



LAIR OF THE SPACEPIRATES

By G. Bruce MacKenzie

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Preface

The ***Lair of the Space Pirates*** is an introductory adventure which is very loosely based upon an old *known rules* introductory dungeon. This author has moved the remains of a keep to a far off distant planet, **Zodemus**, hidden beneath a cloak of invisibility created by the Ancients. Space Pirates use the decaying ruin as a secret base and it is here that they hold an important prisoner, an Ambassador of the Terran Empire who the Player Character's may attempt to rescue.

In the old *known rules* adventure, the ground level of a keep was given detail, but as an introductory adventure prospective Game Masters were meant to draw and write the rest of the dungeon levels themselves. In that spirit, this author provides space adventure themed keys for a dungeon yet with some additional maps which Space Masters can key themselves.

The Lair of the Space Pirates is therefore still meant as a low level introductory adventure the Space Master is to customize and therefore design parts of themselves. What you won't find - A lot of stats, this author assumes Space Masters will want to write their own content for the maps and plug in elements from *known rules* of their own choosing. What the reader will find is stats from BX-Space where relevant. The text is meant to inspire but nothing is written in stone.

Introduction

Baboo, is a backwater spaceport of the ***Known Galaxy***, and here a down on his luck smuggler is trying to recruit some crew members for his comeback score.

The Rumour of Adventure

There is a rumour circulating in this provincial desert backwater that an important Terran diplomat was captured by Space Pirates while en-route through disputed space to the Caliban planet DUL and is now being held for ransom. The Pirates, after taking captives and cargo from the ship the Diplomat was traveling on, let it go with a ransom message for the Terrans.

SECRET - *The leader of the Space Pirates, thinking itself clever, has long known the secret route to Zodemus, a star system cloaked from view by the Ancients. Here on the fourth planet of the Zodemus solar system they have a lair in an old ruin, where they store not only their ill gotten gains, but hold prisoners until ransoms are paid. The ransom must always be paid or the Space Pirates captives face a terrible fate.*

SECRET - *Captives are delivered to the Caliban to work in the harsh conditions of an Asteroid Mine.*

The Terrans, according to the rumour, are to pay a hefty ransom of 3000 Electrum Coins to the Space Pirates but are so displeased by this outrage they would also willingly pay the ransom to anyone daring enough to rescue the Diplomat from the Space Pirates. There is another

undercurrent of rumour that the Terran Empire would also be willing to pay Bounty Hunters for the capture of the Space Pirate leader.

The leader of the Space Pirates will not be encountered in this adventure but its minions will be. An encounter with the leader of the Space Pirates may be a subject for a subsequent adventure. The Terran Empire may be willing to pay a lesser reward of 750 Electrum coins for the capture of Mendacious Malik at the Space Master's discretion.

Captain Hunter, a daring smuggler, has come up with a plan to rescue the Ambassador. He thinks he knows of a way to plot a course to the cloaked star system, Zodemus. Part of this information Captain Hunter came upon after retrieving an old, lost, damaged, and drifting surveillance satellite floating in space. Hunter had his Robot buddy B9 retrieve the satellite's data and upload it into his ship's Navigation Console. The data on the old satellite was fragmentary but Hunter has pieced together almost enough information to guess at Zodemus probable route.

"It's a sure thing B," says Hunter, "We just need a little more data to fill in the blanks on this star map and some new crewmen."

B9, ever practical, replies, "Remember what happened to the last crew captain? You may not be able to recruit more if anyone learns what happened to them."

"Well, just keep that fact to yourself, and besides, this will be different," insisted Hunter, "a cakewalk."

B9 flashed his indicators in irritation, or so Hunter thought. "We'll see - " said the Robot.

Note – Because the Zodemus Star System is cloaked the Player Characters cannot themselves chart a course, that is determine the route number to this cloaked system, making it initially impossible to travel there using a Hyperdrive without specific navigational data. However, Captain Hunter only needs 1 more Unit of Data to determine **the Route Number to Zodemus is RN 4** which will make it possible to journey there.

Warning

The Star System has been cloaked by the Ancients and its gravity is a hazard to navigation such that ships which attempt to approach this hidden star system without the RN are wrecked or destroyed by asteroids, it is a graveyard.

Captain Hunter Stats

Captain Hunter (AC 9, HD 1, hp 6, MV 120' (40'), #AT 1, Dam by weapon, Save F: 1, ML 10, AL Neutral).

B9 the Robot Stats

B9 the Robot (AC 4, HD 2, hp 7, MV 90' (30'), #AT 1, Dam 1-6, Save D: 1, ML n/a, AL Neutral)

Rumours of the Known Galaxy

Truths, half-truths and utter fabrications may be heard in the star ports of the Known Galaxy. The Space Master may decide whether a rumour is true or false.

In the news Radio Cosmos - A Terran Diplomat and 7 diplomatic staff on their way to DUL on a diplomatic mission to the Caliban were captured by the notorious Asteroid Pirates. Terran Empire officials have described this attack as an outrage. There has been no comment from the Caliban. Representatives of the Independents have claimed no involvement. Investigators from the Space Patrol have been called in and the Terran Fleet has been put on a state of readiness.

Rumour – The Space Pirates have demanded a ransom of 3000 electrum but agents of the Terran Empire are willing to pay this to anyone who rescues the Ambassador from the clutches of the pirates. The reward will be paid when the Ambassador is delivered to Terran Empire agents at Baboo. They have also placed a 1500 electrum bounty on the head of the leader of the Space Pirates.

True: The Terran Empire will pay the reward and the bounty on the leader of the Space Pirates is Dead or Alive.

False: The rumour is true but the exact amount of the reward or bounty are lower.

Rumour – A 1000 Electrum Coin Bounty is offered Dead or Alive by the Space Patrol for Noh Bode wanted in 7 systems, for crimes committed (unspecified) within the Terran Empire. The bounty will be paid when the prisoner is delivered to the NAR Penal Facility.

True: The NAR Penal Facility will pay the bounty, dead or alive, but only after checking the body to make sure it is actually Noh Bode.

False: Was the name "nobody"? I'm surprised you fell for that one greenhorn.

Rumour – No one ever escapes from the NAR Penal Facility.

True: No one ever escapes because all prisoners are kept in stasis as popsicles. Some have escaped in transit on the way to the Penal Facility but not from it.

False: There was a jail break several years back and several very dangerous prisoners escaped.

Rumour – The Caliban destroy any ships that enter Caliban Space.

True: The Caliban are ruthless killers that dislike intruders. Enter Caliban space at your own risk.

False: Ships are permitted to travel to DUL for the purpose of trade. By treaty any Terran ships which enter Caliban Space elsewhere must allow themselves to be boarded and inspected. The Captains are then informed that they are in violation of the peace treaty and their ships are to be turned back to disputed space under escort. Any failure

to comply permits the Caliban to enforce their jurisdiction by force, including using lethal force where necessary. The reverse also applies to Caliban ships found in Terran Empire space.

The ships of Independents are treated similarly by the Caliban even though they are not officially recognized by the terms of the Treaty that ended the war between the Terran Empire and the Caliban. The Caliban regard the treaty as more of a "guideline" in their treatment of the Independents.

Rumour – 2000 Gold Coins are offered to smuggle passengers into (or out of) the Terran Empire.

True: The destination will be named at the time of meeting in some seedy location. Passengers are a Wizard, his companion, and a pair of robots. It would be really extraordinary if one of them had a valuable unit of data within it.

False: Its a setup, a sting to catch criminals in the Terran Empire.

Rumour – Asteroid Treasure

True: Space Pirates have hidden treasure on an asteroid/planet/moon, there is even a map data unit.

False: There is no treasure, its a trap to lure ships to where the pirates plan to attack.

Rumour – A derelict ship contains a treasure

True: The ship is crashed on a moon/planet, or it drifts through space. There is a treasure stashed in a stasis pod on board a sleep ship.

False: The ship is crashed on a moon/planet, or it drifts through space. There is a living person in the stasis pod.

Rumour – Ruins Treasure

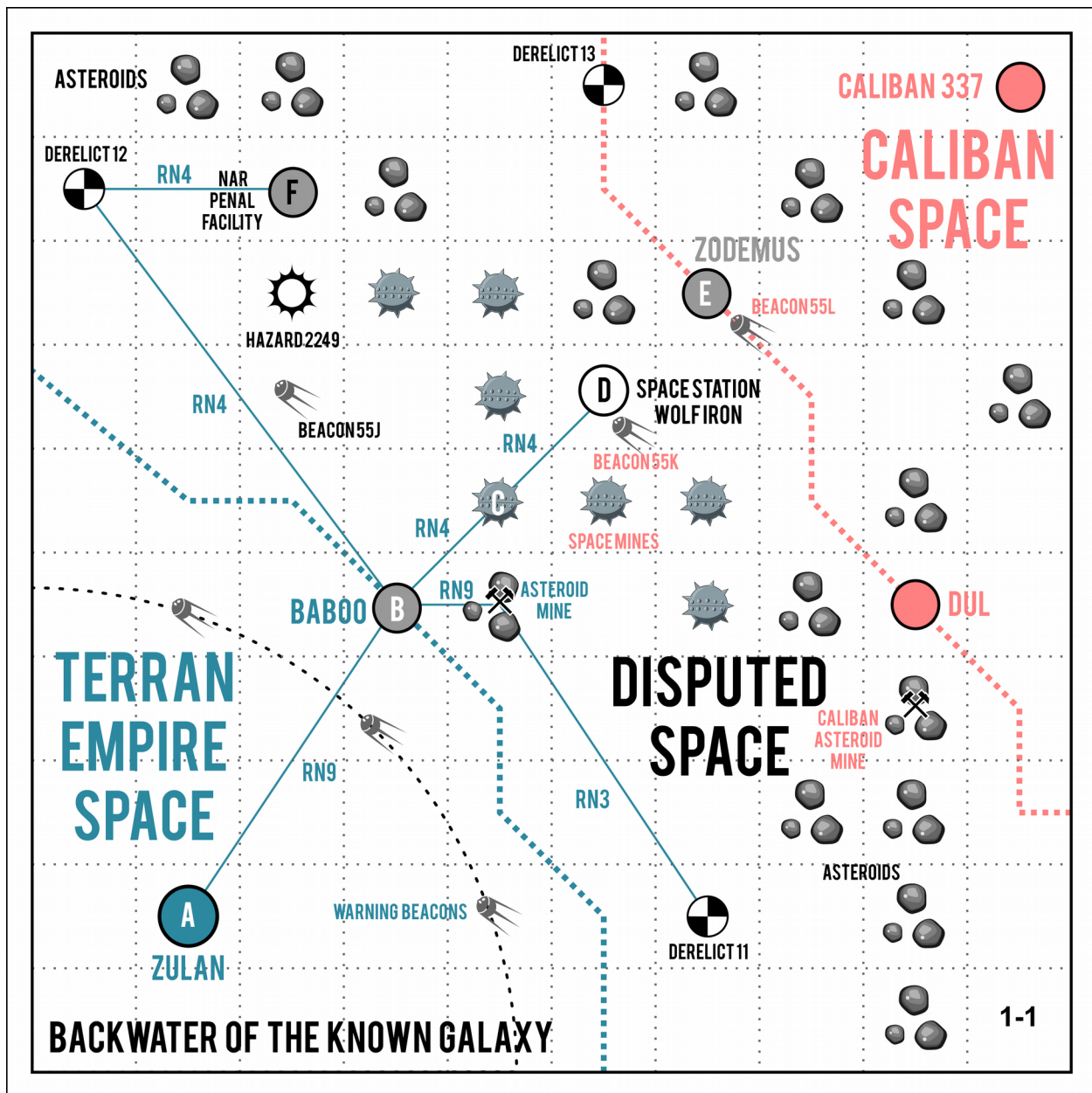
True: A dungeon may be found on an asteroid/planet/moon. A Unit of Data is being sold which gives the RN.

False: Its a fake, it turns out there is nothing at the location.

Rumour – A plague ship attempted to land at Baboo and was destroyed by the Space Patrol.

True: The plague ship arrived but no one was alive, the ship is being towed to Hazard 2249 for disposal.

False: This is a cover story put out by the Space Patrol, really the ship was half the wreck of an Ancient vessel and is now being towed to a secret location in the Terran Empire. Question is, where is the other half of the ship? The Space Patrol is searching.



The Space Master's Map of Square 1-1, A Backwater Of The Known Galaxy

Known Star Map Key

The note column in the table below provides a space for the Space Master to personalize the Known Galaxy but the area below is not intended as a space for a full workup. The intent is to permit a notation per location in order to keep the scope manageable. The notation may be about at least 1 possible adventure relating to the location or information etc.

Note - The Known Galaxy map opens a scope of adventure for which the Space Master may not be ready for. Players may need to be reminded that this is the first adventure after which other adventures may be presented to them. However, it might pay to jot down a brief note about the other locations potentially available. Certainly Derelicts 12 and 13 are locations for potential dungeons, as are asteroids at the location of the Asteroid Mine.

Key	Description	Notes
A	Zulan, a planet of provincial prominence in this backwater of the galaxy.	
Asteroid Mine	Asteroid Mine, This mining facility extracts Trillium from the asteroids. A tough Independent mining community on the frontier.	
B	Baboo, a proverbial desert backwater on the border of Terran Empire space.	
Beacon 55J	An old navigation beacon, pre-war, sends a warning about Hazard 2249, a black hole, stating avoid the area.	
Beacon 55K	Caliban Beacon 55K monitors the square for activity.	
Beacon 55L	A Caliban navigation warning stating avoid the area in harsh croaking words.	
C	Space Mine Field from the war, planted by the Caliban to deny access through the asteroid field, nasty. They were supposed to be deactivated by the terms of the treaty which ended the war but this seems to have been overlooked, or has it?	
Caliban 337	A Caliban colony.	
Caliban Asteroid Mine	An Asteroid Mine run by the Caliban, here prisoners are used for the dangerous work.	

Key	Description	Notes
D	Terran Space Station Wolf Iron. It is battered and exchanged hands several times during the war but it still usable. It has been abandoned under the terms of the treaty which ended the war. Under those terms neither Terrans nor Caliban are permitted to set foot there unless a crew is forced to abandon their own ship.	
Derelict 11	Derelict 11, the sleep ship Dreamer bound for some colony world, holed and its passengers long deceased remain in their capsules.	
Derelict 12	Derelict 12, The merchant ship Colossus, a plague ship, long abandoned, all the crew are deceased and no one dares recover its cargo.	
Derelict 13	The Caliban warship 6871 a wreck damaged during the war.	
Disputed Space	A territory of space serving as a border between the Terrans and the Caliban. Permanent settlement and occupation by the Terran Empire or the Caliban is forbidden by treaty. Independents have settled this area and are subject to neither Terran or Caliban law. Independents are not recognized by the peace treaty either.	
Dul	A watery Caliban colony.	
E	Zodemus, a cloaked system hidden by the Ancients. Its gravity betrays its presence.	

Key	Description	Notes
F	NAR Penal Facility. Conveniently located outside of Terran jurisdiction and run by Independents this penal facility serves as an oubliette for prisoners paid to be held here. Rumour has it the prisoners are kept as popsicles, in stasis. No one has ever escaped the prison but some have been sold to the Caliban to work in their Asteroid Mine.	
Hazard 2249	A black hole	

Zodemus Star System Chart

From			To Destination												
Key	Type	Name	1	2	3	3a	4	5	5a	5b	6	7	8	9	10
1	Star	Sun	-	-	-	-	-	-	-	-	-	-	-	-	-
2	Planet	Incinerus	-	-	RN5	RN5	RN7	-	RN5	RN5	RN3	RN7	-	RN4	RN3
3	Planet	Odmiria	-	RN5	-	RN9	RN8	-	RN7	RN7	RN3	RN8	-	RN4	RN3
3a	Moon	Vola	-	RN5	RN9	-	RN8	-	RN7	RN7	RN3	RN7	-	RN4	RN3
4*	Planet	Zodemus	-	RN7	RN8	RN8	-	-	RN7	RN7	RN3	RN7	-	RN4	RN3
5	Planet, Gas Giant, Unbearable	Cthonica	-	-	-	-		-	-	-	-	-	-	-	-
5a	Moon	Pula	-	RN5	RN7	RN7	RN7	-	-	RN9	RN3	RN7	-	RN3	RN3
5b	Moon	Todu	-	RN5	RN7	RN7	RN7	-	RN9	-	RN3	RN7	-	RN3	RN3
6	Asteroids		-	RN3	RN3	RN3	RN3	-	RN3	RN3	-	RN3	-	RN3	RN3
7	Planet	Mederon	-	RN7	RN8	RN7	RN7	-	RN7	RN7	RN3	-	-	RN4	RN3
8	Planet, Gas Giant, Unbearable	Upislon	-	-	-	-	-	-	-	-	-	-	-	-	-
9	Dwarf Planet	Fiklis	-	RN4	RN4	RN4	RN4	-	RN3	RN3	RN3	RN4	-	-	RN3
10	Asteroids		-	RN3	RN3	RN3	RN3	-	RN3	RN3	RN3	RN3	-	RN3	-

* Main planet of the star system.

Key to the Zodemus Star System

Within the scope of this adventure it is intended that players focus on their journey to Zodemus 4 and the remainder of the planets in the star system are left for the Space Master to develop as

they see fit. The intent is to permit a notation per location in order to keep the scope manageable. The notation may be about at least 1 possible adventure relating to the location or information etc.

Note - Captain Hunter will not be willing to test a journey with his ship to planets other than Baboo or planets of the Zodemus star system. He will be focused on the immediate mission, the rescue of the Ambassador and return to Baboo to collect the reward. He will refuse to go anywhere else.

Note - The maps open the scope of adventure the Space Master may not be ready for. Players may need to be reminded that this is the first adventure after which other adventures may be presented to them. However, it might pay to jot down a brief note about the other locations potentially available which should include the Gravity Number (GN) of each map key entry. The planet Fiklis is provided as an example in the BX-Space rules.

Key	Type	Name	Description
1	Star	Sun	
2	Planet	Incinerus	
3	Planet	Odmiria	
3a	Moon	Vola	
4*	Planet	Zodemus	

Key	Type	Name	Description
5	Planet, Gas Giant, Unbearable	Cthonica	
5a	Moon	Pula	
5b	Moon	Todu	
6	Asteroids		
7	Planet	Mederon	
8	Planet, Gas Giant, Unbearable	Upislon	

Key	Type	Name	Description
9	Dwarf Planet	Fiklis	Fiklis has no real atmosphere so Space Suits must be worn. In outward appearance this is a dead world. The planet is frozen so distant is it from the sun, but within Fiklis is a warm hospitable hollow world of fantastic creatures and forgotten ruins of the Ancients where the air is breathable. There is an ancient airlock which will automatically grapple and dock ships that approach near to it, landing is GN9 at this location only. When a ship “lands” the airlock grapples the rocket ship, draws it within the planet, and guides it to a landing pad. Blast Off is also GN9 at this location and the process is reversed.
10	Asteroids		

Recruiting the Player Characters

Captain Hunter has let it be known in the space port of Baboo that the Rocket Ship *Spacer* is looking for crewmen, not the usual sort, but imaginative swaggering adventurers, and where the ship’s captain might be found. Hunter is prepared to offer 1/10th of a share of the profits of the next voyage to each adventurous crewman but plans to recruit no more than five. Hunter plans on keeping 5/10ths of the shares, that is half the haul. Hunter will be short on details though, since the captain doesn’t want to give away any secrets, but promises to reveal all once on board and under way. These are captain Hunter’s terms.

If the players accept the deal Captain Hunter will tell them to gather whatever personal items they need and report for blast off!

The Rocket Ship Spacer

The *Spacer* is an old rust bucket, and not all of her systems are working properly, but the Rocket Ship is still space-worthy. Captain Hunter will try to fix some of them himself and may

ask the Player Characters to try to repair some of the ships inoperative systems during the voyage. The Players can raise some systems to Damaged status.

Stats for The Spacer

The Spacer, AC 7, EN 7, HD 3, HP 14, 1-6 Crew, Enc 4800 coins, Cannon 1

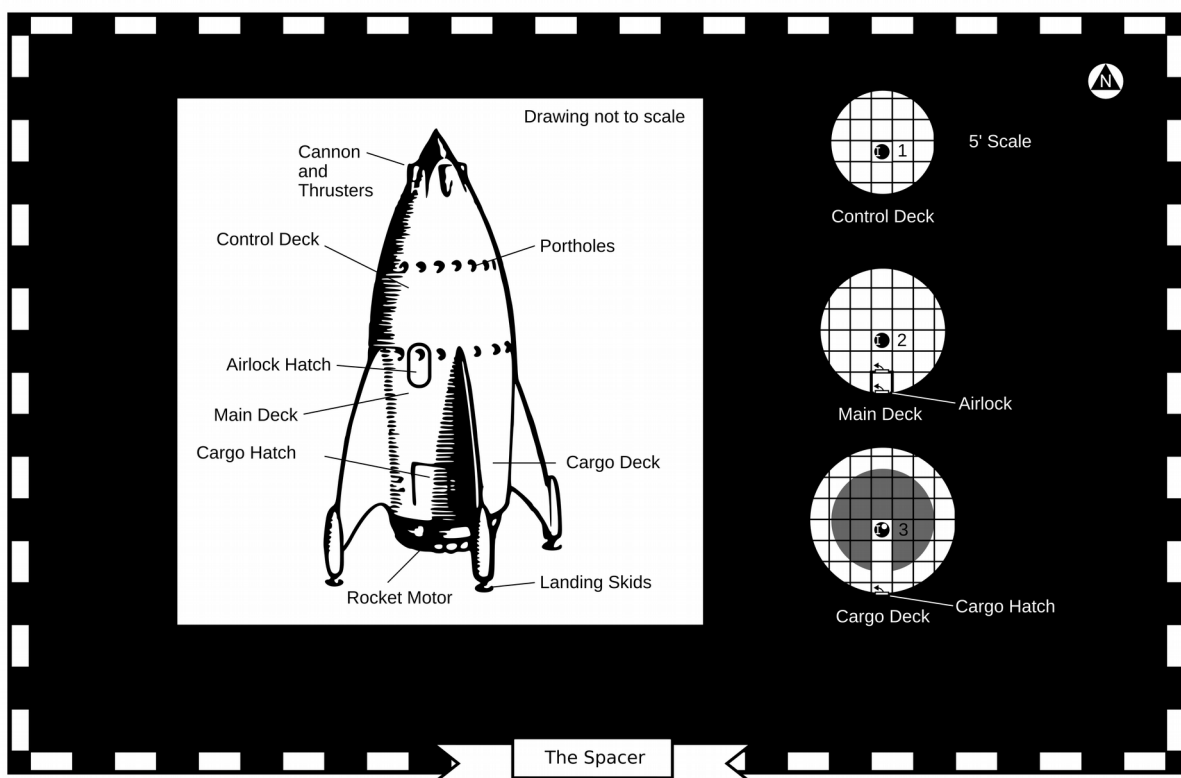
List of the Spacer's Damaged Systems

Damage Location Roll d20	Systems	Status - Damaged	Status - Inoperative
1	Air Supply ^{1,3}	○	○
2	Airlock/Hatch	○	○
3	Artificial Gravity	○	○
4	Auto-pilot ³	○	○
5	Cannon	⊙	○
6	Cargo Space	○	○
7	Grapple ³	○	⊙
8	Heating and Air Conditioning ³	○	○
9	Helm ³	○	○
10	Hull	○	○
11	Landing Skids	○	○
12	Lighting ³	⊙	○
13	Medical Locker ³	○	○
14	Navigation ³	○	○
15	Periscope ³	⊙	○
16	Provision Locker ³	○	○
17	Rocket Motor	○	○
	Hyperdrive ²	○	○
18	Tele-Radio ³	⊙	○
19	WC - Waste Disposal ³	⊙	○
20	Windows	⊙	○

Note 1 – The Air Supply System provides unlimited air until it is damaged.

Note 2 – Hyperdrive is only necessary if travel between stars is being used. Record 2 Systems under line 17. When Damage occurs roll between the two systems to determine which one makes a Saving Throw if Hyperdrive is being used.

Note 3 – The System(s) may be salvaged.



The Spacer Key

The map is at a 5' scale as a Rocket Ship is crammed full with equipment.

Deck #1 – Control Deck

The Helm, Navigation System, Periscope, and Tele-radio are located on the Control Deck as is the Cannon and its charging station for Ray Guns. There is a single hatch here covering the entrance to deck 2 and below a ladder descends to Deck 2. The hatch has a rotating wheel which open it, and it can be locked open or shut. The hatch swings open on a hinge on this deck and can be left in the open position.

Description:

Deck #2 – Main Deck

Folding Bunks for the crew, Medical Locker, Provision Locker, and WC are located on the Main Deck. The Grapple may be located here. This deck has the ship's airlock and a collapsible ladder is used to descend to the ground from the Airlock Hatch or Cargo Hatch. A ladder ascends to Deck 1. There is a single hatch here covering the entrance to deck 3 and below a ladder descends to Deck 2. The hatch has a rotating wheel which open it, and it can be locked open or shut. The hatch swings open on a hinge on this deck and can be left in the open position.

Description:

Deck #3 – Cargo Deck

There is a ladder here which ascends to Deck 2 where a hatch covers the entrance. The cargo hold is an interior space of the ship and access to it is granted via an internal personnel hatch, and a larger external cargo hatch. Neither of the Cargo space hatches have an airlock. The external hatch has a small winch for hauling heavier objects up to the hatch.

Floor to ceiling the cargo space is really an engineering space with a small storage area surrounding, and shielded from, the Rocket Ship's most vital systems. By design there is no access to major ship systems such as the Hyperdrive or Rocket Motor from inside the Cargo Deck.

The cargo space may hold 4800 coins per the encumbrance of the Ship. It is not pressurized. If it is damaged cargo may be spoiled or lost.

Description:

The Quest Explained

After blast off Hunter will set a course for the minefield (Destination C), on the galactic frontier. This is the first leg of the journey and will take 4 days. The minefield was laid during the last war and was supposed to have been deactivated. After the minefield, Space Station Wolf Iron will take another 4 days to reach. Built during the last space war, the space station is now a Life

Saving Station. Once the Rocket Ship jumps into Hyperspace then the captain will tell the Player Characters the following:

“You may have heard a rumour that a Terran Empire Diplomat was captured by Space Pirates and is being held for ransom on a planet called Zodemus. Well, it happens to be true. The Empire will pay that ransom unless someone else performs a daring rescue. My intention is to rescue the Diplomat ourselves, and collect the reward. There is also, I might add, a bounty on the leader of the Space Pirates.

- 3000 Electrum – Reward for rescuing the Terran Ambassador
- 1500 Electrum – Reward for capturing the Space Pirate Leader, (750 Electrum will be awarded for the capture of Mendacious Malik.)

I have reliable information that the Space Pirate hideout is on the 4th planet of the Zodemus star system. There are ruins there which they use as a hideout. Now, I don’t have to tell you that the ruins undoubtedly also contain pirate booty. So, Zodemus 4 is our ultimate destination. The plan is simple, navigate to Zodemus, make a landing there, investigate the ruins, rescue the Diplomat, and take whatever we can find. If we are lucky we will all become rather wealthy.”

B9 will interrupt, “Ahem, aren’t you forgetting something captain?”

“Yes, well first we need to complete our star map and plot the route to Zodemus. For that our first stop will be an old space station, its called Wolf Iron. There B9 will download the rest of the star map we need, 1 Unit of Data.”

“What about the space mines?” asks B9.

“They are supposed to be deactivated but those old mines are unreliable. Just to be sure when we get to the minefield someone will have to make a spacewalk and deactivate the space mines, replied Hunter, obviously wishing the Robot hadn’t brought this up just now. “That won’t be too hard. Then we’ll dock with the Space Station.”

“Won’t the Space Station be crawling with Cadaverites?” asks B9.

“No, its abandoned.” insisted Hunter. “Enough doom! I’m having your motivator replaced!”

“I’d settle for some clean oil for once.” replies B9 dryly.

Hunter continued, ignoring the skeptical Robot, “Once docked we may have to set the space station’s automated grapples to release *The Spacer* as there is no one on board the station to set free the ship. B9 will proceed to the navigation console and download the map data we need. Then we return to the ship, release the dock from our side, upload the Unit of Data into our navigation console and plot a course for Zodemus.”

About The Pirates

The Pirate Leader does not play a part in this adventure. Most of the Pirates are “Normal” Men and a few are Monsters such as his deputy Mendacious Malik at the pirate lair. During the adventure the pirate fleet does not return to their hideout at Zodemus, although they possibly might in a later adventure, leaving it to be plundered for the present adventure by the player characters!

Destination C – The Space Mines

Captain Hunter’s rocket ship, *The Spacer*, has to stop at Destination C, so that someone can get the code to deactivate the space mines. The mines are old so deactivating them isn’t terribly hard but someone has to go and deactivate one to get the code, requiring a space walk. The Test Number is 9 to deactivate and get the secret pass code from a mine. Success means the mine is deactivated and the code is obtained, failure means the mine explodes, there is however only a 1 in 6 chance the mine will actually explode, most simply fizzle and fail to explode at all, having been in space a long time. Running into a mine with the ship however always causes them to explode. Once the code is obtained Captain Hunter will then transmit the code to the minefield using the Tele-Radio (a check roll is required to successfully operate the Tele-Radio), and this will temporarily deactivate the minefield enabling the crew of *The Spacer* to set a course for Zodemus, Destination D.

Alternatively the Player Characters can risk passage through the minefield without deactivating the mines. Treat this as if the Rocket Ship dropped out of Hyperspace because of a Hazard. This requires a successful check roll by the Rocket Ship’s Helmsman vs. an Escape Number (EN) of 2 to avoid the mines. Failure of the check roll means the ship strikes a mine on its way through the minefield and it will almost certainly suffer damage.

Space Station Wolf Iron

Captain Hunter has to stop at Space Station Wolf Iron and have B9 retrieve a Unit of Data from the Space Station’s navigation computer.

Space Station Wolf Iron is found within an asteroid. The asteroid is mainly iron and its rugged surface belies the fact it was attacked and changed hands several times during the war between the Terran Empire and the Caliban. The debris of space battles floats in this region of space, creating additional hazards to navigation.

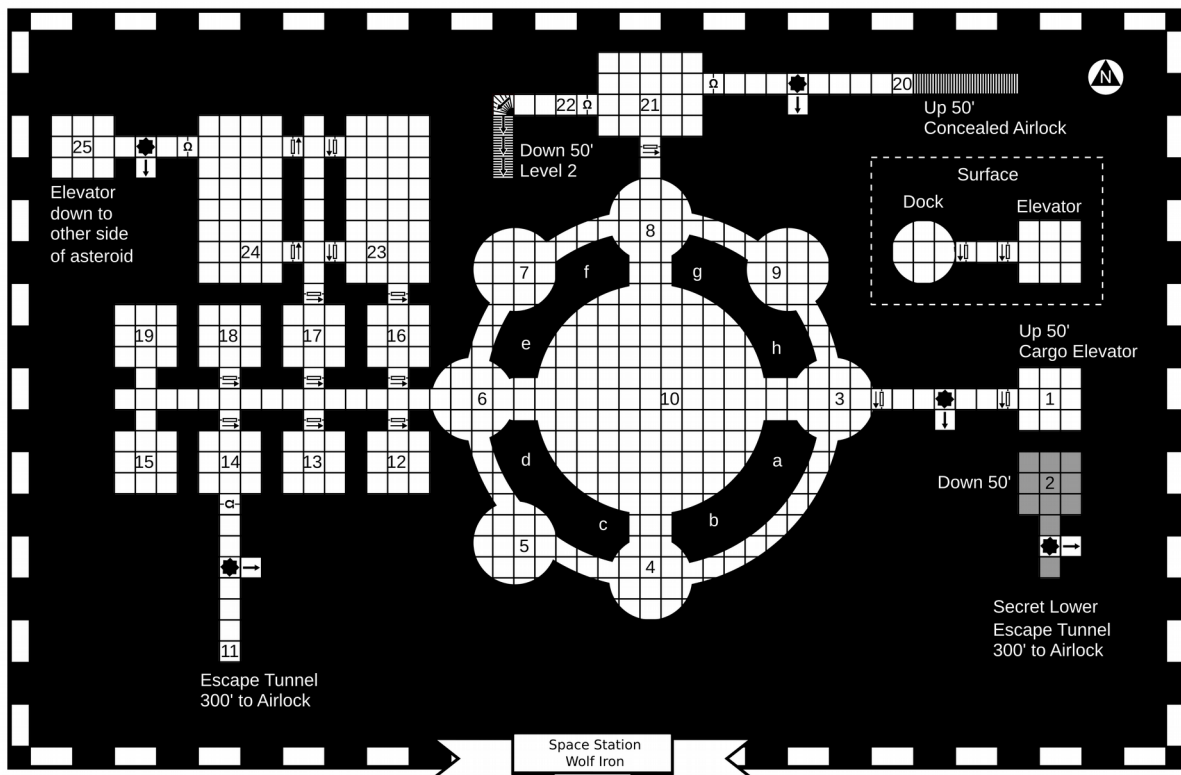
The entrances to the space station, for there are several, are hidden in clefts of rock, for it was built in a time of war. The main entrance however is now well known, and a docking station was built over the entrance after hostilities ceased since the station is now no longer a secret. The Terran’s removed any armament and secret equipment when they left but the station is stocked

with emergency supplies. The station's navigation equipment was left to passively monitor the region for navigational hazards.

Since the station's role is now that of an Emergency Life Station it has beacon lights, broadcasts its location in both Caliban and Terran language, and automated docking equipment is installed which accommodates various forms of Rocket Ships. The Station has a grapple which automatically secures nearby vessels and safely draws them to the dock. This grapple has to be disengaged from within the station, and a timer set in Turns, before a ship can leave.

No one is supposed to be here unless they are required by an emergency to take refuge in the Emergency Life Station. Terran or Caliban Ships that call here are obligated by the treaty between the Terrans and the Caliban to pick up any Caliban, Independent, or Terran Empire persons here and transport them to Baboo. The Caliban and Space Patrol stop here routinely to check for survivors, restock the facility, and download the navigational data.

When the Player Character's arrive the Space Master can determine if there are monsters here, survivors of space wrecks, or if the station is empty. Captain Hunter won't want to pick up anyone here and ferry them to Baboo. As an independent, he technically does not have an obligation to do so and he certainly won't want to take anyone with him to Zodemus unless they are useful. This is a great way for late players to join in the game!



The Space Master may key the Space Station:

Key to Space Station Wolf Iron

Room	Description:
1.	The airlock entrance on the surface of the asteroid is connected to a cargo elevator which descends 50' to the space station main level. The doors slide open manually and are operated by a wheel. There is a stone block which can be moved into a position that blocks the corridor. This is a common feature of all exits as the station had to be defended.
2.	
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Room	Description:
10.	Wolf Iron Navigation Computer Station (e) contains the unit of Data Robot B9, or a Player Robot, must retrieve. Wolf Iron Navigation Computer Station (h) has the grapple control to release a docked ship. It may be set to release a ship in any preset number of Turns.
11.	
12.	
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Room	Description:
22.	Room #22 is a stair to levels below for optional additional development by Space Masters, or it doesn't exist.
23.	
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About Zodemus

The planet Zodemus is hidden below a cloak of invisibility erected by the Ancients. In the distant past, a keep was once apparently an outpost of a now vanished medieval alien civilization. The ruined keep is now the hideout of Space Pirates. Its secrets lay waiting to be rediscovered.

Except for its Gatehouse and a span of wall, nothing remains of the keep; all its towers have fallen, the rubble has been cleared away to its foundation to provide a landing space for Rocket Ships, and this is where Captain Hunter will boldly land his ship *The Spacer*. The ground is open, flat, and shows blast marks from take off and landing.

A Fiendish Pirate Plot

What the players do not know is that a Doppelganger is playing the part of the prisoner they have come to rescue. The pirate captain has arranged this fiendish plot and has planted the Doppelganger to impersonate the prisoner in the event that if someone should attempt to rescue his valuable prize they will mistakenly rescue the Doppelganger instead and the pirates will have then planted a spy. The Doppelganger is in fact in command of the entire secret pirate base and has imprisoned his charge, the Terran ambassador in the mine below the ruined keep.

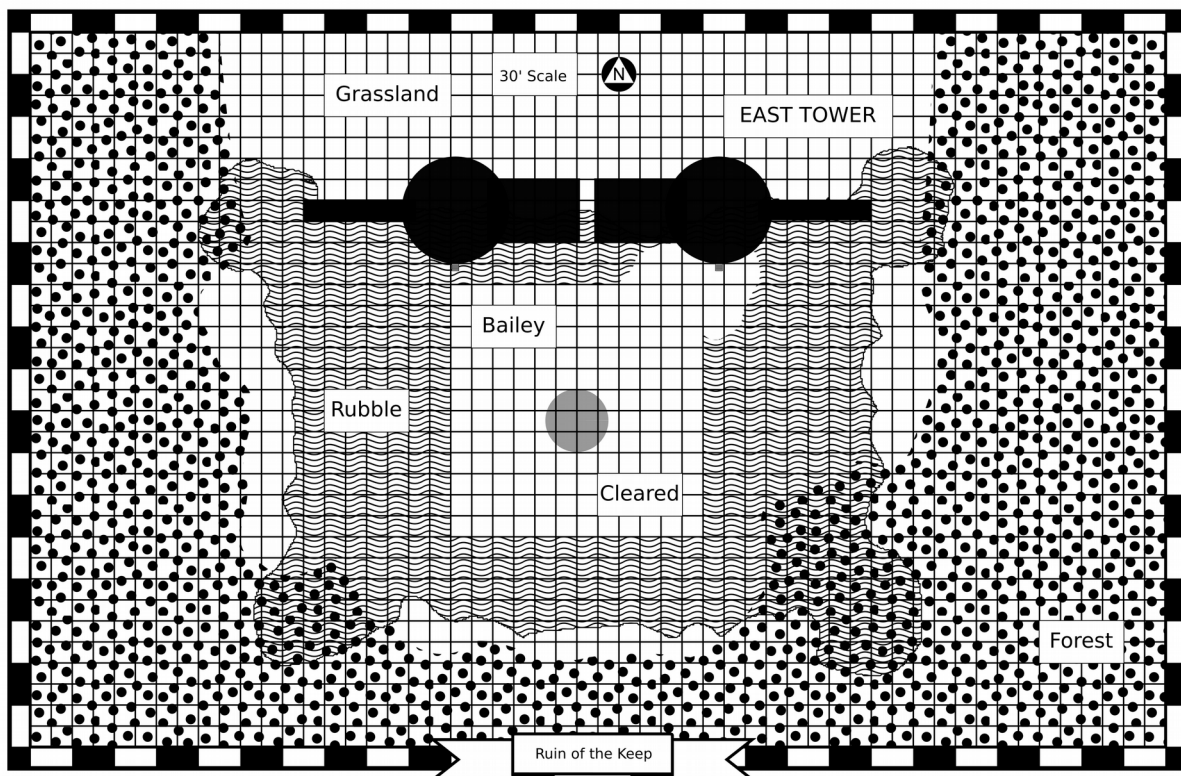
There the prisoner is guarded by Pirates (Bandits). The players will discover this for themselves, bit by bit, as they play the adventure.

The Landing

When *The Spacer* lands in the cleared area the Space Master must describe the ruin.

One outer wall of a ruined medieval keep is all that remains as a decaying monument to its forgotten builders. Only the eastern gatehouse tower is partially intact as the western is merely a hollow shell of walls whose upper floors have long since yielded to the weight of time and collapsed. The remainder of the keep is completely in ruins, mere rubble that has been pushed aside without regard for its history by excavating equipment to make a rocket ship landing pad. The remaining two towers of the gatehouse are joined by a length of decaying wall. The arch of the gate once spanned a cobbled road which led who knows whence. All trace of this road soon vanishes in the surrounding weeds.

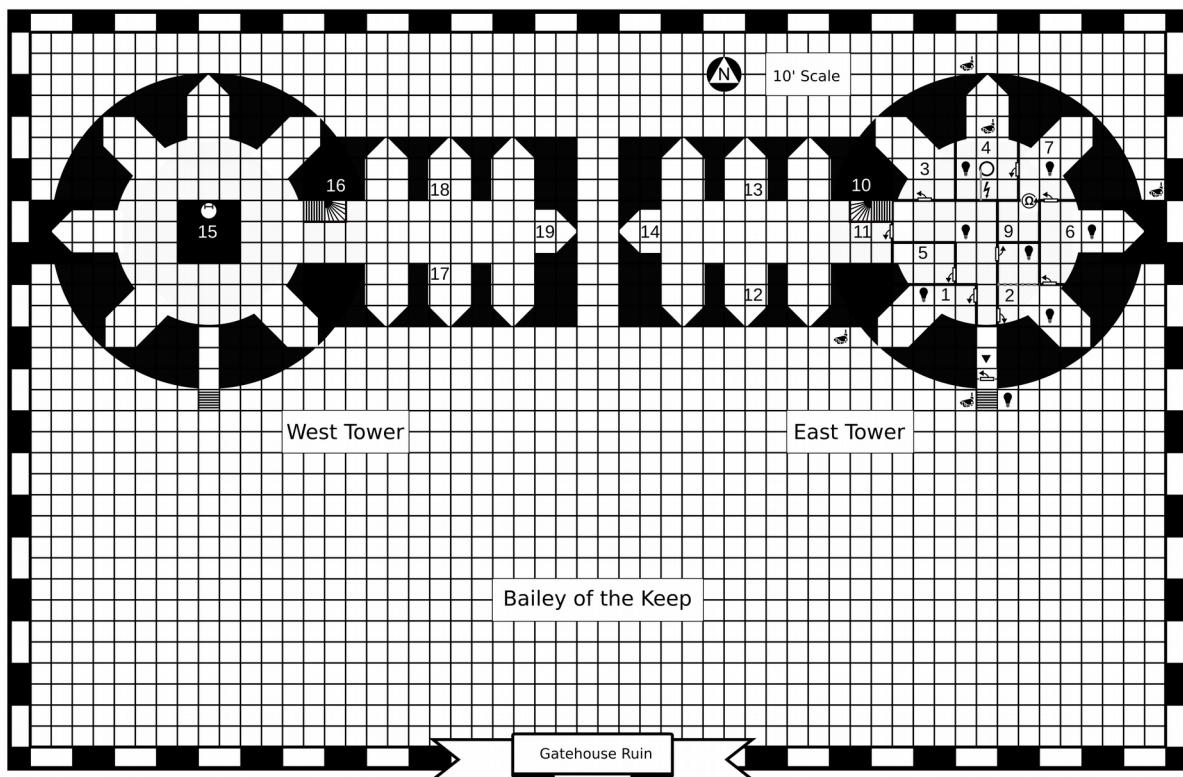
Ruin of the Keep Outdoor Map



The keep has largely fallen to ruin and is surrounded by Forest.

Description:

Gatehouse Ruin Map



Note – The map is drawn at a 10 ft scale per square.

The Western and Eastern Gatehouse Towers

The entrances to the towers face what was once the inner bailey of the keep which has been turned into a landing pad by the pirates. The entrances are 10' up a flight of stairs which have

no railing. The ground where The Spacer lands, is covered with burn and blast marks. There are manacles here which confine the charred remains of a recently incinerated corpse. The eastern and western towers have a single portal.

A keen observer (roll 1, 1d6 as if searching for secret doors) will note that there are tracks on the ground here which appear to have been made by an apelike creature that sometimes walks on two feet erect and sometimes on four. They come and go leading to the metal door of the Eastern Tower then away south, east, and west into the surrounding woodlands.

The tracks were made by Devolved Beastmen; creatures which were once raised from an animal state to act as the servants of the Ancients. However, their modified DNA had a sunset clause and having devolved and lost their civilization now that the Ancients are absent to renew the lease they have declined to savage animal intelligence, that is they live in social groups and may use stone tools and sticks but little more. They are inclined to smash what they do not understand rather than to try to understand it. They walk upright only some of the time. Refer to Eastern Gatehouse Tower Room Key #5, the Devolved Beastmen seek to recover their stone idol which the pirates took from the forest.

The Eastern Gatehouse Tower

The Eastern Tower portal is shut with a door. The door is metal and a dirty lighted keypad is situated next to it. It would be just possible to discern which six keys must be pressed but not their sequence. Below the keypad is a datalink port for a Robot. There is an armored metal cable here secured to the stone which runs from the keypad through the metal door frame.

Note that if this door is carelessly left unlocked, or open, at night Devolved Beastmen will enter the eastern tower in search of their stolen stone idol.

6 Devolved Beastmen (AC 6, HD 1, hp 3, 2, 3, 5, 5, 3, MV 120' (40'), #AT 1, Dam 1-6, Save F: 1, ML 7, AL Neutral).

The door is locked and unless the correct code is entered it remains so and does not open. The computer systems of this facility will only accept 5 incorrect attempts before the security system disallows any further entries and locks all systems down except from the console in Room #2.

When the keypad datalink port is accessed by a Robot it can tell that the correct code is 6 digits and that only 5 incorrect attempts may be made before the system will not allow codes to be entered.

The correct code must be entered, or it has to be guessed at, 3-8-5-1-9-4. The Space Master may permit a check roll to guess the code, grant a Player's Character a Test Number of 4, and grant a dice roll modifier for the INT ability of, +5, +10, or +15% [+1, +2, +3].

A Test Number of 4 requires a player whose character is 1st to 3rd level to roll 71 or better on d100 to succeed. Roll equal to or better than the Check Number to succeed. An INT of 13-15 grants +5% [+1], an INT of 16-17 grants +10% [+2], an INT of 18 grants +15% [+3]. Numbers in brackets are for use with 20 sided dice tables.

The door might also be blown open with a bomb.

If the keypad is attacked and damaged there is a 20% chance it will unlock but not open the door. If it is rendered inoperative (fails its System Saving Throw) the door remains locked and will not open unless it is repaired, and even then the correct code must be entered as before. This rule may be applied to other keypads in the dungeon; moderate the result according to the circumstance.

Eastern Gatehouse Tower Electrical Supply

Inside the Eastern Tower armoured metal electrical conduits are fastened to the ceilings, to the ceiling light fixtures and cameras, doors, keypads, and generally run through the building from room to room wherever power is needed.

The main power cable comes from the power plant (which is on Dungeon Level 3) and is distributed in the tower from an electrical junction box in Room #4. At this Junction Box power may be turned off for all tower systems. Doors that are locked stay locked, doors that are open stay open.

Player Characters can follow the thick main cable all the way down to the power plant on Dungeon Level 3, refer to the dashed lines on the maps.

When power cables are cut they disable the systems they are attached to. Doors that are locked stay locked, doors that are open stay open. There is a risk of injury in cutting these armored cables from Voltage. Cutting the main power cable risks Death, the lesser cables 1d6 injury, but a successful saving throw vs. Voltage completely avoids any harmful effect.

Eastern Gatehouse Tower Key

Entrance Trap

Just inside the door is an anti-gravity field which suspends anyone who enters the square in mid air and prevents them from touching any walls. A character will themselves be unable to escape the field but a character outside of the field may pull one held within it out.

There are two lighted push button keypads set into the wall on either side of the trap which turn it off but they are unreachable by anyone stuck in the field. The correct code must be entered to turn off the trap, 3-8-5-1-9-4.

Room #1

There is a keypad outside the metal door of this room but the door is not locked. It will unlock or lock when a code is entered, 3-8-5-1-9-4.

This room is an unkempt bedroom used by the pirates. It is filled with battered furniture but is empty of monsters, traps, and treasures as one would expect. The bed is unmade and the floor dirty. There are marks on the floor here left by robots but underneath them boot prints.

Note - The footprints match the pattern on the bottom of the Doppelganger's Boots.

Description:

Room #2

There is a keypad outside the metal doors of this room, the door is locked. It will unlock or lock when a code is entered, 3-8-5-1-9-4.

This room is a guard post, there is a metal table here with a console which currently displays views outside the tower in the cardinal directions, outside and inside the front door. The room is divided by a tarp and on the other side is a makeshift bedroom with a foam pad and a bedroll. If the bedroll is searched it will be found to be warm, as if it were recently occupied. Against the west wall is a metal ammunition crate with a lock.

On the opposite side of the tarp away from the Player Characters (no matter which door they use, unless they enter the room through both doors at once) is a Guard Robot which appears to be deactivated.

On the north side of the hanging tarp is a metal table and 3 tubular chairs. A deck of playing cards lie on the tabletop beside the console laid out as if someone were playing solitaire. The console displays the previously mentioned views outside the castle and inside and outside the front door.

The console can also display other views but access has to be gained first. It cannot be accessed without entering the correct code, 3-8-5-1-9-4, after which the views may be switched between. The console also has a data port which a Robot may use to control it but a Robot must also enter the correct code, 3-8-5-1-9-4.

Views:

1. Outside the Eastern Tower, a view of the rocket landing pad.

2. Outside of the Easter Tower, North - fields, South - over the landing pad to the forest beyond, West, and East – Forest.
3. Eastern Tower Entrance.
4. Eastern Tower Entrance gravity trap.
5. Eastern Tower Room #4.
6. Dungeon Level 3. Stasis Room

Console - change the above, reset the input panels so they will accept code entry,

The Special Code 0-1-0-1-0-1 grants administrative access to the Console if it is entered. This allows an administrative user to control the above and the Pirate Lair Systems:

- Lights - Turn on or off
- Tele-Radio System - enable or disable
- Stasis Chambers - Power on or off
- Lock and unlock the Door Locks
- Gravity Traps - Power on or off
- Electrical Traps - Power on or off
- Cameras - Power on or off

Console - change the above, reset the input panels so they will accept code entry, change the user code, deliver a computer virus to any robot connected to the system by a data port.

Any attempt to disturb the crate or console will bring an immediate attack by the Guard Robot. Approaching the Guard Robot will also bring immediate attack. The crate contains 99 sp (silver pieces).

Description:

Room #3

The door of this room is original to the castle, and made of wood, it is not locked. The walls of this room are carved with a frieze of leering inhuman Beastman faces along its length.

A close examination of the north wall will reveal a crack around one particularly sinister Beastman face. The face is on a swivel and can be pried open. Behind it is a small safe cemented into the wall. It has a keypad with glowing lights. If the correct code is not entered the safe releases sleep gas which will billow out filling a circular area 10' in diameter. This gas has the same effect as a sleep spell; however, any creature who saves vs. Poison will not be affected. Inside the safe are 400 sp, an unmarked bottle of clear liquid (a potion of healing), and a piece of paper with a keypad code written on it, 0-1-0-1-0-1. It is a special pass code to the console in Room #2 and Room #4.

Description:

Room #4

There is a keypad outside the metal door of this room and it is locked. Outside the door leans a black wooden cane with an electrum handle. (worth 20 electrum)

The door will unlock or lock when a code is entered, either , 0-1-0-1-0-1, or , 3-8-5-1-9-4.

The cane is a sword cane and it has been planted here by the Doppelganger as a prop. It opens by rotating the handle clockwise, which is a trick! Trying to unscrew it the usual way, counter clockwise will not release the sword. The Doppelganger, Mendacious Malik, who pretends to be the old white haired Ambassador, will ask for this cane to aid in walking, but he is really asking for a weapon.

This room is an interrogation cell. There is a stained rug in the middle of the floor just out of reach of two prisoners who huddle in one corner; their hands are manacled. There is also a large armoured cable running from under the carpet over to the south wall where at head height is an electrical distribution panel. From it a spiderweb of smaller armoured cables run through the walls to other places in the tower where power is needed.

The prisoners are the Terran Empire Ambassador (Posh Snob), and a junior staff member (Bumblin' Bupkis).

Guarding the prisoners are 2 Guard Robots (AC 4, HD 2, hp 7, 9, MV 90' (30'), #AT 1, Dam 1-6, Save D: 1, ML n/a, AL Chaotic) who will fight anyone who tries to rescue the prisoners. Also chained to the wall is a locked metal box which contains 500 sp and a jeweled necklace worth 1100 gp.

Note - Underneath a rug in the middle of the floor is a trapdoor to the 2nd level.

The prisoners are in actuality a Doppelganger (Mendacious Malik) masquerading as the Terran Ambassador and a minor member of the Terran's staff named Bumbling Bupkis, who does not realize the "Ambassador" is an impostor. The Staff Member is planted there to add authenticity to the Doppelganger's role.

Bumbling Bupkis hardly knows the ambassador at all but sees this as an opportunity for bonding and potential advancement should they ever be rescued. He will be desperate to get off this planet. All Bumbling Bupkis knows is that he has been kept here alone a long time by himself and only recently has the Ambassador been brought in by the robots and manacled with him. When their ship was captured by the Space Pirates the staff were quickly separated from the Ambassador. He has no idea what happened to the rest of the staff of 6.

Mendacious Malik the Doppelganger Stats

Mendacious Malik (AC 5, HD 4, hp 17, MV 90' (30'), #AT 1, Dam 1-12, Save F: 10, ML 10, AL Chaotic). Immune to Sleep and Charm.

Bumbling Bupkis Stats

Bumbling Bupkis (AC 9, HD 1d4, hp 2, MV 120' (40'), #AT 1, Dam by weapon, Save Normal Human, ML 6, AL Lawful).

Note - The Guard Robots can unlock the manacles or a Thief may pick their locks.

Mendacious Malik the Doppelganger

The pirate captain has arranged a fiendish plot and has planted Mendacious Malik the Doppelganger to impersonate the Terran Ambassador. In the event that someone should attempt to rescue his valuable prize they will mistakenly rescue the Doppelganger instead. The Doppelganger is in fact in charge of the entire pirate base, knows all the codes, and has secreted his charge, the Terran ambassador in the mine below the ruin where the prisoner is kept in stasis (a popsicle). There the prisoner is guarded by Pirates (Normal Men).

This secret pirate base is guarded by Robots which take their orders from the Doppelganger (or any of the pirates) but of course in his role as the ambassador Mendacious Malik will feign that he is their prisoner and the Robots will act accordingly.

Of course the Doppelganger will get up to all sorts of mischief if allowed to continue in the role of the Ambassador. The greatest danger to the creature is not knowing everything it really should to impersonate the Ambassador. To that end Mendacious Malik will arrogantly bluff his way through any obvious difficulty, "How dare you ask me such trivial and impertinent questions, I am the Terran Ambassador!" The erstwhile Terran assistant (Bupkis) will chime in and readily agree, " - this is an outrage!"

A Doppelganger cannot move as fast as a Normal Human should and so will feign a permanent injury restricting movement in order to cover this deficiency. The "Ambassador" is old and white haired, approximately 70 years of age in appearance and will ask for his cane to aid in walking, even then not moving very fast. This should be a clue that all is not as it seems. Bumbling Bupkis, if asked, will not recall the ambassador ever needing a cane to walk but will not challenge this on his own.

In any event the "Ambassador" will at first be oddly reluctant to leave the keep which should in itself be suspicious. The pretext for delay will be that the Ambassador quickly protests leaving too soon and reveals to his rescuers the pirates have stolen vital Terran data, a secret, hidden in a Terran Empire Robot which has been taken below. This vital data must be recovered the Ambassador will insist. Of course this is merely an attempt to both delay departure and lead the players into danger. He will of course profess to have no idea where it is except that it is somewhere below through there – and the creature will point to the trap door in the floor under the carpet.

When found the "Ambassador's Robot" will prove to have a malicious software virus which affects other Robots, randomly turning off some of their systems.

Should the "Ambassador" Doppelganger be bundled off to the ship the character will not resist further, nor during the voyage home to Baboo, and will keep up the pretense. This is all part of the Pirate Leader's plan to insert a spy in the Terran Empire. Mendacious Malik will therefore take care not to reveal itself as an imposter and will only take contrary action if caught and unmasked so to speak. The Space Master should remember that this villain is ultimately cowardly and self serving and wouldn't hesitate to betray others to save itself, even the Pirate Leader.

Note - Bear in mind that the weight of Mendacious Malik and Bumbling Bupkis his assistant must be deducted from any cargo (treasure) which might be carried by the Spacer if there are more persons than can be carried. If overloaded the ship cannot blast off. Note that someone will be without a bunk during lift-off if all are in use. Bumbling Bupkis is a part of the Doppelganger's overall disguise and so the "Ambassador" will not hear of leaving this character behind. Captain Hunter will in principle want to leave any characters that have perished behind and take cargo (treasure) instead.

During the search for the "Terran Robot" if the party is greatly weakened, or Mendacious Malik is revealed to be an imposter, the Doppelganger might choose to turn on the Player Characters as long as the creature can get away with it. Mendacious Malik will order the Pirate Guard Robots to attack, attempt to slip away at the first opportunity, and then flee deeper into the dungeons below to secure his prisoner. There the Doppelganger will also alert the other Pirates to the presence of intruders, and coordinate a defense.

Collecting the Terran Empire Award

If the Players and Captain Hunter merely cart off the Doppelganger aboard the Rocket Ship to collect the reward without further exploring the Towers and the Dungeon they will be paid the 3000 Electrum reward by the Terran Empire at Baboo for returning the Ambassador (in good faith) and the Pirates will have succeeded in planting a spy. The Doppelganger will play along in the role of the Ambassador and even thank the Players for the rescue! Of course if the Doppelganger is later discovered by the Terran Empire suspicion will immediately fall upon Captain Hunger and the Player Characters, it will be assumed they are pirates, and a bounty of 500 Electrum will be placed upon their heads! Trouble is sure to follow! Of course if the Players explore the Dungeon they will eventually find the real Ambassador but the reward is only paid if he is returned alive. There is no reward for the return of Bumbling Bupkis.

Description:

Room #5

There is a keypad outside the metal door of this room, it is unlocked.

It will unlock or lock when a code is entered, 3-8-5-1-9-4. This room once served a mystic purpose but now an altar, covered with dust, is all that remains. The room is filled with bric-à-brac, things the pirates took but didn't particularly value, so it is a store room of sorts. On the altar is a moss covered idol of a bestial man-like creature native to this planet. The pirates explored the nearby woods and found this statue on an altar of sorts in a forest glade. It belongs to Devolved Beastmen which once built the castle, they worship it as a god, and they want it back. They have been gathering in numbers and may someday risk attacking the pirates.

Six somewhat defective Guard Robots are stored here. If loud noises are made in the corridor outside the Robots will be alert when the party enters. They have no treasure.

6 Guard Robots (AC 4, HD 2, hp 8, 9, 7, 5, 4, 11, MV 90' (30'), #AT 1, Dam 1-6, Save D: 1, ML n/a, AL Chaotic). Roll randomly to determine which Robot Systems do not work, at least 1 per Robot.

Description:

--

Room #6

There is a keypad outside the metal door of this room, it is unlocked.

It will unlock or lock when a code is entered, 3-8-5-1-9-4.

There is an oil stain on the floor, and a few loose inconsequential Robot parts, nuts, screws, cogs. The room is otherwise empty of treasure, monsters, and traps.

Description:

Room #7

There is a keypad outside the metal door of this room, it is unlocked.

It will unlock or lock when a code is entered, 3-8-5-1-9-4.

Description:

Room *8

There is a keypad outside the metal door of this room, it is unlocked.

It will unlock or lock when a code is entered, 3-8-5-1-9-4.

Description:

Room #9

Within this secret room wait in ambush two Robots.

They emerge from this hiding place when the door to Room #4 is approached.

2 Guard Robots (AC 4, HD 2, hp 8, 6, MV 90' (30'), #AT 1, Dam 1-6, Save D: 1, ML n/a, AL Chaotic)

Description:

Room #10

Stairs which once led upward to higher floors are now blocked with rubble.

Description:

Room #11

This room was once used for defending the castle but is now dusty and abandoned. The wind blows through the arrowslits/loopholes.

Description:

Room #12

Loopholes for arrows face south towards the landing pad and in the distance wooded land.

If any length of time is spent here observing the woods to the south a glimpse of three Devolved Beastmen will be seen, they approach the edge of the woods, peer out at the eastern tower, point at it, and any Rocket Ship, then return to the woods. They are approximately 8' in height.

Description:

Room #13

Loopholes for arrows face open fields to the north.

Description:

Room #14

This loophole overlooks the entry to the castle.

Description:

The Western Tower

The western tower portal is open, it is approximately 8' high and wider than such an entrance would be for a Human or Elf. Within this tower the structure above has collapsed onto the floor below in a jumble and it is overgrown with mossy growths. Planks, ironwork, and rubble stick up and out at all angles making accessing this area slow to navigate. Movement is reduced.

Room #15

There is a rusting iron bound timber work crane here approximately 30' in height the arm of which extends over an open pit 15' wide. Its mechanism is rusted together. The shaft has a rusty iron ladder which descends into darkness below.

This shaft descends to levels 2 and 3 far below.

Description:

Room #16

Stairs which once led upward to higher floors are now blocked with rubble.

Description:

Room #17

Loopholes for arrows face south towards the landing pad and in the distance wooded land.

Description:

Room #18

Loopholes for arrows face open fields to the north.

Description:

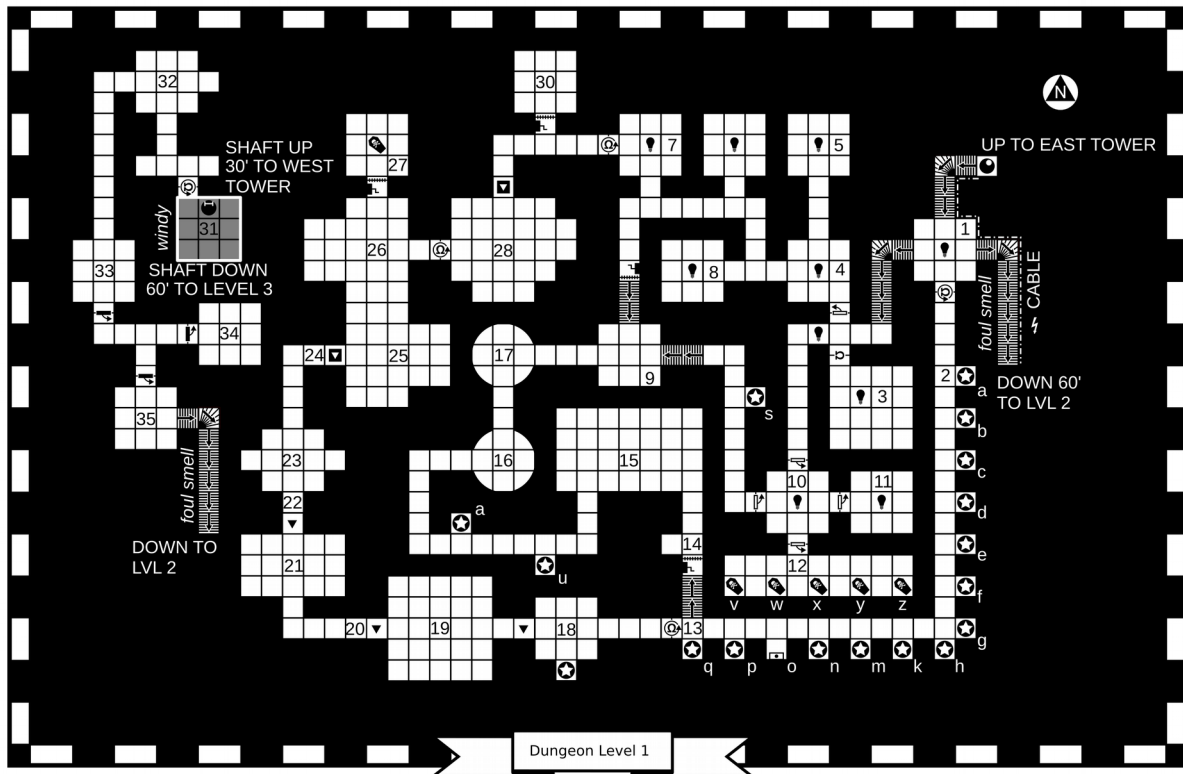
Room #19

This loophole overlooks the entry to the castle.

Description:

Dungeon Maps

The dungeon is left for the Space Master to populate using *known rules* of their own selection and informed by the BX-Space rules.



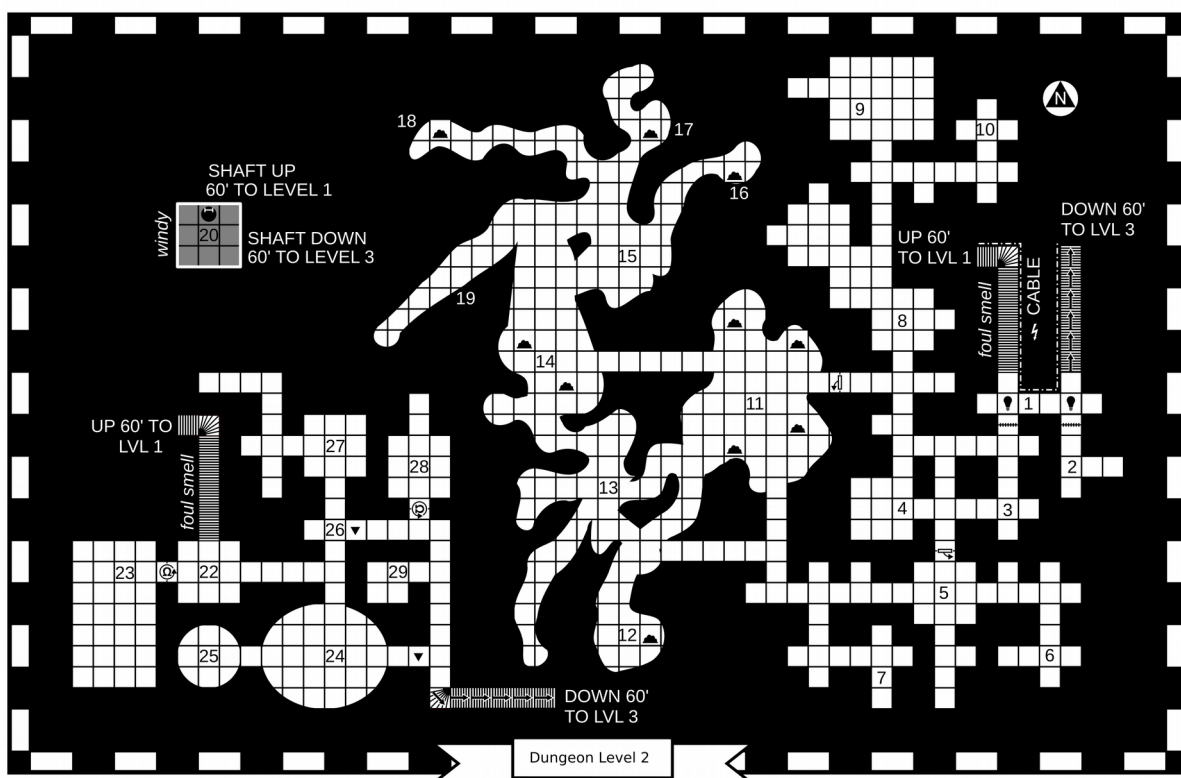
Dungeon Level 1

Space Masters are intended to supply their own content for the map.

Room	Description:
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Room	Description:
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Room	Description:
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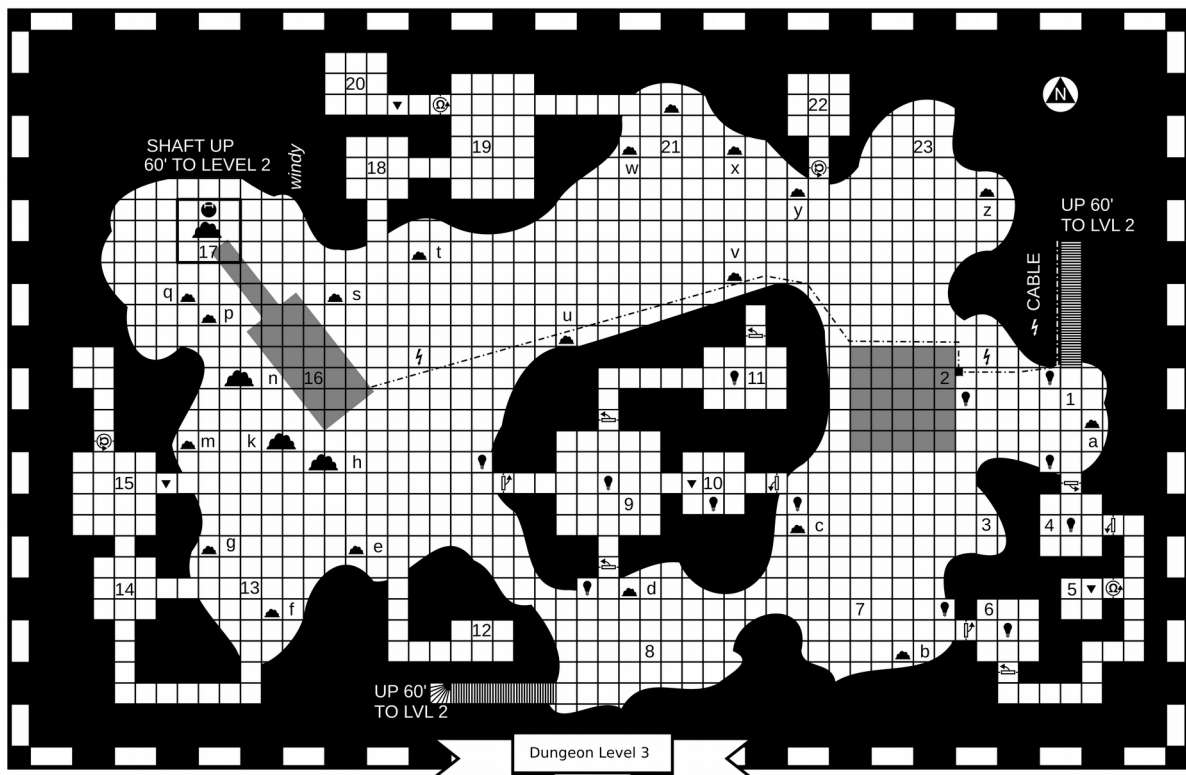
Dungeon Level 2

Space Masters are intended to supply their own content for the map.

Room	Description:
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Room	Description:
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Room	Description:
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Dungeon Level 3

Space Masters are intended to supply their own content for the map. However, be sure to locate the following somewhere on the map as they are an important part of the story:

The Doppelganger's Treasure

Locate Mendacious Malik's Treasure somewhere on this level. Mendacious Malik is a Doppelganger, refer to *known rules*.

The Terran Empire Robot

As the Ambassador Mendacious Malik the Doppelganger claims that the Terran Empire Robot contains a Unit of Secret Terran Data that must be recovered. The Doppelganger has really planted a virus into this Terran Empire Robot that was captured and the virus can shut down Robot and Rocket Ship systems. Of course the Robot really only obeys the Doppelganger or the Pirates.

Terran Empire Robot (AC 4, HD 2, hp 9, MV 90' (30'), #AT 1, Dam 1-6, Save D: 1, ML n/a, AL Neutral)

Stasis Chambers

The Rooms for the guards and the stasis chambers should be located in rooms 1 through 11, but exactly which rooms is up to the Space Master.

Adjacent to the Stasis Chambers will be Pirate Guards, these are normal men and the Doppelganger will attempt to warn them of the intruding Player Characters and/or aid the Pirates by diverting or attacking the Player Characters.

Adjacent to the guards will be the Stasis Chambers. The Doppelganger is keeping the Ambassador a prisoner on ice, literally. The Ambassador is in stasis.

In the cave are a row of five dusty Stasis Chambers, under the filth may be seen the dull glow of status lights, they are still working. On some the dust has been disturbed and they are covered in hand prints.

1. Covered in dust and undisturbed. If the dust is wiped away from the viewing port the face of a somewhat bestial humanoid creature is visible within the chamber dressed in medieval garments. This is an intelligent creature kin to the Devolved Beastmen which now roam the planet. Of course no one speaks its language. The creature will be upset if revived on discovering it has lain here so long its civilization has disappeared. It is the last of its kind. The Pirates found this creature in a failing stasis chamber and moved it here.

Evolved Beastman (AC 9, HD 1, hp 3, MV 120' (40'), #AT 1, Dam 1-6, Save F: 1, ML 7, AL Neutral).

2. Empty.

3. A troublesome warrior princess, held for ransom, only everyone who could have paid is dead so the pirate leader has decided to store the princess until she may play the part of a pawn in one of its schemes. Of course the princess may have other ideas, she is strong willed, and undoubtedly will seek revenge upon the pirates.

Valiant Videlia (AC 9, HD 1, hp 2, MV 120' (40'), #AT 1, Dam by weapon, Save F: 1, ML 6, AL Lawful).

4. The Ambassador, Posh Snob. They had to force him into the Stasis Chamber.

Posh Snob (AC 9, HD 1d4, hp 2, MV 120' (40'), #AT 1, Dam by weapon, Save Normal Human, ML 6, AL Neutral).

5. The Devolved Beastman within is infested with Space Crab Spider parasites. They won't hatch until sometime after the creature is removed.

Devolved Beastmen (AC 6, HD 1, hp 2, MV 120' (40'), #AT 1, Dam 1-6, Save F: 1, ML 7, AL Neutral).

Power Plant and Rock Crusher

The power plant and rock crusher are allocated to map keys on level 3.

Room #2 Power Plant

There is a power plant built by the ancients on Level 3 and the pirates have tapped into it, albeit crudely, in order to divert its power to their own purposes. There is a large breaker box which has a manual on/off switch to cut all power and shut off all Pirate Lair Systems. There is also a separate breaker switch for the mine's rock crusher and this cannot be run at the same time as the Pirate Lair Systems or it deprives them all of power (open doors stay open, locked doors stay locked). The manual switch for the rock crusher is currently in the off position.

Power is also distributed to other locations here on level 3, minor cables are fastened to the walls and run through the mine from the power plant to locations where power is needed. There are two large cables, one runs to the rock crusher and the other up the stairs to the East Tower.

Possible Devolved Beastmen Attack

The Devolved Beastmen want their idol back. They have been scouting the site and the only possible way in would be through the shaft (15) and by taking the long roundabout way through the dungeon up to the eastern tower. This would force them to explore the dungeons to find the way. Of course they are very afraid of the dark, and with good reason, for something horrible and predatory is using the dungeon under the western tower as its lair. Whatever it is it should be both terrifying and invisible. The Pirates have not yet realized something nasty has recently crawled into their hideout from the nearby forest but the Devolved Beastmen take care not to be anywhere near the Western Tower after dark. They may summon the courage to come with burning brands one day... Should the Devolved Beastmen gain access to the generator they will smash the breaker panel (attacking the system) not knowing what it is of course which may power down the Pirate Lair and make all systems inoperative. So much for futuristic technology!

Room # 16 Rock Crusher

The rock crusher was once used to pulverize rock from the mine on Level 3. The crushed rock was carried by a conveyor belt to shaft (17) where it was winched up and removed. The rock

crusher and its power plant are curiously juxtaposed with the remainder of the medieval surroundings as they were supplied by the Ancients. The mine appears to have been carefully worked by hand. there are mine carts here on rails, but no system of locomotion. They must have been pushed by hand from the mine to the grinder. It is not clear what mineral was being mined.

Room	Description:
1.	
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3.	
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6.	
7.	
8.	
9.	
10.	
11.	
12.	
13.	
14.	
15.	

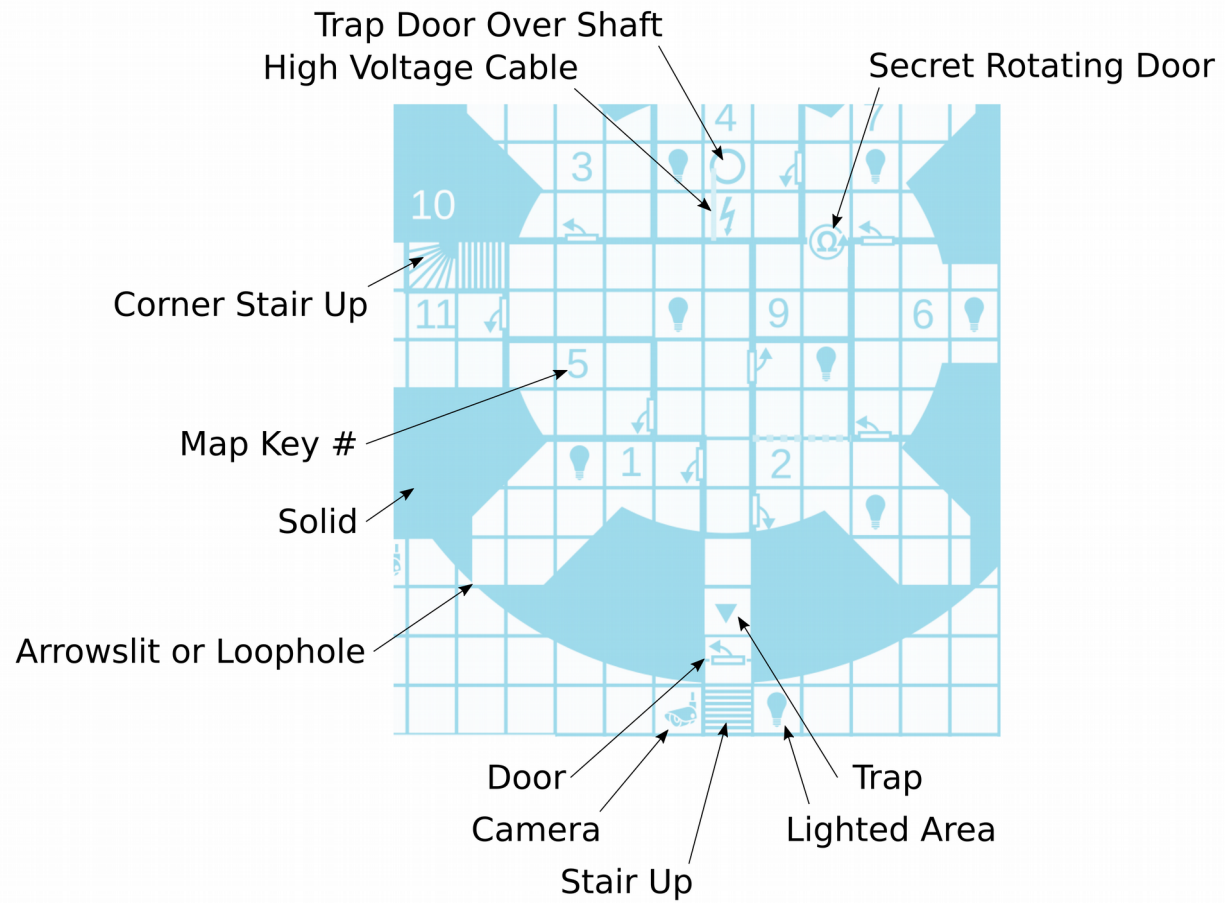
Room	Description:
16.	
17.	
18.	
19.	
20.	
21.	
22.	
23.	

Key to the Map Symbols

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Ceiling	Concealed	Trap	Floor Base Symbol	Base Symbol			
					Door		
					Reinforced Door		
					Rotating Door		
					Sliding Door		
					False Door		
					Concealed Rotating Door		
					Concealed Door		
					Crank		
					Crank and Portcullis		
					Portcullis		
					Teleportal		
					Magic Message		
					Glyphs - Written Message		
					Gas		
					Elevator		
					Illusion		
					Effect - wind, noise, magic...		

Example of the Goblyn Symbols as used on a section of Map



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