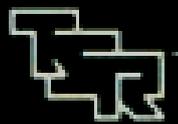


DUNGEONS & DRAGONS[®]

An Official-looking Adventure

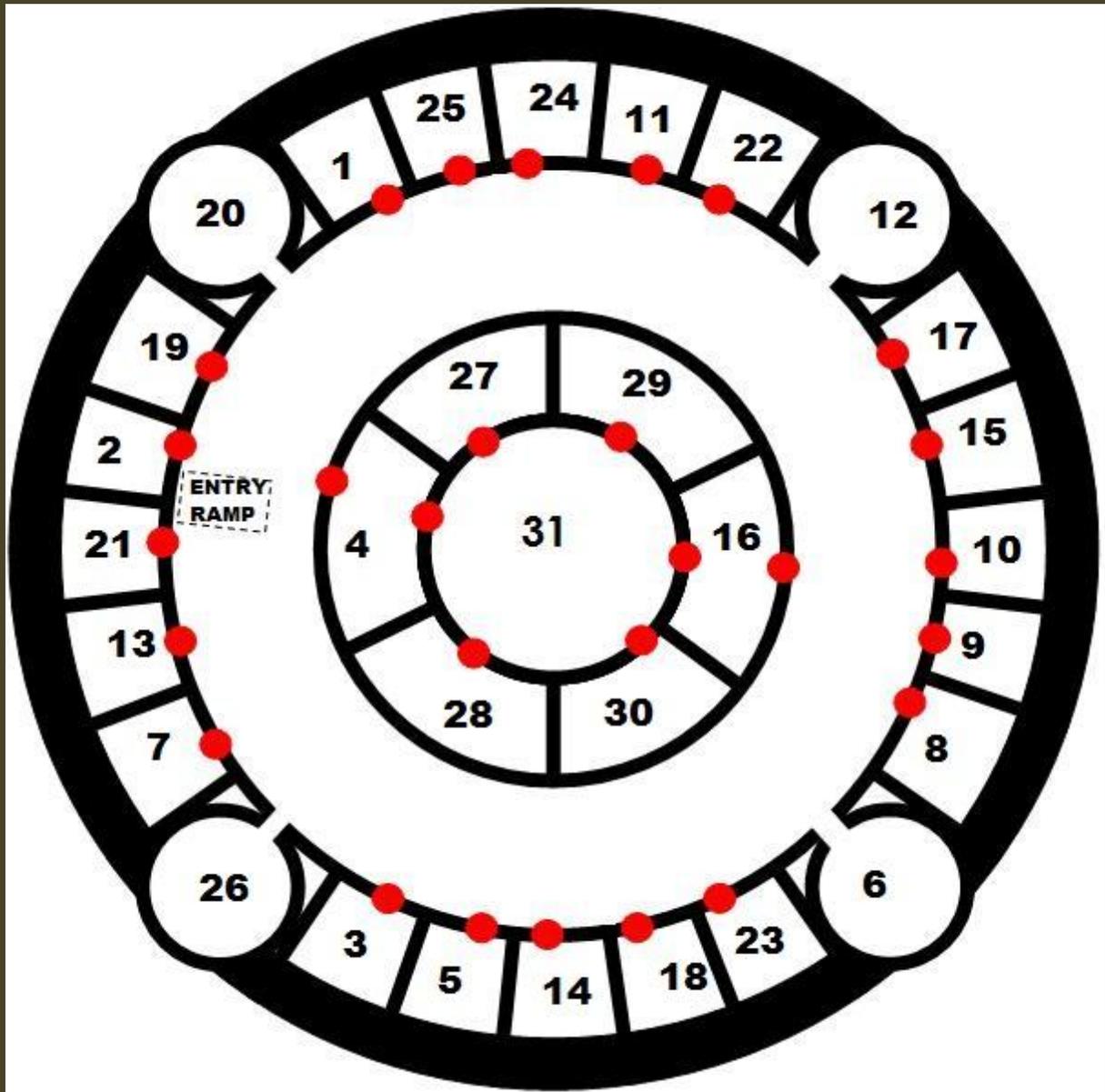
The Caldwell Incident

By YellowDINGO



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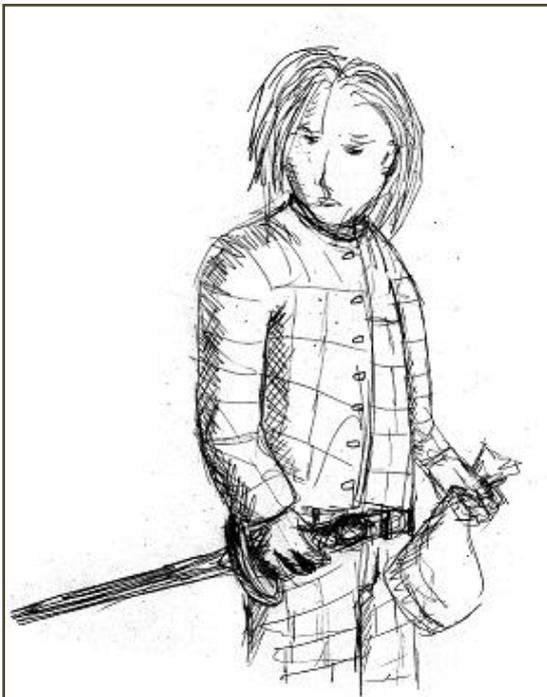
LEVEL 1: THE KEEP



IT BEGINS

BACKGROUND

Clyde Caldwell, a Merchant likely known to the Adventurers has recently purchased a Keep and the acres of land on which it sits from the King. Having done this so many times before – employing Adventurers to depopulate his properties of undesired tenants he decided to finally give it a go himself. Unfortunately he has run afoul of the occupants who proved far more alien to his ideas than any before had done. Merchant Cladwell found himself Abducted in the worse possible way. Overdue – his failure to return home has raised the attention of his young daughter – Sylvia. Worried with grief she made immediately for the Keep and found her father’s horse being mutilated by things which can only be described as not in the slightest bit goblin-like with no sign of her father. Realizing that both she and her Father would have as much chance as a cheese sandwich on a plate in a place like this she returned home long enough to retrieve what she would need before heading to the nearest tavern with a sack of gold. This would take adventurers.



ILSA CALDWELL: Zero-Level Human; Str (8), Dex (16), Con (8), Int (16), Wis (13), Cha (18); AC6; 5hp; Lawful; Weapon Mastery: Rapier (Skilled-1d12, Deflect (1) +Disarm); Skills-Riding (horses), Finance, Read/Write-Darokinian, Read Write-Thyatian, Read Write-Traladaran.

Equipment: Rapier, Small Sack, 400gp, Padded Armour, Boots, Gloves.

Background: Though she has never wielded a sword in anger nor taken a life – she has been well trained by her fencing instructor. Her riding leathers are padded armour (AC8). She is more familiar with the intricacies of Letters of Credit than Adventuring.

FOR THE PLAYERS

It is assumed that the PCs are in the local tavern – indulging them-selves in a few hours between bloody sword wielding carnage that makes up their otherwise worthless lives.

A young girl in riding leathers with an out of place rapier on a belt about her waist bursts through the tavern doors pausing only long enough to look about at the occupants whose attention seemed drawn by the sack in her hand. Her gaze settles on you and your companions.

“You,” All eyes in the tavern turned immediately to look in your direction.

“Get your things; I have need of your services.”

“Wuh-hey!” The cheers of the crowd, as offensive as possible, draw her steely gaze silencing them just as quickly. Never have they seen a girl who could silence this crowd with a look until this evening.

And then she departs, leaving an expectation that you will follow in the minds of everyone in the tavern who is looking at you.

If the PCs follow her out into the street they find her on her horse with more horses in tow. If the PCs bother to ask her where they are going she informs them. Ilsa Caldwell will make no attempt to identify herself to the Adventurers now or during the Adventure.

“The Merchant Caldwell has met with foul play at a nearby Keep that he has recently purchased and I require your aid in rescuing him from the vermin within. Then you get paid” She pauses to breathe deep the evening air;

“Now we Ride.” She spurs her horse forward leading the spare.

THE RIDE TO THE KEEP

The ride is quick – only an hour out of town by Horse. If the you as DM desire, you may include one wilderness encounter:

A lone GOBLINBOT (7hp) has followed Ilsa Caldwell from Caldwell’s new Keep toward town. The Party now encounter it on the Road as it comes out of the Darkness.

It comes out of the darkness of the road ahead illuminated by what little moonlight there is – its metallic form floating in the air – tentacles writhing as it closes strait at the girl leading your band.

It is possible that if the PCs don’t act Ilsa Caldwell will take the full brunt of this combat and even die. If the Players don’t immediately come forward with the actions of their PCs then conclude that they have failed to act – losing initiative – Ilsa’s horse is killed by a tentacle in the physical collision and Ilsa is thrown from her horse for 1d6 hit points damage. Its second attack will be against Ilsa if she is not already dead from the fall. If Ilsa is killed here it will then be necessary to ask the Players what they wish to do. If they wish their PCs to continue on with the adventure and rescue the Merchant they will need to function with greater initiative if they are to survive.

If Ilsa lives the Initial Combat will serve as a chance for Ilsa to earn Experience and evolve from zero level human into a first level Adventurer – evolving into either Thief or Fighter depending on which of these character classes amongst the PCs comes to the front during the adventure.

Once the Combat is over Ilsa Caldwell will likely have few hit points – this might be an opportune moment for a healer to apply their abilities. Ilsa will certainly wish to continue immediately toward the Keep.

THE KEEP



THE KEEP COMES INTO VIEW

As they approach the Keep they see nothing like they have ever seen before. You as DM may provide them with the image of the Keep (above). The Keep itself is an old Flying Saucer which until recently has been invisible – indeed any living animal has been dissuaded from noticing it due to an energy screen affecting the mind its actually been here for centuries. Engine failure in Hyperspace caused it to phase into reality - and unfortunately fuse with the rock of a hill as it exited.

It is obviously unlike any Keep you have encountered before – yet its design seems obvious – the curved steel structure has no wall that can be smashed in with an engine or that can be scaled with grapples and ropes. Still it seems more Barrow-like than fortress. It seems odd that you had not noticed it before now. Having travelled in this direction many times before – It is most odd that you and everyone else somehow failed to notice a giant half buried shield of polished steel.

THE DRAWBRIDGE

Unless the Players decide they are going to look for the rear entry-point the only access in the lowered Hatchway at the front of the Keep.

The Trail climbs the side of the structure to a point where part of it has been lowered like a drawbridge giving access to the Keep's internals – right next to the still smouldering horse that has been split up the middle and roasted with its saddle still on.

MAIN HALLWAY

You descend the ramp into what must be a Hallway. The Hallway is illuminated with an intense white light coming from every surface to the point where it disorients and distracts your minds. You perceive the Hallway to curve away in both directions but it is simply too hard to tell what is reality. It is unlike anything you have ever seen.

The PCs must make a save vs. poison or suffer a -1 penalty on all initiative and hit rolls on their first combat round. No door other than the Main Hatch through which they entered is discernible thanks to the intense white light by any means other than touch. Contact with a door will cause it to slide open (unless otherwise stated). Do not tell the PCs of this – they should discover it themselves by accident.

There are currently four GOBLIN Bots roaming the hallway and will show up on a 1 in 6 per turn – the one making contact summoning the others to the presence of the PCs. They will swarm from both directions in an ambush.

*A Tentacle waving head appears at the far end of the hallway.
"Intruders detected in Main Hallway!"*

The four GOBLIN Bots have hit points: 3hp, 4hp, 5hp, 6hp and they have made modifications to their circuits using gold to the value of: 2gp, 3gp, 5gp, 7gp respectively. When two of the GOBLIN Bots are destroyed the remaining two will summon the four GOBLIN Bots from Area 2.

The Last two bots Scream: "Security to Main Hallway!"

EXPLORING A ROOM

If the PCs close the door to a room while inside – a blue light will illuminate the boundary – unless the room description says otherwise.

AREA 1: MESS HALL

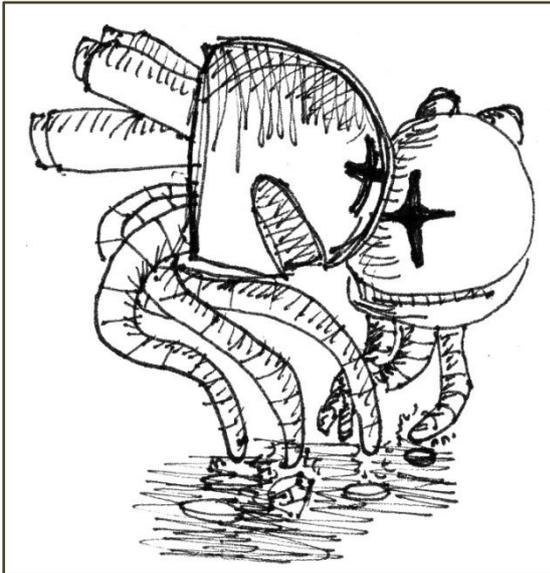
This area is filled with upturned and tumbled tables and chairs. You can't quite put your finger on it but it is as though all hell broke loose here. The room seems darkened and stained by shadows of the past.

A closer inspection of the room reveals that there is a fine ash everywhere – and much of it seems 'people-shaped'. If the PCs move things about and tidy up a bit they find a small sack containing 350gp in gold and 100gp in gems concealed between an upturned table and a wall. It has obviously been stashed there. If the PCs close the door the blue light common with other doors in this keep does not illuminate the border of the door to the room – it gathers in the lower left corner and discharges a bolt of luminous energy through the first person to touch the door from the inside – though there is no apparent damage to the victim (tell the Player to make a save vs. death-ray – making the save means the Helmsman in Area 7 only thinks the PC is going to Perish – nothing like causing undue panic in a Player). Only the Helmsman in Area 7 will recognize the damage – and will inform the victim that they must locate the kitchen and use the decontamination unit. The Victim of the discharge will reduce to ash in an hour if they do not. You are now advised to keep track of the amount of time used up by the party. If the Victim fails he/she will crumble into ash.

AREA 2: SECURITY BARRACKS A

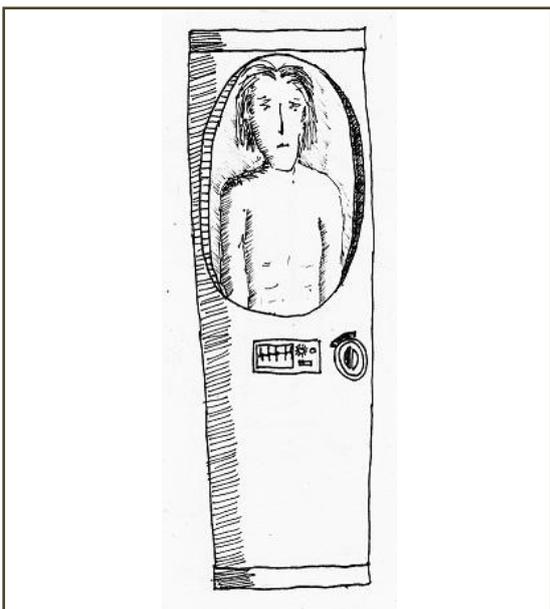
Four GOBLINS are here inspecting a pile of Gems and Coins to make circuit repairs. They will come to the aid of the other four GOBLINS roaming the halls if two of them are destroyed by intruders. Otherwise they turn to attack the intruders (5hp, 4hp, 6hp, 3hp). Likewise the Other four GOBLINS wandering the Hallway (if they have not been destroyed) will come to the aid of these four bots after 1 Turn.

Four Tentacle-things are sorting through a large pile of gold and gems. They turn to attack.



AREA 3: CLONE HATCHERY ALPHA ONE

This chamber has a coffin leaning against the Wall. Beyond its glass window are the well preserved remains of Merchant Clifton Caldwell. As you stare into his eyes they turn to meet yours.



This Clifton Caldwell is a Clone of Original – currently in deep storage in Area 45. If the PCs manage to open this Clone Hatchery Pod the Pods in Areas 4 and 5 activate releasing the Caldwell Clones in those Areas. Adventurers thinking they have at least rescued Clifton are in for a rude surprise. The Clone does not remember anything about the life of Clifton Caldwell. If Ilsa Caldwell is alive she will insist on returning home with Caldwell. Continuing to search the Keep will reveal the existence of other Merchant Caldwell Clones. All the Clifton Caldwell Clones have the following Stats: Normal Human; 5hp; AC9; S12, I18, W13, D7, C9, Ch15.

AREA 4: CLONE HATCHERY ALPHA TWO

This chamber has a coffin leaning against the Wall. Beyond its glass window are the well preserved remains of Merchant Clifton Caldwell. As you stare into his eyes they turn to meet yours.

This Clifton Caldwell is a Clone of Original – currently in deep storage in Area 45. If the PCs manage to open this Clone Hatchery Pod the Pods in Areas 3 and 5 activate releasing the Caldwell Clones in those Areas. See the entry for AREA 3.

AREA 5: CLONE HATCHERY ALPHA THREE

This chamber has a coffin leaning against the Wall. Beyond its glass window are the well preserved remains of Merchant Clifton Caldwell. As you stare into his eyes they turn to meet yours.

This Clifton Caldwell is a Clone of Original – currently in deep storage in Area 45. If the PCs manage to open this Clone Hatchery Pod the Pods in Areas 3 and 4 activate releasing the Caldwell Clones in those Areas. See the entry for AREA 3.

AREA 6: GRAVITY DRIVE CHAMBER

This chamber is empty (as are the other three drive chambers – see descriptions for Area 12, 20, and 26). The Hyper-drive Motors are still out there – in Hyperspace.

If there was meant to be something in this chamber it is gone now – the empty space testimony to the size of whatever it was.

There is a 1% chance each round that the PCs remain in this room that they will be hurled through a wormhole to an alternate Mystara – like one where the Thyatian church seized control of the Thyatian Empire and the Traladaran Territories and Five Shires are under Church occupation. If you are not ready to hurl the PCs into an alternate reality – just ignore it or save it for another time.

AREA 7: THE HELMSMAN

This is the Flight Deck. It is occupied exclusively by the Automated Helmsman (100 hp).

The singular feature of this room is the statue dangling from the ceiling which now turns to face you. It speaks to you in an odd language before going dormant.

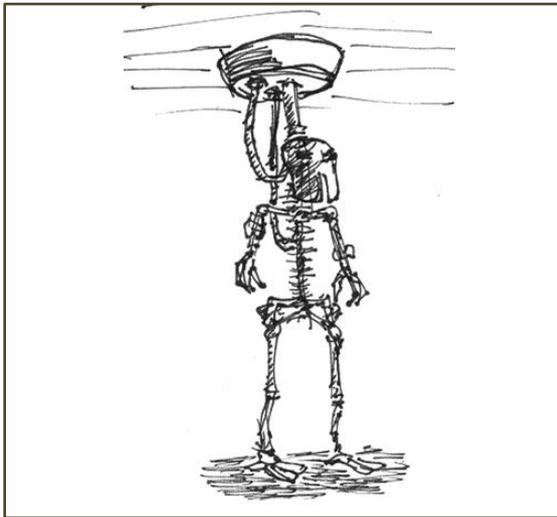
The Language is the Lawful Alignment Tongue and will be understood only by those of Lawful Alignment. For those of Lawful alignment who understand its words it simply says:

"How may I be of assistance?" Yup you have obviously gone mad – the Statue is trying to talk to you.

The Statue in this room will answer three questions in Lawful Alignment Tongue before returning to its observation of the ships systems. If asked about the locked hatch to area 21 it will describe Area 21 as:

"Locked down due to dangerous..." It pauses in its answer as something prohibits it from further conversation and the statue becomes dormant.

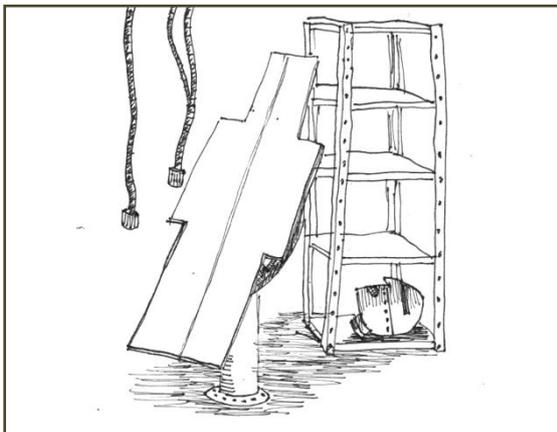
Once the Glitch happens it will not attempt to answer any further questions – rather it begins to conduct a systems analysis in search of the cause of the error.



AREA 8: BOT STORAGE A

Whatever was contained here is long gone. The Room is pretty much emptied of all things valuable.

This is a Bot Storage bay – Like Areas 9 and 10 the Servitor Bot is long gone on a Mission for the Ship (see *Adventuring Beyond the Keep* for further Adventure Ideas).



AREA 9: BOT STORAGE B

Whatever was contained here is long gone. The Room is pretty much emptied of all things valuable.

This is a Bot Storage bay – Like Areas 8 and 10 the Servitor Bot is long gone on a Mission for the Ship (see Area 8).

AREA 10: BOT STORAGE C

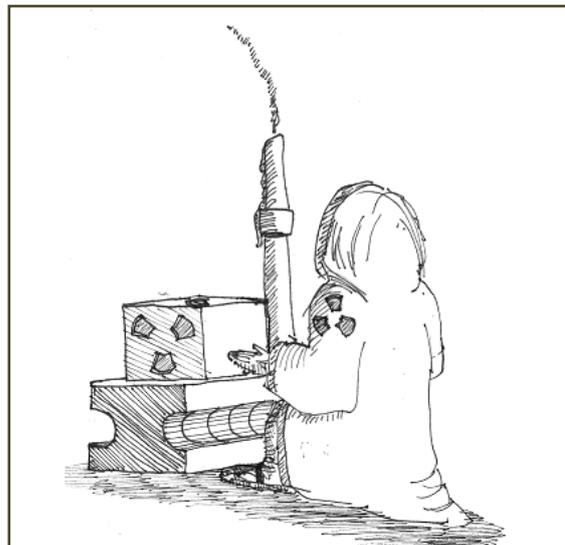
Whatever was contained here is long gone. The Room is pretty much emptied of all things valuable.

This is a Bot Storage bay – Like Areas 8 and 9 the Servitor Bot is long gone on a Mission for the Ship (see Area 8). However if they enter this chamber they notice a distinct difference:

Looking about you notice a Hole punched through the Outer Hull and hear fluttering. On a shelf rack are a collection of small shiny things – you can't quite tell from this far away.

The Shiny things are screws, nuts bolts and three diamond microchips – 500gp, 100gp, 50gp Stirge like shiny things. There are three Stirges in the room and they attack with a +2 hit bonus on their first round. A successful to Hit means they latch on and feed for 1d3 damage each round draining the victim dry of blood before moving on to its next victim.

AREA 11: THE CHAPEL OF RAD



A cloaked figure is squatting before an Altar and its Reliquary though they look like they have been removed from themes hall. Against one wall two Mess hall benches have been stacked out of the way. You can't say that you are familiar with the Tri-petal flower Symbol that adorns the priest's cloak or the reliquary or the religion it belongs to.

"Will you join me in Prayer to Rad?" The Woman's voice is beautiful but the allure soon changes as she gets to her feet to face you – her whole of her naked body and face is covered in lesions.

This is Isabel of Glantri: Cleric - Level 1; Chaotic; S10, D15, Co 9, I13, W15, Ch 11; 6hp; AC 2 (8 when armour is powered down). She fled that land because it was a crime to be a Cleric but she worships the Immortal Rad none the less. Tied to the inside of her cloak with twine are two potions of healing. She may seem unarmed and armoured but she has an energy baton and field generator that duplicate the effects of a Mace and Plate mail. She isn't really interested in a fight but will defend herself. The Reliquary itself is lethal. The Duranium Alloy Cube contains core material which will cause anyone exposed to it over time to develop rotting lesions and cancers (a month should be enough). If they are foolish enough to crack the seal – the exposed (everyone in a thousand feet radius) must save vs. Death ray or die (1 hp damage per round if save is made).

AREA 12: GRAVITY DRIVE CHAMBER

This chamber is empty (as are the other three drive chambers – see descriptions for Area 6, 20, and 26). The Hyper-drive Motors are still out there – in Hyperspace.

A strange energy is sparkling in the centre of the otherwise empty room like a magical pyrotechnics show at some village fair. It's almost beautiful.

Entering the Sparkles of light will cause the PC to be teleported outside the Keep some hundred yards from the entrance. Though they find themselves naked of all equipment (their equipment has been lost forever in space and time – it appeared on a table in the tavern they just left and was immediately stolen by the patrons).

AREA 13: NOTHING YOU WANT TO REMEMBER

This is the nastiest alien Toilet facility and biological waste disposal the PCs have ever seen. Relay to them the horror of what they are seeing. Every round in this chamber makes them conduct a constitution check or vomit.

Even Aliens go to the Toilet and this is the nastiest dunny you have ever seen. Something keeps trying to slither out of the waste disposal hole and you are sure your nose has never encountered these new smells before in its life.

AREA 14: CLONE HATCHERY ALPHA FOUR

Almost identical to Areas 3, 4, and 5 this clone hatchery has one distinct difference – the process has gone very wrong.

This chamber has a coffin leaning against the Wall. A glass window would provide a viewing of the corpse – though there is nothing within but darkness – a Hole has been punched through the coffin.

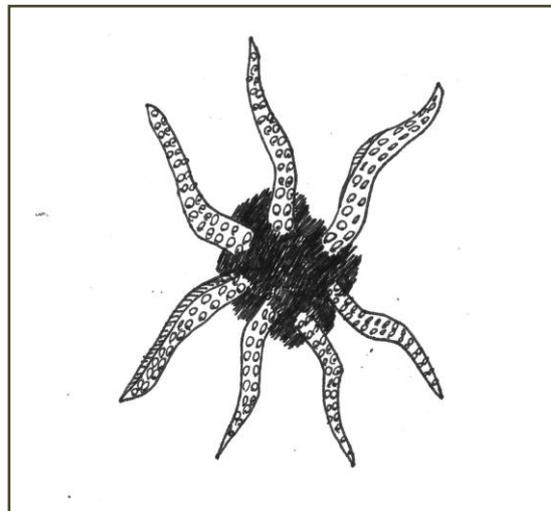
Something has bashed a hole in the casing of the Clone Hatch Pod just recently. Examining the hole will result in the investigating PC being attacked. The tentacle-abundant monstrosity within the pod surprises the PC on a 1-4 (d6).

A bevy of tentacles attempts to grapple you through the hole in the coffin.

Its Touch is poisonous – save vs. Poison (with a +2 bonus because the poison is weak) or die. The creature doesn't break

free of the Pod though uses its twenty feet tentacles and the shielding provided by the Pod (AC-2) to its advantage. It does not attack Ilsa Caldwell – having the memories of Clifton Caldwell – it does not attack his daughter.

Tentacle Horror: AC7 (-2 in Pod); 2HD; 10hp; Attacks: 1 Tentacle per round; 1d8 + Poison; Save As: F1; ML7; TT: Nil; 25XP



AREA 15: THREE BANDITS & MULE

Within are three Bandits who look busy stripping the room of everything valuable – and the oddest looking mechanical mule you have ever seen – defiantly Gnome built by the look of it? They quickly halt their looting and arm themselves at your presence.

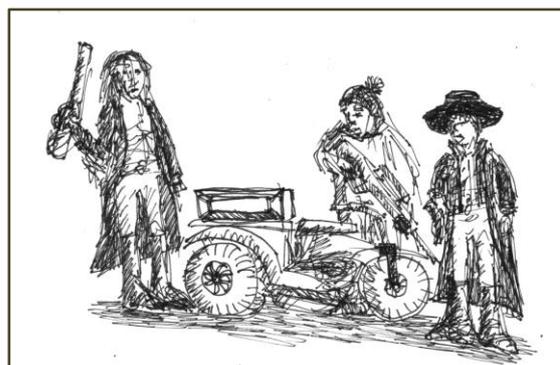
"I say we kill um and take their shit, Mal." The Gruff, ugly one seems to smile at his own idea.

"No one asked you Jayne."

"I'm thinking this is Serenity Valley all over again; How about you, Zoe?"

"I could use a new pair of boots."

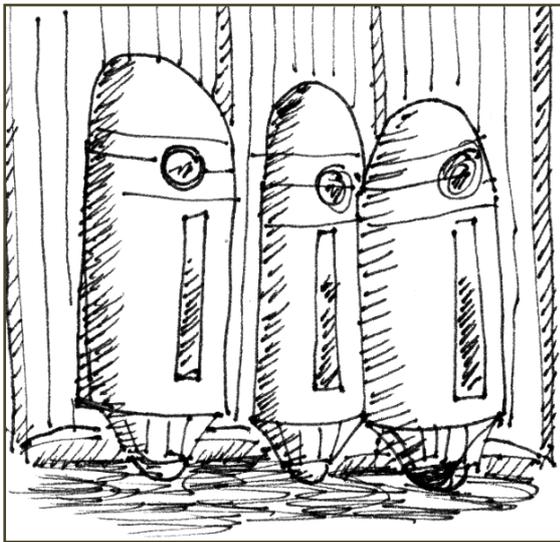
Three Bandits by the name of Mal, Jayne, and Zoe are not interested anything but disposing of the PCs. Their 'mule' looks like a mechanical gnome-built wonder and might fetch some coin. Zoe: 6hp; AC6; Cut-Down Re-loader (1d6); Jayne: 6hp, AC6; Vera (1d6); Mal: 7hp; AC6; Lassiter (1d6-1). Zoe and Jayne have 16 Constitution and Jayne has an 18 Constitution. All have 18 Dexterity and a +3 hit bonus with their ranged weapons as a consequence. Otherwise they are 1st level Thieves without armour. They have 300lb of Silver and a Metal Box of Gems worth 1320gp on the 'mule'.



AREA 16: KO BOLLARDS

As the Door slides back you are confronted by three short stubby metal Bots who respond poorly to your presence. They immediately move toward you – alarms indicating you are trespassing.

The Three Stubby metal Bots are KO BOLLARDS (K.O.B.O.L.D.s) and have 4hp, 2hp, 2hp respectively. If confronted with more than three PCs the KOBOLDS will attempt to retreat through area 31 releasing the two male Deathmoths that are trapped there – otherwise they will attempt to overcome the PCs. If the PCs have already encountered the Female Deathmoth in Area 22 they will be covered in a scent that will drive the Males into a Killing Frenzy (ML12) targeting any PC or NPC who has made physical contact with the Female (see Areas 22 and 31 for more information).



AREA 17: BOT STORAGE E

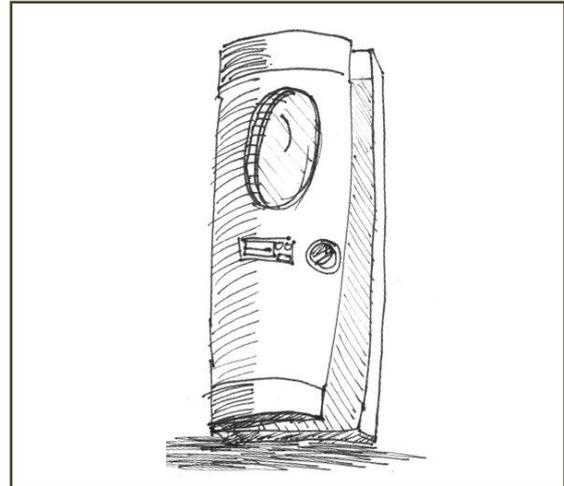
The room is wrecked – the panelling had terrible deep claw marks in it and there is green blood everywhere. Whatever happened in here occurred recently. Part of the Wall has been ripped open revealing the outside.

This is a Bot Storage Bay – Like Areas 8, 9 and 10 the Servitor Bot is long gone. It slaughtered a couple ETs here and ripped open a panel of the hull slipping out. It is currently headed west and can easily be tracked before it reaches any village in its path (See Iron Rampage in Adventures beyond the Keep).

AREA 18: CLONE HATCHERY ALPHA FIVE

This chamber has a glass windowed coffin leaning against the wall. It is empty and the lid is ajar.

This is indeed a clone Hatchery – and as you suspect it has been used. The Clone of Merchant Caldwell from this area is currently in Area 24 pretending to be a corpse.



AREA 19: SECURITY BARRACKS B

This is some sort of Storage bay. There are racks of Crossbow Stocks made of Metal. You don't see any bows for them or strings or Crossbow Bolts.

This is an armory filled with Weapons. These are bubble guns designed to trap a foe of up to Medium Size in a Containment bubble (AC0, 100hp). A button on the Bubble gun pops the Bubble – otherwise it can be pushed easily like a giant ball to its destination. There are fifty Bubble Guns and they can be used twenty times before failing.

AREA 20: GRAVITY DRIVE CHAMBER

This chamber is a disaster. It looks like a fireball has gone off in an enclosed area – shards of metal are impacted into the walls with an impossible force.

The Chamber has been wrecked – the Gravity Drive that was here materialized and exploded. Most of the blast was absorbed by the walls though some of it went out the opening – the in-flight forcefield failed to contain the blast.

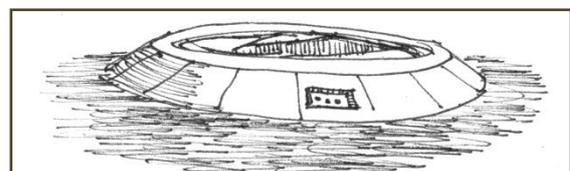
The Cleric of Rad in Area 11 collected all the core material and put it into a Duralloy storage block – pretty much saving everyone's lives (see more information on this in Area 11).

Some of the metal fragments that remain could be used by a Smith to craft a sword capable of striking any entity capable of retreating into the Etheral Plane though it would have no magical charges.

AREA 21: JEFFRY ACCESS

This chamber is locked.

The Chamber was sealed by the Helmsman and will require a Knock Spell to open. Within are a Tool Storage area and a Locked Hatch in the floor allowing PCs to move from Area 21 to Area 32 on the Lower Decks.

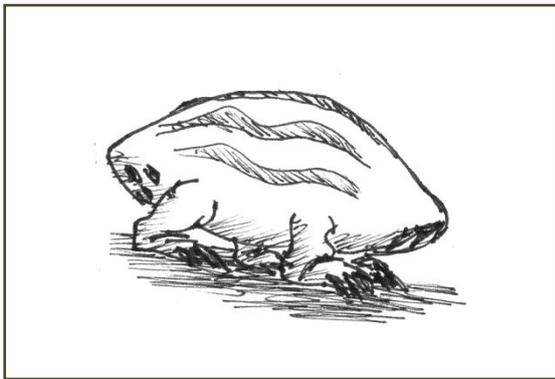


AREA 22: BOT STORAGE F

This room contains a huge metal Man with claws for hands and feet lying on a Tilted Table. Strange Ropes are connected to it at the Chest and Groin. Emerging from the Shadows is a strange Creature with Glowing Teeth and no eyes. It lunges to attack.

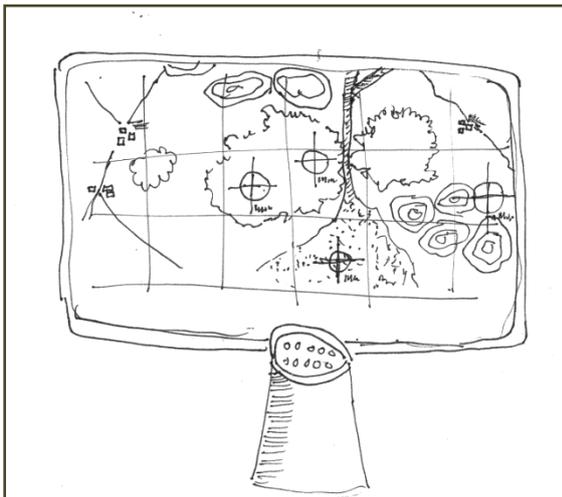
This is the PCs first look at one of the Servitor Bots that were aboard this ship. It is unpowered and has no sentience – it would be of use to a Wizard looking to enchant a living iron Statue (1000gp).

The Creature attacking the PCs is a Female Deathmoth (6hp). It gives off a scent that will stick to the PCs who come into physical contact with it (Melee combat qualifies) that will drive Male Deathmoths into a killing frenzy.



AREA 23: SATELLITE ANALYSIS

Live streaming on the display is a continuous tide of images of places from around Mystara. These seem to be mostly obscure Mountain and wilderness sites.

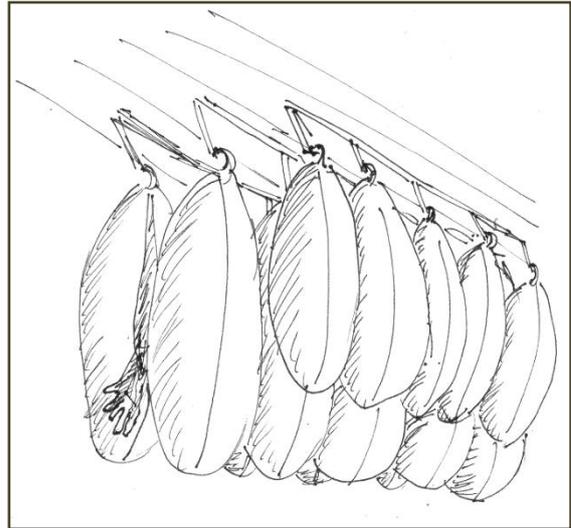


See Adventures Beyond the Keep. These images can be noted down as Geophys-Maps to Rare Minerals needed to effect repairs to the vessel. These can be of considerable value. As DM you should feel free to draw up a Map to some location with little more than an X to mark the location of interest (See Adventures Beyond the Keep)

AREA 24: MEAT LOCKER

This chamber is filled with corpses and body parts of a myriad of species including Mystaran. The Body parts are wrapped in an almost opaque cloth that feels like leather and hanging from a rail on the ceiling.

This is filled with victims of Abduction – people who have gone missing around Mystara and on other worlds. The PCs are attacked by a Naked and Insane clone of Merchant Caldwell who takes one of them by surprise – reaching out of one of the meat storage bags and choking him/her from behind. The Clone will fight to Kill.



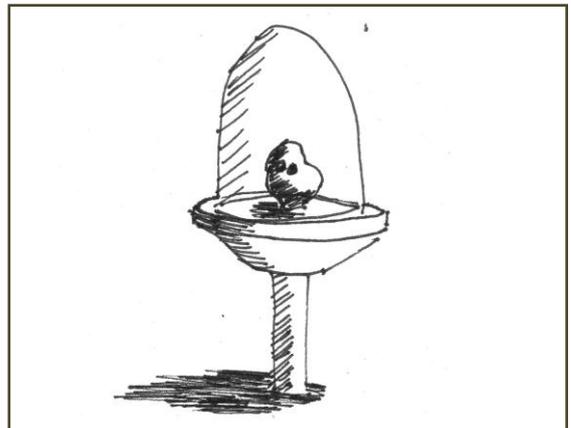
AREA 25: NUTRITION CHAMBER

This is the Kitchen. It is currently empty of food though there is a functional kitchen appliance.

There is currently nothing in this chamber other than a single-legged table supporting what looks like a glass cover protecting a large 'milk green Jade'.

This is not jade, it is a Protozoa which sterilizes the hands of anyone reaching through the containment field confining it. It is unable to be removed from the Container.

Breaking the Container by tearing the base from the support leg will cause the protozoa to vapourize into a poisonous gas. Save vs Poison or contract 1d6 diseases.



AREA 26: GRAVITY DRIVE CHAMBER

Sparkly lights flash at the centre of this otherwise empty room.

This is another drive chamber where the Gravity Drive is off in hyperspace.

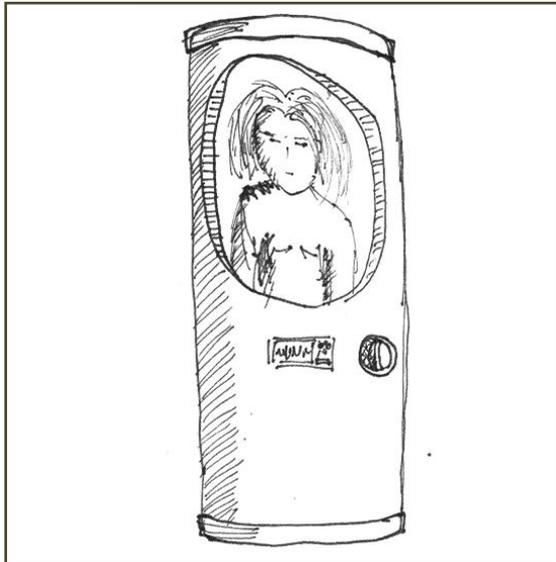
AREA 27: CLONE HATCHERY BETA ONE

This chamber contains a Glass windowed Coffin leaning against the Wall. Its lid is currently ajar.

Ilsa Caldwell (the one currently travelling with the PCs to rescue her uncle) is a clone that hatched with all the memories of Ilsa Caldwell – though not of the hatching or her escape from the Keep. There is nothing here to alert the Players that this is anything other than an empty Coffin in an otherwise empty chamber – though they will likely think there is another Merchant Caldwell wandering around naked. The original Daughter of Clyde Caldwell is in deep storage with her father. If you were paying attention (see It Begins – Background) her name is Sylvia (bet you thought it was an error). Due to an error in the cloning – All the clones of Sylvia think their name is Ilsa Caldwell.

AREA 28: CLONE HATCHERY BETA TWO

Inside this chamber is a Glass-windowed Coffin with a beautiful young woman within. She looks a lot like Ilsa Caldwell.



FOR THE DM

That ends Part one of our Adventure...Part Two begins when the PCs having penetrated Area 21-Jeffry Access make their way to the lower levels of the Keep (Awww! Who are we kidding? They know it's a UFO). In the Second part the PCs get to meet the last surviving member of the ship's crew and go up against some dangerous Bots to rescue Merchant Clyde Caldwell and his Daughter - Sylvia.

I hope you are enjoying it so far. - yellowdingo

This is indeed a clone of Ilsa Caldwell. See the entry for Ilsa Caldwell at the beginning of the Adventure. She will have pretty much identical memories of the Ilsa Caldwell they are dealing with up to the point of abduction and cloning.

AREA 29: CLONE HATCHERY BETA THREE

Inside this chamber is a Glass-windowed Coffin with a beautiful young woman within. She looks a lot like Ilsa Caldwell.

See Area 28 for further details.

AREA 30: CLONE HATCHERY BETA FOUR

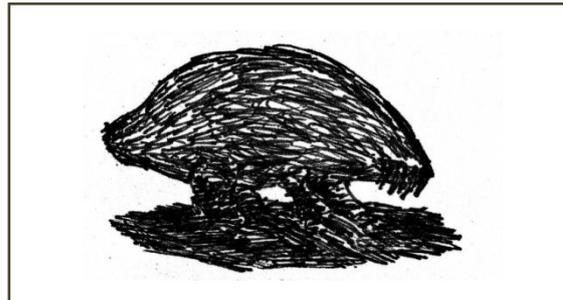
Inside this chamber is a Glass-windowed Coffin with a beautiful young woman within. She looks a lot like Ilsa Caldwell.

See Area 28 for further details.

AREA 31: DEATHMOTHS!

This chamber is faced on by six doors – including the one through which you entered. The Two black-furred Beasts here seem to lack eyes though their fangs are huge. The Blackness of their fur is blacker than black – you have seen nothing like it – They seem almost invisible in even the slightest shadow.

These are Male Deathmoths (11hp, 12hp respectively). If the PCs are contaminated due to exposure They attack those contaminated with the scent of the female - first. Their hunger is only outweighed by their need to mate. Otherwise they attack the closest Player Character attempting to make a meal of him or her. The Fur of a Male Deathmoth might be of value to a thief providing a +50% Bonus to Hide in Shadows.



CREATURE CATALOG: BOTS & OTHER ALIEN HORRORS

DEATHMOTH

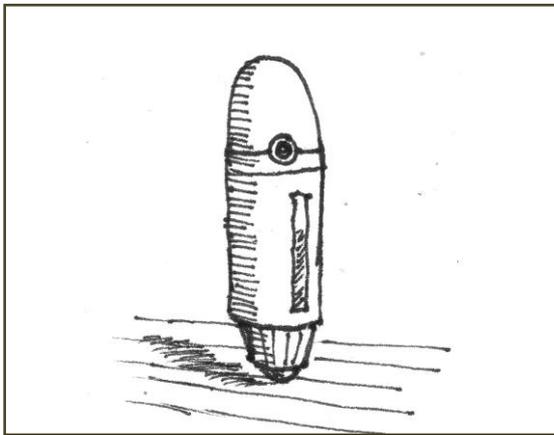


	Male	Female
AC	7	5
HD	2+2	1=1
MV	180 (60)	150(50)
AT	1 Bite	1 Bite
DA	1d6	1d8
#	3-18	1
Save	F1	F1
ML	8	8
TT	nil	nil
AL	Neutral	Neutral
XP	25	15

This beast has no eyes and hunts exclusively by scent. The Males are twice the size of the female having utterly black fur – making them invisible in shadow or darkness giving it surprise in such environments. The only scent overpowering enough to lure them away from a meal is the scent of the hairless albino female.

The Female on the other hand is a hairless albino half the size, giving off a scent through physical contact that will attract the larger and aggressive males driving them to kill any perceived 'rival' that has been exposed through the slightest contact.

K.O.B.O.L.D.

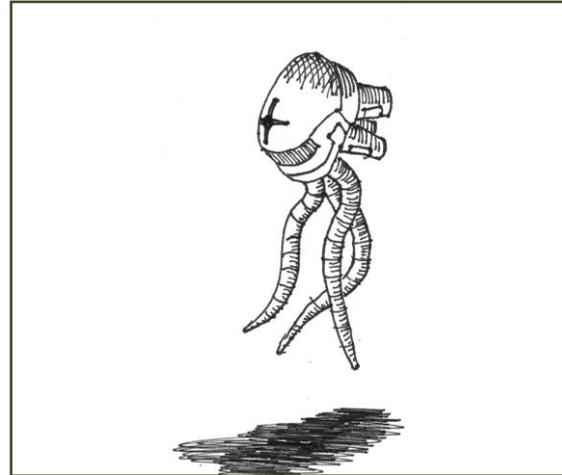


AC:	7
HD:	½ (1d4hp)
MV:	90' (30')
AT:	1 Contact TASER Discharge
DA:	Electrical Discharge (1d6-1)
No. Appearing:	4-16 (6-60)
Save As:	Normal Human
ML	6 (8)
Treasure Type:	P
Alignment:	Chaotic (Rogue)/Neutral
XP:	5

Description: The Knock-Out Bollard is a zero level Security Robot designed to function in groups as a wall of Bollards each capable of electrostatic discharge (CONTACT TASER) through

anyone making physical contact with the Bollards. They are self righting and capable of swarming a target or simply moving down a hallway as a barrier.

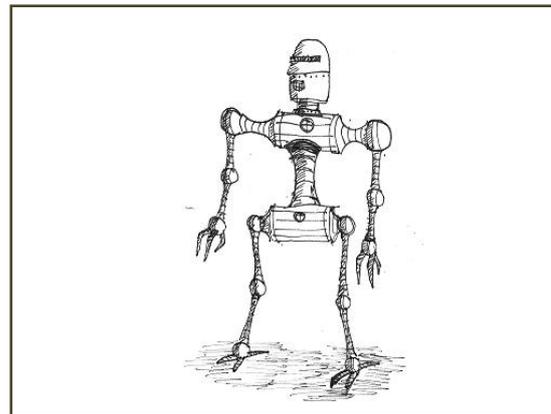
G.O.B.L.I.N.



AC: 6
HD: 1-1
MV: 90' (30')
AT: 1 Tentacle/round
DA: Electrical Discharge (1-6)
No. Appearing: 2-8 (6-60)
Save As Normal Man
ML: 7
Treasure Type: P
Alignment: Chaotic (Rogue)/ Neutral
XP: 5

Description: The GOBLIN is primarily a basic repairs Robot. It can however function as a Zero Level Security Robot. Its circuits contain some precious metal value.

SERVITOR

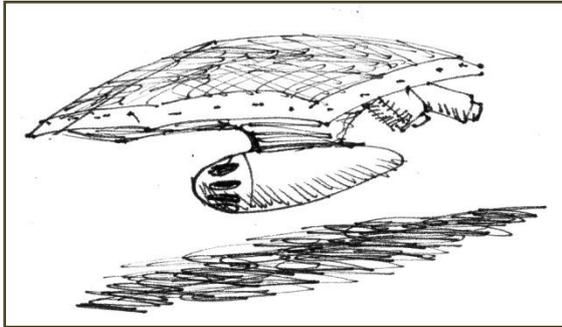


Armour Class: 2
Hit Dice: 4*
Movement: 30' (10')
Attacks: 2 Claws
Damage: 1d8/1d8 +Special
Number Appearing: 1d4 (1d4)
Save As: F4

Morale: 11
Treasure: Nil
Alignment: Neutral
Experience: 125

Description: This almost humanoid Bot is designed for non combat tasks like retrieval of Materials vital to the Ship and though it is a slow mover it is a considerable threat to normal humans. It is also able to absorb metal to heal itself.

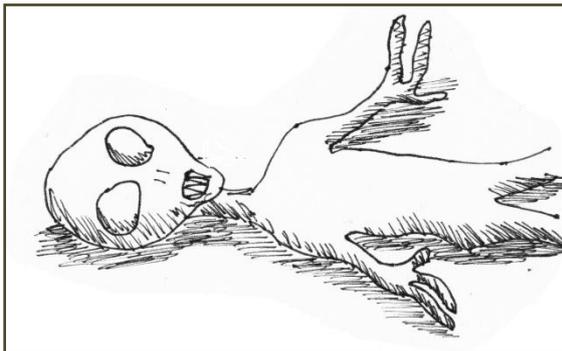
HUNTER KILLER



Armour Class: 6
Hit Dice: 3*
Movement: 120' (40')
Attacks: 2 Darts/round
Damage: 1d4/1d4
Number Appearing: 1-6 (1-10)
Save As: F3
Morale: 10
Treasure: Nil
Alignment: Chaotic
Experience: 65

Description: The HK or Hunter-Killer is designed to chase down targets and take them out as need be. The Alloy Cover can be salvaged as a Small Shield +2.

E.T.



Armour Class: 5
Hit Dice: 4*
Movement: 90' (30')
Attacks: 1 Weapon
Damage: 1d12
Number Appearing: 1-6 (1-6)
Save As: F8
Morale: 8
Treasure: E
Alignment: Chaotic

Experience: 125

Description: This insidious alien makes your brain see a version of reality to the actual one – where it is a nasty Extraterrestrial who can read and write your brain.

OVERSEER



Armour Class: 5
Hit Dice: 3*
Movement: 90' (30')
Attacks: 1 Energy Tentacle
Damage: Energy Drain
Number Appearing: 1-6 (1-8)
Save As: F3
Morale: 12
Treasure: B
Alignment: Chaotic
Experience: 50

Description: This floating Bot is able to absorb Energy from the living victim at the rate of one level per hit – as a means of punishing dissident slaves. The Circuitry is particularly valuable in these bots.

BERSERKER



Armour Class: 7
Hit Dice: 1+1*
Movement: 120' (40')
Attacks: 1 Blade/round
Damage: 1d6+ Special
Number Appearing: 1-6 (3-30)
Save As: F1
Morale: 12
Treasure: (P) B
Alignment: Neutral
Experience: 19

Description: It spins its blades around it attacking any one target with a single blade each round. It is a killing Machine with a +2 Bonus to Hit and Damage when it goes into a Berserk Rage having taken half its hit points in damage. The Circular Cap of the bot can be salvaged as a Small Shield +1.

THE LOWER LEVEL

AREA 32: A FRIENDLY FACE

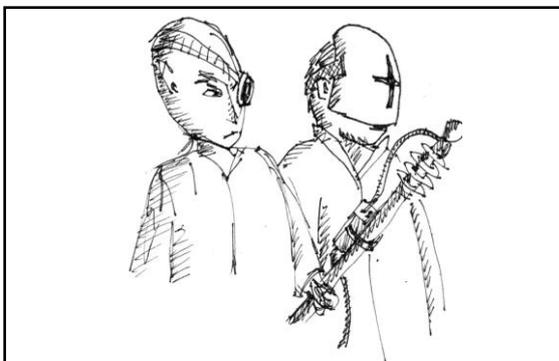
*As you steady yourselves – having dropped down from the Jeffries Access only to watch the hatch above you snap shut - a Halfling in a cream smock emerges from the Dark of the corridor toting a Wooden Stake and a Mallet.
“I don’t suppose you know where the Vampire nest is?”
She has a stern look of intention on her face that tells you she intends to drive that stake through someone’s chest.*

If asked of her name the E.T. identifies herself as Irina the Vampire Slayer. Irina is in fact an E.T. (18hp) who is messing with the minds of the PCs. They see a Halfling carrying a wooden Stake and a Mallet because the ET wants them to see it that way. It will attempt to follow the group and will likely attempt to lure one PC off and kill him or her. There is a Secret Panel in the Wall of this area and the E.T. Knows about it – it also knows about the Escape tunnel and the release mechanism on the concealed hatch. The concealed Locker in this area contains a collection of six fine alloy weapons (Treat as +1 Battle Axes) and a box containing a diamond CPU with gold pins – treat as a brooch worth 1000gp.



AREA 33: WIZARDS DEEP IN RESEARCH

In this chamber you spot what look like two Wizards tinkering with scraps of Robots. They look up from their work and setting it aside - walk toward you smiling.



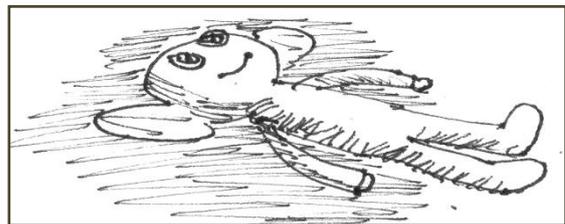
These Wizards are psychotic. They walk towards the PCs the instant they notice them with their hands out in greeting. Each PC should make a wisdom check to be alerted that something is wrong. Both Wizards are first level (3hp, 4hp). They attempt to

ambush the PCs using electrified Gloves (1d6 in damage). Anyone taking their hands in a gesture of friendship is automatically hit and must break free of their grip to avoid a second (a roll to hit will do) otherwise they attempt to make contact with a PC through combat.

AREA 34: THE DOLL IN THE DIRT

There is a Little Doll in the Dirt on the floor of this narrow Cave. It looks recent.

The Doll explodes in the hand of the PC touching it sending out three metal fragments each inflicting 1d4 hit points damage. Roll to Hit as though it were a 4 HD Monster.



AREA 35: BLOOD SPATTERED CHAMBER

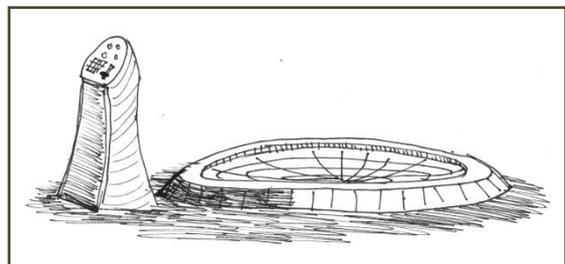
This chamber is blood spattered and there are chewed bits of flesh on the floor. Whatever was here has gone but it has been feeding.

This is where the E.T. known as Irina the Vampire slayer has been hiding out. The remains and the blood belong to some of his fellow alien crew. The PCs should make a constitution check or empty the contents of their stomachs on the deck.

AREA 36: TRANSMAT

Dominating this chamber is a large circular platform and an upright consol with lights and switches.

The Transmat is preset to take the PCs to the Deep Storage area. It doesn’t take them anywhere else though the E.T. masquerading as Irina the Vampire Slayer could likely use it to move any distance up to a hundred miles.



AREA 37: AIRLOCK

As you enter this chamber the door seals behind you. The chamber begins to slowly pressurize with air. Your ears begin to pop and you start to feel dizzy. It is soon after that the far hatch opens into a new hallway.

The Chamber is designed to pressurize to a higher air pressure because this next section is so close to the Deep Storage. Unfortunately now that the Ship is damaged there is no point – so the process causes physical damage to the PCs if they don't depressurize within six turns and leave this area. Anyone who hasn't depressurized will suffer the permanent loss of one point of constitution per turn over the limit (no saving throw) until dead.

AREA 38: ONE LAST CLONE HATCHERY

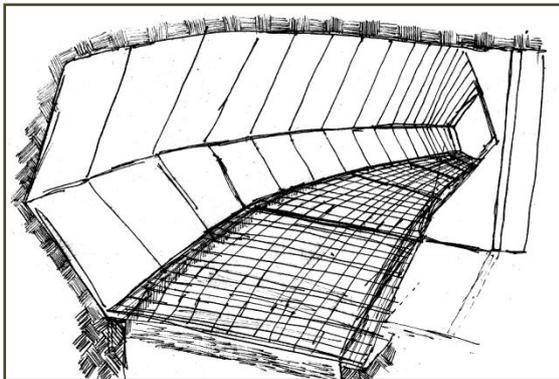
This chamber has two empty Coffins with glass windows.

These two clone pods offer you the Dungeon Master one last chance to stick in the Knife psychologically speaking – The individuals who were in these pods are either dead in Area 42 or in Deep Storage. Both the original Clyde Caldwell and Sylvia Caldwell are Dead – having been replaced by Clones or Alive and waiting rescue in Area 45. If the PCs are already with Sylvia and Clyde Caldwell this serves as a question mark over their legitimacy.

AREA 39: THE TIME BALLAST ROOM

This room has a Mesh floor sitting above what looks like some sort of trench filled with pale liquid.

The floor mesh can be pulled upwards and the liquid pool can be searched by feel – it is only three feet deep. There is a Gem stone of exotic matter floating in it (10,000gp). Unfortunately the instant they remove the gem from the liquid it begins to gather at the far end of the chamber as though the wall at the far end were down. The Liquid has become a Time vortex. Basically this is an opportunity to dump the PCs so far in the Past the current D&D setting theirs to determine.



AREA 40: EXCAVATION WORK

As the door in the wall slides open you are confronted by a rocky cave that has apparently been dug out. There are cave tunnels leading off from the outside of the curve of the cave you are in which continues around – a direction that seems to be the source of some low humming noise that is causing dust to fall from the ceiling.

Every turn they PCs remain in this end of the Cave there is a one in six chance that a Berserker will emerge from Area 41 and attack. The Other Berserkers will arrive two rounds after combat gets under way. See Area 41 for further Information. There are tunnels off to areas 41, 42, and 43 all the way around to area 44 where two Hunter Killers are using a sonic wave to slowly mine out the rock to reveal the ship.

AREA 41: BERSERKERS

This dark cave is only occupied by what look like four large spiders hanging from the ceiling near the back of the cave. It is only when you are noticed that they float toward you with their legs spinning like the claws on the ends of them were some kind of blade barrier.

The Berserkers (9hp, 9hp, 6hp, 6hp respectively) will attack the PCs relentlessly. Apart from the Circular shell (which when salvaged functions as a +1 Shield) there is otherwise nothing of value here.

AREA 42: TWO DEAD BODIES

In this cave there are two corpses – they kind of look like Merchant Caldwell and his Daughter though they are terribly torn up by whatever attacked them.

These are indeed the Merchant Clyde Caldwell and his Daughter Sylvia (but whether they are clones or the real ones is up to you as DM).

AREA 43: IT'S AN AMBUSH

This is the location of the Third Hunter Killer (9hp) – If it is caught alone in the Cave – the PCs having avoided disturbing the two HKs in Area 44 read the following –

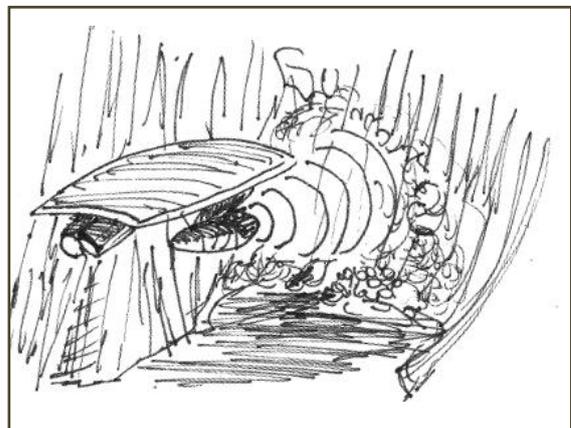
A Single floating Shield is loitering here in the Darkness of the Cave it has carved out – It attacks immediately.

Otherwise it emerges from the Cave to ambush the PCs from behind while they are engaged in combat with the Two Hunter-Killers in Area 44.

AREA 44: MINING UNDER WAY

There are two floating Shields giving off a noise that is shattering the granite into a fine dust – though the process is very slow.

The Two Hunter Killers (14hp, 15hp) are excavating rock to free the ship – thus they are using special sound weapons that inflict 1hp damage to the bones of the PCs each round (roll to hit the PCs) this translates to a permanent Hit points loss.



AREA 45: DEEP STORAGE

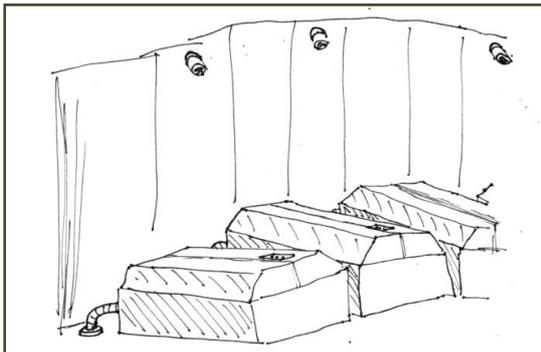
This dark Crypt is filled with metal Coffins...Somewhere here the real Merchant Caldwell and his Daughter must be.

Somewhere here the real Clyde Caldwell and his Daughter Silvia Caldwell are being kept in Stasis. There are also a few thousand gold pieces worth of rare minerals vital for the repair of this vessel.

If Irina is here read the following –

Irina the Vampire slayer immediately runs to two of the coffins and pushes their buttons before retreating to the Teleport Pad with her Weapon Raise – ready to strike her vampire foe – but wait – her form shifts into a hideous alien form and is teleported away just as two Tentacle waving Bots rise from their containers to attack.

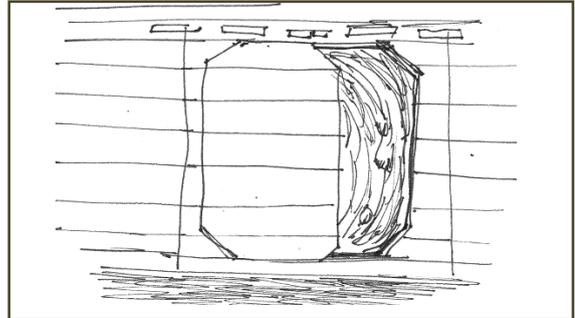
The PCs are up against two Overseer Bots (15hp, 18hp respectively) who emerge from their storage forcing the PCs to fight it out to the death while the E.T. vanishes using the Transporter.



AREA 46: THE ESCAPE TUNNEL

Secret Tunnel at the end of the hallway can be discovered only if the PCs speak in the Lawful tongue while walking that end of the hallway – and say the words: 'Open Exterior Hatch'.

The Wall slides back to reveal a rough hewn tunnel that leads to daylight...and Freedom.



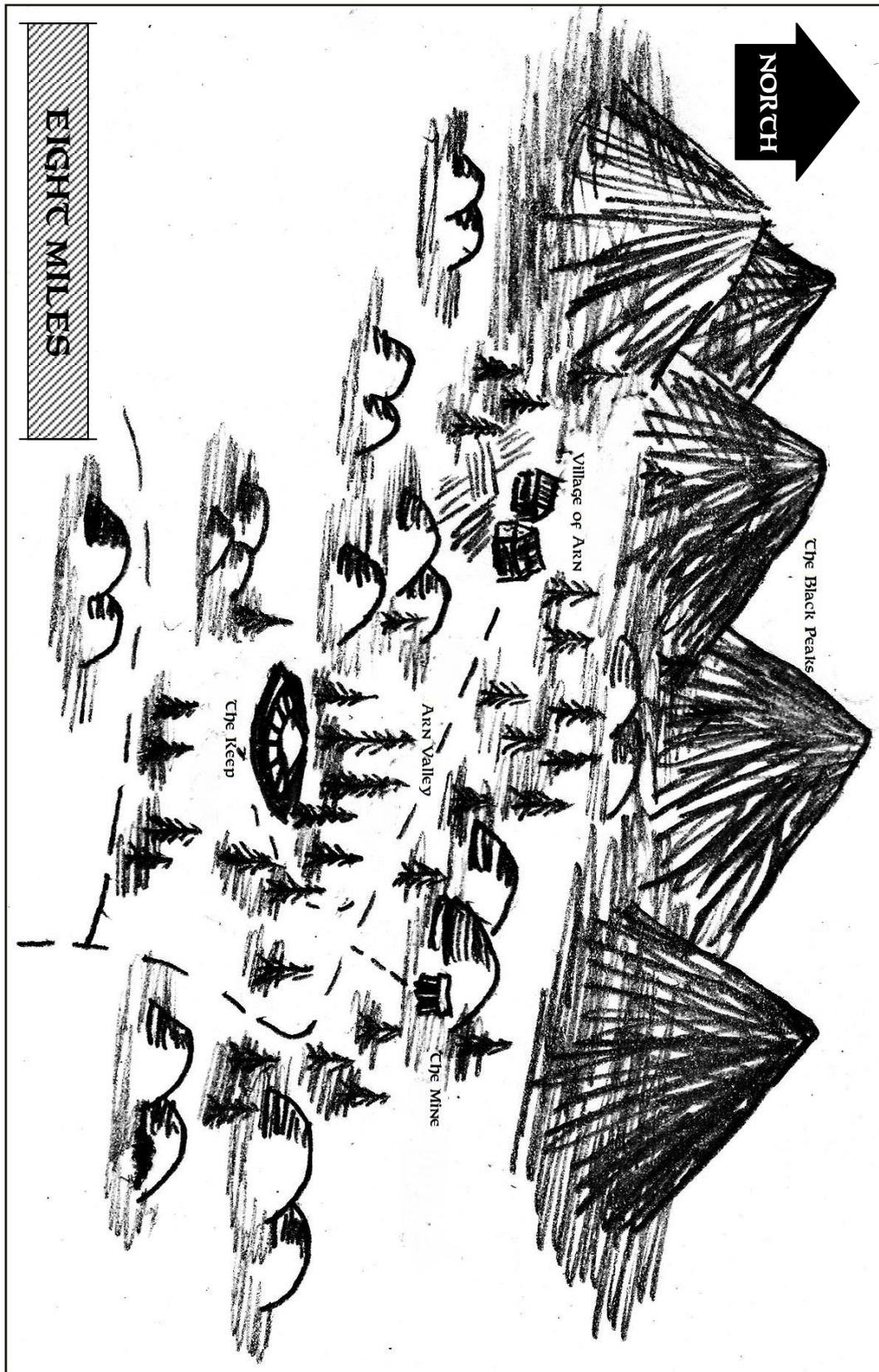
The escape tunnel exits behind the buried flying saucer (See Map). It is even possible the E.T. that was masquerading as Irina the Vampire Slayer has survived and fled to some part of the lower level or has departed the ship entirely by the Hatch – having gone looking for one of the Servitor Bots to beat up the PCs – should they survive.

BIG DAMN HEROES

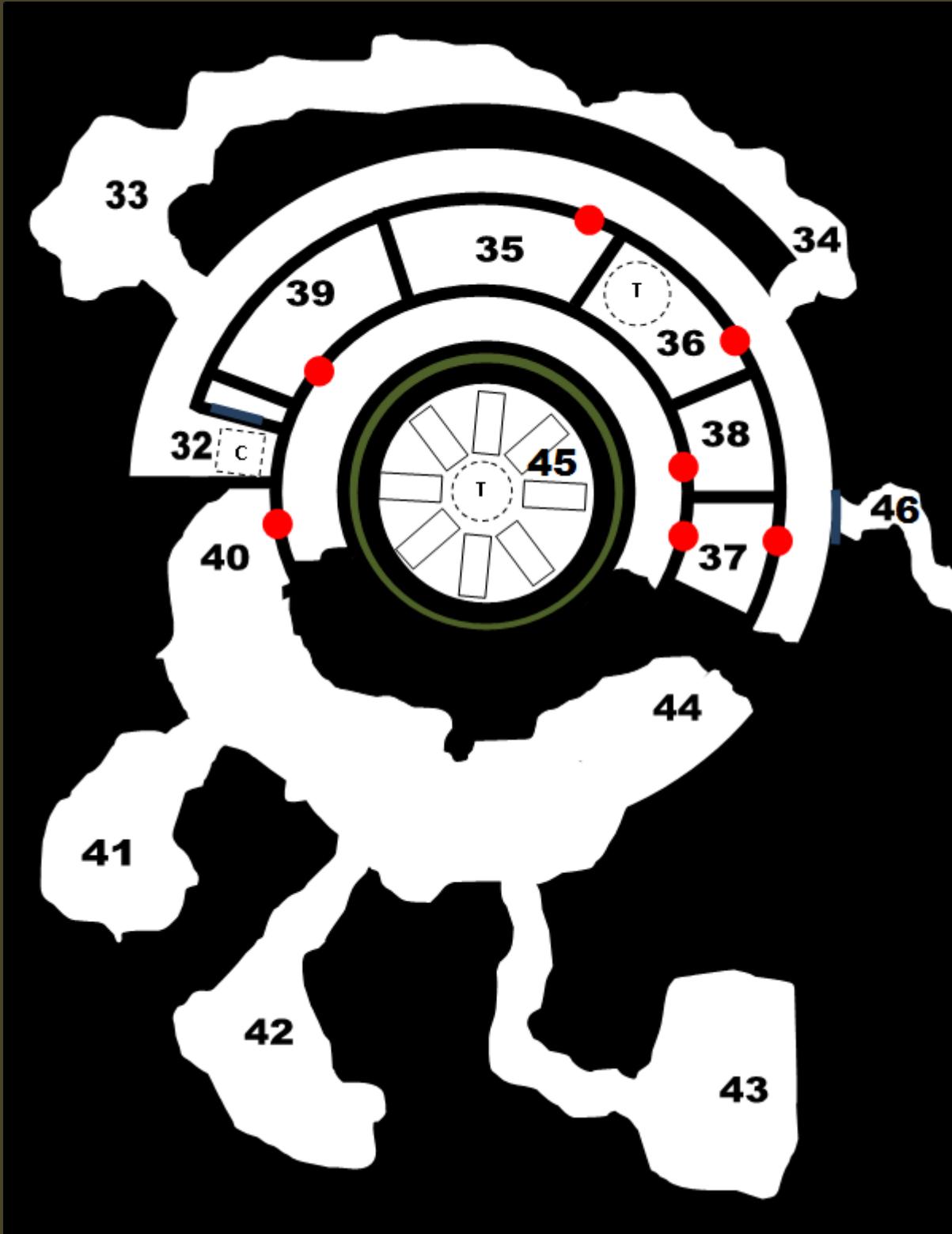
The PCs having rescued the Caldwell Clan (or failed badly) can retreat home to their favourite Tavern to lick their wounds and get royally inebriated.

There are of course other Adventure Ideas included with this Module in the Section designated Adventures beyond the Keep. If the PCs are looking to hunt down the missing Servitor Bots, Venture through the Time Vortex in Area 39, or if the ET they knew as Irina the Vampire Slayer has escaped the Keep there is always the opportunity for further action and adventure.

ADVENTURES BEYOND THE KEEP



THE LOWER LEVEL



*Where did you get that Hat? Where did you get that Tie?
Isn't it a knobby One - It's just the proper style.
Where can I get One - Just the same as that?
Well - Hello! Where did you get that Hat?*

Your evening of rest and recuperation in your favourite Tavern is interrupted as she enters. She looks at you with her bag of gold and entices you to follow.

Do you dare?

