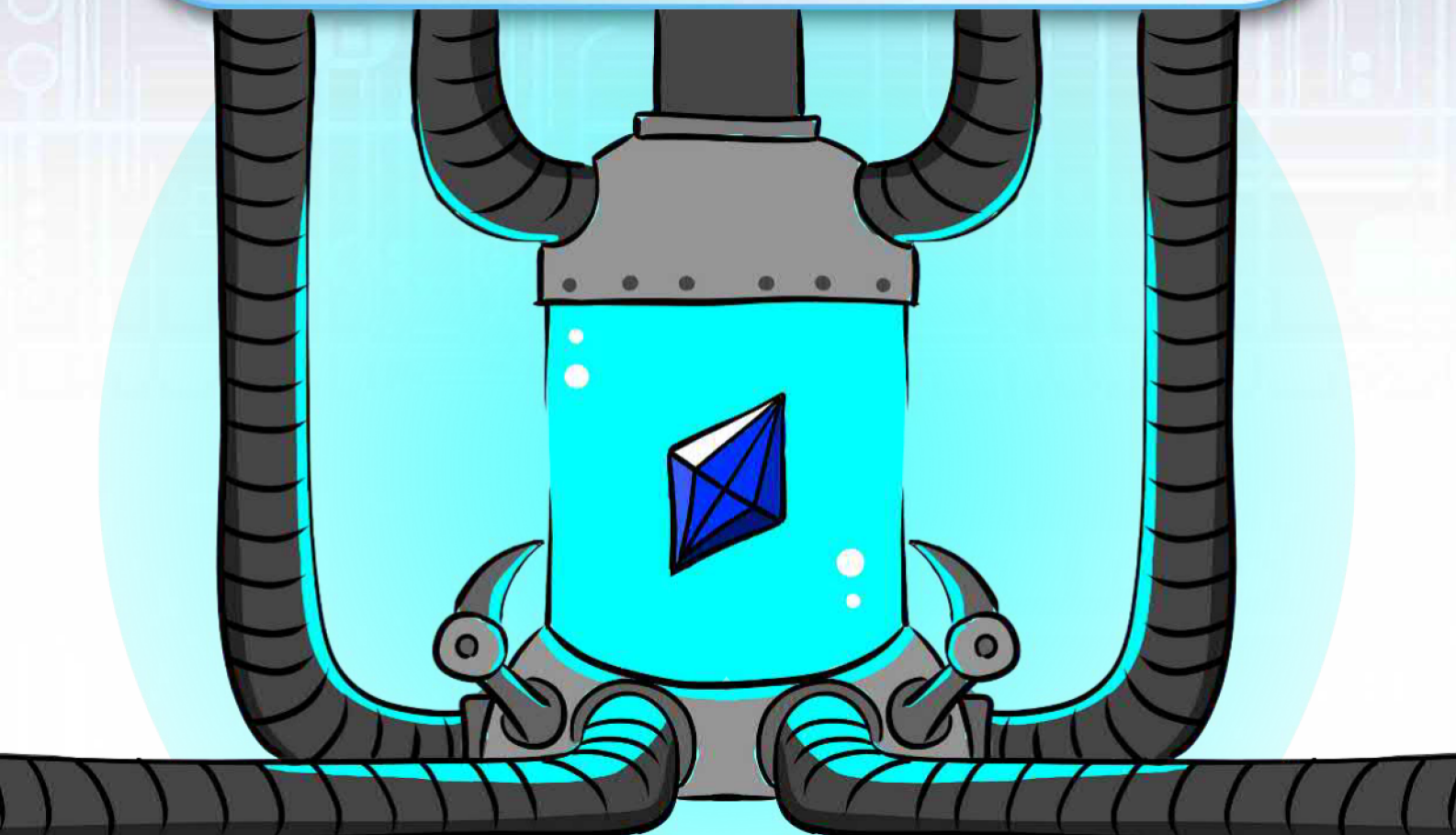


The Monthly Crawl #0.1

The Things Lost to Time

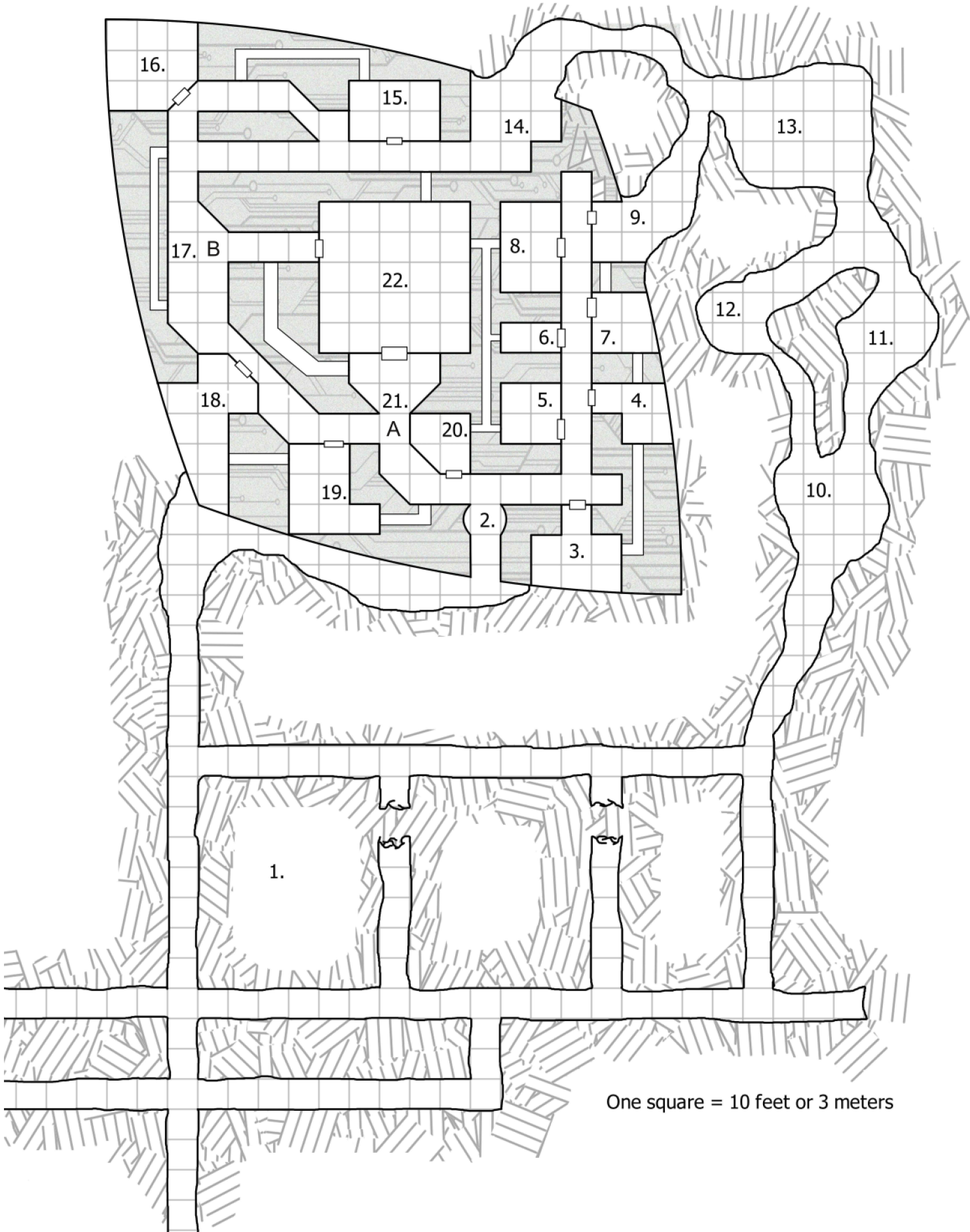
Designed by James Andrews
Illustrated by Kent Willmeth



For
adventures
Levels
1-3

A Science Fiction Adventure For a Generic fantasy RPG





One square = 10 feet or 3 meters

The Things Lost to Time

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Publisher's Choice Quality Stock Art @ Rich Hershey / Fat Goblin Games

This adventure is the first of the monthly crawl series. A monthly dungeon for various roleplaying games. Each unique with their own personality and gimmicks. Their own treasures and monsters.



Introduction

The Things Lost in Time is a dungeon designed for 3-6 adventurers of levels 1-3. This dungeon is created under the assumption of being played in OSR inspired games such as Lamentations of the Flame Princess, Labyrinth Lords, B/X Dungeons and Dragons, Dungeon Crawl Classics, and a variety of other titles. However, this dungeon is easily adaptable to fit any game or setting. This adventure assumes the players are able to play as a fighter (someone who specializes in combat), specialists (Those skilled at finding traps, sneaking, unlocking doors and the like), Magic-users (Those who command arcane power. Anyone who can cast a spell), and a cleric (Someone who contacts a diety for magical power). Possibly playing as races, rather than classes. The races would be similar to the other classes for the purposes of this dungeon, using best judgement. A party of a fighter, specialist, and at least one magic user is recommended.

This dungeon is a science fiction style alien spaceship which has crash landed. However, it is intended that this dungeon is to be placed in a fantasy realm. This will give the players a chance to roleplay the discovery of advanced technology and creatures. However, it can just as easily be played in a science fiction setting. The technology of the dungeon should always be alien and unknown.

Summary

Several million years prior to the current year, an alien spaceship crashed in the general location of wherever this dungeon is placed. Over time, it sunk into the earth. The inhabitants of the vessel used a strange technology to lock their time to a single moment. Frozen, forgotten, and unknown, they were forced to wait. A small mining company, in search of wealth, dug into a cave that held these strange beings. Upon being invaded by humans, the aliens were forced to defend themselves. Immediately they captured and enslaved the miners.

It has been several days since the miners set out on their journey, and they haven't been heard from since. Strange rumors have begun to spread regarding their whereabouts.

Dungeon Placement

This dungeon should be placed in a mine next to any town, village, or city. Players should be able to leave the dungeon to sell treasure, replenish supplies, and replace lost party members. Because this dungeon is discovered by miners, it is easy to place it in an existing location the players have a history in.

Rumors

These rumors can be given to players before the session begins or when the players ask for rumors at a local inn. Roll 1d6 on the table for that character's class (Elves, halflings, and dwarves are magic users, specialists, and fighters respectively) for each player with a rumor.

Fighter Rumors

1. A miner survived the mines, and is unharmed.
2. Strange monsters have been sighted near the mine.
3. An ancient warrior has been fated to be found in the area.
4. Men with odd armor have been seen near the mine.
5. An ogre lives somewhere in the mine.
6. Strange, but sturdy, metal has been extracted from the mine prior to disappearances.

Magic-User Rumors

1. Whispers through time speak of slumbering beasts in the area.
2. Several miners have gained odd mutations over the years.
3. A mage seeking to purchase strange artifacts has been sighted in the area.
4. Animals in the area are prone to seizing muscles and death.
5. A source of powerful magic has been sensed in the area by oracles long ago.
6. Echoes of an ancient language whispered through time has been sensed in the area.

Specialist Rumors

1. Strange, alien treasures have been exported from the mine.
2. A wealthy noble made their way to the town where the mine is located.
3. There are deadly traps in the mine.
4. Strange lights can sometimes be seen in the mine at night.
5. The mine is not particularly lucrative, but it is important to the area.
6. Hooded figures have been watching the mine for years.

Cleric Rumors

1. Whatever is coming from the mines, the gods want nothing to do with.
2. The local church is providing refuge to a survivor of the mines, but he is unresponsive.
3. Locals have had strange dreams since the miners were lost.
4. The mine has been haunted for years.
5. The mine contains bits of metal untouched by the gods.
6. A slumbering god of death waits in the mine.

Enemies

(full statistics on page 17)

Cyber-zombie Miner	HD 1
Alien, sick	HD 1
Alien, healthy	HD 2
The Observer	HD 4
Cleaning droid	HD 4
Cyber-zombie Ogre	HD 5
The Patrol Bot	HD 10

Mine Features

The mines are dark, long, and poorly made with many inefficient routes and backtracking.

Walls and ceiling: Semi-worked stone, reinforced with wooden planks. The ceiling is ten feet high and is just as flat as the walls.

Light: Complete darkness.

Sound: The sounds of distant metallic clangs, scraping of stone, and a faint humming can be heard.

Ship Features

The alien spacecraft is clean, dust free, and glows with a white menacing light. Psychic energy plays a huge part in the design of the ship. It is meant for creatures who have telekinesis and other psychic abilities. This does not mean the players cannot use the devices within the ship. They are specifically built to seek intent, and that the players have.

Light: The ship is lit brightly from white bulbs of light. The bulbs can be broken with a single point of damage.

Floors, Walls, and Ceilings: The walls, floors, and ceilings are crafted of a metal that has no seam, almost as if it is one piece of metal. The ceilings rise 15 feet and curves slightly upwards. The floor is covered in a small metal grate, but it is not large enough for players to hide in. A small character can manage, however.

Doors: The doors of the ship are circular and metal and are opened with psychic intent. So, in order to open the door there must only be an attempt to do so. As long as the player is within five feet of the door it will open whenever the players wish it to. This means attempts to pry it open, speak secret passwords, or touch imaginary panels work. Magic-users can open the door from 15 feet away because their minds are accustomed to manipulating objects at a distance.

Vents: Throughout the ship are small vents designed to allow the slaves and cleaning droid to travel freely. They are easily opened, the same way as the doors. The vents are three feet tall and two feet wide.

Psychic Influence: Characters gain a slight headache after a short time on the ship. Spending more than four hours on the ship causes one point of damage per hour.

Radiation: The ship produces a strange radiation that can cause mutations. Whenever the players leave the ship, they must save vs. polymorph. If failed, they will grow a minor mutation over the course of three days (pg. 16).

Random Encounters

Once every ten minutes while in the mine, the ship, or within the vents roll 1d6. On a 5 or a 6, roll 1d6 on the respective tables.

Mines

1-4: 1d4 Cyber-zombie Miners

5-6: 1d4 Aliens, sick

Ship

1-2: 1d4 Cyber-zombie Miners

3-4: 1d2 Aliens, healthy

5: 1d4 Aliens, healthy

6: Move the Patrol Bot an additional 60 feet.

Vents

1-3: 1d4 Cyber-zombie Miners

3-6: Cleaning Bot

Survivor

One of the miners was subject to the mind-wiping abilities of the Observer, however, he resisted the enslavement. Out of pure luck, he managed to escape. Now, he is kept in an inn, church, hospital, or other places of rest and healing. Should the players wish to speak with him, this is what he knows.

- He escaped from a cold and uncaring hellscape protected by a demon of iron whose very look could kill a man.
- Strange demons probed into his mind in order to control him, but he got lucky.
- He was the only survivor.
- There is an entrance into the ship, but it is protected by hellfire.

Of course, the demons he refers to are aliens, and the hellfire is deadly lasers. Other than that, this is all he knows. He can give a description of the aliens within, but they are exaggerated by fear.

Treasure

In the ship, there is very few coins, treasures, and standard piles of loot. However, that does not mean the ship is without wealth. A mysterious organization dedicated to finding artifacts from lost civilizations has scryed evidence of such a place in the mines. Though what they saw was alien, they will still pay a handsome fee for any electronics or artifacts. These electronics are called “bits” from here on and are worth 1 silver (or gold if more appropriate) per bit. Intact bits of electronics are worth double that amount.

A representative of the organization has stopped at the village a few months prior and has paid miners for finding bits in the rocks. The representative will offer the same deal to the players. Otherwise, the bits are worthless to anyone but metallurgists.

The Patrol Bot

The most important aspect of this dungeon is the Patrol Bot. It is described under its stat block, but do not treat it as a monster. This thing can kill a player with a glance. The way this robot works is it methodically circles around the ship. If it sees a player, it will attempt to kill them and take them to the medical room.

In combat, the Patrol Bot always acts on last initiative. Even if it is not present in the encounter. On its initiative, move it 30 feet following its path (detailed later). Outside of combat, subtly move the bot 30 feet every 10 seconds or so. As the bot passes a door, it opens and it quickly scans the room. As it gets closer to the players, the sounds of its footsteps become louder. At 90 feet, the sounds are faint. At 60 feet they are loud. At 30, defening. Beyond 90 feet, the players can only hear it if they listen for it.

Players should find a way to hide from the patrol bot. It is deaf, so noises do not attract it. It also seeks out living things, so hiding behind a shield is valid. However, if it senses the slightest bit of movement, it will attack. There are many ways to hide from the Patrol Bot. Hide inside gutted computers, crawl into the vents, hide under a pile of dead bodies, and diving underneath it to avoid its glare are just a few examples. Players should not need to roll sneak to hide from the patrol bot unless they attempt to do so at the last second.

The Patrol Bot also becomes smarter as the game progresses. Its tactics begin at 0 and increase by 1 after every other interaction with the players. Follow the tactics table to determine its actions.

Patrol Route

When the players enter the ship, drop a die onto the map of the ship. On a hallway near where it lands, the Patrol Bot begins. It will move clockwise at first, only leaving the ship at rooms 14 and 9. When the Patrol Bot reaches point A or B, roll a d6. On a 1-2 the Patrol Bot moves clockwise around the ship. On a 3-4 the Bot moves counterclockwise. On 5-6 the Patrol bot moves into room 22. It will then exit out of the door it did not enter from, and roll 1d4 instead of 1d6 to determine the direction. If the Patrol Bot comes into contact with something it cannot break through, it will simply turn around.

Tactics

0. Opens rooms and peers in, nothing else.
1. Enters rooms to search, but does not look inside objects.
2. Looks into vents it passes by.
3. Reaches into vents to remove debris.
4. Searches inside and around objects in the rooms.
- 5+. Tears apart all hiding spots in the room.

1. The Mines

The first room of the dungeon refers to the mines themselves. It is a series of dark passageways which crisscross through the earth. At several points, the mine has collapsed. This is a result of a sonic shift, undetectable from the surface, that was released when the ship doors were open. Read or paraphrase the following.

The dark passageways of the mines have been worked by amateur hands, but it makes a serviceable tunnel. The walls are lined with wooden posts every 15 feet and piles of forgotten rubble pocket the mine. Off in the distance, you can hear a faint clanking of metal on stone. Like dozens of picks being struck in quick concession. The smell of death and burned flesh permeate the air.

Treasure

Every 10 minutes spent searching in the mines uncovers 1d4 bits of technology left by miners.

2. Main Entrance

This is the main entrance to the ship, and it is most certainly and obviously trapped. The trap is a series of eight lasers running left to right spaced out evenly from floor to ceiling.

The entrance to this room is a smooth metal portal. Eight red, shimmering, glowing rods about an eighth of an inch thick run from the left and right of the door. Each spaced out evenly from the floor to the ceiling. On the ground is a corpse of a miner cut into 6 even pieces. The cuts appear burned and there is no blood. The stench of death and burnt flesh is greater here. Just beyond the doorway, you can hear the clanging of metal on metal, like drummers smashing a metal plate with a hammer.

Trap

There is just enough room to slip through, but not enough to crawl through. This means the players must carefully position their body to slip through. One slip up (failing a dexterity roll or similar) causes 1d8 points of damage as the laser cuts into the victim. The lasers can be broken, but it requires several minutes of work.

Treasure

The corpse of the miner has 1d8 bits of technology and 1d4 silver.

3. Storage Room

This room is a storage area for various knick-knacks. A sort of kitchen drawer type room. There are three lockers in the room, one of which is trapped. The lockers function much like doors.

In this room are several shelves full of strange, but seemingly useless items, including bits of metal, rubber, and other materials in odd irregular shapes. Three tall boxes stand in the room, each with a small metal door. Floating in this room is a mass of pink flesh with strange tentacles reaching out for you!

Enemies

1 Healthy Alien

Treasure

Among the knick-nacks is 50 bits of electronics. Two of the lockers contain 300 bits and 200 bits respectively.

Trapped Locker

One of the lockers is trapped via stored up energy from a hyper cube. Any player within 5 feet of the locker when it is opened is treated as being struck by energy from room 22. Inside this locker is a hypercube worth 500 bits. It hovers as if unaffected by gravity, but is safe to touch.

4. Medical Room

This room is the equivalent of an alien medical bay. At the center of the room is a surgeons table that automatically begins work on anyone who lays underneath it.

This room is largely undecorated aside from a single table at the center. The table is bolted to the floor, made of metal, and is slightly curved upwards. Above the table is a box with dozens of metallic arms holding small blades, axes, saws, and other instruments of torture.

Enemies

1d4 Cyber-Zombie Miners

Medical Tables

This medical table (as well as the one in room 7) is where the patrol bot brings corpses to replenish the miner zombies. When a corpse is laid upon the table, it turns into a cyber-zombie after 1d4 minutes. If a living character lays upon the table then it has a different effect. Over the course of the next 1d10 minutes, the character rolls a save against magic items or wisdom (mind control). If failed, then the player becomes a Cyber-Zombie. If successful, then the character heals 1d10 health points and the GM rolls on the following.

- 1. Metal Plating**... AC increases by 1.
- 2. Brain Augmentation**... Intelligence increases by 1.
- 3. Reinforced Body**... The character ignores the first 50 feet of fall damage.
- 4. Iron Heart**... The character can detect any poisons or diseases in their system.
- 5. Psionic Chip**... The character can lift objects up to 5 pounds with their mind at a distance of 10 feet. The range of opening doors in the dungeon doubles.
- 6. Lead skull**... The character cannot have their mind read.

Treasure

The device above the table can be harvested for 100 bits.

5. Food Storage

This room is a storage room, but it stores food for the aliens. The food is stored in 20 strange tubs of grey liquid, each one is a sentient ooze. The ooze is harmless, but touching it can cause the character to hear a strange alien language in their mind. An ooze, if taken to the memory room, knows everything an alien does. The aliens feed off of their psychic energy and occasionally come in to feed the oozes meat.

This room is a simple square room filled with cylindrical glass tubes filled with a grey liquid. This room smells like lemons and your nostrils burn slightly as you inhale.

Trap

If at any time the doors are shut when a character is inside the room, small nozzles from the ceiling release an acidic gas in the room. The gas is a cleaning agent used to keep the food safe from disease. Each character must save against poison (or roll constitution) or fall unconscious for 1d6 minutes. Every minute they are asleep, the character receives 1d4 damage from the cleaning agent. Though, the real danger is the patrol bot. Doom be upon adventurers that slumber in this room.

6. Cleaning Closet

This is a small room where the cleaning droid and its chemicals are kept. There is a dock for the droid to charge (10% chance it is occupied). The chemicals in this room are harmless unless consumed, in which case the character needs to save versus poison or vomit loudly. This summons the cleaning droid, which in turn attracts the Patrol Bot.

This room is a 10 by 20-foot closet by the looks of it. In the middle is an indent on the floor with metal holes all throughout it. The smell of chemicals hangs in the air.

7. Medical Room

This room is identical to room 4 except for the layout of the room. It contains one medical table used in the same manner as room 4.

Enemies

1d4 Cyber-zombie Miners and 1 Healthy Alien

8. Computer Room

This room is a computer room for the aliens. It contains their knowledge, history, language, and any information they would have. Unfortunately, the players have no way to access its digital contents. However, its valuable bits are just waiting for them to ransack.

This room contains 6 metal boxes with strange windows hanging above them. Each of these windows shows a bright white light with strange symbols running across it.

Enemies

1d4 Healthy Aliens

Computers

There are six computers in this room, each one would be treated more like a trapped chest than a computer. A player can pry open a chest (reducing bits by 50) or they can attempt to open it carefully. Doing so requires a tinkering (or intelligence) roll. If successful, the contents can be harvested. Harvesting the bits requires a delicate hand, else the character takes 1d4 damage. Roll either tinkering or dexterity to remove bits. Each computer has 200 bits. A computer is large enough to hide a human if it is gutted and each computer screen is worth 100 bits, or 25 if it is broken.

9. Com. Room

This is one of the two back entrances. Originally, it was a communication room for the aliens but has since been pried open by an ogre. There is a trap in this room, a result of the psychic communication devices.

This room is bare aside from a large hole in one side of the room. Beyond the hole, which is large enough for a wagon to fit through, is a natural cave system which continues into the darkness. While in this room, a pressure in the back of your head becomes noticeable. At the edge of the room is a sphere set into the ground, a large ax wound can be seen in it.

Trap

Stepping past the threshold of the room into the cave system causes 1d4 damage to anyone who fails a save against magic. Each time the player crosses the threshold, they gain a +1 bonus to the save. The source of this damage is a sphere with a large gash in it. This can be destroyed, but the attempt draws a random encounter.

10-12. Natural Caverns

These rooms are natural caverns with nothing of particular note within except for the unhealthy aliens.

Enemies

1 Sick alien in each room.

Treasure

Searching a room will result in 1d6 bits.

13. Cyber Ogre Lair

This is the lair of the Cyber Ogre. The ogre has ripped its way into the ship when it was woken from its slumber by miners, but did not possess the intelligence to open the doors or get past the lasers. It did manage to get itself hurt by the lasers, which resulted in the patrol bot (with some difficulty) moving the ogre to a medical room. Now, it guards the vulnerable entrances to the dungeon, controlled by the aliens.

The stench of death transforms into a smell that could only be described as death's excrement. Piles of bones and refuse fill the room. In one corner is a large blob of flesh, muscle, and metal. Suddenly, it stands!

Enemies

The Cyber-zombie Ogre

Treasure

A pile of treasure in one corner contains 23 gold pieces, 102 silver pieces, and a small glass panel. This panel is worth 100 bits.

14. Transport Room

This room was a transport room. Teleporters, long lost, used to dwell here. Though, the defenses are still active. This is one of the two rooms that have been opened to the caves by the ogre. This room has an obvious trap. Four lasers spin in the hall, crisscrossing at the center. The lasers spin at one rotation per 10 seconds.

This room is largely empty, the only thing of note is the large hole leading to a natural cave and a rotating, glowing grate. The grate looks like it is made of 4 glowing rods and it rotates in a hallway. The only exits from this room are through the hole, or past the grate.

Trap

The spinning lasers cause 1d10 damage to anyone that touches them (1d2 if the player taps the lasers gently).

15. Orb Room

This room is important to the aliens aboard the ship. It is a room that allows the aliens to more accurately communicate. Six orbs populate this room. Each amplifies psychic powers and have different effects.

This twenty by thirty-foot room contains 6 orbs, each about the size of a human skull, hover between triangular pillars. The orbs are spread out equally in the room. In the back of your mind, strange whispers can be heard.

Enemies

2 Healthy Aliens

Orbs

Each orb has a different effect when touched. Roll a d6 and attribute the orb touched with the corresponding effect. Each orb is worth 500 bits if removed, which renders them useless.

1. First Memory - Touching this orb will show a character the first memory of a random creature in the room. If an aliens first memory, it is of a strange and alien world.

2. Language - Touching this orb immediately causes a character to learn one language of a random creature in the room. The alien language allows them to read the computers and terminals. If the character cannot learn any languages, replace a random language.

3. Question - Touching this orb causes the character to be placed in an illusory realm. A shadowy place where they see one random creature in the room. The only way to escape is to ask three questions of the creature. Each question is answered truthfully (in an understandable language) with all of the knowledge that the creature possesses.

4. Worst pain - Touching this orb causes the character to immediately feel the worst pain a random creature in the room has experienced. This traumatic experience causes 1d4 damage.

5. Random Memory - Touching this orb causes the character to witness a random day of a random creature in the rooms life.

6. Information Orb - Touching this orb causes the character to understand that they are in an alien spaceship, it is still functional, and that the aliens want to enslave everyone in order to begin spreading through the world.

16. Control Room

This room is where the aliens run the entire ship. From here, the aliens control everything from the robots, to the intergalactic navigation system. Everything in the room is still functional. In this room are several computers with buttons and screens as well as the observer. If the players randomly press buttons, there is a 1% chance that they could accidentally teleport the ship. If they do, it appears somewhere within 100 miles.

In this room are several large metal boxes decorated with strange buttons and alien script. Hovering over it is a creature in round armor. It has one eye atop an eyestalk and deadly metallic pinchers.

Enemies

The Observer

Treasure

Three computers are in this room as per room 8.

17. Hall of Miners

The hall of miners is simply a larger section of hallway. But, for whatever reason, the cyber-zombie miners are drawn to it. Otherwise featureless, the hall is filled with 15 cyber-zombie miners. This fight would be a death sentence for any low-level adventurers. There is a way past, a vent that conveniently goes around them.

The hall widens into a large space. The stench of death and oil is thick here. Over a dozen miners stand in this area, motionless.

Enemies

15 cyber-zombie miners

Treasure

Littered on the floor is 25 bits.

18. Escape Pods

This room was an emergency escape pod area. Two escape pods sit here, both in working order.

This oddly shaped room contains two large spheres set into the walls. There are entrances into the spheres, where four men can sit comfortably. A large, red button lies in the center of each small room. Waiting to be pressed.

Traps

In each escape pod is a large, glowing button. When this button is pressed, the escape pod launches! Though, it has nowhere to go aside from the solid rock wall. If a player is within the pod when it launches, they immediately receive 2d12 damage. Players outside the pod, but within the room, receive 2d10 damage and may make a save for half damage. Usually, dexterity or breath weapon save.

Treasure

Gutting the pods in this room (which takes 20 minutes, or two random encounter rolls) reveals 750 bits. Doing so renders the escape pods useless.

19. Slave Chamber

This chamber is where the slaves are created. 10 stasis pods wait in these chambers. All but one empty. These stasis pods serve two functions. First, they keep slaves suspended in time so they do not need to eat. Second, they wipe the minds of anyone placed within and prepare it for psychic impression. The one pod that is not empty contains an ancient slave, used rarely. A neanderthal.

This room contains 10 upright coffins crafted of steel and glass. Each is connected to the floor by thick cables. One in the back glows with a soft-light.

Enemies

3 healthy aliens

Treasure

Gutting the pods in this room (which takes 20 minutes, or two random encounter rolls) reveals 750 bits. Doing so renders the escape pods useless.

Neanderthal

When a character touches the glass to the neanderthal's pod, it opens. The neanderthal becomes linked with that character. This means the neanderthal learns everything the character knows, including languages, and is completely loyal to the character. The neanderthal has the stats of a third level fighter but is otherwise treated as a follower.

20. Meditation Room

This is a meditation chamber for the aliens. A place where psychic influence is suppressed to calm the mind. This is the only room the patrol bot will not look into unless the patrol bots tactics are at level 5.

This small room is completely empty and dark. There is a welcoming silence to this room.

21. Grand Entrance

This is simply a grand entrance to the central power room. The door is opened like any other.

The hall widens into a 20 feet room. Directly on the other side is a large door, easily 15 feet high. Two large glass orbs sit at either side of the door, both crackling with energy.

Enemies

4 cyber-zombie miners

Treasure

Unscrewing the orbs allows them to be sold at 100 bits each if they are not broken.

22. Central Power

The most important room in the ship. This is the central power generator. A large 50 x 50-foot room. This room requires a grid and miniatures. Layout a 10x10 square grid. At the center of this grid is the power crystal. The bottom of the grid, write 1-10 on each square. Do the same for the left side. This is your X and Y coordinate.

At 50 cubic feet, this is the largest room you have seen. At the center is a tall glass tube with a floating crystal within. The crystal sparks with energy, and as it does a bolt of green power strikes somewhere in the room.

Power source

The players will likely want to get their hands on that power source. It is worth 2000 bits. To do this, they must spend a total of 10 rounds trying to break the glass. It is shatterproof, so breaking it is more like trying to pry it loose. Successfully removing the gem is easy, but it causes 1d4 damage to anyone that touches it. It hovers as if unaffected by gravity. When the crystal is removed, every door opens in the ship. The lights go out. The patrol bot dies. And the remaining aliens immediately head to this room.

Lightning

The green lightning in this room is not a damaging energy. But it is strange. When the players enter this room, roll initiative. The lightning always goes last. On its turn, roll 2d10. The first is the X coordinate, the second is Y. At this point, lightning strikes. Every creature at this spot and the surrounding spots are teleported to a random spot in the room (roll on the grid for each) and takes 1d6 damage. They then must roll a save against polymorph (or constitution) or be subject to a mutation (pg. 16).

Continuing the story

After collecting the power crystal and escaping the dungeon, the players have completed this dungeon. However, there are many ways to expand it. Miners could return to harvest the metal from the ship, only to discover a larger, more dangerous layer. Whomever the players sold the crystal to could be using it to power death machines. Or even a distress beacon was released, causing aliens to start to invade the world. The possibilities are endless.

Minor Mutations

1. Extra toe
2. Tongue doubles in length
3. Skin turns green
4. Horns grow from random spots in the body.
5. Eyes grow into eyestalks
6. Small useless wings appear on the back
7. Teeth fall out and regrow every day
8. Saliva becomes sticky, like glue
9. Blood is acidic
10. A useless eye grows on a random part of the body
11. The character can hear radio transmissions... if there are any to be heard.
12. Voice becomes incredibly low pitch
13. Fingers turn into small tentacles
14. Grows a useless tail
15. Skin doubles in size and becomes flabby
16. Hair becomes as strong as leather
17. Nails become claws
18. Blood turns bright pink
19. Glows in the dark
20. Roll on mutation table

Mutations

Use the following table (or your own) to determine the random mutation. These mutations should be seen as an opportunity for the GM to be creative, rather than simply using them as written. With these mutations are some suggested mechanical effects, but be sure to tailor the mechanics to your game.

1. Bone-like armor, +2 AC, -2 Dexterity
2. 1d4 extra arms
3. Eyes appear all around the body, impossible to sneak up on from behind
4. Fur covers the body, always in cold weather gear
5. Acidic spit, 1d4 damage ranged attack
6. X-ray vision. Can see through walls and people, but cannot be turned off. Essentially blind to anything not behind a 1-foot thick wall.
7. Legs replaced with serpent tail, half speed
8. Sticky appendages, can climb on walls
9. Organs rearrange themselves, 50% chance of being crit
10. Skin becomes chameleon-like, +2 stealth
11. Skin glows, -2 stealth
12. Legs become frog-like, double jump distance
13. Muscles expand, +2 strength
14. Muscles shrink, -2 strength
15. Gills, can breathe underwater
16. Bones become iron, +5 HP
17. Digestive system becomes more powerful, can eat anything
18. Ugly pockets of flesh everywhere, -2 charisma
19. Becomes psychic, can hear loud thoughts and occasionally sees the future.
20. Eradiated body. +1d4 damage to all attacks, but gear slowly burns away.

Monsters

Healthy Alien

Armor: As Leather

Hit Dice: 2

Speed: Standard Human

Damage: Telekenetic punch 1d6
Tentacle Whip 1d4

Tactics:

A healthy alien views creatures other than itself as weak. They immediately attack and attempt to enslave. When brought down to half hit points, it will try to flee. Leading chasers into a trap.

Special Abilities:

Telekinesis: A healthy alien's psychic ability allows it limited telekinesis. This means it can "touch" objects and people within a range of five feet. They can open the psychic doors from 20 feet away.

Description:

A healthy alien appears to be a dry jellyfish made of flesh. It is pink, the size of a man, and can hover several feet off the ground. Its long tentacles are fairly useless, but they can be used to press buttons in a pinch. They give off no sound and smell like a clean baby.

Sick Alien

Armor: As Leather

Hit Dice: 1

Speed: Half Standard Speed

Damage: Telekenetic punch 1d6
Tentacle Whip 1d4

Tactics:

A sick alien has been driven mad without the radiation from the ship. It will attack anything it sees with a frenzy. It fights to the death.

Special Abilities:

Telekinesis: Same as healthy alien.

Description:

Without the radiation of the ship, an alien will succumb to a flesh-eating disease. This drives them mad with pain and hunger. They look much like healthy aliens but have grey rotting skin, tentacles that are falling apart, and they hover sporadically. They make no sound and they smell like rotting meat.

Cyber-Zombie Miner

Armor: As Chainmail

Hit Dice: 1

Speed: Standard Human

Damage: miner tool 1d6

Tactics:

A cyber-zombie miner will attack anything other than a cyber-zombie, robot, or alien. They will fight to the death. If an alien is with them, then the miners do their best to defend the alien.

Description:

A cyber-zombie miner is a miner from the local village that has been killed and resurrected in the medical rooms. They shamble like a normal zombie and have metal bits and bobs embedded into their flesh. They moan as if in pain and smell like a corpse. The metal bits can be harvested for 1d6 x 5 bits.

Cyber-Zombie Ogre

Armor: As Leather

Hit Dice: 5

Speed: Standard Human

Damage: Club 1d10

Tactics:

The cyber-zombie ogre is a dumb brute, designed to defend the back entrances to the dungeon. It fights to the death.

Special Abilities:

Ogre Stench: When initiative is rolled, each character who can smell the ogre must roll a constitution (or paralysis) save. Or suffer -2 to attack rolls for one minute.

Description:

The cyber-zombie ogre is a large 8-foot tall monster made of muscle and metal. It is vaguely humanoid with long gorilla-like arms and a large toothy jaw. It growls with hunger and smells like death's excrement.

Observer

Armor: As Plate Armor

Hit Dice: 4

Speed: Standard Human

Damage: Laser blast 1d8 (100 ft range)
Pincer 1d6

Tactics:

Same as healthy alien.

Special Abilities:

Gaze: The Observer can use its turn to gaze at an enemy. The enemy must roll a charisma (or paralysis) save or be paralyzed for 1d4 rounds.

Description:

The observer is a rare type of alien that often become leaders. This particular one acts as the captain of the ship. It rides in a machine that allows it to hover, and also acts as its armor. This armor can be harvested for 200 bits. It whirrs with an electronic sound and smells like burned rubber.

Cleaning Droid

Armor: As Chain

Hit Dice: 4

Speed: Half Standard Speed

Damage: Cleaning brushes 1d6

Tactics:

The cleaning droids only job is to clean the ship. It will stop for nothing and will attempt to "clean" any creature it comes accross.

Description:

The Cleaning droid is about the size of a dog and it drives through the ship on tank treds. It appears to be a small box with several cleaning utensils coming out of it. It sounds like a small tank and smells of cleaning fluid.

Patrol Bot

Armor: As Plate and Shield

Hit Dice: 10

Speed: Standard Human

Damage: Laser 1d20

Tactics:

See page 6

Special Abilities:

Scan: The Patrol Bot must spend an entire turn scanning a room to find a target. Once a target is selected, it may attack with the laser.

Description:

The Patrol bot is a large sphere with several metallic tentacles that it uses to crawl around. It has a single glass eye which it blasts its unpredictable laser. It sounds like an engine and smells of burnt hair.