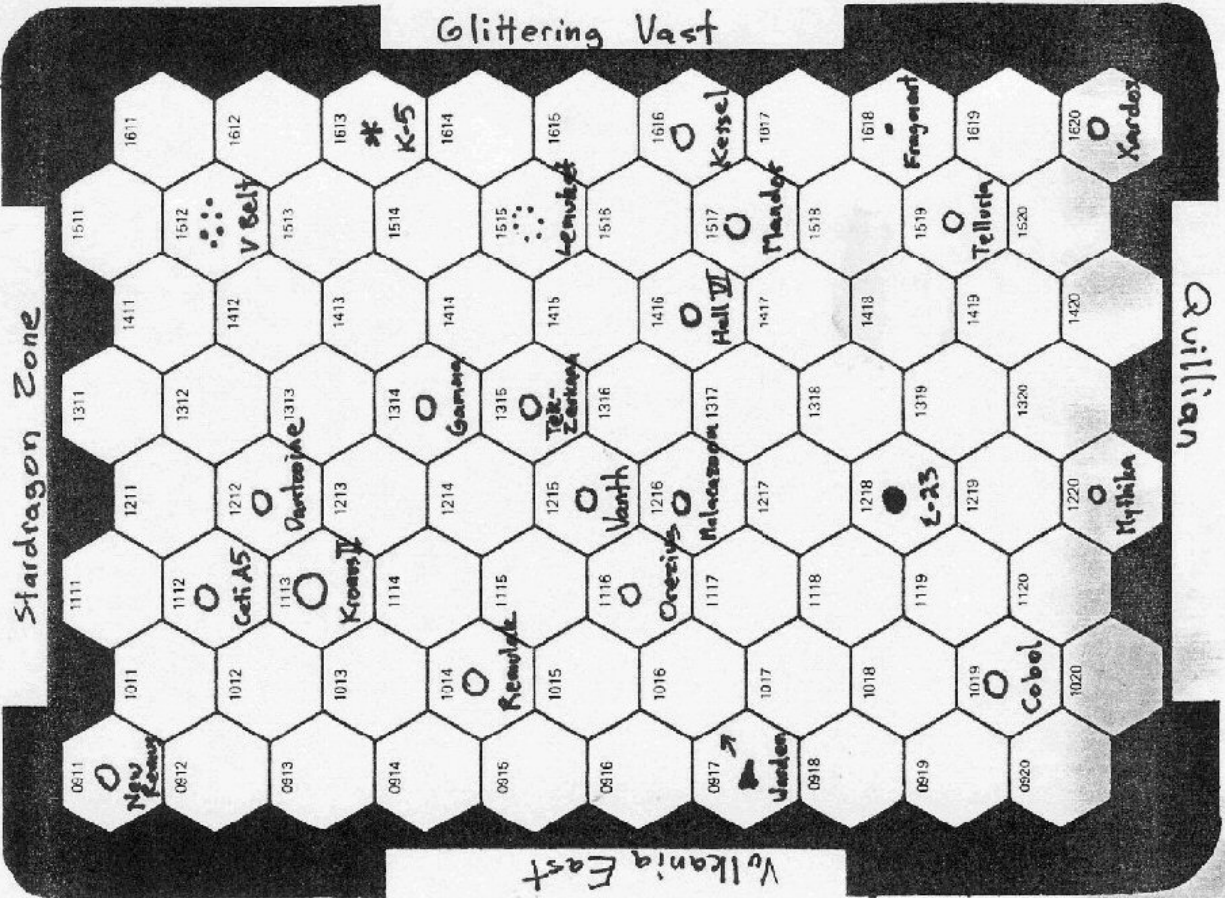
NEW REMUS: Today this once proud starport is little more than a high tech ghost town, as three years ago a flaw in the central computer caused all the robodroids to go berserk. In only a few short hours the robodroids slew all their fleshy oppressors save for a handful of survivors. Now almost all the robodroids are dead too, due to either lack of maintenance or battery failure.



One Eyed Jack

subsector Vanth Sector Medieval Kim
 Date 6-22-81 Authority Vulkin Star Empire

Name	Location	Statistics	Remarks
New Remus	0911	C756168-9-A	G
Warden	0917	B000413-8-2	G,A
Remulak	1014	A566A9C-C-6	G
Cobel	1019	E766000-n-n-n	G
Ceti Alpha V	1112	E88820A-7-7	G,A
Kronus II	1113	AGB2533-B-A	G,R
Orezius	1116	E588607-4-A	G
Dartooine	1212	C6A8365-7-5	
Vanth	1215	C485607-6-A	G,A
Malcaazoom	1216	D451607-5-A	G
Enigma 23	1218	D000166-8-4	G,R
Mythika	1220	E166503-1-B	G
Gamera	1314	E786600-3-6	G,A
Tek-Zarkana	1315	D352444-4-5	A
Hell VI	1416	E85360A-6-C	G,R
the Vermilion Belt	1512	X000000-n-n-n	G,R
Lemulet	1515	X457773-2-8	G,A
Mandor	1517	B365588-B-6	G
Telluria	1519	C777937-6-4	G,A
Station K-5	1613	8000296-9-7	A
Kessel	1616	C895799-8-6	G
Aldoring Fragment	1618	D151531-A-7	
Xardox	1620	B355536-5-5	G,A



PSYCHO/MAGICAL INDEX

The Psycho/Magical Index is an addition to the Universal World Profile, appended after the Tech Level of the world, that indicates the relative power of psionic and magical manifestations on a given world.

0. Magic does not work, except for phasic effects. Psionics work only 50% of the time.
1. All magic fails 50% of the time. Psionics extremely rare.
2. Warlock spells & other major magics fail 50%. Warlock skills and magic items OK.
3. Most magical effects undetectable by normal senses.
4. Magic dismissed as hooey by natives.
5. Summoned creatures & magical beings generally appear in disguise.
6. Psionics sufficiently available to impact structure of society.
7. Magic is known, but not widely available or understood.
8. Planet's life force supports a divine biosphere. (Local gods are real.)
9. Magic considered a science, widely effects daily life.
 - A. Any locally produced items above TL 3 will be magically or psionically based.
 - B. Local gods active in planetary affairs.
 - C. Tech items must roll tech level or better on 2d6 to activate each time used.

To generate PMI for a planet roll 2d6. Dms plus 1 if TL 4 to 7, plus 2 if TL 8+, minus 5 for hard scifi subsectors.

ASTEROID 1618 BACKGROUND

Prior to its destruction, the planet Aldaria was a peaceful and prosperous world for over a thousand years. So opposed to violence were the citizens of Aldaria that unlike countless other worlds they did not resist annexation by the Bureau of Galactic Domination. For six and half centuries the Aldarians lived under the regulation of the Bureau, and yet they continued to prosper. The Great Library at Grafnat City and the colleges adjacent to it became the premier center of learning through much of the northeast quadrant of the galaxy. Beings from all over this and adjacent universes came to learn at to teach within the shadow of the Twelve Towers of Knowledge, breaking new ground in such diverse fields as zero G ballet, quantum sorcery, antidiemensional mathematics, and plasma barbecuing. The Multiversity of Aldaria's kosho team also won the sector penant on three occasions, but were never able to make it to the quadrant finals.

For much of this period Aldaria was among the handful of lucky worlds to receive more funding into the planetary coffers than went out in the form of taxes. Much of this Bureau generosity was in the form of grants to the Multiuniveristy and more particularly to the Sauron F. Agnew College of Interstellar Administration. As the Galactic Domination Bureau's influence spread to encompass more and more worlds, the College grew to become a primary source of new Bureau personnel. Eventually, the grants to the College of Interstellar Administration grew to be the number one source of funding for the Multiveristy and later as the Multiversity grew to encompass much of Aldaria's northern continent, Bureau largess became the primary source of income for the entire planet. Faculty members at the School of Advanced Omnieconomics published several papers warning that this arrangement made for an unhealthy and unstable fiscal future of the planet, but their warnings went unheeded by even the few who bother to read the Journal of Advanced Planetary Financial Policy.

But, lo, the economics professors dire predictions came to pass. The College of Interstellar Administration demanded more direct influence over the Multiversity that their activities largely funded, while the Multiversity officials began to maneuver for more direct control over planetary governance. The school administration quietly overthrew the democratically elected government of Aldaria. This was acheived by blowing out of proportion demonstrations against Multiversity expansion onto the culturally divergent southern continent. This jockeying for more external power by the multiveristy officials and the dean of the College allowed the true threat to Aldaria to grow out of check: the revelations of the secrets of the Old Stacks.

Upon achieving the lofy title of Archlibrarian, the obsessed bookworm Nozblat Grundthunki had finally achieved sufficient rank in the Librarians Guild to allow him to pursue his lifelong ambition, the resoration of the Old Stacks. During the Fifth Great Reorganization of the Library some 3 centuries previous the original stacks room became lost in the shuffle of personnel and policy. Initially, Archlibrarian Nozblat led expeditions of junior librarians into the bowels of the main library complex but that program was cut short by the triple threats of an infestation of Aldarian devilspiders, the accidental reactivation of murderously malfunctioning reshelving robodroids, and the nihilistic rampages of deranged grad students. Given these dangers Archlibrarian Nozblat decided it would be prudent to subcontract the task of finding the lost stacks to experts in the field of underground exploration.

Prior to Nozblat's recruitment drive adventurers had not been welcome in the hallowed halls of the Multiversity, save in a handful of obscure departments such as Medieval Metaphysics and Mad Art & Sciences. Professional adventurers have never been known for their great respect for the laws of ordinary folks and several flagrant rules violations in and around the coed dormitories made

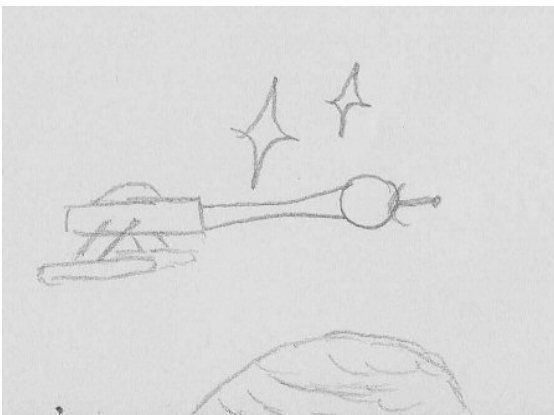
that fact abundantly clear to university officials. Before agents of the dean could eject these ruffians from campus the handful actually engaged in active exploration of the library subbasements made a major breakthrough.

While fighting a pack of diseased raider rats some six or seven levels below the surface of the planet, a warlock bomb cast by noted sorceress Natassia of the Fourth Eye brought down a section wall to reveal a staircase down. These stairs lead into the uppermost level of the Old Stacks. Soon all of Aldaria was abuzz with the news of the discovery of this longlost trove of ancient wisdom. Nozblat and Natassia became instant celebrities, appearing at all the society galas and ritziest nightclubs. Scholars of every stripe lined up to get a peek at the long forgotten tomes. But the Old Stacks were not ready to surrender their secrets easily. Deadly booby traps, dangerously unstable piles of books, and the angry ghosts of dead librarians claimed many victims. But eventually the tomes of previous centuries began making their way into the hands of the greatest scholars inhabiting Aldaria.

That's when the trouble began with the Department of Political and Computational Sciences. The discovery of three history books outlining the true origins of the Galactic Domination Bureau would normally have been suppressed for reasons of political expediency, but Nozblat was distracted by his newfound celebrity and the Multiversity officials were preoccupied with taking over the planet and fending off a takeover attempt by the College of Interstellar Administration. The normal safeguards designed to keep the Multiversity out of galactic politics failed, resulting in the publication of Professor Hargab Twinkletoes' book "Foundation of Lies: the illegitimacy of the GDB". This popularization of a seditious indepth study of the sausage making of galactic empire proved to be an overnight sensation on several nearby worlds.

Fearful for their careers should the information in "Foundation of Lies" spread further, several local GDB officials panicked. Ugrax Bolmori, Subsector Supervisor of the GDB Department of Noninformation, ordered all copies of the book destroyed. Thanks to the ruthless efficiency of his Robodroid Bookcleanser Legions, over 95% of the printed copies were reduced to ash. Zarani Starleaf, Sector Subalterness for the Department of Interstellar Tranquility, felt she had to go one step farther. Her position in the GDB was already in jeopardy thanks to the earlier publication of several provocative photos of her from her previous career as a gogo dancer in the pages of PlaySentient magazine. Not understanding the vast scale of the operation, Ms. Starleaf issued orders for the destruction of the Library and Multiveristy.

Lieutenant Admiral Karogga, a Klengon officer of many campaigns, received the orders with delight. Her grandfather Kurgthor the Shatterer had been immortalized in the annals of Klengon



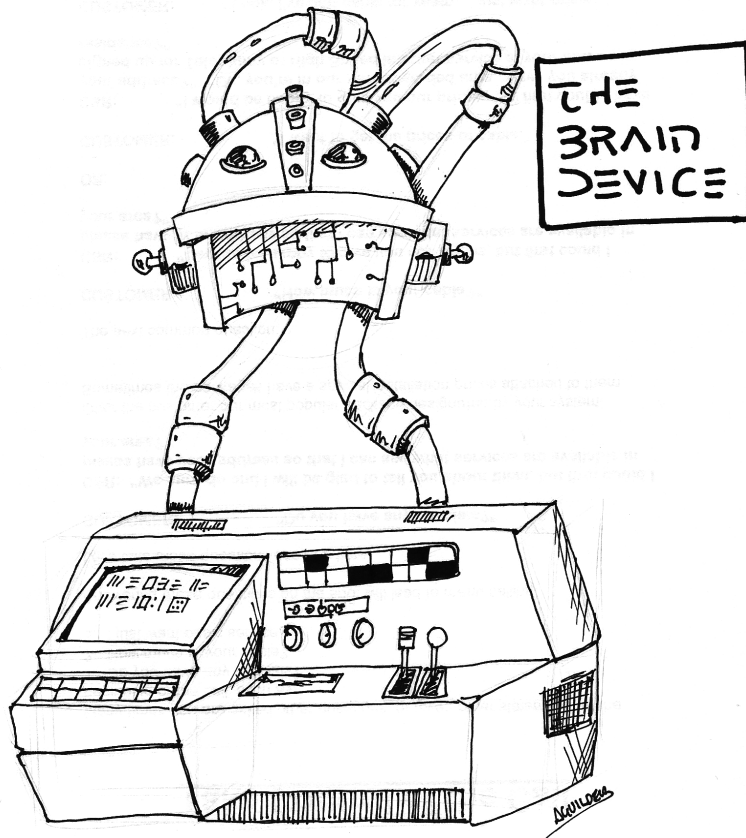
history when he oversaw the atomization of the Hobling homeworld and here was her opportunity to achieve similar honors. Admiral Karogga opted to destroy the planet with a single low yield Phasic Resonance Device. While the resulting destruction would not be as complete as the job as the annihilation perpetuated by her infamous ancestor, Karogga was able to achieve her mission well under the budget assigned her by her GDB overlords. To the Bureaucrats of Galactic Domination budget overruns are a much more serious matter than the murder of a single world.

Karogga was courtmartialed and later dishonorably

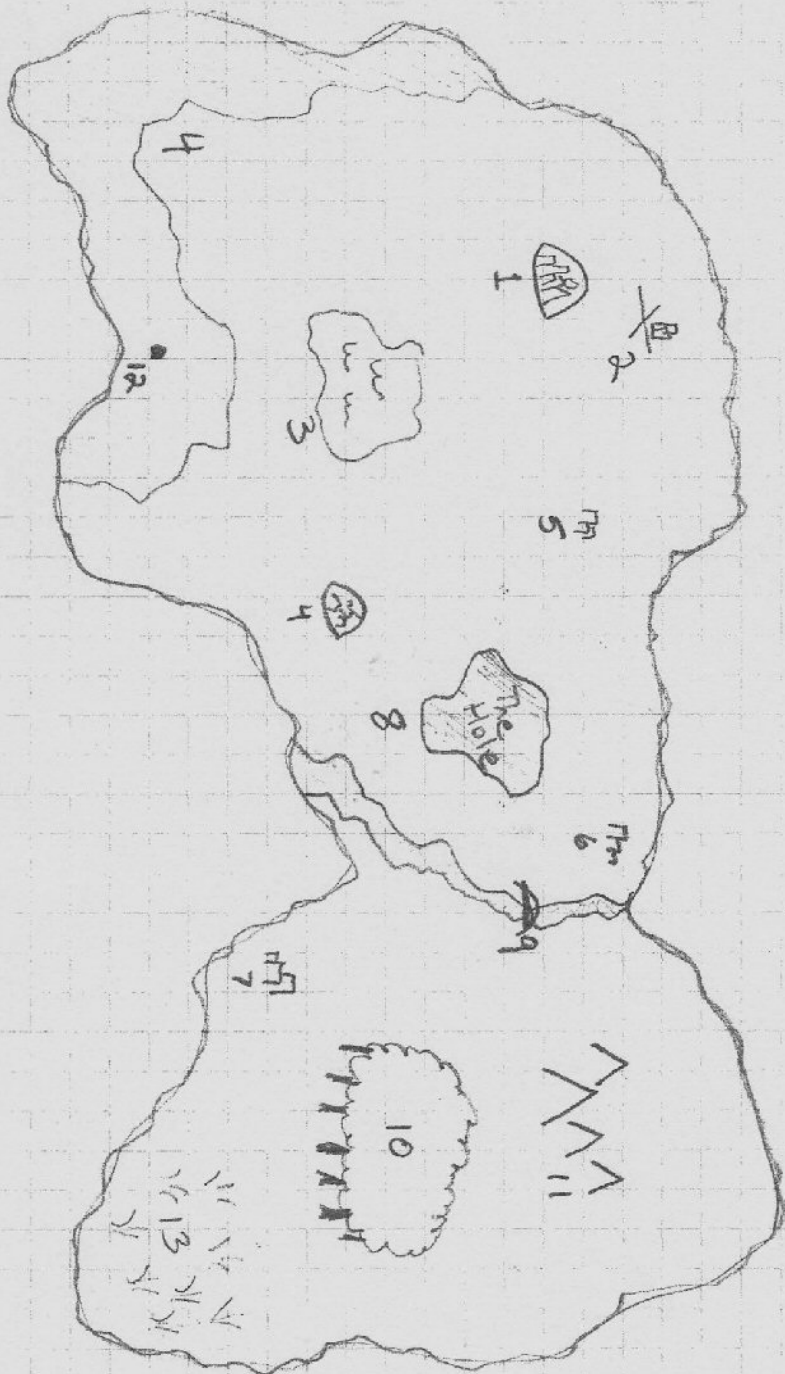
discharged when afterwards it came to light that she had destroyed one of the major sources of newly trained Galactic Bureaucrats. Zarani Starleaf saw the writing on the wall and simply disappeared, quietly leaving a resignation letter on her supervisor's desk. Archlibrarian Nozblat, Natassia of the Fourth Eye, and Professor Twinkletoes all happened to be off planet when Aldaria was destroyed. The present whereabouts of all five of these personages is unknown.

Asteroid 1618 is the largest known fragment of the exploded planet Aldaria, being the majority of an island just off the coast of the northern landmass. The initial shockwave of the Phasic Resonance Device activation tore the island from the planet's crust and sent it hurtling through space at superluminal speeds. The initial vector of the planet fragment passed closely to a red dwarf in faraway Vanth subsector, where the asteroid entered into orbit around the small star. Most of the rest of the planet broke up into much smaller pieces which evennow hurtle through intergalactic space at speeds many times that of light. One or two other Aldarian shards may remain in the galactic disk. It remains to be seen whether, like Asteroid 1618, these remnants are capable of supporting life.

Public outrage over the destruction of Aldaria and a lack in sufficient GDB oversight personnel were direct causes of the present unrest sweeping the galaxy. "Remember Aldaria!" has become a battlecry among the many people seeking to oust the GDB from their homeworlds. And without sufficient low level bureaucrats the Galactic Dominators are unable to properly manage these interstellar brush wars.



Asteroid 1618



30 miles



ASTEROID 1618 WILDERNESS KEY

- 1) DOMED CITY See appropriate section.
 - 2) STARPORT Most visitors to the asteroid arrive via the Automated Starport here. A free shuttle whisks visitors to and from the gate of the Domed City. Robodroids and computos are the only lifeforms here, save the occasional visitor to the starport bar.
 - 3) HEAVY LAKE Large yellow signs around the lake warn visitors not to discharge energy weapons near the water. Accelerated evaporation has forced most of the water into the atmosphere, leaving only atomically charged heavy water behind. The water is safe to drink but lazer and phasic effects near the lake have a 12% chance of igniting a small nuclear explosion, doing dloo damage to all in a thousand yards. 50% of all random encounters here will be Lake Monsters.
 - 4) SHATTERED DOME See appropriate section.
 - 5) ATMO FACTORY This large factory actually spews breathable gases into the atmosphere. Most of the factory is operated by mechanical men, with a handful of human overseers commuting here each day from the Domed City. At least three more of these edifices will need to be built in order to keep up with the rate that breathable gases of the asteroid's atmosphere are leaking into space. Some elements in City politics want to cut funding to this pilot plant, arguing that the air under the dome is sufficient for the citizenry.
 - 6) ABANDONED TOWN See charts.
 - 7) ABANDONED TOWN See charts.
- NOTE: At least 1d6 additional Abandoned Towns should be secretly placed on the map by the Journey Master.
- 8) THE HOLE This black gap pierces the entirety of the asteroid. Anyone stumblong or falling near the edge of the hole must roll Happenstance or fall all the way through the asteroid and be ejected into the inky blackness of space.
 - 9) TITANBRIDGE Built and maintained within the last couple years by robodroids from the Domed City, it is 1 GC to cross this magnificent structure, 5 GC for mounts or vehicles. Lava burbles in the vast chasm the bridge spans.
 - 10) FOREST This region is under the aegis of a commune of pacifist elves and dropouts from the Domed City, who are attempting to stabilize the atmosphere via intensive forestry. The humans here seek spritual guidance. Any Psi Witch or Warlock demonstrating their powers will be hailed as their newest guru.
 - 11) MOUNTAINS A pair of Dragons of Wisdom have established a lair here. They have 2 eggs and over 10,000 GC in coins and other valuables, as well as a Ring of Second Chances that allows the wearer to reroll any one die roll, once per session. The result of the new die roll is final, even if worse than the roll it replaces.
 - 12) HAUNTED MINE See appropriate section.

13) RADIOACTIVE SWAMP Each day spent adventuring here has a 1% chance of causing a new mutation. Half of all random monsters encountered here will be cannibal hobblings or jungle flowers.

UNDERSIDE

Asteroid 1618 wobbles rather than rotates around an axis. The upper surface is rarely darker than twilight, while the underside is a land of perpetual night.

14) LAVA LAKE This lake of molten lava is nearly impossible to explore or cross. Only a boat or submarine with an impervium laced hull can safely navigate these fiery 'waters'. Even flying over the lava is dangerous, with a 17% chance of a bursting bubble splashing any flier for d20 damage.

15) OMINOUS CASTLE Moff Kiranto, an ancient vampire lord, makes his abode here. In addition to being a vampire, he has the abilities of a 3rd level Warlock. His 5 brides are all vampiric doxies of 1st through 3rd level. These creatures rarely wander out, as they have chained in the castle dungeon a Blood Ooze. This creature is like a Cave Ooze that constantly drips gore. The vampires milk the Blood Ooze for nourishment, which they supplement by occasionally feasting on a member of the large band of terrorized goblins they keep as servants. The Moff and his lady friends will cheerfully and lavishly entertain visitors. As long as they have their food source they prefer not to drain the blood of potential friends. Hidden throughout the castle is at least 25,000 GC in treasure, spread among several trapped caches.

16) CRUST OF DOOM This region is safe to most travelers, but vehicles and especially large creatures have a 5% chance per day of breaking through the relatively thin crust of solid rock and plunging into the fiery magma underneath.

17) CAVE This cave is left for the development of the individual Journey Master. It could be a small lair or the entrance to an elaborate dungeon complex.

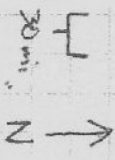
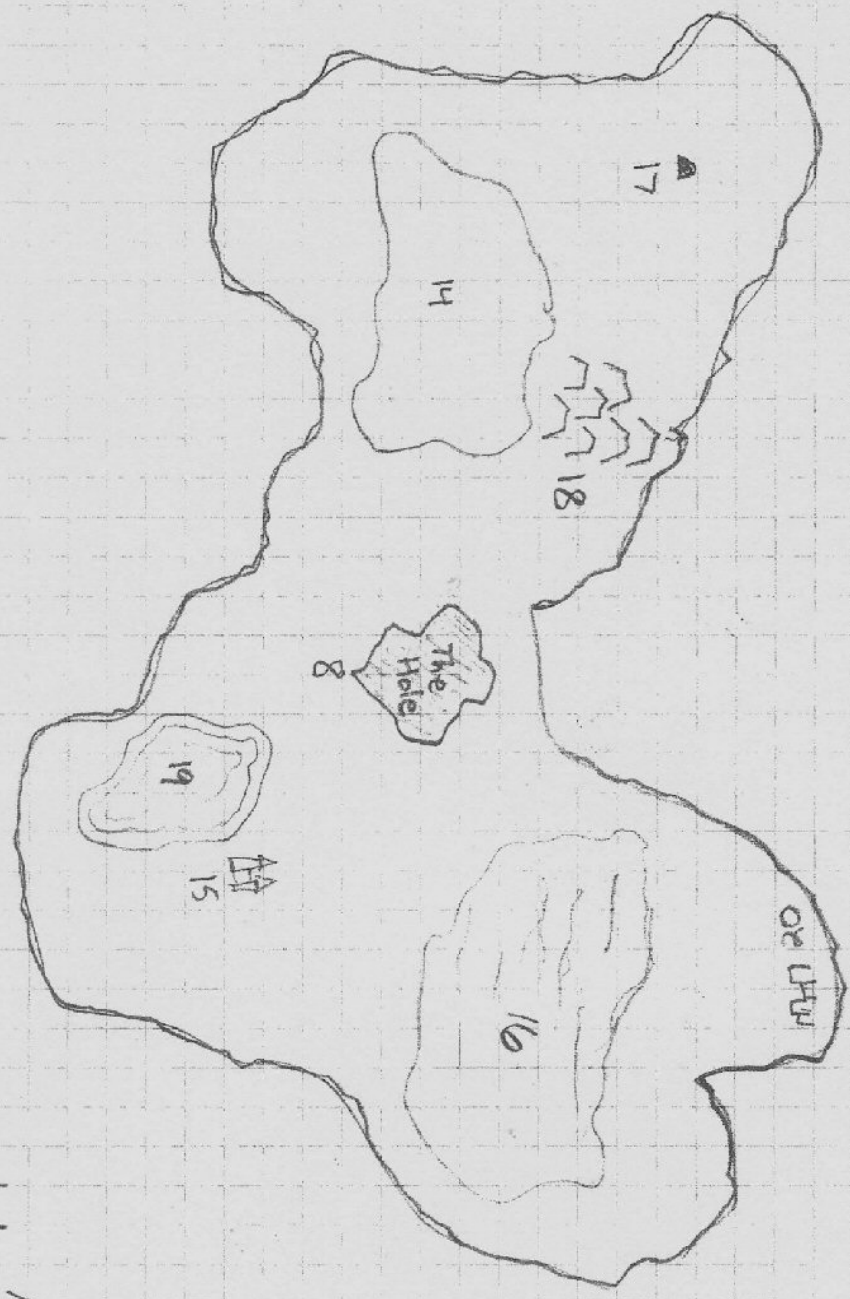
18) HILLS Half of all encounters here will be with Manion Devils, which will have double hit points and up to 20 attacks each. They grow 'em big 'round these parts!

19) DRY LAKE The small pools at the bottom of this lakebed are the largest open source of water on the underside. The fishing here is surprisingly good.

20) UPSIDE DOWN ABANDONED TOWN This is an underground town previously occupied by dwarfs. The buildings are all upside down. Use the Abandoned Town charts to flesh out this area. Any items found will be made for dwarfs.

NOTE: The Vanishing Pyramid has not been placed upon the map. Roll d20 for nearest landmark and place the Pyramid within d100 miles in a random direction or simply choose a starting location.

Asteroid 1618 Underworld



ENVIRONMENTAL FACTORS

The rules below were devised as a means of enhancing play by providing a more scientifically realistic system for depicting the environmental hazards of Asteroid 1618. Using normal Earth physics to simulate action on the Aldarian Fragment would overlook the rich rewards to be found in a more accurate simulation of adventure on an alien world. Would the Barsoom series have had the same epic appeal if John Carter's muscles had been unbound by the lesser pull of Mars? Would the Apollo missions have ignited the popular imagination had the Moon been found to have the same atmospheric and gravitational configuration as Terra? The bounding astronauts in their spacesuits provided some of the most striking film sequences in the history of motion pictures.

THIN ATMOSPHERE RULES

Exhaustion is a greater danger in the thinner atmosphere of Asteroid 1618. At the beginning of each combat the Journey Master should roll one d12. That is the number of rounds before all nonnative parties must make a Lesser Feat roll or suffer a 10% penalty to all percentiles and a one point damage penalty in hand fisticuffs. Robodroids, undead, and transdimensional entities do not need to roll. Bionic characters and females with the unusual sexual gifts mutation get a +15% bonus to their roll. Make new Lesser Feat checks every d12 rounds the combat continues, noting that the +10 penalty for each previous failed check applies to the new Feat roll. The oxygen supply is richer in the forest and within 10 miles of the Atmofactory. Make checks every d20 rounds in those locations. Upon the mountains make the Lesser Feat rolls every d10 rounds. No checks need be made while underground or in the dome city.

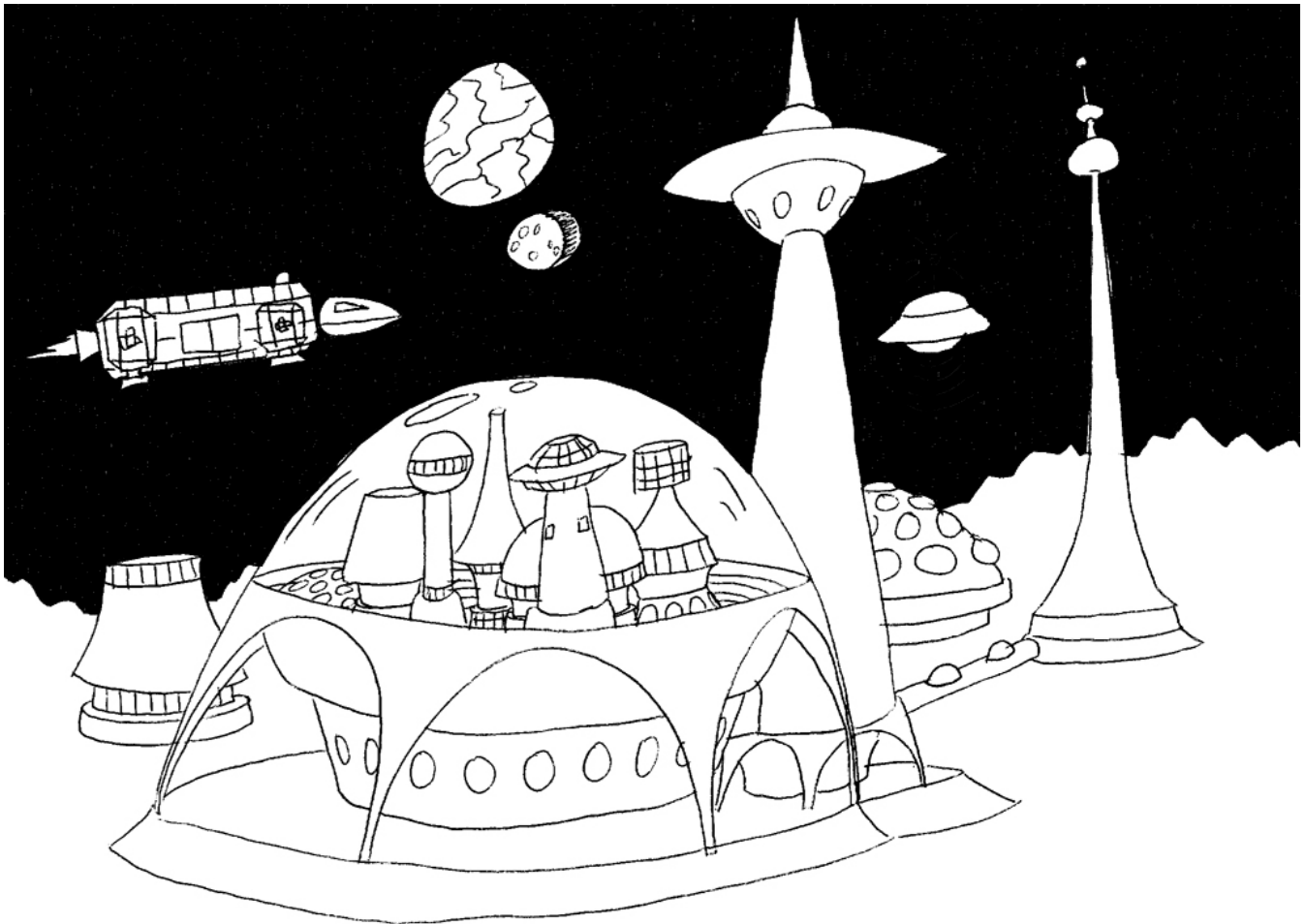
If no solution to the asteroid's atmosphere difficulties is found, decrease the size of the die rolled by one category for every 3 years the campaign continues. After twelve years there will be no atmosphere on the mountain tops. Three years later the general surface of the asteroid will be effectively airless. The Atmofactory might last 3 years after that, but the forest will perish only d12 months later. Resting for 10 to 60 minutes after a combat removes all exhaustion penalties. Foot travel over the face of the asteroid will be slower as well. Assume only 4 to 6 hours per day can be effectively used for marching. Natives and longtime residents of the asteroid do not need to make exhaustion checks and may travel overland normally. Newly arrived characters may be from world with similar conditions IF the player asks the JM about this possibility and their homeworld's atmospheric composition is otherwise an unknown quantity. The character in question is from a thin atmosphere world and therefore immune to the exhaustion rules if the player rolls a total of exactly a 4 or 5 on 2d6.

After every combat in which a character becomes penalized for exhaustion the player may make a Consume Alien roll. If successful, the character has become incrementally more accustomed to life in a thin atmosphere. The penalty to percentile skills is reduced by one. When the percentile penalty is reduced from 1% to 0% (by ten successful Consume Alien rolls after ten fights while exhausted) the damage penalty is also removed, the character becomes fully adapted to the low atmospheric pressure, and no further exhaustion checks are required.

LOW GRAVITY RULES

First time visitors to Asteroid 1618 tend to bounce around quite a bit. Every time they make a tactical move of more than 1" a roll of d20 is called for. If the result is less than the Dexterity of the character in question nothing unusual happens and the move is completed as planned. If the result is more than the character's DEX they go careening across the

battlefield. Pick a direction as 12 o'clock and roll a d12 for direction of bounce. Roll 2d6 for inches of movement. The player may make a Happenstance roll. If successful they may choose the direction of the movement. If the bouncing character lands on another character, they both take 2d6 points of damage and either both fall down or both bounce away from each other (50/50 chance of either option). Dwarves are denser than normal matter and only roll 1d6 for inches of bouncing, but do 3d6 damage in collisions. If the d20 roll is exactly equal to the Dex check the character may opt to bounce 2d6 inches in the direction of their choice or make a normal move. Each time a character makes their Happenstance roll or rolls exactly their DEX they become a little better at controlling their movements on the surface of the planetoid. Their effective Dexterity increases by one point for puposes of making their next roll to control their movement in low gravity. Once they have reach an effective 20 Dex the character may opt to no longer roll or may choose to do so in hopes of getting bonus movement. Characters from unknown worlds are native to low gravity environment on a roll of 2, 3, or 4 on 2d6. Only make this roll IF the player brings up the subject.



DOMED CITY

A map of only one of the city's four sectors has been provided. Journey Masters are invited to make similar maps for the other three quarters of Domed City or to simply rotate the map 90, 180, and 270 degrees for sections 2, 3, and 4. Unkeyed buildings on the map are mostly housing and but additional locations may be further developed as JM's desire.

SECTION 1

- A) MAIN GATE: Security here is usually light, 2d6 inattentive guards. No charge is levied for entering the city in order to encourage visitors.
- B) ZAZRAK'S GENERAL STORE: All equipment under 3000GC in cost is available here.
- C) BURGER SHACK: 2GC will buy you a tolerable meal. Lizard Men will need to roll Consume Alien to digest the food.
- D) SLEEPBANKS: 1GC will buy a night's rest in a sleep tube, or 5GC to rent a week in advance.
- E) SINGING TREE TAVERN: A sleepy little beerhall rarely frequented by adventuring types.
- F) CLONEBANKS: Growing a clone costs 10,000 GC plus 100 GC per month storage. A brain scan is 250 GC and without one the clone will be a tabula rasa.
- G) BOOGIE WONDERLAND: This disco is considered a favorable location for the arrangement of short term dalliances.
- H) FORTUNELAND: A crass casino where the odds greatly favor the house. Lose as much as you want here.
- I) PUBLIC LIBRARY: Each month of thorough research gives a 1% chance of finding a warlock spell.
- J) GUEST HOSTEL: 2GC will buy a small but cosy room for a night, 50 GC will get you a room for 1 month.
- K) MENTOBOOTHs: Direct artificial sensory stimulation, like living a movie. The electric opiate of the masses. 5GC gets puts you in nearly any fantasy you desire.
- L) SOYLENT FACTORY: Various colors/flavors of soylent cost 1 GC for one day of nutrition. Anyone requesting soylent green will be quietly reported to the authorities.
- M) MED COMPLEX: The local hospital. Healing is doubled here but the cost is 500 GC per day and there is a 3% risk that the patient will be bionicized.
- N) WIZARD'S TOWER: The home of a reclusive warlock infamous for transmogrifying uninvited guests.
- O) PARK, NORTH: Pleasant gardens and a small duck pond.
- P) PARK, SOUTH: Athletic field and a picnic area.

- Q) GYMNASIUM: Membership 10 GC per month. Every 6 months of training raises STR or DEX by one point, but an Unpleasant Order roll must be made each month to stay on the exercise regimen. Training in the Pugilist class is also available here.
- R) MAGVEHICLE RENTALS: 10 GC per day to ride around the city. 15 GC gets you the deluxe model and 10 GC extra can rent a robodroid chauffeur. Magvehicles will not function outside the dome.
- S) WEAPON SHOP: All weapons under 1000GC for sale here.
- T) PAWNSHOP: 80% interested in buying nearly anything and a 20% chance of having any item for sale, but lemon values are doubled.
- U) TOWER OF 10,000 PLEASURES: Human and vulkin doxies. 75 GC for an evening of bliss.
- V) HOLOTHEATRE: 3 GC for a ticket, 1 GC for the matinee, but 5 GC for snacks. The holofilms are all a decade or more old.
- W) SECURITY CENTRAL: At least 3d20 cops will be here at all times.
- X) OXYGENERATOR: Source of the city's normalized atmosphere and as such will be defended to the death by much of the citizenry.
- Y) TELLURIAN EMBASSY: A heavily guarded compound. The ambassador is one of the city's most notorious lechers. His charming young wife is less infamous but not for lack of trying.
- Z) CENTRAL COMPUTER: The Unitron 9000 automates most of the municipal functions and is the best ochorax player on the asteroid.

Section 2

- A) CLOSED GATE: Sealed to reduce atmosphere leakage. During a catastrophe it will take city officials d100 combat turns to reopen this gate if evacuations are necessary.
- B) OCHORAX CLUB: On any day but Thursdays (Ochorax night) this meeting hall can be rented out to other clubs and civic organizations for 25 GC for four hours.
- C) CHURCH OF THE OMNIPRESENCE: Nothing of interest to most adventurers.
- D) HYDROPONICAL GARDENS: Source of most of the plant material eaten in the city. 2 SC will buy you a days nutrition worth of raw vegetables.
- E) HOUSE OF FLESH: Human and a few Klengon and Hobling doxies. Sleazy but only 50 GC for a typical night's enjoyment.
- F) BOOGIE WONDERLAND: Best dance music in town, if you like disco.
- G) HONEST ZED'S USED VEHICLES EMPORIUM: Damnation Vans and Bikes for the usual prices. Sold without warranty.

- H) DELUXE APARTMENTS: 200GC per month. No wookies.
- I) CHEZ BLORZAK: Fancy eating (fine city attire required) for 15 GC per person but all must make Consume Alien rolls to actually enjoy their meals.
- J) UNCLE ROBO'S TOBACCOS: Various pipes from 1 to 100 GC, pipe tobacco for 2 to 5 GC per pouch, and cigars from 3 to 30 GC each. No cigarettes, as Uncle Robo can't stand them.
- K) MENTO BOOTHS: Direct artificial sensory stimulation, like living a movie. The electric opiate of the masses. 5GC gets puts you in nearly any fantasy you desire.
- L) SURESAFE ARMORS: All armors under 1000GC in cost available here.
- M) SECOND CHANCE CASINO: A fairly upscale establishment. Any money lost will be partially offset by quality free drinks.
- N) INTERSTELLAR MINING CONSORTIUM: Will pay up to a 1,000 GC finder's fee for precise info on mineral prospects.
- O) HOUSE OF GROG: Cheap drinks (only 4 GC to intoxication for most folk) and a tough crowd. Adventurers welcome.
- P) SLEEP BANKS: 1GC will buy a night's rest in a sleep tube, or 20GC to rent a month in advance.
- Q) PET STORE: No pets sold here will be ferocious enough to aid an adventurer in combat, but it might be possible to train Krigarian Monkey Spiders (25 GC each) as aids in trap removal and petty thievery. Space pirates needing space parrots will spend 75 GC on a bird that already knows the lingo, or 25 GC on one in need of instruction.
- R) ELECTRONICS STORE: Parts to repair robodroids and other devices.
- S) PRIVATE SECURITY: 25 GC a day will hire you a private goon (warrior level 1).
- T) HOUSE OF FASHION: Fine city garb for 20 GC or more.
- U) GRANDMA'S BAKERY: 4GC buys you one of the best fruit pies in the subsector.
- V) QUALITY GENERAL STORE: All equipment priced 5,000 GC or less. Prices are double normal, but lemon chances are halved.
- W) DISCOUNT WEAPONS EMPORIUM: All weapons 1,000 GC or less. Prices are 90% normal but any lemons with malfunction catastrophically.
- X) BANK: 1% monthly interest on deposits. No loans to adventurers without a local co-signor. Cash on hand for bank robbers is d6 x 1,000GC at the teller window, d6 x 10,000GC in the vault. Safety deposit boxes hold another d100 x 1,000GC in valuables. The tellers take d6 rounds to rob, the vault another 3d6 rounds. Clearing the deposit boxes takes 3d20 rounds and special equipment (drills, explosives, etc). During the daytime police will automatically respond to silent alarm in 2d20 rounds. At night they will only be alerted 25% of the time.

Y) ROBO CENTRAL: The civic supply of maintenance and construction robodroids are stored and serviced here. Frequently picketed by the Robodroid Rights Coalition.

Z) DELUXE HOTEL: 75GC per night, 120GC for the presidential suite.

Section 3

A) CLOSED GATE: Sealed to reduce atmosphere leakage. During a catastrophe it will take city officials 2d100 combat turns to reopen this gate if evacuations are necessary. An Illicit roll will allow a Criminal to open the doors, as the combination is known to the local mafia, who use this particular gate when someone needs to quietly leave the city.

B) MAG VEHICLE RENTALS: 10 GC per day to ride around the city. 15 GC gets you the deluxe model and 10 GC extra can rent a robodroid chauffeur. Most magvehicles will not function outside the dome, but they offer a pair of heavy trucks with their own maggenerators for 30 GC a day.

C) VPRUNG'S NIGHTCLUB: One of the few hot spots that has not surrendered to the galactic menace of disco. Popular with Vulkins.

D) GLADIATORIAL ARENA: Thursday is Amateur Night, prizes 10d10 GC per victory. Those wishing to turn pro must sign a six month contract for weekly appearance, but earn three times as much.

E) CATHEDRAL OF THE SEVEN SAINTS: The Cardineless will supply holy water to sworn vampire hunters.

F) THEATRE: 4 GC admission for most performances. The troupe is always looking for new actors with LEA of at least 12.

G) WARLOCK COLLEGE: Visitors are generally unwelcome here unless they are applying for a wizardly education. To be accepted as a student requires a non-returnable application fee of 100 GC and a roll of percentile dice equal to or less than the applicants INT plus MAG plus LEA.

H) WAX MUSEUM: 2 GC admission. Includes a gallery depicting some of the greatest heroes and villains in galactic history.

I) ALGAE TANKS: Algae soup is a staple among the city's lower classes. 1 GC gets you a gallon jug of the stuff. Klengons and other carnivores must roll Consume Alien to keep algae down.

J) GENERAL STORE: Sells all standard equipment 500 GC or less in price. Any armor in the same price range will be available 50% of the time, but never in Army quantities. A little known fact is that all standard types of ranged weapon ammo are available behind the counter.

K) MENTO BOOTHS: Direct artificial sensory stimulation, like living a movie. The electric opiate of the masses. 5GC gets puts you in nearly any fantasy you desire.



Uvanna the Hutt

- L) FORTRESS OF THE INNER EYE: An outpost of the Galactic Order of Psi Witch Knights. They only accept apprentices who swear to uphold the traditions of their order, and being telepathic they can easily spot insincerity. An earnest applicant must still roll their ESP or less on 3d6 in order to be accepted into their ranks.
- M) STEAKHOUSE: 8 GC gets you a manly meal.
- N) DOLEMITE'S TOTAL EXPERIENCE: This disco is known for all encompassing debauchery.
- O) WEAPON STORE: All weapons 2,000 GC or less are for sale here. For double price and an Illicit roll you can get untraceable weapons.
- P) PAWN SHOP This place buys Equipment at 75% of the listed re+sell and weapons/armor at 50% list price. They will accept stolen goods. This store has a 35% chance of selling any standard item, but Lemon chances are doubled and weapons will be in poor condition.
- Q) PRIVATE DETECTIVE: 25 GC per day plus expenses.
- R) FLOWER SHOP A bouquet of space roses costs 10 GC. In the back is a ramshackle hospital for criminals and others who won't seek official assistance in the Med Complex.
- S) CHURCH MISSION: Hardluck cases can find a hot bowl of soup and a clean cot here, but they'll have to listen to sermon on the expected Fourth Coming of the Astromessiah.
- T) DEW DROP INN: An utterly banal drinking establishment. Criminals will find easy marks for confidence schemes.
- U) FLOPHOUSE: 1 SC a night for a cot, but 2% chance of catching a random disease.
- V) RECYCLING PLANT: The smell here is noticeable.
- W) DREAM MONGERS: An esoteric sect that will assist some in the exploration of dreamworlds.
- X) KLENGON BARRACKS: Always 3d6 klengon warriors ready to rumble here. Some bureaucrat once concluded that the police needed additional assistance and these Klengon mercenaries put in the low bid. Now the city can't get rid of them.
- Y) MADAME ZO'S PLEASURE PALACE: An equal opportunity house of ill repute, human doxies and rakes are both available here for 80 GC a night.
- Z) GOVERNMENT BUILDING: Between the central computer and the robodroid workforce, a job here is a pretty good gig.

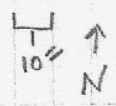
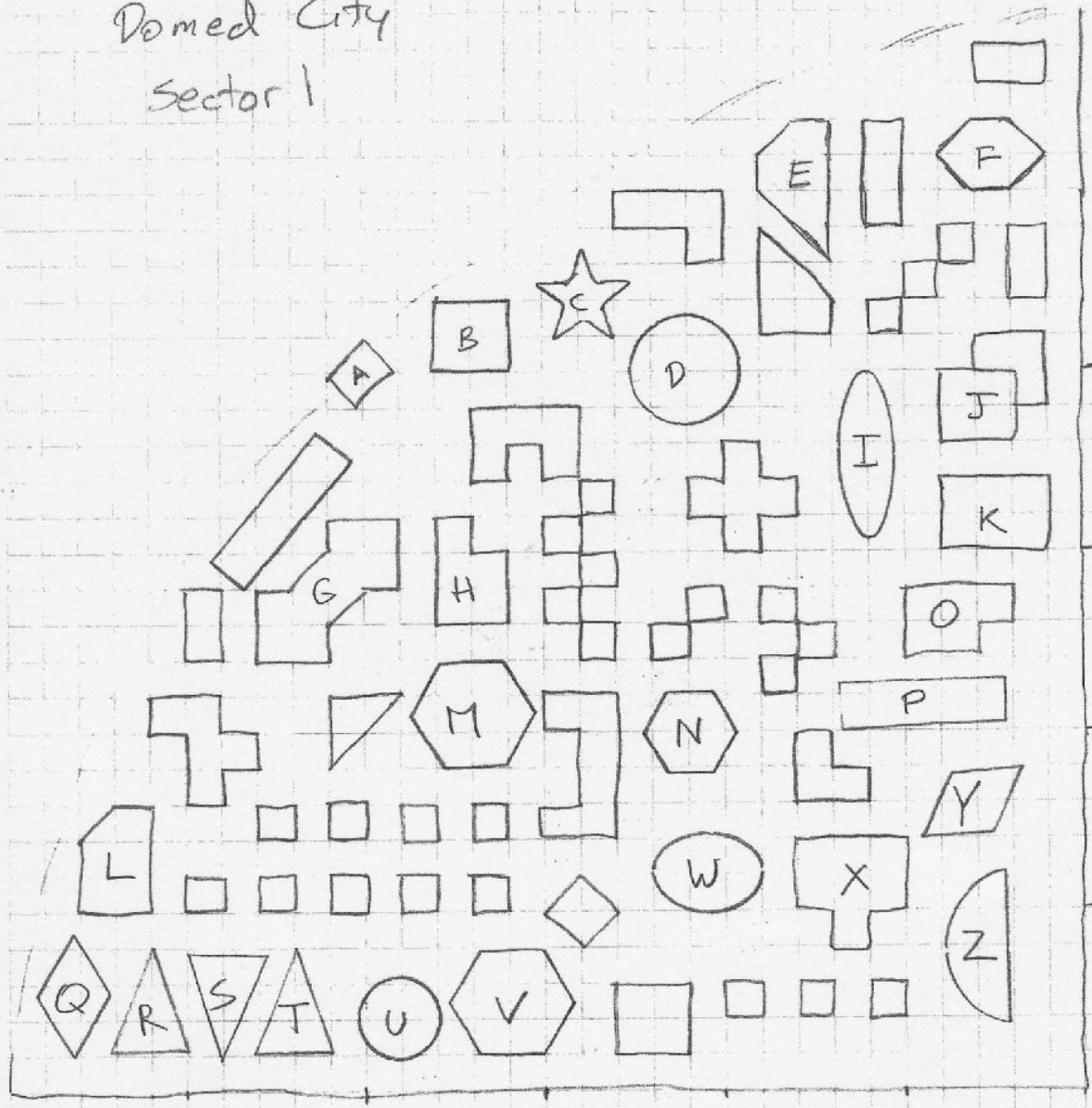
Section 4

- A) CLOSED GATE Sealed to limit atmosphere leakage. During a crisis it will take city officials 4d20 combat turns to reopen this gate if evacuations are required. Even then, the gate is behind on regular maintenance due to administrative neglect and only has a 50% chance of opening.
- B) RIGELLIAN FRIED POULTROID: 5 GC will get you a bucket that feeds four.

- C) NUNNERY: A spiritual retreat for female adherents of the Doctrine of the Magenta Illumination.
- D) DELUXE ROLLARENA: Admission 1 GC, skate rental another 1 GC. Tuesday's and Friday's are roller disco nights, while Saturday night features all girl Roller Derby action.
- E) TATTOO PARLOR: 10 GC for a basic tattoo such as a sailor would get.
- F) WEAPON STORE: In addition to selling all standard weapons priced 1,000 GC or less, for 50 GC this store will sell sniper scopes that double the maximum range of longarms.
- G) MUTATION STATION: 1,000 GC buys you one roll on the mutation charts. 5,000 GC gets you the choice of two rolls. If the customer roll results in a mutation they already possess, they lose that mutation. Any character with 5 or more beneficial mutations and no defects will be invited to join the Overlords of Genetic Potency, a luncheon club that meets once a month, alternating between the Steakhouse and the restaurant in the Deluxe Hotel. Once a year they throw a grand ball at the Ochorax Club.
- H) PHASIC DRAGON PUB: This pub is almost exclusively patronized by member of the adventuring classes. A great place to find a Biker gang to join or Klengons to brawl.
- I) PUBLIC HOLOZOO: Pseudophotonic animals from a dozen different worlds on display here. Admission 2GC but free on Wednesdays.
- J) HALL OF THE SWORD: A guildhall for members of the Warrior profession. A mere 5 GC per month membership fee gets you access to their training facilities and network of mercenary recruiters. The Guild can also match up warriors of equal level for purposes of dueling to qualify for advancement. When searching for such an opponent roll d6 once a month. If the result is your level or lower an opponent is found. Such duels are not usually to the death. For those wishing to join the Warrior profession an instructor is available, but he will only take a student who can roll under the total of their STR and DEX on 2d20.
- K) MENTO BOOTHS: Direct artificial sensory stimulation, like living a movie. The electric opiate of the masses. 5 GC gets puts you inside nearly any fantasy you desire.
- L) GROCER: 20 GC well spent here will provide the raw materials necessary to feed someone splendidly for a week, providing you can cook.
- M) PUBLIC POOL: Noncitizens pay 3 GC admission.
- N) GARDEN OF CARNAL DELIGHTS: For 300 GC the most lavish and exotic adventures of the flesh can be experienced within this extravagant botanical paradise. If visited more than once per level a customer must make a Psi Resist roll or become addicted to the reality altering sensations found herein.
- O) HOFUUG AND SONS, BREWERS: Supplier of most of the local potent potables. Buying in bulk here will allow you to roll out a barrel equivalent to 100 bottles for the cost of 90.
- P) LADY LUCK CASINO: The establishment of choice for serious gamblers. In certain private chambers may be found Fizban games with stakes in the tens of thousands of credits.

- Q) ASYLUM: Most mentally addled citizens are treated at the Med Complex or exiled from the city. Well-connected but untreatable cases end up here.
- R) NEW & USED BOOKS: Finding a book on a particular topic here will require searching many disorganized shelves. Prices vary widely, d20 GC for most books. No books containing warlock spells will be found. It's not publicly known, but the owner is a warlock herself and keeps any spellbooks she buys in her private collection at her home in the Deluxe Apartments.
- S) COMPUTO SAGES: These magnificent thinking machines can be consulted by appointment only, which are book 2d6 months in advance. A Computo Sage will answer d6 questions at a single session at a cost of 1,000 GC per question. These artificial brains can answer most questions with 67% accuracy. A roll of '99' or '00' indicates dangerously inaccurate information.
- T) MUSIC STORE: Stocks all popular genres of recordings, with surprisingly robust collections of Transuranian Metal and Orcish Punk. Most eight tracks 6 GC.
- U) ELF TREE: The elves living in this titanic staroak welcome all members of their race with open arms and glad hearts. No elf staying here will have to pay for food or lodging. Others are not welcome except during the festivities of Elf Day, for which the motto is "Everyone is an elf on Elf Day!"
- V) FAIRGROUNDS: Once a month this space is devoted to a combination farmer's market and swap meet and once a year this area is the focus of the week-long Feast of Foolishness. The rest of the time this field is used as a public park. Pickup games of quantumball are common here.
- W) GLITTERING SPHERE DISCOTHEQUE: Dancing and dealers.
- X) LITTLE MISS SWEET'S CANDY STORE: Most confections are 1 to 4 SC each. A box of chocolates is 5 GC.
- Y) HOLOTHEATRE: More artsy than the holothatre in Section 1, this place only charges 2 GC for a ticket, 1 GC for the matinee, and 3 GC for snacks. Like the competition the major holofilms are all a decade or more old, but they also show a few classics of the medium from the allblue era as well as some locally made art films.
- Z) DEPARTMENT STORE: Most of the cheap wares sold here will be of little interest to hardy adventurers, but the sporting goods section sells Compound Bows, Modern Crossbows, Shotguns, and appropriate ammo.

Domed City
Sector 1



OCHORAX

On Aldaria this game had faded in popularity prior to the destruction of their world, and was considered old fashioned, even hokey. But the Aldarian survivors on Asteroid 1618 have embraced Ochorax anew as part of their now-threatened cultural heritage. No home in the domed cities is considered complete without an Ochorax board. Most tables at taverns, restaurants, and other public venues have boards carved into or painted upon their surface with the pieces in small drawers or hanging from small sacks tied to the table legs. The rules are similar to the Terran game of chess, from which it is undoubtedly derived, with the following differences.

1. Although playable on a standard 8x8 chessboard, the central 4 squares (d4, d5, e4, e5) of the board are considered a sort of no man's land called the Void. No piece may be placed on these squares and only a knight's leap may cross the Void.
2. Rooks begin the game upside down. During the course of the game each rook may make a single knight's move, after which it is turned rightside up. A variant of Ochorax native to the southern continent of Aldaria does not allow the rook to use its special knight's leap to cross the void, but more commonly the move is treated as described in 1.
3. There is no castling. Southern Aldarians sometimes use the term 'castling' to refer to the rook's special move.
4. If at anytime the kings both occupy corner squares (any two of a1, a8, h1, h8) the game is a draw.
5. Traditionally the first move of the game is accorded to the older player as a gesture of respect, regardless of color being played. In formalized play this rule is only enforced in the first game and every other subsequent game between two players.
6. Promotion of a pawn can only be to previously captured pieces and if more than one piece is available the choice of piece selected goes to one's opponent. If no piece is available for promotion, the promotion is delayed until a piece becomes available. It is considered the height of elegant play to force one's opponent to pick between promoting to a lesser piece that places their king in check, or a giving up a captured queen. An outworlder making this play, called Murgo's Dilemma, will instantly gain celebrity status among the Aldarians living on Asteroid 1618.

To simulate an Ochorax game without setting up and playing an actual game of it, simply have both parties make Logic rolls. A successful Logic roll defeats a failed roll. If both succeed or both fail compared the number actually rolled, with higher dice throw winning. Rolling exactly the Logic score number indicates a successful use of Murgo's Dilemma. Non-natives are considered to have 25 fewer points of Logic when first learning Ochorax. This penalty decreases by 1% for every game played until the character can use its full Logic score. Psi Witches may cheat by using Meld instead of Logic, but a 10% penalty applies while they are learning the game. Most Aldarian Ochorax players will have a Logic score of 66%.

If the players prefer to actually play Ochorax using a chessboard and pieces, then grant the natives an advantage by removing one or more pieces from the players' starting array. Roll d6 and consult the following table. Add 1 to the roll if the opponent is an Aldarian above second level and/or known to be a strong player. Subtract one if the opponent is not very smart.

OCHORAX HANDICAP CHART

- 0) pawn
- 1) bishop
- 2) knight
- 3) rook
- 4) queen
- 5) knight + bishop
- 6) bishop + rook
- 7) knight + bishop + rook

NEW EQUIPMENT AND WEAPONS

OXYMASK Ignore exhaustion rules due to low oxygen environments. Doesn't work in vacuum or water. Cost 22 GC. Lemon 14%. Army 4% (8% on Asteroid 1618). Resell 10 GC.

OXYTENT A puptent with oxyfilter. Cost 40 GC. Lemon 5%. Army 3% (5% on Asteroid 1618). Resell 23 GC.

OXYGENERATOR Large machine that maintains atmosphere in a 500 ft radius. Cost 1,000 GC. Lemon 7%. Army 1%. Resell 500 GC (750 GC on asteroid.)

REGEN PILLS Heal d4 points or 34% chance to reattach severed limb/head. Cost 75 GC. Lemon 24%. Army 7%, Resell 60 GC.

LEADLINED BOOTS May move 3" in low gravity without penalty. Cost 22 GC. Lemon 11%. Army 5%. Resell 10 GC.

SMOKE GRENADE Fills 3" radius for 2d6 turns. Cost 10 GC. Lemon 9%. Army 8%. Resell 8 GC.

LESSER BLUTARCH Cost 25 GC. Damage d4+1. Range 1". Scare 27%. May be thrown.

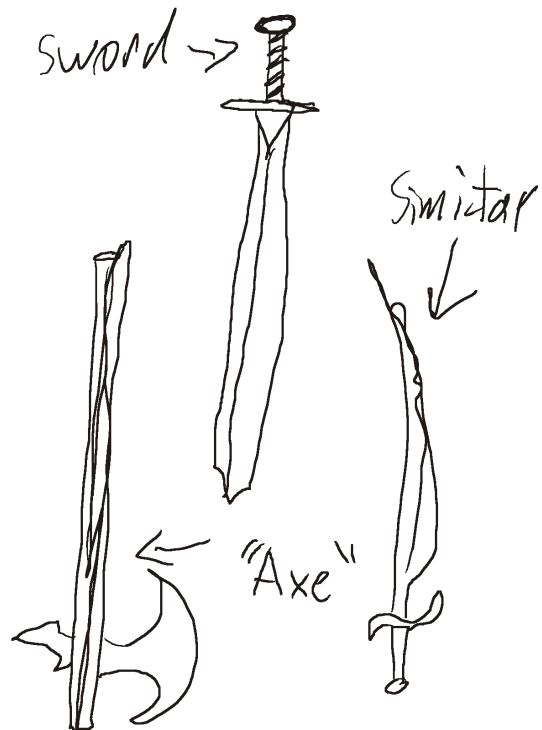
SCIMITER Cost 37 GC. Damage d6+2. Range 1". Scare 27%.

LAVA RIFLE Cost 750 GC. Damage 4d6+2. Short 11". Long 24". Minus 5%.

TOMMY LAZER Cost 1500 GC. Damage 3d10. Short 22". Long 120". Minus 3%.

ZOMBIE RAY Cost 2000GC. Damage roll Psi Resist or Living Dead d6 commanded by Ray owner. Short 15" Long 90". Minus 4%.

DOUBLE BARRELED SHOTGUN Cost 150 GC. Damage 1d12. Short 8". Long 25". Minus 3%. Can be used to make two attacks against a single foe or two adjacent foes, but ammo is automatically expended.



A BAKER'S DOZEN... OF ADVENTURE!

Below are thirteen adventuresome situation on Asteroid 1618. Development of details is left to the individual Journey Master.

FREELANCE EXTERMINATORS In the access tunnels beneath the Domed City dangerous pest such as Raider Rats and Goblins are growing in number and belligerence. In response city officials offer a 10 GC bounty on the heads of such beasties. The party will discover that the rats, goblins, and other assorted monsters are the minions of Fezclod Grimteeth, a half-dwarf biker/warlock. The city suffers his verminous wrath in vengeance for impounding his bike due to numerous unpaid parking tickets.



Fezclod Grimteeth

RESCUE MISSION? Zaybella Fruchan, the Vulkin owner of the Algae Tanks needs a visa to travel to Telluria, where she plans to explore the profitability of exporting her advanced algae technology. Unfortunately the Tellurian Ambassador must personally approve the travel papers and he is locked up in the Gardens of Carnal delight with several of his favorite doxies. If he follows his usual pattern of activity he will not emerge from his fit of debauchery for at least another week, ruining Zaybella's business plans. If the party can get the visa approved she will cut them in for 5% ownership in her offplanet venture or 150 GC cash each. In order for the Ambassador to affix his stamp upon the visa he will need access to materials in his office, but neither the party nor Zaybella will necessarily know this.

MAD SCIENCE A hobling professor from the Warlock College named Igstein Cursegriddle seeks the party for assistance in a new experiment. He has created a machine that should allow for the conversion of the contents in Heavy Lake into potable water. Professor Cursegriddle seeks an armed escort to protect him on the journey and will pay 50 GC per day. Any warlock assisting him will also receive scholarly credit should the experiment succeed. Activating the large and cumbersome device will annoy the Lake Monsters.

RAMPAGE! Several possible menaces could threaten the city due to mechanical malfunction. A blown fuse in the Central Computer could turn all the city robodroids Rogue. A leak in the Oxygenator filters coalesce into a Smog Monster. Perhaps a Mento Booth overload could fry the brains of its users, turning them into Living Deads. Or semireal animals could escape the Holozoo. Treat the latter as Blink Beasts or Time Ghosts (50/50) due to their nonmaterial substance. The party member most visibly instrumental in stopping the rampage will be presented the Key to the City, which really opens any of the four gates.

ARRR, MATEY! The party somehow discovers that Kovar Wampler, the sophisticated old gent newly inhabiting a Deluxe Apartment, is a recently retired space pirate and not a spice merchant as he tells everyone. Players might seek to rob him, but his last few voyages were not particularly profitable and he keeps most of his money in the Bank anyway. He lives modestly, with a few mementos of space in his abode and an old servant droid. There is the matter of the old treasure map in his safety deposit box, which purportedly leads to a vast fortune hidden under an abandoned city on Malacazoom. Former business associates of Captain Wampler may be interested in that document as well.

WEEDING A group of enterprising Domed City inhabitants have decided to start a new agriculture operation similar to the Forest Commune, but focusing on the raising of food crops. The Computo Sages indicate the most promising location for such an endeavor is a tract of land just 40 miles northwest of the Domed City. Unfortunately this spot is overrun with wild vegetation and dangerous animals. If the party agrees to clear the area of hazards, they will each be cut in for a share of the AgroCollective's profits. To make the region safe will require the defeat of d6 groups of Jungle Flowers and at least one nest of Giant Spiders. Even if the party is successful, it will be d4 years before the AgroCollective will be in the position to turn a profit. After that period roll 2d4 times 100 credits for annual returns. If the party fails to find and destroy all the Giant Spider eggsacs the Collective will be destroyed d12 months after they arrive. 3d4 survivors will blame the party and seek vengeance.

HAPPY ELF DAY, NOW PREPARE TO DIE! One of the most festive occasions in Domed City is the annual Elf Day celebrations, which has been embraced by locals regardless of the relative pointyness of their ears. Preparations for this year's Elf Day are muted, however. In the last two months a serial killer has been cutting the throats of young elvish lasses on a weekly basis. The inhabitants of the Elf Tree lack confidence in the ability and dedication of local authorities, so they attempt to recruit the party to investigate. The Elves are cash poor, but if the party stops the murders the entire community will be grateful. The party will be honored guests at the Elf Day banquet, receive a place of significance on a float in the parade, and be propositioned by several relieved Elf women. The identity of the murderer is left to the Journey Master. Possibilities include a strangely malfunctioning city maintenance droid, a vampire with a fondness for elvish blood, or an aging human doxy driven to insane heights of jealousy by the seeming eternal beauty of her elvish coworkers.

WELCOME TO THE NEIGHBORHOOD Reports reach the party of increased activity at one of the Abandoned Towns. A group of Frankenstein families have arrived on the asteroid and are seeking to build a new life for themselves by renovating the ruins. If attacked the Frankensteins have Lasers and other hi-tech equipment, but they would much rather prefer friendly relations with the other people of the asteroid. Their leader is Evalin 57, a female Pioneer who has provided the colony with their own jury-rigged oxygenator. Male Frankensteins and Cyborgs will be of great interest to Evalin, as she is one of the few adults in the colony who did not travel here with a mate. She was planning on providing one herself, but will happily drop that plan if a suitable partner can be found.

BATTLE PROSPECTORS Moorvog (a Dwarf/Klengon Hybrid) is the surly director of the local office of the Interstellar Mining Consortium. He would like to hire the party to resurvey the Haunted Mine with a tricorder, in hopes of finding a previously undetected vein in the otherwise played out mine. Upon signing the voluminous contract the party will be given 100 GC upfront for expenses and loaned a tricorder. Per the contract the party must return within 45 days with the tricorder fully functional and having been used to scan all the chambers of the mine. Success gets the party member 500 GC each plus a bonus of 10 times d100 (based upon the utility of the mining data). If they fail to do so they must repay the 300 GC plus interest and if necessary pay a 3,500 GC penalty for losing or damaging the tricorder. Failure to pay back the monies owed under contract will infuriate Moorvog. He will hire a firm of Klengonish Murderlawyers to sue and/or assassinate the party.

VOTE EARLY, VOTE OFTEN Election time is fast approaching in Domed City. The race for Section 3

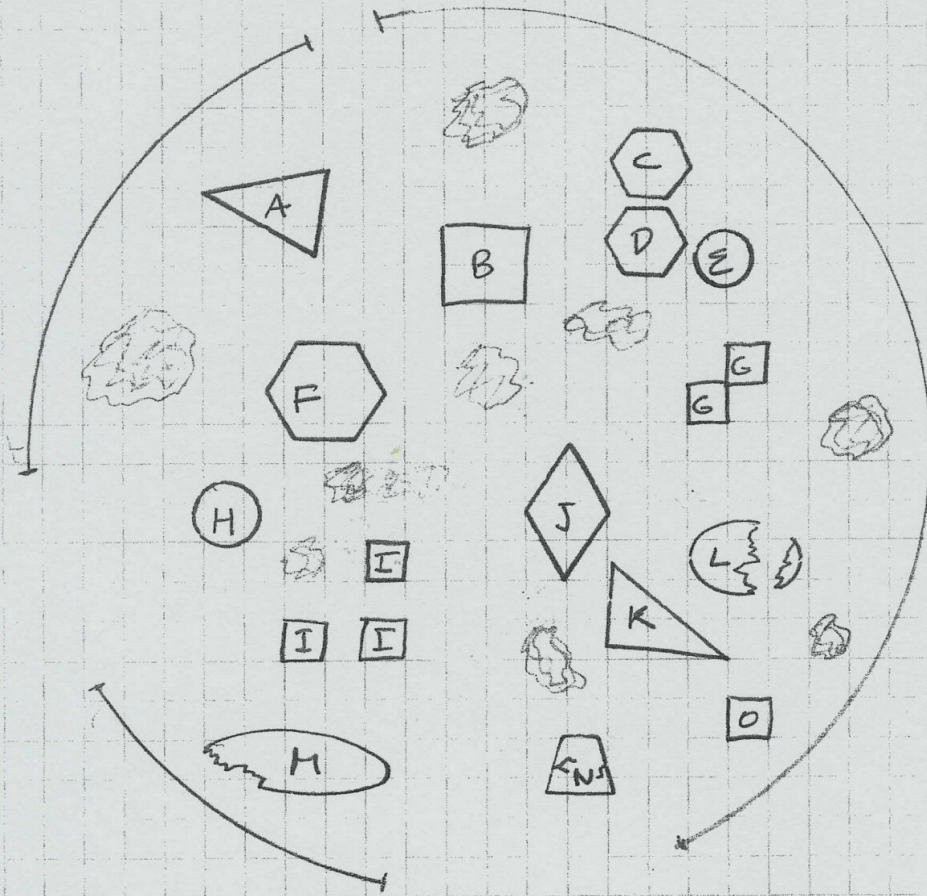
Tribune looks very contentious this year, as one candidate, Ullo Dripbiscuit, is vehemently anti crime and accuses his opponent, Fraglik Esselbloo, of being tied to the mob. Riots have broken out at the last two political rallies and Dripbiscuit's campaign manager wants to hire the party as additional security for 25 GC a day each for the remaining 2 weeks until the election. The party will be expected to use nonlethal force to break up any further riots, to generally cooperate with the police, and to do everything in their power to prevent any assassination attempts. Inquisitive party members will discover that it is their guy, not Fraglik, whose campaign is actually funded by organized crime. On election day the voting could go either way, unless some sort of scandal has wrecked one of the candidacies. The winner of the race doesn't really matter though, as all real political power in the City is held by unelected bureaucrats.

THE KLENGON QUESTION Domed City officials have long regretted the decision, made in the turbulent first few years after Aldaria's destruction, to hire jackbooted Klengon thugs to restore and maintain order under the dome. The Klengons' contract has long since expired, but they refuse to abandon their barracks and move on to another assignment. Despite no longer providing any security, the Klengons continue to receive paychecks from the government for fear they would pillage the city if not appeased. But a recent series of high profile Klengon crimes have pushed the bureaucrats over the edge. They want the Klengons out. If the party can drive the Klengonish mercenary force out of the city they stand to collect 1,000 GC each, but in order to collect the fee the Klengons must in no way suspect the city's involvement. There are 100 Klengon warriors living in the city, most of which still live in their barracks. It will take at least 25% casualties to convince the remaining Klengon thugs to leave. The party will probably want to defeat the Klengons in detail, but after 2 attacks on their kind the leadership of the mercenaries will wise up and organize a counter offensive.

STARCROSSED LOVERS A young couple approaches the party, in need of help. They wish to marry but she is a member of the Congregation of the Omnipresence and he subscribes to the Seven Saints Doctrine. Both young lovers want a proper church wedding, but neither church's priesthood are permitted to officiate at the nuptials of members of the other faith. The couple has no money or other reward to offer, but pleads to the party to provide assistance in the name of True Love. The couple will name their first child after the most sympathetic party member if the party can find a solution aside from one of the two youths converting.

SOMEWHERE OVER THE RAINBOW The party catches word of a rainbow over one of the eastern mountains. According to their informant this rainbow appeared in the same spot every day for over a week. If the party travels to the end of the rainbow they will be able to find a cauldron containing 1,000 GC, but there is a 5% chance that an Asgardian Godshadow will travel down the rainbow while they are gathering up the gold. Also, at some point the gold's owner, a Hobling Warlock, will seek vengeance.

The Shattered Dome



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THE SHATTERED DOME

A) **LOOTED DEPARTMENT STORE** The only thing of value here are some omniester clothes that were left behind by looters, who considered them too tacky to steal. Among the smashed mannequins are enough pieces to construct a single plastic woman, who will animate as a Magic Statue. This artificial dame will serve and guard the one who put her last piece in place, but she will also be homicidally jealous of any other females showing attention to the creator.

B) **BURNT OUT MUNICIPAL BUILDING** The exterior of this edifice is covered in spray paint mottos such as "The Mayor is a Fink" and "You CAN fight city hall." One of the spraycan hoodlums was an unbalanced warlock, who painted the formula for Fire Blast on the west side of the building. A warlock wishing to transcribe this spell into his or her grimoire will need to make a Scholarship roll the first time the spell is used. Failure indicates the transcription was flawed and the caster will zap himself rather than the target.

C) **HAUNTED APARTMENTS** A pair of Spectral Spirits lurk here. They are an old married couple and may be successful distracted by tricking them into squabbling amongst themselves. They have no treasure.

D) **WEBBY APARTMENTS** It is obvious to all but the most greenhorn of adventurers that a family of Giant Spiders lives here. Throughout the building can be found a total of 8 Giant Spiders as well as a Giant Gold Spider, a cousin of the others in town for a visit. Among the victims trapped in webcocoons is a dead elf wearing a Molecule Vest that has been enchanted to make the wearer immune to the Fire Blast spell and all its variants.

E) **GYMNASIUM OF THE DAMNED** A dozen muscular Living Dead can be found here. They will pump iron for all eternity if left undisturbed. Each truckload of weightlifting equipment will be worth 120 GC to the right buyer.

F) **WRETCHED HIVE CANTINA** At any given time of the day this drinking establish contains 0 to 19 Goblins, 0 to 11 Orcs, 0 to 9 Goxes, and 2 to 20 Criminals of various sorts. Gambling is common here, as are brawls. 5% chance of d4 Doxies working the room. All drinks are available except Dwarf Grog. No Robodroids allowed.

G) **SMALL APARTMENTS** These two buildings have been barricaded and fortified by a large tribe of goblins. Each building houses 30 goblin warriors and a like number of non-combatants. 3 goblins in each building are armed with Lever Action Rifles, which they will use to snipe intruders as they approach the buildings. The goblins have dug a tunnel connecting the basements of the two buildings, which they will use to escape if one of the buildings is overrun. The tunnel is too small for anyone bigger than a hobling to use. The goblin queen has three levels of Criminal, carries a Lava Rifle, and has a tamed Blink Beast that will defend her to the death. Hidden in the queens bedchamber is a treasure chest containing 230 GC and three pieces of a jewelry: a gold brooch shaped like a cobra and worth 75 GC, a large silver tiara suitable for Amazonian royalty worth 2,500 GC, and small copper bell decorated with rubies worth 50 GC.

H) **PILLAGED CHURCH** Nothing of value is to be found here, save a small brass key clutched tightly in hands of a strangled priest. The key opens a locker at the Automated Spaceport, but that is not readily apparent. Inside the locker is a treasure map written in Ancient Low Vulkin. Only a

Look you mighty on
my works & despair.



Vulkin making a successful scholarship roll will be able to follow the map, which leads to a hidden cave on the tallest mountain on the asteroid. Inside that cave 3 Magic Statues guard the Demon Christened Sword of Teneblarr, a +15% long broadsword that does triple damage against elves, vulkins, and Psi Witches. Elvish or vulkinian Psi Witches take ten times normal damage when struck by this blade. Ouch.

I) SMALL SHOPS Each of these buildings contains 1d4 Mutated Mummies. Roll 1 to 3 mutations for each mummy. The third shop searched will contain a locked safe holding 300 GC cash and a sheaf of steamy love letters.

J) DEACTIVATED OXYGENERATOR Two Logic rolls or a single Machine Friend will reactivate this device. Within a few hours the atmosphere within 2000 feet of the building will improve steadily such that exhaustion checks due to thin atmosphere will need to be made only every 1d20 rounds. Unless a qualified maintenance crew services the generator at least weekly the machinery will break down

again after d6 months. Also there is a ruin slug here.

K) ABANDONED MOVIE THEATRE A giant serpent with a head on each end of its body lives here. It may make 2 attacks each round of combat, but they cannot both be directed at the same foe. Among the ruins here will be found 6 holofilms worth at least 100 GC each. A clever seller could get the theatres in Domed City into a bidding war over these materials, as neither house has received any new movies to show since Aldaria exploded.

L) RUINED DINER A Robodroid fry cook makes hamburgers and fries morning noon and night, while a malfunctioning Robodroid attempts to eat them. Anyone sitting at the counter will be served a greasy but edible meal. Entering the kitchen or disturbing either droid will turn them both Rogue. 25% chance of setting a grease fire should combat occur here. The cash register appears to be empty but under the cash drawer is an I.O.U. for 50 GC from Mulgrok Villaki, a mutated vulkin who presently serves as a minor functionary in the government of Domed City.

M) MADAME MANNER'S ACADEMY FOR YOUNG LADIES This Doxy finishing school has been taken over by a rowdy band of 14 female orcs. They will welcome any visitors, plying them with tea laced with Mickey poison. If that does not work they will draw concealed Stun Rays and attempt to knock out the party. The male members of the party will be restrained and upon awakening will be used as test subject for various orcish doxy practices. Escape will be feasible, but only after a loss of d4 random statistic points due to madness and/or debilitation. 1 in 20 nonorcs will find the experience surprisingly enjoyable and suffer no stat loss. Female prisoners will be taken to the kitchen in preparation of serving them for supper. Apart from several doses of mickey and a half dozen stun rays there is no treasure here, unless the party can find a market for a large supply of orcish lingerie or a buyer for two dogeared copies of the Orca Sutra.

N) **CENTRAL COMPUTER REMAINS** The mammoth computer has been smashed to pieces, but its spirit continues to haunt the building. Any Robodroid entering here must roll Psi Resist or be possessed by the ghost of HYPERVAC 6, who will then begin repairing and rebuilding his material body. Upon completion (2d6 days) the possession will end. If no Robodroids are with the party the a cyborg may be targeted, but the Psi Resist roll is at +50%. The party may opt to help HYPERVAC complete his task. At his direction the party will be able to halve the repair time. The computer will then assist the party in any way it can.

O) **SMOKING SPORTING GOODS STORE** A fiery demon makes his abode here. His name is Grazzonak and he will not attack anyone who appears to be willing to sell their soul in exchange for gaining a level of experience. Nearly everything here has been burned to some degree, but a Pioneer seeking to Provide has double chances based upon the large quantity of nearly intact goods present.

ABANDONED TOWN RANDOM ADVENTURE CHARTS

Use the sample map provided for the various abandoned towns on the face of the asteroid, adding or removing buildings and altering the north orientation as desired. Or draw your own map. Then roll on the tables below to fill the ruins with adventure. A sample adventure key follows after the charts.

BUILDING CONDITION

Most buildings in Aldarian towns were originally d6 stories tall, with 1 in 12 standing 2d6 stories in height. After determining original building height roll d6 and consult the chart below.

D6 ROLL	BUILDING CONDITION	CAMPING	% MONSTER/HAZARD/TREASURE
1	nothing but rubble	+0	05/25/01
2	rubble concealing intact basement	+05 in basement	25/40/10
3	ground floor partially intact	+10	15/50/15
4	ground floor mostly intact	+15	35/35/20
5	d4 stories intact	+7 per story	40/10/25
6	completely intact	automatic	40/05/25

Roll to determine monster and hazard for every intact story of a building, but only make one check for treasure for the whole structure.

HAZARDS

- 3) **AntiMagic Region:** magic fails 50%
- 4) **Cracked Sewer Pipe:** half seduce and 50% chance fo disease until cleaned up
- 5) **Creeping Crud:** 2d6 damage to anyone sleeping here overnight, reptiles and robots immune
- 6) **Disease:** character with lowest Luck plus Strength must roll Consume Alien to avoid random disease
- 7) **Flammables:** any firearms or energy discharge here will cause a fire, all take d12 damage per round
- 8) **Rusty Nail:** Lowest roll of d20+Luck steps on it, make save or get tetanus
- 9) **Live Wires:** searching or fighting here 10% chance of 2d6 electrical damage
- 10) **Necromatic Field:** all dead left here rise as some sort of undead d6 days later
- 11) **Noxious Fumes:** 50% chance they are just stinky, 50% chance they are deadly (Consume Alien or take 4d6 damage)

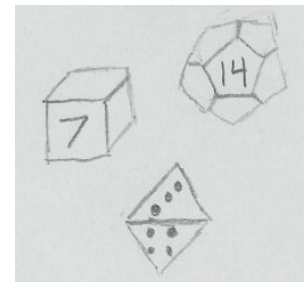
- 12) Poltergeists: Roll Restore Courage or flee in terror. Party leader may roll for whole team.
- 13) Radiation: Take 2d20 damage. If damage equals exactly your ADA gain 1 mutation if you survive.
- 14) Slick Slime: Every turn of combat here roll Dex or less on 3d6 to avoid falling prone.
- 15) Spoiled Food: If eaten make Consume Alien roll or else treat as poison. d6 rations worth.
- 16) Steam Vent: 25% chance/turn of 2d6 damage to random person, visibility is low
- 17) Unstable Floor: 34% chance per search or turn of fight of falling to lower floor/basement
- 18) Unstable Wall/Ceiling: Area attacks 50% chance collapsing whole structure, d100 damage to all

TREASURES

Items 1 to 12 on this list may be found multiple times but 13 to 20 should only be placed once. JMs may reroll if these items come up a second time or they may offer a suitable replacement, such as a Rocket Pistol in place of the Eon Blade or d6 Impervium bars in place of the big wad of cash. To avoid duplication the sample ruins found after these charts use suitable equivalents for items 13 to 20.

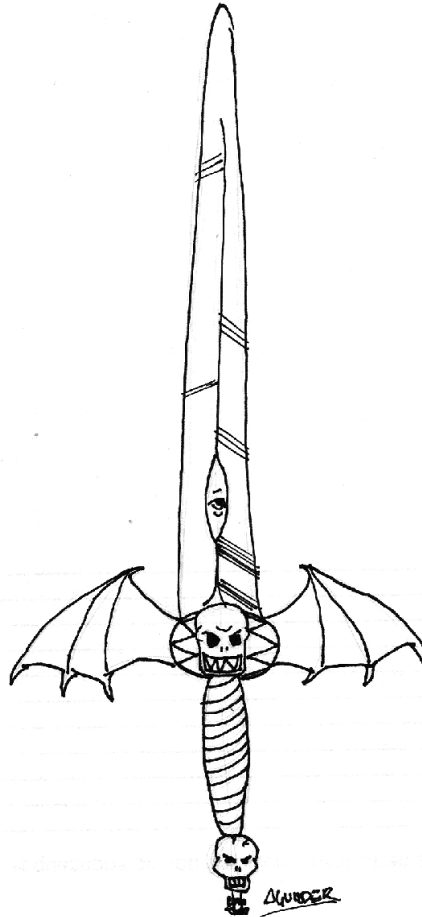
- 1) d100 gold credits
- 2) Random ranged weapon, roll d20 and consult the ranged weapon chart. '1' = sling, '20' = laser gun. NO AMMO.
- 3) d6 loads of ammo for a range weapon. See above.
- 4) Random hand weapon. Roll d20 and reference the hand weapon chart. '1' = Theskrian dagger, '20' = mace, minor.
- 5) d6 grenades. Equal chances of all types.
- 6) 1 suit of intact Garb. Randomly determine suitable race, gender, and garb type.
- 7) d12 bottles of 1=ale, 2=beer, 3=dwarfgrog, 4=mead, 5=wine, 6=vodka, 7= Venusian whiskey, 8=ink
- 8) 2d10 rations. 10% chance exotic flavoring requires Consume Alien roll to use.
- 9) musical instrument. 1 in 6 chance of something suitable for a rock band.
- 10) scroll with random warlock spell
- 11) potion of healing
- 12) d20 x 8 track tapes. Roll percentile dice for relative coolness. 1=polka, 100=metal
- 13) d6 x 1,000 Gold Credits
- 14) suit of imperial plate
- 15) 2d6 nudie mags (roll dice for race depicted)
- 16) eon blade
- 17) old diary of a domed city official, suitable for blackmail
- 18) d6 dragon eggs. roll d6 for type. 1=darkness, 2=fire, 3=wisdom, 4=slime, 5=lightning, 6=star
- 19) wrecked but salvageable Damnation Van (repairs take 0 to 7 hours, require 0 to 300 GC in parts, and a Machine Friend roll)
- 20) Great Grimoire of Gallibard the Gourmet

All items found in the ruins have have Lemon ratings 10 percentiles higher than standard. Items without Lemon ratings have a 10% chance of being flawed or in disrepair.



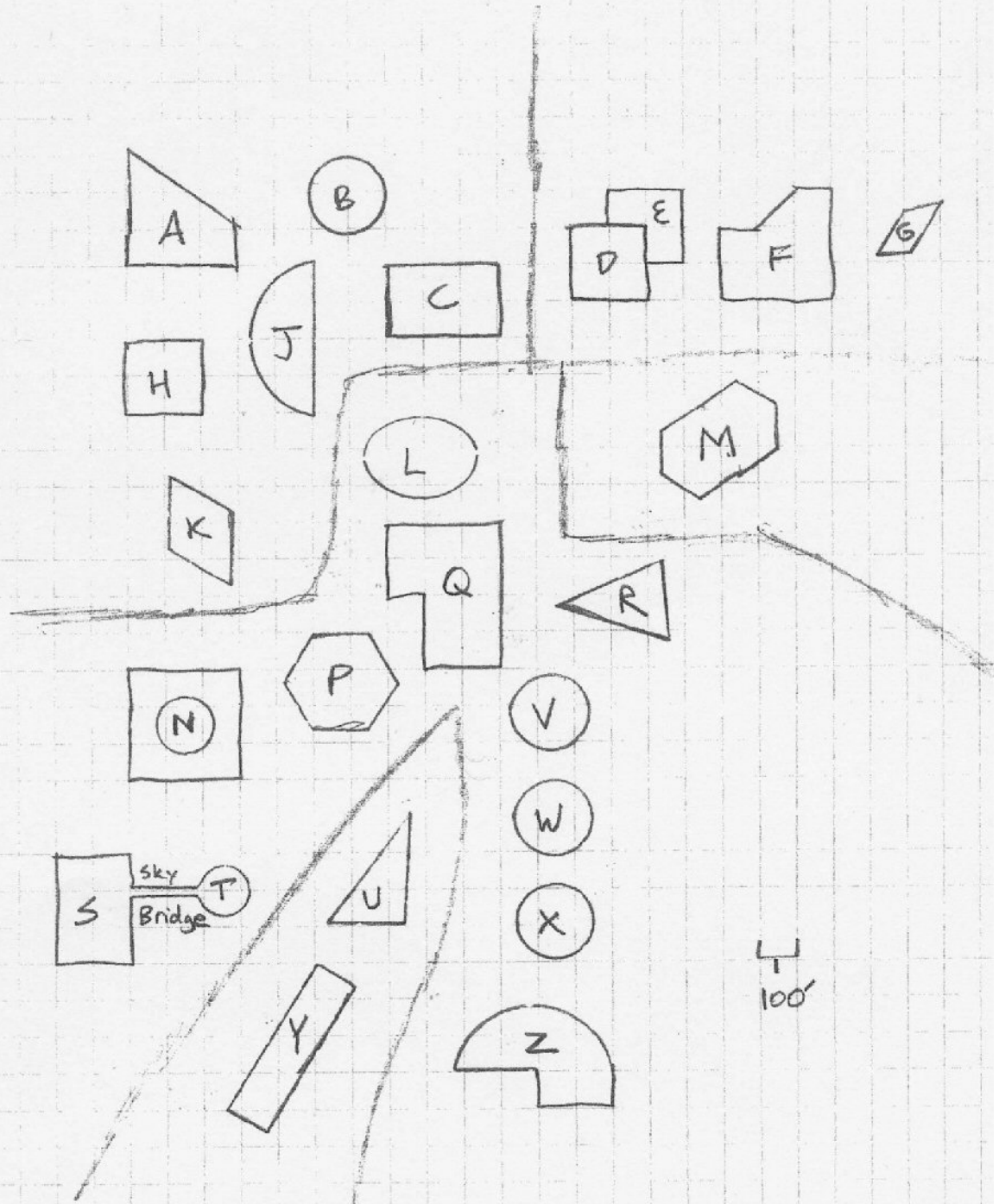
MONSTERS IN BUILDING roll 4d12

- 4) 3d6 Banditos (level 1 criminals) with a leader level 1 to 3 (any class)
- 5) 3d8 Bee Girls (50% chance of 1 queen with them)
- 6) 2d6 Blink Beasts
- 7) d8 Carnivorous Clouds (only on 5th or higher story)
- 8) 1 Cave Ooze (Ground floor or basement only)
- 9) 2 Clonoids
- 10) d4 Demons
- 11) 1 Dragon (equal chances for all types but Star)
- 12) d12 Fatal Funguses
- 13) d100 Giant Ants
- 14) d6 Giant Monkey Men
- 15) d4 Giant Spiders
- 16) d4 Giant Serpents
- 17) d6 Giants (each has d4+1 heads)
- 18) 1 Genie (not in bottle or lamp)
- 19) 1d4 Goblins
- 20) 1 Godshadow
- 21) d4 Gox
- 22) 4d10 Hellbats
- 23) d6 Hooded Horrors
- 24) d8+1 Hyperspace Gremlins
- 25) d8 Infernal Apes
- 26) 5d6 Living Deads
- 27) d4 Magic Statues
- 28) 1 Manion Devil
- 29) d4 Mega Tortoises
- 30) 1 Minotaur
- 31) d4 Mummies
- 32) 1d6 Orcs
- 33) 5d4 Phasic Wolfs
- 34) 3d12 Pyrexia Hounds
- 35) d4 Radioactors
- 36) 2d20 Raider Rats
- 37) d4 Rogue Robodroids
- 38) 1 Ruin Slug
- 39) 3d6 Sky Piranha
- 40) d20 Slimes
- 41) 1 Smog Monster
- 42) 1 Spectral Spirit
- 43) d4 Succubuses
- 44) d4 Time Ghosts
- 45) d4 Tyrannosaurs
- 46) 1 Vampire
- 47) 1 Whirling Dervish (50% chance of d6 grenades)
- 48) d4 Zen Monks (Psi Witches and/or Pugilists levels 1 to 3)



"THE DEMON-CHRISTENED
SWORD OF
TENEBLARR"

Typical Abandoned Town



SAMPLE ABANDONED TOWN

- A. Rubble over basement, inhabited by 1 Radioactor.
- B. 4 stories completely intact. The first floor is home to 22 Hellbats. The 3rd story has a stash of Magic Incense (4 trips). The top floor is home to 7 infernal apes.
- C. Partial ground floor intact, but empty.
- D. 4 stories completely intact. In a drawer on the 3rd floor is a single load of Demon Fire Gun ammunition.
- E. This partial ground floor is haunted with a necrofield. A broken robot can be found under a large pile of debris.
- F. Partial ground floor intact, but empty.
- G. Clearing this pile of rubble leads to an empty basement.
- H. This single story building is intact and home to a hostile Godshadow.
- J. A three story building once stood here, but only the ground floor remains. Haunted by poltergeists.
- K. A two story building. In a hidden safe on the first floor are 2 stag holos worth 25 GC each. 7 hyperspace gremlins live on the upper floor.
- L. Ground floor intact, but empty.
- M. Ground floor intact, but empty.
- N. Poltergeists haunt this pile of rubble. The 2 Giants who live in the basement don't care though. They can't see the spooks because they lack heads.
- P. Live wires crisscross this pile of rubble. Anyone trying to make their way to the (empty) basement will automatically be shocked.
- Q. Trapped under this pile of rubble are 2 Magic Statues. They will seem very grateful if someone digs them out, but they will likely sneak off with the party's treasure if given an opportunity.
- R. A partially intact 1 story building containing a lone Radioactor.
- S. The mummy who makes his abode in this partially collapsed single story building has chosen a lair rather foolishly, as the whole place is loaded with flammables.
- T. An empty burnt out shell of a one story building.
- U. Piles of rubble over an empty basement.
- V. Just a pile of rubble.

W. More rubble.

X. The bottom three stories of this 5 story building are intact. On the second story can be found 8 cans of hash (8 rations). On the third floor a gladius is hidden in a basket of dirty laundry

Y. If this pile of debris is cleared away, a small cellar can be found. In the cellar is a cigar box with 75 GC inside.

Z. A pile of rubble, nothing more.

HAUNTED MINE KEY

A) The acoustics of the mine cause the wind blowing through this intersection to sound like a horrid moaning. A player who specifically inquires if the wind may be to blame may roll Logic or less to ascertain the truth. Otherwise this sound is so unnerving as to require Restore Courage rolls to continue exploring past this intersection. Any player making a rousing speech to urge their fellows to action may make a single roll for the entire party.

B) A 60' deep shaft connects the upper east/west corridor with the lower northeast/southwest passage. Descending or ascending without benefit of rope requires two Lesser Feat rolls. A Pioneer can accomplish the task with a single Explore roll and anyone he or she instructs will only need to make a single Lesser Feat. If sufficient rope is available climbers will only have to roll Happenstance or less on 1d20 to avoid incident.

C) Twenty Hellbats make their lair on the ceiling of this chamber. The floor is thick with slippery guano and anyone missing a hand attack against the bats will need to roll their DEX or less on d20 or fall facefirst into the stuff. A thorough search of the chamber requires an Unpleasant Order roll but yields a necklace of green gems on a chain of silver, worth 250 GC.

D) Six Fatal Funguses sit in a ring around the tunnel opening on the floor of this chamber. These particular mushroom monsters are a tastier and more nutritious subspecies. No Consume Alien roll is required to make a meal of them and each of their corpses will fetch 10 GC if sold to a chef.

E) This chamber contains an icy pool of water which is the home of a hostile Cave Ooze. Searching the pool causes d6 points of cold damage but will reveal a lamp containing a beautiful and wicked gjenie woman named Marazella. She will plead and use whatever lies are necessary to trick a new master into wishing her free of her lumpy prison.

F) Adventurers travelling north along the tunnel to this chamber will notice the dried slime encrusted upon the walls, floor, and ceiling. The passageway ends at the home of a cranky Dragon of Slime. Called Scoomadoor, this dragon has maximum hit points for a member of his race. The only thing that will save intruders from his wrath is to claim to know the location of a female of his kind. During combat Scoomadoor will try to knock wingless foes off the precipice at the entrance to his lair. His hoard consists of 10,000 SC, 1,000 GC and 2 gems. One of the gems is crystallized plutonium, worth 100 GC and it glows in the dark. The other is a Psi Diamond, granting +10% to all ESP and Psi Witch abilities but crumbling to dust if the owner is struck with lightning.

G) This chamber is empty save for a few bones strewn about. A successful Scholarship or Explore

roll will identify the remains as a partially intact hobling skeleton.

H) A band of 10 goblins makes their lair here. They fancy themselves Bikers, but ride unicycles instead of bikes. Each goblin has a Biker Jacket and a length of chain (treat as Minor Flail). Their leader has maximum hit points and a bigger chain (Great Flail). His girlfriend has a doublebarrel shotgun and 6 reloads. She will concentrate fire on anyone who appears to be a warlock, psi witch, or elf. The unicycles allow these goblins double their normal movement. In addition to their equipment their treasure consists of 2 sixpacks of beer and 20 GC cash between them.

I) Some old mining picks are piled up against the far wall of this chamber. Anyone crossing the room will be attacked by one of the three Haunted Quicksands lurking on the floor. The picks are worthless but hidden among them is an enchanted Klengon War Hammer that is +5% in hand combat and does double damage against vulkins.

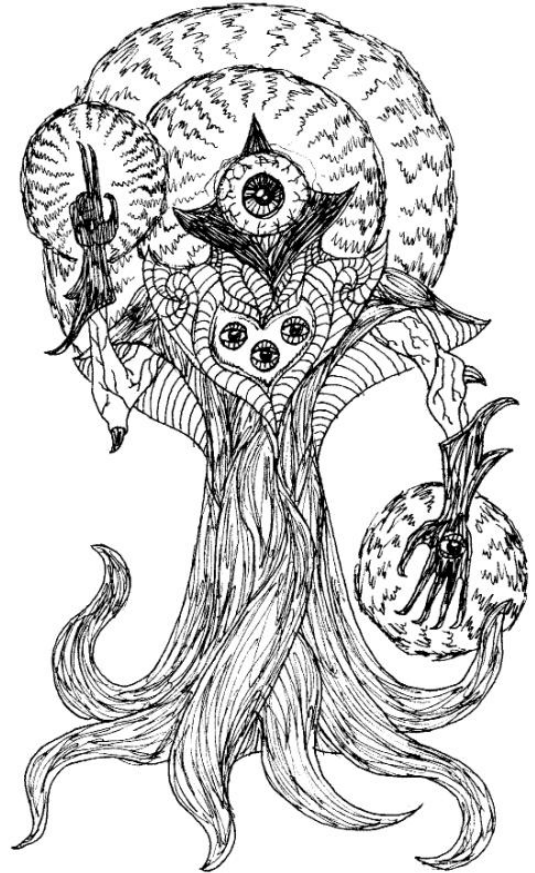
J) The large amount of rubble here will probably lead to a thorough search by the party. If a random monster is rolled during the search it will be one of the Haunted Quicksands from area I or 2d4 Goblins from area H, unless they have already been defeated. In which case the monster will be a totally different Haunted Quicksand or 2d4 new Goblin unicyclists.

K) The ceiling of this room is not stable. Every time the party enters this room the member with the lowest Luck will be bonked on the head by a rock, taking d6 damage. If two or more characters tie for lowest LUC they all take a rock to the head. Any fighting here will cause d6 random combatants to take d6 damage each round, with a 5% chance per round of a general cave-in crushing everyone present.

L) Three hostile Time Ghosts haunt this chamber. If all three are destroyed a bronze door appears in the middle of the room. It requires a Great Feat to open this door. Anyone passing through the door will be taken to any location of their choosing in the universe. Each someone uses the door there is a 10% chance it will slam shut and then disappear, to be replaced by 3 hostile Time Ghosts. Each time this happens the Time Ghosts will double their hit points and damage rolls.

M) A band of 6 Hooded Horrors have turned this chamber into a den of evil. They are building a Satanic Computer which they intend to use to conquer the asteroid. Five of the Horrors are armed with broomhandle mausers and cutlasses, while the leader has double maximum hit points and wields a lazer pistol and an eon blade. The partially completed Satanic Computer is worth 250 GC, but will require significant effort to transport out of the mine and to a buyer. Also, there is a 75% chance that the buyer will continue with the Horrors' mad scheme of world domination.

N) This tunnel continues on seemingly forever. If the party chooses to follow it they will emerge from the cave



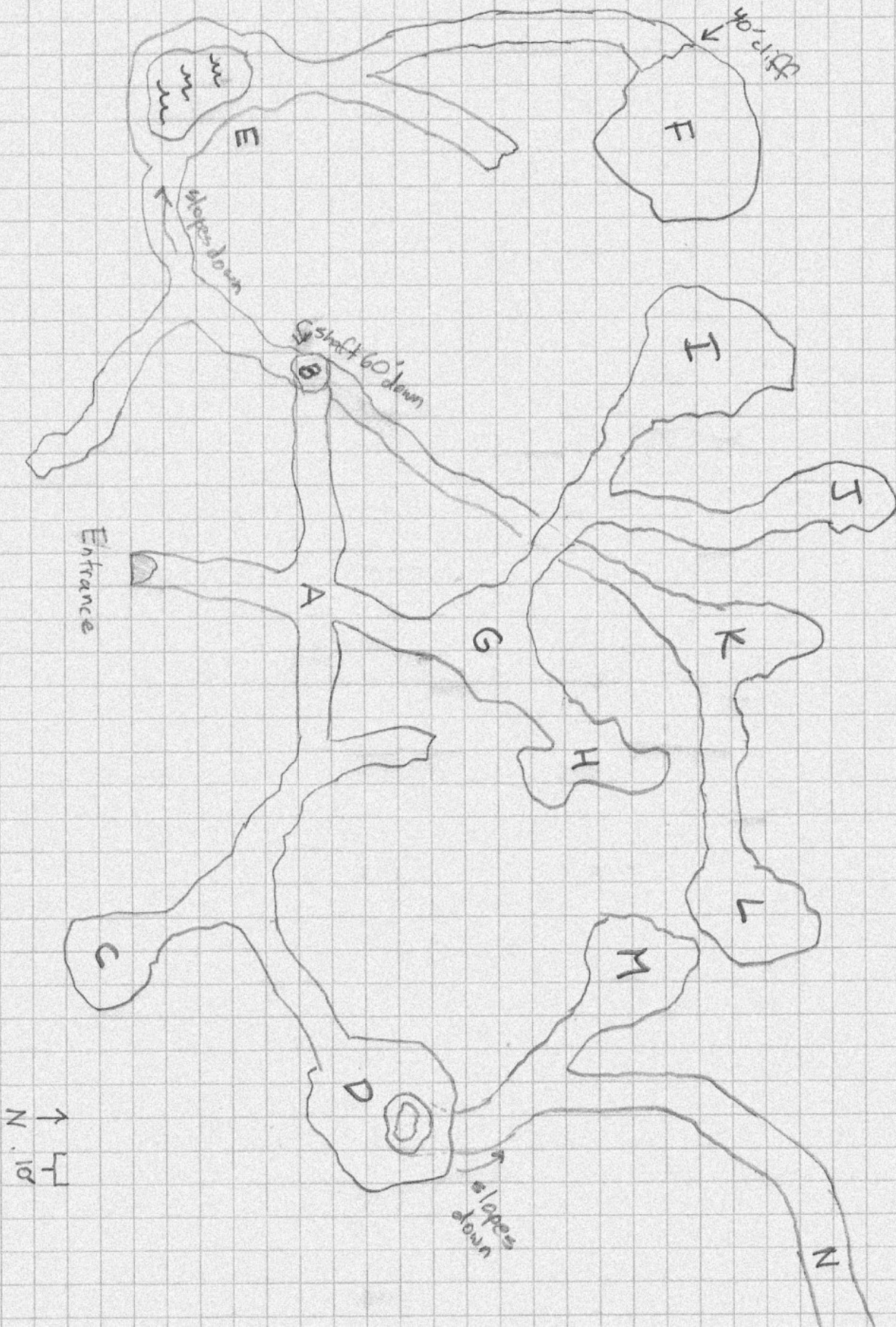
The Hooded Horror leader revealed

2d6 days later within sight of a random location on the asteroid. Roll d20 and consult that number on the wilderness key. Reroll travel time and the location of the tunnel exit everytime this passageway is used.



Triphotonic War Axe

Haunted Mine



RANDOM MONSTER MATRIXES

ASTEROID SURFACE

West of the Great Gap

- 1) 3d6 Goblins
- 2) 1 Magic Statue
- 3) 3d10 Raider Rats
- 4) d6 Jungle Flowers
- 5) 1 Haunted Quicksand
- 6) 3d6 Living Deads

East of the Great Gap

- 1) 2d6 Orcs
- 2) d8 Slimes
- 3) 2d4 Bee Girls (25% w/Queen)
- 4) d4 Manion Devils
- 5) d4 Rogue Robodroids
- 6) 1 Tyrannosaurus (10% mutated)

Underside

- 1) 1 Dragon of Darkness
- 2) 3d20 Orcs
- 3) d4 Mummies of Vampires (50/50)
- 4) d8 Infernal Apes
- 5) 1 Smog Monster or Godzilla (50/50)
- 6) d6 Giants (0 to 3 heads each)

ABANDONED TOWNS

- 1) 1 Ruin Slug
- 2) 2d4 Fatal Funguses
- 3) 3d6 Orcs or Goblins (50/50 chance)
- 4) d12 Pyrexia Hounds
- 5) 2d20 Raider Rats
- 6) Nearby building catches fire

SHATTERED DOME

- 1) d6 Mummies
- 2) d4 Vampires
- 3) 3d20 Living Deads
- 4) 2d6 Pyrexia Hounds
- 5) Roll d4 twice
- 6) Lowest ADA catches random disease

DOMED CITY

Section 1

- 1) d6 bored cops
- 2) d4 strung out junkies
- 3) d12 alien tourists
- 4) 1 street prophet declaring doom
- 5) unattended open manhole
- 6) roll d4 on section 2 or 4 chart (50/50)

Section 2

- 1) d20 political protesters with placards
- 2) 2d4 citizens in a festive mood
- 3) 2d6 belligerent Klengons
- 4) 1 hotdog vendor & d4 hungry citizens
- 5) 1 guru plus 3d4 young citizens
- 6) roll d4 on section 1 or 3 chart (50/50)

Section 3

- 1) d4 street doxies (25GC each)
- 2) 1 Magic Incense peddler
- 3) d6 criminals (con men, muggers, etc)
- 4) 1 street hustler with gold wristchronos
- 5) 1 government official plus roll d4
- 6) roll d4 on section 2 or 4 chart (50/50)

Section 4

- 1) ochorax game with d12 spectators
- 2) 1 farmboy, 1 old man, and d4 droids
- 3) 1 rampaging Rogue Robodroid
- 4) d6 mimes
- 5) magvehicle accident
- 6) roll d4 on section 1 or 2 chart (50/50)

VANISHING PYRAMID

Level 1

- 1) 2d4 Orcs, half with shotguns
- 2) 3d6 Goblins
- 3) 1 Giant Spider
- 4) 3d4 Raider Rats
- 5) d20 Sky Piranha
- 6) All lights on level flicker out briefly

Level 2

- 1) 2d6 Orcs, all with Lazer Guns
- 2) d4 terrified Goblins
- 3) d12 Slimes
- 4) d6 Giants (random number of heads)
- 5) 1 Time Ghost
- 6) Steam fills d4 corridors, visibility 1/2

Level 4

- 1) d4 Magic Statues of space pirates
- 2) 1 Dragon of Flame
- 3) 1 Robodroid handing out religious tracts
- 4) 2d10 Living Dead circus clowns
- 5) d4 Time Ghosts
- 6) The smell of freshly baked cookies?

Level 3

- 1) 2d4 Pyrexia Hounds
- 2) d4 Manion Devils
- 3) 1 Gjenie selling fresh produce
- 4) d4 Mummies
- 5) d6 Rogue Robodroids
- 6) All lights on level go out d12 hours

Level 5

- 1) d8 Infernal Apes
- 2) d4 Succubuses
- 3) d4 Demons
- 4) 1 Manion Devil
- 5) Roll d4 twice
- 6) Roll on level 4 chart.

VANISHING PYRAMID BACKGROUND

The galaxies of space are rife with tavern tales spread by besotted star-voyagers, tales of alluring alien doxies, ancient glittering treasures, and haunted spacecraft. The story of the Vanishing Pyramid is one of the greatest enigmas of the Medieval Rim Sector, oft-told around campfires and at crowded bars. The story goes that the Pyramid was constructed out of stargold by the Robopharoah Autohotep, as a tribute to his fondness for his favorite concubine, the pleasure droid QT314. One day the Robopharoah discovered QT314 servicing the output of the grand vizier, VL616. Autohotep flew into a great rage. The Pyramid was converted into a tomb and QT was mummified alive as punishment for her infidelity. VL was thrown into the Eye of Doom, the great black hole at the center of the Undying Dark Subsector. QT314's spirit is said to haunt the Pyramid to this day. Her fruitless search for her lost lover is the cause of the strange appearance of the Pyramid on countless alien worlds.

Or so the tale goes. Historians can confirm the rule of Autohotep during the third and fourth Galactic Robot Wars and the ascension of unit VL616 to the position of grand vizier. The ruined Stargold Pyramid of QT314 really exists, but it has never left the site of its construction in a deep valley on the airless rockball world Altair II. The stargold exterior and anything else of value, including any robot remains, have long been stripped by grave criminals. The Eye of Doom was unknown at the time of the reign of the Robopharoahs and VL616's true fate remains a mystery. Some computosages suspect Autohotep's vizier is the same VL616 who seven centuries later co-founded the Cyborg Dynasty of the Star Gypsies. Others contend that origin myth of the Cyborg Gypsy Kings could not possibly be true, as the programming of a robot of such lofty rank would not permit it to lay with a biological unit to produce a halfbreed roboman.

The true history of the Vanishing Pyramid begins on the medium tech, balkanized world of Vulmia, a dozen parsecs to the left of the Medieval Rim Sector. Vulmia was originally settled by Planetary Apes, but their culture was threatened by the arrival of a vast fleet of dwarfish colony ships intent on mining the metals below the planet's outer crust. Soon great gaping holes were carved into the verdant surface of Vulmia and the skies were darkened by the output of a thousand impervium refineries. The apemen of Vulmia lacked the force of will and strength of arms to offer resistance to the wholesale exploitation of their planet, so instead they turned their

attention to alternative solutions. Some apes initially signed on with the Galactic Domination Bureau's efforts to colonize uninhabited worlds, but that quickly ceased when it was reported that life under the GDB's Colonizer Lords was even harsher than the new status quo on their homeworld.

Many adventurous apes with advanced technical skills took positions with passing starfreighters and a passing Cosmic Exploration Dreadnought, while others sought a technical solution to their environmental woes. Attempts to build atmosphere containing transteel domes around several ape cities were cut short by an increase in tectonic instability brought on by dwarvish lazer magma drilling. Enviroscrubber factories were built at strategic locations around the Ape Continent, but they seemed unable to keep up with the everchanging load of toxins spewed by the smelter cities of the dwarves. The wee miner folk, for their part, were completely oblivious to the damage their operations caused. It had always been their lot in life to turn green and blue worlds into brown piles of polluted slag. Spacefaring dwarves consider such a transformation part of the natural lifecycle of planets. Had the apes simply asked them to stop, perhaps Vulmian history would have turned out differently.

As the dwarves cheerily continued to poison the planet, the few remaining technologically savvy Planetary Apes decided it was a time for drastic action. Pooling their knowledge and drawing upon the resources of the Ape Mafia (who liked green forests and blue skies as much as the next ape), the ape intelligentsia set to work building a weapon. Not just a weapon, but a SUPERweapon capable of ridding Vulmia of the Tiny Menace in one stroke. Led by Mango Pete, their greatest, maddest scientist, the Simian TechnoCrime Cabal designed and constructed the Psionic Multiplication Complex, a massive pyramidal structure constructed of alloyed atlantium, crystallized photons, and the distilled dreamstuff of sleeping cybersouls. Built atop the pyramid was the Great Focusing Crystal, a hollow dodecahedron sculpted out of hyperspace spidersilk interwoven with quasisolidified antidimensional nonmatter. The Psionic Multiplication Complex was one of the great wonders of a wondrous age.

Too bad the damn thing didn't work as advertised. According to the apes' working theory, when Mango Pete activated the Brain Device in the control room of the Pyramid it would grant him near omnipotent levels of psychic power and allow him to rewrite the universe as he saw fit. Inside the Complex the remaining members of the Simian TechnoCrime Cabal would be safe from Pete's editing of existence. Again, that was the theory. In his hubris Mango Pete never contemplated the psychological or physical strain of achieving the godhead. As his brainwaves amplified to deific levels, the cells of his body became so energized with psionic energy that they each individually achieved sentience on their own. After a brief debate among elected organ representatives meeting in Pete's liver, the cells determined that it was not necessarily in their best interest to coalesce around the soul of a monkey with delusions of godhood. The cells that had formed Mango Pete's body quickly dispersed. Most of them eventually exited the Psionic Multiplication Complex in several great migration waves, but not before taking the time to capture and ruthlessly exploit any nonsentient cells they found in their wanderings through the pyramid. These predations included the cells of the other members of the Cabal, who did not understand what was happening as they dissolved.

Unlike the other victims of the Cellular Independence Movement, Mango Pete did not die. His overloaded mental energies rebounded throughout the universe like a vastly improbable pinball bouncing ghostlike throughout the pinball machine that is the entirety of creation. On the world Zargon Beta 4 his brainwave pattern briefly intersected the minds of the Singing Monks of the

Adobe Tower, driving them to madness and eventually triggering the sectorwide Barbershop Quartet Riots. Deep inside the Oodrapor Nebula his mental vibrations resonated with a newly born star, granting it a measure of Pete's inflated ego. A billion years later that star would command the attention of whole galaxies as the cosmic threat Mungor, the Screaming Sun. At the Third Battle of the Lesser Magellanic Cloud, one of the most important space combats in the history of solid matter, Pete's psychoessence materialized briefly as an id manifestation. This manifestation appeared to the telepathic Zoruubians as their greatest collective fear, causing a route that would allow the combined forces of the Klengons and Centaurs to win the day over the forces of the League of Intergalactic Peace. Eventually Mango Pete's hyperenergized brain pattern bounced off the end of the universe, which inadvertently delayed the coming of Ragnarok by two hours. To this day Thor speaks highly of Mango Pete, as the apocalypse went much better after he had a hearty breakfast. Upon returning to normal timespace Pete's apotheosized soul flew through the first meeting of Wudrak Malakoy, history's third greatest plumber, and Izarella Bjornud, the inventor of five dimensional architecture. The two were simultaneously inspired to build the Aquaflush Palace, which would become the most resplendent restroom facility in this or any other universe. The duo would later go on to be married three times and have 2 children together before casting off their flesh to join the great Hivemind of the Pandimensional Artisan Collective.



After a journey across much of the cosmos, the energies overloading Mango Pete's brain began to dissipate and his soul reformed in the vicinity of the Psionic Multiplication Complex. Without a body to return to, Pete's brainwaves bounced around the interior of the pyramid, until his psychic energies were captured in the Great Crystal that powered the Complex's psionic engines. The unrestrained brainwave activity inside the Psionic Multiplication Complex knocked it out partially out of phase with normal matter, sending it on the great hyperspace wanderings it continues to this day. Now called the Vanishing Pyramid its five dimensional vector eventually brought it in proximity to the black/white hole Enigma 23, which it now hyperorbits in a noneuclidean ellipse. To the uneducated this orbit gives the appearance of the Pyramid inexplicably vanishing in one location and reappearing in another. But any sufficiently advanced computer built by an intellect of at least the 14th degree would be able to plot the regular movements of the pyramid through space/time/hyperspace/hypertime/subspace/subtime. In the decades since the Vanishing Pyramid began its fateful journey through space many creatures have entered its chambers. But few sentient beings remain for long, as the trapped soul of Mango Pete is an unnerving influence on all who visit the Vanishing Pyramid.

VANISHING PYRAMID DUNGEON KEY

GENERAL NOTES

Unlike many dungeons the Pyramid is not a construct of medieval stone. Instead the walls are constructed of advanced hyperplastics and superstrong steel alloys, with many pipes, cables, and gigantic circuit boards festooning walls and ceilings of many corridors and chambers. The lighting system in the pyramid is partially functional, most areas are gloomy with one or two dimly lit or flickering bulbs. All the doors usually open with a simple button press, but 1 in 6

are stuck and require a Lesser Feat of strength to open. A door can be functional for one adventure and stuck the next.

Most rooms and some corridors have ventilation grates, but the openings are so small that not even a hobling can crawl through them. Someone with access to shrinking magic or technology of some sort will be able to enter the ventilation system, but there are hazards. An Explore or halved Happenstance roll must be made each such trip to avoid becoming hopelessly lost and ending up exiting in a random room on any of the first four levels some d6 days later. Additionally, there is a 25% chance of encountering a hostile Raider Rat pack. If the tiny explorer neither loses his or her way nor falls to rat attack, they may scout out the contents of 2d4 nearby rooms before it is necessary to check again for hazards.

VANISHING PYRAMID LEVEL 1

A) MAIN ENTRANCE On class M worlds the airlock quickly opens with the press of a button. In more hostile environs the airlock takes 2d6 rounds to cycle. During transit between locations the front door will not open at all save for a Great Feat of strength, a halved Machine Friend roll, or a Psi Witch successfully Commanding at least 600 Lbs. of Matter. The room on the other side of the airlock is usually empty of foes, but make an extra random encounter check if the party cycles the airlock or spends a lot of time trying to open it during dangerous circumstances as their shenanigans will certainly draw the interest of various pyramid inhabitants.

B) Nothing here but the shredded and useless remains of a Damnation Van owner's manual. However the quietest and least chatty party member should be allowed a Clue roll to hear the twitterings of the rodents coming from the north.

C) Three orcs currently make this room their home. One of the orcs is armed with a Tommy Gun. If the party approaches the room from the west they will be subject to Tommy Gun fire halfway down the corridor between A and C unless they all make Sneak rolls and/or are somehow invisible. After being dispatched the orc's Tommy Gun will only contain half a load of ammo. After each attack the new owner will have a 50% chance of emptying the ammo drum.

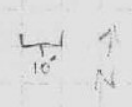
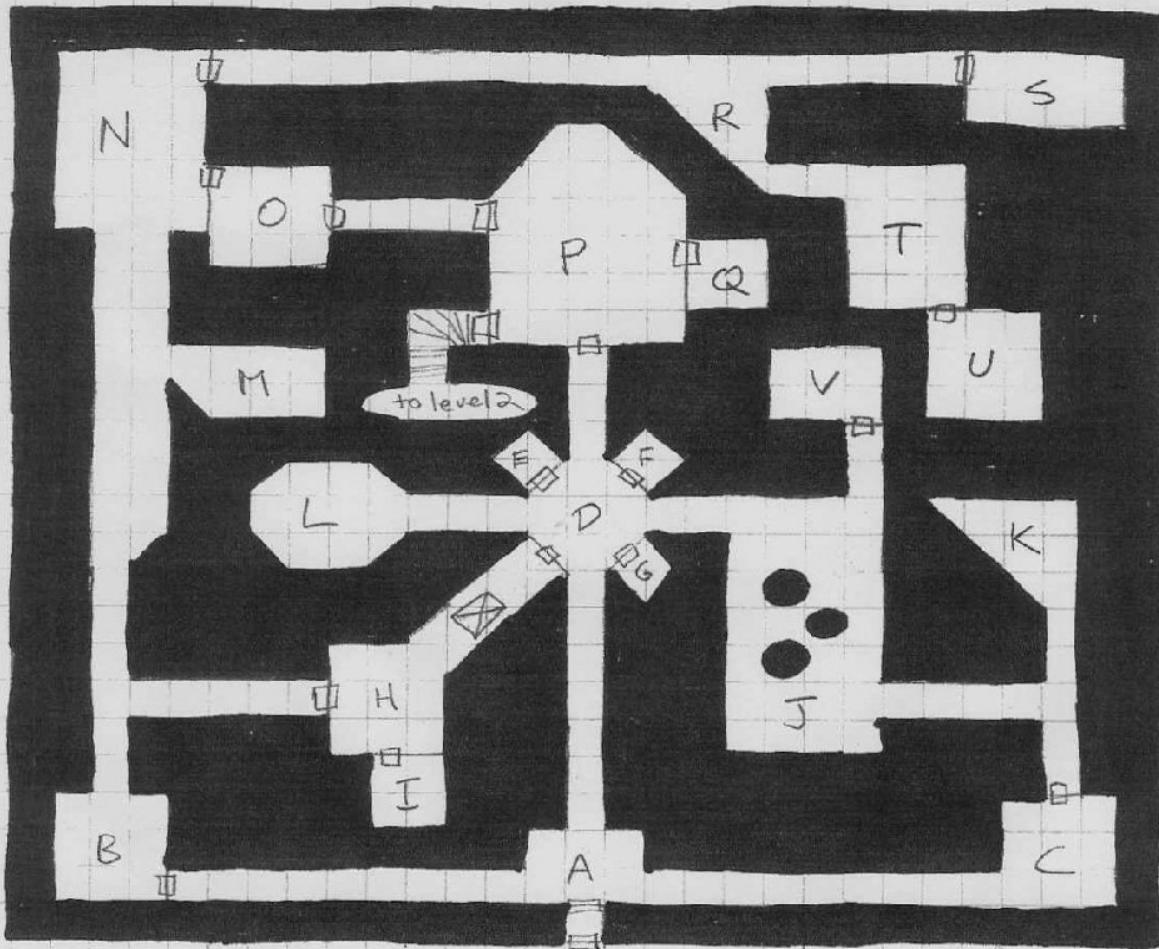
D) Bloody footprints, some booted and others cloven hooves, have dried upon the floor of this room. An Explore roll or a halved Logic roll will reveal that a battle has been fought here fairly recently, with the victory going to the creature with the cloven hooves, who dragged the corpses of his foes north. Loud argument or unnecessary dithering here has a 75% chance of drawing the notice of the inhabitants of L and/or J.

E) BATHROOM This restroom has been out of order for 500 years yet it still reeks of apes and poop. Anyone other than a Planetary Ape entering this room must make a Lesser Feat roll or become nauseous, halving attacks and damage for the next hour. Nothing of value here.

F) SUPPLY CLOSET A thorough search among the mops, brooms, and cleaning supplies reveals a First Aid Kit and a Minor Mace that is enchanted to do double damage to robotic foes, including cyborgs. The name 'Robo Smasher' is engraved around the cylindrical head of the mace in the Vulkin language.

G) This room is completely empty.

The Vanishing Pyramid, level 1



H) The northeast corridor leading into this room has a concealed pit trap. The pit is only 1 meter deep, doing 0 to 3 points of damage to anyone who fails their saving throw. The room itself contains 6 plasteel crates. A Great Feat or Command Matter roll is needed to open them. Inside each crate is 50 pounds of freeze dried bananas. I) An eerie purple mold covers the ceiling of this room. It is harmless. If a player specifically requests an Alchemist roll and succeeds on the dice their character will be able to identify the mold as a key ingredient in a certain formulation for Potions of Healing. A backpack or bucket full of mold is worth 100 Gold Credits to the right buyer and three such loads are available. During the time spent scraping mold the Journey Master should make at least one additional random monster check.

J) COMPUTO ROOM Looped around the three blinking computo columns in this room is a sleepy Giant Serpent. It is possible to Sneak through the serpent's lair if no great commotion has been made in room D. If the serpent is defeated and a player asks they may attempt to activate one of the columns by making a Machine Friend roll. If successful the computo brain will say "Query please." The columns can answer any Yes/No question that does not involve future predictions with 84% accuracy. If the players ask a non Yes/No question the response is "Please restate question." Asking a Yes/No question that requires the prediction of future events is dangerous. The computer will say "Calculating, please stand by" every few minutes for d6 hours, after which it will explode, doing 6d6 damage to anyone in the room at that time.

K) Shoved into the northwest corner of this room is a pile of broken wooden and plastic furniture. A search of the trash yields a partially full box of Walther PPK ammunition, worth 3 reloads of such a weapon. A pipe running along the top of the western wall has a sputtering, intermittent coolant leak. Everyone in the room during the search must roll d20 plus Luck. The lowest score it hit with supercool liquid for 2d6 frost damage. If two or more tie for lowest they divide the damage rolled between them. Metal armor will not allow a saving throw for half damage.

L) Four goblins are playing strip poker in this room. It is 35% likely that 1 or 2 of them are already naked when they encounter the party. Anyone with an Adaptation score of 9 or less is at half chances to hit a naked goblin in hand combat. Psi Witches fighting blindly are unaffected. One of the goblins wields a bone spear, allowing it to do d6 damage at a range of 2". Other than the spear their treasure consists of a half empty bottle of dwarf grog and a deck of marked cards that is missing the Queen of Diamonds and the 4 of Clubs.

M) Eight belligerent Raider Rats presently make this filthy room their home. They have a 50% chance of rushing into the 20' wide hallway to attack intruders, otherwise they will wait until the fight comes to them. Anyone bit by one of these rats has a percentage chance equal to the damage done of catching a random disease. Symptoms will first appear d4 hours after the bite. Each character can be inflicted with but one disease in this matter. The first player to volunteer to search through the rat poop automatically finds a blue pearl worth 74 gold credits, but they also automatically catch a disease. Someone already infected by ratbite can catch a second disease in this manner.

N) This room is empty. The northern door is covered with splatters of dried blood.

O) Several largish potted plants once thrived in this room. They have all since died. Several clay pots have been knocked over, spilling black soil across the floor. A few upright pots still hold the dried remains of plants. A thorough search of the husks and dirt will reveal a few seeds that might bloom if planted. These seeds will yield delicious fruits not known to the inhabitants of the local subsector and thus have longterm investment potential.

P) Any warlock of second level or higher will be able to recognize the faint chalk marks on the floor of this room as a magic conjuring circle. While in this room a warlock may use the circle to increase their Conjure percentage by 25 percentiles. The conjuration will summon 1 Demon. A flaw in the circle makes the summoned immune to the Demon Master spell, but sends him back to his home dimension after 3d6 turns. A warlock has a 10% chance for each level over 4th of recognizing this flaw. The summoned demon will be hostile to the warlock and anyone else present at the conjuration.



Rayez Godslayer

Q) The rotting remains of a mangled warlock and his equally mangled friends have been piled in a heap at the center of this room. Someone has already removed most of the items of value on these corpses, but one dwarf still wears a mostly intact Biker Jacket.

R) On the floor of this chamber lies a scroll tube with an ominous seal of black wax pressed with the symbol of a blade piercing an eye. Inside the tube is a scroll made of klengon skin, upon it is a missive from Darth Viraxis to the inhabitants of Eku Colony demanding their complete surrender. Viraxis threatens the use of atomic weapons if he does not receive a timely reply. The letter is dated almost two years ago. Characters who have spent time adventuring across Vantth will know that the Eku Colony, the northernmost of the Klengon Colonies, was in fact sterilized by neutron bomb.

S) Filthy rags and miscellaneous debris cover the floor of this room to a depth of about 18 inches. The first person to enter this room hears what sounds like faint whispers in an unknown tongue. The sound lasts but a moment and is never heard again. Searching the filth accomplishes nothing but an additional random monster check.

T) A Manion Devil with but a single tentacle lurks in this room. It has no treasure.

U) Due to local instability in the local spacetime continuum time passes at a slightly faster rate in this room than elsewhere in the Pyramid. Spending the night here will

result in but a single random monster check. If a random monster is to appear it is 50% likely to be d4 Time Ghosts.

V) This room was once used as storage for the parts and tool necessary for servicing the computer columns in room J, but the shelves lining the room have been stripped bare. Looking behind the shelving units will reveal a pristine XZ5000 computer chip, but only if a player specifically states they are looking behind the shelves. If installed in a Robodroid character this chip will grant a +1 to both INT and LEA but ADA will have to be rerolled. Installation should be by a professional with the proper tools. Anyone else will have to make both Machine Friend and

Alchemist rolls or botch the job. If either roll fails no bonuses are granted and ADA must still be rerolled. If both rolls fail the Robodroid also takes 4d6 damage.

VANISHING PYRAMID LEVEL 2

A) An unpleasant seepage is pooled at the base of the door to the south. Anyone tasting the foul phosphorescent fluid takes 2d6 damage unless a Consume Alien roll is made. If 12 points of damage are taken and survived, the drek drinker gains a new random mutation.

B) A radioactor has coagulated into existence here among several corroded barrels of toxic chemicals. To search the smelly scum on the floor is not dangerous, but requires an Unpleasant Order roll to successfully complete. If the roll is made the searcher finds 3d10 impervium coins stamped with the seal of the Galactic Domination Bureau. Each such coin is worth 11 GC and is legal tender in all starports in the galaxy.

C) The temperature in this hallway is unusually high. It is not hot enough to harm most beings, but creatures made of ice and characters with an ADA of 5 or less take 1d6 damage for passing through this corridor.

D) This room is empty but a nearly invisible leak in the ceiling has allowed a small amount of water to pool on the floor. If a fight breaks out here (whether by random monster or intraparty squabbling) any time someone misses an attack in hand combat they will have to roll their DEX or less on 4d6 or fall prone.

E) The eastern wall of this room was once a detailed technical schematic of the entire pyramid's electromagnetic system, but most of the information has been erased by the judicious application of several axeblows. A spectral spirit of a planetary ape invisibly lurks here, but he will only materialize to attack a lone adventurer or any group carrying bananas from room H of level 1. If defeated the spirit collapses into a pile of gold dust worth d20 GC.

F) A polka band consisting of 4 Living Deads on tuba, accordion, clarinet, and drums plays in this room. Their music can only be heard in this room and the hallway to the west. These creatures will only fight if attacked. Their instruments are all lemons.

G) The first Psi Witch to enter this room gains a momentary telepathic gestalt with the trapped spirit in room B, level 3. The Psi Witch fleetingly experiences a memory of a hyperextended intellect bounding uncontrollably through all of space and time. The agony of the contact does 1d12 damage unless a Psi Resist roll is made, but after the brief rapport the Psi Witch will be able to operate the Brain Device (room A, level 5) without a Machine Friend roll, but will not know this until he or she sees the device.

H) This room has been claimed as the home of a pair of Headless Giants. When the party enters the room the giants are searching for a can opener that one of them misplaced. The room is decorated with crude wooden furniture sized appropriately for giantish existence, but is otherwise typical peasant home equipment. If the party helps the giants find the can opener (Clue roll to locate) they will be very grateful. The giants will open several cans and prepare a meal of red beans and rice to share. If the party partakes the meal is delicious and nutritious. The giants' treasure consists of the can opener, cooking utensils, a barrel of fresh water, several dozen cans of beans, and a large bag of white rice. If attacked the giants will attempt to flee if one of them is wounded 50% or more.

J) On the floor of this room is a single playing card, the 4 of Clubs. Above the card on the ceiling lurks a clever Giant Spider that has been trying to catch goblins with the card as bait. It will drop down on any nonrobotic being that reaches for the card. If the spider is cut open in its gullet is a large uncut diamond. The diamond would be worth 120 GC to a jeweler or the jeweler could be paid 500 GC to cut it into a gem worth 4d4 x 100 GC.

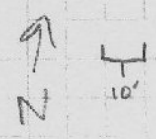
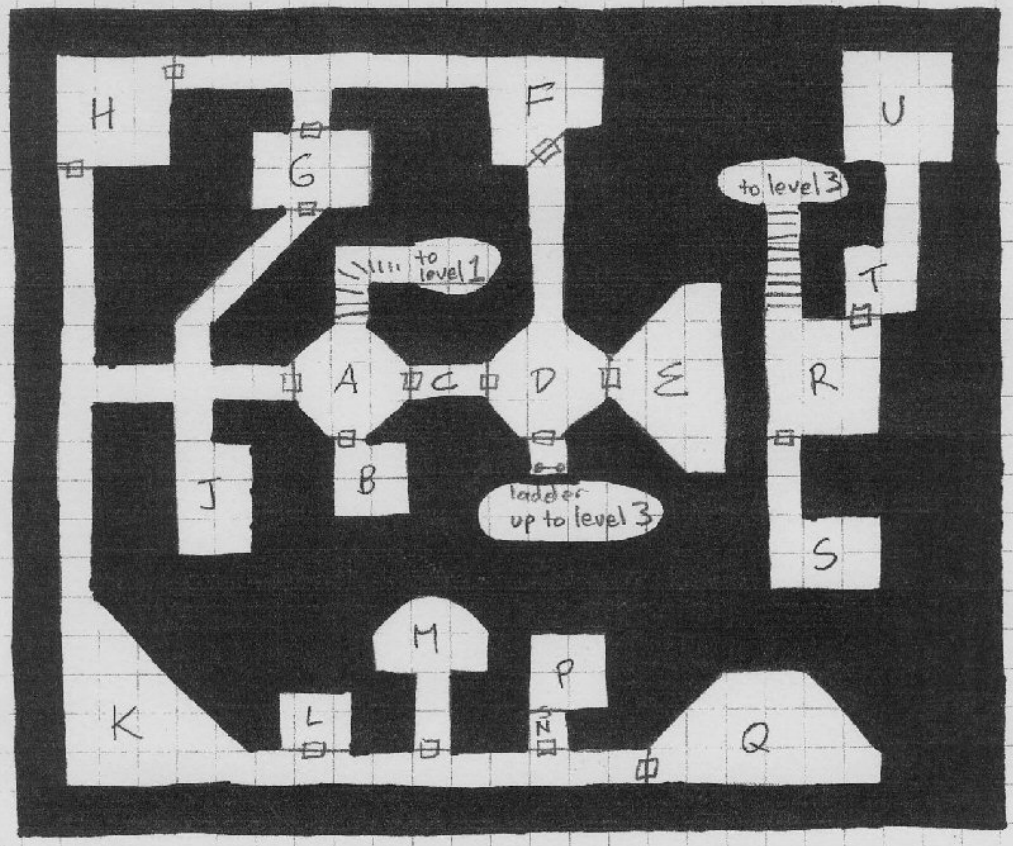
K) This area is emptier than empty. No dust, no cobwebs, and no vermin will be found here. Not so much as a single scuttling bug. Random monsters might be foolish enough to tarry here but the monsters on the dungeon key will pass through the room as quickly as possible. Due to a serious flaw in the pyramid's dimensional shielding, every d6 hours this room and its contents fade into nonexistence for a few seconds. Anyone in the room when this happens will be dumped into hyperspace, where dimensional forces will kill them after a number of rounds equal to their ADA score. The party member with the highest Luck may make a Happenstance roll for a spaceship to be passing nearby but it will take the ship's crew 3d6 rounds to rescue each character. Doxies (but not rakes) and any females with more than 10 LEA may roll 2d6 as the starsailors will be especially motivated.

L) The remains of a campfire and a half eaten onion are the only items in the room. Any Pioneer can tell that the campfire has been cold at least a couple of days. A Monster Friend or halved Logic roll indicates that the being who bit into the onion had large fangs.

M) This room is filled with wires of all gauges that crisscross into and out of the walls, making movement and vision difficult once one gets past the short north/south corridor leading into the room proper. Raider Rats have nawed into the insulation of a few live wires, so any attempt to search here has a 25% chance of shocking the searcher for 3d6 electrical damage. The first character to thoroughly search the room and not get zapped will find a larger black book entitled "Hammer of Evil: The Witch Hunter Handbook". Studying this book for d6 weeks will allow a character to take levels in the Witch Hunter class from the ARDUIN GRIMOIRE, volume 1, pages 25 and 26. Warlocks, Psi Witches, Doxies, and Criminals will have to renounce their old class abilities to join the Witch Hunters.

N) A dozen old tires are piled in this room. A thorough examination of the tires will reveal that two of them are almost new motorcycles tires worth 25 GC each to a Biker. Hidden under the tires are three provocative polaroids of a blonde succubus, each worth 10 GC to most sentient males. Near the bottom of the north wall (behind all the tires) is a small ventilation grill, through which the coffin in room P is visible. There is no other means of access to room P.

Vanishing Pyramid, level 2



P) This room is bare save for the wooden coffin laying in the center of the floor. The coffin is the resting place for Kahglarth, an ancient klengon vampire. Kahglarth spends much of his time sleeping the sleep of the undead and will only awaken to loud sounds, such as detonating grenades or warlock bombs within 100', or when someone opens his coffin. Kahglarth is a wily old creep and will not attack an obviously superior foe, opting instead to vanish in a puff of smoke to wreak his vengeance later. If any female klengons are among the party he will attempt to seduce them at 37%. In the coffin is 500 GC and an Amulet of Spell B Gone, which gives +25% saves against magical attacks and effects, such as warlock spells. Kahglarth chooses not wear the amulet because it doesn't go with his purple leisure suit and black silk cape.

Q) ARCADE The foosball table, pinballs machines, and video games in this room have been smashed and hacked. By scavenging parts in two broken pinball machines a third might be repaired to functionality, but that will require both a Machine Friend and a Logic roll and d6 hours of work. The video games cannot be fixed, but their electronic circuitry could be stripped, up to a backpack's worth is available with a resale value of 4d20 GC. The busted foosball machine has no value. No quarters will be found anywhere in this room, they having been looted long ago.

R) Half a dozen Fatal Funguses scuttle about this room. These moldy malefactors are near the peak of their reproduction cycle. If they are killed and neither eaten nor consumed with fire the next session that adventurers pass this way there will be thrice as many funguses waiting for them. The chance that the second wave of killer shrooms is near their sporing time is only 3%.

S) Three barrels of Antarian beer can be found here, along with a tap, a wooden mallet, and a dozen large mugs. Each barrel is worth 200 gold credits and the mugs are worth 1 gold credit each. But any Warrior or Criminal entering this room must make an Unpleasant Order roll to avoid helping themselves to an intoxicating amount of beer. Intoxication halves all percentiles and lasts d4 hours or until slept off.

T) Here can be found three stone statues of space pirates (one klengon, one dwarf, and one cyaborg wookey), all very lifelike with expressions of fright on their faces. All three statues face the passageway to the north. Hauling a statue from this room to the dungeon exit on the first floor would require a single Great Feat roll. Three characters making Lesser Feat rolls could work together to accomplish the task. Make an extra random monster check while a statue is being lugged about. Using the emergency exit in room 3E allows the percentages to be doubled, but getting the statue down the outside of the pyramid will end up being an even harder task. If the party can find a warlock with a fully stocked alchemy lab he or she will pay 500 GC for each statue.

U) A lovely young medusa once used this chamber as her boudoir, but that was over a century ago. In her wardrobe are three silken outfits suitable for a doxy and valued at 50 GC each. Under a pillow is a small wooden box with a Warlock Bomb cast on it that activates if any but a Doxy opens it. A warlock or psi witch who examines the box will be able to detect the spell if a See The Future roll is made. Inside the box are several pieces of gaudy costume jewelry of no value, a doxy make-up kit, and a golden necklace worth 3,000 GC. If the Warlock Bomb is activated all the box contents will be destroyed as will the silky clothes if they have been removed from the wardrobe but not specifically secured.

VANISHING PYRAMID LEVEL 3

A) Poltergeist activity is common here, with a 12% chance per visit to the room of a scene playing out from the akashic memory. The tableau depicted will be that of three Planetary Apes melting in agony. These apparitions cannot be interacted with except by use of a Spectral Body spell or similarly untangible, in which case they attack as 3 Spectral Spirits. The ghostly manifestations have no treasure.

B) In this room malfunction in the pyramid's energy conduit system has caused a crackling field of lurid green energy, visible down the corridor from as far as away as the Auxiliary Control Room. The field cuts the room in two and is impassable to anything made of standard matter. Furthermore, any being attempting to pass the green hate field will take 2d12 points of phasic damage. No solution to crossing or deactivating this barrier is immediately obvious and it is solely up the ingenuity of the players to defeat this obstacle. The Journey Master is strongly urged neither to suggest nor encourage any particular path of action, but to coolly adjudicate the solution to this problem. Allow no one to pass the green force field until you are thoroughly convinced of the cleverness of the players' plan and any appropriate dice rolls are made.

C) AUXILIARY CONTROL ROOM This room is still intact and fully functional, being as it was from the days of the pyramids original construction. Any attempt to manipulate the shiny buttons and blinky lights here will cause a roll of 2d6 to be made on Wanderings of the Vanishing Pyramid, Chart 1. Intentionally damaging the controls will set off showers of sparks doing 1d6 electrical damage to all present and igniting flammables with 10% probability. Further more, every blow or shot to the controls, including 50% of all missed attacks in a general combat, has a +5% chance of accomplishing the same. After such a shower of sparks the controls will no longer function.

D) The water fountain in the southeast corner of this room is clean and functional, delivering a small stream of cool, refreshing hydration at the press of a button.



Quackers the Samurai, sworn foe of R. Mallard

E) UPPER EXIT The emergency exit out of the pyramid is clearly labeled with a red lighted sign above the door, but make use of it one must first get past the ruin slug that makes its lair here. Unless a player specifically notes they are propping the door open somehow and makes a Happenstance roll, the emergency exit is one way only and no force less than a gjenie wish can open it from the outside. Note that there is no airlock here and the exterior door is nearly invisible from outside the pyramid.

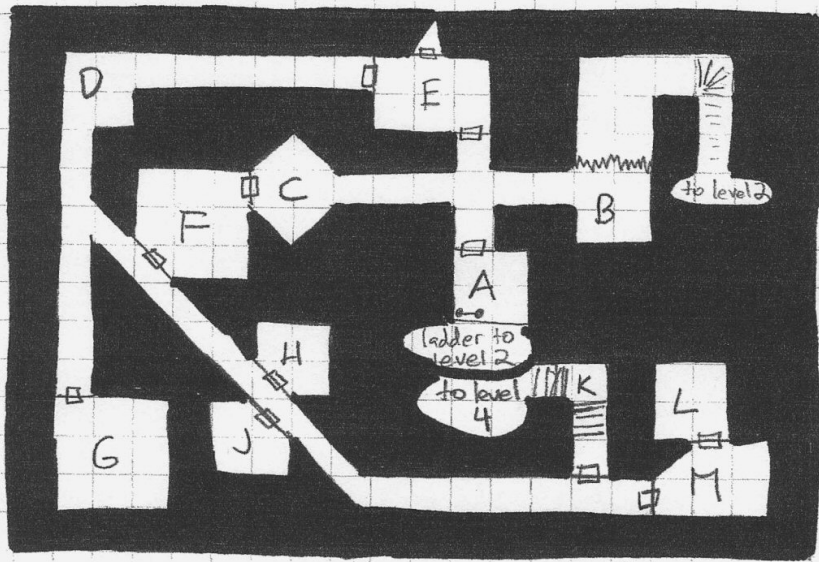
F) ROBO STORAGE This room is piled high with stacks of used robdroid parts. Because of the widely varying amount of wear and tear on the parts each backpack full is worth 100 GC. There are 10 packworths of such parts. A Clue roll and a thorough search will yield a single load of parts worth ten times as much as the rest of the parts. The search will also reveal two intact but deactivated robdroids. They can be switched on with no difficulty, but a Machine Friend roll is necessary to avoid them going rogue and attacking. If one or two characters have been killed previously and the robdroids are not immediately hostile then these two machine people could be used as a means of introducing new party members. Or a warrior who has rolled but not yet received a shield mate could activate a loyal warrior droid. Otherwise the robdroids will briefly thank the party for reactivating them, then leave on their own business.

G) MAIN CONTROL ROOM The computer displays and control panels in this room have all been destroyed. Everytime the pyramid fades out of existence to transit to another location the broken remains of the controls crackle with electricity. Everyone in the room will take 1d6 damage as they are showered in sparks and any exposed flammables have a 10% chance of being ignited.

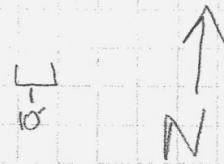
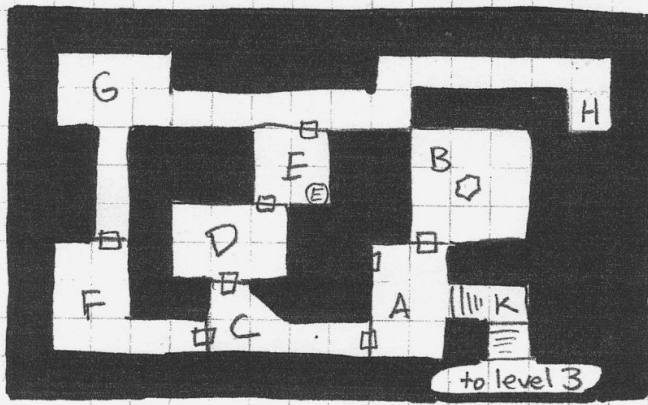
H) This room is empty save for a coil of rope made of elf hair, only 25 foot long but extremely strong. Also, it is silky and shiny and smells of lilacs.

J) A large cardboard sign taped to the door leading into this room reads "Danger! Do not open!" A brown spot on the floor approximately 3 foot in diameter is the only contents of the room. This floor stain is a colony of fully sentient single celled organisms, with a rich microscopic culture and heritage. For all their advances in the arts and sciences they are unable to recognize the existence of large multicellular beings. Rather, any such entity coming into the room will be viewed akin to a herd of wild cattle to be rounded up and used as they see fit. Each round spent in the room does 2d6 damage to party members as their flesh apparently melts away, like the poltergeists in room A of this level. Only engulfing the entire room in fire will completely destroy the unicellular menace, but energy or fire attacks aimed at the brown stain will delay further fleshmelting by d4 rounds as the amoebic city concentrates on disaster relief. A Psi Witch melding with the citizens of the colony might be able to open diplomatic relations with the local government, but there is no easy way for the party to determine that their foe is alive, much less intelligent.

K) A skeletal corpse is slumped against the corner of this landing. It is naked save for a pair of good but smallish boots, worth 5 GC. The skeleton clutches a Klengon grenade with the pin pulled and laying nearby on the floor but concealed under decades of dust. If the skeleton is disturbed it takes a Happenstance roll to grab the grenade before it detonates. Locating the pin requires a Clue roll. Safely putting the two back together requires Machine Friend or a Criminal using Steal. Carrying a live grenade is a tricky business, and every round of live combat it is held requires a new Happenstance roll to avoid going boom, as do any stumbles, falls, seductions, arguments, or encounters with traps.



Vanishing Pyramid levels 3, 4, + 5



L) A bronzium cube 3 feet to a side sits in the center of this room. This is a treasure chest of uncanny alien design, much like a Chinese Puzzle Box made of nearly indestructible pseudometal. It takes a Clue roll to even notice the nearly invisible seams along the faces of the cube and no non-magical attempt to open the cube can be begun before this clue is found. It takes a series of three Logic rolls and d6 hours per roll to unravel the secrets of the cube. A warlock or psi witch can attempt to cheat the system by use of See the Future and Command Matter respectively, while a criminal can attempt a Steal roll to partially dismantle the puzzle like mechanisms. A successful cheat of the cube takes only d4 hours and requires no Logic rolls, but a failure activates the cube's fourth dimensional escape system, causing the cube to fold up upon itself and disappear from the material universe altogether. Inside the cube are three treasures: a laser gun that fires silvery beams (affecting werewolves and such) and requires no ammo replenishment, an impervium collar that grants its wearer a second survival roll against decapitation at 50%, and a haunted demon skull that will teach a secret to the first person to talk to it. The demon skull cannot speak unless it is first addressed, even in jest. ("Alas, poor Yorick", etc.) But the spirit trapped within it can teach a warlock any one spell from the rulebook or it can instruct a member of any class how to use a percentile ability exclusive to his class more efficiently, granting a permanent +10% bonus. Once the skull has taught a single secret it teletransports itself 5d100 miles in a random direction and silently awaits rediscovery.

M) An angry and territorial Phasic Wolf of maximum size guards this chamber. A Monster Friend roll will keep him at bay just long enough to cross the door to room L, but a second roll will be needed to cross back. A Pioneer may attempt to Tame this beast, but only with an offer of food. The wolf has no treasure save its particularly magnificent phasic pelt, which could be worked into a cape or other garment of 100GC value. Subtract 10 GC of potential value for every point of damage inflicted by blades, energy attacks, and magic spells.

VANISHING PYRAMID LEVEL 4

A) The northwest door opens as normally, but there is no room beyond. The contractors who installed all the doors on the pyramid misread the blueprint and accidentally installed an extra door here.

B) GREAT CRYSTAL The humming crystal ensconced in this chamber is the cold heart that beats at the center of the living computer that is the Vanishing Pyramid. Psi Witches that made contact on Level 2, room G will instantly recognize the crystal as the container of an ancient and twisted soul, psionically shrieking for all time in undying agony. Others will simply appreciate the pretty lights it emits. Smashing the Great Crystal requires a Great Feat of Strength or at least 40 points of damage in single attack. A failure results in 3d6 Phasic damage arcing through the body of the attacker. Success frees the trapped soul but strands the pyramid in its present location. Removing the crystal by nonviolent means is impossible. The shattered crystal fragments appear to be of great value (d20 pieces at 1 to 6 thousand credits each) but they turn to ordinary sand d8 days after the crystal is broken.

C) In this room are two statues of space pirates. One is an orc with a stone pegleg, the other a hobling wielding the stone replica of a phasic cutlass. Unlike the statues on the second level of the pyramid, these two are animated Magic Statues. They will seek to fight any living beings, but a party consisting totally of robodroids, undead, and/or fellow statues will not be harmed. The orcish statue can only move 5" per round due to the pegleg. The eyes of the statue (3 total, the hobling has an eyepatch) are Goraxxian Moon Rubies, worth 75GC apiece. A Goraxxian Moon Ruby

crushed and added to a bottle of wine makes an excellent tasting Potion of Healing, but only someone making an Alchemist, Illicit, or Provide roll will know that bit of adventurer's lore.

D) The bulbs under the glass floor in this room no longer function, and the mirrored sphere lays broken on the floor, but clearly this room once served as a discotheque. The mirrors of the ball were blessed by a priest of the Eight Gods of Getting Down. The largest fragments of mirror can be thrown as a Grenade (Modern) that only effects devils and demons of all sorts, as those beings are allies of the Powers of Metal, the cosmic foes of disco. There are 6 blessed glass shards, but carrying and handling them may result in accidental cuts and scrapes, at the Journey Master's option.

E) A small cylindrical elevator shaft sits in the corner of this room. The elevator door is trapped. Whoever pushes the button to summon the elevator car will be sprayed with Hellacid, an acid that ignites upon contact with the air. The damage done is 3d6 fire and 3d6 acid. The acid will ruin any material armor the victim is wearing, including exotic items such as impervium cuirasses or black hole metal shields. Furthermore, the trap sets off a silent alarm above, alerting the inhabitants of Level 5. One way to avoid the trap is to use some sort of long range device or ability to press the button, such as poking it with a spear or sending a minion to press the button. The spear, minion, or any other material device will be destroyed in the process. Another option would be to dismantle the button before pressing it. A Machine Friend roll and 2d6 minutes of work will either disarm the trap completely or simply summon the elevator car without setting off the trap (50/50 chance), either way the alarm still activates.

F) Six lumps of sticky, silky material are glued to the walls, floor, and ceiling of this room. These are the egg sacks of the Giant Spider currently residing on Level 2 in Room J. Any prodding of the sacks has a 50% chance of causing it to burst open. d20 Giant Spiders of minimum hit points will scuttle out and attack. Any gunfire in this room also has a 25% chance of opening an egg sack. Should the party kill any of these spiders, the mother (if still alive) will be able to smell their blood on the killers and will track them relentlessly and fight ferociously (double damage) to avenge her young. There is no treasure here.

G) This chamber is empty. Spraypainted on the northern wall are the phrases "Thrazar was here" and "No I wasn't." Also, there is small a "For a good time call" message in chalk, naming and giving the hyperphone digits of the mother of a random party member.

H) When anyone comes round the corner and discovers the dead end here, make an immediate random monster roll. An indicated foe will be rounding the corner 50 feet to the west, looking for trouble.

K) see level 3, area K

VANISHING PYRAMID LEVEL 5

A) TRANSLUCENT DODECAHEDRON, BRAIN DEVICE, AND BACHELOR PAD This is the lair of Ugro, a suave young Infernal Ape of maximum hit points. If the Klengon Vampire in room 2P was routed, then he will be here crashing with his buddy. There's also a 50% chance that Ugro will be entertaining d4 Succubus friends when the party arrives here. Furthermore, there is a 10% chance of a diabolic party being under way, with d4 more succubuses and d4 demons. The festivities of a party will be sufficiently distracting that the silent alarm in room 4E will not be noticed, allowing the possibility of surprising Ugro and friends. During combat every time a partying

demon or succubus is hit roll percentile dice, if the result is equal to or less than the damage just sustained the monster will disappear with a sulfurous "poof!", returning to their hell dimension of origin.

Ugro's apartment is sumptuously furnished, but most of its contents will be destroyed by combat. Surviving the fight will be 2d6 bottles of wine, d8 bottles of vodka, d4 doses of Mickey, a small bag of Magic Incense, 1000 GC, a killer stereo system worth 400 GC, and 3d20 GC worth of record albums (mostly soft rock, unfortunately). Also present here is the Brain Device, which Ugro has connected to his stereo so that he may see, smell, and taste his music as well as hear it. If the Brain Device is plugged into the special socket currently hidden under a beanbag chair, it can be used to try to guide the Pyramid's wanderings through hyperspace. The wearer or a friend must make a Machine Friend roll to operate the controls, except that a Psi Witch who made telepathic contact in room in 2G need not roll. Once activated the Brain Device wearer must make a Command Energy roll. Success indicate they can roll 2d6+1 on Chart 1 of the Wanderings of the Vanishing Pyramid. Failure indicates a danger of psionic information overload. If a Psi Resist roll is made the Brain Device inflicts 2d6 damage upon the user and their ESP score and percentiles are halved for 2d4 months. If the Psi Resist roll is failed the wearer's brain explodes, killing them with 98% certainty.

WANDERINGS OF THE VANISHING PYRAMID

CHART 1 Random Pyramid Activation

Roll below every d6 months and everytime the controls in room 3C are manipulated. Roll 2d6 and modify by +1 if the Great Crystal has been damaged, +1 if someone is using the Brain Device.

- 1) Pyramid explodes. Each character in the Pyramid rolls Survival. Failure indicates the character's atoms are dispersed throughout the cosmos. Success indicates random transportation, roll on chart 2 to find destination. Party may be split up. Anyone in the Dodecahedron (room 5A) will automatically make their survival roll and all arrive together in the same random location from Chart 2.
- 2) Pyramid malfunction, roll on Chart 3.
- 3) Great Crystal glows blue for d6 days, but nothing else happens. Roll again in d6 months.
- 4) Pyramid and its contents partially dematerialize, becoming insubstantial for d6 days. No one may enter or leave the Pyramid during this time, except perhaps ghosts and wrlock's using Spectral Body. Roll again in d6 months.
- 5) Roll a destination from Chart 2. The pyramid exists at both it's present location and the rolled destination. The main entrance (area 1A) leads out to the current location. The upper exit (room 3E) leads to the new destination. After d6 weeks the Pyramid will solidfy at a single location, 50/50 chance of either one.
- 6) Great Crystal glows red for d6 days. During this time anyone attempt to use the controls in room 3C will be zapped for 3d6 damage and set off a Pyramid Malfunction. Roll again in d6 months.
- 7) Nothing happens, roll again in d6 months.
- 8) Pyramid malfunction, roll on Chart 3, and Pyramid teleports to a new location from Chart 2.
- 9) Pyramid spends d6 weeks in hyperspace, then materializes at a location rolled on Chart 2.
- 10) Roll twice on Chart 2. PC with lowest Luck score may make a Happenstance roll to get to pick one of these two locations. Otherwise the Pyramid arrives at a third randomly generated site.
- 11) Pyramid transports to a random location from Chart 2.
- 12) Party is transported to a random location from Chart 2, Pyramid does not go with them.

13) Character using the Brain Device may make a Machine Friend roll. Success indicates that they can pick the new location of the Pyramid off Chart 2 without rerolling. Otherwise the character may select between staying put for d6 months or a random roll on Chart 2.

CHART 2 Pyramid Destination (d20)

- 1) Cobol, in a deserted city
- 2) Orezius, next door to the Great Goblin Cooking Academy
- 3) Ceti Alpha 5, deep in an unexplored jungle on the southern landmass
- 4) Deep Space in a random hex adjacent to Enigma 23
- 5) Malacazoom, a day's journey from the city of the Vulkins
- 6) Tek Zarcanna, inside the territory of a belligerent native tribe
- 7) Dantooine, near the remains of an abandoned base
- 8) Vanth, at the bottom of the Lake of Hori
- 9) The Vermilion Belt, floating in the belt within 1000 meters of a pristine Stardragon egg
- 10) In the heavy craft hangar of the starship Warden
- 11) Mandor, overlooking the Lake of Eternal Contemplation
- 12) Asteroid 1618, within 100 miles of a random landmark (roll d20 for location)
- 14) Enigma 23, in orbit near the Vulkin science station
- 15) Lemuket, on the island of the Cinnamon Demons
- 16) Hell VI, among the Flaming Tombs of the Heretics. 50% chance of 100 Living Dead and 12 Demons entering Pyramid.
- 17) Vanth, in the Forbidden Waste
- 18) Xardax, in the vast Orgy Chamber of the High Ones. 75% chance of festivities already under way at time of arrival.
- 19) In the middle of a fleet of mysteriously crewless Klengon Warcuisers orbiting a gas giant in the Gamma system
- 20) A random world in another (1 or 2) subsector (3 or 4) sector (5) galaxy or (6) universe

CHART 3 Pyramid Malfunctions

- 1) Radiation leak. All biological creatures must roll Command Energy to avoid 4d6 damage and a random mutation.
- 2) Life support on the blink. 62% chance of atmosphere venting next time the Pyramid is in a vacuum.
- 3) Robot rampage. All robodroids in room 4F activate and go rogue.
- 4) Gender inversion field. All characters in pyramid switch genders. Ungendered beings gain a set of genitalia.
- 5) Temporal distortion dampers fail. d6 Time Ghosts appear at a random location in the Pyramid
- 6) Crystal overload. Next person to enter Room 4B will be zapped for 3d6 phasic damage, no save.

CHARACTERS OF NOTE

The next several pages present seven complete character records each depicting one example of the known character classes, including the new Pugilist class. These characters may be given out to players if the Journey Master wishes to immediately begin play, but it should be noted that their equipment and experience may prove overwhelming to an unprepared or novice JM. Another possible use for these characters is for substitutes when an already established character dies in the middle of a dungeon, when an irresponsible player forgets to bring their character sheet to a session of play, or when an enthusiastic player recruits a friend willing to try ENCOUNTER CRITICAL. Should the Journey Master instead choose to retain these characters for his own use, the following notes may provide inspiration.

ONE EYED JACK: This grumpy cycloptic bounty hunter hails from the wilden west world of Tekzarcanna. When encountered by the party he will most certainly be working on a case, perhaps it is an adventure they could join him on and share in the 10,000 GC reward. If so, use one of the other characters below as the criminal with a price on his head. The subject of Jack's attentions will be hiding in one of the ruined towns or the shattered dome with an entourage of 2 to 20 minions (orcs, klengon mercenaries, banditos, etc.) and one or two monster or machine friends. If the players have a criminal record elsewhere or get into trouble in the domed city, it might be that Jack is looking for them! If the party looks too tough for Jack to handle by himself he'll recruit 2 to 8 first level klengon mercenaries to assist him. Jack can be convinced to leave the party alone for 150% of the price on their heads, but he will try to connive a way to collect both the bounty and the bribe.

RODERIGO MALLARD: A man (well, duck) of adventure, Roderigo has been scouring the Medieval Rim in search of the Great Grimoire of Gollibard the Gourmet, the spellbook of the greatest warlock/chef to ever live. Roderigo's not much of a cook and doesn't know a thing about wizardry, but the Soup Witches of Ducktron V want the Grimoire. Man, have you every seen a picture of the Soup Witches of Ducktron V? There have feathers up to HERE. And rumour has it they give quack like nobody's business. Roderigo has come to Asteroid 1618 because a crazy old robohermit told him that he would find Gollibard's spellbook there. It was the closest thing he had to a lead since finding Gollibard's home burned to the ground. Although normally not a fool, Roderigo has become obsessed. He will follow any possible clue to the whereabouts of the Great Grimoire, no matter how far-fetched or dangerous. A dishonest party could easily recruit his services for a single mission simply by dropping a hint that they know the location of the book he seeks. Another approach would be for Roderigo to recruit the party in order to follow up on some harebrained and particularly deadly clue.

UVANNA THE HUTT: A dangerous alien with the death sentence in thirteen systems, Uvanna fled to the Medieval Rim Sector after the robbery of the federal reserve organ bank at Gelvon 6 went sour. She plans to take over all criminal operations on Asteroid 1618 and is more than willing to cut the party in on the action in return for them doing her dirty work. As an insurance policy she will gather evidence incriminating the party and set them up to take the fall should local law enforcement take an interest in her activites. If the party is too civic minded to be brought in as partners, perhaps they could be contacted by a Dome City official she is blackmailing or shopkeepers bristling under her protection racket. If the party appears to her to be acting as rivals in the criminal underground Uvanna will not hesitate to hire d4 klengon hit men or robodroid assassins to eliminate the competition.

VARALIA OF THE SCARLET SILKS: This supple young lass opted to leave her homeworld when her professional activites became entangled in a series of embarassing political scandals on her

homeworld of Telluria. Arriving at the domed city only two months ago, she has become the toast of the town, much to the annoyance of the wives of the most powerful men living under the dome. She would very much like to make some friends who are neither clients nor sisters in the trade. Perhaps some outraged matron hires the party to find incriminating evidence of her husband's extracurricular activities. Or perhaps the party needs information that only one of her admirers possess. She might have heard something useful during a private moment with the gentlemen in question. Varalia's naive younger brother Borgo came to Asteroid 1618 with her, but he recently rejected her sophisticated lifestyle and left the dome city to live at the Forest Commune. She has not heard from her brother in three weeks, which is an abnormally long period without communication. Maybe the party would be willing to travel to the forest and check up on him? If any assistance is render her Varalia can express her gratitude in a number of intriguing ways.

RAYEZ GODSLAYER: An evolved human from Remulak who finds himself shunned by his own people, not for his mutations or eerie psychic powers, but for his religious crimes. The Fluffy Pink Rondoo, a rare gigantic flightless bird native to the planet, has long been a holy animal to the Remulakis. Many of the seven hundred sects of Remulak view the great stupid beasts as the incarnation of their most sacred gods. But when one particular dumb Rondoo pooped on Rayez's lawn every day for six months, he just could not take it anymore. He shot the filthy thing through the head with a crossbow bolt, killing it instantly. Even meditative psi witches have their limits. When word of his deed spread there were riots in the streets of every city on Remulak. Even with his amazing psionic gifts, Rayez barely made it offworld alive. He has been on the run from the Holy Murderers Cult for three months and simply wants to lay low and rebuild his life. He's a remarkably chipper fellow for being so down on his luck. Rayez needs friends and maybe the party would be willing to overlook his pointy head. Or maybe they will sell him out to his enemies.

SWEET SALLY VEGA: This bright eyed young fisticuffs expert had the misfortune to be visiting Aldaria when it exploded. She was well on her way towards making it big in her subsector's crossgender allspecies boxing league and had a scheduled exhibition match against planetary champion Xudron of the Twelve Knuckles. Now she finds herself in a subsector with no competitive fighting organization above the planetary level. Never one to flinch from a challenge, she is attempting to build an interstellar league from the ground up. She will cheerily challenge one or more party members to a nonlethal match, providing they agree to a public fight. No matter who wins, if they fight with honor she will attempt to recruit them into her nascent boxing league as combatants, referees, promoters, trainers, or whatever other job they will take. If the party members intend to seek adventure offworld she will urge them to help her contact whatever fighting sports promoters might be found on Telluria.

MORKOSS THE EVISCERATOR: A ranking member of the Dread Servants of the Antistars, a cult that worships black holes and the cosmic annihilation they cause. He has travelled to Vanth subsector across a thousand parsecs to learn the secrets of Enigma 23. This clever reptile has deduced that the Vanishing Pyramid occasionally appears in orbit around the Enigma. Perhaps he will use his magic to pose as a nubile space princess and attempt to hire the party to assist in conquering the Pyramid. Or he might already have recruited some orcs or other thugs and will act as a rival to the party. If given an opportunity he will steal any warlock grimoires, wands, staves or other devices that he can lay his claws on. Morkoss has no compunctions about coldly killing those who displease or inconvenience him, but he generally avoids confrontations in cities and other crowded places.

CHARACTER NAME: One-Eyed Jack

Character Class: Pioneer

Character Race: Cyclops

Character Level: 6

Experience Points: 5,185

Hit Points: 21

ADAPTATION 13

Camping 63%

Consume Alien Food 20%

Appease 56%

Invisibility 78%

DEXTERITY: 8

Ranged Attack 69%

Sneak Attack 42%

Sneak 29%

Steal 8%

Saving Throw 18%

Missile Damage -1

ESP 6

Psychic Implant 3%

Command Matter 5%

Command Energy 8%

Read Minds 6%

Psi Resist 20%

(INTERACTION -3%)

(Saving Throw -4%)

INTELLECT 11

Logic 76%

Scholarship 51%

Argue 58%

(Psi Resist +11%)

Experience Bonus 4%

Glue 46%

LEADERSHIP 7

Command 33%

Restore Courage 14%

Seduce 11%

Crowd Manipulate 19%

(Invisibility -3%)

CLASS ABILITIES & MUTATIONS

Explore 64%

Provide 20%

Tame 16%

Missile Damage +3

LUCK 9

Survival 39%

(Saving Throw -1%)

Enrich

Happenstance

Mistaken Identity

MAGIC POWER: 9

Magical Attack 19%

Enspell 66%

Conjure 2%

See The Future 6%

Alchemist 17%

Monster Friend 20%

ROBOT NATURE: 13

Unpleasant Order 63%

(Logic +7%)

(Seduce -7%)

(Invisibility +9%)

Guard 64%

Labor 85%

Machine Friend 36%

STRENGTH: 11

Melee Attack 55%

Melee Damage -

Lesser Feat 64%

Great Feat 6%

(Logic -)

(Scholarship -)

(Saving Throw -)

(Psi Resist +5%)

EQUIPMENT

Double barrel Shotgun

Bandolier w/12 reloads

Machete

Ballistic Vest over Reflective Longjohns

2 Bottles of Beer

Stetson

300GC

Wanted Posters

CHARACTER NAME: *Uvanna*
 Character Class: *criminal*
 Character Race: *Hutt*
 Character Level: *5*
 Experience Points: *5,249*
 Hit Points: *18*
 ++++++
 ADAPTATION *12*
 Camping *57%*
 Consume Alien Food *9%*
 Appease *53%*
 Invisibility *67%*
 ++++++
 DEXTERITY: *18*
 Ranged Attack *86%*
 Sneak Attack *84%*
 Sneak *60%*
 Steal *71%*
 Saving Throw *43%*
 Missile Damage *+7*
 ++++++
 ESP *12*
 Psychic Implant *14%*
 Command Matter *27%*
 Command Energy *31%*
 Read Minds *19%*
 Psi Resist *31%*
 (INTERACTION *+4%*)
 (Saving Throw *+2%*)
 ++++++
 INTELLECT *10*
 Logic *72%*
 Scholarship *46%*
 Argue *56%*
 (Psi Resist *+9%*)
 Experience Bonus *3%*
 Glue *27%*
 ++++++
 LEADERSHIP *10*
 Command *54%*
 Restore Courage *35%*
 Seduce *37%*
 Crowd Manipulate *29%*
 (Invisibility *-6%*)
 ++++++
 CLASS ABILITIES & MUTATIONS
 Murder *37%*
 Hit Damage *+16*
 Illicit *45%*
 Fake *40%*

++++++
 LUCK *9*
 Survival *39%*
 (Saving Throw *-1%*)
 Enrich *17%*
 Happenstance *20%*
 Mistaken Identity *11%*
 ++++++
 MAGIC POWER: *11*
 Magical Attack *27%*
 Ensorcel *80%*
 Conjure *4%*
 See The Future *10%*
 Alchemist *22%*
 Monster Friend *43%*
 ++++++
 ROBOT NATURE: *9*
 Unpleasant Order *36%*
 (Logic *+2%*)
 (Seduce *-2%*)
 (Invisibility *+5%*)
 Guard *42%*
 Labor *56%*
 Machine Friend *20%*
 ++++++
 STRENGTH: *9*
 Melee Attack *45%*
 Melee Damage *-*
 Lesser Feat *51%*
 Great Feat *3%*
 (Logic *+4%*)
 (Scholarship *+4%*)
 (Saving Throw *+4%*)
 (Psi Resist *+7%*)
 ++++++
 EQUIPMENT
 Pirate Cutlass
 Blunderbuss, 3 reloads
 Night Goggles
 Chainmail Bikini
 250 GC
 Lock Picking Tools

CHARACTER NAME: Varalia of the Scarlet Silks

Character Class: doxy

Character Race: human

Character Level: 7

Experience Points: 5,012

Hit Points: 28

+++++

ADAPTATION 13

Camping 63%

Consume Alien Food 10%

Appease 56%

Invisibility 67%

+++++

DEXTERITY: 10

Ranged Attack 50%

Sneak Attack 31%

Sneak 36%

Steal 13%

Saving Throw 35%

Missile Damage +2

+++++

ESP 10

Psychic Implant 9%

Command Matter 18%

Command Energy 22%

Read Minds 12%

Psi Resist 22%

(INTERACTION +1%)

(Saving Throw 0%)

+++++

INTELLECT 8

Logic 52%

Scholarship 25%

Argue 40%

(Psi Resist +5%)

Experience Bonus 1%

Clue 20%

+++++

LEADERSHIP 13

Command 65%

Restore Courage 49%

Seduce 70%

Crowd Manipulate 43%

(Invisibility -9%)

+++++

CLASS ABILITIES & MUTATIONS

Favor 48%

Stun 5

+++++

LUCK 11

Survival 40%

(Saving Throw +1%)

Enrich 20%

Happenstance 23%

Mistaken Identity 14%

+++++

MAGIC POWER: 11

Magical Attack 27%

Ensoresel 80%

Conjure 4%

See The Future 10%

Alchemist 22%

Monster Friend 28%

+++++

ROBOT NATURE: 8

Unpleasant Order 29%

(Logic +2%)

(Seduce -2%)

(Invisibility +4%)

Guard 37%

Labor 49%

Machine Friend 16%

+++++

STRENGTH: 10

Melee Attack 50%

Melee Damage -

Lesser Feat 58%

Great Feat 4%

(Logic +2%)

(Scholarship +2%)

(Saving Throw +2%)

(Psi Resist +6%)

+++++

EQUIPMENT

Walther PPK + 1 reload

Lizard Hide whip

Fine City Garb

150 GC

Makeup Kit

Bottle of Vodka

Atomic Lantern

ohns

CHARACTER NAME: Markoss the Eviscerator

Character Class: warlock

Character Race: lizard man

Character Level: 5

Experience Points: 5,122

Hit Points: 20

+++++

ADAPTATION 11

Camping 50%

Consume Alien Food 7%

Appease 49%

Invisibility 63%

+++++

DEXTERITY: 17

Ranged Attack 82%

Sneak Attack 76%

Sneak 57%

Steal 53%

Saving Throw 49%

Missile Damage +6

+++++

ESP 14

Psychic Implant 13%

Command Matter 38%

Command Energy 40%

Read Minds 28%

Psi Resist 37%

(INTERACTION +9%)

(Saving Throw +4%)

+++++

INTELLECT 10

Logic 69%

Scholarship 48%

Argue 56%

(Psi Resist +9%)

Experience Bonus 3%

Clue 22%

+++++

LEADERSHIP 13

Command 73%

Restore Courage 57%

Seduce 54%

Crowd Manipulate 51%

(Invisibility -9%)

+++++

CLASS ABILITIES & MUTATIONS

4 spells /day

Magical Attack Damage d6+1

+++++

LUCK 12

Survival 41%

(Saving Throw +2%)

Enrich 22%

Happenstance 25%

Mistaken Identity 15%

+++++

MAGIC POWER: 14

Magical Attack 47%

Ensovel 90%

Conjure 14%

See The Future 15%

Alchemist 16%

Monster Friend 43%

+++++

ROBOT NATURE: 13

Unpleasant Order 63%

(Logic +7%)

(Seduce -7%)

(Invisibility +9%)

Guard 64%

Labor 35%

Machine Friend 36%

+++++

STRENGTH: 8

Melee Attack 41%

Melee Damage -1

Lesser Feat 45%

Great Feat 2%

(Logic +6%)

(Scholarship +6%)

(Saving Throw +6%)

(Psi Resist +8%)

+++++

EQUIPMENT

Heavy Robes

Phasic Dagger

Rocket Pistol, 3 reloads

Grimoire

724 GC

CHARACTER NAME: Rayez Godslayer

Character Class: Psi Witch

Character Race: evolved human

Character Level: 6

Experience Points: 5,402

Hit Points: 17

+++++

ADAPTATION 8

Camping 29%

Consume Alien Food 4%

Appease 40%

Invisibility 49%

+++++

DEXTERITY: 7

Ranged Attack 36%

Sneak Attack 17%

Sneak 26%

Steal 7%

Saving Throw 48%

Missile Damage -2

+++++

ESP 15

Psychic Implant 29%

Command Matter 43%

Command Energy 45%

Read Minds 34%

Psi Resist 63%

(INTERACTION +13%)

(Saving Throw +6%)

+++++

INTELLECT 13

Logic 98%

Scholarship 86%

Argue 61%

(Psi Resist +16%)

Experience Bonus 7%

Glue 25%

+++++

LEADERSHIP 12

Command 72%

Restore Courage 55%

Seduce 55%

Growd Manipulate 49%

(Invisibility -8%)

+++++

CLASS ABILITIES & MUTATIONS

Blind Attack 64%

Meld 60%

Lbs 125

+++++

LUCK 11

Survival 40%

(Saving Throw +1%)

Enrich 20%

Happenstance 23%

Mistaken Identity 14%

+++++

MAGIC POWER: 7

Magical Attack 13%

Ensorcel 47%

Conjure 0%

See The Future 4%

Alchemist 12%

Monster Friend 12%

+++++

ROBOT NATURE: 11

Unpleasant Order 50%

(Logic +4%)

(Seduce -4%)

(Invisibility +7%)

Guard 53%

Labor 70%

Machine Friend 28%

+++++

STRENGTH: 1

Melee Attack 9%

Melee Damage -8

Lesser Feat 2%

Great Feat 1%

(Logic +20%)

(Scholarship +19%)

(Saving Throw +20%)

(Psi Resist +15%)

+++++

EQUIPMENT

basic robe

modern crossbow, 2 reloads

125 GC

Potion of Strength

CHARACTER NAME: 'sweet' Sally Vega

Character Class: Pugilist

Character Race: Human

Character Level: 6

Experience Points: 5,311

Hit Points: 43

+++++

ADAPTATION 11

Camping 50%

Consume Alien Food 77%

Appease 49%

Invisibility 58%

+++++

DEXTERITY: 8

Ranged Attack 41%

Sneak Attack 21%

Sneak 29%

Steal 8%

Saving Throw 26%

Missile Damage -1

+++++

ESP 12

Psychic Implant 14%

Command Matter 27%

Command Energy 31%

Read Minds 19%

Psi Resist 16%

(INTERACTION +4%)

(Saving Throw +2%)

+++++

INTELLECT 5

Logic 31%

Scholarship 4%

Argue 24%

(Psi Resist -1%)

Experience Bonus 10%

Glue 16%

+++++

LEADERSHIP 14

Command 72%

Restore Courage 64%

Seduce 48%

Crowd Manipulate 53%

(Invisibility -10%)

+++++

CLASS ABILITIES & MUTATIONS

Unarmed Attack 116%

Unarmed Damage d20+3

KO 06%

+++++

LUCK 7

Survival 37%

(Saving Throw -3%)

Enrich 14%

Happenstance 16%

Mistaken Identity 9%

+++++

MAGIC POWER: 10

Magical Attack 23%

Ensoresel 74%

Conjure 3%

See The Future 8%

Alchemist 19%

Monster Friend 24%

+++++

ROBOT NATURE: 9

Unpleasant Order 36%

(Logic +2%)

(Seduce -2%)

(Invisibility +5%)

Guard 42%

Labor 56%

Machine Friend 20%

+++++

STRENGTH: 14

Melee Attack 68%

Melee Damage +3

Lesser Feat 83%

Great Feat 13%

(Logic -)

(Scholarship -)

(Saving Throw -6%)

(Psi Resist +2%)

+++++

EQUIPMENT

Biker Jacket

Leadlined Boots

First Aid Kit

68 GC

CHARACTER NAME: Roderigo Mallard

Character Class: Warrior
Character Race: Duckoid
Character Level: 6
Experience Points: 5,002
Hit Points: 48

+++++

ADAPTATION 11

Camping 50%
Consume Alien Food 7%
Appease 49%
Invisibility 57%

+++++

DEXTERITY: 15

Ranged Attack 89%
Sneak Attack 62%
Sneak 51%
Steal 35%
Saving Throw 34%
Missile Damage +10

+++++

ESP 11

Psychic Implant 11%
Command Matter 23%
Command Energy 27%
Read Minds 15%
Psi Resist 31%
(INTERACTION +2%)
(Saving Throw +1%)

+++++

INTELLECT 12

Logic 74%
Scholarship 59%
Argue 60%
(Psi Resist +13%)
Experience Bonus 6%
Clue 24%

+++++

LEADERSHIP 14

Command 70%
Restore Courage 57%
Seduce 58%
Crowd Manipulate 51%
(Invisibility -10%)

+++++

CLASS ABILITIES & MUTATIONS

Extra attack

+++++

LUCK 8

Survival 38%
(Saving Throw -2%)
Enrich 15%
Happenstance 18%
Mistaken Identity 10%

+++++

MAGIC POWER: 10

Magical Attack 23%
Enscroel 74%
Conjure 37%
See The Future 8%
Alchemist 19%
Monster Friend 24%

+++++

ROBOT NATURE: 8

Unpleasant Order 29%
(Logic +2%)
(Seduce -2%)
(Invisibility +4%)
Guard 37%
Labor 49%
Machine Friend 16%

+++++

STRENGTH: 11

Melee Attack 95%
Melee Damage +6
Lesser Feat 64%

Fly →

Great Feat 6%
(Logic -)
(Scholarship -)
(Saving Throw -)
(Psi Resist +5%)

+++++

EQUIPMENT

savage furs
viking helm
mithril shield
magnum revolver, 6 reloads
war axe
canteen w/ water
6 GC

REVISED FANTAZMOTRON EC ARMOR CHART

ARMOR	RATING	ENERG	MOVE	MIN_STR	COST	LEMON	ARMY	RESELL	NOTES
heavy robe	5%	0%	.5"	3	3	5%	50%	1	
savage furs	7%	2%	.5"	6	1	32%	12%	0	+3% monster friend
leather armor	10%	0%	1"	7	10	10%	15%	5	
chainmail	20%	0%	2"	9	30	7%	17%	15	
mithril chain	25%	10%	1"	11	400	2%	1%	200	only elfs sell
chain bikini	18%	0%	0"	6	35	1%	4%	25	+10% seduce
platemail	35%	0%	3"	15	60	15%	5%	30	
bronze breast	15%	5%	1.5"	13	20	23%	3%	15	
viking helmet	5%	0%	0"	8	5	2%	25%	2	
knight's helm	10%	0%	0"	10	10	5%	30%	5	half guard
biker jacket	9%	0%	0"	5	75	1%	33%	30	+7% scare
bike helmet	9%	0%	0"	4	20	45%	14%	7	
flight suit	8%	2%	.5"	4	15	3	7%	10	
riot gear	30%	0%	1"	11	150	12%	11%	100	
molecule mail	40%	20%	1"	6	250	17%	18%	80	
molecule vest	30%	15%	.5"	5	200	16%	22%	75	
ballistic vest	25%	0%	.5"	7	89	10%	13%	33	
reflec longjohns	0%	33%	.5"	4	100	21%	7%	12	
imperial plate	50%	25%	2"	12	600	89%	75%	15	
inertia field	50%	50%	0"	0	985	6%	3%	750	
cmbt graybelt	75%	66%	0"	0	15000	51%	2%	12000	
energy cloak	0%	50%	0"	0	1500	11%	.5%	1000	triples jetpack speed
shield	5%	0%	.5"	8	10	2%	66%	11	
large shield	10%	0%	1"	10	12	2%	52%	9	
mithral shield	10%	10%	0"	6	275	1%	2%	250	only elfs sell
adamantium shield	25%	25%	0"	14	25000	66%	0%	8000	can be thrown as blutarch
proton shield	10%	50%	0"	7	2500	25%	5%	1500	2% sterility
phasic pills	75%	75%	0"	0	650	16%	7%	600	lasts d6 turns, 4% addiction

All armors on this chart available once classes resume. Lemon checks will be made in secret, including for those armors purchased under the original chart. Power armor is no longer available for sale, by GDB edict.

MISCELLANEOUS WARLOCKERY

THE GREAT GRIMOIRE OF GOLLIBARD THE GOURMET

The heavy tome contains six spells: Cure, Mimic Special Talents, Phantasmic Forces, Teletransport, Smoke Field, and Summon Salt. Smoke Field fills an area of up to 20 cubic yards with an earthy smoke lasting d6 combat rounds. Hand combat in the smoke field is at half percentiles and ranged attacks into or through the smoke are targeted randomly. Any meat in the area instantly gains a hardy smokey flavor. Summon Salt conjures up several cups of various types of salt (iodized, ionized, kosher, sea, etc) anywhere within 6" of the caster. Against Ruin Slugs and such the spell does 3d6 damage. If cast upon the eyes of a target they must roll a Saving Throw to avoid blindness for 2d6 rounds. The book also contains several excellent recipes, the best of which is Gollibard's Rigellian Style BBQ Sauce, which won him many awards.

THE GRIMOIRE OF MORKOSS THE EVISCERATOR

Most of the time this book is no bigger than one inch by one inch by a quarter inch thick. At this size this grimoire is very portable, but requires a microscope to use. Upon the pronunciation of a magic word known only to Morkoss ("Sssissisz") the book enlarges by a factor of twelve. Within this book can be found seven spells: Demon Master, Enslave, Warlock Bomb, Fire Blast, Ice Blast (just like Fire Blast but cold), Pass As Human, and Cosmic Inversion. Pass As Human allows the caster to appear as any sentient biped for 24 hours but the spell is broken if anyone says the magic words "Ka nama kaa lajerama" within earshot. Cosmic Inversion turns black holes into white holes and vice versa. It must be cast within orbit of the target.

RANDOM LESSER GRIMOIRES

Roll d20 on the chart below for each warlock level of the grimoire creator. For creators with two professions make an additional roll for every 2 non-warlock levels.

- | | |
|-------------------------|--|
| 1) Accurse | 11) Restore Life |
| 2) Battle Imperative | 12) Spectral Body |
| 3) Cease | 13) Teletransport |
| 4) Clone | 14) Transmogrify |
| 5) Cure | 15) Warlock Bomb |
| 6) Demon Master | 16) Warlock Pit |
| 7) Enslave | 17) Fire Blast variant (Ice, Electric, Sonic, Lazer, Phasic, Snake, etc) |
| 8) Fire Blast | 18) Demon Master variant (Orc Master, Robodroid Master, etc.) |
| 9) Mimic Special Talent | 19) Previously unknown spell. |
| 10) Phantasmic Forces | 20) Roll twice more on this chart. |

If desired, roll d8 for type of spell storage device:

- 1) Large Scroll
- 2) Hyperspace Gremlin Familiar
- 3) Pointy Hat
- 4) Wand
- 5) Book
- 6) Runic Staff
- 7) Crystal Ball
- 8) Portable Microcomputer

16 NEW MONSTERS

MONSTER	NUM	NoATT	ATT%	DMG	HP	SAVE	EDIBLE	LURK	VALUE
Aquafiends	2d20	1	43	d6	d10	48	72	29	75
Attack Kelp	1d6	2	26	d4	2d4	32	86	59	25
Carni Cloud	1d8	3	34	d6+1	3d6	15	02	69	150
Clonoid	1 or 2	1	50	d6	2d6	25	36	50	65
Lightning Dragon	1	3	79	2d12	d4x100	52	11	36	450
Slime Dragon	1	3	52	1d12	3d100	47	03	29	250
Fatal Fungus	d12	1	35	2d4	2d8	27	50	37	80
Giant, Headless	d8	1	38	d8	4d10	09	55	18	80
Giant Monkeys	d6	2	47	d6	2d6	59	76	43	175
Godshadow	1	1	92	d20	4d20	99	23	81	750
Gox	d4	2	40	d4	d8	35	62	35	25
Hellbats	4d10	1	15	d4	d4	11	25	35	10
Hood Horrors	d6	1	25	d6	d10+1	37	09	78	120
Minotaur	1	1	61	d12+1	3d8	30	69	31	95
Slime	d20	d4	32	d4	d4	50	33	21	25
Time Ghosts	d4	1	15	4d4	3d12	33	07	92	100

MONSTER NOTES

Aquafiends: 50% chance of being armed with laser guns.

Attack Kelp: Encountered only in water.

Clonoid: Able to mimic other creatures with 65% accuracy.

Dragon of Lightning: Breathes a lightning bolt up to 250" long, but affecting no more than d4 targets in a line. Lightning damage 3d20.

Dragon of Slime: Each time this dragon fails to save against bladed weapons it bleeds out 0 to 3 slimes who fight on the dragon's behalf.

Fatal Fungus: Any inedible Fatal Fungi are deadly poisonous (8d6 damage) to all but wokeys.

Godshadow: 50% of these enigmatic creatures know d4 warlock spells, each of which they can use once per day.

Hooded Horrors: These weird beings may walk on water, up walls, across ceilings, and into transdimensional spaces.

Minotaur: Most carry war axes but 1 in 12 will be wielding a black hole metal axe for 3d10+1 damage.

Time Ghosts: Immune to bullets, walls, and doxies.

THE PUGILIST CLASS

The class of boxers, barroom brawlers, karate killers, professional wrestlers and others who rely on weaponless combat as their primary means of overcoming obstacles. First level Pugilists begin with 4 to 16 hit points and gain 1 to 12 additional points with each new level. Their qualifying statistic is STRENGTH. Newly created Pugilists begin play with 0 to 1,100 Gold Credits.

LEVEL	XPs	ATTACK	DAMAGE	KO
1	0	30%	d6	01
2	447	34	2d4+1	02
3	1096	37	d12	03
4	1998	39	4d4	03
5	3024	44	d8+d10	04
6	4489	d20	48	06
7	6153	51	4d8	07
8	8002	53	3d12	08
9	10155	58	2d20	09
10	12406	62	11d4	11
	+2251	+3	+1d4	+1

ATTACK and DAMAGE refer to hand combat with natural weapons such as via punch, kick, headbutt, bite, wrestling throw, etc. ATTACK adds to the Melee Attack skill for purposes of calculating the total percentile needed to hit. If the attack roll is less than the KO number, the foe is rendered unconscious for d6 turns. If the KO number is rolled exactly the foe is dazed and until the end of its next action the foe's movement, damage, and percentile skills are all halved. The Melee Damage bonus for a high Strength is added to the unarmed DAMAGE rating of the Pugilist. ATTACK and DAMAGE abilities may not be used while wearing any armor heavy enough to inflict a movement penalty of 1" or more.

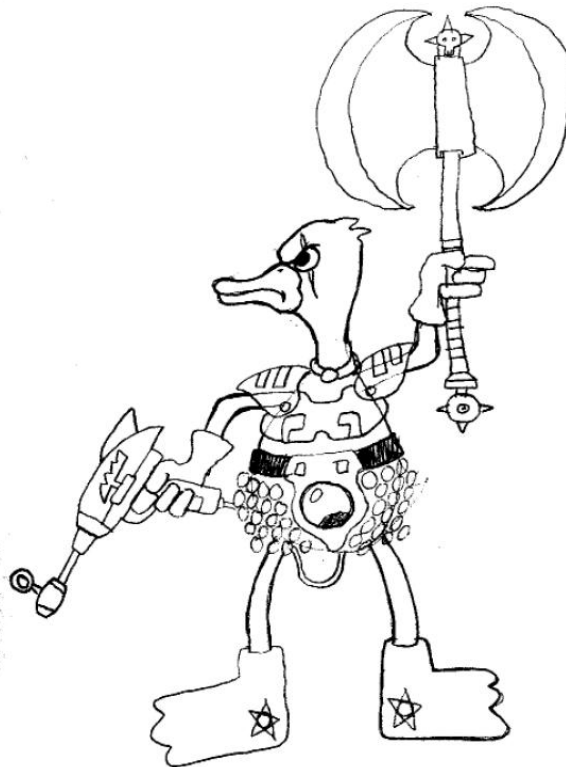
Upon attaining a new level a Pugilist may add 5% to a randomly selected skill. Roll d8. 1=Melee Attack 2=Saving Throw 3=Survival 4=Lesser Feat 5=Restore Courage 6=Experience Bonus 7=Roll d6 twice 8=Add +5 to any one ability.

Pugilists may split their attack percentages to gain up to two additional strikes in a single round of combat. If the total percentile to hit is under 100% attacks must be split as evenly as possible. For Pugilists with chances above 99% they may opt to take one automatic hit and roll a second attack with the balance of their percentile. EXAMPLE 1: Randal the Savage is a second level Pugilist with a base Melee Attack of 55% (STR 11) and an ATTACK score of 34, giving him a total attack percentage chance of 89%. He may take a single attack at that chance, 2 attacks at 44% & 45%, or three attacks at 29/30/30. EXAMPLE 2: Chang Shi is a ninth level Pugilist with a 8 Strength, giving him a total chance of 103%. Chang may take a single attack at 103%, two attacks at 100/3 OR 51/52. Or he may opt for three strikes at either 100/2/1 or 34/34/35.



A PUGILIST CANNOT ADVANCE TO THE NEXT LEVEL EXPERIENCE UNTIL HE OR SHE DEFEATS A MEMBER OF A NEW SPECIES OF FOE IN SINGLE UNARMED COMBAT. The foe may be armed, but not the qualifying Pugilist. Multiple foes are acceptable, as long as all are members of previously unfought animal, monster, or racial types. Qualifying foes must have hit points equal to at least two thirds that of the Pugilist, with multiple foes counting in aggregate. Cave primitives, advanced races, mutants, halfbreeds, cyborgs, and similar variants of already defeated species are only 50% likely to count for qualification, with dice thrown after the foe is defeated.

Pugilists of 8th level or higher who construct a dojo in an area at least lightly populated and minimally civilized will attract students seeking to learn the secrets of the fighting sciences. From 0 to 3 students will appear for every ten thousand Gold Credits spent on the training facility, up to a limit of 50,000 GC. Fully two thirds of these students will be classless youths who have a flat 20% chance of achieving level 1 in pugilism for every d6 months of training. For every full year of training without success the student must make an Unpleasant Order roll or quit in disgust. The rest of the students will be members of another class seeking to enter a second profession. These students will have be level 1 to 4 with an equal chance of belonging to all known character classes. The loyalty of students to their instructor will depend solely of the Leadership abilities of the teacher and the treatment they receive while under his or her tutelage.



Young Reginald Mallard

STOCK CHARACTERS

For the following quick reference characters it has been assumed that all statistics not listed are scores of 10. Modify as needed for nonhumans.

CRIMINAL 1: DEX 12, IUC 11, HP 7, Missile 59%/+1, Melee 50%, Save 31%, Murder 15%, Hit +5, Illicit 1%, Fake 17%, Sneak 42%, Steal 19%
CRIMINAL 2: DEX 12, IUC 11, HP 13, Missile 59%/+1, Melee 50%, Save 31%, Murder 17%, Hit +8, Illicit 4%, Fake 19%, Sneak 44%, Steal 22%
CRIMINAL 3: DEX 18, IUC 11, HP 18, Missile 59%/+1, Melee 50%, Save 31%, Murder 22%, Hit +11, Illicit 9%, Fake 24%, Sneak 46%, Steal 25%
Typical Equipment: Leather Armor, Gladius, Police .38 w/1 reload, Lock Pick Kit

DOXY 1: IEA 12, IUC 11, HP 5, Missile 50%, Melee 50%, Save 28%, Seduce 51%, Favor 5%, Stun 1
DOXY 2: IEA 12, IUC 11, HP 9, Missile 50%, Melee 50%, Save 28%, Seduce 52%, Favor 12%, Stun 2
DOXY 3: IEA 12, IUC 11, HP 12, Missile 50%, Melee 50%, Save 28%, Seduce 54%, Favor 19%, Stun 3
Typical Equipment: Chainmail Bikini, Lizard Hide Whip, Walthar PPK (no reloads), Makeup Kit

PIONEER 1: ADA 12, INT 11, HP 7, Missile 56%/+1, Melee 50%, Save 27%, Explore 50%, Provide 20%, Tame 10%
PIONEER 2: ADA 12, INT 11, HP 10, Missile 62%/+1, Melee 50%, Save 27%, Explore 53%, Provide 20%, Tame 11%
PIONEER 3: ADA 12, INT 11, HP 14, Missile 68%/+1, Melee 50%, Save 27%, Explore 55%, Provide 20%, Tame 12%
Typical Equipment: Flight Suit, Modern Crossbow w/3 reloads, Machete, Camping Gear

PSYNTON 1: BSP 13, HP 7, Missile 50%, Melee 50%, Save 30%, Blind 34%, Meld 50%, Ibs 1, Psychic Implant 21%
PSYNTON 2: BSP 13, HP 10, Missile 50%, Melee 50%, Save 30%, Blind 37%, Meld 50%, Ibs 8, Psychic Implant 24%
PSYNTON 3: BSP 14, HP 12, Missile 50%, Melee 50%, Save 31%, Blind 41%, Meld 50%, Ibs 27, Psychic Implant 26%
Typical Equipment: Heavy Robes, Musket, Long Broadsword

PUGILIST 1: STR 13, HP 10, Missile 50%, Melee 64%/+2, Save 25%, Unarmed 94%/d6+2, KO 01
PUGILIST 2: STR 13, HP 16, Missile 50%, Melee 64%/+2, Save 30%, Unarmed 98%/2d4+3, KO 02
PUGILIST 3: STR 13, HP 23, Missile 50%, Melee 69%/+2, Save 30%, Unarmed 106%/d12+2, KO 03
Typical Equipment: Molecule Vest, Small Bow w/2 reloads, First Aid Kit

WARLOCK 1: ADA 11, INT 11, MAG 11, HP 5, Missile 50%, Melee 50%, Save 27%, 1 Spell, Mag Attack 29%/d4, Ensorcere 75%, Conjure 5%
WARLOCK 2: ADA 11, INT 11, MAG 11, HP 8, Missile 50%, Melee 50%, Save 27%, 2 Spell, Mag Attack 30%/d4, Ensorcere 76%, Conjure 6%
WARLOCK 3: ADA 11, INT 11, MAG 11, HP 10, Missile 50%, Melee 50%, Save 27%, 3 Spell, Mag Attack 31%/d4+1, Ensorcere 77%, Conjure 7%
Typical Equipment: Heavy Robes, Theeskan Dagger, .45 Automatic w/2 reloads, Grimoire

WARRIOR 1: ROB 11, STR 11, IEA 11, HP 9, Missile 60%/+1, Melee 80%/+1, Save 29%
WARRIOR 2: ROB 11, STR 11, IEA 11, HP 16, Missile 61%/+2, Melee 83%/+2, Save 29%
WARRIOR 3: ROB 11, STR 12, IEA 11, HP 23, Missile 62%/+3, Melee 85%/+3, Save 27%
Typical Equipment: Bronze Breastplate, Large Shield, Bastard Sword, Compound Bow w/5 reloads

ADDITIONAL RULES

FULLY AUTOMATIC WEAPONS FIRE

When using a Tommy Gun or similar weapon on full auto an attacker may opt to spray fire against multiple targets. The targets must be within 3" of each other and no targets may be excluded from the hail of bullets. A Ranged Attack roll is made against each target, any hits doing full damage. The attack must then make a Happenstance roll (assume 20% for most monsters) or find their ammo drum completely exhausted. Warriors may substitute Unpleasant Order for Happenstance as they are trained to be more disciplined in their fire.

NEW RACES

CYCLOPS: These large single eyed creatures are penalized three points of Dexterity and a point of Extra sensory Perception, but gain four points of Strength and a point of Robot Nature. They are also +10% on Consume Alien rolls.

HUTTS: Walrusoid bipeds known for their illegal enterprises, Hutts lose two points of Magic Power and a point of Extra sensory Perception in exchange for an extra point of both Luck and Leadership. Furthermore, Hutts are +15% on Monster Friend rolls and +5% on both Clue and Steal.

DUCKOIDS: These fowl creatures are penalized three points of Strength and two points of Leadership, gaining two points of Luck and one point of Adaptation in exchange. They are also excellent swimmers and can fly for short bursts as a Great Feat.

SPECIAL BASEMENT RULE

If the Building Condition roll indicates an intact basement or a character falls through an unstable floor on the ground floor roll 2d6. On a '2' the basement leads to a dungeon of d6 levels in size. On a '12' there is a tunnel leading to one of the other regions on the asteroid wilderness map. Roll d20 for tunnel destination and consult wilderness key.

WARLOCK MISHAPS

Should a warlock be interrupted while casting a spell, roll 2d6 and consult the chart below. Warlocks under 4th level subtract one from the roll, while warlocks above 6th level may add one.

- 1) Warlock catches fire for d6 damage each round for d6 rounds. Spell ruined.
- 2) Spell fails, but counts against the Warlock's daily allotment anyway.
- 3) Spell goes off, but some element of the spell (range, duration, area, damage) is half normal.
- 4) All gold on the warlock's person turns to lead. Spell goes off as planned.
- 5) Spell ruined but the warlock may make an immediate Magical Attack instead.
- 6) Spell affects the wrong target.
- 7) Spell fails but does not count against the Warlock's daily allotment.
- 8) Smoke comes out of warlock's ears. Spell goes off normally but warlock is stunned next round.
- 9) Spell delayed until the warlock's next round.
- 10) Spell goes off but the warlock will be unable to cast that particular spell again for d6 days.
- 11) Warlock must choose between the spell activating and taking d6 damage or canceling the spell.
- 12) Spell activates as normal, but counts a two spells cast. If the spell is the warlock's last, take 2d6 damage instead.
- 13) Spell goes off without a hitch.

OPTIONAL SEDUCTION PREFERENCE DETERMINATION

Roll d4 and d20. If the d20 is higher the opposite gender is preferred. If the d4 result is higher then the subjects own gender is preferred. A tie indicates no preference. Also roll percentile dice. An '01' indicates preference for members of another race, determined randomly using the chart on page 5 of the ENCOUNTER CRITICAL rulebook (second corrected edition).

ADDING A SECONDARY PROFESSION

Characters that begin their adventuring career with training in only one class may opt to add a second class at a later time. A source of instruction must be found, typically in the form of a school or a mentor of at least 3rd level in the selected class. Training in the new class typically takes 1d6 months and costs 100 GC per month in addition to normal living expenses. At the end of the training period the student must roll their ADA or less on 3d6 to successfully join the class. Training can be repeated but most instructors reject students who do not graduate after d4+1 years. An roll of 18 on the dice indicates that the student is untrainable in the particular class, while a 3 indicates they are a 'natural' and enter the second level of the new class. After the training period is over all the normal rules for Secondary Classes apply to the character.

FRUSTRATION RULES

Adventuring folk are creatures of great appetites. For each month without a number of gratifying encounters equal to their level such characters must roll Unpleasant Order. The services of a trained Doxy count as an amount of gratifying encounters equal to their level, providing they make a Seduce or Lesser Feat roll. Failure indicates a minus one penalty to all percentile rolls. This penalty doubles for every subsequent failed roll due to a monthly lack of pleasurable activity, but all penalties are reset to zero after release is achieved. Anyone whose Logic score is effectively reduced below 1% becomes a berserker, doing double damage in hand combat. All allies must fail Mistaken Identity checks or be treated as foes by a berserk character. Females not of the Doxy class can go twice as long without invoking these rules.

LOCAL CUISINE

Sometimes the Journey Master may desire to test the stomachs of characters when they eat foreign food. Roll d6 on the chart below if a Consume Alien roll is failed. Add one if the food sampled is normally eaten by another race.

- 1) The food tastes odd, but not unpleasant. d4 more chances to eat this dish will turn it into an acquired taste.
- 2) Much too bland. Seems tolerable with copious salt, pepper, or other spices.
- 3) Incompatible flavors, such as bananas and beef or chocolate sauce on mashed potatoes.
- 4) Overpowering aroma. Unable to smell or smell like anything else for d6 hours.
- 5) Much too spicy. Intestinal distress 1d100 minutes after the meal.
- 6) Make a Command Matter roll or spend d6 rounds retching.
- 7) Some ingredient in the food is deadly poisonous to your race. Take 2d12 damage.

SCARE RULES

Scaring takes 1 whole round. If the Scare roll is made, roll 2d6 on the table below. If the Scaring character has not made a successful attack, subtract 1.

Add 1 if the character has singlehandedly slain a foe.

- 1) Foes laugh at wouldbe scarer, who is demoralized to the point of a 10 percent penalty on attack rolls and half damage for the rest of the combat.
- 2) At the next opportunity all foes with ranged attacks concentrate fire on the scarer.
- 3 or 4) Anyone attacking the Scarer in hand combat must make an Unpleasant Order roll or do half damage.
- 5 or 6) Foes hesitate. Scarer's side automatically wins next initiative dice.
- 7) Nearest foe must roll Psi Resist or get shakes, losing next attack.
- 8 or 9) When selecting foes for hand attacks the Scarers opponents will generally prefer other targets.
- 10) Nearest foe soils self. Seduction impossible until cleaned up.
- 11 or 12) All foes within 6" must make a Restore Courage check or flee in terror.
- 13) Random foe has heart palpitations. 2d6 damage and incapacitated d6 turns.

Undead robots and monsters at least twice the size as the scarer are immune to scare effects 3 through 12.

Cyborgs and wookies are 50% resistant.

TRAVELLERS TO THE EC GALAXIES

These rules can be used to make characters generated for TRAVELLER playable under the ENCOUNTER CRITICAL rules.

STATISTICS

ADAPTATION: Half Intelligence (round up) plus 1d6
DEXTERITY: Dexterity plus 1d6
ESP: 2d6 plus Psi (if tested)
INTELLECT: Intelligence plus Education minus 1d6
LEADERSHIP: Social plus 1d6
LUCK: 3d6
MAGIC POWER: 3d4, but gain another d4 if later trained as a Warlock
ROBOT NATURE: Endurance or Terms, whichever is greater, plus 1d6
STRENGTH: Strength plus d6

CLASS

Marines, Army become WARRIORS
Navy, Scouts becomes PIONEERS
Merchants choose between PIONEERS or CRIMINALS
Others choose between DOXIES or CRIMINALS
Anyone with Psionic Training adds PSI WITCH as a secondary class.

LEVEL

Starting level equals Terms Served divided by 2, rounding up.
Psionic characters subtract one from that number for their primary class, and 2 for their Psi Witch levels, minimum first level in both classes.

CHARACTER NAME:
Character Class:
Character Race:
Character Level:
Experience Points:
Hit Points:
+++++

ADAPTATION

Camping
Consume Alien Food
Appease
Invisibility
+++++

DEXTERITY:

Ranged Attack
Sneak Attack
Sneak
Steal
Saving Throw
Missile Damage
+++++

ESP

Psychic Implant
Command Matter
Command Energy
Read Minds
Psi Resist
(INTERACTION)
(Saving Throw)
+++++

INTELLECT

Logic
Scholarship
Argue
(Psi Resist)
Experience Bonus
Clue
+++++

LEADERSHIP

Command
Restore Courage
Seduce
Crowd Manipulate
(Invisibility)
+++++

CLASS ABILITIES & MUTATIONS

+++++

LUCK

Survival
(Saving Throw)
Enrich
Happenstance
Mistaken Identity
+++++

MAGIC POWER:

Magical Attack
Ensoercel
Conjure
See The Future
Alchemist
Monster Friend
+++++

ROBOT NATURE:

Unpleasant Order
(Logic)
(Seduce)
(Invisibility)
Guard
Labor
Machine Friend
+++++

STRENGTH:

Melee Attack
Melee Damage
Lesser Feat
Great Feat
(Logic)
(Scholarship)
(Saving Throw)
(Psi Resist)
+++++

EQUIPMENT

Welcome to the Real Deal *Asteroid 1618* credits page!

Despite claims to the contrary, this module wasn't written in 1981 by some dude named A.J. Putman, but by me, Jeff Rients, as part of **Worldwide Adventure Writing Month**, June 2007.

Encounter Critical is S. John Ross's homage to tripped-out 70's science fantasy. In addition to writing a great game, S. John also supplied the art on pages 30, 43, and 48. Do yourself a favor and check out all his cool game stuff at Cumberland Games & Diversion:

<http://www.cumberlandgames.com>

S. John is one cool cat.

Christian "Evil Schemer" Conkle drew the pieces on pages 2, 19, 42, 57, and 77. Stephen Henderson-Grady supplied the illustrations on pages 29, 35, and 52. The drawings on pages 8, 13, 23, 38, and 76 were supplied by Andrew "Dr. Rotwang!" Reyes. He also did the cover art, but not the cover logo. Amber Reyes supplied the illo found on page 7. These people are all awesome. Thanks for all your help, folks!

(The rest of the illos are all my fault.)

While I'm handing out thank-yous, I'd like to thank my wife Amy and daughter Elizabeth for putting up with more than my usual amount of tomfoolery as I obsessed over this adventure.

If you want to chat with like-minded gamers about this module or other *Encounter Critical* nonsense, look no farther than the *Encounter Critical* mailing list:

<http://games.groups.yahoo.com/group/encounter-critical/>

Or swing by my blog about games and stuff, the imaginatively titled Jeff's Gameblog, <http://jrients.blogspot.com>. If you make use of any part of this module, please tell me and the rest of the mailing list gang all about it!

Stay nifty!

Jeff Rients
June 28th, 2007

No klengons were harmed in the creation of this module. Not for lack of trying, though.