

PSYCHEDELIC FANTASIES

MODULE 5

**THE HARVESTER
FROM OUTER SPACE**

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THE HARVESTER FROM OUTER SPACE

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Each adventure module in the Psychedelic Fantasies line is compatible with every old school version of the original fantasy role-playing game. These modules revel in unconstrained imagination. Every monster, every magic item, and every magic spell is a unique and never-before-seen creation of the author. No orcs, fireballs, or +1 swords will be found within. Leave the familiar behind to explore hitherto undreamed of wonders...

The mighty star empire of Shzx'b'Unr has spread across the galaxy, ever hungry for new planets to conquer. Civilizations deemed sufficiently evolved are enslaved, less advanced ones are annihilated, their people and resources harvested to fuel the war machine. To this end, the Shzxans send out deep space science vessels, tasked with discovering inhabited planets, observing them and abducting specimens of indigenous lifeforms which show potential for use as shock troops or biological weapons.

One such ship is now orbiting your campaign world. On its way there, this particular ship was attacked by a hostile race of aliens. The crew was almost completely wiped out during the assault, but the ship itself escaped destruction and the central computer has since continued its original mission on autopilot. In the bowels of the ship, the forgotten test subjects have created a new home for themselves. As the PCs are camped out one night during their travels, they are caught in a bright tractor beam and with the deafening noise of blaring horns steadily pulled up into the ship.

General features:

Unless otherwise stated, all rooms and corridors described are steel, 12 feet high, predominantly featureless, their sterile cleanliness giving way to the unsanitary lifestyle of the new inhabitants. All rooms are continually brightly lit by semiconductor light sources emitting across all visible, ultraviolet and infrared wavelengths, effectively rendering abilities such as infravision useless. Signs and inscriptions are in the circular script of the Shzxans. Item values are noted in gold pieces (GP), but in the ship all types of coin are used interchangeably.

1: the abductor: cylindrical containment room with transparent walls, 20 feet high. Floor and ceiling are steel sliding hatch doors. Floor and walls are caked with a variety of differently colored blood. A large hole has been made in the cylinder using acid.

When the PCs are beamed into the ship, both hatches are open. As they are floating midway in the cylinder, first the floor will close. A minute later, when the ship has left the atmosphere, the ceiling will close as well, cutting off the beam, which abruptly drops the PCs.

2: fouled control room: 35 feet high; littered with rubbish and debris; several corpses piled in northeast corner; looted weapons locker with inscription *in case of emergency*; a graffito of a mug of ale, with an arrow pointing towards the western exit; control panel facing containment room from the south, 50% chance of one of the following happening in [1] when randomly mashing buttons:

- Floor hatch opens, everything in [1] and, due to the hole in the cylinder, [2] starts being sucked into the vacuum of space.
- Ceiling hatch opens, mechanical claw grabs whatever is in the cylinder and drops it in a random pen in [3].

- Ceiling hatch opens, gas released; either nerve gas (save vs poison or die) or sleeping gas (save vs poison or sleep for 3 turns). This will also flood the eastern half of [2] before the gas flow stops.
- Ceiling hatch opens, jet of cryogel is sprayed. Anyone in [1] must save vs petrification or become frozen until doused with chemical L-42.
- Nanoscanning apparatus activates, gives a precise molecular breakdown of any object, compound or creature on a plastic disk. This works as *identify* on magical items.

A group of Ashmoth guards, cronies of the new boss Borzum, make some money on the side by robbing new arrivals. There is a 50% chance the solitary lookout will be asleep, if not 3 guards will wait in [2] while the PCs are beamed in, and rush into the cylinder as soon as they drop to the floor. They will not use the abductor control panel, after an unfortunate mishap. If it looks like they will lose the fight, they will try to flee to [12]. The thugs attack with short swords and maces. The sentry has a *drop prod*.

3: lab with holding pens: laboratory 35 feet high with eight 10 feet high pens; filled with detritus; control panels, generators, all smashed to bits; inscription on wall *wear safety goggles at all times*; ceiling-mounted rails for mechanical claw; ladders on the walls lead up to a system of catwalks 25 feet up, which runs over the pens. This is the only way to reach the cells, as they have no doors: force field barriers were used to seal off their top. Unnumbered pens are empty.

3A: guard post: west wall has been breached; makeshift bedding; small burner with roasting meat; Ashmoth guards (2) arm wrestling (if they did not show up in [2]); suit of chainmail with three armholes (AC penalty of 1); two pouches hidden in hair-filled mattresses, one containing 74 coins in all shapes and sizes, including 12 copper, 6 silver, 11 gold and 2 small diamond coins (worth 100 GP each); other pouch contains two dozen shiny glass beads.

3B: darkened; brown, rubbery goop covers all lights; observant PCs may discern a dilating green eye in the substance, watching their movements intently. If the PCs linger in the room, the goop alien will psychically project a feeling of terror in them, causing an urge to leave the area immediately, save vs spells. If a PC initiates telepathic contact, the creature will attempt to answer questions by altering its interlocutor's mental state.

3C: Glorp's pad: several metal containers of jars and assorted junk; red drum emblazoned with a hazmat logo, which serves the phaseshifter Glorp as a bed; nearly a hundred photographs adorn the walls, showing Glorp with different groups of aliens.

If he spots the PCs, Glorp will squirt out of his drum, take on solid form and insist they pose for a picture with him, using his instant camera (worth 1.800 GP). Glorp sells jars of his own slime for 10 coins of any kind. The slime has beneficial effects on most races; applying a copious amount of it on a wound heals 1 hit point of damage.

Glorp
AC: leather+shield, MV: 60'(20'), HD: 3, AT: 1 (gas), DG: 1D8, SV: F4, ML: 9, XP: 240.

A 6 feet tall lime green blob of slime without any noticeable appendages or sensory organs except for a mouth, the creature can phaseshift from solid to liquid or gaseous form in a matter of 1 round. In combat he will turn into gas and let part of himself be breathed in (affects all creatures within 30 cubic feet, save vs breath attacks), after which he phaseshifts back to a solid.

3D: deep claw marks; scratched on the wall the formula to chemical R-34 and a map of rooms [29], [35], [36] and [37]; satchel of moldy provisions; large hole has been blasted in the floor; a nylon rope ladder dangles all the way down, leads to room [29].

3E: filled with acidic fluid which looks like murky water, 1D6 damage per round of contact. Inside several small alien skeletons, one still gripping a triobtainium keycard; a dormant Hirax and 9 egg sacs, worth 200 GP each; eating the embryo inside grants a random psionic power for 1D6 days. Eggs will shrivel and die if not regularly doused with acid.

Hirax

AC: leather, MV(swim): 30'(10'), HD: 4+2, AT: 2, DG: 1D6, SV: F1, ML: 6, XP: 310.

Oblong, spongy body 10 feet long covered with spines and growths, ending abruptly in several circular sets of tiny teeth. Two tentacles protrude from the backside of the necrophagous creature, which it will use to grapple PCs on the catwalk and drag them down into the pool. Once grabbed, suckers on the tentacles leech 1D8 hit points of life energy per round.

4: cryonic storage: Random Aliens (2) are exiting the storage, dragging a frozen corpse back to [9]. Inside are dozens of creatures in cryotubes, of which several have been broken open, emptied and now venting gas; ambient temperature -40°F, characters take 1 point of damage per round if any part of the body is exposed. Creatures (4) from ice planet Wurm are busy recreating their native environment; colorful crystal deposits slowly form as they meld their bodies with the steel walls. About 2.000 GP worth of crystals can be collected, but this will anger the creatures.

Crystalline Creature

AC: plate, MV: 30'(10'), HD: 3+1, AT: 1, DG: 1D8, SV: F3, ML: 8, XP: 110.

Prismatic, crystalline beings 6 feet tall with only rudimentary feet, hands and heads. They attack by simply smashing their razor-edged bodies against their target. If the creature gets an attack roll result of 4 above the roll needed to hit, it body slams the target for double damage. Creatures of very limited intelligence; they have no possessions but their bodies are worth 5 GP per pound. Average specimen weighs 500 lbs and has a 1 in 3 chance of fracturing into splinters when killed.

5: biocontainment unit: cooled storage; wall-to-wall shelves with metal canisters containing highly infectious viruses, of which several are missing; inscription reads *wear respirator at all times*. When opening a canister, every character in a 30' radius must save vs breath attacks to avoid inhaling its contents. Strains include:

- hyperplague: save vs death or die within 1D6 turns.
- space flu: penalty of 2 to saving throws for 2D4 days. PCs in contact with an infected character must make a new save every day or contract the disease as well.
- necrokinesia perfidia: if reduced to negative hit points, character must save vs death or reanimate as a mindless undead husk within 4D4 hours.

6: bioengineering lab: clinical lab room with breeding tanks and force field protected cages, many of which are empty; in two of the tanks layers of tissue are being grafted on Super Soldier Skeletons. A pack of Phenotype 12's (8), divided over three cages, starts howling as soon as PCs enter, throwing themselves madly against the barriers. Buttons on the side of the cages toggle the force field barriers on and off. A refrigeration unit contains a jar with 2 inch small parasites (4), reminiscent of beetles, which if swallowed give a bonus of 2 to saving throws against ingested poisons; after swallowing a parasite the character will need to begin doubling its sustenance intake or the famished parasite will eventually eat its way out of the stomach.

7: biochemistry lab: trashed contents; various transparent containers, some of which have been smashed, filled with formaldehyde and the ghastly results of failed mutagenic serum tested on aliens; several more dead aliens strapped into devices used to administer injections. Super Soldiers with roid rage (3), naked and unarmed, are rummaging through cabinets and knocking over delicate testing equipment while looking for their next fix of serum. Among the debris three vials of differently colored serum can be found; two are beakers full of death, but the third grants a permanent Strength and Constitution bonus of 2 if injected and the character survives the metamorphosis, save vs death.

8: the feed pipe: wall paneling has been removed to expose a transparent red pipe, which has been perforated; at 8 hour intervals dozens of penniless locals queue up to garner a bucketful of the thin, colorless and odorless amino acid solution that is pumped through it; 1 in 8 chance this is happening as the PCs first wander by. It is guarded at all times by Borzum's cronies: Ashmoth guards (3) and a Dyad, which have erected a barricade facing the northern corridor. The guards have a *sonic boomer* and the Dyad has two sets of protective headphones.

9: behavioral study lab: the name *The Pewter Flagon* is etched in graceful letters on the entrance; the hologenerator in this lab has been used to recreate the disorganized common room of a wattle and daub tavern; bar at the western wall, several wooden tables and a stone fireplace at the southern end; at all times two dozen aliens of various races can be found here, drinking, gambling or sleeping, served by a staff of holographic wenches. Safety protocols are enabled; attacks using holographic objects cause no damage. The bar is run by the sleazy alien Enrym Slip. He is unhappy about Borzum's protection racket and has aspirations to move up in the world. Various goods and services can be had in the tavern:

- the local booze, rhenzedrex, for 2 coins a pint
- mystery stew, for 5 coins a helping
- Slip's prime rib, for 15 coins a portion
- spending a night in the common room, for 3 coins
- private room for one night, 25 coins
- special holographic requests, starting at 25 coins

The PCs can usually find 1D4+1 patrons (Random Aliens) willing to earn extra coin and explore the ship with them, including at least one Dyad. Depending on their experience, they will charge 30 to 90 coins per day. Another fixture of the tavern is grizzled scavenger Gerbeng, who is selling: a *data sphere* for 1.000 coins, a quadrilithium crystal for 3.000 coins, two jars of explosive compound R-34 for 200 coins each.

Enrym Slip

AC: leather, MV: 90'(30'), HD: 3, AT: 1, DG: weapon, SV: F3, ML: 6, XP: 201.

Furry alien 5 feet tall with large ears, beady black eyes and a crooked snout. He is never without several daggers and throwing knives. Enrym has a *precordial thumper* implanted, evidenced by a large scar over his heart.

10: private rooms: luxuriously decorated bedrooms; they are holographic like the rest of the tavern and will vanish if the hologenerator is switched off. One of the rooms is occupied by the hierophant Suwat.

Suwat

AC: chain, MV: 90'(30'), HD: 4, AT: 1, DG: 1D4, SV: F3, ML: 8, XP: 311.

Humanoid skeleton 6 feet tall, garbed in a suit of gold scale mail crafted to resemble an anthropomorphic snake (worth 600 GP). He is a disciple of the demonic prince Senburon, exemplar of trickery, treachery and deceit, and will actively seek to misdirect lawful or good characters. Other possessions include a dagger carved from a giant fang, and the *Reversed Ring* (worth 2.000 GP).

11: observation area: concealed one-way mirror looking out on rooms [10]; hologenerator in corner of the room; built around and on top of the preexisting computer equipment are various installations and contraptions used in the tavern's food and drink production; the rhenzedrex distillery, consisting of several Phenotype 12 carcasses in which mixtures of liquid chemicals are aging; several cages of Phenotype 12's and skewers with frozen alien bodies roasting over an industrial heater: the source of mystery stew and prime rib respectively. The doorway leading into the room from the corridor is guarded by the thick-witted bouncer Gork.

Gork

AC: unarmored, MV: 90'(30'), HD: 3, AT: 1, DG: 1D6 or special, SV: F2, ML: 8, XP: 156.

Obese, hirsute humanoid alien, 6 feet tall with oversized arms. Small fragments of crystal jut out from his skin, through which he can channel an electrostatic discharge twice a day, causing 3D6 damage to the touched target.

12: lab with animal pens: laboratory 25 feet high; scientific equipment destroyed or removed; inscription on wall *do not lower barrier without a Caretaker present*; ceiling-mounted rails for mechanical claw; walls redecorated with an assortment of skulls and bladed weapons; Ashmoths (8) standing guard; at the back of the room a generator which controls the force field barriers for [13] and [14]; defunct Caretaker with the top half removed, functions as a makeshift throne for Borzum; Zord, a diminutive grey Shzhan scientist, his tongue removed, in a tiny cage next to the throne. Borzum is flanked by two advisors; Pog, a Dyad, and Y'kht.

Borzum

AC: leather+shield, MV: 90'(30'), HD: 5, AT: 1, DG: weapon, SV: F4, ML: 9, XP: 235.

Borzum is a 7 feet tall female Ashmoth, the only one on the ship. Her skin is a dull grey color; her wings of vivid black, red and white have a span of 8 feet when unfurled, though she does not have the ability to fly; Borzum can wrap her wings around her and create an effect of transparency, which works like *invisibility*. Her head is little more than two enormous compound eyes and a small, tapering proboscis. She respects only strength and shows herself ruthless and bloodthirsty when she suspects weakness or betrayal. If the PCs killed her guards in [2], she will offer them a place in her retinue. She claims the entirety of level beta as her domain. Between segments of her thorax she hides her feared weapon, the *death ray 2000* (worth 4.500 GP).

Y'kht

AC: leather, MV: 30'(10'), HD: 3, AT: 1, DG: 1D6, SV: F6, ML: 7, XP: 189.

Invertebrate alien 2 inches in diameter and 12 feet long when fully uncoiled, without limbs, with a small triangular head featuring two opaque green eyes and a small circular mouth. Y'kht uses its fleshy prehensile tail to wield a flail, the three striking ends of which are shrunken, severed heads of Shzhan scientists.

13: holding pens: empty pens which now function as sleeping areas for Borzum's guards. Hidden among the mattresses and private possessions can be found: a total of 314 coins of various alloys (including 43 copper, 5 silver, 61 gold, 10 platinum), a jar of chemical A-76 and the *statuette of a Tentacled Horror* (worth 1.125 GP).

14: holding pen: cell sealed off by a force field barrier; inside lives Blue, which is occasionally fed beings Borzum wants to make an example of. There is a standing bet of 750 coins for anyone who can best the creature in single combat.

Blue

AC: chain, MV: 60'(20'), HD: 7+1, AT: 2 (bite, tail), DG: 1D8/1D6 & poison, SV: F4, ML: 8, XP: 464.

A dark blue, scaly quadruped 15 feet long, 5 feet high and 10 feet wide, with a long narrow snout jutting out an additional 5 feet. The creature has no teeth, but many uvula-shaped protrusions which

slightly extend and stick to the creature's prey when it bites down on it, tearing off skin and flesh when the beast pulls back. Slippery victims take half damage. The tail of the creature features five stingers, each able to inject a dose of irritating poison, which it can use daily. On a successful hit with the tail, the target must save vs poison or rapidly develop an itching rash and blisters, giving a cumulative penalty of 1 to attack rolls for each dose of poison.

15: anatomical theater: walls and floor of center stage discolored and pockmarked by blood and acids; Ashmoth guards (4), seated around a dissecting table which is bolted to the floor of the lowest tier, playing jungs (a game of dice and fisticuffs) and drinking rhenzedrex around the clock. Northern door has been soldered shut. The floor of the bottom tier can pivot by the press of a button on a nearby control panel, dumping everything in the center in [30].

16: chemical shower: white tiled area which now serves as Borzum's private room; two sets of manacles installed in the wall; large, empty cocoon hanging from ceiling; steel locker with genetically encoded lock (requires a DNA sample, explosives or magic to open), which contains: bag with 2.471 coins (including 212 copper, 428 silver, 195 gold, 74 platinum, 12 diamond); a *data sphere* and the *magnetic gaunt* (worth 3.500 GP)

17: chemical storage: door has *Zlerb's Magical Concoctions* written on it in seven alien languages; steel counter; walls lined with metal stands crammed with jars of liquids; inscription reads *chemical storage*. The obnoxious owner Zlerb sells potions which he makes with the chem-o-tron 7000 in the corner of the room for 100 coins each. He knows the formula for chemical L-42, which he calls Zlerb's Delightful Decoldifier.

Zlerb

AC: plate+shield, MV: 60'(20'), HD: 5+1, AT: 1, DG: 1D6, SV: F2, ML: 4, XP: 76.

Purple, four-eyed, 2' tall alien strapped into a custom made 7 feet tall suit of powered armor, which he will use to fend off aggressors. If an attacker scores a critical hit, he hits Zlerb himself (1D4 hit points) instead of the suit. If Zlerb is killed, the suit is rigged to explode, which combined with the volatile chemicals in the room, deals 5D6 damage to everything in [17], save vs death for half damage.

18: microbiology lab: lab room dominated by an enormous electron microscope; other machinery cleared away to make room for a sleeping area. Abode of the shapeshifter Tamkos, who has convinced 14 aliens of various human-looking races (minor differences: pointy ears, ridged foreheads, etc; 1 HD creatures) his race is the progenitor of all theirs. He is worshipped as the All-Father and surrounded at all times by 1D4+1 servants. If the PCs behave in a subservient manner, they are invited to join the cult.

Tamkos

AC: chain+shield, MV: 120'(40'), HD: 7+1, AT: 1, DG: 2D6, SV: F7, ML: 6, XP: 484.

The shapeshifter has taken on the form of an 11' tall humanoid giant. He is egomaniacal and extremely wary about his secret identity being revealed; if threatened he will respond with brute force. Only if nearing defeat will he use his shapeshifting abilities to try to escape. If killed, he dissolves in a pool of milky liquid.

19: hololounge: bare, dome-shaped room; dozens of holoprojectors cover its surface. Sliding doors shut once PCs enter the room and a random program activates. To exit, PCs must find the now-hidden exit (search for secret doors), disable the main projector (disguised as a random object in each program) or finish the scenario.

Programs include:

- instructional alien autopsy course
- test subjects break out, escape drill
- episode of the popular melodrama *Glubdzlornahx and I*
- involved Shzhan erotica

20: corridor: the northern side of this corridor features a transparent force field barrier, allowing a view of [26].

21: trashed genetics lab: entrance door smashed in; various machines of unknown purpose, badly damaged; obscene slogans chalked on the walls. Nanoswarms (3) are repairing devices and cleaning up the mess; will attack intruders. Among the machines that function are:

- AutoCutter: can be used to implant cyberware modules, perform medical procedures and autopsies.
- genetic resequencer: PCs using it may re-roll all their stats in a way of the DM's choosing; due to alignment crystal degradation, there is a cumulative 2% chance each time the machine is used that it will turn the character into a puddle of protoplasm instead.
- genetic combiner: creates one creature out of two separate ones; stats and any innate abilities of the new creature are averaged or halved in potency/functionality.

22: cloning lab: filthy lab dominated by three 7 feet high, 20 feet wide cloning tanks filled with oily black liquid, which have been contaminated with various strands of DNA and now only produce Genetic Abominations; give off a horrid stench. Abode of Genetic Abominations (3), which are docile while telepathically held in check by their mutant master, Klath the Overmind. The mutant is busy preparing a captured Xoriin to be submerged into the tanks; 50% chance the PCs still have enough time to stop him. If confronted, Klath will offer the PCs a choice between death or submerging themselves in the tanks and becoming Abominations, part of his ideal, telepathic Anima.

Klath the Overmind

AC: unarmored, MV(levitate): 60' (20'), HD: 2, AT: 1, DG: special, SV: F6, ML: 4, XP: 211.

This 4 feet tall mutated monstrosity can hardly be recognized as a Shzhan scientist. Klath converses telepathically, can levitate and has offensive psionic capabilities of the DM's choosing. His death will enrage any present Genetic Abominations, granting them 5 attacks per round regardless of their current hit points.

23: radiation lab: continuous low hum originating from a 15 feet long raygun-like device hanging from the ceiling; room is permeated with hazardous radiation: after one minute PCs must save vs death or start feeling ill, eventually vomiting and hair loss occur. Subtract 1 point of Strength and Constitution for every minute spent in the lab; points return at a rate of 1 per turn spent in a non-irradiated environment. Trash chute drops down to [33]; the steep fall causes 2D6 hit points of damage. Wavethanians (7) make their nest here, crawling over walls and ceiling. In a sealed cupboard a petri dish can be found, which contains an unspoiled culture of the microscopic worms; observing, through some form of magnification, their hypnotic swirling motions instills the spell *Skeletal Malleability* in the magically adept.

Wavethanian

AC: plate+shield, MV: 90'(30'), HD: 2, AT: 1, DG: special, SV: F6, ML: 6, XP: 201.

Overexposure to the radiation ray has mutated these minuscule worms to a size of 4 feet. The creatures have soft, segmented flesh, no visible orifices or sensory organs and are extremely agile. They squirm and flail around in exotic patterns, which have a trance-inducing effect if the onlooker fails a save vs spells. The creature can then proceed to constrict and strangle the victim for 1D6 damage per round. Wavethanians are immune to all spells and spell-like effects. They can manifest telekinetic abilities, allowing them to effortlessly lift up the heaviest of objects and creatures and fling them about, though they use this power only sporadically and erratically. Unwilling targets may save vs spells to negate the effect.

24: central observation: control room overlooking [3] from 35 feet up through a one-way mirror; advanced holographic computer console with screens monitoring all pens; data sphere reader; weapons locker containing a *liquidator*.

25: security checkpoint: completely empty room; inscription reads *no unauthorized personnel beyond this point*; PCs may notice marks on floor revealing various contraptions were once bolted down; entire contents now crushed on the ceiling; gravity is reversed and increased a thousand-fold. PCs stepping inside must save vs death or are flattened immediately; if successful take 2D10+1D12 damage instead.

26: central processing: room covered entirely in grey matter; ganglia and synapses run from floor to ceiling, firing off visible pulses of energy; damaging the thick cluster of brain tissue in the center of the room will cause sporadic power, gravity or life support failures throughout the level. At the far end of the room a computer terminal is lodged in a cerebral outcropping, it allows the PCs to communicate with the central computer on the upper decks, which will answer their questions while simultaneously summoning two Caretakers to retrieve them; they arrive after 2D4 minutes.

27: test labs generator: zero gravity environment; room is featureless; walls are insulated with black ceramic tiles; in the center of the room a transparent sphere 20 feet in diameter slowly revolves; from it harmless positive streamers of electricity shoot off in all directions. Inside the sphere are 6 fully charged quadrilithium crystals (worth 2,500 GP each); removing the crystals disables all force field barriers, hologenerators and other scientific equipment on this level and the sublevel. The sphere can be entered through two, 4 feet wide rings in its exterior.

- magnetic confinement ring A: metal objects passing through the ring will be torn apart by the intense centrifugal forces.
- magnetic confinement ring B: metal objects passing through the ring will be crushed and compacted by intense centripetal force.

28: gravity well: a wide, sluggish graviton beam streams through the opening in the center of the floor of the room; intuitive controls allow the PCs to reverse the polarity of the beam, making it move up or down. Stepping inside, a character will slowly float to the identical counterparts of this room one level below. Inscriptions read, from lowest to highest: *level alpha; level beta*.

29: nutrient generator: sterile room with circular basin, 8 feet high, 40 feet in diameter, filled with pink liquid. Inside, hooked up to various machines, is an enormous, two ton heavy white maggot, eating its own tail, which regenerates almost immediately. A transparent red pipe is lodged in its abdomen and funnels a clear liquid digestion by-product to the upper levels. In a smaller basin maggot infants (4), 1 feet long, are swimming freely; extracting their DNA and injecting it doubles a PC's natural healing rate. The rope ladder from room [3D] dangles through a hole in the ceiling.

30: morgue: darkened, exceedingly hot; burning furnace, candles and smell of incense; magical wards painted on tiled walls; burlap bag with scrolls for spells *Hyperstimulate* and *Osteoporode*; all drawers have been opened; corpses of various alien races (9), in the final stages of mummification, each with a decorative gold mask (worth 275 GP) covering its face, lying on the floor in a neat row. Abode of the Necromancer Aca-Kyat and its Alar apprentices (5). If attacked, they will reanimate the corpses (2 HD creatures) to assist them.

Alar

AC: leather, MV: 90' (30'), HD: 3, AT: 1, DG: 1D6, SV: F8, ML: 9, XP: 108.

Red-skinned, horned humanoids 5 to 6 feet tall with bloated bellies and coarse black hair, armed with spiked wooden clubs. They despise technology and seek a way off the ship now that they have almost finished their forty day vigil for the dead. Aca-Kyat will show itself shrewd and friendly if the PCs behave in a respectful fashion. It is a 5th level necromancer and has the spells *Desiccate*, *Hyperstimulate*, *Migratory Body*, *Osteoporode* and *Reconstitute* memorized. It has the ability to summon simple, small objects at will, and can create up to 50 lbs of gold per day. Aca-Kyat wears the *Shzhan Talisman* (worth 2.800 GP) on a leather thong around its neck.

31: on-site manufacturing: bio-duplicates of Random Aliens (7) are silently sitting in a circle until the PCs enter; they will engage in friendly conversation and try to lure the PCs to the back room one by one. The room is entirely devoid of furnishings except for empty shipping crates and three energy fabricators: these devices can create any non-magical object (maximum volume 8 cubic feet, weight 50 pounds) if a charged quadrilithium crystal is inserted into the machine; creating an object drains the crystal. Back room contains twenty pods of slimy green biomatter, seven of which are already filled. Encasing oneself in a pod heals 1D4 hit points of damage per hour; the character loses consciousness until removed from the pod. After six hours a bio-duplicate is birthed from the pod; an exact copy except for a green coloration of the irises.

32: depressurized corridor: a micrometeoroid impact has penetrated the hull; force field barriers are erected at bulkheads on either side to seal off the imperceptible breach, blocking the passageway; buttons on either side allow the barriers to be disabled, in which case characters in the vicinity must save vs death or get sucked towards the breach, taking 2D10 damage every round they are being forced through the minuscule hole; a Caretaker will come by to plug the hole after 2D4 minutes if the barriers are disabled.

33: hazardous waste disposal: unlit room stacked with slightly toxic or radioactive trash. Inscription *wear hazard suit at all times*. Irks (5) nest here. Inside the garbage a notched quadrilithium crystal (worth 950 GP) and a stained plastic disk with operational instructions for an abductor can be found. Pushing the big red button next to the door seals the room, opens the floor and vents everything inside into space.

34: scorched maintenance room: half melted shelves with supplies and spare parts; center of room completely destroyed by fire; at the heart of the destruction the charred remains of a robed alien, Stellar (2) and a shimmering two-way portal showing an alien landscape: desolate, in the distance tall glass mountains under a purple sky, a black, inverted pyramid looming up ahead.

The trek to the pyramid takes two hours. The planet has no breathable air but normal gravity. The chamber at the bottom of the pyramid, the only accessible room, is 20 by 20 feet and holds the simple sarcophagus of a Stellar monarch, crowned with the diadem *Eye of Zoreyt a'samelach* (worth 6.000 GP).

35: storage hangar: pitch-dark, humid; thick layers of dark purple, sweet-smelling biomass now cover every surface and object, completely covering and obstructing corridor to [36]; sickly black and white mushrooms, up to 7 feet tall, disfigured by cancerous growths. At the heart of the room is a murky, putrid-smelling pool; a broken terraforming pod half submerged. Facing the water, half a dozen shabby tents have been erected in a semicircle, the abode of 23 Xoriin. In the center of the small clearing, stands a gnarled, solitary mushroom, about 5 feet tall, which is the telepathic village elder Pfomm. They are willing to barter for their shoddy handcrafted weapons, jewelry and jugs of a black liquid called Fish Breath, which allows the imbiber to go without air for up to 6 hours.

Xoriin

AC: chain, MV: 60'(20'), HD: 2, AT: 1, DG: weapon, SV: F2, ML: 8, XP: 67.

Luminous, insect-like creatures about 4 feet tall, covered in small fungi and outgrowths. They are incredibly pale, and their innards seem to produce an inner light which shines through their translucent shells. White growths progressively cover more and more of their bodies, until eventually they can hardly move. The creatures communicate by emitting spluttering noises from their innards and do not have the ability to speak any vocal language. A Xoriin can grapple an assailant with its 10 feet long prehensile tongue, which it can extend in a matter of seconds. The Xoriin gets a to hit bonus of 2 against a grappled opponent.

36: oxygen generators: dark, dank machine room; the sporadic sounds of pistons and grinding of gears come from behind the walls; several web-encased corpses hanging from the ceiling; bones strewn across the floor; foul-smelling fumes enter the chamber through the floor grating. Lying in wait on a wall is the monstrous creature Zuuzz.

Zuuzz

AC: plate, MV: 90' (30'), HD: 7, AT: 1, DG: 2D6, SV: F5, ML: 9, XP: 457.

The creature is 20 feet long and 8 feet tall and wide; it is protected by a shiny black carapace, has ten extremely long, thin legs and two sets of smoldering green eyes set on either side of her powerful fangs. Victims bitten must save vs poison or become paralyzed. Zuuzz can also shoot sticky bolas of silk up to 40 feet away which entangle a character if it fails a save vs paralyzation. If at a distance from her target, Zuuzz can do a powerful jump attack which does 3D4 hit points of damage and pins a character to the ground; the creature gets a to hit bonus of 4 until the victim escapes the grapple.

37: environmental control room: stifling, nauseating heat; control panel can be used to normalize gravity in [25]; empty cocoons; egg sac containing an alien/araneid hybrid; several beheaded corpses lie near the entrance; monofilament threads of spider web, invisible to the naked eye, criss-cross through the room. Anyone edging through the room takes 1D4 hit points of damage per 10 feet traveled; running through the room requires a save vs death or the character gets sliced to pieces; a successful save causes 3D8 damage instead. Encased in a cocoon on the far end of the room various undigested treasures can be found: a *data sphere*, a *somnupugilism module*, 74 plastic coins and a gooey iridescent gemstone (worth 1.850 GP).

38: Irk lair: dark, claustrophobic tunnel dug through the steel walls; crude 5 inch simulacra of various aliens from the ship and all of the PCs, save one (see [39]), dangle from cut cables or are arranged on the protruding ends of severed pipes. There is a 50% chance Irks (4) are currently stalking the tunnel.

39: Irk shrine: niche with an 8 feet tall effigy of a randomly determined PC, cobbled together out of pilfered materials, yet strangely detailed and lifelike. A hollow compartment at the foot of the statue opens up to reveal several livers of different creatures; one of them, a *liver of a Qharg Beast*, gives off a faint magical aura.

40: airlock: small chamber with airtight doors which grant access to the exterior of the ship. Four feet tall Shzhan space suits (2) are stored in cupboards. Taking a space walk without a hermetically sealed suit or similar magical means of protection results in immediate death.

41: hyperlift: a lift which moves among the different decks of the ship at breakneck speed; the control panel has been forced open and requires a quadrilithium crystal to power up again. When power is restored, it will display a warning that the level is on security lockdown; a retinal or fingerprint scan of a Shzhan scientist is required to open the doors.

On the upper decks of the ship, a pitched battle is taking place between the crew, the invaders, rogue AI's and many more. To keep this adventure self-contained, the hyperlift can also function as an escape pod, which will deliver the PCs safely back to their own world.

Map notes:

A: teleporter pad, allows instantaneous travel to other pads; similarly numbered pads are linked.
A*: quadrilithium crystal that powers the pad has been looted; one must be reinstalled before the teleporter can operate.
B: chem-o-tron 7000
C: reinforced security door: must be opened with a keycard, explosives or magic.

Wandering monster table

Number of creatures - busy doing...

- 1: 1D4 Ashmoth Guards - fighting (roll again)
- 2: 1D4 Nanoswarms - cleaning up a splattered adventurer
- 3: Adventuring party of 1D4+2 Random Aliens - hauling back loot (worth 3D4 x 100 GP)
- 4: 1 Genetic Abomination - trying to end its existence by smashing into walls
- 5: 1D3 Stellars - looking for a fight
- 6: 1D6 Irks - out to steal some valuables
- 7: 4D6 Phenotype 12's - looking for food
- 8: 1D4+1 Super Soldiers - planning a raid
- 9: 1 Caretaker - chasing a Random Alien

Bestiary

Ashmoth

AC: leather, MV: 90'(30'), HD: 3, AT: 1, DG: 1D4 or weapon, SV: F2, ML: 6, XP: 81.

Ink-black, anthropomorphic aliens 5 to 6 feet tall, small heads inset with huge yellow compound eyes (with lids), three-clawed hands and a set of colorless vestigial wings, 4 feet in span. Their skin excretes miasmic pathogens which cause localized palsy in a limb if it comes into direct contact and the character fails a save vs paralyzation. Its wings allow the Ashmoth to mimic the color and appearance of its prey, which takes 2 rounds of combat, and confuses attackers 1 in 3 times. The males of the species are extremely sensitive to the pheromones excreted by females, and will obey any command given by any character redolent of them, though they may save vs spells to negate the effect if the character is visibly not an Ashmoth female.

Caretaker

AC: plate+shield, MV: 120' (40'), HD: 8+3, AT: 3, DG: special or 3D4, SV: F5, ML: 12, XP: 612.

Robotic servants built for maintenance duties and heavy lifting. The Caretaker is a metallic sphere 5 feet in diameter, from which six flexible, magnetic tentacles emerge at equidistant points, allowing it optimal speed and maneuverability in tight corridors. It is programmed to not harm escaped test subjects, but return them to the holding pens. Only if severely threatened (lost more than half of its hit points) will it use its plasma torch to defend itself. The Caretaker can create a completely impenetrable force field bubble around creatures and objects. Living creatures may save vs wands to escape being trapped. The bubble stays in place for 2 rounds. The robot can then proceed to create an energy lasso of gravitons, which allows it to pick up and carry up to 4 bubbles containing up to 1,000 lbs each. The effect of the force field bubble continues indefinitely as long as it held by the Caretaker. Caretakers make extensive use of airlocks to quickly travel to different sections of the ship along its exterior.

Dyad

AC: leather, MV: 60' (20'), HD: 2, AT: 1, DG: weapon, SV: F2, ML: 4, XP: 53.

Five feet tall, green-skinned humanoid aliens with three arms and two heads. While unimpressive fighters, they have a natural knack for languages; a Dyad has a 1 in 10 chance of grasping the basics of an alien language after 10 minutes of conversation; the odds are cumulative if the conversation continues for a longer period. They have mastered all languages spoken on the ship, including Shzhan. Almost all Dyads have some form of magical affinity; thanks to their physiology they can simultaneously cast two verbal or somatic spells per round.

Genetic Abomination

AC: leather+shield, MV: 60' (20'), HD: 6, AT: 2, DG: 1D6, SV: F2, ML: 10, XP: 320.

Creatures born out of the hubris of Shzhan scientists, these beings are the result of cloning experiments gone awry. Shambling hulks of mismatched flesh and bodyparts, claws and tentacles, dozens of eyes, slavering and wailing mouths; the torment of their very existence constantly driving them to seek out and kill all living creatures. Once per 3 rounds the Abomination can spew highly caustic bile up to 20 feet away, covering an area of up to 5 square feet. Those in the area must save vs poison or take 3D4 damage, which only affects organic tissue. For each HD of damage the Abomination takes, it becomes more enraged and gains an extra attack per round, up to a maximum of 5. If the result of an attack roll is 1, a part of the creature atrophies, explodes or otherwise stops functioning, which causes 1D8 hit points of damage.

Irk

AC: plate, MV: 120' (40'), HD: 2, AT: 2, DG: 1D6, SV: F3, ML: 6, XP: 87.

Lanky, hairy, highly intelligent humanoid creatures 7 feet tall, with extremely sharp claws and teeth and vivid red eyes. Despite their gangling appearance they are uncommonly nimble and fast. Irks never directly attack other creatures unless to feed, but enjoy playing cat-and-mouse games, causing mayhem and stealing objects. They live in small packs and nest in dark, cold places. Irks are immune to most forms of poison, diseases and hazardous radiation. A dead Irk will revive after 1 turn and regenerate any lost body parts, unless its liver is removed, which will cause it and the creature's remains to turn to ash nearly instantaneously.

Nanoswarm

AC: unarmored, MV: 180' (60'), HD: 3, AT: 1, DG: weapon or special, SV: F4, ML: 12, XP: 65.

A cloud of microscopic machines, which can make itself visible or invisible to the naked eye as fits its purpose. The swarm fills an area of 10 cubic feet and usually takes on the form of a gulf or flying mass. The swarm can attack by either coalescing into a weapon and striking its target, or by engulfing it and penetrating its exterior. Once inside their target, the swarm can either automatically deal 1D4 points of damage per round, or attempt to alter the brain chemistry of the target to turn it into an obedient puppet; the target may save vs wands to negate the effect, which lasts as long as the swarm infests the character's body. Normal weapons do not affect the swarm, but spells or explosives with an area of effect do. Nanoswarms automatically take 1D6 hit points of damage per round if they move within 10 feet of a magnetic field.

Phenotype 12

AC: leather+shield, MV: 90' (30'), HD: 1, AT: 2 (claw, bite), DG: 1D4/1D6, SV: F1, ML: 4, XP: 47.

Biological weapons engineered by Shzhan scientists, the Phenotype 12 is a 2' tall, 4' long carnivorous quadruped designed to kill and reproduce often and quickly. Warts and barbs cover the ragged skin of the creatures, whose heads comprise little more than a set of horizontal jaws resembling interlocking hands. The Phenotype 12 has no eyes; it uses its wildly flailing tongue to sniff out targets. It always travels in packs and has a voracious appetite, though it can survive on very little. It reproduces asexually through mitosis and lives for exactly 4 weeks. Newly shed offspring mature in 4 days and start reproducing every 3 days after that, providing a source of food is found. It attacks like a creature of 3 HD.

Random Alien

AC: leather, MV: 90'(30'), HD: 1-4, AT: 1, DG: 1D4 or weapon, SV: F2, ML: 6, XP: 99.

The Random Aliens from planet Chaos IV are all unique specimen. Roll 6D8:

- level; 1 to 4 HD
- color; 1: green; 2: red; 3: black; 4: speckled white; 5: transparent; 6: mottled yellow; 7: pearlescent; 8: light-absorbing
- shape; 1: humanoid; 2: blob; 3: tentacular; 4: insectoid; 5: fungoid; 6: quadrupedal; 7: incorporeal; 8: shapeshifter
- exterior; 1: scales; 2: carapace; 3: mineral; 4: fur; 5: slime; 6: sponge; 7: flesh; 8: fluidic
- size; 1D8+2 feet
- special; 1: 1D8 eyestalks; 2: cyborg; 3: 1D8 additional limbs; 4: exposed, enormous brain; 5: glowing vestigial body part; 6: does not perceive time in a linear fashion; 7: conjoined twin; 8: flying

Stellar

AC: leather, MV: 90'(30'), HD: 3, AT: 1 (lash or eye), DG: 1D8 or special, SV: F5, ML: 9, XP: 112.

Mute, gaseous creatures 6 to 7 feet tall, which resemble shadows with fiery eyes in their native environment but are continually aflame in surroundings containing an atmosphere. They are extremely antagonistic towards all organic creatures. In combat they can throw superheated plasma up to 40 feet away, which resembles a fiery lash or prominence. A Stellar can alternatively exponentially increase the intensity of its fiery gaze for a brief moment, which blinds onlookers for 1D4 rounds if they fail a save vs paralyzation. When a Stellar dies, it creates a fiery explosion in a 20 feet radius dealing 2D8 damage. At the center of the explosion a miniature black hole is created, which will begin to suck everything in a 20 feet radius towards it at a rate of 5 feet per round. Characters caught in the field may save vs paralyzation to escape its pull, or take 3D6 damage per round inside the anomaly itself. Normal weapons do not affect Stellars.

Super Soldier

AC: chain+shield, MV: 90'(30'), HD: 3+1, AT: 4, DG: 1D6 or weapon, SV: F3, ML: 11, XP: 195.

Tank-bred amalgamations of the best qualities of abducted species grown around triobtainium skeletons, these shock troops are tough, cunning and genetically hardwired to remain loyal and persevere. This particular breed of Super Soldier is a 7 feet tall, four-armed humanoid, extremely muscular and hardy. They have the ability to camouflage and change skin color on the fly and surprise on 1-5 on 1D6. The Super Soldier regenerates 2 hit points worth of damage per round. They are immune to poison, disease and spells or effects similar to *Charm Person*. If a Super Soldier is killed, a chip in its skeleton activates, allowing the latter to continue functioning autonomously.

Super Soldier Skeletal Substructure

AC: plate+shield, MV: 90'(30'), HD: 2+1, AT: 4, DG: 1D6, SV: F5, ML: 12, XP: 116.

The Super Soldier Skeleton is a mindless automaton which cannot carry out more complex actions than continuing to fight its previous attacker. If all of the Super Soldier's dead flesh is scoured off the Skeleton, it gets an AC penalty of 2.

Science

- Chem-o-tron 7000: this machine creates chemical compounds from the various formulas the PCs can find. The resulting gas or liquid pops out of the machine in a small glass jar; its contents can affect an area of up to 3 square feet. Its properties can be discovered only by trial or using a molecular scanner. For creating random chemicals without a formula, the DM rolls 4D6:

- application; 1-2: ingested; 3-4: inhaled; 5-6: contact
- potency; 1: 1D3; 2: 1D4; 3: 1D6; 4: 1D8; 5: 1D10; 6: 1D12
- effects; 1: freezing; 2: acidic; 3: poisonous; 4: healing; 5: explosive; 6: vaporizing
- characteristics; 1: mephitic (penalty of 2 to combat rolls for 1D4 rounds); 2: soporific (Sleep for 1 turn); 3: hallucinogenic (stunned 2D4 rounds); 4: volatile (1 in 2 chance chemical explodes for 2D6 damage if character carrying it is hit); 5: mutagenic (9 in 10 chance of harmless growth, 1 in 10 chance of 1st level mutation of DM's choice); 6: radioactive (bright glow and no hit point recuperation for 1D4 days)

If the results of the dice roll include a three-of-a-kind, the compound is extremely unstable and immediately explodes for 2D6 damage; if the result is a straight, the chemical's potency is doubled.

- Cyberware:

- precordial thumper: a hemispherical clamp 4 inches in diameter, to be attached to the ribcage directly over the heart. If a character's hit points drop below zero, the thumper will immediately activate, once per day, to reanimate the character. The character must save vs death to return to life, stabilizing at 1 hit point.
- somnupugilism module: this 2 inch circuit board must be inserted somewhere in the head. It enables a sleeping character to walk and fight (with a penalty of 2) solely by unconscious, autonomic reflexes.

- Data sphere: crystal orbs encoded with data. Due to their appearance, they are intrinsically worth 850 GP, regardless of their contents. The data can be accessed through a spherograph-like device in [24]. Data may include:

- chemical formula Q-11.
- doomsday weapon schematics; takes 2D4 years and 1 million GP to build; can destroy a small planet.
- comprehensive dictionary and grammar database of over 1,000 alien languages.
- holiday snapshots of supreme warlord Zhunxtat and his mistress.

- Death ray 2000: mistaken for a disintegrator ray by its owner, this device is actually a portable teleporter. The calibration controls are destroyed and the displacement effect is now entirely random. Targets hit must save vs death or materialize in a solid object. If the save succeeds, they are teleported to a random room (roll 1D40).

- Drop prod: a short plastic rod with glowing extremity; used on organic creatures human-sized or smaller, it makes the target seize up and spasm uncontrollably for 1D4 rounds if it fails a save vs wands.

- Formulae:

- A-76: thick contact paste; rubbing it on a body part allows the character to change the coloration, shape and size of the part in question for 10 turns.

- Q-11: healing gas; triggers a bout of maniacal laughter, which abruptly stops as the inhaler goes rigid and catatonic for 2D4+2 turns; 1 hit point is recuperated for every turn spent in this fashion. Unwilling targets may save vs paralyzation to negate the effect.
- R-34: explosive liquid chemical; deals 2D8 damage, only to inorganic matter.

- Liquidator: this bulky spraying apparatus is outfitted with a reservoir of H-20, a neutral liquid chemical that functions as a universal base for other chemicals. Inserting a jar of chemicals into the liquidator changes the compound to a contact fluid with the other remaining characteristics of the original chemical, which can be sprayed at a target up to 20 feet away.

- Magnetic gaunt: a steel glove with built-in power source, which allows the wearer to create focused magnetic fields; metal objects no heavier than 30 lbs can be moved or pulled to the wearer from a distance up to 30 feet. The glove can also be used to throw or shoot objects with much greater force, which causes an additional 1D4 or 1D6 damage based on its size.

- Sonic boomer: this 2' long cylindrical device has two omnidirectional speakers which produce a painfully loud bass tone. Anyone in a 60' radius not covering his ears must save vs breath attacks or take 1D3 damage per round. Check for wandering monsters every round the boomer is active.

Magic

- Eye of Zoreyt a'samelach: an enchanted silver diadem with the eponymous Eye set in it; a one inch small blue giant star. It sheds light 30 feet ahead of the wearer, which hinders or damages creatures sensitive to sunlight. Once per day, when the command word *tarqil* is spoken, the Eye can create an intense flash which blinds onlookers in a 60 feet area for 1D4+1 rounds if they fail a save vs paralyzation.

- Liver of a Qharg Beast: unlike mundane organs this liver of the magical Qharg does not get rejected as a foreign body by a new host's immune system. When implanted, it toxifies the character's blood, turning it into a poison with the following properties, to which the host is immune. It also visibly ages the character 5 years. Type: Injury; Save Adj.: +2; Onset: 1D4 rounds; Failed Save Damage: 15; Save Damage: 0.

- Reversed Ring: a band of brass wrought in the semblance of a coiled snake; its effects are twofold. Firstly, it allows any cleric to cast spells like a character of one class level higher. The character receives this boon only after wearing the ring for at least a day, and it dissipates immediately when the ring is removed. Secondly, if a cleric of lawful or good alignment casts a spell within a 60' radius of the wearer of this ring, the intended target of the spell (or the cleric character itself if there is no specific target) must save vs spells; if the save fails, the reversed version of the spell, where possible, is cast instead.

- Shzhan Talisman: this mummified alien hand has an eye embedded in its back. It is imbued with an enchantment which unerringly detects hostile intentions or harmful effects directed at its wearer. When this occurs, the eye will open and the hand will spring to life to give a warning. The wearer cannot be surprised, but the prescience of the Hand is limited to a few seconds (1 round of combat).

- Statuette of a Tentacled Horror: a finely crafted jet idol which depicts a monstrosity from a hellish dimension. The owner of the cursed statuette experiences dreadful nightmares, which entails that lost hit points do not recover from resting. After approximately a month, the character's Wisdom will become affected, losing his sanity at a ratio of 1 point of Wisdom per week. If it is thrown away or sold, it will inexplicably turn up again that same night; if it was sold, the person who bought it will hear strange voices whisper that the previous owner stole it back. The bond can be broken by casting *Remove Curse*, or saying aloud the monstrosity's true name: *Dhachthunuggh-rle-nyosth*.

Spells

Desiccate

Level: 1

Duration: 3 rounds per level

Range: Touch

The caster may touch an organic creature or mass and cause its bodily fluids to evaporate. Living targets must save vs spells to negate the effect, or take 1 hit point of damage per round as long as the spell continues, during which the body of the target becomes increasingly withered.

Hyperstimulate

Level: 1

Duration: 6 turns

Range: 60'

This spell greatly increases the potency or speed of the normal functions of a specified organ, gland or tissue. For example, a hyperstimulated brain would allow much faster thinking and more

potent psionic ability; an adrenaline gland would create an extreme rush of energy; a stomach would digest faster and create a feeling of ravenous hunger. An unwilling target may make a save vs spells to negate the effect.

Migratory Body

Level: 3

Duration: Special

Range: Touch

Using this spell, the caster can magically animate a specified organ in the target's body, granting it limited mobility with the sole purpose of exiting the body through the most convenient orifice. It takes 2D4+1 rounds before the process is complete, during which the target can feel the organ moving around and the process may yet be reversed by dispelling the magic or applying preternatural healing. After this period a living target must roll to check if it survives the transformative shock; however, if a vital organ such as the brain or heart is extracted, the target immediately dies and no roll must be made. Living targets may make a save vs spells to negate the effect of this spell.

Osteoporode

Level: 2

Duration: 1 turn per level

Range: Touch

Through application of this spell, the skeleton of the target becomes frail and brittle as glass. Living targets may save vs spells to negate the effect entirely. When a creature with an endoskeleton is affected by this spell, its bones will break in the location where it was hit. This may render the creature unable to walk or fight, fall unconscious or even die if the head was hit. Creatures with an exoskeleton instead lose chunks of armor, which gives a cumulative AC penalty of 1 for each hit.

Reconstitute

Level: 2

Duration: 1 day per level

Range: Touch

This spell can be cast on a dead or undead being to restore its physical form to the state it was in moments before death; this includes devolving natural weapons (such as claws or fangs) which are the result of the target having become undead. The spell will however not actually restore life, revitalize organs or negate other characteristics of the undead condition (for example mindlessness). When the effects of the spell end, the restored body reverts to its original state during the course of one additional day. An unwilling target may make a save vs spells to negate the effect.

Skeletal Malleability

Level: 1

Duration: 1 turn per level

Range: Touch

The skeletal structure of the recipient of this spell becomes flexible as muscle, but retains its original toughness. This allows the character to contort its body in otherwise impossible ways and squeeze itself through holes as narrow as 5 inches in diameter. The spell also raises the Dexterity of the target to 13, or grants a bonus of 2 if it already has a score of 13 or higher, up to a maximum of 18. The reverse of this spell, *Skeletal Rigidity*, gives the target an AC penalty of 2.

