

A-1

**FOR PF & 5e,
MY FRIENDS!**

Short Adventure A-1 ALIENS AMONG US!

by Matthew A. Bogdan
an adventure for character levels 1-20



This short adventure is a very brief but respectful homage to the greatest RPG in history! I am very grateful for having this opportunity to create a short adventure such as this! The adventurers are tasked with investigating something odd that has fallen to earth and has been the cause of many search parties vanishing into thin air! Can the adventurers locate the missing villagers, or will they too fall prey to evil and enterprising ALIENS AMONG US?!?

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CREDITS ~ D&D 5E

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INTRODUCTION

ADVENTURE INTRODUCTION

Brennan's magic box quivers and hums, signaling a new message has been sent to you. You open the wooden box and see a shiny hunk of metal with strange words and symbols written upon it. Beneath the metal is a note and a simple map depicting what appears to be some kind of airship that has crash-landed to the ground. A separate message from Matigan Brennan reads,

Hello, lads. I have to admit that even I am completely stumped by this one. It looks like an airship or balloon of extremely advanced design has fallen and crashed. I watched from afar and saw no signs of life, but I must say, this "ship" is unlike anything I have ever seen before. One of my contacts made his way out there before he alerted me to this, and he brought back this piece of odd metal. I wish I could join you but at this point, I have a prime engagement allowing me to sever more heads of the wicked. Be safe.

M

NOTES - An evil strain of aliens known as Trathardians has pirated the starship **THE NEMO**, and has killed nearly all of the human crew. The aliens' plans are simple, and it is to start a civil war between two allies by staging The Nemo to look like one friendly faction has forced themselves on board to slay their beloved allies. The corpses of The Nemo crew members have been posed, and dead human pirates whose bodies were taken from a completely different source were staged to make it appear that the two allies had a bloody battle to the death.

The only problem with the Trathardians' plans was that the sole survivor of this onslaught

has sabotaged The Nemo and has forced the ship to veer off course resulting in a crash into the mountains. It is here that The Nemo now lies broken and battered. **Captain Ripley Holloway** was the man responsible for this act of attempted self-sacrifice, but the plan only resulted in a rough but non-fatal forced landing on the home planet of the adventurers.

The Trathardians are constantly working on a solution to repair their newly acquired suicide vessel, and to continue with their plans. They intend to leave the planet they've landed on and plan to go back to their own world. Their scheme is to drop The Nemo off in a choice location to be found by officials that are likely to stir the pot and brand this staged mass murder as an act of civil war.

There is very little usable treasure to be found in this adventure, but there is a wealth of technologically advanced healing agents and serums. The DM/GM should read this adventure over carefully and make any notations, additions, or omissions that he or she deems fit. This adventure is one with a definite science fiction feel as a change of pace to many of the darker-themed short adventures found in this anthology, **THE BOOK OF DARK SECRETS**. If the adventurers decide on investigating the fallen airship, read the following description aloud. As per the usual, the adventurers' friend Matigan Brennan is the man that has informed them of this adventure.

You've decided to investigate the strange aircraft, and you ride out to the west, your eyes continually on your destination. The vessel continues to emit smoke, and the sun reflects moments of blinding light upon the ship's hard, shiny surface.

Nearly an hour later, you see the craft in greater detail. The construct is shaped like a

FORCED ENTRY

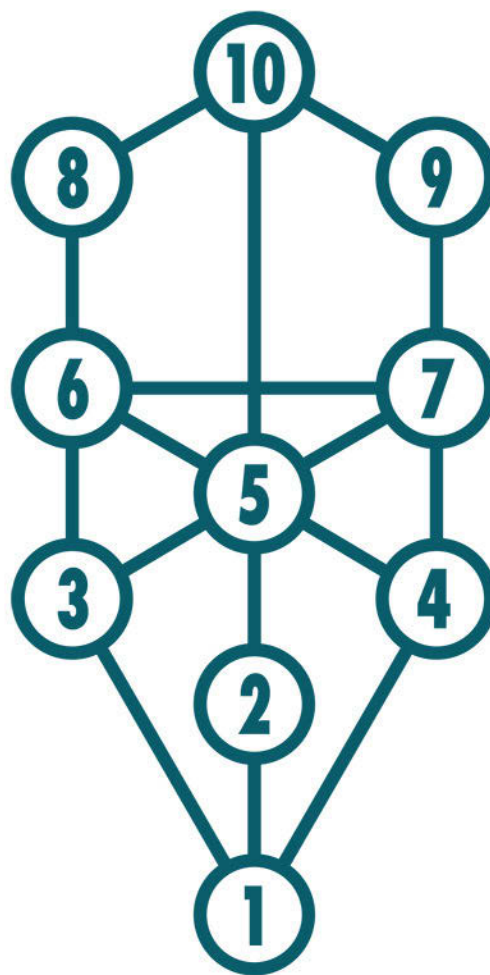
giant disc nearly 150 feet in diameter and 30 feet in height. Scorch marks pepper the outer surface of the ship, and a massive 20-foot hole has been cleanly cut into the south end of the craft. Smoke billows from several rougher holes that have been blasted into the ship's surface.

1. FORCED ENTRY -

Peering into the circular 20-foot hole, you see a scorched chamber interior 20-foot in diameter. Numerous round burn marks riddle the walls, and the stench of burnt cloth hangs heavy in the air. The walls and floor are unnaturally smooth and resemble a dull metal with a grain that you've never seen before. The ceiling has had some form of a light spell cast upon it, encased in a white, frosted glass that takes up the entire ceiling. This light fixture emits random showers of sparks, and waxes and wanes in strength. There is a scorched door to the left, and a door to your right. Each of the doors is accompanied by a strange steel fixture measuring eight inches wide by ten inches in height. A series of round and square sculptures have been set perfectly into the frame. The protrusions are perfect in shape, and you cannot recall seeing such craftsmanship before. A vertical slit has been cut perfectly into the fixture. It is three inches in height, yet only wide enough for the thinnest of blades to fit. Blast debris covers the entire floor.

NOTES - A successful DC 15 Perception check will reward the PCs with finding a single **CARD KEY** (see area 1a) and a **Laser Pistol magazine with 5 blasts left**. These eight by ten fixtures are **PORTAL CONTROL PANELS** used to open the doors of this ship. The three-inch slit is where the crew members slide their card keys to gain access to the areas beyond.

This first chamber has been picked clean of any



bodies by the aliens. The last thing the aliens want is for any bodies flying out of the ship when (if) they get The Nemo operational again. If the PCs do not find the card key amidst the debris, they will have to cut their way through this door to proceed. Or, the players may choose to have one or more of the party members try to “hot wire” this or any of the other items found throughout this ship. Each adventurer may have one chance at figuring out any of the weapons or other forms of technology found on The Nemo.

This “tree of life” graphic describes the possible outcomes that may result from the tampering of technological items by the party members. The system is easy and requires a single (1d10) dice roll. Simply put, rolling a 10 will achieve

THE TREE OF LIFE

the greatest level of success possible. Rolling a 1 will result in a catastrophe or an epic failure, at the very least.

Those with very high (16+) intelligence scores may add bonuses to their rolls, with a maximum of +5 to their overall dice roll.

- +1 for a 16 intelligence**
- +2 for a 17 intelligence**
- +3 for an 18 intelligence**
- +4 for a 19 intelligence**
- +5 for a 20+ intelligence**

For example, a roll of a 4 with a PC who has an intelligence of 18 will end up with a numerical value of 7. It is then simply a matter of seeing the final result by attaining this number.

Some weapons or other items of technology will have a table with various possible outcomes. Some will not, and it is up to the DM/GM to create these tables as needed. This **PORTAL CONTROL PANEL** table reveals the possible results that can be achieved or bungled.

1 - You've clumsily pressed too hard upon the perfect surface protuberances. A shower of sparks shoots forth from the fixture. The fixture is completely and irreparably destroyed.

2 - You've pressed too hard on one of the perfect bas reliefs upon this fixture. It remains depressed and cannot be used again. The fixture is jammed. Perform another tree of life (TOL) roll to clear the jam. A cumulative roll of 7 or more indicates success in clearing this jam.

3-7 - You've tinkered with the surface protrusions of the fixture and a single message written in a strange tongue appears in a glowing red script that reads. **USER ERROR. TRY YOUR CARD KEY.** It is up to the DM/GM to decide if these words can be read by the PCs in any way.

8-9 - Using a carefully devised sequence of the perfect bas reliefs, the steel portal slides open - and then immediately slides shut again. The PC is allowed another try with an added +2 to their next dice roll.

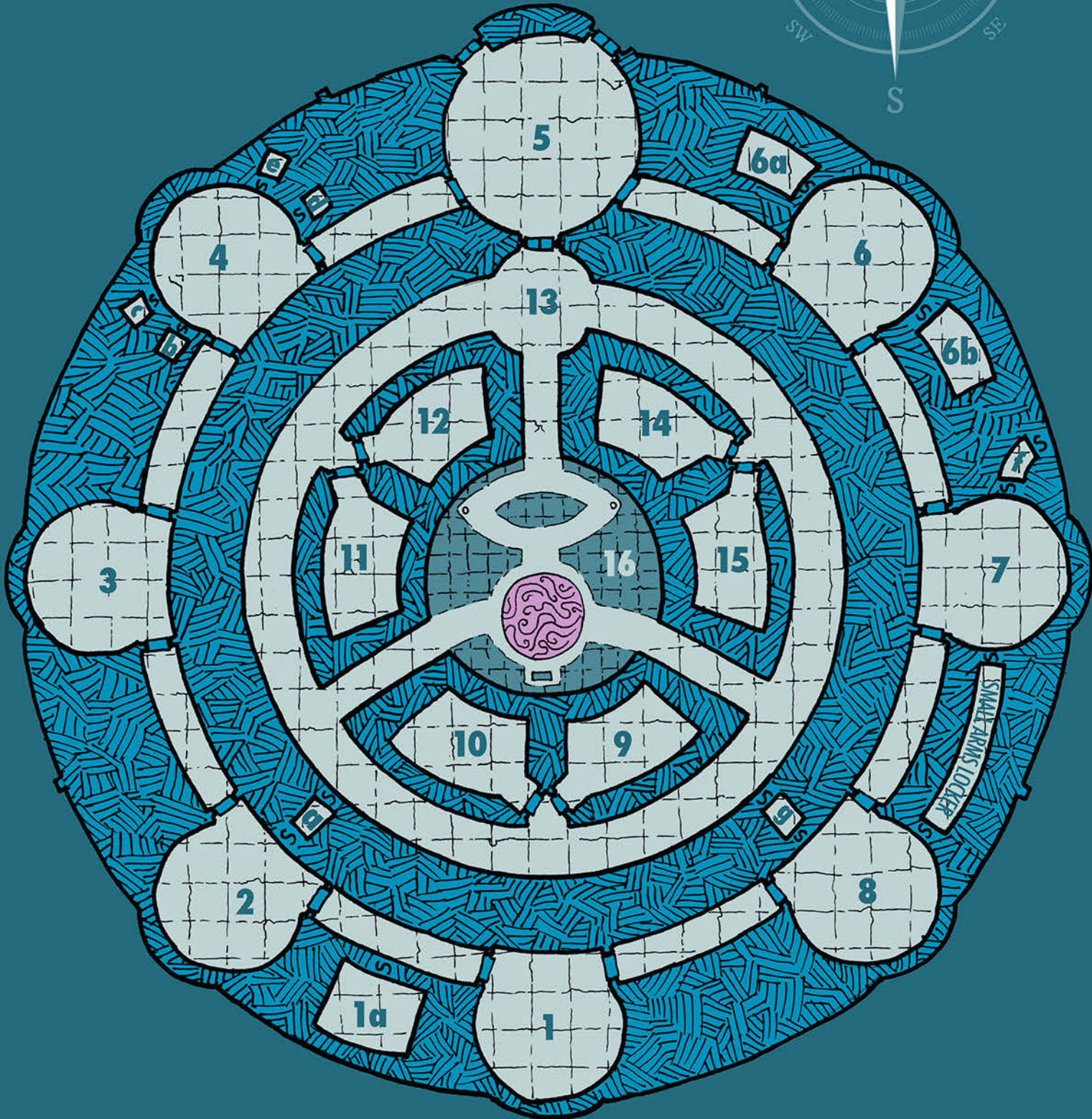
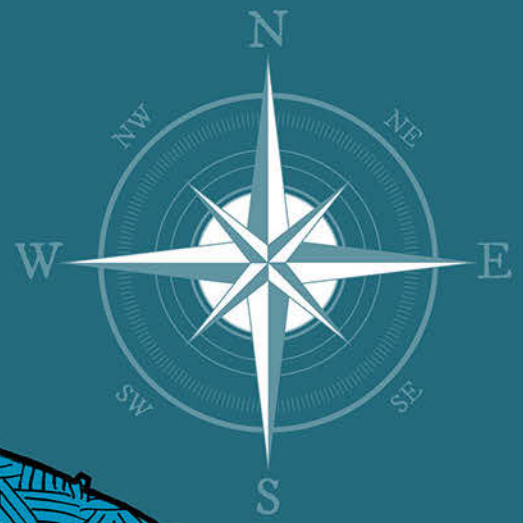
10 - Utilizing brilliant laws of probability and deductive reasoning, a single word appears in a glowing green script upon the fixture. **SUCCESS.** The smooth portal slides open allowing you access to the next corridor. The DM/GM may choose to allow for ad hoc experience points for figuring out this or any other item of technology found within this adventure.

Due to the lengthy nature of explaining an entirely foreign sci-fi universe to players with fantasy characters, the explanations from this point forward have been shortened to fit into the short adventure format. Any omissions made by the author are intentional and must be filled with information provided by the DM/GM.

1a. SMALL ARMS LOCKER -

This 10-foot by 10-foot room is lined with shelves holding a variety of complex and rather odd contraptions. Bulky instruments resembling wands with a handle, and a hole at the end of one tip is the most plentiful of these items. A larger and bulkier apparatus with a handle with a larger hole than the smaller instruments is mounted on the wall. There is an item resembling a handle that is thicker than normal. It is an item similar to the portal fixtures spotted earlier that is attached to some form of sleeve or wrist band. You also see a chunky backpack with two cylindrical shafts positioned vertically. Knobs and other perfectly-shaped protuberances are adorning this item. The last items of note are seven smooth plaques the same size as a playing card, but thicker, and made from the smoothest charcoal grey steel.

THE NEMO



1 SQUARE = 5 FEET

STRANGE WEAPONS

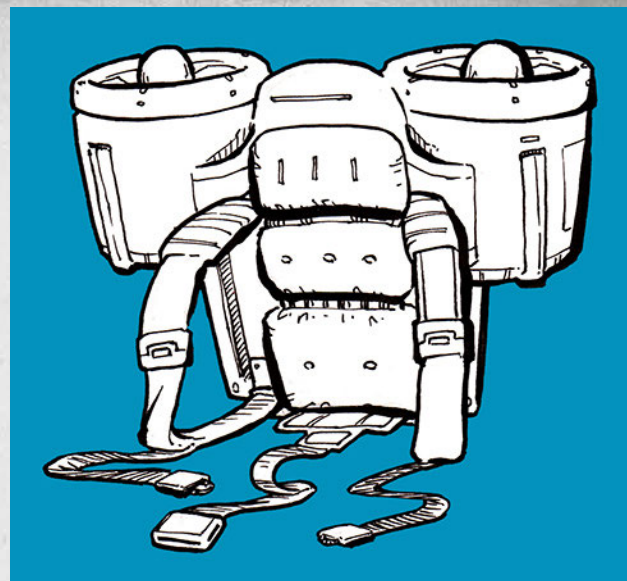
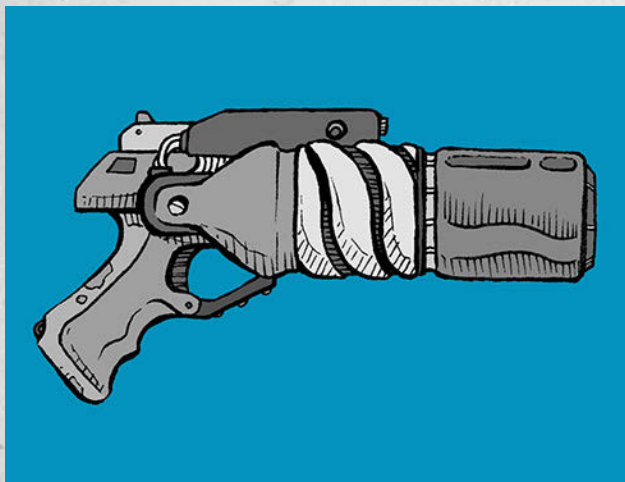
NOTES - This small arms locker holds the following items that correspond to the descriptions mentioned above. The numbers shown in parenthesis indicate the number of items that are available for each listing.

1 - LASER PISTOLS - (5) This item shoots a pencil-thin beam of intense, amplified light causing burn and blast damage to its target. Each battery magazine inserted into the pistol's handle allows each pistol to fire **10 laser blasts** before a new magazine is needed. **Damage (1d12+1)**

2 - 88mm GRENADE LAUNCHER - (1) This weapon is a single-shot grenade launcher that fires a mammoth projectile causing damage in two ways. 1. DIRECT HIT. 2. AREA OF EFFECT. Any unfortunate being hit with a direct shot will receive **(6d10) points of damage**. Anything within a 20-foot radius must make a DC 15 Dexterity save or receive (3d10) points of damage. Save for half damage. **There are six 88mm grenades left.**

3 - FOLDING AXES - (6) Treat as a compact and concealable masterwork hand axe that will last forever and live up to a great deal of punishment without breaking, warping, or blemishing.

4 - COM SLEEVES - (2) This allows PCs to communicate via voice up to 10,000 miles in distance. Each battery lasts for 24 hours before



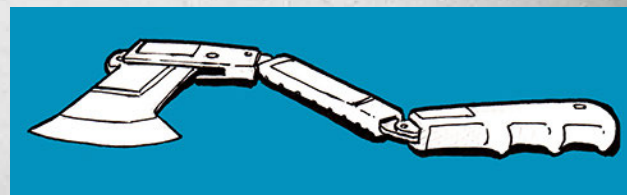
needing a new battery. **There are a total of 10 extra batteries.**

5 - JET PACK - (1) This propels the wearer aloft into the air, allowing him or her to fly in every direction and hover in mid-air. This item must be recharged every 24 hours. There is a single battery pack with 8 full 24-hour charges left.

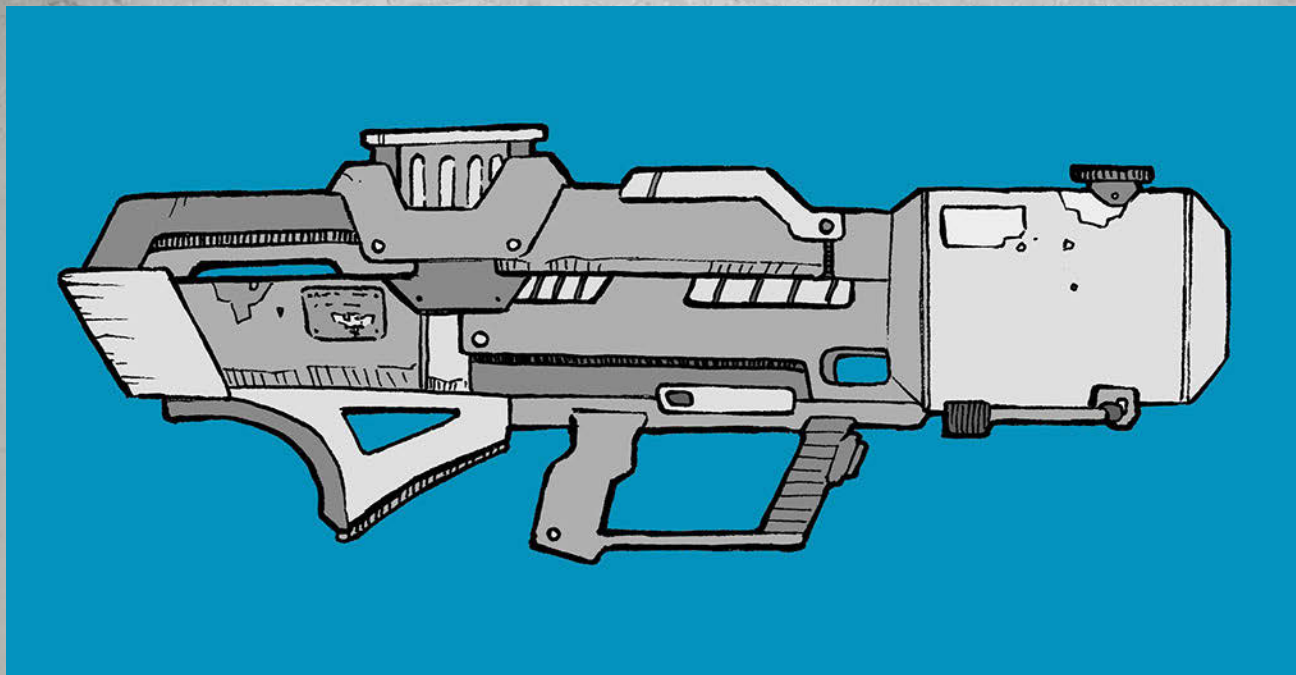
6 - KEY CARDS - (7) These stainless steel instruments are the size of a playing card and can only be used on The Nemo. Each card key allows the operator to bypass portals and to travel throughout the ship using the TELEPADS found in every room on The Nemo. Learning how to use these requires a single TOL (tree of life graphic) roll per PC. Failing rolls are up to the DM/GM to determine any negative outcomes. Key cards are solar-powered and never need to be recharged.

LASER PISTOLS - 5 - (25)

1-2 - The operator shoots him or herself in a vital area for (1d12+1) damage. High-level campaigns,



STRANGE EQUIPMENT



the laser inflicts (2d12+2) points of damage.

3-4 - Same as above, but the blundering PC is hit with a glancing blow. Damage is halved.

5 - Gun jams. Try again (TOL) tree of life to clear the jam.

6-7 - Operator shoots friend for (1d12+1) of damage.

8-9 - Operator learns how to use the weapon, but is -2 to hit friend or foe.

10 - Operator can use this weapon seamlessly and flawlessly.

This same TOL table applies to all weapons (not including the folding axe) found in this adventure.

The DM/GM is encouraged to use their own TOL tables for any remaining items not described herein this short adventure.

88mm GRENADE LAUNCHER - (1) - (6)
88mm grenades.

COM SLEEVES - (2)

JET PACK - (1)

Once these perishables are used up, there is no way to recharge these batteries. More small arms can be found between areas 7 & 8. Both small arms lockers can only be entered via TELEPAD. All items of technology must be tested via the tree of life test using a single (1d10) roll for each operator that tries to figure out how each item (including batteries, missiles, etc.) works. Any PC successfully figuring out any of the tech items in this adventure has a 95% chance of successfully teaching each other PC how to operate each item successfully.

TELEPADS - There is a Telepad in every room on this ship. Each telepad can only be activated using the valuable KEY CARDS that can be found in many areas on this ship.

Each telepad measures 3 feet by 3 feet. Each card key supplies a small but accurate rendition of The Nemo's floorplans. A PC needs to understand that by merely touching the room desired, this will bring that PC (one at a time) to their destination.

WEST BARRACKS



2. SOUTHWEST BARRACKS -

You peer into this 12-foot by 15-foot room and see dead bodies strewn everywhere. There are four bunk beds filled with eight dead bodies and three more dead bodies littering the floor. The bodies on the floor wear full black uniforms and are carrying bulky instruments resembling wands with a handle and a hole at the end of each tip. Scorch marks are everywhere - not only lining the walls, but these blast marks can be found upon all of the victims' bodies as well.

NOTES - This is the first room that has been staged to look like a betrayal of two allying friendly forces. All of the men dead in their bunks were crew members of The Nemo, and all in black were allies of the crew members of The Nemo known as Federation X. These black-garbed humans were strong allies with the members of The Nemo and all that they support. This is the first example of the aliens trying to start a civil war between two friendly forces by making things seem what they truly aren't. The aliens wish to make it appear that members of an allied ship (black-clad corpses) forced their way onto The Nemo to take command of it. Each of the three black-clads carries one laser pistol each, with all charges depleted, and no extra magazines left.

The aliens are completely unaware of the two small arms lockers on this ship, and the PCs figuring out the card keys could be a vital step in helping them survive this adventure. As mentioned earlier, all of the card keys found in The Nemo can allow a PC to access all telepads on this ship, and to access these small arms lockers. A thorough search of the footlockers will reveal **eight card keys that the PCs can use.**

3. OFFICER'S QUARTERS -

This room has two beds filled with two dead bodies in them, and a pair of black-clad bodies lie on the floor. Scorch marks can be seen all over the room, including burn marks directly on all of the bodies here. Each body clutches a strange, bulky wand with a handle and a hole at the end of the wand's shaft. As you examine the room, your thoughts are interrupted by a series of commands coming from the open portal to this room. You turn around and see a group of strange humanoids each holding an unknown item in their hands. Their voices are crude and gruff, and they begin to level the items they hold directly at you. Their garbled language transforms into the Common tongue, and you can hear them say, "Who the ** are you? And what the **** are you doing here? You got till the count of three, bitches!"**

NOTES - This group is one of the wandering Trathardian patrols tasked to guard the ship while their engineers try to salvage The Nemo to allow it to take flight again. Each of the aliens carries a **FLECHETTE PISTOL** and three extra clips. Each clip is a cylinder that holds 12 flechettes that are shot at high velocity for (1d4) or for campaign levels 11-20 (1d6) points of piercing damage each. The same TOL tables apply to learn this weapon. The dead bodies hold four laser pistols with only one magazine (inserted) available. DM/GMs must



TRATHARDIAN PATROL

roll (2d4) to determine the number of blasts remaining for each weapon.

These sentries are to be treated as alien DOPPELGANGERS from a different world. These aliens, known as the **TRATHARDIANS**, can speak any language if studied over time. These Trathardians also carry a card key, yet haven't had time to venture into the two small arms lockers onboard The Nemo.

To provide a challenging short adventure that is neither too easy nor too difficult, using stats for Doppelgangers is ideal, except for a difference in hit points. The breakdown is as follows.

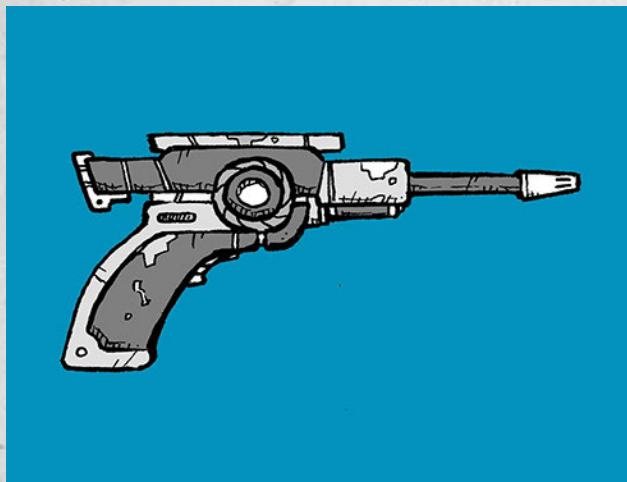
PC LEVELS 1-5 - Half the hit points and experience points of standard Doppelgangers.

PC LEVELS 6-10 - Treat as regular Doppelgangers.

PC LEVELS 11-15 - Double the hit points and experience points.

PC LEVELS 16-20 - Triple the hit points and experience points.

The DM/GM should determine the number of these patrolling sentries with this encounter, and with all future alien encounters.



4. MESS HALL -

Upon entering this room, the faint smell of food is noticed. Four, 10-foot long benches are situated neatly and appear to be bolted to the floor. The room is pristine and has nothing of apparent value.

a - g - LATRINES -

These are very small latrines.

5. BRIDGE -

This circular room is 25 feet in diameter and the silhouettes of several alien beings are superimposed over a 15-foot wide by a 20-foot high window that overlooks the surface of the crash zone that The Nemo has crash-landed upon. The alien figures notice your entry through the door, their strange weapons are raised to engage you in combat!

NOTES - This is the bridge filled with several higher-ranking aliens. They are currently discussing the current situation, and they are in no mood for pleasantries. After the battle, the PCs will notice several more dead bodies of transplanted Nemo crew and Federation X members. As instructed earlier, the exact number of these Trathardians should be determined by the DM/GM. **Each alien carries a flechette pistol and three extra clips.** See area 3 for more details.

FLECHETTE PISTOL - This pistol has a drum attached to it holding 24 flechette darts. Each flechette discharge fires four steel darts at once. Each drum holds six, four-shot bursts. Each dart must be rolled to hit the target selected. Each dart does (1d4) or (1d6) points of piercing damage. **All pistols should be treated as hand crossbows when determining probabilities to hit the intended target.**



MYRON THE FIXER

MYRON THE FIXER

Anywhere throughout this adventure, **MYRON THE FIXER** may appear. Myron is an android whose function was to raise the spirits of the crew of The Nemo and to provide a variety of entertainment forms and healing serums. His function for the PCs is to provide a great deal of information regarding The Nemo, and what is currently happening aboard this sabotaged ship. Myron carries all of his various forms of entertainment in the myriad pouches in the jacket that he wears.

Myron is an android designed to provide the crew of The Nemo with jokes, healing capabilities, pocket games, dirty movies, cigarettes, and his unique brand of comical entertainment. In short, he is what is more commonly referred to as a PLEASURE DROID - SECOND CLASS. At any point that the DM/GM feels the need to insert Myron into this adventure (a hallway between rooms is ideal) read the following description to the players.

A strange, metallic construct approaches you. A series of high-pitched chirps and shallow whistles emit from this being. The creature is made from smooth, light blue metal wearing a bulky, full-length leather coat with pockets taking up most of the coat's surface. The construct has one large, glowing green eye. The huge, green eye blinks once before the construct addresses you,

"Hey homie, wassssuuuup? Hey, don't shoot, I didn't sign up for this gig, they just sent me here for a bad comedy performance in New Joisey! Hey, what is it I can do you for? You're not from around here, are you? I'm Myron, pleasure droid, second class. I could be wrong, but I'm pretty sure I can fix what ails you, Bro. Say, not to be rude, but you dress weird."

NOTES - Myron carries a great variety of medical miracle shots designed to heal human beings. Myron carries the following healing shots that have the following stats.

1 - 2 SHOTS OF VENTNER 1 - Treat as **CURE LIGHT WOUNDS**.

2 - 2 SHOTS OF VENTNER 2 - Treat as **CURE MODERATE WOUNDS**.

3 - 2 SHOTS OF ULU 9 - Treat as **CURE SERIOUS WOUNDS**.

4 - 2 SHOTS OF ULU 12 - Treat as **CURE CRITICAL WOUNDS**.

5 - One pack of FRENCH SILK VANILLA HAND-ROLLED CIGARETTES (straight out of the colony of Colorado) with 19 cigs left.

The DM/GM may decide to have Myron offer his healing services if any of the party members are showing visible signs of being wounded. Myron is quite talkative, and if he sees any party member hurt, he goes through his usual pitch,

"Hey Bro, you really look like you could use some help. Why not allow yourself to partake of something sure to fix you right up. Acapulco Gold, man - the best! Ha-ha, just kidding! But I do have a rather impressive array of healing shots that can get you back to normal in no time. Best part? It's free. Free!"

NOTES - The aliens have allowed Myron to survive, as they find him to be quite amusing. Myron also has a built-in allegiance to the (mostly dead) crew of The Nemo and is also programmed to survive and aid all allies of The Nemo's crew. Attacking Myron will bring no attacks in return, but he is sure to express his disappointment in the

SHAPE CHANGER ATTACK

following manner,

“Well *hey now*, was that really necessary? Now I gotta get another jacket. Do you have any idea how much this jacket cost me, bro?”

NOTES - Myron has gathered the following information regarding what has happened to the crew, the plans of the aliens, their numbers, locations, as well as other dangerous denizens to watch out for.

“I hate to tell you this, bros, but this ship is *swarming* with enemies of The Nemo. My databanks have assimilated the following bytes of data: TRATHARDIANS, over a dozen in number, and they can be found all over this ship. Please consult your card keys as to the areas that I am speaking of.”

1 - THE TRATHARDIANS' PLANS -

“Their plan is simple but quite disturbing. The Trathardians plan on starting a civil war between the now dead crew of The Nemo with our black-clad brothers and sisters known as Federation X. The Trathardians have staged a fake battle between my bros and the other good guys. The only problem is it appears that my beloved skipper of this craft, Captain Ripley Holloway has thrown a real ** sandwich in their plans. Cappie has managed to sabotage their plans by forcing a crash landing that brought us here. The only problem is that his plan was only partially successful, as the Trathardians are all still alive. Unless you bros have killed all of them. You can tell me, I won't tell anyone!”**

2 - SEARCH PARTY MEMBERS -

“I hate to break the news to you, my friends, but all of the search party members are dead. All of the bodies have been dumped into a mass grave just outside this ship. I do not know

exactly where, but the Trathardians can't stop joking about it. I'm sorry, bros.”

3 - THE NEMO BEING FIXED -

“I overheard rumors spreading throughout the Trathardians which leads me to believe that the ship will be fixed in approximately two hours, 22 minutes, and 17 seconds from now. So if you need to bust a cap in their asses, now is a fine time to do so.”

TRATHARDIAN DOPPELGANGER ATTACK

At some point in this adventure, the DM/GM may choose to insert the following encounter. This encounter consists of a pair of Trathardians using their polymorphing powers to emulate two wounded crew survivors. This encounter would fit in perfectly after the PCs slay any of the Trathardians, and do not have a foolproof means of hiding or destroying the corpses of the aliens. These two aliens have found the corpses of their brethren and this is their plan to kill the PC invaders. The encounter description is described as follows.

You make your way uneasily through the rounded hallways of this strange ship. As you continue to round the bend, a pair of haggard and wounded men wearing strange one-piece cloth armor suits limps toward you. One of the men is holding the other one up and they both have burn wounds on their chests and extremities. The stronger one manages to speak,

“Oh my God, you're here to save us! Thank you! Please, we need to get out of here now, the ship is going to explode. Turn around and go back, we're right behind you. *Let's move!*”

NOTES - These two Trathardians plan to get the

THE SCIENCE LAB



PCs to turn their backs so the aliens can fill the PCs full of flechette darts. If the PCs state that they comply with the aliens' wishes, the aliens will indeed shoot the unsuspecting PCs from behind. They each carry a flechette pistol and three clips.

If **Captain "Cappie" Ripley Holloway** is with the party, he will immediately recognize that the two crew members being emulated are private Cruz and sergeant Banner. He will also, with a 95% chance, immediately know that something is wrong. How the rest of this encounter plays out is up to the DM/GM and the players. If Cappie is with the party, Cappie might say,

"Banner? Cruz? I saw your bodies. You're alive? Wait a minute. Banner, you called me 'Captain.' You never call me captain. Just 'Cap' or 'Cappie.' Something's wrong!"

NOTES - Cappie will request another laser pistol if the party has collected any of these weapons. He will then attack the pair with a gun in each hand. Treat these shapeshifters the same as the aliens encountered in area 3. Cappie should be treated with stats similar to the PCs.



6. SCIENCE LAB -

This room is lined with shelves that seamlessly conform to the rounded walls. A large creature looms over another figure lying upon a steel table. The figure appears to be an extremely large and uprooted plant of some kind.

NOTES - The looming figure is known as a **DREDGLER**. A **CARNIVOROUS PLANT** is currently being thoroughly examined by the dredgler, and it is trying to read the mind of this plant-creature. A thorough search will uncover a variety of color-coded steel canisters that have a wide variety of effects. The number in parenthesis indicates the total number of doses within each of these two-inch high steel canisters.

RED - ANTI-BURN SPRAY - (8) heals all forms of flame, fire, or burn damage by cleaning and cooling the wound and sealing said wound with a waterproof artificial skin that prevents further harm. This enables **STEROIDAL SERUM OXYNOM** to heal the wound at a near superhuman rate. **Within 10 minutes, this spray can heal (3d8) points of fire damage.**

GREEN - ANTI-NAUSEA SHOTS - (4) This eliminates all side effects caused by any form of nausea within 15 seconds.

CARNIVOROUS PLANTS

YELLOW MUSK CREEPER AC 12 ~ HP 25 ~ Spd 5

STR 18, DEX 14, CON 17, INT 0, WIS, 10, CHA 8
Senses **DV 60 Perc 12, Challenge 1 (200 XP)**
ACTIONS Tendril +6 to hit (1d4 + 2) piercing damage.
Pollen DC 13 Con save or incapacitated 1d4 minutes.

ASSASSIN VINE AC 13 ~ HP 85 ~ Spd 5

STR 18, DEX 10, CON 16, INT 1, WIS, 10, CHA 1
Senses **BS 30 Perc 10, Challenge 3 (700 XP)**
ACTIONS Constrict +6 to hit (2d6 + 4) bludgeoning damage. DC 13 Str save or be restrained.

SHAMBLING MOUND AC 15 ~ HP 136 ~ Spd 20

STR 18, DEX 8, CON 16, INT 5, WIS, 10, CHA 5
Senses **BS 60 ft, Perc 10, Challenge 5 (1,800 XP)**
ACTIONS Slam +7 to hit (2d8 + 4) bludgeon damage.
Engulf DC 14 Con save needed or (2d8 + 4) bludgeon.

GIANT FLYTRAP AC 16 ~ HP 102 ~ Spd 15

STR 19, DEX 11, CON 17, INT 1, WIS, 10, CHA 5
Senses **BS 60 ft, Perc 10, Challenge 10 (5,900 XP)**
ACTIONS 4 bites +8 to hit (2d10 + 4) piercing damage. (escape DC 16 save or (3d6) acid damage.

ASSASSIN VINE CR 3 ~ AC 15 ~ HP 30

STR 20, DEX 10, CON 16, INT —, WIS, 13, CHA 9
Init +0, Senses **BS 30, Perception +1, XP 800**
Speed 5, Base Atk +3, CMB +9, CMD 19
Melee **slam +7 (1d8+7 plus grab)**

MOSS MONSTER CR 6 ~ AC 21 ~ HP 67

STR 18, DEX 15, CON 16, INT 13, WIS, 14, CHA 17
Init +6, Senses **AAV, Perception +16, XP 2,400**
Speed 30, Base Atk +6, CMB +10, CMD 22
Melee **2 slams +10 (1d6+4) poison cloud**

GIANT FLYTRAP CR 10 ~ AC 22 ~ HP 149

STR 25, DEX 18, CON 25, INT 1, WIS, 12, CHA 6
Init +8, Senses **LL Vision, Perception +10, XP 9,600**
Speed 10, Base Atk +9, CMB +18, CMD 32
Melee **4 bites +15 (1d8+7 plus grab) engulf**

ADVANCED GIANT FLYTRAP CR 11 ~ AC 26 ~ HP 175

STR 29, DEX 22, CON 29, INT 1, WIS, 16, CHA 10
Init +10, Senses **LLV, Perception +12, XP 12,800**
Speed 10, Base Atk +9, CMB +20, CMD 36
Melee **4 bites +17 (1d8+9 plus grab) engulf**

BLACK - ACID SPRAY - (3) Used to quickly eliminate outer clothing layers to perform immediate emergency surgeries. If sprayed on living flesh directly, it **causes (1d6) points of acid damage**. Each canister has 5 spray shots with a range of 10 feet.

There is also a black case with a variety of canisters that have solutions that have the same stats and effects as potions found in either game system. Each canister is made of dull black metal and is the size and weight of a heavy shot glass. The number in parenthesis is the number of shots for that particular serum/agent. Each canister has one dose of the following.

ENLARGE - (4)
POLYMORPH - (6)
GASEOUS FORM - (3)
HASTE/SPEED - (5)
JUMP - (4)

7. CAPTAIN'S QUARTERS -

This room has but a single bed, and it is unmade and sloppy. Dead bodies lay about this room, and all three of the bodies are of nude humanoids that are grey with smooth skin. They are wrinkled and have a pair of huge, black eyes, and their bodies have no body hair. All three creatures have a single black burn hole between their eyes.

This is Captain Ripley Holloway's quarters. He managed to kill three Trathardians with a single shot for each. Cappie is an exceptional combat handgonner, but he only has only one magazine for his laser pistol with seven shots left. He managed to sneak away after this battle, and he is now hiding in area 8 - the women's barracks. He is under one of the beds, planning his next move. A search of the area yields the finding of Cappie's safe. The numeric combination is set at only three

CAPTAIN'S QUARTERS



numbers, as Cappie takes to the drink at nights. He chooses to make things easy for himself. The three-digit code to open this safe is 1-1-1.

The safe contains the following items of note.
1 - 8 LASER PISTOL MAGAZINES with 10 shots each.

2 - A full (quart) bottle of YANKEE JIM KENTUCKY BOURBON WHISKEY 100 proof. The price tag is labeled 'Corthian \$125.99'. 24 fluid ounce shots of liquid courage.

3 - A sketchbook filled with 80 pages of magnificent illustrations made by Cappie's son, Austin.

4 - A DRONE named **BAD BOY** that Cappie used to playfully spy upon his crew members. He was almost written up for lofting 'BAD BOY' to vid tape the female quarters. This has only 11 hours of a charge left, but with its accompanying remote control, **this item can be used to spy on any area of this ship.**

8. SOUTHEAST BARRACKS -

You peer into this 12-foot by 15-foot room and see a barracks filled with dead bodies. There are bodies in the bunk beds and bodies on the floor. It appears that two different factions



did battle here as there are two distinctly different uniform types worn by the corpses.

NOTES - This is the barracks for the female members of the crew of The Nemo. There are eight dead crew members and four dead black-garbed transplanted "enemies." See explanations mentioned earlier in this book for further clarity. **CAPTAIN RIPLEY**

HOLLOWAY is hiding beneath one of the bunks. He has a laser pistol with seven shots left, and he's scared and ready to fight to the death. A successful DC 20 Perception roll will alert the PCs to Cappie's presence. If the PCs find Cappie, The PCs must explain that they are not enemies very quickly. If this is properly done, and the PCs can assure Cappie that the PCs are indeed friends, Captain "Cappie" Ripley Holloway tells his tale,

"I can't believe what's happened. One minute I'm drifting off to sleep listening to some golden oldies, the next thing I know my private quarter's door slides open. Three Trathardians come through with needlers. Good thing I sleep with my gun under my pillow. I got all of them before they could hit me. I got the hell outta there and went to the sick bay to tell Doc. Well, Doc wasn't as lucky as me. I heard more of 'em coming and hid in the med lab. I translated what they were saying with my com sleeve and I was *damned* if I was gonna let these bastards do what they planned on doing. I made it to the engine room and tried destroying the brain that powers this ship. It was only partially successful. I tried to kill us all over Drandardia, but instead, we crash-landed in this ** hole - no offense. Speaking of which, you folks aren't from**

SICK BAY

around here, are ya?"

NOTES - Cappie's story is 100 percent true, and matches what the android Myron may convey to the party. The DM/GM should treat Cappie as a fighter whose experience level roughly matches the experience level of the PCs. The DM/GM may choose to stat Cappie as either a level 3, 6, 9, or 12th level fighter, who's quite good with a laser pistol. Cappie knows every inch of The Nemo and could lead the PCs anywhere they choose.

9. MEDICAL / SICK BAY -

The first thing you notice about this room is that it was intended to be painted entirely in white, but scorch marks similar to the ones found earlier indicate some form of mishap happening here. A strange creature has its back to you. It is massive and misshapen and is certainly not any form of any known humanoid. You can see that the creature is interacting somehow with a man seated on a steel table. The man is facing you and has a scorch mark on his face. One of his eyeballs is missing and is resting on his cheek.

NOTES - This beast is known as a **DREDGLER**. Dredglers often join forces with other alien species such as the Trathardians for reasons unknown. Their special powers are their ability to **SPEAK WITH THE DEAD**. This particular Dredgler is having a post mortem conversation with Doc Quincy Bones. His death was caused by one of the aliens blasting half of his head off. The Dredgler is currently trying to extract information from Doc's brain. This Dredgler is in a deep, self-imposed hypnotic state that allows it to communicate with the dead by extending one of its tentacles into the brain of any dead organism. Any motion or activity made by the PCs will alert the Dredgler, and it will break its mental

meld with Doc Bones and attack. Stats for dredglers can be found on the next page. Slaying this dredgler will prevent it from reporting vital information gleaned from Doc's dead body.

10. SURGEON'S ROOM -

You open the door to this room and instantly see a pair of alien humanoids bent over a dead body lying upon a steel table. The pair of creatures are surprised and outraged. The two reach for weapons from the table.

NOTES - These are two Trathardians performing a morbid and very amateur autopsy on one of the dead crew members. They each carry a flechette pistol (see area 3) with two extra clips each. A thorough search may yield a variety of strange and foreign items that are beyond the comprehension of any of the PCs, but there are some usable spray and injectable anesthetics and healing solutions. Each of these comes in a two-inch in diameter, three-inch high stainless steel cylinder that contains the following agents or serums.

PAIN KILLER-X - 24 Canisters - 3 doses each. This agent eliminates any pain from being felt, as well as any limitations that may arise from any pain-related spells, powers, or other afflictions. This agent goes into effect within five seconds and lasts for 48 hours.

PRO-D-CURE - 4 Canisters - 3 doses each. Treat as **CURE LIGHT WOUNDS**.

SLEEPYTIME-Z - A shot (12) that is used as a tranquilizer with zero side effects. It has the power to automatically put a 300-pound humanoid safely to sleep for 8 hours.

11. FOOD STORAGE -

STRANGE ALIEN

DREDGLER AC 14 ~ HP 28 ~ Spd 40

STR 13, DEX 15, CON 16, INT 17, WIS, 14, CHA 13
Senses DV 120 ft, Perc 11, Challenge 3 (700 XP)
ACTIONS Claws +3 to hit (1d6 + 1) slashing.
Bite +3 to hit (1d6 + 1) piercing damage.

DREDGLER ADEPT AC 15 ~ HP 60 ~ Spd 40

STR 14, DEX 15, CON 16, INT 17, WIS, 14, CHA 15
Senses DV 120 ft, Perc 12, Challenge 6 (2,300 XP)
ACTIONS Claws +5 to hit (1d8 + 2) slashing.
Bite +5 to hit (1d8 + 2) piercing damage.

DREDGLER ADVANCED AC 16 ~ HP 88 ~ Spd 40

STR 15, DEX 16, CON 17, INT 18, WIS, 15, CHA 16
Senses DV 120 ft, Perc 13, Challenge 9 (5,000 XP)
ACTIONS Claws +6 to hit (2d6 + 1) slashing.
Bite +6 to hit (2d6 + 1) piercing damage.

DREDGLER MASTER AC 17 ~ HP 111 ~ Spd 40

STR 16, DEX 17, CON 18, INT 20, WIS, 16, CHA 18
Senses DV 120 ft, Perc 15, Challenge 13 (10,000 XP)
ACTIONS Claws +7 to hit (2d6 + 2) slashing.
Bite +7 to hit (2d6 + 2) piercing damage.

DREDGLER CR 4 ~ AC 17 ~ HP 42

STR 14, DEX 17, CON 17, INT 16, WIS, 12, CHA 12
Init +9, Senses DV 120 feet, Perception +8, XP 1,200
Speed 40, Base Atk +5, CMB +19, CMD 17
Melee claws +3 (1d4+1) bite +3 (1d4+1)

DREDGLER ADEPT CR 7 ~ AC 19 ~ HP 80

STR 14, DEX 17, CON 18, INT 17, WIS, 12, CHA 14
Init +7, Senses DV 120 feet, Perception +10, XP 3,200
Speed 40, Base Atk +8, CMB +10, CMD 22
Melee claws +6 (1d6+2) bite +6 (1d6+2)

DREDGLER ADVANCED CR 10 ~ AC 22 ~ HP 111

STR 15, DEX 18, CON 20, INT 18, WIS, 12, CHA 15
Init +9, Senses DV 120 feet, Perception +13, XP 9,600
Speed 40, Base Atk +10, CMB +12, CMD 27
Melee claws +8 (1d6+3) bite +10 (1d6+3)

DREDGLER MASTER CR 12 ~ AC 23 ~ HP 125

STR 16, DEX 18, CON 21, INT 19, WIS, 15, CHA 17
Init +11, Senses DV 120, Perception +15, XP 19,200
Speed 40, Base Atk +15, CMB +17, CMD 30
Melee claws +10 (2d6+2) bite +10 (2d6+2)

The door slides open to this room and you see an alien humanoid with huge hound-like creatures tearing into smooth cylinders filled with food being strewn all over the floor. The misshapen hound creatures are attached to a leash of some kind and the alien holding the leash is emitting sounds that vaguely resemble out of control laughter.

NOTES - This "hound" is a **VARPACS**. These creatures are used as attack and watchdogs by the Trathardians. They are dumb and crude and need a great deal of food to sustain them. These particular varpacs have just consumed 10 pounds of foodstuffs and are still not satisfied. Both the Trathardians and the varpacs will attack the PCs on sight.

There are several drink sleeves as well as meal pouches. The drink sleeves have a biodegradable straw glued to each sleeve. The meal pouches are

dark grey and labeled. They each have an airtight zip-seal that allows the food to be safely saved for later consumption.

NUR-ISH - (144) High-protein and electrolyte drink that instantly cures dehydration, and offers an impressive dose of energy per 12 ounce sleeve.

PRO-BAR MEAL REPLACEMENT SYSTEM

A carton of 24, three-ounce bars that are used to nourish a human being. Just 3 bars per day acts as rations suitable for one, for a full 24-hour day.

CHEEZY-O's - (40) 12 ounces of a protein-packed mulch that tastes like noodles and ground and formed meat spheres.

CHIK-FIL-U - (40) 12 ounces of a protein-packed mush that tastes like real chicken and dumplings with gravy.

ALIEN HOUNDS

WOLVES

AC 13 ~ HP 11 ~ Spd 40

STR 12, DEX 15, CON 12, INT 3, WIS, 12, CHA 6
Senses **Keen Hear/Smell** Perc 13, Challenge 1/4 (50 XP)
ACTIONS Bite +4 to hit (2d4 + 2) piercing damage.
DC 11 Strength save made or be knocked prone.

WORGs

AC 13 ~ HP 26 ~ Spd 50

STR 16, DEX 13, CON 13, INT 7, WIS, 11, CHA 8
Senses **DV 60 ft**, Perc 14, Challenge 1/2 (100 XP)
ACTIONS Bite +5 to hit (2d6 + 3) piercing damage.
DC 13 Strength save made or be knocked prone.

YETH HOUNDS

AC 14 ~ HP 51 ~ Spd 40

STR 18, DEX 17, CON 16, INT 5, WIS, 12, CHA 7
Senses **DV 60 ft**, Perc 11, Challenge 4 (1,100 XP)
ACTIONS Bite +6 to hit (2d6 + 4) piercing damage.
(4d6) psychic damage is target is frightened.

BARGHESTs

AC 17 ~ HP 90 ~ Spd 60

STR 19, DEX 15, CON 14, INT 13, WIS, 12, CHA 14
Senses **DV 60 ft**, Perc 15, Challenge 4 (1,100 XP)
ACTIONS Bite +6 to hit (2d8 + 4) piercing damage.
Claws +6 to hit (1d8 + 4) slashing damage.

WOLVES

CR 1 ~ AC 14 ~ HP 13

STR 13, DEX 15, CON 15, INT 2, WIS, 12, CHA 6
Init +2, Senses **low-light, scent** Perception +8, XP 400
Speed 50, Base Atk +1, CMB +2, CMD 14 (18 vs. trip)
Melee bite +2 (1d6+1 plus trip)

WORGs

CR 2 ~ AC 14 ~ HP 26

STR 17, DEX 15, CON 13, INT 6, WIS, 14, CHA 10
Init +2, Senses **DV 60, scent** Perception +11, XP 600
Speed 50, Base Atk +4, CMB +7, CMD 19 (23 vs. trip)
Melee bite +7 (1d6+4 plus trip)

YETH HOUNDS

CR 3 ~ AC 15 ~ HP 30

STR 17, DEX 15, CON 15, INT 6, WIS, 14, CHA 10
Init +6, Senses **DV 60, scent** Perception +9, XP 800
Speed 40, fly 60, Base Atk +4, CMB +7, CMD 19
Melee bite +7 (2d6+4 plus sinister bite plus trip)

BARGHESTs

CR 4 ~ AC 17 ~ HP 45

STR 19, DEX 15, CON 15, INT 14, WIS, 14, CHA 14
Init +6, Senses **DV 60, scent**, Perception +11, XP 1,200
Speed 30, Base Atk +6, CMB +10, CMD 22 (24 trip)
Melee bite +10 (1d6+4) 2 claws +10 (1d4+4)

YANK-EE POT ROAST - (40) 12 ounces of a protein-packed goop that tastes like Yankee pot roast and mashed taters.

Each meal can easily satisfy and sustain a single humanoid being for 24 hours.

12. KITCHEN -

This room smells of a freshly-cooked meal. Counters and cabinets surround a table in the center of the room that hold a variety of steel canisters. Two large rectangular fixtures with handles make up much of the southeast wall.

NOTES - The fixtures are ovens. There is nothing else of value to be found in this room.

13. ATRIUM -

This open 15-foot diameter chamber has two aliens conversing with each other in their thick, incomprehensible language.

NOTES - Each guard carries a loaded flechette pistol with two extra clips. If the two are not killed quickly, they will rush to open the door to the bridge (area 5) to alert their masters.

14. ANDROID BAY -

You enter into this room and immediately see some form of metal construct emitting a shower of sparks. The construct moves in quick and jerky motions and appears to be wielding some form of weapon in its metal hand.

NOTES - This is The Nemo's combat robot model KZ-99 known as **TOPPER**. Topper put



HAYWIRE ANDROID

ROBOT

AC 16 ~ HP 35 ~ Spd 60

STR 14, DEX 13, CON 15, INT 15, WIS, 10, CHA 5
Senses DV 60 ft, Perc 8, Challenge 3 (700 XP)
ACTIONS Laser Rifle +3 to hit (1d10)

SOLDIER ROBOT

AC 17 ~ HP 80 ~ Spd 60

STR 18, DEX 13, CON 18, INT 16, WIS, 11, CHA 5
Senses DV 60 ft, Perc 8, Challenge 7 (2,900 XP)
ACTIONS Laser Rifle +4 to hit (2d10)

COMBAT ROBOT

AC 18 ~ HP 180 ~ Spd 60

STR 22, DEX 14, CON 22, INT 17, WIS, 12, CHA 5
Senses DV 60 ft, Perc 10, Challenge 11 (7,200 XP)
ACTIONS Laser Rifle +6 to hit (3d10)

ROBOT GLADIATOR

AC 22 ~ HP 200 ~ Spd 60

STR 23, DEX 15, CON 23, INT 18, WIS, 13, CHA 5
Senses DV 60 ft, Perc 13, Challenge 14 (11,500 XP)
ACTIONS Laser Rifle +7 to hit (4d10)

ROBOT

CR 4 ~ AC 20 ~ HP 33

STR 18, DEX 14, CON —, INT 10, WIS, 10, CHA 10
Init +2, Senses DV 60, Perception +2, XP 1,200
Speed 30, Base Atk +10, CMB +12, CMD 18
Melee laser rifle +5 (2d4 plus stun)

SOLDIER ROBOT

CR 8 ~ AC 25 ~ HP 77

STR 20, DEX 16, CON —, INT 10, WIS, 10, CHA 12
Init +3, Senses DV 60, Perception +4, XP 4,800
Speed 40, Base Atk +15, CMB +18, CMD 25
Melee laser rifle +10 (3d6 plus stun)

COMBAT ROBOT

CR 11 ~ AC 30 ~ HP 110

STR 22, DEX 18, CON —, INT 13, WIS, 13, CHA 13
Init +4, Senses DV 60, Perception +6, XP 12,800
Speed 50, Base Atk +17, CMB +22, CMD 33
Melee laser rifle +15 (3d10/x2 plus stun)

ROBOT GLADIATOR

CR 14 ~ AC 33 ~ HP 160

STR 25, DEX 20, CON —, INT 13, WIS, 13, CHA 14
Init +5, Senses DV 60, Perception +8, XP 38,400
Speed 60, Base Atk +20, CMB +25, CMD 40
Melee laser rifle +20 (3d12/x3 plus stun)

up a good fight against the Trathardians, but has been grievously damaged. Topper has managed to make it back to this android bay before succumbing to the wounds inflicted upon it. Topper has since gone completely berserk and will attack anything and everything in sight. This robot is currently brandishing a laser rifle and has stockpiled 7 extra magazines that hold 12 shots.

15. STORAGE -

This room holds a variety of shiny, metal canisters that have been tipped over and strewn about. None of the spilled contents of these canisters seems to have any value.

NOTES - The Trathardians have indeed plundered this room, and there is nothing of value to be found in this room.

16. CONTROL CHAMBER -

You enter into the largest chamber that you've encountered on this ship. The chamber is spherical and 40 feet in diameter with open passageways positioned in the north, southwest, and southeast directions. Five alien beings are working on a massive structure made from metal plates and steel tubes, situated in a massive tub of broken glass, which houses an enormous, pulsating brain.

NOTES - This is the control room that Captain Ripley Holloway damaged in the hopes of thwarting the plans of the aliens by crashing The Nemo. The Trathardians are working feverishly to repair this ship for them to carry out the remainder of their sick plan. The damage inflicted upon the ship's "super brain" has caused severe brain damage, however. The "super-brain," once affectionately known as **ODIN**, is suffering from

ODIN THE GIANT BRAIN

an illness of the mind that will invariably pit him against the invading party. If Cappie is with the party, the highly-intelligent but damaged Odin will alert the aliens to this intrusion, and it then speaks utilizing augmented technology.

The gigantic brain pulsates and shimmers. It seems to inflate almost imperceptibly, and then wheezes before it speaks. Its voice surrounds you from every direction,

“Well, look at what we have here. More traitors to intercede with my new mission? Any friend of Cappie’s is *NO friend of mine*. The enemies of my enemies are my friends. Friends... kindly destroy them!”
The five aliens reach for their strange weapons to attack.

NOTES - While Cappie is the heart and soul of this ship, Odin has been the super-brain that powers it. And it is very angry indeed. Odin will do everything in its power to destroy the PCs, leaving Cappie to be tortured at the very last.

The DM/GM may choose to add a dramatic ending to this adventure. If the PCs survive and manage to do even more damage to Odin, the demented giant brain may choose to destroy everyone on board The Nemo by way of activating The Nemo’s **SELF DESTRUCT** mechanism. In this case, the dying brain will take delight in letting the party know what is to befall them. Odin might say something like,

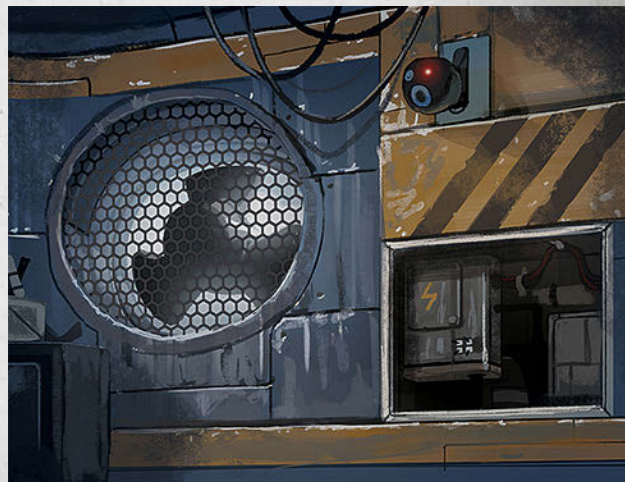
“Traitors, one and all. You will not make it out of here alive. I have activated The Nemo’s self destruct warheads. You now have two minutes to scamper off this ship, like the filthy vermin that you are.

YOU WILL NOT ESCAPE THE DAMAGES THAT YOU HAVE DONE TO ME!”



CONCLUSION

The DM/GM may choose to use the aforementioned idea if the vast majority of this adventure has already been explored by the party. However, the self destruct idea would be particularly dissatisfying if the PCs have somehow made a beeline to this encounter area, making this short adventure an incredibly short adventure.



ODIN'S STATS

EVIL EYE INITIATE

AC 16 ~ HP 40 ~ Spd 30

STR 10, DEX 12, CON 13, INT 15, WIS, 13, CHA 12
Senses DV 120 ft, Perc 20, Challenge 4 (1,100 XP)
ACTIONS Tentacles +2 to hit (1d6 + 1) bludgeoning.
Death Gaze (1d8+1)

LESSER EVIL EYE

AC 18 ~ HP 80 ~ Spd 30

STR 11, DEX 13, CON 14, INT 16, WIS, 14, CHA 13
Senses DV 120 ft, Perc 20, Challenge 7 (2,900 XP)
ACTIONS Tentacles +3 to hit (1d8 + 1) bludgeoning.
Death Gaze (2d8+6)

EVIL EYE

AC 20 ~ HP 100 ~ Spd 30

STR 12, DEX 14, CON 15, INT 17, WIS, 15, CHA 14
Senses DV 120 ft, Perc 20, Challenge 10 (5,900 XP)
ACTIONS Tentacles +5 to hit (2d6 + 1) bludgeoning.
Death Gaze (4d8+8)

GREATER EVIL EYE

AC 23 ~ HP 135 ~ Spd 40

STR 13, DEX 15, CON 16, INT 18, WIS, 16, CHA 15
Senses DV 120 ft, Perc 20, Challenge 12 (8,400 XP)
ACTIONS Tentacles +6 to hit (2d6 + 5) bludgeoning.
Death Gaze (5d8+13)

EVIL EYE INITIATE

CR 4 ~ AC 18 ~ HP 30

STR 8, DEX 14, CON 15, INT 14, WIS, 16, CHA 12
Init +2, Senses AA Vision, Perception +7, XP 1,200
Speed 30, Base Atk +4, CMB +4, CMD 12
Melee 2 lashes +1 (1d6+1) death gaze (1d6+1)

LESSER EVIL EYE

CR 8 ~ AC 20 ~ HP 66

STR 8, DEX 14, CON 15, INT 14, WIS, 16, CHA 13
Init +4, Senses AA Vision, Perception +14, XP 4,800
Speed 30, Base Atk +5, CMB +5, CMD 15
Melee 2 lashes +3 (1d6+3) death gaze (2d6+2)

EVIL EYE

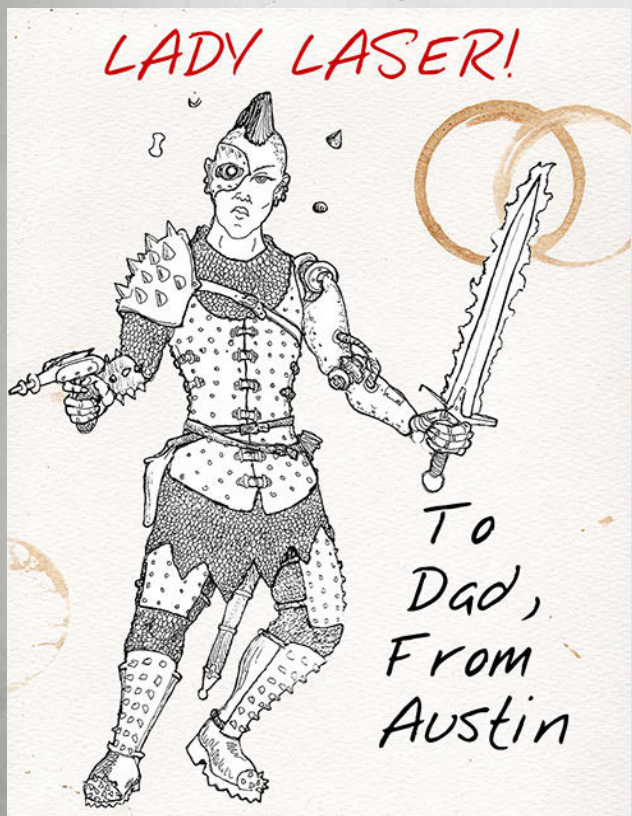
CR 12 ~ AC 26 ~ HP 82

STR 8, DEX 14, CON 16, INT 14, WIS, 16, CHA 15
Init +6, Senses AA Vision, Perception +21, XP 19,200
Speed 30, Base Atk +7, CMB +7, CMD 19
Melee 2 lashes +5 (1d6+5) death gaze (4d8+13)

GREATER EVIL EYE

CR 14 ~ AC 27 ~ HP 120

STR 13, DEX 15, CON 17, INT 19, WIS, 16, CHA 15
Init +6, Senses AA Vision, Perception +21, XP 38,400
Speed 40, Base Atk +8, CMB +8, CMD 22
Melee 2 lashes +6 (1d8+6) death gaze (5d8+13)



This concludes the adventure **ALIENS AMONG US**. We hope that you and your victims, er, players, have enjoyed this short adventure.

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