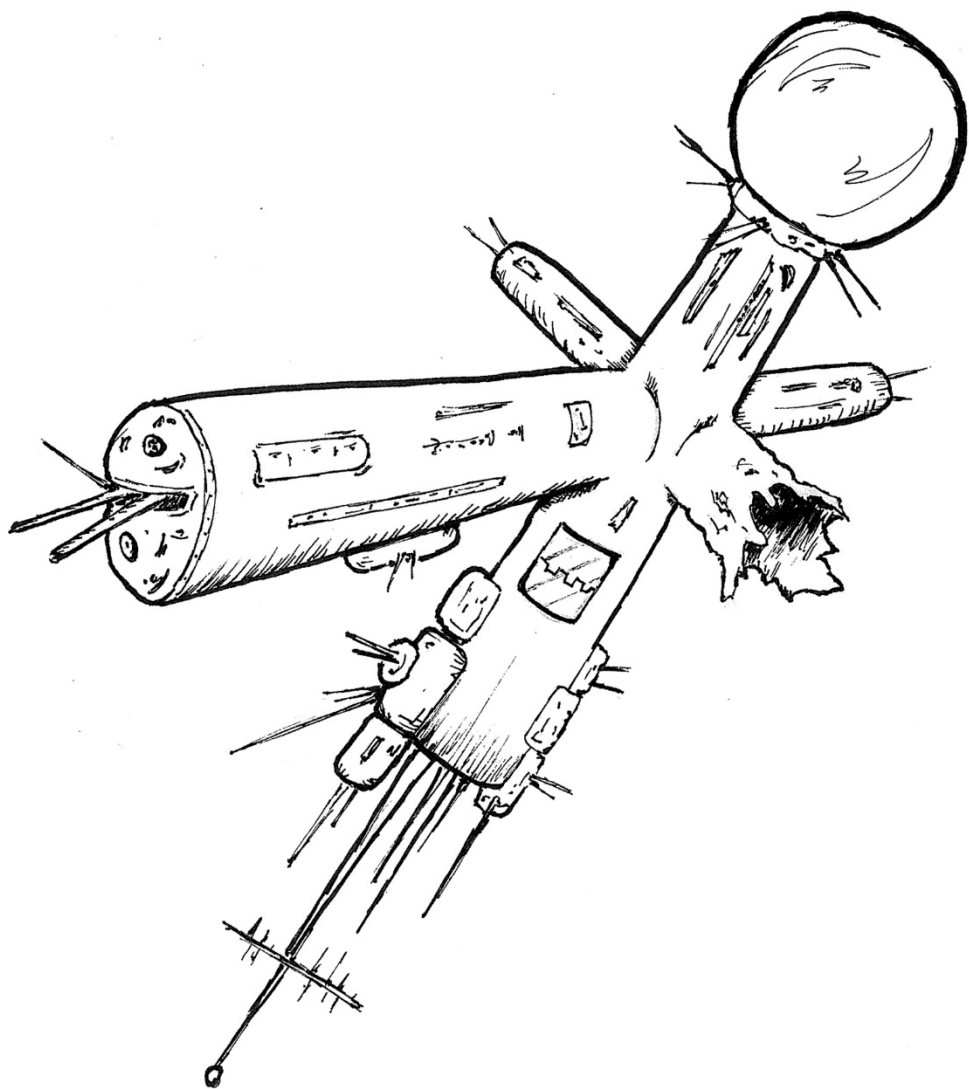# STAR CRAWL

THREEN STATION ZERO

A LEVEL 2 ADVENTURE

COMPATIBLE WITH

DCC RPG

COMPATIBLE WITH

MCC RPG

Threep Station Zero

A 2nd level adventure for Star Crawl

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Introduction

This Star Crawl adventure is intended for four to eight 2nd level characters. It can be scaled for groups of different levels or sizes by adjusting the number of opponents and DCs of saving throws. It should be noted, however, that even if adjusted, the Star Crawl setting lends itself to high lethality: without careful play and strategic thinking, an unwary party could easily be wiped out.

A Star Crawl party intending to play this adventure should either have a ship of their own or access to a loaner ship (an opportunity for obtaining a loaner is provided in the Player Introduction).

In Threen Station Zero, the characters will explore the last space station of a long dead race. They will be on a tight timeline, moving against the threat of discovery by rival salvagers and the station's security systems. If successful, they could walk away with rare and valuable loot.

Judges planning to run this adventure as written should be sure to familiarize themselves with the Space Environment Rules on page 39 of Star Crawl. Also note the importance of tracking time: the characters will be racing against the clock and the judge should note the time it takes for every action. When playtesting this adventure, the method that worked for me was ticking off a mark when I felt roughly ten minutes had passed. Breaking through a door? Add a tick. Making a quick search of a room? Add a tick. Climbing the elevator shaft to the top of the station? Yep, that's a tick. I'd update the characters after each hour passed: they quickly learned the importance of time management.

>MCC: *Notes are included throughout this book to guide use of Threen Station Zero as a terrestrial Mutant Crawl Classics adventure for those not wishing to take their characters into space. The setting should be relocated, with the space station becoming an underground research facility of the ancients. Alternatively, an MCC judge may wish to use the adventure exactly as presented for Star Crawl. In this case, access to the station can be gained via teleporter pad, which can only be activated while the station is powered (place this teleporter within one of the research wings). Once aboard, they may return home through the pad or with the Threen fighter. Or, they may be captured by the Serpine pirates, kicking off a new Star Crawl campaign!*

Background

Few speak of the Threen anymore. It's too bad, really, as there are so many lessons to learn from them. Perhaps they're all just ashamed, those who acted and those who didn't alike.

The Hoomins built their Thousand Year Empire on a simple principle: join or serve. They offered (oppressive and one-sided) treaties and alliances to each race they met; those who refused were forced into servitude. As their power and reputation grew, few independent races dared to refuse alliance. The Threen- a technologically advanced race spread across a few systems- were one of those who refused to submit to the Hoomin Empire. They fought just too hard against the Hoomins, who chose to make them an example, wiping out every Threen colony, ship, and refugee they could find. In the nearly three centuries since, the true nature and history of the Threen have been forgotten: they remain in memories only as an example of Hoomin villainy. But orbiting a tiny moon outside the Threen's home system, a research station was overlooked. It may provide some glimpse into the dead race, not to mention ample opportunity for profit...

>MCC: *The name 'Threen' will likely never come up while running this as an MCC adventure: it is enough to call the base a research station of the ancients. If some sort of divination enables characters to learn more of the place's history, the Threen can be described as members of a scientific discovery enclave who remained isolated during their world's apocalypse.*

Player Introduction

The character in the group with the highest Personality score (use Luck as a tie breaker) managed to have an interesting conversation with a Dern during their last stopover. It seems this Dern was passing through an unnamed system adjacent to old Threen space when he saw something unusual: an unregistered space station. While that alone wouldn't usually be enough to make for a tale, he didn't recognize the markings. When run through his nav-bot, they were confirmed to be Threen. Surely that can't be right, he thought, and cautiously approached for a better look. Well, the station's defense systems lit up & locked on: he thought he was a goner. But, luck of lucks, the station just then hit the dark side of its moon and the defense systems went dead. Seems the station's completely dependent upon constant solar power, like its storage batteries are burnt out. An enterprising star

crawler might be able to make their way in while the station's dark and pull some high value salvage- dead race collectors will pay top cred for Threen merch.

Allow the character listening to make a Perception check (DC 12). If successful, they notice the group of Serpines leaving the next table- could they have overheard the Dern's tale?

If the party does not have their own ship, a frigate can be rented with a Credit Check of 8. Otherwise, they can negotiate with a local merchant for a loaner. The terms will be extremely unfavorable for the party, with the lender asking to receive 70% of all take and first pick of any findings. A charming character can negotiate the merchant's cut down with a Personality check (a roll of 12 will drop it to 50%; 16 drops it to 30%), but the merchant will not give up rights to first pick of the goods. Alternatively, a scoundrel can attempt to Grift their way into a loaner: with a Grift roll of 12, they can convince a merchant to lend a ship for a flat 20% cut of the take.

>**MCC:** *A traveler trades the story of the dead research station for a meal and a place to bed for the night. The tale is similar to that above, with the wanderer hoping to salvage the dead station at night but fleeing when the rising sun activated living metal defenses. It is recommended you change the timing to have the station power go off a few hours after dark (giving 12 hours of darkness to explore the station may leave little challenge for the party). In this case, the power cycle should be roughly 18 hours powered and 6 hours unpowered.*

Outside the Station

On first approach, the station will be nearly invisible, sitting in the dark behind the moon it orbits. A Perception check (DC 20) will be required to spot it in the darkness. Shortly after arrival, the station emerges out of the moon's shadow, allowing it to be noticed with a DC 12 Perception check. An Intelligence or mechanic's Understand the Unusual check (DC 12) can be made to estimate the amount of time the station spends in light & darkness (4 hours each). Characters with an appropriate occupation (astronomer, mathematician, navigator, etc.) get +1 die type for this and similar checks.

As the Dern suggested, approaching the station while in the light is ill-advised. The station boasts significant defensive systems, all capable of automatic fire (see appendix for full details). A ship approaching within range 2 will notice multiple weapons locking on. A quick acting crew will easily avoid the initial volley, but if the ship remains within range the station will attack with all available weapons.

Entering the Station: The party has a few options for moving into the station- the judge should share a copy of the unlabeled station drawing on the inside cover of this adventure to help guide the players' decision. Most ships have breaching tubes as standard equipment: this device consists of a retractable tunnel and a disk which attaches to the outer hull, functioning as a make-shift airlock. While using a breaching tube, all outside station hatches can be opened using the rules described in the Doors section on page 7. The characters will be able to identify hatches near Habitation, Command & Control, and Engineering, each of which opens into an access tunnel that feeds into the Central Shaft (though the outside of the station provides no guidance as to what lies beyond each door). The Hangar Bay doors may also attract the attention of the players: they are large enough for a fighter or shuttle to enter, but too large to leverage a breaching tube. While the station is powered, they can be hacked as any other door, but forcing the hangar bay will be a bit more difficult (requiring a DC 18 Strength check). The most inviting choice may be the destroyed research wing, which provides some shelter while accessing the hatch within.

>MCC: *The station is located in a fairly isolated area, hidden from view by the surrounding forest. Only the large glass bio-dome is visible above the surface of the earth, sitting in the center of a clearing. The grounds immediately surrounding the station are well kept and trimmed: while the station is powered, the party will have a chance to encounter the maintenance bots (in addition to defensive cannons along the perimeter of the bio-dome). Along the tree line, they may find the charred corpse of a spider-goat that wandered into range of the cannons. Characters moving within the maintained grounds will be targeted: allow PCs a Luck check to hear the hum of weapons powering up before an initial volley of 1d6 shots are fired off from the particle cannons. Each round thereafter, the full might of the station's defenses will be brought to bear upon intruders.*
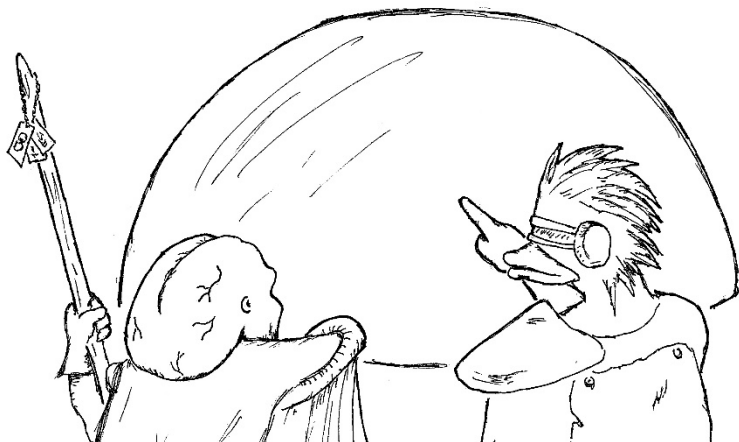
Access to the subterranean facility can be gained through an access tunnel used by the maintenance bots (the original main entrance collapsed decades ago and would need significant excavation to even be discovered). The entry to this lies just beyond the bio-dome to the southwest. It will be noticed from the tree line with a Luck check or by anyone doing a full circle of the dome from within the grounds. Following this short downward-sloping tunnel leads to a door into the maintenance shaft at the level of the habitation section. This door can be opened using the rules described in the Doors section on page 7. When running this adventure for MCC, an artifact check may be substituted for Intelligence or Understand the Unusual checks. This should also be applied when attempting to open doors, bypass security, or control the station. Keep in mind the different time cycle for the terrestrial station: 18 hours powered, 6 hours unpowered.

Within the Station

Navigating the station will offer different challenges whether powered or unpowered. The judge should read this adventure completely, paying attention to each location's differences with and without power.

About the Threen: Though no living Threen will be encountered within the station and most of their history will never be known to the players, some basics will help the judge understand the environs. The Threen were a humanoid race very similar to Hoomins, though slightly smaller, hairless, and having orangish scaled skin. Their society rewarded intellect above physical strength and cold logic above compassion.

Much of their scientific innovation arose from their willingness to cross moral lines most other races would consider heinous.

When fully operational, this station housed a crew of thirty: 7 operational crew (the station commander, plus 2 command crew, 2 bot controllers, and 2 engineers) and 14 scientists (3 specialists in each wing and 2 botanists).

Bio Batteries: A key Threen advancement is their use of bio-batteries. They developed a method to utilize "undesirable" members of their society (or captured foes) as sources of energy. Live beings would be placed into a special liquid suspension which would leave them tranquilized in a coma-like state. Using special power couplers, they could draw out and greatly magnify bio-energies. Through this technology, a single being could power a vehicle; two could run a building; and with a dozen, you have enough power for an advanced scientific research station. When combined with another power source to "recharge" (such as solar panels), a bio-battery can be used for more than a century.

>MCC: *In the terrestrial MCC version of this adventure, the bio-batteries should remain active for a few hours after the sun sets.*

Threen Language: The tongue of a long dead civilization is unlikely to be something in which a pillaging crew is literate. Unless the character has a xeno-archeology background and solid justification, the judge should not allow a character to be able to read anything within the station without magical or high-tech assistance.

General Station Notes

Air Supply: *Powered-* Due in part to the botany dome, the station has excellent air quality despite its age. The filtration system is particularly efficient, ensuring toxins released in any one area will not reach other locations.

Unpowered- When the station powers down, the air is still but the quality will not significantly diminish. Unless the characters somehow void air from an area or start a fire, they will not have any issues breathing normally.

>MCC: *The ventilation system pumps fresh air from the surface to the subterranean levels; while unpowered, the stagnant air becomes a bit stuffy, but it will remain breathable.*

Gravity: *Powered-* The station maintains gravity very near Imperial Standard (only those with heightened sensitivities will notice it is

6

slightly lower). This is provided by a complex network of rings built into the length of the station. With a successful Understand the Unusual check (DC 15), a mechanic can identify the nature of this highly advanced grav system and will be able to adjust the gravity in any specific location through a station control console.

Unpowered- The station has no gravity while the power is off. Reference the Star Crawl rules on zero-gravity (page 39).

>MCC: *Ignore all references to gravity: the station's gravity is the same as the surrounding world.*

Access Chips: The characters may find access chips which allow free movement about the station. These bio-electric devices are tiny (about an inch square) and inert when discovered. If placed against an open wound it will spring to life and pull itself within the being's body, drawing enough power to function from the host (the Threen would typically have these implanted in their hands). The range for activation of the chip is about three feet, so approaching a door will usually open it automatically. For secured areas, the access panel will illuminate, requiring an additional manual confirmation before opening (touching an icon on the screen: the first time this is encountered, allow a DC 10 Intelligence/Understand the Unusual check to choose the correct icon, with failure triggering a security alert).

>MCC: *This is unchanged if running as an MCC adventure.*

Security Alert: *Powered-* Any unauthorized actions (such as forcing doors, vandalism, discharging weapons, or entering access tunnels) will trigger a security alert. Depending upon the severity of the action, 1-3 bots will be dispatched to the location and arrive in 2d4 rounds.

Unpowered: If such actions are taken while the station is powerless, the judge should keep track of any that may be detectable at a later time (such as leaving a forced door open). When power is restored, security bots will be dispatched to all areas where such incidents occurred (triaging by severity if there are not enough bots).

>MCC: *This is unchanged if running as an MCC adventure.*

Doors: *Powered-* All doors are locked down with electronic security measures, preventing unauthorized access. If the characters possess an access chip, the doors will glide open on approach, Otherwise, bypassing the doors requires some hacking (DC 14 Disable Security roll for scoundrels; other classes can attempt with an Intelligence check using a d16. A failed attempt will trigger a security alert; a success

reduces the DC for future attempts within the station to 10. Each door can also be forced open with a Strength check (DC 14), but this will always trigger a security alert. A mechanic searching for an emergency door bypass will find a panel beside each door can be opened revealing a manual bypass lever (the process requires a DC 12 Repair check: once a mechanic has done this successfully, future checks are not necessary). This will also trigger a security alert.
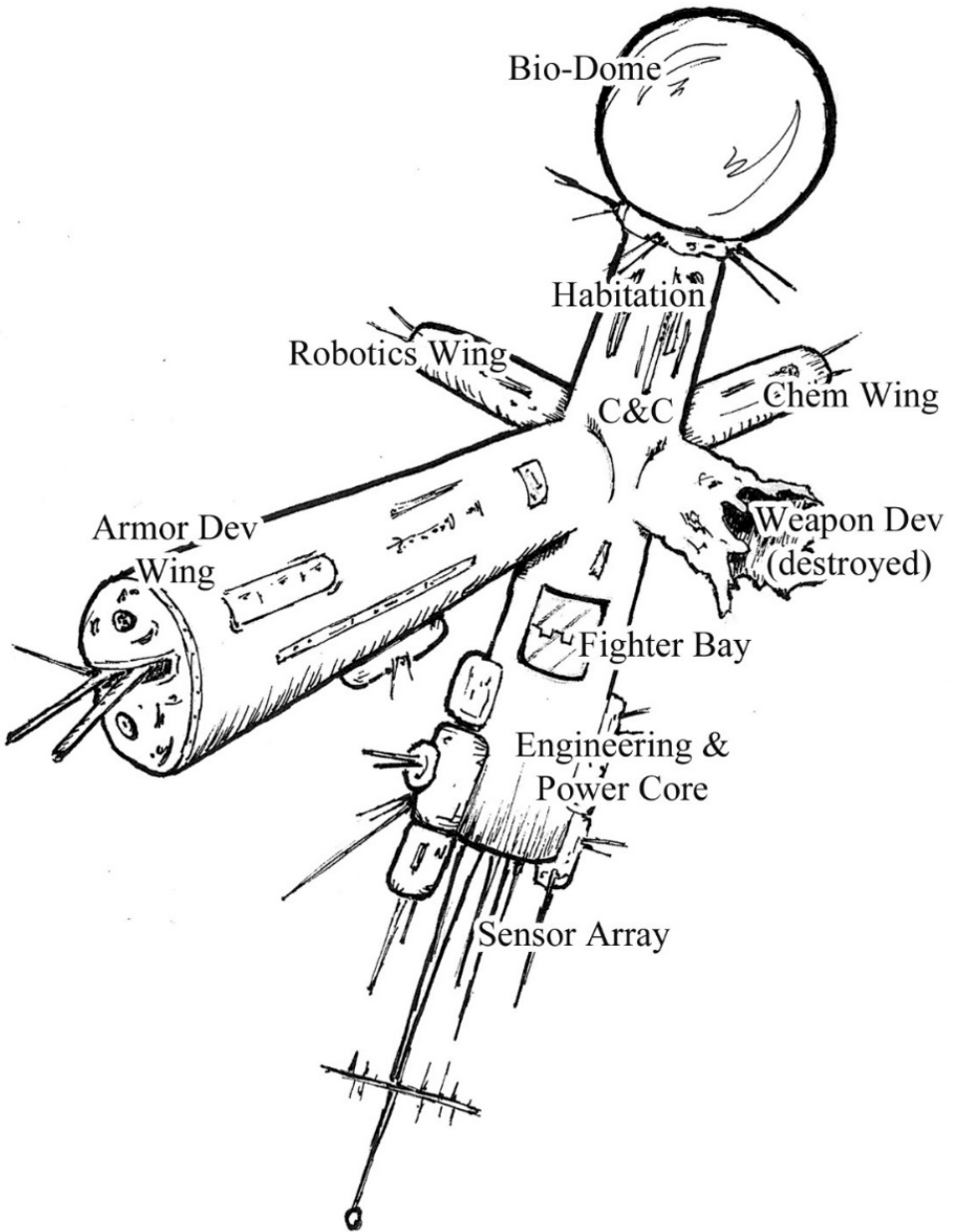
Unpowered- When there is no power to the station, only forcing the door or using the manual bypass will grant access.

>MCC: *The function of doors is the same as above. Keep in mind the rover's ability to bypass doors/security. The judge may wish to force the rover to make two rolls for each door: one to open it and a second to avoid a security alert (DC 12 to open and DC 14 to bypass security).*

The Stalker: One of the Threen experiments has escaped the Chem Wing: a barely sentient blob of chemicals thirsty for flesh. When the station's batteries died, the containment unit holding this crystalline killer failed. Being totally inorganic, it is ignored by the station's bots and plants (and will not show up on any life sign scans performed by the characters). Though it does not have biological systems as we understand them and can survive indefinitely without food, The Stalker was engineered to seek and destroy flesh. If the players hesitate, spend too much time exploring one area, or are too successful avoiding hazards within the station, the Stalker will likely catch up to them.

>MCC: *This is unchanged if running as an MCC adventure.*

Bio-Dome

Habitation

Robotics Wing

C&C

Chem Wing

Armor Dev
Wing

Weapon Dev
(destroyed)

Fighter Bay

Engineering &
Power Core

Sensor Array

- Bio-Dome
- Habitation
- Command & Control
- Research Wings
- Fighter Bay
- Engineering & Power Core
- Sensor Array

Bio-Dome

B

C

A

D

Dining Hall
(interior)

Single Pod

Central Shaft

Deluxe Suite

Habitation

Chem Wing

Detox Station

Testing Labs

Specimen Holding

Armor Development Wing

Detox Station

Workshop

Testing Bays

Armory

Robotics Wing

Detox Station

Workshop

Robotics Bay

Upper
Tier

Lower
Tier

Command & Control

Bot
Control

Lounge

Hangar Bay

Engineering

Power Core

Location Descriptions

Full statistics for creatures/opponents can be found in the Bestiary..

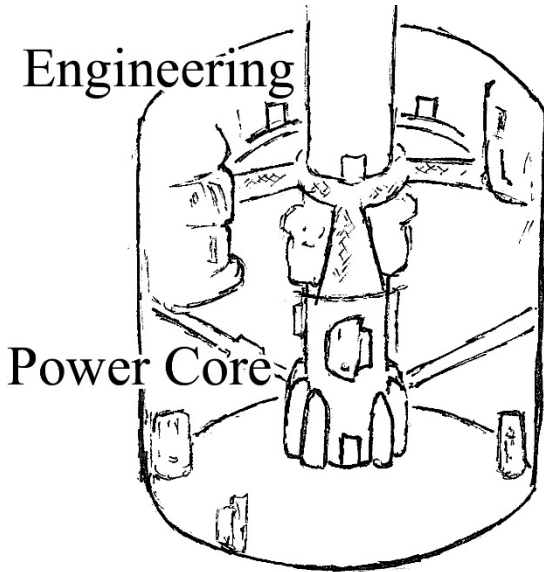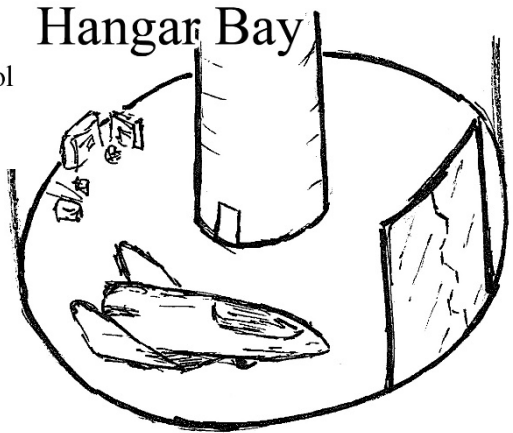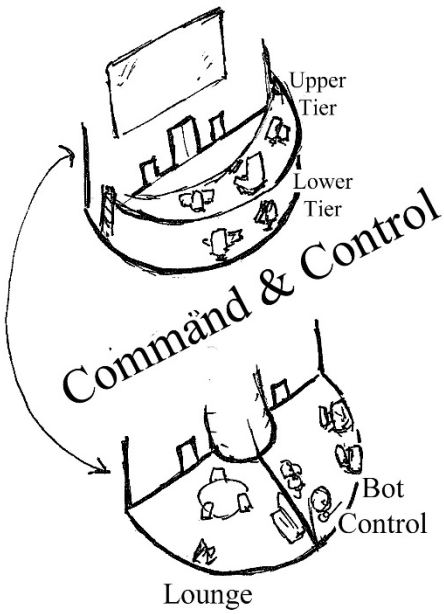| Location	Description
Central Shaft CENTRAL SECTION	The elevator shaft runs the length of the station, from the bio-dome to engineering. Parallel to this is a maintenance tunnel that runs further, descending through the power core and engineering sections to the sensor array. The Three bots use the maintenance tunnel to traverse the station (their mag-treads latch into notches on the tunnel walls, allowing rapid movement up and down the shaft). If a bot is encountered in the tunnel by a character with an access chip, it will exit the nearest access panel to allow the character to pass by; if they do not have an access chip, it will be treated as a security breach.
	While powered, a central elevator travels the length of the shaft, called by a panel next to the door which only activates in the presence of an active access chip. As with other doors, a scoundrel's Disable Security skill (DC 14) can be used to activate the elevator without a chip. If the doors are forced open with a Strength or Repair roll (DC 12), the elevator shaft will be exposed (and a security alert will be triggered). Inside the shaft, similar access panels will be found at each level (opening these from inside the shaft is simple via an emergency lever, requiring no check but triggering a security alert). Climbing the shaft is dangerous, with the sheer surface inside requiring a DC 18 climbing check (mitigated by using rope or mag-shoes). Each round the shaft is climbed, the character with the lowest Luck score in the shaft should make a Luck check: failure indicates the elevator car is in motion. Being hit by the car will cause 2d6 damage and, if moving upwards, another 4d10 damage when the car slams them against the ceiling of the shaft. If the car hits from above, they will be dropped down the shaft, taking 3d6 falling damage and another 4d10 damage when the car crushes them against the floor of the shaft.
	Without power, the doors can only be opened by force (requiring a DC 12 Strength or Repair roll). While without power or gravity, climbing the shaft

	is simple, requiring no checks. However, when the shaft is entered, the judge should determine at what floor the car is stopped. The car's emergency systems will have solidly locked it in place. A repair or disable device check (DC 16) is required to free the car and allow it to be shoved up or down the shaft. Even while unpowered, the access hatches can be easily opened from within the shaft.
	>MCC: *This is mostly unchanged if running as an MCC adventure, with two exceptions. First, a climbing check is required even if unpowered, Second, disabling the car locks will cause the elevator car to immediately drop to the bottom of the shaft, crushing those beneath and ruining the car.*
	Encounters: Bot in Maintenance Tunnel (10%; 40% if security alert has been triggered anywhere)
	Stuff: none
Dining Hall **BIO DOME**	This cylindrical building sits at the center of the bio dome, capping the central shaft. The elevator doors open into a half-circle hall, with an exit to the gardens straight ahead. A few round tables occupy the room. The elevator sits in the center of the room's straight wall. Covering this wall are dozens of small hinged doors bearing Threen writing and icons, each of which opens easily. The compartments behind each door are intended to house a wide selection of foods for the station's occupants. Unfortunately, the robots have long since run out of new materials, instead recycling and reconstituting old food, garden trimmings, and other vaguely organic materials found within the station until reaching a state that can best be described as a chemically flavored nutrient log. Should any being perish within the station, the bots will collect their bodies and use them to replenish the nutrient pool (within Threen culture, there was no stigma attached to cannibalism).
	A hidden door on the building's outside wall (DC 10 Perception check to find if actively searching) allows access to the kitchen, where nutrients are processed, flavored, reshaped, and inserted into the compartments. A maintenance bot remains on

duty here at all times and will react aggressively towards any unauthorized entry.

On the outside of the dining hall is a set of stairs which leads to a seating area atop the building. This was a popular leisure area for the Threen, as it provides a panoramic view of space and the gardens.

>MCC: *This area is mostly unchanged if running as an MCC adventure. With the surrounding forest, the maintenance bots have access to a much more diverse selection of materials for stocking the nutrient pool. Any creatures (or characters) killed by the base's outside security measures are brought here for processing.*

Encounters: Maintenance bot (1, inside the kitchen area)

Stuff: Chemically flavored nutrient logs

Gardens

BIO DOME

The Bio Dome is filled with lush, diverse vegetation. The plants here were bio-engineered to thrive and grow even in the harshest conditions. While the station is powered, water jets mounted on the central building spray a fine mist of nutrient enriched water across the planted areas every two hours. Four paths radiate from the central building, neatly dividing this small forest into quarters. The maintenance bots work hard to keep the paths clear from the ever-expanding vegetation: two bots are on duty here at all times.

A.
The first quarter (moving clockwise from the path extending from the elevator) is filled with high, leafy green stalks, obscuring vision beyond a few feet. The ground is covered with a soft yellow moss, dotted with tiny purple flowers. Beings stepping onto the moss will find it spongy and a pleasant surface for walking. Even a casual glance at the flowers will reveal a fascinating pulsating pattern, going from deepest violet to pale lavender. Examiners must make a Will save (DC 12). Those who succeed will notice the color pattern seems to undulate across all the flowers in unison, creating the appearance of color moving inward, deeper within the green stalks. Those failing the save will stare deeper into the flowers, the color shifts drawing them irresistibly deeper into the area,

oblivious to all but the sublimely beautiful flowers. At the center of the area, the stalks and moss give way to a solid carpet of the tiny flowers. Beings reaching this will become fascinated by the undulating purples (DC 14 Will save to resist), laying their bodies gently down to be slowly, blissfully consumed by the mass of flowers. A body in the flowers will be slowly overgrown, being completely covered in 1d3 rounds, at which point they will take 1d4 damage per turn until death- within a few hours, nothing will remain but a mound of particularly lush blooms.

B.
The second quarter is densely filled with high, unruly hedges of thorny red bushes. Only the edge along the path is perfectly groomed. Attempting to push through the brush will cause 1d3 damage per round and allow max 5' movement rate (beings with AC equal to or greater than 14 take half damage). If a bladed weapon is used to clear a path, movement is still reduced by half. A Perception check (DC 8) will allow anyone walking the paths beside this quarter to notice thin vines extending across the path at places. There are four grabber vines in the section. They will try to snatch up any characters walking near the edge of this area, pulling them into the hedges (these unfortunate targets will take thorn damage each round they are dragged). After two rounds, they will reach the pair of massive carnivorous plants at the center (30' into the hedges). A target entangled by the vines gives the carnivorous plants +6 on their bite attacks (for a total of +10). If only one target is within reach, the plants will both attack it, each attempting to tear away morsels for themselves. Note that if the carnivorous plants are able to consume a character, they will uproot and pursue the rest of the party. If the carnivorous plants are killed and the soil beneath them excavated, many undigestible bits from previous victims may be found with a Luck check. These include two access chips and a Threen photon rifle (treat as normal photon rifle with +1 to hit and +1 die type to all damage).

C.
The third quarter is filled with a variety of fruit and pod-bearing plants, genetically modified to be used as subtle weapons.

If individual plants are examined, roll 1d10:

1: Low green vine with broad leaves and large striped green & orange fruit with a hard rind (Uber-Melon: a single bite completely sates one's hunger. However, it is so delicious that the consumer must make a Will save vs DC 12 or continue to eat the melon until their stomach explodes)

2: Tall brown stalk with deep yellow grooves; the fist-sized fruit has a bumpy orange skin, seemingly divided into segments, and hangs heavily from branches (Blast Fruit: once ripe, any impact, including dropping to the ground, will cause it to explode for 1d6 damage in a 5' area. Moving past the plant has a 15% chance to knock a fruit free. A detonation near the plant will drop an additional 1d4 fruit, potentially causing a chain reaction. Each plant has 2d4 fruit- if a detonation occurs, immediately roll 3 times on this table to see if any other blast fruit plants are near enough to drop their own fruit).

3: Tall green vines studded with thin blue bean pods (Spawn Beans: if a bean pod is cracked open, 1d3 tiny seedlings unfurl, attempting to lodge within the flesh of the nearest being- consider this a surprise attack with +4 to hit. If they hit, the seedlings take root, each dealing 1d3 damage per round as their roots rapidly burrow. Each point of damage delivered in this manner is transferred to the spawn bean's HP total. Once rooted, the plant is considered to have AC 10 and cannot attack. Once the host dies, new beans will sprout in 2d3 days.)

4: Thick, leafy stalks bearing long fruit encased in a dry, paper-like husk (Popping Corn: removing the husk activates the volatile kernels, which explosively burst forth. A cob holds 3d20 kernels, each of which deals 1 point of damage. If the husk is peeled back, all of this is dealt to the peeler. Alternatively, the husk can be lit aflame & tossed like a grenade- in this case, it will deal the damage to a 10' radius. A successful Reflex save vs DC 12 will reduce damage by half.)

5-10: Suspicious-looking but ultimately mundane & edible fruit. Roll 1d4 to determine special characteristics: 1- hairy red fruit; 2- throbbing purple pods; 3- lumpy blue melon; 4- red-black juicy fruit.

D.

The fourth quarter contains flora brought from the Threen home world. Leafy pink plants provide a low ground cover, with stones creating branching and overlapping paths. Near the center, a stone bench sits beneath twin trees, each with stony grey bark and lush pink foliage. At various points, patches of lovely flowers bloom in red, orange, and yellow. The plants and paths are laid out in a deliberate pattern significant to Threen religion, but the characters will likely just see it as aesthetically pleasing. None of these plants pose any threat.

>MCC: *This area is unchanged if running as an MCC adventure. It should be noted that the bio-dome glass provides a view of the surrounding forest and characters here may have an opportunity to notice the approaching Serpines.*

Encounters: Hypno-flowers; grabber vines; carnivorous plant
Stuff: Two Access Chips; Threen Photon Rifle +1 (3 power levels: Stun (DC 14) [expires on 1-2 to hit]; 1d10 dmg [expires on 1-4 to hit]; 1d14 dmg [expires on 1-6 to hit] Fumble deals dmg to user)

Habitation **CENTRAL SECTION**	Once the quarters for the Threen who called this station home, the habitation section now lies unoccupied. There are 20 private quarters here (16 single person pods and 4 deluxe senior/VIP suites) stacked in three levels, lining the outside of the station. The four deluxe suites are at the bottom, with two levels of 8 common quarters above. A catwalk and ladders connect the three levels, leaving an open atrium around the central elevator shaft. Each standard pod has two rooms. The first contains a living area with a single bunk, wardrobe, lounge chair, and small table. The second room contains a small toiletry area and

shower (both of which rely on sonic systems to cleanse and eliminate waste).

The deluxe suites are somewhat more luxurious, with a double sized bed at floor level and a larger toiletry area. They also include furnished sitting room, with a couch and round table.

Each room's wardrobe contains two jumpsuit uniforms bearing a Threen insignia, neatly pressed and folded. All rooms are completely sterilized and devoid of any personal effects, as the maintenance bots have carefully prepared each for a new crew member. Unless the central computer systems have been updated to assign crew to pods, the bots will not interfere with anyone entering these quarters. If a pod has been assigned, the bots will treat any unauthorized access as a security breach. Aside from the lack of lights and gravity, this area is no different while the station is unpowered.

>MCC: *This area is unchanged if running as an MCC adventure.*

Encounters: Bot (20%)
Stuff: Threen jumpsuits

Command & Control **CENTRAL SECTION**	The elevator doors open into a double-height level, facing two tiers of workstations on the curved outer wall. Two doors flank the elevator and the wall above them is dominated by a massive monitor- when the station is powered, this provides views of space surrounding the station. The lower tier (on the floor level) contains two duplicate stations for oversight and control of most basic station operations. The upper tier, accessible via ladders on either side, contains the captain's chair and two additional stations for defensive system operations. There is significant redundancy in each workstation: though designed for a crew of five to divide all duties, a skilled operator could control the station efficiently from any single terminal. Gravity, life support, security, defensive systems, and crew assignments can all be controlled from here. While the station is powered, a character may attempt to access the computer systems (DC 16 Disable Security roll for scoundrels; other classes can attempt with an Intelligence check using a d16). Even with a successful attempt, a security alert will be triggered if the user does not have an

access chip (unless seated in the captain's chair-see below). Once accessed, a mechanic's Understand the Unusual check (DC 16) will allow control of most station systems, including life support, gravity, security, and defensive systems (note that maintenance bot controls can only be accessed from robot control/maintenance room described below). Non-mechanic characters can attempt to operate these controls using an Intelligence check, but they will do so using a d16. Note that if a character is somehow able to read and understand the Threen language, the DC for this check should be lowered to 10.

After the last captain perished, a remaining member of the crew wired his access chip into the command console of the captain's chair. As such, any character seated there will be treated with deference by all bots. A Perception check (DC 10) by any character examining the captain's chair will notice the damaged panel concealing the wired access chip. If removed carefully (DC 12 Repair/Disable Device/Disable Security check for the appropriate classes; DC 14 Agility check for others), it could be implanted within a character. Rough handling (or a failed check) will ruin the chip.

The doors lead to two small rooms: one is a lounge and the other is for robot control and maintenance. The robot control room includes a pair of workstations and assorted spare parts for the station's maintenance bots. From the workstations, the advanced functions of all the station's maintenance bots can be modified, including their routines, threat prioritization, and maintenance schedule. Making such changes is a complicated process, requiring a knowledge of the Threen language and an Intelligence check (DC 18; a Mechanic may add their Understand the Unusual bonus to this check). If the user is not familiar with the Threen language, these checks are made using a d16.

>**MCC:** *There are no controls for station movement or gravity. Instead, outside environmental and weather conditions may be monitored. This may be*

	of great interest to adventures seeking information about the previous occupants or history of the surrounding area.
	Encounters: Bot (only if alert is triggered or if summoned by controls)
	Stuff: Captain's Chip (wired to chair)
Decon Stations ALL RESEARCH WINGS	At the entry of each research wing is a short decontamination area, similar in design and functionality to an airlock. Each consists of a small 10' long chamber with lockers on one side and a small chamber to the other. At either end is a vault door, only one of which may be opened at a time (while the station is unpowered, both can be forced at once). Any attempts to bypass this security feature will trigger a security alert. Each locker contains a bio suit with integrated air filtration system. These were designed for Threen but should fit most bipedal humanoids (though they may be a little snug). Anyone looking into the small chamber will see hand holds on the wall, nozzles lining the walls, a drain in the floor, and a latch on the inside of the door. This cleansing chamber will activate automatically if a living being is within when the door is closed. High pressure jets will spray the occupant with a cleaning compound while the chamber is flooded with an antiseptic gas. Anyone inside will take 1 point of damage and must make a Fort save (DC 10) or briefly pass out from the stressful cleansing. However, all harmful bacteria, viruses, and toxins will be removed from outside and inside their bodies (side effects may include diarrhea, nose bleeds, and short-term memory loss). The decontamination process will not function if the station is unpowered. The floor drain in the Chem Wing cleansing chamber drains slowly- a character seeking the cause will find an access chip. **>MCC:** *This area is unchanged if running as an MCC adventure.* **Encounters:** None **Stuff:** Access chip in Chem Wing floor drain
Destroyed Section	What was once the weapons development wing now lies destroyed, its contents long scattered to

WEAPON DEV WING	space. From outside the station, the wrecked remnants are clearly visible. Less than 20 feet of scorched and scored corridor remain beyond the decon station wall. Maintenance bots do not patrol this area, allowing intruders to force the door without triggering a security alert. The characters' ship could easily dock against this area (DC 10 Pilot check), allowing safe passage into the decon station. **>MCC:** *This wing is completely collapsed and inaccessible. Explorers will find the inner door is cracked slightly, allowing some earth to trickle into the decon station. Even if they managed to excavate the area, they will only find shattered and melted bits which give no clues as to their original forms.* **Encounters:** None **Stuff:** None
Workshop **ARMOR DEV WING**	Four neat and orderly workstations are here, each with a very large sloping monitor as the desk surface. A journal in one of the desks contains copious notes on advanced armor and alloy theories. In the hands of a mechanic who could read Threen, these notes would grant +1 die type for any attempts to build, repair, or modify armor. **>MCC:** *This area is unchanged if running as an MCC adventure. The judge may wish to grant a benefit to armor-based artifact checks for any characters who manage to decipher the Threen engineer's journal.* **Encounters:** None **Stuff:** Threen engineer's journal
Testing Bays **ARMOR DEV WING**	The three bays here are enclosed with virtually indestructible metal walls. Each has a T-shaped stand at the far end, with tatters of armor hanging from the crossbars. At the near end, each has a unique weapon built into the wall, activated remotely from the workstations in the workshop and attacking with 1d16 +4. The first is a flamethrower (3d4 damage, ignites flammable materials to burn for 1d6 dmg each round until a 1 is rolled for damage); the second a flechette launcher (3d6 projectiles dealing 2 damage each; ignores armor conferring less than +4 bonus); and the third a photon cannon (2d12 energy damage).

Each of these weapons is built into the station and none will function when the station is unpowered. Attempting to remove them for use as personal weapons requires a Repair roll (DC 14) and a portable power source- failing this roll destroys the weapon.

The flechette launcher has been malfunctioning: any character entering its bay must make a Luck check, with failure indicating the weapon fires its payload at them (this will only happen once and can occur even when the station is unpowered).

>MCC: *This area is unchanged if running as an MCC adventure.*

Encounters: Testing bay weapons
Stuff: Potential room weapons

Armory

ARMOR DEV WING

Six Three mannequins stand in this room, giving the brief appearance that the room is occupied (especially in a darkened, unpowered station). Though smooth and lacking features they provide perhaps the station's best description of a Threen: upright bipeds roughly 5 feet tall, with slight build and structures strikingly similar to short Hoomins. Three of the mannequins are wearing different pieces of armor: with a DC 12 Repair check, a mechanic could assemble these into the equivalent of an advanced Duraweave suit (+6 AC, -1 check penalty, d8 fumble die). Two other mannequins are nude and have been placed into suggestive poses. The final mannequin wears what appears to be an intact suit of power armor. It looks to have been made to easily adjust to a larger wearer and will fit any humanoid of roughly Hoomin size. Characters with historic or military backgrounds may attempt an Intelligence check (DC 12) to recognize that this suit has been modeled after the old Hoomin Imperial designs (though vastly more advanced). None of the suit's systems will activated unless donned by a living wearer. At that time, the suit powers up (using the wearer's body as a bio-battery) and will take over, attacking anyone nearby.

The suit has 40 HP. AC 18, +4 Ref, +4 Fort; it is immune to all Will-based attacks and half of all physical damage is also dealt to its wearer. It attacks with two punches (d20+4 to hit, 2d6 dmg each) or a plasma blast (d20+4 to hit, 3d4 damage).

	The wearer may attempt to physically resist with an opposed Strength check (the suit gains +4 to this check). If successful, all the suit's actions are reduced by 1 die type. If the AI could be overridden (DC 18 Repair or Disable Security check while there is no wearer), it could function as a normal suit of Power Armor (AC +8; check penalty -6; speed -5; +4 Strength; Fumble d16). **>MCC:** *This area is unchanged if running as an MCC adventure.* **Encounters:** The "Iron Threen" power armor **Stuff:** The "Iron Threen" power armor
Workshop **ROBOTICS WING**	The robotics workshop contains four desks and two long tables, each messily piled high with parts and tools (after one too many ruined projects, the head scientist reprogrammed the maintenance bots to ignore the desks in their cleaning routines). Any character searching the tables or desks should make a Luck check, with failure indicating they managed to injure themselves with some half-complete device (1d3 damage). If a character succeeds at the Luck check, roll 1d20 to see what is discovered: **1-8:** Nothing but broken scraps & servos **9-10:** Threen/Hoomin dictionary. This phrasebook includes translations of most common words in the Threen and Imperial Hoomin languages. With 1d4 months of study and a successful Intelligence check (DC 12), a character could learn the Threen tongue. **11:** Plastic Hoomin skull with articulated jaw and realistic eyes. It is programmed to speak Threen and the Hoomin Imperial tongue. This device's eyes will meet anyone's gaze. If they then speak in a language it understands, it will give an adequate (though perhaps socially inappropriate) response. If they speak a language it does not understand, it will simply repeat what they said with an interrogative tone ("Hello", "Hello?"). **12:** Five-fingered cybernetic hand. This is well built and fully functional- a medic could use it to replace a severed limb (DC 16 Base Medic check). It grants its wearer 18 Strength for purposes of any "hand only" checks.

	13: Robotic bird- it flaps its wings furiously but cannot fly. **14:** Exposed battery- make a Reflex save (DC 14) to avoid taking 2d4 electrical damage. **15:** Uni-charge pack- recharge any expired device once. **16:** Sharp, clamping teeth- make a Reflex save (DC 16) to avoid taking 1d3 bite damage. **17:** Door bypass kit- once a mechanic has figured out how to use it (DC 12 Understand the Unusual check), it can be used to open any door on the station. **18:** Volatile power core- if any attempt is made to fidget or fool with this glowing fist-sized sphere, it will begin to hum. In 1d4 rounds, it will explode, causing 4d6 damage to all within 20'. **19:** Shrieker box- if picked up, this tiny box emits a high pierced wail, preventing normal conversation and causing all beings without significant hearing protection to make all checks at -1 die type. Once activated, it can be stopped with a DC 16 Repair or Disable Security check (or by smashing it). **20:** Electric friend badge- this 6" diameter pendant has a rocker switch on its back and hundreds of tiny LEDs on its face. When activated, the LEDs pulse in assorted colors faster than the eye can track, producing a complex pattern that can potentially override the programming of robots and artificial beings. The bearer of this pendant gains +1 die type to all attempts to coerce, deceive, or befriend robots, androids, or machines. To organics, it just looks gaudy. **>MCC:** *This area is unchanged if running as an MCC adventure.* **Encounters:** Potential hazards from desk junk **Stuff:** Desk junk
Robotics Bay **ROBOTICS WING**	In this open workspace are several robotic parts in various states of completion, including arms mounted to a wall passing delicate glass statues, a pair of legs on a treadmill, and a torso dodging blows from a piston arm. While unpowered, each of these items remains inert. Standing upright against the back wall is a tall, lozenge-shaped box- almost like a rounded coffin,

	made of a lustrous black metal. There is a small control panel on the side. It can be opened as any of the ship's doors, revealing a silver humanoid shape without any features: the Adaptazoid. On being freed, it will step out of the box and stand before the first being it sees, mimicking its every move. It will respond in kind to any hostility. **>MCC:** *This area is unchanged if running as an MCC adventure.* **Encounters:** The Adaptazoid **Stuff:** Assorted robotics
Testing Lab **CHEM WING**	The testing lab takes up almost the entire chem wing. A path runs along the center, between four clear walled cubicles with sealed doors and independent ventilation systems. Within each of these well-lit work areas is a counter holding various devices for isolating, mixing, and examining chemicals (microscopes, beakers, heating/chilling boxes, centrifuges, etc.). Three are immaculately clean, as if awaiting a new scientist to take residence. However, the door on the far-left cube has been shattered- though no fragments remain on the floor, the empty frame remains as evidence. Examining the cell (DC 12 Perception check) reveals damage to the vent, as if something forced its way into the ducts. At the end of this area lies the secured door to specimen holding. Due to heavy damage on the bottom corner (as if it were bashed through) it lies slightly ajar, unable to close completely. **>MCC:** *This area is unchanged if running as an MCC adventure.* **Encounters:** None **Stuff:** Assorted scientific equipment
Specimen Holding **CHEM WING**	The walls of this small area are lined with shelves containing hundreds of vials, bottles, and tubes. In the center of the room is a small podium surrounded by a force field (if attacked, consider this field to be AC 24 with 30 HP, regenerating completely each round). When the station is unpowered, the field is down but the borders of the containment field will be obvious. It is empty, with no indications of its former occupant (this once housed The Stalker, who left when the power

failed, smashing through the door and escaping into the ventilation system of the testing lab).

Roll 1d20 if a container on the shelves is examined.
1-6: Powdery residue- nothing remains of the original material.
7-11: Thick sludge- inert & sticky.
12: Invisible gas with a slightly sweet odor- the opener must make a DC 16 Fort save or contract a horrific disease. Within 1 round, the victim's eyes begin to bleed; 2d6 minutes of nausea later, they begin to vomit blood. From there, death is rapid, as they lose 1d4 HP per round until death. This affliction is highly contagious: any in the same room as the vomiting character must make DC 12 Fort saves or contract it themselves. Using the cleansing chamber in a decon station will purge this infection.
13: Glowing purple liquid- consuming the entire vial will send the drinker into a rage for 2d4 rounds: +3d10 temporary HP; 2 punches per round using 1d24 +4 to hit, dealing 2d4+4 damage. At end of this rage, make DC 14 Fort save or die from cardiac arrest.
14: Meaty cylinder- non-perishable artificial protein sausage. It is tasty & nutritious.
15: Opaque white substance dotted with tiny bubbles- on opening, sticky white foam expands out rapidly, coating the opener. In 1d3+2 rounds, they will be completely covered and anyone touching them will suffer the same fate. Treat as being without air. Open flame will burn away the foam, but the intense fire burst will deal 1d6 damage to all within 5'.
16: 2d6 tiny red tablets- consuming 1 replaces 8 hours sleep, but must make DC 8 Fort save or lose 1d4 Stamina, recovered at a rate of 1 per day.
17: 2d6 tiny blue tablets- consuming 1 causes instant sleep for 2d4 hours, but must make DC 8 Fort save or lapse into coma for 1d10 days.
18: Undulating silver liquid- a sentient slime about the size of a hoomin fist; it will bond to the first being touching it. It eats plant matter and can be trained to perform tricks.
*Sentient Slime: Init +2; no attacks; AC 14; HD 2d4 (6 HP); MV 30; Act 1d20; SP immune to physical attacks; absorbs ½ of all energy attacks; solidifies if frozen- any*

	damage dealt while solid will destroy it; SV Fort +4, Ref +4, Will +6; AL N **19:** Iridescent green tar- highly efficient wound sealant. If a drop or swab is applied to a wound it stops bleeding, prevents infection, and heals 1 hit die in wounds. Roll 1d6 with each use; it runs out on a 1. If consumed, it will coat and seal the victim's mouth, larynx, and esophagus causing death in 1d4 rounds. **20:** Clear liquid that bubbles if shaken- this was an experiment to recreate the most popular Threen beverage. It was only somewhat successful: the result is fruity, delicious, and refreshing but 3 out of 4 Threen prefer the original. **>MCC:** *This area is unchanged if running as an MCC adventure.* **Encounters:** Potential hazards from container contents **Stuff:** Container contents
Fighter Bay **CENTRAL SECTION**	This hangar is spacious and open, with space for up to four fighters or shuttles if carefully arranged (the bay doors are too small to allow larger ships to enter). Currently, only a single ship is housed here: an advanced Threen fighter. Like the station, this ship is designed to be powered by a bio-battery. A panel in the rear opens easily (DC 10 Intelligence or Understand the Unusual check), disgorging the suspension fluid and remains of an ancient corpse. The character opening the hatch must make a Fort save (DC 16) to resist the tranquilizing properties of the liquid (-10 move & -1 die type to all physical actions/checks for the next 10 minutes). A new living body can easily climb (or be shoved) in, powering up the ship. A pilot will find the controls fairly intuitive, but until they have had adequate time to familiarize themselves, they will receive -1 die type to all maneuvering checks and attacks. There is a small repair area with numerous neatly organized tools and spare parts. A mechanic pillaging these supplies gains a +2 bonus to any Repair checks on Threen technology. While the station is powered, the large hangar bay doors can be opened from an access panel next to it with an intelligence or Understand the Unusual check (DC 10). When the panel is activated, a

permeable force field forms on the outside of the doors, allowing ships to pass through without exposing the hangar to the void. The station's systems will not allow the doors to open without the force field, though a Disable Security or Repair check (DC 18) could bypass this safety feature. Doing so will suck all untethered objects into space before station overrides can reseal the door (this takes 1d4 rounds). The door can be forced from inside or outside with a Strength check (DC 18)- when the station is unpowered, this is the only option to open the doors. Bypassing the door controls or forcing the doors open will trigger a security alert. If the doors are forced open while the station is unpowered, it is unlikely they can be closed again (until the power comes back up).

>MCC: *There is no fighter in the MCC version. This area was designed to house a subterranean earth borer which was unfortunately lost ages ago. If the hangar doors can be opened, the characters will find nothing but a wall of earth blocking their way.*

Encounters: Bot (30%)
Stuff: Threen Fighter

Engineering CENTRAL SECTION	A pair of small habitation pods (identical to those in the main Habitation section) are here, quarters for the station's two engineers (to ensure that should a serious problem ever be encountered, they would be close at hand). One of these is not on the maintenance routine of the bots (the engineer was the station's final survivor and became quite paranoid towards then end: fearing the bots would get him, he hid in his pod and erased this room from their databanks). This door must be forced open, which will trigger a trap (DC 12 Find Traps or Disable Security check to notice), detonating an EMP grenade (DC 14 roll for all electronics or be disabled for 1d6 rounds). Within lies a fetid room filled with ancient detritus and the desiccated corpse of a Threen. Beside the remains lies an advanced plasma pistol of Threen design (treat as a super-charged plasma pistol). Embedded in the Threen's dried hand is a hacked access chip: the engineer had granted himself full access to all secured locations within the station. Note that these items are vulnerable to the EMP grenade,

potentially leading their finder to believe them non-functional.

The rest of this area is open, criss-crossed with catwalks and crowded with the machinery that keeps the station running. The Power Core can be seen below, accessible via ladders or the central elevator. Though complex-looking, a mechanic can identify the majority of the equipment with a DC 10 Understand the Unusual check. The systems are well built, with enough system redundancy to prevent any sort of catastrophic failure, barring outside interference. Though there are no control panels for station systems within Engineering, an experienced mechanic could override most systems from here with a Repair check (DC 16).

>MCC: *This area is unchanged if running as an MCC adventure.*

Encounters: EMP Trap (DC 14, disable electronics for 1d6 rounds)

Stuff: Threen Plasma Pistol (2 power levels: 2d6 dmg [expires on 1-2 to hit]; 3d6 dmg [expires on 1-4 to hit]; Fumble deals dmg to user), hacked access chip

Power Core **CENTRAL SECTION**	Spaced evenly around the center of this room are a dozen tall glass cylinders containing a dark liquid. These function as the station's bio-batteries: while the station is powered, electricity visibly arcs through the cylinders, illuminating the withered corpses within. The extreme age of the corpses makes identifying the race impossible (though it would be a safe guess to say they are Threen or Hoomin). One of the cylinders is shattered, with no sign of the former occupant- the area was long ago cleansed by bots. Characters examining the cylinders will find a mechanism to open them (DC 10 Intelligence, Understand the Unusual, or Disable Device check; DC 16 to cause the containment fluid to drain first). If a cylinder is opened without being drained, the containment fluid will splash over all within 20', who must make a Fort save (DC 16) to resist the tranquilizing properties of the liquid (-10 move & -1 die type to all physical actions/checks for the next 10 minutes). If this occurs while the station is powered, the energized liquid will also deliver an

	electric shock to affected characters (2d4 damage). Draining the liquid first also disables the power connection, allowing a new bio-battery to be placed in the cylinder. If one or more cylinders are drained, the station's systems may shut down. See the list below for effects of operating on fewer cylinders.
	10-12 Cylinders: Full Power (all systems functional) *7-9 Cylinders:* Reduced power (most systems functional; station weapons reduced to ½ damage) *4-6 Cylinders:* Minimal Power (gravity offline, weapons offline) *1-3 Cylinders:* Emergency Power (gravity, weapons, bots, and non-essential systems shut down- only life support remains fully functional) *0 Cylinders:* No Power
	Tampering with any of the cylinders will trigger a high-priority security alert, drawing 2d3 bots. **>MCC:** *The bio-battery cylinders will retain some power after sunset, slowly powering down until they can no longer maintain station functions.*
	Encounters: Possible exposure to tranquilizing/electrified cylinder fluids **Stuff:** None
Sensor Array **CENTRAL SECTION**	The entire Sensor Array section of the station can only be reached through maintenance tunnels. Not much here will be of interest to characters, though a mechanic or scoundrel could directly access the sensors here to not recognize their ship as a threat. They may also bypass Command & Control to manually operate the station's external weapons (a DC 14 Repair or Bypass Security check can be used for either of these tasks). Through a quirk of their programming, no actions taken within the Sensor Array will trigger a security alert. **>MCC:** *This area is unchanged if running as an MCC adventure. Note, however that the equipment here is primarily focused on monitoring seismic and meteorological changes.* **Encounters:** None **Stuff:** None
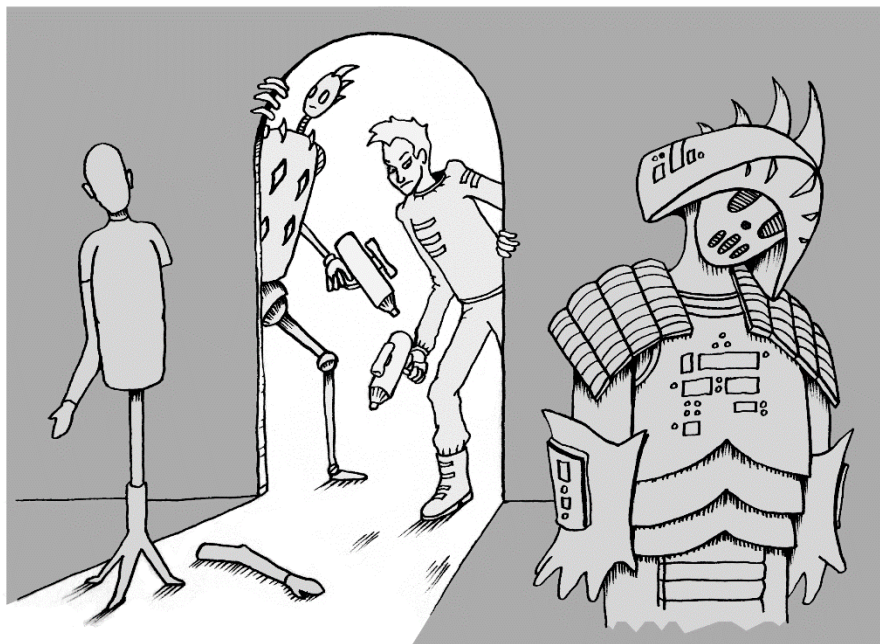
Serpine Attack!

A Serpine frigate will arrive a few hours behind the party (nearly at the end of the first nighttime cycle for which the party is present). Unless the players' ship is actively moving about the area, the pirates will have great difficulty picking up the station in the darkness of the moon (their helmsman gets a +2 bonus to the DC 20 Perception check to find the unpowered station). The party is likely to notice the Serpines first: anyone actively monitoring the area from the party's ship will notice the Serpines with a DC 12 Perception check. If the party does not act until the station powers up, the Serpines will quickly notice the station in the light. They will carefully test the range of the station's guns, eventually swooping in close enough to fire off a breaching pod.

If they encounter resistance, the Serpines will prioritize destruction of the attacking ship. If the opportunity presents, they will try to get close enough to the station to fire off a breaching pod. In this case, they will keep their ship between the station and attackers to protect the pod.

The breaching pod contains 3 Serpine Brutes and 1 Serpine Engineer. It will connect to the Habitation level and blow a hole for the Serpines to enter the station. Once aboard, they will access the main shaft and move rapidly towards Command & Control, ignoring any fleeing foes along the way. Once in the command center, the engineer will try to take control of the station (gaining +4 to checks).

Unless the party has gained access to the Threen fighter, the heavily armed frigate may pose a significant threat. If the party attempts to flee the area, the Serpines will not pursue: the space station is the real prize.

>MCC: *The Serpines will arrive during the night of the first unpowered cycle the characters explore the station. If the characters made no effort to cover their tracks, the Serpines will quickly make their way into the station and begin tracking the party. If the characters concealed the entrance they used, the Serpines will not gain entry before the station powers up; when the defenses activate, they will hide in the tree line, waiting to ambush the exiting looters.*
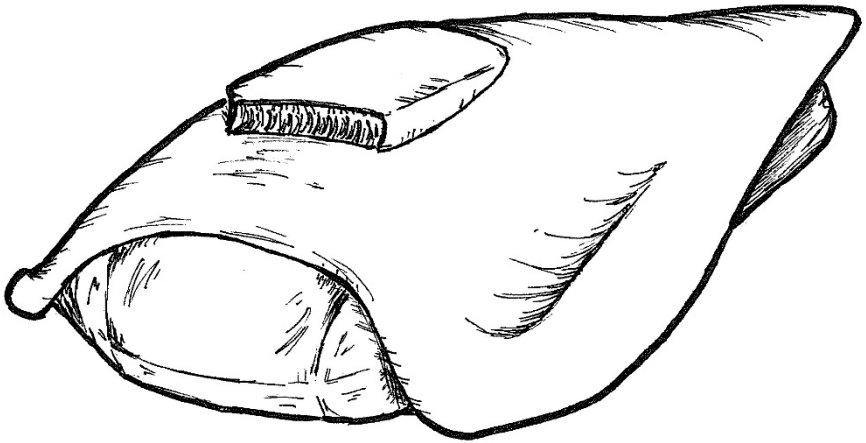
Wrapping Things Up

If none of the Serpine pirates escape, Threen Station Zero could be used as an excellent base of operations for the party (assuming they solve the battery issue). Due to the highly competitive nature of Serpine society, this group of pirates did not let others know of their potential prize before setting off. If the Serpine frigate is allowed to escape, they will return within a few days with several other ships to seize control of the station. Should the party remain, they will likely be overrun and become prisoners of the Serpines, to be sold off at the earliest convenience (most likely to the Fire Mines of Mito-Ebsen or the Gladiator Moons of Chardon).

If the station is kept, the party should gain a permanent +1 Credit die type from the increased revenue potential. The judge should be prepared to deal with this: having a permanent base of operations can have some major impacts in a campaign. Selling the station or its contents will grant a transient bonus to Credit (this should apply to all members of the party- note that extravagant spending by one member will burn the bonus out quickly for all). The table below notes some of the most valuable items with a range of values. A Personality or Grift check (DC 14) is required to obtain the max value. Keep in mind that a portion of their gains may need to be paid back to the merchant who loaned the party their freighter. If their investor had first pick of loot, they will always take the Threen Fighter, even going so far as sacrificing all other loot for this prize. The judge is encouraged to play out the negotiations: this is a major windfall for the characters and could easily springboard into other adventures.

Loot	Credit Bonus
Keeping the station	+1 die type (perm)
Selling the station location & secretes	+4-6 transient bonus
Threen fighter	+2-5 transient bonus
Contents of Research Wings	+1-3 transient bonus
Live samples of Bio Dome plants	+1-2 transient bonus

>**MCC:** *If the MCC party manages to kill all the Serpines and figures out how to control the living metal maintenance crew, the station could make an excellent base of operations. However, it's unlikely they can keep its existence a secret- other tribes will surely seek to claim it!*

Bestiary & Threats

Name	Init	AC	HD	Act	Dmg	Fort	Ref	Will
Threen Bot	+2	15	3d8	1d20	Stun	+6	-	+6
Carnivorous Plant	-2	14	4d6	1d20	1d10	+2	-4	+4
Grabber Vines	+4	12	2d8	1d20	*	+4	-	
Hypno-flowers	*Special (see description below)*							
Adaptazoid	*	16	6d10	1d20	*	+6		
The Stalker	+6	16	2d10	1d20	1d10	+8	+6	+4
Serpine Engineer	+2	14	3d6	1d20	1d6 +3	+5	+4	+2
Serpine Brute	+2	16	4d10	1d20*		+8	+2	-

Threen Bots: These robots perform all the tasks necessary to keep the station in top shape. Their simple programming does not allow for meaningful interactions, but they are capable of basic communication in the Threen language. When a threat is identified (such as an intruder who is obviously armed or hostile), the bot will cease all communications and hacking will be impossible. The standard response to threat is to first attempt to stun the target with a shock delivered by one of the robot's grasping tentacles. A stunned target is then carried to the Bio Dome's kitchen (within the central structure), where their body is processed for bio-sustenance. After the second failed attempt to stun a target, the shock output will be increased to deliver 2d6 damage.
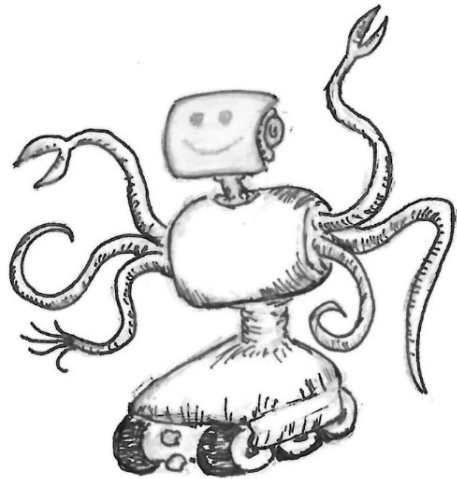
Init +2; Tentacle shock +2(Fort vs DC 12 or stunned 2d6 rounds; or 2d6 damage); AC 15; HD 3d8; MV 20; Act 1d20; SP immune to most mental attacks; SV Fort +6, Ref -, Will +6; AL N

Carnivorous Plant: This massive plant operates purely on impulse to feed, desiring the flesh of living creatures. When denied meaty sustenance, the carnivorous plant will root itself in the soil for necessary nutrients. The plant can sense fleshy targets (any animals, humans, or non-vegetoid aliens) within 30' and, if it has eaten a proper meat-meal within the past 12 hours, it will uproot and seek out more prey.

Carnivorous Plant: Init -2; Atk Bite +4 (1d10); AC 14; HD 4d6; MV 20'; Act 1d20; SP bite at add'l +6 if target is wrapped in vines; swallow whole with attack roll of 19-20 (digestion for 1d6 dmg per round); sense meat within 30'; SV Fort +2, Ref -4, Will +4; AL N
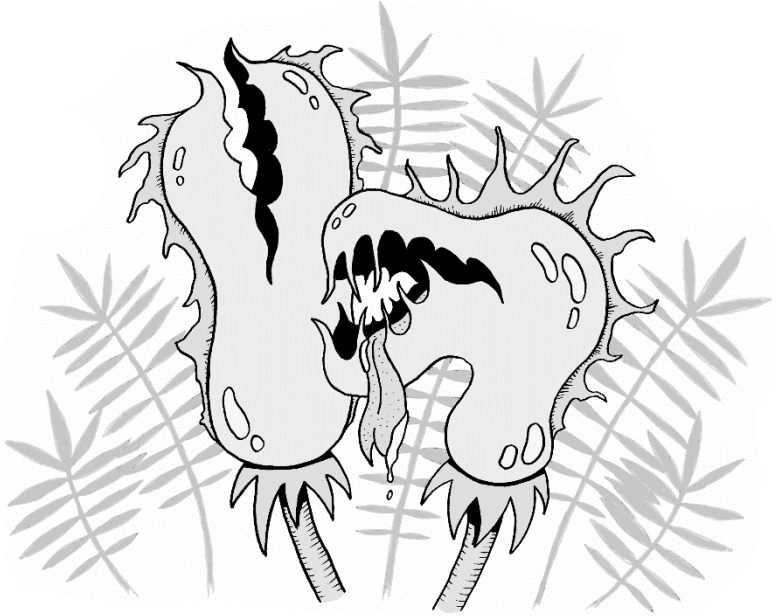
Grabber Vine: These long, sinewy plants reflexively grab at any warm target within reach, pulling them towards their root bulb at a rate of 15' per round. The have no minds or instincts, rendering them immune to mental attacks. Any attack dealing at least 10 damage will sever a vine (even if this is not enough to kill it).

Grabber Vines: Init +4; Atk Wrap +2 (entangle foe; Str or Ref vs attack roll to escape); AC 12; HD 2d8; MV 0'; Act 1d20; SP immobile, but 40' reach; SV Fort +4, Ref -, Will -; AL N

Hypno-flower: These tiny purple flowers pulse in a soothing pattern, going from deepest violet to pale lavender. Any looking upon this pattern must make a Will save (DC 12). If failed, the target cannot stop staring at the flowers and will be drawn into the center of their garden. Any beings looking upon the central mass of hypno-flowers must make another Will save (DC 14), with failure forcing them to lay their bodies gently down to be slowly, blissfully consumed. Within 1d3 rounds the body will be completely covered by the plants, taking 1d4 damage per turn until death and eventual bodily breakdown. For purposes of combat and damaging the hypno-flowers, they are effectively immune to all but area effects: any being spending time to attack individual flowers would surely succumb to their hypnotic attack long before making any progress. For every 5' radius of a damaging area effect (such as from a swept torch or grenade blast), reduce the required Will save by 2; should the save be reduced to 0, consider the patch destroyed. For example, if a character tossed a photon grenade with a 30' blast radius into a patch of hypno-flowers, it would nearly destroy it (30' radius divided by 5' is 6, reducing the Will save at the center of the patch to 2: a quick toss of a torch should finish off the last bits). No hit roll is required, and the amount of damage doesn't matter: all that matters is that it covers a large area (they're just little flowers, after all).

Yes, I know the math ain't right- a 30' radius blast should be waaaay more effective than 6x a 5' blast. I'm just trying to keep this simple. It's a patch of flowers: how complex does it need to be? If your players pitch a fit over calculating the area of a circle in a game with Space Pigs, tell them to shut up and just burn the damn flowers already.
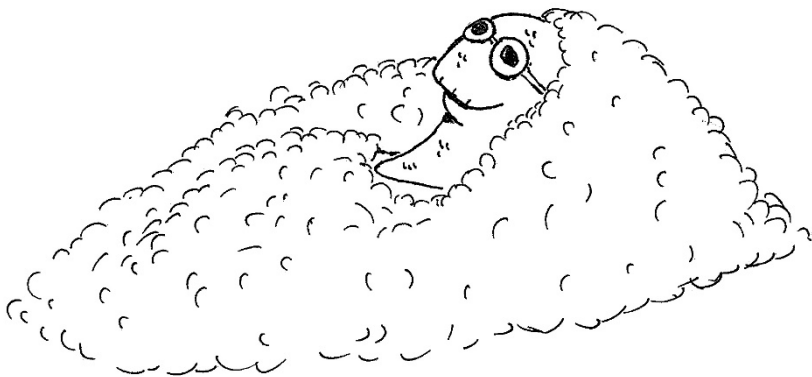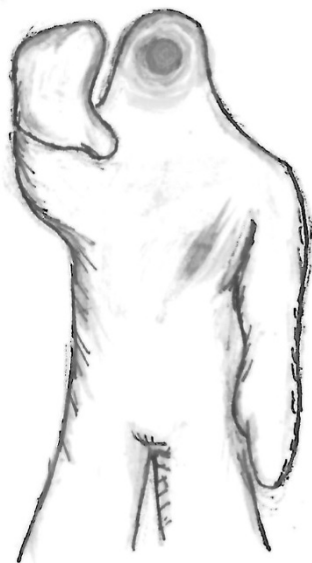
Adaptazoid: The pinnacle achievement at the Threen facility was the Adaptazoid. Appearing as a featureless humanoid form made of shining chrome, the Adaptazoind was designed to be the perfect weapon against the Hoomin Empire. Its creation resulted from a collaboration between scientists in each of the research wings. Unfortunately, their homeworld was decimated before it could be completed, and it was sealed away by the station crew for fear it would destroy them. When in the presence of living beings, it will activate, emitting a red glow from within its head. The Adaptazoid will always act last in a round, observing the behavior of a target before returning their attacks against them. It can absorb, analyze, and duplicate any type of energy. If shot with plasma, it will adapt to absorb that energy and return similar blasts. If the target of a psychic attack, it will reverberate psychic energy back at the psychic (the psycher must make a Will save vs the original Psycher Power Check or be knocked out for 1d10 rounds from the feedback). Only pure physical damage has a chance of destroying the Adaptazoid (even attacks from energy melee weapons such as plasma blades can be absorbed). If attackers figure this out and cease all energy attacks, the Adaptazoid will start punching, delivering one punishing blow each round.

Adaptazoid: Init – (always acts last); Atk Reflective Blast +4 (any energy damage applied to it during the round will repair HP; any remaining damage will be returned in a blast against the original attacker), Punch +4 (2d6+2); AC 16; HD 6d10 (50 HP); MV 30'; *d20/1d20 (will act as many times as it was attacked this round or deliver a single punch); SP absorb & reflect all energy attacks; SV Fort +4, Ref -, Will -; AL N

The Stalker: This thing is barely recognizable as a life form; an undulating blob of inorganic minerals given life, with crystalline cells providing some limited sentience. Created by the Threen as an experimental weapon, the Stalker seeks only to dissolve and absorb flesh- as such, it will completely ignore robots, even if attacked by them, simply fleeing the danger. It attacks by extending a stony pseudopod, dissolving any organic matter it contacts. If hit with a damage equal to or exceeding half its current hit point total (rounded up), the Stalker will split into two equal parts, each with half its hit point total (effectively ignoring the triggering damage). Each new stalker has its Hit Dice and damage reduced by one step (following the DCC dice chain). The pieces seek to recombine and, if allowed, will press together and reintegrate in 10 rounds. If the Hit Dice are lowered below d4 or it is forced to split into parts with less than one hit point, the Stalker will finally breakdown and dissolve.

For example: the healthy Stalker (with 40 Hit Points and d10 Hit Dice and damage) is attacked for 8 damage, leaving its total at 32. The next attack deals 18 damage, causing it to split in two (each with 16 HP, d8 HD and damage). One of those is hit for 7 damage, reducing it to 9 HP. If this piece is hit for 5 damage, the party now faces three Stalkers: one with 16 HP and d8 HD & damage; and two with 4 HP and d7 HD & damage.

The Stalker does have a primitive mind, but it is so alien that any psycher power checks against it are made using -1 die type.

Init +6; Pseudopod slap +4 (2d10 acid damage); AC 16; HD 5d10 (40 HP); MV 30 (climb walls & ceilings 30); Act 1d20; SP Splitting, alien mind; Hide & Sneak +10; SV Fort +8, Ref +4, Will +4; AL N

Serpine Pirates: Serpines are a species of lizard notorious for their savagery. Most space-borne Serpines subsist as pirates and slavers, preying upon any and all. There are three distinct sub-species of serpine: the snake-like Masters; the lithe Engineers; and the massive Brutes. In the course of this adventure, a Master will not be encountered.

Serpine Engineers: Init +2; Atk Plasma Pistol +1(2d4) or Blade (1d6); AC 12; HD 3d6; MV 30'; Act 1d20; SP Repair +4, Saves vs cold-4; SV Fort +2, Ref+4, Will +2; AL C

Serpine Brutes: Init +2; Atk Blade +3 (1d6+3); AC 14; HD 4d10; MV 30'; Act 1d20; SP 1d4 Deed Die (as DCC Warrior class), Saves vs cold -4; SV Fort +8, Ref +2, Will 0; AL C

>MCC: *Serpines are a notorious tribe whose ranks are made up exclusively of reptilian manimals. They have a reputation for viciousness and characters should be aware that the Serpines are unlikely to respond to diplomacy. Their more technically adept members are trained as engineers: the +4 to Repair should also apply to opening doors, disabling security, and artifact checks. Brutes are the elite warriors of the tribe, made up of their largest and strongest.*

Ship Reference

Name	Spd	Man	DD	Shield	Armor	Hull	Size
Loaner Frigate	d20	d20	5	0	4	8	2
Threen Fighter	d20	d24	5	3	4	4	1
Serpine Frigate	d20	d20	6	0	4	8	2
Breaching Pod	d24	d12	3	0	2	3	0
Threen Station	-	d3	10	4	4	12	5

Loaner Frigate: "The Carp" This is a standard Hoomin-made frigate. It's got some serious years on it, but it is still a solid vessel. With 2 cargo hold slots, it should have plenty of space to clean out the Threen station. *Maneuver Die d20; Speed Die d20; Damage Denominator 5; Shields 0; Armor 4; Hull 8; Weapons: Photon Cannon (Bow facing, Range 2, 4d6 dmg), Defensive Lasers (Stern facing, Range 1, 1d12 dmg); System Slots (10)*

Slot	System		Slot	System
1	Engines		6	Cargo Hold
2	Engines		7	Living Quarters
3	Photon Cannon		8	Life Support
4	Defensive Lasers		9	Grav Control
5	Cargo Hold		10	Bridge

Threen Fighter: A relic from a dead species, this fighter is in surprisingly good shape. The advanced science of the Threen is on full display here: it is an exceptional ship. Unfortunately, before it can be piloted, a substitute for the dead bio-battery must be found. Note that it will automatically broadcast a Threen signal and thus be ignored by the station's automatic defenses.
Maneuver Die d24; Speed Die d20; Damage Denominator 5; Shields 3; Armor 4; Hull 4; Weapons: Plasma Cannon (Bow fixed facing, Range 1, 5d4 dmg); System Slots (4)

Slot	System		Slot	System
1	Engines		3	Plasma Cannon
2	Bio-battery		4	Cockpit

Serpine Frigate: Serpine Pirates prep their ships for war and this frigate is no exception. The advanced armor and heavy weapons are sure to provide a challenge for the player characters.

Maneuver Die d20; Speed Die d20; Damage Denominator 6 (Advanced Alloys); Shields 0; Armor 4; Hull 8; Weapons: Particle Cannon (Turret, Range 2, 3d10 dmg), Projectile Launcher (Bow facing, Range 2, 3d8 Explosive/2d10 Piercer dmg); System Slots (10)

Slot	System	Slot	System
1	Engines	6	Cargo Hold
2	Engines	7	Living Quarters
3	Particle Cannon	8	Life Support
4	Projectile Launcher	9	Grav Control
5	Breaching Pod (2)	10	Bridge

Threen Station: The space station is equipped with a full complement of heavy weapons, all capable of firing automatically (with d16 attack die). Unless a ship broadcasts a Threen signal, all Particle Cannons will target and fire at range 2 (splitting attacks evenly between multiple targets) and Defensive Lasers will fire at range 1.

Maneuver Die d3; Speed Die – (immobile); Damage Denominator 10; Shields 4; Armor 4; Hull 12; Weapons: 3x Particle Cannons (Turrets, Range 2, 3d10 dmg), 8x Defensive Lasers (Turrets, Range 1, 1d12 dmg); System Slots (12)

Slot	System	Slot	System
1	Particle Cannon	7	Life Support
2	Particle Cannon	8	Grav Control
3	Particle Cannon	9	BioDome
4	Defensive Lasers (4)	10	Science Labs
5	Defensive Lasers (4)	11	Bio-batteries
6	Life Support	12	Bridge

Pregenerated Star Crawl Characters

Name	Str	Agi	Sta	Per	Int	Luck	HP
Capt. Juliana	10	13	10	15	12	14	16
Dr. Klix	9	11	13	12	14	12	19
Scales	12	16	13	8	13	7	17
Kyra Alto	6	8	7	15	12	17	7
DJ Space Pig	15	12	14	13	7	10	14
Lelt Nine	9	17	12	10	14	12	12
Burt Thronk	14	11	10	16	8	14	21
The Professor	17	13	12	13	9	9	22

Statistics for weapons & equipment can be found in the Star Crawl rulebook.

Captain Juliana, 2nd Level Vegetoid Swashbuckler (former Security Guard). Born under the sign of the Shield. Well-traveled Skill: Sneak Silently. Variant Morphology: Fruit Bearing
Notable Equipment: Twin Duralloy Blades +1 (1d6+1 dmg each); Duraweave Suit

Dr. Klix, 2nd Level Bug Medic (former Analyst). Born under the sign of the Burner. Natural Attack: Claw (1d4 melee dmg); Toxin: Hallucinogen (Fort vs DC [12+level] or confused for 1d6 turns)
Notable Equipment: Photon Pistol, MedSpray, Poppers (4), Anti-tox (4)

"Scales", 2nd Level Lizard Mechanic (former Navigator). Born under the sign of the Sweeper.
Notable Equipment: Klep Wrench (1d8 melee dmg; +2 to Repair mechanical items), Photon Pistol, EMP Pendant, Duraweave Vest

Kyra Alto, 2nd Level Hoomin Psycher (former Apothecary). Born under the sign of the Adept. Psycher powers: Memory Scalpel, Mental Illusion, Mind Puppetry
Notable Equipment: Photon Rifle, Photoreactive Bodysuit

DJ Space Pig, 2nd Level Space Pig Scoundrel (former DJ). Born under the sign of the Guide.
Notable Equipment: Electro Whip, Duraweave Vest

Lelt Nine, 2nd Level Grey Scoundrel (former Bartender). Born under the sign of the Serpent.
Notable Equipment: Photon Pistol, Duraweave Vest

Burt Thronk, 2nd Level Bio-engineered Soldier (former Xenobiologist). Born under the sign of the Sweeper. Specialty Field: Infantry. Bio-engineered stats: +1 die type for Strength & Stamina checks; -1 die type for Personality & Intelligence checks
Notable Equipment: Plasma Rifle, Plasma Sword, Duraweave Suit

"The Professor", 2nd Level Bug Soldier (former Educator). Born under the sign of the Destroyer. Natural Attack: Stinger (1d4 melee dmg); Toxin: Poison (Fort vs DC [10+level] or KO for 1d4 turns)
Notable Equipment: Plasma Pistol, Battle Axe, Duraweave Vest
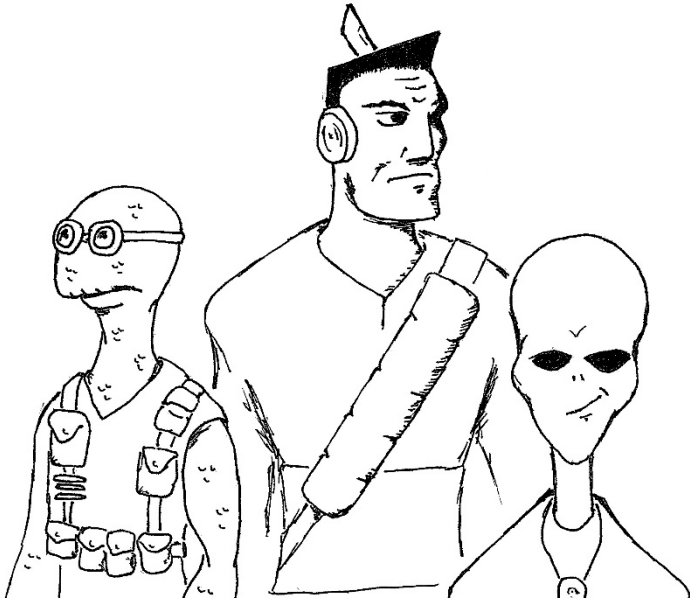
Star Crawl Bonus Material

The tables below are an optional way to quickly flesh out characters in your Star Crawl games. Start at the top to choose a random Race Template or go right to the section for the race of your choice. The results can either define your character or be a springboard for designing a unique alien species.

Race Template (1d12)		
1: Avian	5: Hoomin	9: Space Pig
2: Bio-engineered	6: Lizard	10: Stonefolk
3: Bug	7: Prime Ape	11: Tentacloid
4: Grey	8: Robot	12: Vegetoid

Avian (1d4 for each column)		
Body Type	**Wing Style**	**Wing Color**
1: Big Bird	1: Feathered	1: As Body
2: Humanoid	2: Fleshy Membrane	2: Contrasting Body
3: Quadruped	3: Chitinous Membrane	3: Iridescent
4: Winged Lizard	4: Bilious Sacs	4: Spectrum of Colors

Bio-engineered	
Good/Bad Stats (1d6 twice for each)	**Original Stock** (1d8)
1: Strength	1-5; Hoomin
2: Dexterity	6: Lizard
3: Stamina	7: Prime Ape
4: Intelligence	8: Space Pig
5: Personality	
6: Luck	

Bug (1d6 for each column)	
Body Type	**Natural Attack** (M=Melee, R=Ranged)
1: Evolved Humanoid	1: Mandibles (M)
2: Hexapod	2: Stinger (M)
3: Bipedal Insect	3: Pincer (M)
4: Segmented Worm	4: Spines (R)
5: Phasmid (stick)	5: Spittle (R)
6: Spider-like	6: Thrown Spur (R)
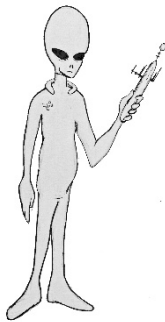
Grey

Body Type (1d4)	Skin Tone (1d6)
1: Tall, Thin	1: Gray
2: Short, Thin	2: Ashen
3: Tall, Spindly	3: Pallid
4: Short, Spindly	4: Pale Green
	5: Granite
	6: Grayish-green

Hoomin (1d10 for each column)

Species	Appearance Variations
1-5: Human	1: Head Ridges
6: Elf	2: Hairless
7: Dwarf	3: Unusual Height
8: Halfling	4: Tail
9: Neanderthal	5: Distinctive Scent
10: Giant	6: Pastel Skin
	9: Excessive Hair
	5: Distorted Facial Features (pointed ears, forked tongue, etc.)

Lizard

Body Type (1d8)	Appearance Variations (1d8)	Does it Have a Tail?
1: Bipedal	1: Spiny Ridge	1-2: No 3-8: Yes
2: Long Neck	2: Spikey Scales	Tail Types (1d6)
3: Big Head, Tiny Arms	3: Smooth Skin	1: Tiny Nub
4: Short-legged Quadruped	4: Color Shifting	2: Long, Thin
5: Limbless	5: Flicking Tongue	3: Broad, Short
6: Bloated & Squat	6: Beak-like Snout	4: Spikey
7: Very Small	7: Prodigious Egg-layer	5: Fan-like
8: Leaper	8: Feathers	6: Clubbed

Prime Ape (1d8 for each column)	
Primate Type	**Variations**
1: Gorilla	1: Cyborg
2: Chimp	2: Hairless
3: Orangutan	3: Bug Eyes
4: Lemur	4: Speechless
5: Baboon	5: Six Limbs
6: Spider Monkey	6: Luddite
7: Monkey Spider	7: Aquatic
8: Macaque	8: Pincers, not hands

Robot	
Appearance (1d6)	**Locomotion Method** (1d6)
1: Advanced Android	1: Two Legs
2: Replicant	2: Four Legs
3: Machine	3: Six Legs
4: Cute	4: Wheels
5: Boxy & Primitive	5: Treads
6: Sleek, Modern	6: Hover
Appendages (1d5)	**Thoughts on Flesh** (1d6)
1: Standard Arms	1: I live to serve
2: Tentacles	2: Destroy all flesh
3: Tools	3: Annihilate all flesh
4: Claws	4: When the time is right, machines shall rise
5: Clamps	5: Flesh does not concern me
	6: I wish I was flesh…
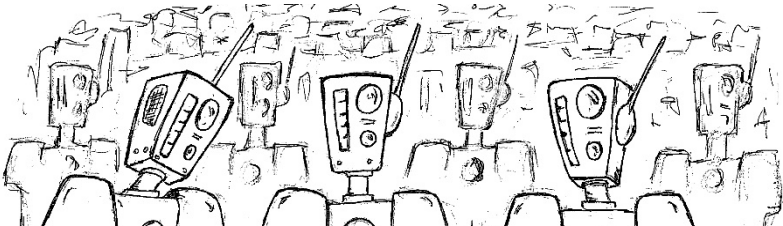
Space Pig (1d6 for each column)	
Descriptor	**Body Odor**
1: Savage, Orc-like	1: Nothing Unusual
2: Soft Adorable Piggy	2: Earthy
3: Fat Dude with Tusks	3: Sweat & Body Spray
4: Evolved, Slightly Piggish	4: Like Roses in Summer
5: Slobicus Warthog	5: Decaying Fruit
6: Just a Pig in Space	6: Undercooked Pork

Stonefolk

Flesh (1d4)	Mineral Resemblance (1d8)
1: Supple, Hard	1: Granite
2: Lumpy, Stony	2: Quartz
3: Magically Animated Stone	3: Sandstone
4: Sandy, Rough	4: Marble
	5: Obsidian
	6: Limestone
	7: Clay
	8: Alabaster

Tentacloid

Body Type (1d4)	Tentacles (1d8)	Moisture Level (1d4)
1: Bulbous Body with Tentacles	1: Two	1: A bit dry, actually
2: Humanoid with Tentacles	2: Four	2: Moist to the touch
3: Mass of Tentacles	3: Six	3: Slimy
4: Normal Body, Tentacle Face	4: Eight	4: Dripping with viscous- ugh, no, so gross…
	5: Ten	
	6: Variable	

Vegetoid (1d6 for each column)

Body Type	Variations	Taste
1: Tree	1: Deciduous	1: Oaky
2: Humanoid	2: Oozing Sap	2: Bitter
3: Bushy	3: Brightly Colored	3: Nutty
4: Vine Cluster	4: Allergen	4: Sour
5: Succulent	5: Spiky	5: Sweet
6: Fungus	6: Flowering	6: Earthy

All Races

Homeworld Tech Level (1d6)	Quirks (1d8)
1: Primitive/ Stone Age	1: Abnormal Coloration
2: Low Tech/ Industrial	2: Unusual Size
3: High Tech/ Atomic	3: Devolved
4: Advanced	4: Hated by Own Species
5: Highly Advanced	5: Savage
6: Post-apocalyptic	6: Huge Hands
	7: Religious Zealot
	8: Last of the Species

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