

CRAWLJAMMER

ISSUE NO. 1



FEATURED IN THIS ISSUE:

CRY FREEDOM

and Let Slip the
Bat-Men of Venus

A COMPLETE
CRAWLJAMMER
ADVENTURE
by Tim Callahan

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

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Crawljammer #1

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Adventuring in Outer Space and on Alien Planets

In *Crawljammer*, outer space is just like being off the ground – so high in the sky that the air is thin but breathable, and if you fall out of your airship or spaceship you will begin slowly falling toward the closest planetary body. The farther you are from a planet, the more slowly you'll fall, only picking up speed as you get closer and closer to the surface.

Physics be damned! This is planetary romance! Space is for adventuring!

The Rules of Space

But surely *Crawljammer* space has rules, right? How do things work up there in the aether, in the quintessence, in the void of space, in the Phlogiston flux, whatever you want to call it?

Short answer: everything works basically the same as it does on the surface world, except gravity is a bit different.

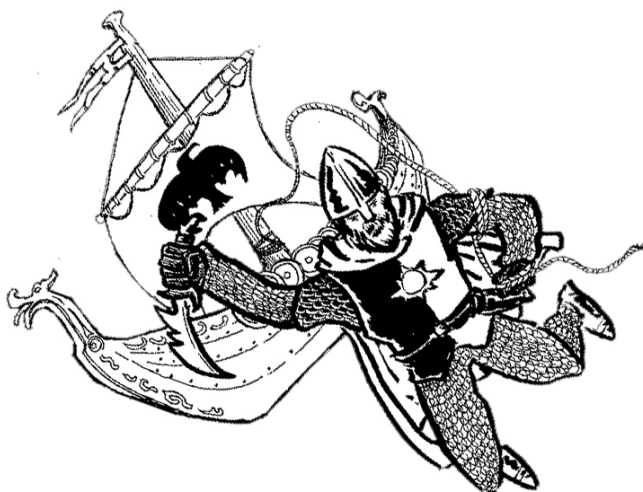
Each vessel capable of leaving the surface of a planet has – in effect – a localized gravity well built into it. Whether it's a floating longship or a deepspace dreadnought or a magically-charged rocket, it wouldn't be able to get into space without some gravity-defying hijinx, whether wizard-powered or pseudo-mechanical or juiced with the divine agency of some extradimensional being. That same anti-gravity force in action on the surface becomes, in space, the center of a small gravity field all its own.

That's why Lizardmen can patrol the deck of a commandeered space hulk outpost between Jupiter and Saturn, brandishing their longswords without fear of just floating away into the void. The ship's built-in gravity keeps them grounded on the deck and creates a kind of "bubble" of equalized gravity that extends outward from the ship. In fact, the gravity field extends 20 feet beyond the hull.

So...almost everything characters would want to do works the same as it does on the surface of a planet, with two exceptions: (1) everything beyond 20 feet outside of the hull is considered medium range for weaponry and that range extends as far as the character can see – so, a stationary object four hundred feet away is, in effect, as easy (or as challenging) to hit as an object forty feet away for both missile attacks and ranged spells that shoot some kind of projectile, and (2) any character who leaps into the void outside of the gravity field continues in that same general direction, pulled, ever so slightly, in the direction of the nearest planetary body.

Ship-to-Ship Combat

Space travel is proportionally safer than travelling by land or sea. But that doesn't mean characters can expect to avoid conflict or even the interplanetary version of wandering monsters. Future issues of *Crawljammer* will likely spotlight various random space encounter options, but until then, you should think of space as a great, odd and unusual wilderness where almost



anything can happen. The Phlogiston flux is a weird place.

But if an encounter should occur, then combat is likely not too far behind (though certainly not inevitable), so let's talk ship-to-ship combat!

Basically, ship-to-ship combat works like normal character-vs.-monster combat, only ships have "*hull dice*" instead of hit dice. And their rolled *hull points* are the equivalent of Hit Points. Damage reduces HP either way. And when a ship's hull points reach zero or less? The ship is immobile and its hull is breached beyond immediate repair (requiring at least a day for a skilled craftsman to fix it up). At that point, the captain or pilot of the attacking ship usually steers in close to the disabled ship and a boarding party jumps across to finish off the enemy characters or monsters in normal, bloody melee.

Like characters, ships usually have some kind of attack and damage-dealing (like a row of ballistae or a laser array), they have saving throws and initiative, and even Luck. The primary rule of Crawljammer

ship-to-ship combat is this: play it just like any other combat, only with ship-vs.-ship instead of character-vs.-monster, and if the characters or monsters *on board* the ship have ranged weaponry or spells, then they may make their own attacks, targeting the opposing ship.

Let's look at an example of a stat entry for a spaceship, so you can see how things shake out. Here's the stat line for a generic "Battlecraft" (described in a bit more detail in a later section of this issue!):

Battlecraft: Init +5; Atk/Atk ballista +4 ranged (1d8+2) plus catapult +1 ranged (1d12); AC 15; HD 4d8; MV 50'; Act 1d20; SV Fort +5, Ref +2, Will +2; Crit d10; Fumble d10; Composition: wood; Luck pool: 4.

As you can see, it looks like a monster or character stat line with a few exceptions. The **Fort** and **Ref** saves relate to the ship's ability to withstand physical stress and its evasive maneuvers, while the Will save is a reflection of the mental state of the crew as a whole. Both the Crit die and Fumble die are specified for each different ship (see **Table 1.1** for special ship-to-ship

crits and fumbles.) The **composition** of the ship is also identified, in case any spells or combat results have a particular effect on that material. Wood might burn or warp, for example, while iron may be more susceptible to rust-related effects. And then there's the **Luck Pool** which can be used to add to any action roll made on behalf of the ship (attacks, saving throws, etc.), just like regular player character luck. It's a spend-one-Luck-to-add-one-point-to-the-roll kind of thing. And characters can *also* burn their own Luck, if they so choose, to add to a ship-related roll. The Luck Pool of a ship replenishes back to its full amount whenever the ship gets a week or more of time for "rest and repair" on the surface of a planet or moon or docking bay or whatever is available. Characters who burned their own personal Luck on their own as far as Luck recovery is concerned.

The **MV** or "Movement" stat is purely used to show the relative speed of various craft, and should not be used for calculating travel over vast distances, though the speeds might be useful for comparing launch speeds and movement across a planetary surface or in the event of an attempted escape. In other words, some ships might be able to outpace those flying space dinosaurs, while others may not.

Optional Space Combat Rule #1:

Because the air is a bit thinner in outer space, if you really want to play that up and make things tougher for everyone involved, you can handle it this way: after every *three* rounds of extreme exertion (melee, loading space catapults, whatever) have the player characters make a Fortitude save vs. a DC of 15. If they fail, they have to rest for the next round to catch their breath before returning to whatever it was they were doing. And you can lower the DC

as characters become more accustomed to breathing in the lighter "atmosphere" of space, dropping it to a DC 10 if they have spent at least a month of travel in the void. Or a DC 5 if they have spent a year travelling between planets. Etc.

Optional Space Combat Rule #2:

Characters or monsters on board a space craft may choose to target individuals on an enemy ship with their personal ranged attacks or projectile spells, instead of just blasting away at the hull of an enemy ship. If this is attempted, the normal surface combat rules apply, but because of the precision of the aim needed, and because the ship-to-ship combat rules involve a simplified abstraction of ships moving and repositioning through three-dimensional space (which makes individual characters much more difficult to hit than the hull itself), all person-to-person ranged attacks suffer an additional -5 penalty to hit unless the enemy craft is immobile or otherwise stationary.

Alien Planets

More details about each planet in the known solar system can be found in the "Cosmology of Crawljammer" section later in this issue, but in response to any potential rules questions about alien atmospheres and the varying effects of gravity, here's the answer: all planets in the known solar system have breathable air and the gravity is basically the same as it is on Earth. The players have enough to worry about what with all the weird technology and alien races and strange monsters and thrilling adventures. They don't need to do saving throws to see if they suffocate and die within two minutes of landing on Jupiter and they don't need to calculate how high they can jump or how much they can lift

TABLE 1.1:
Ship-to-Ship Crits and Fumbles

Ship-to-Ship CRIT Table

- 1 Nice shot! Inflict 1d3 additional damage to the hull.
- 2 You have distracted them with your astounding accuracy! They lose their next attack.
- 3 Extra-nice shot! Inflict 1d5 additional damage.
- 4 The opposing crew is confused by what you've just done and they take a -4 on their next two attacks.
- 5 You've got them on the ropes! Make an immediate additional attack.
- 6 You've *really* got them on their heels now. Make an immediate additional attack at +3 to hit.
- 7 Perfectly aimed! Deal 1d8 damage and your next attack against the same target gets +2 to hit.
- 8 That was amazing! Your critical strike deals 2d6 additional damage to that battered hull.
- 9 That shot really hit something important! The opposing ship is immobilized for 5 minutes.
- 10 Hit something vital! Inflict an additional 1d12 damage and gain automatic initiative next round.
- 11 The precision of your shot enlivens your crew! Add 3 more points to your ship's Luck pool and inflict 1d6 extra damage.
- 12 Bullseye! The weakened ship must make a Fort save vs. DC 20 or take an additional 1d16 damage.

Ship-to-Ship FUMBLE Table

- 1 That was embarrassing. I hope no one noticed that terrible shot.
- 2 An asteroid fragment whizzes in front your eyeline and gives your opponent the initiative next round.
- 3 A surprise cosmic wind current knocks you to the deck.
- 4 The weapon breaks and it's discouraging. Lose any Luck left in the ship's Luck pool.
- 5 Your finger gets caught in the triggering device and you must make a Will save vs DC 12 or cry out in pain.
- 6 The weapon feels loose and you must spend a round reattaching it properly.
- 7 Your errant shot distracts everyone on your ship, giving opponents a +2 against you next round.
- 8 The weapon backfires, causing 1d4 damage to the user.
- 9 Your ship hasn't maneuvered properly, giving you a -4 to your next attack.
- 10 Somehow the weapon is jammed, and it will take you three more rounds to fix it.
- 11 Your haste led to an attack that nearly disabled one of your crew. The next enemy attack gets a +4 bonus to hit your ship.
- 12 You accidentally aimed too low and hit your own hull! Your ship takes 1d8 damage.

on the moon. Just play it all by the same “laws” of “physics” that your game’s Earth would have.

Optional Alien Planet Rule #1:

Select one thing that’s mechanically different with each alien world. If you make a bunch of adjustments for breathability or gravity or temperature or whatever for each planet, it will just be annoying to keep track of, but if there’s one change to the rules per planet, that could help keep everything

exotic. Maybe Mars, in your game, gives everyone a Strength boost. Maybe Jupiter gives you hallucinations every hour. Maybe Mercury is so excruciatingly hot or so unbearably cold that the characters take extreme penalties if they don’t have the proper shelter. And even a single planet could behave differently with each visit, with the ever-changing tides of the Phlogiston. And, you know, you could roll on the “What Makes This Planet Different?” table:

TABLE 1.2:
What Makes This Planet Different?

- | | |
|---|--|
| 1 | It’s so cold on this planet! The icy wind deals 1d6 damage each turn to anyone with more than a few inches of skin exposed to the elements. |
| 2 | Gravity is weaker here. Non-natives can jump 30 feet in the air, plus an additional 5 feet for each point of Str modifier bonus. |
| 3 | The air is thin, and it’s difficult to breathe. After any extreme exertion (the fourth round of combat, a long march, a steep climb, etc.) each player must roll a Fort Save against a DC 12. Failure means the character is unable to do anything physically demanding other than catch his breath for one turn. |
| 4 | A strange buzzing sound seems to come from beneath the planet’s crust, and everyone must succeed on a Will Save vs. a DC 15 or lose hearing for 1d6 turns. Weirdly, the alien harmonics affect your nervous system and provide a +3 bonus to all combat checks as long as the deafness lasts. |
| 5 | The heat is unbearable. Anyone wearing armor of any sort takes a -2 penalty to all checks. |
| 6 | Gravity is so much stronger on this planet that all non-native Str attribute scores are divided in half (rounded up). Attribute penalties certainly apply. |
| 7 | Lava geysers erupt irregularly on the surface of the planet. Each turn there is a 1 in 8 chance that the molten blast will explode upward beneath a random character in the party, and only a Ref Save vs. a DC of 15 will prevent the character taking 1d6 fire damage. |
| 8 | Thick gas clouds the lower atmosphere, choking those who have not yet adapted to the environment. Non-natives take an increasing dice chain of damage each hour they continue to try to breathe on the surface of the planet (starting with 1d3 at the end of the first hour, then 1d4 the second, 1d5 the third hour, etc). |

Crawljammer Ships

Spacecraft in Crawljammer tend to come in four varieties: (1) normal Earth seafaring ships that have some magical means of interplanetary propulsion, (2) vaguely-fish-shaped metal rockets like you might see in the classic sci-fi novels or comic strips of the early 20th century, (3) bizarre alien contraptions that look more like flying buildings or modern art installations, (4) some unholy amalgamation of any or all of the above.

Here are some examples of what might be found in the Phlogiston flux of space:

Battlecraft: Init +5; Atk/Atk ballista +4 ranged (1d8+2) plus catapult +1 ranged (1d12); AC 15; HD 4d8; MV 50'; Act 1d20; SV Fort +5, Ref +2, Will +2; Crit d10; Fumble d10; Composition: wood; Luck pool: 4.

The *battlecraft* is the most commonly available spacefaring vessel, rigged up out of older seagoing ships from various planets, and rigged with mechanized weapons built to shatter enemy hulls. This type of ship is used to guarantee safe travel and is often manned by pirates or mercenaries or spellcasters-for-hire. The crew of a battlecraft isn't necessarily out to raid any other ship they pass by, but if the opportunity presents itself, they aren't likely to back down from a fight.

Booster Transport: Init +2; Atk none; AC 17; HD 3d8; MV 100'; Act 1d20; SP programmable, piloting immune to any spells that affect person; SV Fort +5, Ref +0; Composition: thin steel; Luck pool: 3. The *booster transport* is a kind of tin-can-in-space type of craft, built to shuttle

living things (like ambassadors) or goods (like salted blue bison meat) from planet to planet. It has no built in offensive or defensive weaponry, but it does have round portholes that can open if any character would like to attempt to use personal weaponry while on board. Generally, booster transports are programmed to go straight to their destination, and the programmers hope that no one has a chance to stop it as it flies by.

Deepspace Dreadnought: Init +2; Atk laser array +9 ranged (1d12 plus special); AC 19; HD 8d8; MV 50'; Act 1d20; SP flammable craft hit by laser array takes an additional 1d8 fire damage per turn until fire is extinguished; SV Fort +6, Ref +1, Will +3; Crit d12; Fumble d8; Composition: wood and steel; Luck pool: 3.

The *deepspace dreadnought* is one of the most fearsome ships in the solar system. Only a few of these have ever been seen by anyone who has lived to tell the tale. Twice the size of an average Battlecraft and even more deadly, they were reportedly built by the Seven Pirate Kings of Pluto, but some have since been commandeered by powerful forces from other worlds. One thing is for sure, if you see a deepspace dreadnought coming, you'll either want to run or hide. Or both.

Floating Longship: Init +0; Atk none; AC 12; HD 2d8; MV 40'; Act 1d20; SP personal ranged weapons may be fired on deck at +2 to hit vs. enemy craft; SV Fort +2, Ref +0, Will +2; Composition: wood; Luck pool: 4.

Most characters who leave Earth to voyage to other planets begin their journey on a

floating longship or another medium-sized mundane craft that flies through the air and through space via some enchantment. Though the floating longship has no built-in offensive or defensive weaponry, its crew can easily attack with personal ranged weapons or spells from the wide deck, while still using the sides of the ship and the mast to provide partial cover from incoming missiles. It is certainly possible to modify floating longships with built-in ballistae or catapults (or more exotic weaponry), and not a few battlecraft once began their lives as humble longships.

Magically-Charged Rocket: Init +2; Atk +2 special; AC 16; HD 4d8; MV 80'; Act 1d20; SP reflective magic retaliation attack only – all missed attacks vs. this craft are reflected back at original source at +4 to hit; SV Fort +3, Ref +3, Will +3; Crit d12; Fumble d4; Composition: wood and iron; Luck pool: 5.

Usually cobbled together by high-level technomancers or Lizardman scientists, *magically-charged rockets* look like something that might be built out of discarded pieces of metal and wooden planks, but the spells or technologies holding it all together somehow make the whole more than the sum of its parts. It has no offensive weaponry, but its defensive aura reflects enemy attacks back at the source. Like the booster transport, the magically-charged rocket also has portholes that can allow travelers to use personal ranged weapons or spells.

Skullcraft: Init +1; Atk energy rockets +3 (1d8+1); AC 15; HD 3d8; MV 50'; Act 1d20; SV Fort +3, Ref +2, Will +1; Crit d7; Fumble d6; Composition: wood, steel, and bone; Luck pool: 5.

The *skullcraft* is the preferred ship of the Lizardman population, no matter which planet they originally hail from. Using the skulls and bones of giant creatures, bolted together with wood and steel, skullcraft range from terrifyingly sleek in appearance to absurdly ornate, almost abstract, cemetery-tinged sculptures. Their almost primitive look contrasts with the high-tech energy rockets on board which are never quite as vicious as they want to be. The Lizardman crew is usually much more of a threat than the skullcraft itself.

Space Hulk: Init +0; Atk/Atk catapult +2/ catapult +2 (1d10 damage each); AC 13; HD 6d8; MV 10'; Act 1d20; SV Fort +6, Ref -2, Will +3; Crit d6; Fumble d12; Composition: wood, iron, steel; Luck pool: 1.

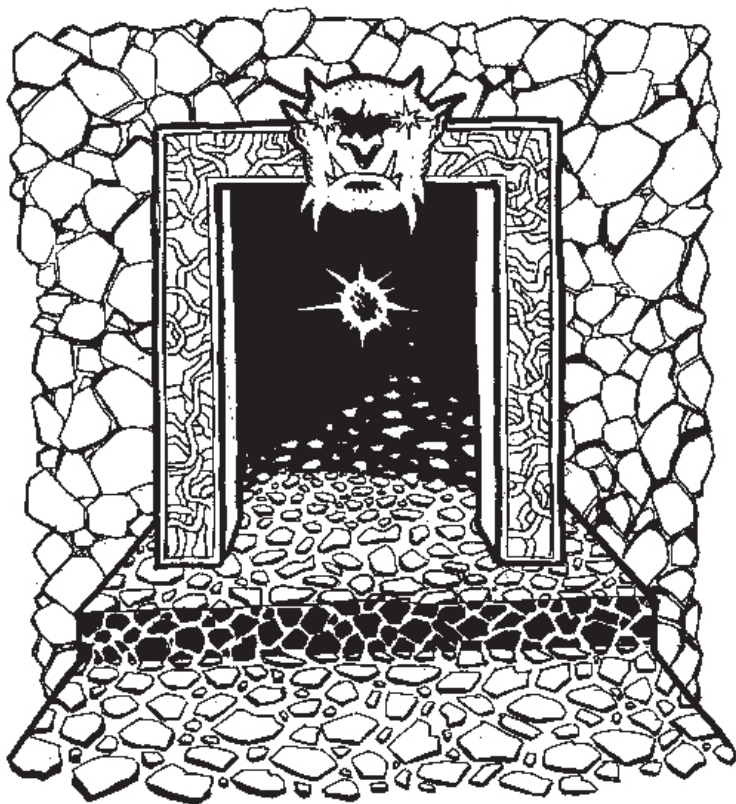
Though there are an almost infinite variety in space hulks – derelict ships that have no means of propulsion through the void – one common type is the one featured here, which is a kind of mini-fortress usually set up as a trading post or a defensive station on the outskirts of some more populated area. They are usually found orbiting planets or moons, or dragged into position as part of a make-shift space colony. The most dangerous thing about encountering a lone space hulk in the depths of the void is that its inhabitants probably want to find a way off the hulk and on to your ship. Desperately.

Void Ziggurat: Init +2; Atk psychic burst +4 (special); AC 18; HD 4d8; MV 60'; Act 1d20; SP enemy ship must make a Will save vs. psychic burst or become immobilized, the void ziggurat may also become *invisible* for one hour each day; SV Fort +4, Ref +1, Will +6; Crit d4; Fumble d4; Composition: stone; Luck pool: 3.

More than one *void ziggurat* apparently exists, though no one knows where they came from. They look to be flying temples from some forgotten ancient religion, or maybe they are interdimensional craft sent by unknown gods. Enormous in size, the *void ziggurat* appears seemingly out of nowhere, disables the opposing ship via a psychic burst, then disappears. Or, it disables the opposing ship, and then hovers nearby, tempting characters to explore whatever mysteries await inside its walls.

Optional Crawljammer Ship Design

Rule #1: Other, more exotic or specialized craft might have inherent Mighty Deeds or Spellcasting abilities, and since the Crawljammer ship-to-ship combat is run just like PC-to-PC combat, any of those options are available as you design your own Crawljammer vessels.



The Cosmology of Crawljammer

Though the nine planets of the solar system orbit the sun, their positions in space remain relative as they swirl through the void of the Phlogiston flux, which provides consistency in space travel as voyagers can approximate travel time from one planetary body to the next. No known voyager has traveled beyond our own solar system aboard a spacecraft or flying vessel, but legends describe dimensional doors and lightspeed teleportation to other realms far beyond even the distant planet of Pluto. Those are rare exceptions and most planetary travel occurs between the celestial bodies in our solar system.

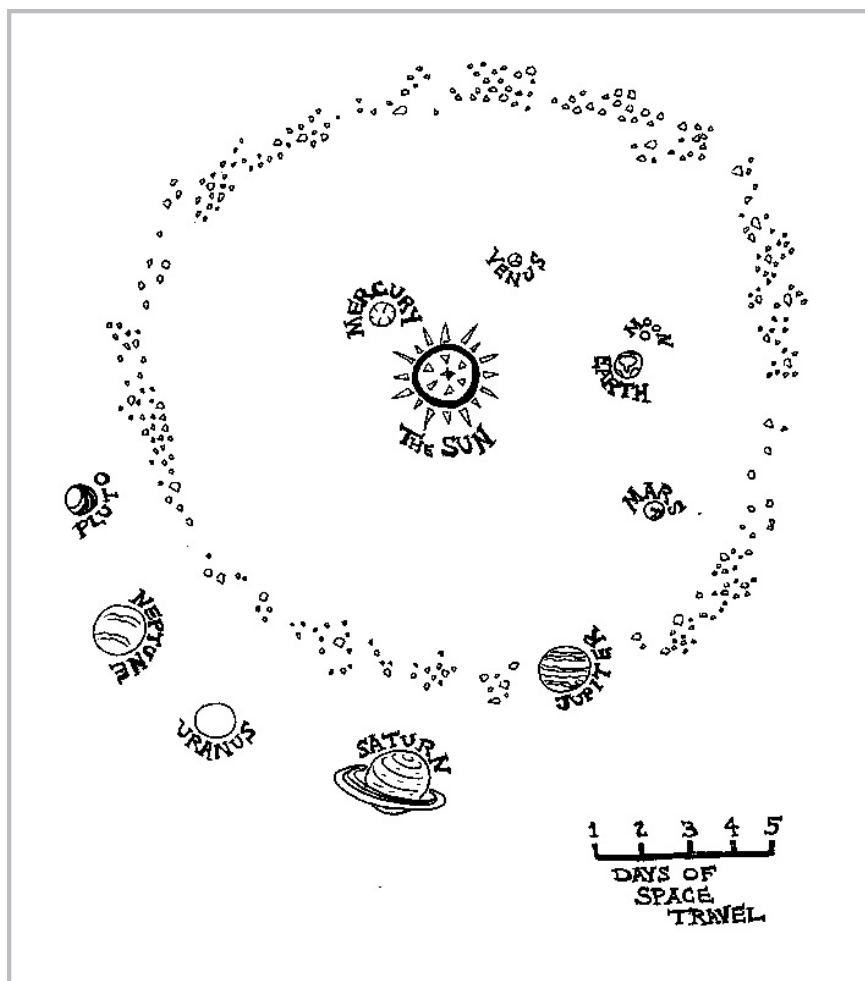
The Sun: No one has survived a journey to the surface of this source of light and heat. Some of the gods themselves are said to be born inside the atomic core of this enormous sphere.

Mercury: Boiling hot on one side and ice cold on the other, this medium-sized planet rotates but once per year, leaving one side in perpetual darkness for a full rotation around the sun. The migratory beasts who live on this arid planet are able to survive in the harsh frozen wastelands but cannot last long when the temperature exceeds 110 degrees. Small bands of voyagers from other planets have colonized this planet at various times over the past thousand years, but only a few hearty lizardmen are believed to have survived long enough to breed and build anything resembling a society. No flying vessels are ever seen leaving Mercury, so the technology level on the planet — if any remains — is likely limited at best.

Venus: This lush tropical smallish planet is mostly primitive as well, with its population of yellow-skinned humans and flying bat-men co-existing but not without strife. High technology does exist, but it is kept largely in the hands of the Zanists, the yellow-skinned elite, who live above the clouds in intricately carved cities built within the branches of the tallest trees or atop floating mountains. The majority of the yellow-skinned humans live in the jungles and forests on the planet's surface, foraging for food in tribal societies, where ferocious predators roam and the decaying ruins of a formerly great civilization from eons past lay mostly forgotten.

Earth: Sometimes called Oerth or Aereth, this medium-sized temperate planet is likely the home of most or all of the Player Characters, and it's known throughout the galaxy for its abundant natural resources and its sometimes-overly-passive, sometime-overly-violent inhabitants who tend to stumble into situations well beyond their understanding. The Moon orbits the Earth, and this lunar body is often used as a staging point for attacks against Earth from alien forces, or as a base of operations for sinister forces of both the supernatural and the technologically-enhanced variety.

Mars: The small “red planet” gets its name not just from the reddish-brown sand that makes up the majority of its landscape, but also from the red-skinned humans who inhabit the caves and cities on the surface. But other races live alongside the red martians, including the green-skinned, four-armed war-like martians known as



Torkas, and the white-skinned telepathic martians known as Lothars. Lizardmen from distant planets have traded with the various-colored martians, but few of them stay to make their home on Mars. Mars is a passionate, deadly world, filled with constant political turmoil, high technology amidst primitive weaponry, and acts of great hubris.

Jupiter: This large gas giant of a planet has an inhabitable surface that can be seen once voyagers make their way past the toxic gas clouds that fill the upper atmosphere. Without magic or special technology few creatures can survive the journey through those toxic clouds, but the native Lizardmen have developed a variety of ways to travel to and from their home planet. The Great Red Spot, in the southern hemisphere, is a mass of

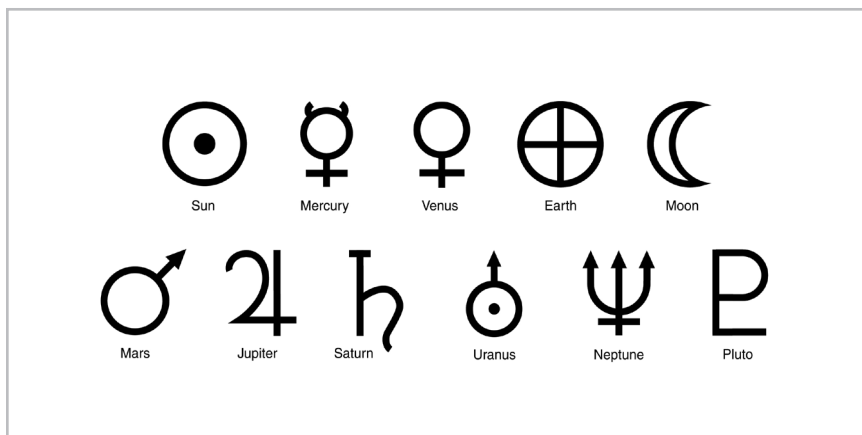
deadly storm activity that's unyielding and any Player Characters would be wise to avoid territories in that area, though the Lizardmen know that great wonders and enormous treasures await anyone brave enough to trek to the heart of the Spot itself, where a family of storm elementals make their palatial home. The surface of Jupiter is mostly covered with rolling oceans, and the complex Lizardmen societies exist primarily on small island nations occupied by sentient vegetation and vast floating cities that are shielded from the encroaching waves.

Saturn: Travel to the large, ringed planet of Saturn is practically unheard of, and not because of its distance from most of the more civilized planets. It's because the magnetic core of Saturn renders all metal items useless once they enter the atmosphere, pulling those items toward the surface with such strength as to be impossible to lift by any normal means. That causes spacecraft to crash violently on the surface of Saturn, and any weapons containing even trace amounts of metal become pinned to the ground. Only completely wooden flying vessels powered by spellcraft can hope to land and lift off again. If voyagers do travel to Saturn, what they find is a planet overrun with Ape-Men and Giant Worms living in a nearly symbiotic relationship as the Worms devour the Ape-Men for food, and the mostly-agrarian Ape-Men hunt the Worms with wooden and stone weaponry and use their carcasses to form shelter and leather goods used for protection from the elements. One further note: the rings of Saturn may or may not house orbiting lairs of Techno-Wizards and other High-Science Artificers among the floating debris and space particles.

Uranus: This large planet is mostly rock and ice, and the native civilization has much in

common with the cold, harsh landscape in which it exists. Essentially sentient life on Uranus exists in a police state monitored by geometrically-shaped, almost mechanical-looking, many-legged creatures who worship the great extra-dimensional god Cthulhu. The Uranian humanoids, grey-skinned and bald and sickly-looking, believe in ultimate neutrality and the absence of meaning in the face of the great void of nothingness which lies beyond Cthulhu's realm. As such, their only purpose in life is to build and wait and attend to their many-legged masters. And what have the Uranians built? An android working class. And great domed cities that dot the landscape, connected by enclosed passageways that span miles of terrain, giving the surface of Uranus the look, from orbit, of an enormous circuit board.

Neptune: This large planet should be covered with ice, considering its distance from the sun, but it is instead covered with water in the form of vast oceans and several sizeable continents covered with marshland. The core of Neptune somehow radiates enough heat to keep the planet warm enough for vegetable life and unfrozen waterways. Most of the lifeforms on the planet live in the oceans, where highly-intelligent psionic whales and the savage, always-swimming Carcharodon battle for dominance and the Mer-People retreat to their underwater caverns. But the marshland also fosters sentient life, in the form of fungus creatures who infect other, lesser creatures with their spores, taking control of their bodies like puppets. A breed of Lizardman also lives on Neptune, possibly an offshoot of an ancient Jovian species of Lizardman that used magic to leave the homeworld on an early colonizing mission. The Lizardmen of Neptune are not as technologically advanced as those



from Jupiter, but they do have access to ancient artifacts and the military weaponry they have developed to fend off the fungal creatures and aquatic threats.

Pluto: This small, cold-but-inhabitable planet, known to planetary travelers as the “Far Outpost” or the “Dark Planet” is inhabited by two primary cultures. Above ground, it is a bustling center of commerce and corruption as the civilization that has emerged has arisen on the backs of the great space pirates who have used the planet as their docking station for hundreds of years. As such, it is a mix of alien races, from Jovian Lizardmen to red Martians to rebel Uranians and even exotic Humans and mysterious Elves who have traveled

far from their home. It is still, essentially, a space pirate colony, ruled by the Seven Pirate Kings, an ever-changing septet of leaders who win their status via annual tests of martial prowess. Below ground, another culture thrives off the pain and suffering of those above. The underworld is occupied by insectoid creatures and mutant crustacean-like humanoids who occasionally attack the surface and return with slaves from pirate world to torture and study with their dark arcane practices. Some say that nightmares, experienced all the way on planet Earth, are nothing more than the infernal vibrations emanating through space from inside Pluto’s hive-ridden core.

Lizardman Mercenary



You are a ferocious humanoid fighter with reptilian skin, razor-sharp claws, and a powerful tail. Though your people rose up from the banks of the great oceans on alien planets ages ago, you have found adventure in the spaceways where your cold-blooded nature has served you well, both in the harsh environs outside the atmosphere and in the mangy port towns where insults are hurled like poisoned daggers. You pride yourself on your skills with weaponry and your ability to remain calm in the most dangerous circumstances. You will honor your ancestors by fighting to the death, if that's what it takes to complete the job you've been hired to do, but you have no great love for abstract causes and grand ideas. You know the universe has no patience for such things.

Lizardman mercenaries come from many different worlds. Though often dark green in color, on some planets the lizardmen shine a vibrant red while others are a pale white. No matter their homeworld, lizardmen mercenaries who have traveled the spaceways have been seen to decorate their scaly hides with paint and markings, connecting them back to their ancestral traditions.

Lizardman societies vary in political and social structure, but they tend toward caste systems and hierarchies based on scale size (smaller scales imply higher social status) and birth order. Many lizardman mercenaries have chosen to honor their families by leaving their towns and villages to seek their fortunes elsewhere, rather than fight with their brothers and sisters for ever-dwindling resources.

Hit points: A lizardman mercenary gains 1d12 hit points at each level.

Weapon training: Lizardman mercenaries are trained in the use of the dagger, handaxe, longsword, mace, short sword, spear, and two-handed sword. Because of their claws they are unable to use traditional bows, but they may use crossbows, javelins, laser pistols, and slings as missile weapons. Their tough hide provides a degree of natural resistance to attacks, but they may wear heavy armor or carry a shield to provide additional protection.

Alignment: As members of a spacefaring race, with a long history of observing the cosmic balance over the ages, lizardmen tend toward neutral alignments, though lawful and chaotic lizardman mercenaries who ally themselves with forces at either end of the spectrum are also possible.

Attack modifier: Like human warriors, lizardman mercenaries receive a deed die instead of a fixed attack modifier at each level. At first level, a lizardman mercenary adds a d3 to his attack roll and his damage roll. The deed die advances at every two levels, giving him a d4 at third level, a d5 at fifth level, etc.

Mighty Deed of Arms: Lizardman mercenaries can perform the same kinds of Mighty Deeds as human warriors or dwarves. Any roll of 3 or higher on the deed die will result in a Mighty Deed of Arms if the player called the action prior to the roll. The higher the roll above 3, the more potent the resulting action.

Natural attacks and defenses: Lizardman mercenaries have clawed hands and heavy tails that can be used in combat. Weapons are their preferred means of offense, but,

if they find themselves unarmed, lizardman mercenaries may fight with a claw/claw/tail attack, allowing three attacks per round, each using a d14 to hit (instead of the normal action die), plus their deed die, and dealing 1d3/1d3/1d6 damage, respectively. Alternatively, when lizardman mercenaries wield weapons (or a weapon and a shield), they may still attack one additional time per round with a tail whip attack at a nearby target, using a d14 to hit, plus their deed die, and dealing 1d6 damage on a successful strike.

The scaled hide of the lizardman mercenary provides a natural armor class of 14 (modified by Dexterity bonuses or penalties), so any armor lighter than Chainmail would provide no benefit. When heavier armor is worn, there is no cumulative armor class bonus, but the higher armor class prevails.

Infravision: A lizardman mercenary can see in the dark up to 60'.

Stable stance: As long as their tail isn't somehow impaired (or removed) a lizardman mercenary has an increased chance to remain standing even if an opponent successfully completed a maneuver that would cause the lizardman mercenary to fall to the ground. If such a situation occurs the lizardman mercenary may make a check against a DC 5, using his Agility modifier, to remain standing.

Luck: A lizardman mercenary may apply his Luck modifier to either his base armor class or to one specific type of weapon. If a weapon is chosen, it must be chosen at 1st level and remains fixed after that point.

Languages: Lizardman mercenaries know Common, plus their native lizardman language, along with one other language

chosen at 1st level. For each point of Int modifier, a lizardman mercenary knows one additional language.

Action dice: A lizardman mercenary receives a second action die at 5th level. Lizardman mercenaries always use their action dice for attacks. A d14 tail whip attack is always in addition to his base action dice.

Level	Attack (deed die)	Crit Die/Table	Action Dice**	Ref	Fort	Will
1	+d3	1d10/III	1d20	+0	+2	+1
2	+d3	1d12/III	1d20	+1	+2	+1
3	+d4	1d14/III	1d20	+1	+2	+1
4	+d4	1d16/IV	1d20	+2	+2	+1
5	+d5	1d20/IV	1d20+1d14	+2	+3	+2
6	+d5	1d24/V	1d20+1d16	+3	+4	+2
7	+d6	1d30/V	1d20+1d20	+3	+4	+3
8	+d6	1d30/V	1d20+1d20	+3	+5	+3
9	+d7	2d20/V	1d20+1d20	+3	+5	+3
10	+d7	2d20/V	1d20+1d20+1d14	+4	+6	+4

*** In addition to this basic action die, the lizardman mercenary receives a tail whip attack using a d14 action die.*

Lizardman Mercenary Titles

Level	Title by Alignment		
	Lawful	Chaotic	Neutral
1	Soldier	Biter	Crawler
2	Guardsmen	Slicer	Watcher
3	Captain	Sidewinder	Chameleon
4	Protector	Slicer	Monitor
5	Helmsman	Cobra	Scaleborn

TABLE 1.3:
Level Zero Lizardman Occupations

Roll	Occupation	Trained Weapon	Trade Goods
1	Meatmaster	Cleaver (as axe)	Salted Blue Bison Meat (2 lbs)
2	Bison Farmer	Spear	Blue Bison Calf
3	Stargazer	Claws (as dagger)	Small Telescope
4	Knave	Basic Laser Knife (as dagger)	Gem (worth 20 gp)
5	Tree Slayer	Basic Vibro-Axe (as handaxe)	Bundle of Dried Wood
6	Cleaner	Broom (as club)	Random Bits of Machinery
7	Ceremonial Musician	Music Stand (as club)	Organ-tar (electronic organ-guitar)
8	Merchant	Dagger	Roll for Trade Good*
9	Armorbearer	Spiked Shield (as dagger)	Suit of Chainmail
10	Teacher of Hatchlings	Heavy Metric Ruler (as club)	Two Blank Books
11	Rebel Outcast	Short Sword	Wristband Energy Shield (as sm. shield)
12	Technomancer Assistant	Basic Vibro-Dagger (as dagger)	5 feet of Copper Wiring

**roll d6 for Merchant trade good: (1) Blue Bison leather straps, (2) three wooden toys, (3) a handful of space crystals, (4) star compass, (5) a pair of moonrock dice, (6) set of artist's tools, including a small blank canvas, a brush, and a jar of blood.*

Cry Freedom and Let Slip the Bat-Men of Venus

A LEVEL 1 ADVENTURE

ADVENTURE BACKGROUND

The conflict between the sky-dwelling Zanists and the forest-dwelling Cytherean people has raged for generations in the “civilized” lands of the planet Venus. Both groups are members of the same brightly yellow-skinned racial stock native to the planet, but the cruel, oppressive Zanist faction has scavenged technology from the buried cultures of the past and the crashed ships of Lizardman envoys, building cities in the clouds atop the tallest trees or atop gravity-defying mountains. The Cytherean folk, with their relatively primitive, but expansive, tribal culture has remained on the ground, hunting the bizarre creatures of the forest and harvesting brightly-colored tubers for sustenance. The Cytherean people only attack the Zanists when provoked, out of self-defense, or revenge, but the Zanists regularly send troops to intimidate the Cythereans, or to murder groups of them to keep their spirits low and their numbers dwindling.

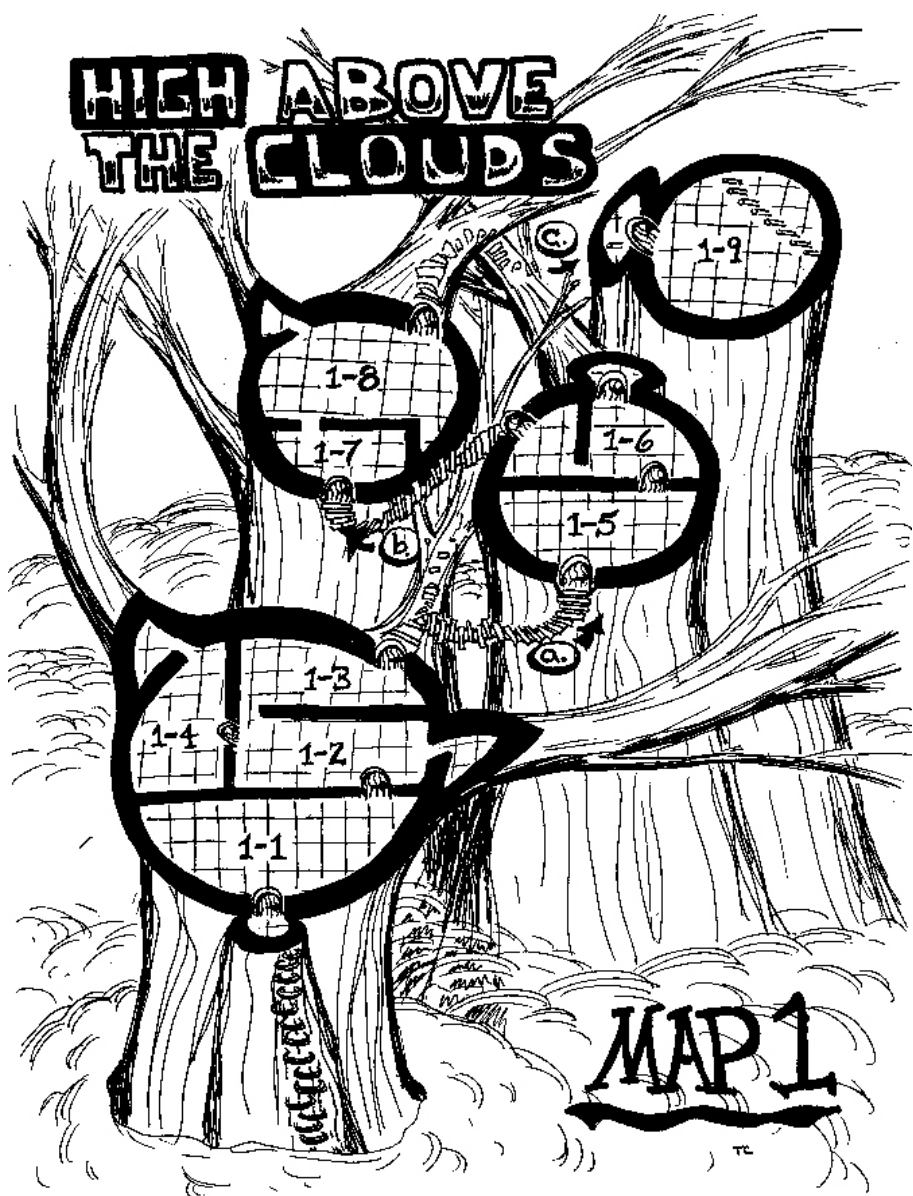
Two months ago, a Zanist attack squad razed the central village in the Cytherean forest and killed most of the inhabitants. Only a few dozen Cytherean people now survive, in smaller villages dotting the forest, living in fear at the base of the giant petrified trees, knowing the Zanists live comfortably atop the trees, hundreds of

feet above the surface of the planet, hidden from view by the low-hanging clouds which filter the light of the enormous sun.

Spurred by rumors and partial truths reported by the handful of Cytherean villagers who survived the most recent Zanist onslaught, a group of makeshift rebels have arisen within the Cytherean ranks, inspired by stories of a young woman named Darra who fought back against the Zanist attack squad and was captured alive instead of killed. They say she has been taken to a particular set of trees above. They say she is still alive up there. And they have taken to calling her “Princess Darra,” in reference to an ancient legend about a greeneyed Venusian who would become the great leader of their people.

Meanwhile, the remaining Cytherean people have begun gathering together and training for an assault of their own, on the Zanist Temple, atop the great floating mountain. But first, the Princess must be rescued before something horrible happens to her.

HIGH ABOVE THE CLOUDS



JUDGES NOTES

This adventure takes place on some occasionally precarious footing, hundreds of feet above the ground. Should any PC fail a check to cross a bridge or a branch or to keep from being dropped to his death by an enemy, it is recommended that the Judge provide two additional opportunities for the character to survive, in addition to any strategic survival methods deployed by the player (such as the planned use of a rope harness or the timely casting of *feather fall*). The first additional opportunity should be a relevant physical attribute check at a DC 10 — whatever makes the most narrative sense — and, if that fails, a Luck check at DC 12 to signify the last minute salvation of a dangling branch or a powerful gust of wind at just the right moment.

If the PC fails both of those checks, plus the original check that caused the potential fall, and the player wasn't wise enough to properly prepare for a high-in-the-sky adventure, then the character will surely die when he hits the ground below with no chance to recover the body. All that will be left is a pile of shattered bones and torn flesh. And mournful tears.

One additional note: the R-Ray weapons the PCs encounter in this adventure are probably more valuable than any reward they might receive at the end, and though the alien weapons will seem unusual, the PCs should be granted a Luck or Intelligence check at a DC 12 the first time they try to use any of the Zanist technology they recover after defeating any of the opponents, and if they succeed, they can use it without penalty.

JUDGES NOTES (Go ahead, write in the book. We allow you.)

[illegible]

PLAYER START

The adventure begins in the Cytherean forest, and assumes the PCs have already made their way to Venus somehow — perhaps their zero-level adventure ended with a journey through the Phlogiston flux and Venus was their first stop, or perhaps a strangely appealing rift in spacetime opened in front of them after defeating whatever it is that they recently encountered and when they stepped through they emerged on an alien landscape, or maybe they recently acquired a strange gem that sucked them into a dimensional portal and plopped them out on the planet Venus — and have seen strangely-colored beasts (some with six legs, some with three horns, some with one eye) crawling through the thick overgrowth. Among the flora and fauna, enormous petrified trees thrust upward into the cloud-cover above.

Though they may chase some of the strange creatures which lurk around the edges of their vision, the first encounter the PCs will have — unless the Judge wants to spice things up with some Venusian randomness of his own devising — will be with a small gathering of Cytherean people. Read or paraphrase the following:

Amidst the tangled branches and rainbow-colored foliage, you catch glimpses of movement ahead, and as you inch closer you see three young men and two young women with bright yellow skin and dark red hair unlike anything you've ever seen. They all wear tribal garb and carry what seems to be some kind of wooden sword which they swing in mimicry of battle.

You soon realize that this is some kind of training exercise and another, slightly older, yellow-skinned man wearing a chitinous breastplate stands in front of the others, leading them in a series of slashes and thrusts with a gleaming metal blade, while they all copy his actions rather clumsily.

He notices you and stops the training exercise to step closer, his sword at his side. The five others drop their wooden weapons and step back in a frightened huddle. They've never seen anyone like you either.

The yellow-skinned man reaches out to you and says something you don't understand, but then he tries again, with a straightforward, and clearly recognizable "hello" and an equally recognizable "friends?"

Egrysst, the trainer, speaks a pidgin version of common, and will tell the PCs of the recent attack by the Zanists and the abduction of Princess Darra. On behalf of the remaining Cytherean, he will offer the PCs a bountiful feast, and plentiful riches, should they bring Darra back to the forest safely. If they need further encouragement, he will escort them back to the largest remaining Cytherean village, where they will see crying yellow-skinned children and families that have clearly undergone great tragedy. Egrysst will also show the party a sample of the jewels that have been collected as tribute to the Zanists, some of which they will eagerly provide to the PCs if the princess is rescued.

Egrysst will lead the PCs to the base of one of the great petrified trees, though this one seems different, with metal rungs pushed into the stone-like bark, like a makeshift ladder. This, Egrysst explains, is where the Zanists have taken the princess:

They know we are too afraid of such great heights. But the Zanists would never expect heroes sent by the gods. They are surely unprepared for the likes of you. Find our princess and bring her back safely. Without her, we lack the strength to fight back against the evil above.

If pressed, Egrysst will accompany the party, overcoming his fear of heights to show his worthiness as a potential leader of his people, and eager to impress the party, who he sees as ambassadors of the gods.

Egrysst: Init +1; Atk longsword +1 melee (1d8); AC 14; HD 1d8; hp 5; MV 30'; Act 1d20; SV Fort +1, Ref +1, Will +1; AL L.

Whether Egrysst joins the party or not, their ascent up the rungs of the petrified tree will bring them, after a ten minute climb, to the small outcropping outside Area 1-1. The trees continue upward another 100 feet above the encounter areas, with stone-like branches reaching out toward the immense disk of the sun. The wooden door in front of them is unlocked.

AREA 1-1: DESCENT PREPARATION CHAMBER

The wooden door opens to reveal a spacious hollow carved out of the great, petrified tree. The northern wall of the sleekly-polished room looks to be built from woodstone blocks hewn from the great tree itself. Crates and shiny metallic boxes fill the western corner. A black vine winds its way along the floor and the wall in front of you.

When the Zanist operative Tora Korv leads a planned descent into the Cytherean Forest, she stages the operation out of this room, equipping her allies with what they might need. But few supplies remain after the most recent attack by this faction of Zanists.

Treasure: Notable items inside the metallic boxes (which are locked and can be opened via lockpick at a DC 12 and via brute strength at a DC 20): two maps of Cytherean settlements in the forest, and two pairs of webstrand handling gloves. Notable items inside the crates (which pop open easily with any applied force): 100' rope, 6 steel spikes, two small hammers, 10 days rations in the form of dried meats and fruits, and one retractable glider that's built inside a small backpack. The "black vine" running along the floor and wall is actually a 50' length of **webstrand**, which is a type of special adhesive rope that can only be used properly with the webstrand

handling gloves. Anyone touching the webstrand without special gloves must make a DC 20 strength check to pull his hands away, and take 1d4 damage as the skin pulls away from the hands. If the victim is wearing covering over his or her hands, or touches the webstrand with, say, a boot, the covering is destroyed even with a successful strength check, but no

damage is dealt. With the special handling gloves, the webstrand may be handled like regular rope that has the ability to adhere to targets (the gloves emit an electric pulse that prevents the webstrand from sticking except when the controller wishes).

The door to the north is unlocked.

AREA 1-2: STUDY

Petrified wooden shelves filled with books line the walls of this narrow chamber. A rugged-looking yellow woman wearing light metal armor and a leather harness emerges from an opening to the north. "Halt!" she declares, pointing a metallic device directly at you.

This is Zanist operative Tora Korv, and unless the PCs do something to stop her, she will fire one blast of her R-Ray at the weakest-looking character and hastily flee in the direction of **Area 1-6** where she intends to alert the other Zanists of the party's unexpected arrival. She is hostile

at the idea of anyone from outside invading what she feels is sacred territory above the clouds, and though she has never seen the PCs before, she knows any strange intruders are likely here to meddle with Zanist affairs or steal their technology, or their captives, which she will do her best to prevent.

Tora Korv: Init +2; Atk R-Ray Pistol +3 ranged (1d8 +2 vs living flesh); AC 15; HD 3d8; hp 12; MV 30' or 20' levitation via anti-grav harness; Act 1d20; SV Fort +3, Ref +2, Will +1; AL C.

JUDGES NOTES

AREA 1-3: DINING AREA

A wide petrified wooden table — covered with fluorescent tubers, strips of salted skylynx meat, and bowls of hideously-smelling liquids — lines the northern wall of this exotic dining area.

None of the food or drink is poisonous though it smells as though it might be.

The door to the north is only locked if no one chased Tora Kov as she fled (since she would have locked it quickly if no one was in pursuit).

AREA 1-4: TORA'S LIVING QUARTERS

Large plush cushions filled with fur line the southwest corner of this room, and carved cubbies dot the western wall, each cubby filled with a variety of colorful objects.

This is Tora's living quarters, and a close look reveals that she likely shared the room with at least one other person as a variety of clothes, both male and female, fill some of the cubbies, and the closet in the northwest corner holds at least two pairs of hard boots several sizes too large for Tora's feet.

But, more dangerously, two shimmering six-legged alligator-sized Silvermanders emerge from beneath the cushions and surprise anyone nearby who fails a DC 15 Luck check. The Silvermanders aren't particularly hungry, but they will tear apart and devour any unknown humanoid who enters the Tora's quarters.

Treasure: An unlocked metal footlocker rests below stacks of clothes in the northwest closet, and a few notable items are inside, including an R-Ray Pistol (1d8 ranged damage vs. living flesh, range: 200'), a belt with empty pouches and a holster for the pistol, and a small metal wristband that unfolds to become a Deflector Shield when worn — triggered by thought — which provides +1 AC and an additional +2 vs. light-based attacks and R-Rays.

Silvermanders (2): Init +3; Atk bite +2 melee (1d6); AC 14; HD 2d8; hp 9; MV 30'; Act 1d20; SP R-Rays and light-based attacks reflect back at the attacker and hit for damage if the attacker fails a Ref save vs. the original attack roll; SV Fort +1, Ref +1, Will -1; AL N.

BRIDGE A TO 1-5: THE FIRST CROSSING

A petrified branch stretches out before you, thirty feet above the clouds. Uneven steps lead to a wooden rope bridge spanning the gap to the next giant tree and another door. Farther down the branch, another rickety bridge leads to a third tree. Shriill cries come from somewhere above you.

PCs have a few options here: they can walk (or crawl) across wooden rope bridge **a.** or continue on the branch and follow a narrow offshoot to try to climb on to rope bridge **b.** or carefully traverse the entire length of the branch attempting to get toward the crossing at **c.** which would involve an incredible jump (or other aid) to reach the platform outside **Area 1-9.** All three options are dangerous, but the need for shelter becomes imminent when one or more PCs step out toward the first wooden rope bridge and the Vulkagon Younglings strike.

The Vulkagon Younglings are child-sized light-skinned humanoids with bat-wings and razor-sharp teeth. They would like to bite into the flesh of a PC, but they'd also be satisfied just knocking a PC off the bridge or the branch and flying down to eat the corpse after the PC falls to his death. Two Vulkagon Younglings will attack during round one, and then four more will emerge during round three. They will never land, if possible, and they will cease their attacks if the PCs find shelter behind one of the doors, possibly emerging for feeding at another time.

Vulkagon Younglings (2, then 4 more):

Init +1; Atk claws +1 melee (1d6); AC 12; HD 1d8; hp 2; MV 20' or fly 40'; Act 1d20; SV Fort +0, Ref +2, Will -1; AL C.

AREA 1-5: MAKESHIFT ZANIST QUARTERS

The door from **Bridge A.** to this room is always locked. And if Tora made her way here safely, she and all the Zanists in this section of petrified tree will be waiting behind the door to **Area 1-6** to ambush the PCs once they open the door if the Vulkagon Younglings haven't taken care of the job for them.

If Tora never made it here, this is what the PCs see when they get the door open:

Thin, dried hides cover the walls of this large room, and each hide seems covered

in crudely painted images depicting various scenes of battle in the forest and amidst the clouds. They look like children's fingerpaintings of clashes between gods and yellow skinned men. A single wooden door stands slightly ajar at the opposite end of the room.

There is nothing of interest in this room, unless the characters are interested in primitively painted works of art.

AREA 1-6: TEMPORARY ZANIST COUNCIL CHAMBERS

Likely, the Zanists lie in wait behind the door to this room, either because Tora Korv has alerted them of intruders, or because the party has made noise entering an adjacent area. Unless a character is particularly effective at stealth, or invisibility, the Zanists immediately strike at the party and attempt to push them back onto the closest bridge.

Three pale yellow-skinned soldiers with red uniforms rush toward you, metal clubs gleaming in their hands. Their leader stands ten feet behind them, raising his fist in the air and declaring “death to all unclean intruders!”

The room itself is basically a meeting room, with two large wooden tables and six wooden chairs. Papers strewn about the room indicate plans for a coordinated strike on the Cytherean forest and the intent to wipe out the remaining tribes below.

Zanist Declaimer: Init +1; Atk R-Ray Pistol +2 ranged (1d8 +2 vs living flesh; AC 12; HD 4d8; hp 19; MV 20'; Act 1d20; SP his inspirational words motivate nearby Zanists to fight at +1 to hit and damage; SV Fort +0, Ref +1, Will +3; AL C.

Zanist Militants (3): Init +0; Atk metal club +1 melee (1d6); AC 12; HD 1d8; hp 6; MV 30'; Act 1d20; SV Fort +2, Ref +1, Will +1; AL C.

BRIDGE B TO 1-7: ANOTHER CROSSING

As before, this is a precarious crossing between two petrified trees, and now that noises have been made, some of the adult Vulkagon bat-men swoop down to try to score some dinner for their families.

Large grotesque bat-men fly toward you as soon as you set foot on the bridge. You can see three of them, and they're coming in fast with sharp claws flashing toward your face.

Vulkagon Savages (3): Init +2; Atk claws +4 melee (1d6) or grab +1 melee (special); AC 14; HD 2d8; hp 9; MV 20' or fly 50'; Act 1d20; SP grab – carries victim aloft and drops from great height to almost-certain death; SV Fort +1, Ref +3, Will +0; AL C.

AREA 1-7: SECURITY CHAMBER

This smallish room is locked on the bridge side and double-trapped, to prevent unwanted visitors. The Zanist Declaimer, Tora Korv, and the Zanist Cellmaster in **Area 1-9** would each know the verbal signal to turn of the security devices, but no other character would know how to turn off the trigger devices, though a successful Find Traps roll against a DC 12 would work to identify both of the following security measures, but each requires their own Find Traps check: (1) a decapitating energy blade, triggered by the opening of the

locked exterior door – the first character over four feet tall entering the doorway must make a Ref Save vs. DC 15 or take 2d6 damage, and (2) sleeping gas which pumps out of nozzles in the northern wall and fills the room in one round. Unless the exterior door is held open, it shuts automatically and locks immediately before the sleeping gas begins filling the room. All characters in the room must succeed on a Will Save vs. DC 15 (DC 10 if the exterior door is open enough for fresh air to enter the room) or sleep for 1d3 turns.

JUDGES NOTES

[illegible]

AREA 1-8: EUGENICS LAB

Strange technology fills the room. It's some kind of deranged laboratory, with yellow and gray body parts stacked on blood-soaked tables and small bolts of lightning shooting up from small spheres in the corners of the room toward a metallic plate in the ceiling. But, most startling of all, hideous men with torn faces and steel claws dart toward you from the flickering shadows.

This is Greel Karaxxus's laboratory, where the Zanist scientist/madman conducts his special experiments on living tissue, the recently dead, and his newly-discovered passion: mechanical implants. Karaxxus will only engage in combat if he becomes enraged that the party begins hurting his beloved cyber-zombies. He fully expects that his new "children" will tear apart the player characters and provide him with more flesh and dead bodies for his horrible experiments.

If the party needs it, and they survive this room, 50' of rope can be found in this room, beneath some of the decaying body parts and obscure and worthless mechanical devices.

Greel Karaxxus, Zanist Eugenicist:

Init +0; Atk electro-glove grab +2 (1d4 plusspecial); AC 10; HD 3d8; hp 11; MV 30'; Act 1d20; SP target grabbed by electro-glove must save vs. Fort or fall unconscious for 1d3 rounds; SV Fort +1, Ref +1, Will +3; AL C.



Cyber-Zombies (6): Init -4; Atk bite +2 melee (1d4 plus special); AC 9; HD 2d6; hp 3; MV 20'; Act 1d20; SP pineal gland modification (see Table 1.1 below), undead – immune to *sleep*, *charm*, *paralysis*, and cold effects; SV Fort +1, Ref +3, Will +0; AL C.

Step	Outcome
1. Initial Contact	Victim is identified and targeted.
2. Infection	Victim is infected with a cyber-zombie virus.
3. Control	Victim is controlled by the cyber-zombie.
4. Attack	Victim is used to attack other targets.
5. Cleanup	Victim is cleaned up and the attack is completed.

If the unmodified attack roll reads...	This is an additional effect that happens...
12 or less	The Cyber-Zombie goes limp and falls to the ground for the rest of the round.
13-14	Target must make a Fort save or take 1d6 additional toxic saliva damage
15-16	The Cyber-Zombie jaw becomes unhinged and he must spend one round re-attaching it.
17-18	The Cyber-Zombie makes an immediate claw attack against the same target at +4 melee (1d4 damage)
19	Target must make a Will save or become infected by nanites that will turn him into a near-mindless Cyber-Zombie in 1d8 days unless cured.
20	Critical Hit – roll a d10 on Crit Table U.

JUDGES NOTES

[illegible]

BRIDGE C TO 1-9: THE FINAL CROSSING

The entry platform for the final tree stands over 10' above you and 20' away. It looks like some kind of thick pole stands up at the base of the platform.

Player characters can try to get across to the platform outside of **Area 1-9** a number of ways, but the simplest is to loop a rope around the pole and climb across that way. Lassoing the pole is a DC 18

Agility check, and climbing across the rope requires a DC 15 Agility check at full speed or a DC 8 if the character is moving at half speed.

As the player characters begin to cross the rope, something will show up to menace them. Roll 1d6 on **Table 1.5** below to find out what it is.

TABLE 1.5

Random Encounters at the Final Crossing

-
- | | |
|---|---|
| 1 | Vulkagon Younglings (2): Init +1; Atk claws +1 melee (1d6); AC 12; HD 1d8; hp 2; MV 20' or fly 40'; Act 1d20; SV Fort +0, Ref +2, Will -1; AL C. |
|---|---|
-
- | | |
|---|---|
| 2 | Skylynx: Init +3; Atk bite +3 melee (1d6); AC 10; HD 2d8; hp 7; MV fly 50'; Act 1d20; SV Fort +2, Ref +3, Will -2; AL N. |
|---|---|
-
- | | |
|-----|--|
| 3-4 | Zanist Treerangers (3): Init +2; Atk spiked gloves +2 melee (1d6+2); AC 13; HD 2d8; hp 7; MV 30' or climb 20'; Act 1d20; SV Fort +2, Ref +2, Will +2; AL C. |
|-----|--|
-
- | | |
|-----|--|
| 5-6 | Vulkagon Savages (2): Init +2; Atk claws +4 melee (1d6) or grab +1 melee (special); AC 14; HD 2d8; hp 9; MV 20' or fly 50'; Act 1d20; SP grab – carries victim aloft and drops from great height to almost-certain death; SV Fort +1, Ref +3, Will +0; AL C |
|-----|--|
-

AREA 1-9: THE PRISON OF PRINCESS DARRA

Two robotic mutant dogs cease their barking to turn and snarl as the door opens. A massive, shirtless, hooded Zanist holding a thick metal club points toward you and cries out in a language you don't understand.

Princess Darra is locked behind the bars along the northern wall, but she is cowering the corner, obscured by the snarling cyber-hounds. The key to her cell is on the Zanist cellmaster's keyring, hanging from a peg on the south wall, near the pile of oily straw the dogs use as their nest-like bed.

The player characters can also bend the bars with a DC 20 strength check, or pick the locks with a DC 20 lockpicking check. If Darra is set free, and no Cytherean NPC accompanies the party, she will resist being escorted down to the forest below, and

will run off to find her own way down. If a Cytherean NPC is present, she will speak with that character in hostile tones until reluctantly agreeing to join the party as they descend. At no point will she engage in hostilities with any Zanists, though she will kick the body of the Cellmaster after he is already defeated.

Zanist Cellmaster: Init -1; Atk metal shock club +2 melee (1d6+1 lightning damage); AC 12; HD 3d8; hp 15; MV 20'; Act 1d20; SV Fort +2, Ref +0, Will +2; AL C.

Cyber-Hounds (2): Init +4; Atk bite +3 melee (1d6 plus special); AC 14; HD 3d6; hp 16; MV 40'; Act 1d20; SP pineal gland modification (see Table 1.2 below), immune to *sleep*, *charm*, or *fear* spells; SV Fort +3, Ref +3, Will +2; AL C.

TABLE 1.6
On a Successful Bite Attack by a Cyber-Hound

If the unmodified attack roll reads...	This is an additional effect that happens...
11 or less	The Cyber-Hound gets an additional bite attack at +3 melee against any nearby target
12-13	The Cyber-Hound lashes its head wildly, inflicting 1d4 damage to itself
14-15	Target must make a Will save or become infected by nanites that will turn him rabid within 1d6 days unless cured.
16-17	The Cyber-Hound knocks the target to the ground and gets an additional +4 to hit that target next round.
18-19	Target must make a Fort save or immediately fall unconscious for one round due to being "cut to the bone."
20	Critical Hit – roll a d12 on Crit Table M.

CONCLUSION

If the party rescues Darra and returns her safely to Egrysst and the Cytherean people in the forest, the player characters will barely have time to rest before Darra and Egrysst launch into leadership mode and rally the remaining Cythereans together and plan a counterattack against the Zanist leadership. Their plan involves making alliances with tribes to the north, commandeering a Zanist airship, and using magic and brute force to destroy the Zanist temple atop the floating mountain.

The party may want to join Darra, Egrysst, and the Cythereans for advanced political maneuverings and open rebellion against the Zanist oppression, or the party may just want to move on to other adventures elsewhere.

If they choose to leave and let the Cythereans fight their own fight, Darra will award the party a blue-green mekkanian gem (worth 350 gp) as a token of appreciation for their service. Egrysst will provide any information they might need about how best to avoid the dangers of the forest or where they might fight passage off Venus, if that's what they choose. His information, of course, is unreliable, since he has never left the planet personally. And there's no time for the promised feast.

If the party chooses to stay and fight with the Cythereans, the possibilities are endless. One thing is certain: adventure awaits. And more!

JUDGES NOTES

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8 True Facts About Crawljammer

1. Crawljammer is Dungeon Crawl Classics...*in space*.
2. Also...*on alien worlds*.
3. All the typical DCC character classes and rules are available for Crawljammer, and this zine is designed to provide an *additive* experience.
4. For example, this first issue and upcoming issues will include things like new classes, new rules for space exploration, adventures on alien landscapes, and rayguns. And lasers. And laser swords. And laser shields. And more.
5. This zine is inspired by the planetary romance stories and space opera tales of Appendix N, but don't let words like "romance" and "opera" fool you: those are code words for crazy out-of-this-world action and adventure.
6. Expect this zine bi-monthly. With at least one adventure in each issue. Maybe more.
7. Use everything included here, or use nothing. It's your call. You are the judge or the player and you are amazing just for stopping by to see what's up.
8. If Thundarr the Barbarian and Iron Maiden had a baby and that baby were an RPG zine inspired by Edgar Rice Burroughs using DCC rules, that baby might be called Crawljammer and it would be destined to split the moon in half with its wail of glory.



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