STAR CRAWL

ELECTRIC FRIENDS
A LEVEL 3 ADVENTURE

COMPATIBLE WITH
DCC RPG

COMPATIBLE WITH
MCC RPG

Electric Friends

A 3rd level adventure for Star Crawl

Written By: Jonathan Snodgrass
Cover Art: Jonathan Snodgrass
Interior Art: Dave 8Cylinder, Jonathan Snodgrass

Rodent Race Template Created By: Michael Harrington

Produced by Tuesday Night Fiend Club
For supplemental material, including downloadable character sheets & race templates, visit us at:
www.tuesdaynightfiendclub.com

Introduction

This Star Crawl adventure is intended for four to eight 3rd 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.

In Electric Friends, the characters will explore a robot factory in search of vital parts for their employer.

Running this adventure for MCC: For the most part, this adventure can be run as written for MCC with just a few changes. For an MCC party, the pitch may be much simpler: a neighboring village has a living metal healer, well-respected and valued by surrounding communities. The healer is dying, as her power core nears failure. She tells of the factory that birthed her, deep within the jungle: if a party can reach it and retrieve a new power core, she will be able to continue healing folks for years to come.

On approaching the factory, an MCC party is unlikely to have the aerial perspective of those approaching from space, but they should be able to see the signs of the factory's poisonous byproducts. Toxic slimes, as described in the sewer tunnels, and tainted mutants, such as the salvage urchins, may be encountered in the streams and forests surrounding the factory's dead zone. This dead zone may be reduced to a smaller area to fit into your campaign world, but otherwise the included description should hold.

Background

For the finest in independent artificial beings, search no further than the NuMan, exclusively available from Electric Friends Intergalactic.

Innumerable civilizations have sought the creation of artificial beings as the pinnacle of technological innovation. As can be seen from the vast number of androids, robots, and simacrulums in the universe, many succeeded- but few succeeded so spectacularly as Electric Friends Intergalactic (EFI). The ultimate innovation of EFI was the NuMan, an artificial being designed to be a more perfect hoomin: physically, mentally, and emotionally superior to any organic being. EFI remained the dominant producer of robots for much of the Hoomin Empire's

reign, only falling during the anti-imperial backlash following the Psycher War. Over the course of a century, the EFI factories were destroyed or abandoned and most NuMan were decommissioned (imperial views on robot autonomy were regressive, at best). But many NuMan, technological marvels they are, long outlasted their parent company and scattered across the galaxies, finding their own destinies.

PINNACLE ACHIEVED
The EFI NuMan
More than Hoomin

Electric Friends Intergalactic
The leader in artificial innovation

One such robot was Ralf NuMan, whose actions bring our adventurers into the story. An early model, Ralf lacked some of the imperially mandated emotional dampeners of later versions and was singularly passionate. On the death of the hoomin who'd commissioned his construction, Ralf inherited a great fortune. He changed his name to Ralf Florian, in honor of his deceased master, and retreated to the private moon "Xanadu". Here he built his "PleasureDome", a palace of luxury and decadence. Ralf indulged in his every whim, hosting massive decade-long parties for some of the most prominent names in the universe.

But some years ago, Ralf disappeared from the public eye and PleasureDome was closed. Rumors swirled among elite circles of Ralf's death or madness, but none dared approach the once heralded moon. The truth of Ralf's retreat is far more mundane than the scuttlebutt would suggest: his artificial body had finally succumbed to the ravages of age and centuries of abuse. Ralf's NuMan power core failed, and, unfortunately, EFI was notorious for their use of highly specialized and proprietary components. His mechanics hooked his body into an immobile power converter, where he must remain if he is to survive. With all known NuMan factories long gone, Ralf spent a king's ransom searching for a new power core. At last, he has found what may be his last hope: an intact NuMan factory on an isolated world.

This facility has existed for nearly four centuries, continually churning out robots that, for the last 200 years, never leave the factory. It was an experiment in automation, a factory built on a world with the raw resources required to be entirely self-sufficient. It was so successful that, when EFI ceased operations, this factory continued to run, slowly stripping the planet of resources to make (and unmake) robots that no one wants.

Special Note: On reading the adventure, the nature of PleasureDome should be readily apparent. Ralf Florian is a singularly hedonistic robot and he created a place where those able to pay the entrance fees can indulge in their every whim and desire. Though such practices will not be ongoing during the characters' visit to Xanadu, their echoes certainly hang over the place. The judge should be sensitive to the players when describing the place and giving voice to Ralf and Klaus. Salacious comments and suggestive roleplay could be very upsetting and are often highly inappropriate for what should be a fun game: read the room, respect your players, and don't cross lines. In my experience, the name "PleasureDome" and presence of Klaus in a rubber tuxedo should be more than enough to tickle the imaginations of your players- there is no need to risk making anyone uncomfortable.

Player Introduction

The player characters are contacted by an agent of Ralf Florian, a very old and wealthy android. This agent's top priority is discretion, as his master fears revealing the nature of the mission may tempt mercenaries to plunder the destination on their own. Thus, the offer is vague: the agent gives the party a small pouch of jewels (exquisite cuts, worth a +1 transient Credit bump on their own) and a nav-chip. The jewels are a gift for hearing the proposal; the nav-chip provides the location of his employer's base and an access signature to authorize landing. More payment will come should the mission be accepted. Under no circumstances will the unnamed agent reveal the mission or provide details on his employer. With an Intelligence check (DC 14), a character will recognize the coordinates as the moon Xanadu, a holiday destination for the ultra-rich that hasn't been active for decades.

If the characters do not have their own ship, they will be directed to the "Pleasure Cruiser", their client's personal ship. This frigate is fully

automated and will take the characters directly to Xanadu. Should the mission be accepted, this ship will also ferry them to the factory world.

Arriving at Xanadu, they find a desolate moon on which lies a massive reflective dome, large enough to house a small city. If time is spent examining the moon, statues and monuments can be seen scattered across its surface, all dedicated to the place's master. A few defense satellites circle in orbit, but otherwise there is no space traffic. Assuming the nav-chip is in use, instructions for entering the dome and docking are broadcast to the ship. With a Perception check (DC 12), a character monitoring communications will notice that the dome is also gathering life support information from their ship and adjusting the dome's atmosphere to suit the visitors. Within is a paradise: lush gardens and forest, dotted with dozens of small bungalows. The dominant feature is a massive palace of Valuvian marble, perhaps the most opulent building the characters have ever laid eyes upon. Its towers provide panoramic views of both the vibrant flora and the expanse of space through the dome. Their ship is instructed to dock at a landing pad at the rear of the palace.

The landing pad opens into a vast and empty hall, lined with columns of the same Valuvian marble, the walls carved with stunningly beautiful bas-relief murals of alien landscapes. From the far end of this hall, slow deliberate footsteps and squeaking approach- a figure is moving ever so slowly towards the party. Should they wait, it will take several minutes for him to reach them. This is Klaus, Ralf Florian's dedicated servant, mechanic, and personal valet. He is an ancient hoomin, looking to be at least 100 years old, with pointed tufts of white hair on either side of his head. Klaus is wearing a formal suit of shiny black leather, or perhaps rubber, which squeaks with each step he takes. He will not speak until he is within 10 feet of the party, at which time he spreads his arms wide and bellows in a raspy voice, "Welcome, friends, to PleasureDome!". He bows deeply and introduces himself as Klaus, valet to Ralf Florian, master of Xanadu. Klaus bids them to follow,

as he returns down the hall from which he came. Conversation will be strained, as Klaus will stop and pause to consider his words before speaking, making the walk painfully slow for an impatient party. Any responses he gives will be pleasant but devoid of real information: he will assure them his master will answer all their questions.

Klaus finally leads them before a massive door of intricately carved hardwood. He does not enter, instead sliding open a concealed door nearby to reveal a stark steel cubicle. Beckoning the party inside, he presses a panel and the elevator drops deep into Xanadu (at least ten stories by the party's estimation). The door opens again to reveal another long hallway, this one of the same featureless metal and lined with recessed lights that illuminate ahead of anyone walking its length. Those dreading following Klaus as he hobbles down another long corridor will be relieved: he steps onto a hovering platform that moves the old fellow along at a much more reasonable pace. This hall ends at a vault-like door. Klaus pauses: "Please do not be shocked by my master's current state- be assured that Master Ralf is just as vital and brilliant as when he built this place centuries ago. Do not make the mistake of believing him to be weak or vulnerable". He places his hand on the door, his touch reveals a number pad, which he carefully conceals as he enters his access code (a DC 10 Perception check confirms that the code is the same two digits repeated several times).

The vault door opens and a wave of hot air washes over the characters. Dim orange light from within reveals Xanadu's geothermic power station, packed with machinery and towers of tech. Not far inside is an illuminated wall of gleaming metal, at the center of which is a man. He is spread-eagle against the wall, his hands and feet in metal cylinders and a steel strap across his abdomen and pelvis. Despite this, he is beautiful, near perfection by hoomin standards. His flesh is toned, his skin unblemished, his hair long and flowing. He conveys impossible warmth with his smile, greeting the party by name and offering his regrets he cannot host them in more welcoming environs. If allowed to chat, he will tell some of the history of Electric Friends Intergalactic and their NuMan, describing his creation as their pinnacle- craftwork unmatched to this day. His words convey a powerful personality, with colossal ego but surprising empathy and humanity. It is hard to not be enraptured by his story, as even the pitch of his voice is perfect and soothing. He will tell his guests of his failed power core, without which he is completely dependent upon the machines into which he is

strapped. As he tells of sending his loyal employees wide across the galaxy in search of the necessary replacement, the party finds themselves drawn into the tales of their heroism and sacrifice. Time passes like moments, listening to Ralf detail the travails of the past three decades, helplessly strapped into these damnable machines.
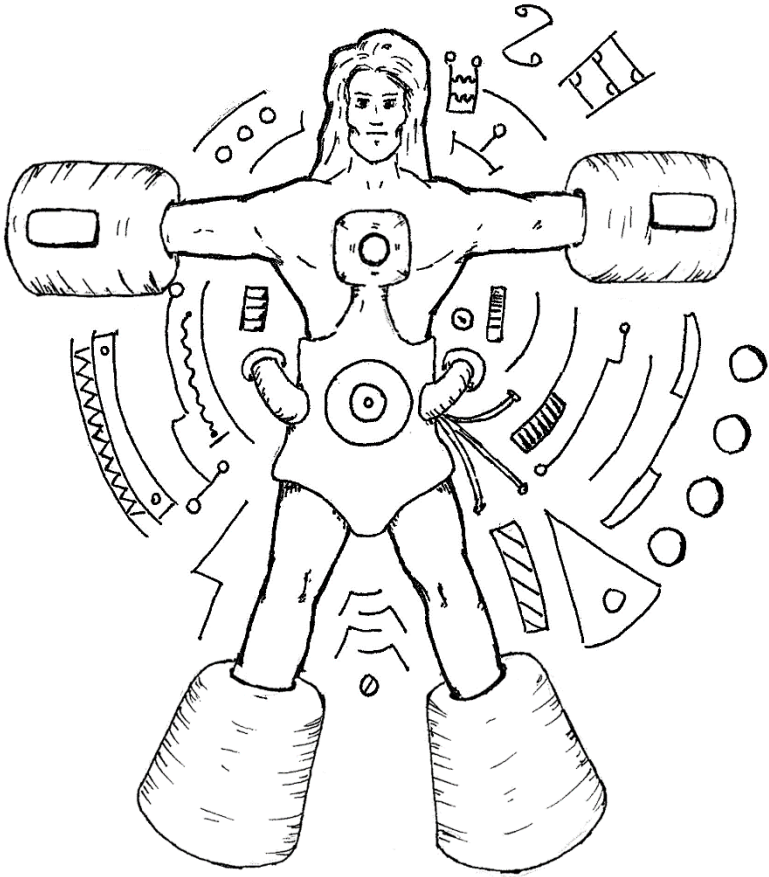
But he concludes his story with hope: he has located an intact EFI NuMan factory and, shockingly, it appears to be operational. Ralf would like the party to go there and fetch for him a model FGH power core (only a model FGH will be suitable). In exchange, he can promise more than simple wealth: he has curried significant influence across the galaxies and is willing to leverage it to repay the party for their favors (and, if the party is disrespectful towards Ralf, he will not hesitate to explain how this influence can be leveraged against their failure). His offer will roughly equate to a transient Credit bonus of +3 (a Personality or Grift check vs DC 16 will raise this to +4).

6

If the party press for more payment, Ralf will reveal facts about the characters they thought secret: outstanding StelPol warrants; destitute families left behind; regrettable indiscretions. If no such secrets exist, make something up- it should be clear to the players that this android is well connected and could make their lives much easier or much harder, depending upon their handling of his mission. The judge may choose to use this as an opportunity to resolve loose threads for the campaign by removing warrants, bounties, debts, or the like. It could also be a chance to get the party a ship: with a successful Personality or Grift check (DC 14), Ralf may even be convinced to give an armed frigate as payment.

The characters may have questions for Ralf, which he will politely and patiently answer.

Why not transfer your consciousness to a new body? "And abandon perfection? Though it may be temporarily flawed, it is my body and my identity. I would no sooner abandon it than you would abandon your flesh."

What can you tell us about the factory? "Alas, my employees are not as courageous as your crew- they did not risk penetrating the facility. All I can tell you is it appears to be operational and, as such, likely to have automated security systems adequate for handling any sort of burglary, vandalism, or aggression."

Can our mechanic attempt to repair your old power core? "I can assure you; no one knows my body and systems better than Klaus. If he cannot repair it, no one can."

Will you give us ("X" ridiculous request)? "Even my patience and generosity have their limits. Complete the task for the payment offered or risk my wrath."

Should the questioning proceed for too long, Ralf will begin to appear fatigued and Klaus will hustle the party out, "This conversation tires my master, he must rest. Come, I'll see you back to your vessel".

A hostile or suspicious character will notice barely concealed plasma weaponry mounted throughout the area: an attack upon their host would certainly be met with instant annihilation.

Klaus will give the party a nav chip with a circuitous, but ultimately safe, route to the EFI NuMan factory. Though, if desired, the judge could spice things up with a pirate attack en route.

The Factory World

Electric Friends Intergalactic, now offering the newest model of NuMan: fully functional and designed to your exact specifications. The most advanced artificial being in the universe, waiting to join your family or workforce. Stop by our factory now and design YOUR Electric Friend.

On entering the system, anyone monitoring broadcasts will pick up advertisements for EFI on a ceaseless loop. The messages are vague and hyperbolical, promising new features and advanced interfaces without any real points of reference. With monitoring equipment and a Perception check (DC 12), another signal can be picked up, a complexly encoded broadcast from the planet to some unknown host. This is the factory attempting to contact the long-gone EFI headquarters. Despite their best efforts, the crew will not be able to come up with a suitable response signal: the codes are simply too complex to hope to decode without knowing the original protocols (now lost for centuries). On reaching the planet's orbit, a welcome message will be broadcast, providing guidance to the factory's space dock tower.

Aside from the factory, the planet is forested and uncolonized, with no sign of intelligent life. Even from the upper atmosphere, the factory can easily be identified. For at least a hundred miles surrounding it, the land has been razed, clear-cut and strip-mined. A Perception check (DC 10) allows the notice of massive harvesting trucks steadily adding to this radius. The forest for at least a hundred more miles is veined with dead, blackened earth, following polluted waterways as they spread death from the factory's waste stream. The planet's atmosphere is breathable, but analysis will show high levels of pollutants. Though not harmful to the crew during their short excursion, long-term exposure could cause significant illness.

The factory grounds themselves cover several acres, with large, tightly clustered buildings surrounded by a high wall made of some concrete or perhaps ceramite material. Closer examination will reveal the walls and the buildings to be constructed of a plastic-concrete polymer that is resistant to all but the most extreme destructive efforts.

Arriving ships are directed to land at a space dock tower some half-mile away from the factory; AI guidance welcomes customers of EFI & provides landing instructions. On exiting their ship onto the dock, the party arrives at a short, motorized walkway, lined with murals

depicting the "evolution of robotics". The images progress from crude agriculture harvesters to autonomous drones to primitive upright robots. The culmination of this is EFI's NuMan, depicted as beautiful male and female androids carrying soft, fleshy Hoomins to the peak of a branded EFI mountain.

The walkway ends at a boxy shuttle, where they are greeted by a hologram. The hologram, an attractive hoomin lacking any distinguishing features, instructs them to enter the shuttle for transport to the EFI NuMan factory showroom. In a span of just about two minutes, the vehicle silently moves across the desolate landscape and arrives at the front door of the showroom.
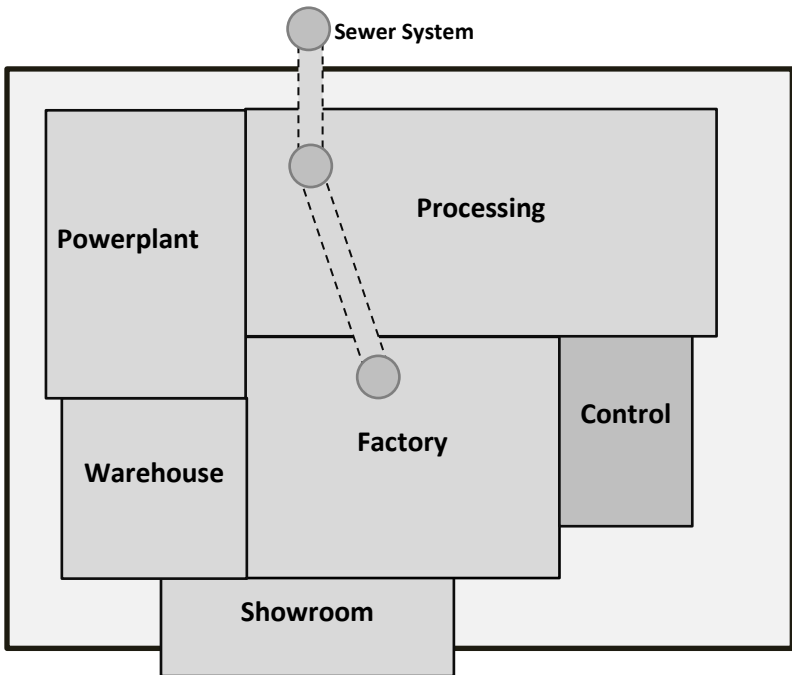
The Factory
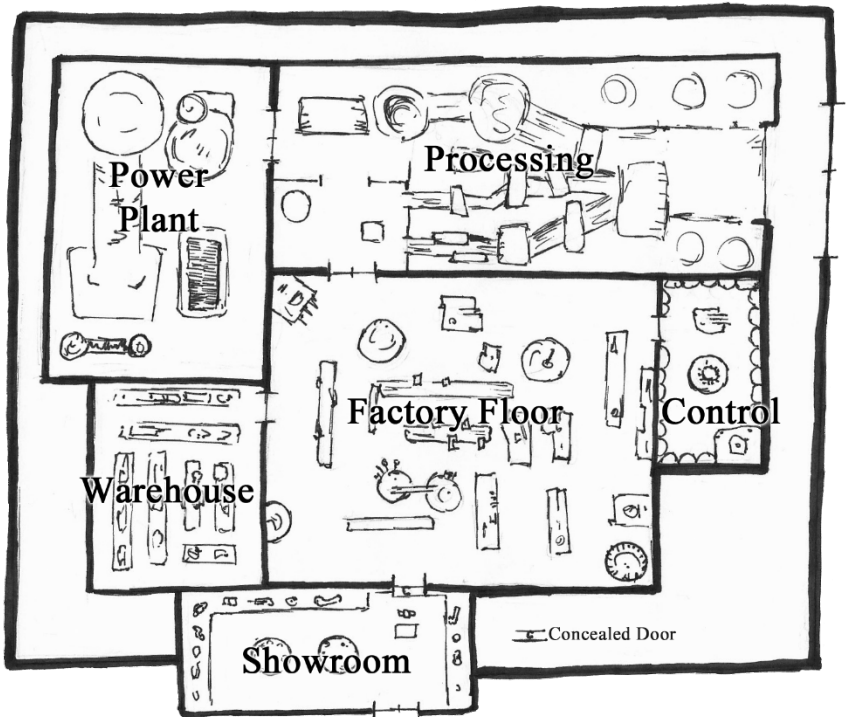
When moving about the factory, robots will mostly avoid the characters unless they interfere with the robot's programmed work, at which point at least two SecuriBots will be summoned. A RepairBot will respond to any damaged or destroyed robots. All doors are electronically locked,

requiring an access signal to open. Factory robots connected to the control server will broadcast this signal, automatically opening doors on their approach. A scoundrel or mechanic can force a door with a Bypass Security or Repair roll (DC 16). Other classes may attempt this with an Intelligence check, but they will do so with -1 die type (typically using d16). Any failed attempts to open doors will summon 2 SecuriBots, who will attack any intruders encountered. Alternatively, characters can bash through a door with a Strength check (DC 16), but this will always summon SecuriBots. Four FireBots will be dispatched to respond to any fire or explosion, with others deployed if the source cannot be controlled.

Should the databanks of any of the factory's robots be hacked (requiring a roll against DC +2 over that required to disable it), very little information about the factory itself can be gained- such information is housed only within the control server. However, they can gain a basic layout of the facility: share the simple graphic below (or a representation thereof) with your players.

Sewer System

Behind the factory, a beautiful waterfall flows from a crack in the earth, its waters glimmering with a rainbow of colors. This is the factory's exceedingly toxic waste, produced by the power plant and byproducts of the NuMan creation process. Mere contact with the waters causes 1d6 acid damage; immersion causes 4d6 damage per round. Anyone foolish enough to consume these waters must make a Fortitude save (DC 16) or die a particularly horrible death. If the party has access to environmental suits, they may enter the drainage pipe and access the sewer tunnels under the factory. These tunnels are over eight feet in dimeter, allowing comfortable movement for most; however, most of the pipes draining into the sewer are far too narrow to enter. There are only two usable points of access to the factory: large floor grates in the processing area and factory floor. A Strength or Climb check (DC 10) is required to climb up and into the factory. The grates, though large, are not hard to move aside.
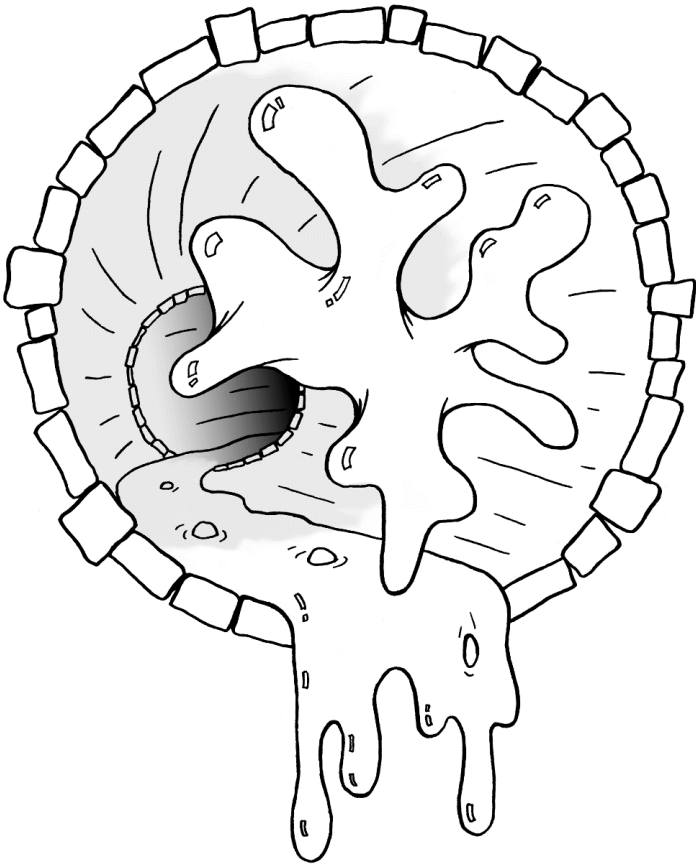
Living in the tunnels are four sewer slimes: one with 6 HD and three with 3 HD each. The smaller ones will be encountered shortly after entering the tunnel; the largest is encountered in the area between the two factory floor grates. The slimes are only noticeable with a DC 14 Perception check if a character is actively searching the water. When a character moves into proximity, the sewer slimes will erupt from the caustic waters and attack, gaining a free surprise attack if unnoticed.

Showroom

On entering the showroom, the most apparent feature is its lack of features: it is stark and empty, with highly reflective black walls. Two similarly featureless thick columns run floor to ceiling. Opposite the entry, facing the door from behind a waist-high counter, is a smiling man illuminated by a spotlight. He wears a black suit of hoomin fashion- dated, but high quality. On the wall behind him is a lit EFI logo. As the party enters, he greets them warmly, speaking in the hoomin Imperial tongue, "Welcome to Electric Friends Intergalactic's premier automated NuMan showroom. I'm Gary, your ambassador to the world of NuMan. I will show you the features available, answer any questions you may have, and guide you through the purchasing process. Where shall we start today?"

Gary is not a NuMan, but simply a SalesBot ("EFI Model 214- designated to facilitate transactions, nothing more"). His legless torso rides on a gliding platform, with holo-projectors to display purchase options, prices, and contracts. Gary will move about the room as he answers questions, gesturing to sections of the black walls. The walls and columns will illuminate to reveal cells behind glass, each of which features different body parts with various options. All either freely float or are attached to otherwise featureless parts (rows of eyes in featureless grey heads; hands hovering and turning; floating arms flexing biceps; etc.). Gary will highlight the choices available, emphasizing the vast selection ("Looking to the eyes, see that they vary not just by color, but by shape

and type as well- note this pair of fascinating orange eyes with vertical irises"). He will also be sure to showcase the NuMan's deeper features, such as the advanced power core on display within an open chest cavity ("We've made amazing advances in the last century, including our nigh-inexhaustible power core, correcting a design flaw of some earlier NuMan models").

Gary is pleasant, even in the face of rudeness or hostility, and will answer any questions the characters have pertaining to the NuMan. If there are any questions pertaining to repairs or parts, he will first ask "Are you a Galactic Neutronium Plus service member?" If they say yes, he will ask for credentials or member name for lookup. No matter what information they provide, he will say he is unable to find their account: all his attempts at communication with EFI headquarters fail. Gary will never be able to comprehend the possibility of EFI no longer existing, so he will assume the communication failure indicates the customer's account does not exist.

Once he has confirmed they are not Galactic Neutronium Plus service members, Gary will ask if they have contacted the service department to initiate a repair request. "We require a service ticket to perform any repairs or supply any parts". As above, he will never be able to contact headquarters to verify the existence of a ticket (which is just as well since the characters will never be able to create a service ticket since the service department no longer exists).

Can a NuMan be built with an FGH power core/ can I have an FHG power core? "I'm afraid the model FGH power core is no longer utilized for our current production line. However, if you have a service ticket, we can retrieve one from the warehouse"
Can you fix a NuMan here? "Please contact our service department to open a service ticket- this is purely a sales facility and, as such, we are unable to initiate a service ticket"
Where is the nearest service office/headquarters? "Please contact the EFI customer service line for information about all our facilities."
Can you contact service/headquarters? "All NuMan models are capable of initiating a call directly to the EFI support line and will automatically do so on deactivation or failure."
On leaving or complaining: "Please be sure to initiate customer service protocols with your NuMan to rate your experience"

If so desired, Gary will guide the characters through the process of selecting options for their very own NuMan. However, all purchases require electronic funds transfer and the credit check for purchase will always fail. Note that when they see the robot construction on the factory floor, it will reflect their choices (the factory has gone so long without input that the opinions of the party will heavily skew the factory's data on customer preferences).

There is a concealed door behind the counter with access directly to the factory floor, noticeable with a Perception check (DC 10). Were a purchase successfully completed, the NuMan would walk through it to greet their purchaser. This door is carefully guarded with motion sensors: if anyone other than Gary moves behind the counter, a security alert will be triggered and two SecuriBots will arrive in 2 rounds. Similarly, if Gary is physically threatened or anything in the showroom is damaged, the SecuriBots will be summoned.

Factory Floor

The factory floor is one massive room, though easy movement across is impeded by large machines and robots. Four doors lead out of this area to Processing, Warehouse, Showroom, and Control. Reaching any of these doors from another requires an Agility check (DC 12) to avoid getting caught in machinery and taking 2d3 damage. Characters able to fly or brachiate can reduce the Agility DC to 8, but they are still at risk as many machines reach the ceiling. Hovering pallets regularly bring supplies to and from Processing, but the other doors remain closed unless special circumstances arise.

At any time, a single NuMan is being created, moving between stations via conveyor belts and armatures. It is a ceaseless cycle as build materials arrive from Processing and are distributed to the AssemBots. Four AssemBots work in tandem to build the NuMan's skeleton on a conveyor belt. Another places delicate machinery into the chest cavity before a dedicated AssemBot gingerly inserts the power core. The skeleton is grabbed by its ankles and hung as servos and artificial musculature are constructed. The skull remains open as an AssemBot equipped with several tiny arms completes the delicate circuitry of the artificial brain. The body is laid on a series of mag-disks to hold it in place for the final stages of the build. An AssemBot with an attached storage cannister sprays the NuMan with a thick liquid. As the pseudo-skin cools into place and hair fibers are implanted, the mag-disc

withdraws from the back of the skull. The head holds upright and the fresh NuMan's eyes open, wide and gazing. "Lights! I- I feel the air!" His first words are clear yet tentative, as if at once learning to speak and knowing all that is language. "This is- life? To know such a thing!" His eyes, filled with wonder and innocence, meet the party's gaze. "Are you- are you my friends?" he says warmly. Before the characters can respond, his smile turns to a grimace; his greeting to a howl, as a cutting laser bisects his new body. Before the onlookers can gasp, an AssemBot's tiny robotic fingers quickly peel the skin away, leaving behind artificial musculature- where minutes ago was a lifeless scientific curiosity, now lies a horror show, as this NuMan screams an ungodly cry. Another armature darts in to disable the vox-box in his neck, leaving his wails silent, his face contorting as his robot body is disassembled even faster than it was built- all the while, those wide eyes stare plaintively for mercy that only comes as the circuitry brain is deactivated.

The recoverable parts are placed on a pallet and sent back to Processing to be recycled; others (such as the pseudo-skin) are sprayed with a chemical enzyme and washed down a floor grate into the sewer system. The power core remains, pulled from the old NuMan's chest and held by an AssemBot, waiting to be placed into the next NuMan as the cycle of creation and destruction continues eternally.

Control

The walls of the control room are lined with robots on articulated racks awaiting deployment. The following bots are found here (see appendix for full details of each):

- 20 SecuriBots (Model S9): deployed in response to threats
- 6 AssemBots (Model 598): deployed to factory floor as replacements
- 20 RepairBots (Model SP8): deployed to repair any damaged bots (except the Scrap Bots in the warehouse)
- 2 SalesBots (Model 214): deployed to replace Gary if destroyed
- 4 FireBots (Model 182): deployed in response to smoke or fire
- 2 ControlBots (Model TRS-8k): deployed if server is damaged

If the stock of any bot is reduced to 50% or less, the factory floor will pause assembly of NuMans to build replacements.

In the center of this room is the heart of the factory, the control server. This is the central brain, directing the actions of all robots in the facility. This computer is designed to learn and improve efficiency, keeping the factory running while improving the end product. It coordinates the efforts of all the factory's robots, ensuring they operate smoothly. A mechanic or scoundrel could hack into the server with a Repair or Disable Security check (DC 16); if successful, the character could modify any of the factory's directives or parameters. A failed hack attempt will trigger a security alert, activating all the SecuriBots in the room. They will immediately attack, but they will not pursue intruders out of the room (their primary objective is to protect the server).

Should the server be destroyed, disabled, or reprogrammed in such a way that NuMan production ceases, redundant programming will activate one of the backup ControlBots. It will take about six hours for the new ControlBot to replace the server and reset the station to original operating specs. During this time, only SecuriBots will remain active, and all twenty will actively seek to remove any living things from the factory. Once reset, the factory will resume building the original

(300+ year old) NuMan model. Each will be shipped to customers on the original factory manifest and those in the archives of orders received over the 100 years the factory was active before EFI went out of business. For the next century, the factory will build NuMans and personal shuttles to deliver these androids across the galaxy. Eventually, when they run through the entire orders archive, the new controller will evolve as did the old one. Thus, a few hundred years hence, the factory will be exactly as it is before this adventure began.

The server is also tied into the communication antennae and dishes on the roof which control bots planetwide and send signals into space, trying to contact long-gone EFI headquarters. It is possible to access this system directly without hacking the server. Doing so from the control room requires a Repair or Disable Security check (DC 12). Once accessed, an Intelligence or Understand the Unusual check (DC 14) could be used to trick the system into generating simulated responses from EFI HQ, allowing purchases to be made through the SalesBot in the showroom. This will last only 1d4 hours before the server notices the error and repairs the connection.

Warehouse
The Warehouse is densely packed with ceiling-high shelves covered in crates and boxes, narrow aisles winding between them. A thick layer of dust and cobwebs cover it all, as this area has rarely been accessed in the past century. The few flickering ceiling lights provide scant illumination: unless they provide their own light source, all visual Perception checks here are made at -1 die type. Each shelf is carefully labelled with an alphanumeric code corresponding to the contents. A mechanic's Understand the Unusual check (DC 12) could be used to interpret the storage system, allowing them to estimate the location of specific items (such as a model FGH power core). Other classes can use Intelligence for this check at -1 die type. There is a crate of four model FGH power cores on a bottom shelf near the back of the warehouse. The whole crate is large and heavy, requiring two people to carry, but each power core is in a smaller box and can be easily handled.

As soon as the characters move into the warehouse, allow a Perception check (DC 14) to hear movement from indeterminate locations- maybe on the other side of a shelf or moving through the rafters? If the party stops to listen for movement, the sounds stop as well (maybe it was just an echo). As they move deeper into the room, the sounds close in,

becoming more noticeable (Perception DC dropped to 10) and more distinct- like maybe scampering rodents or gentle footfalls? They may even see a stray robot hand sticking out from under a shelf. If any crates are taken (or if said stray hand is touched), four scrap bots will attack.
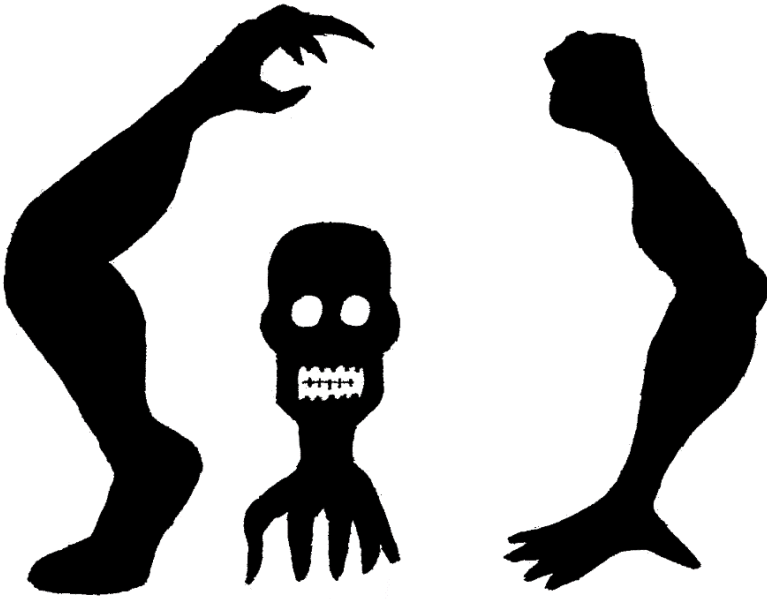
These loose parts have been assembled into robotic amalgamations by a rogue RepairBot with faulty programming. They regard the warehouse as their domain and any "wholes" as interlopers: they will simply watch until there is an attempt to steal what the ScrapBots see as their property. An attentive party will notice other sounds coming from the warehouse, as more scrap bots close in, now frantically moving through the stacks to reach the intruders. There are thirty scrap bots here, arriving in waves of 2-8 each round. If the party stands their ground, they will be quickly overrun. The scrap bots will fiercely attack but allow fleeing characters to escape; under no circumstances will they willingly leave the warehouse.

Processing

To feed the eternal production line of the EFI factory, resources are brought here, sorted, and broken down. Six autonomous robotic harvest trucks, standing 20 feet tall and wide and nearly twice that long, gather any potentially usable materials from the surrounding area, uprooting trees and flattening mountains. They regularly pass through a gate in the wall and dump their loads onto massive conveyors for sorting. Giant

robot arms and laser eyes monitor all incoming materials, sorting them to the proper path. In the rafters & mechanicals, creatures brought inadvertently on truck loads have adapted to life scavenging here. These furry ape-like beings, the salvage urchins, watch for any potential food to snag with their outstretched tongues. Using their sharp senses, the salvage urchins identify and try to grab any living creatures before they are sorted. The characters will be seen as top rate meals- a group equal to one for each PC will attack. They will ignore any robots- machines taste terrible.

There are three paths for incoming materials: organic (trees, live creatures) mineral (rocks, metals), and other (any materials defying clear classification into one of the other categories). Organic items are plucked by robotic arms (dealing 1d4 crushing dmg, avoidable with a DC 12 Reflex save), tossed into chutes to be pulverized (for 6d6 dmg), dropped into a chemical bath for breakdown (dealing 6d8 dmg), separated by a centrifuge (any beings surviving the previous stages must make a DC 16 Fort save or pass out), and finally poured into cylinders of matching compounds (creatures miraculously making it to this stage must make a DC 14 Fort save or drown). Mineral resources are fed into a massive grinder (dealing 8d8 dmg), sorted, incinerated to remove trace items (for 10d6 dmg), rapidly cooled (causing 3d4 cold damage, DC 16 Fort save for half damage), and pressed into bars (for a final 3d10 dmg). Items not identifiable as organic or mineral are diverted onto a wide flat belt and examined closely by an electronic eye for one final attempt at categorization. Anything still defying categorization is sprayed with powerful dissolving enzymes (for 6d12 acid damage) and flushed into the sewer drains.

Each of these processing lines has well shielded controls- there is no obvious method to shut them down, but a mechanic may be able to see weak spots with a Perception check (DC 12); other classes make this check with a -1 die type penalty. Once identified, a well-placed shot can stop the line (consider this AC 12, requiring at least 10 points of damage). A RepairBot will arrive within 2d4 rounds to repair the damage.

Once they have been fully processed, products are moved via the conveyor belts to a receiving room next to the factory floor. Here, an AssemBot places items onto hover-pallets: items useful for NuMan construction go to the factory floor; other items go to the powerplant for incineration.

Powerplant

The beating heart of the factory, this room is filled massive machinery. Originally designed with a small nuclear reactor, the central server has added on numerous redundant power sources, including geothermic vents and a combustion engine to take advantage of some of the material collected from the surrounding area. The overall effect is an incredibly inefficient power plant which wastes far more energy than it utilizes and produces an obscene amount of pollution. The power plant's systems are also quite dangerous- a mechanic could easily cause a catastrophic meltdown with a simple Repair check (DC 12).

Wrapping Things Up

Leaving the factory once they find the FHG power core should be simple: unless they interfere with the robots, the party will be allowed to simply walk out the front door. After witnessing the horrors of the NuMan creation/destruction process, some parties may wish to end the factory. Be sure to re-read the Control section and consider the systems the factory has in place. Any attempts to interfere with the factory's workings or robots will be met with a rapid and forceful SecuriBot response. Should the factory be destroyed, either from within or by ship bombardment, if even a single RepairBot survive the destruction, it will begin the process of rebuilding the factory. Within a few years, the EFI NuMan factory will resume production.

Should the characters deliver the FGH power core, Ralf Florian will honor his agreement, providing the negotiated payment. Extra power cores will be appreciated and may merit a small bonus (additional +1 Credit for each, to a max of +2 additional payment). Even if it was not part of the agreement, he will provide each member of the party a voucher for two weeks at PleasureDome once it resumes operations, in about a year (were such a vacation to be purchased, it has a credit value of 8). This may lead to other employment opportunities, either from Ralf or other PleasureDome vacationers. These could include protection contracts, settling grudges with business rivals, or seeking out unusual artifacts to meet the demands of Ralf's elite guests.

Bestiary & Threats

Bestiary Quick Reference

Name	Init	AC	HD	Fort	Ref	Will
AssemBot	-	12	5d8	+2	-	-
ControlBot	-	18	4d8	+6	-	+6
FireBot						
RepairBot	+6	14	2d4	+2	+6	+6
SalesBot (Gary)	-	14	3d8	+4	+2	+6
Salvage Urchins	+4	14	3d8	+4	+4	-
Scrap Bots	+2	14	3d6	+2	+4	+6
SecuriBot	+4	15	5d10	+6	+2	+6
Sewer Slime	-4	10	2-6d8	+6	-6	-6

AssemBot: The EFI AssemBot is purely a tool, a mobile armature programmed to complete a certain task. They stand 6-10' tall, massive pieces of articulated machinery terminating in appendages specific to their duties. Their programming is robust enough to allow for adjustments based on common hurdles, such as exhausted supplies or manufacturing defects; however, when presented with unusual circumstances, the AssemBot will do everything possible to complete its routines until countermanded by the central server. If it is interfered with in a manner that impacts its ability to complete tasks, it will signal the central server, which will typically deploy 2 SecuriBots to assess the situation. If damaged, a RepairBot will be deployed to enact repairs. Attacks by AssemBots are purely incidental and situational: if a character moves between an AssemBot and its workstation, it may weld parts to the character or attempt to separate their arms from their torso. They will not enter combat, but these incidental attacks must be actively avoided by characters moving too close to a working AssemBot with an Agility check (DC 12). An AssemBot's controls are easily accessible
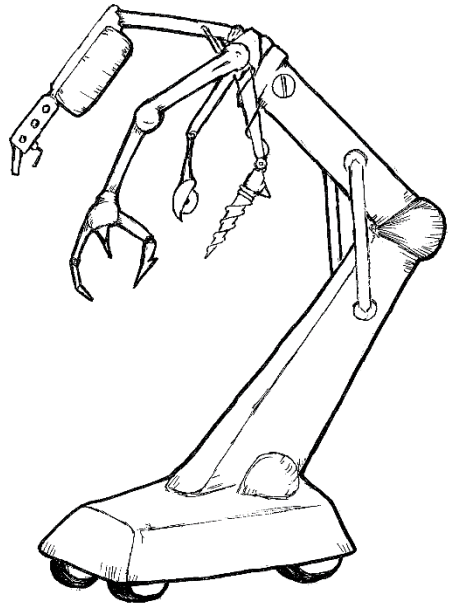
through an obvious panel on the base; disabling the bot via the controls requires a DC 10 Disable Security or Repair check, but the character doing this must check Agility to avoid an incidental attack.

AssemBot Init – (will not enter combat); Incidental attack (2d3 dmg; avoid with Agility DC 12); AC 12; HD 5d8; MV 20'; Act 1d20; SP will alert SecuriBots if interfered with; SV Fort +2, Ref -, Will -; AL N

ControlBot: Squat and cylindrical, the ControlBot is designed as a backup in case of issues with the central server. The ControlBot's programming is incredibly advanced, allowing it to easily respond to multiple issues and threats across the factory simultaneously. It has a single tentacle arm it can use to directly interface with other machines, but it primarily uses its internal wireless communication systems to control the facility's other robots. Once activated, it will command an AssemBot to remove the defective ControlBot from the central server. Moving into its place, the new ControlBot will then instruct several RepairBots to connect it to the factory's systems. The ControlBot will only attack in response to perceived threats, delivering massive jolts through its armored shell. Access to the ControlBot's internals can be gained though a concealed panel on its trunk (DC 12 Perception to discover). Disabling the bot through this panel requires a DC 14 Disable Security or Repair check. Attempts to modify the programming will require a DC 18 Repair roll.

ControlBot: Init – (will only respond); Defensive Jolt +6 (3d6 electrical damage; Ref save vs attack roll for ½ damage); AC 16; HD 3d8; MV 20'; Act 1d20; SP can control any other bots in the factory; SV Fort +6, Ref -, Will +6; AL L
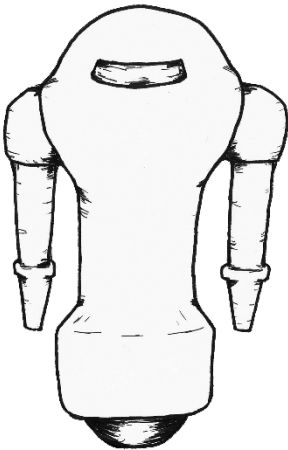
FireBot: EFI Model 182 is similar in appearance to the Model S9 SecuriBot. Mounted on the bot's back is a tank filled with fire suppressant foam, which can be fired up to 30' from their nozzle-tipped arms. The ball at its base allows for quick movement, helpful when fulfilling their only programming: responding to fires. They are activated only in the case of fire or smoke within the factory. They will move to the location of the alarm immediately, ignoring all other threats or disturbances and spraying the burning

materials with their suppressant foam. If any beings impede it, a FireBot will spray them with the foam and continue to its goal. The FireBot's controls are behind a concealed panel on its back, discoverable with a DC 12 Perception check; disabling the bot though this panel requires a DC 14 Disable Security or Repair check.

FireBot: Init +4; Suppressing Foam +4 (Fort save vs DC 16 or KO 1d4 rounds- critical failure indicates death); AC 14; HD 4d10; MV 20'; Act 1d20; SP all fire/energy damage reduced by 2 die types; SV Fort +6, Ref +2, Will +6; AL L

RepairBot: These oblong robots are about 8" long and move about on six spider-like legs. They can climb other bots easily, accessing damaged areas with their many articulated arms. Anytime another robot is damaged or destroyed within the factory, a
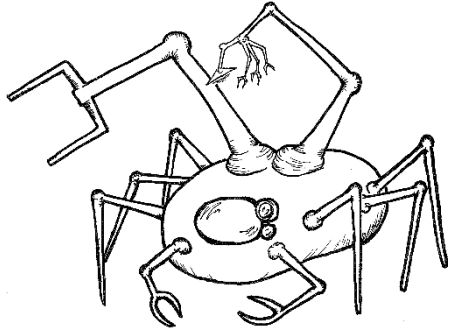
RepairBot will be immediately deployed to begin repairs (or, if necessary, signal the central server to deploy a replacement). When necessary, they can take control of nearby AssemBots to assist with large repair jobs. Simple repairs, such as fixing a bot disabled through their control panel, can be completed within 1d4 rounds. In such cases, the RepairBot's Repair check (+8) should be rolled against the original DC used to disable the bot. More significant damage, such as from attacks, may take longer. Damaged bots can typically have 1 HD repaired each round by a RepairBot, regaining mobility once their full HP have been restored. If prevented from enacting repairs, the RepairBot will summon a SecuriBot. RepairBots are not easily hacked: first, they must be restrained. They will automatically deal 2d4 damage each round to anyone trying to hold them, as they thrash about with their welding torches and cutting blades. An obvious panel on the underside of the bot gives access to their controls, allowing it to be deactivated with a DC 14 Disable Security or Repair check. Attempts to modify the programming will require a DC 16 Repair roll. It should be noted that in the event the factory is destroyed, if even a single RepairBot remains it will begin rebuilding. It will be slow work, but within a year, it could have the factory completely restored.

RepairBot: Init +6; Defensive Thrashing (automatically deal 2d4 damage to anyone restraining the bot); AC 16; HD 2d4; MV 30' (walk or climb); Act 1d20; SP Repair +8; SV Fort +2, Ref +6, Will +6; AL L

SalesBot: The EFI Model 214 SalesBot is designed to facilitate sales and customer interactions. From the waist up, they appear as a hoomin dressed in business attire. At the waist, they are attached to hover platforms, allowing them to always remain at eye level for the customer. The platform includes a holo-projector to display specification sheets, contracts, and other items pertinent to the customer's transaction. Though possessing exceptional AI, this model of robot is not autonomous: it is dependent upon its programming and has no creativity. They are entirely non-combatant but at the first sign of threat or physical hostility, they will summon a team of SecuriBots. There is, however, a great deal of leeway in their programming when it comes to verbal threats (they are well-versed in the hard sell) and they will only call security if physical harm to themselves or the facility is expected. Access to the SalesBot's controls are under the floating platform, discoverable with a DC 10 Perception check; disabling the bot though this panel requires a DC 12 Disable Security or Repair check.

SalesBot Init – (will not enter combat); No attack; AC 12; HD 3d8 (Gary has 20 HP); MV 30'; Act 1d20; SP will alert SecuriBots if threatened; SV Fort +4, Ref +2, Will +6; AL L

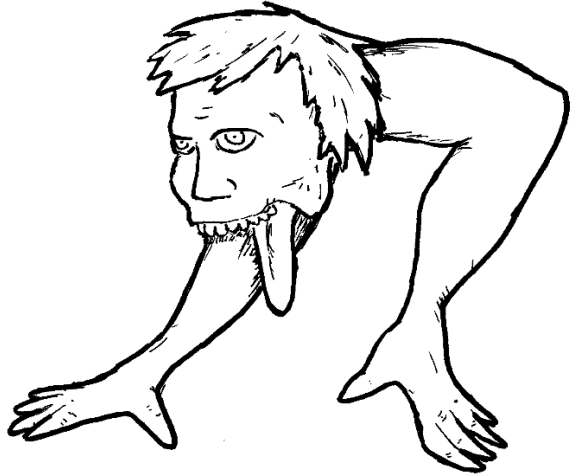**Salvage Urchin:** These furry ape-like beings have prehensile tails and massive maws with frog-like tongues capable of reaching targets up to 20' away. They swing from high points, such as trees in the wild, grabbing tasty morsels passing below. They stand about 7' tall and can lift man-sized targets with their tongues. Targets too large to quickly engulf are ripped down to a more manageable size with their talon-like claws.

Salvage Urchins: Init +2; Tongue grab +4 (grab; DC 12 Str to escape) Bite (+6 if grabbed) (2d4 dmg); 2x Tearing Claws +2 (1d4 dmg); AC 12; HD 3d8; MV 30' (40' climb); Act 1-3d20 (grab or bite +2 claws); SP grab w/ tongue ; SV Fort +4, Ref +4, Will -; AL N

Scrap Bots: A rogue RepairBot's programming became corrupted when its wireless control chip malfunctioned, trapping it in the warehouse where it set about repairing anything it could find. Without the direction of the control server, its creations were not quite right: heads mounted on hands; pairs of legs with hands; forearms connected at the elbows. It has built a small army of these misshapen bots. They will stalk any "wholes" who enter the warehouse, attacking if they dare to touch their crates of parts. Their movements are awkward and uncoordinated, making movement slow, but their sneak & hide skills allow them to catch most foes unawares. The Scrap Bots have been rewired in such a way that they can only be disabled through destruction.

Scrap Bots: Init +2; Parts Improv +2 (punch, bite, kick for 2d4 dmg); AC 12; HD 2d6; MV 20'; Act 1d20; SP Sneak & Hide +6; SV Fort +2, Ref +2, Will +2; AL C

SecuriBot: The enforcers of the factory, the model S9 SecuriBots are tall cylindrical bots with thick, extendable tentacle arms. They move about on a ball at their base, allowing rapid movement and agility. Their programming is simple, directing them to aggressively deal with any threats to the factory or other bots therein. They will ignore all interruptions except direct attacks until they have responded to the original disturbance. The SecuriBot's controls are behind a concealed panel on its back, discoverable with a DC 12 Perception check; disabling the bot though this panel requires a DC 14 Disable Security or Repair check.

SecuriBot: Init +4; Grab +4 (1d6 electrical dmg, DC 14 Fort or stunned 1d10 rounds; if target continues to struggle, deal 1d8+2 crushing dmg); AC 14; HD 5d10; MV 40'; Act 1d20; SV Fort +6, Ref +2, Will +6; AL L
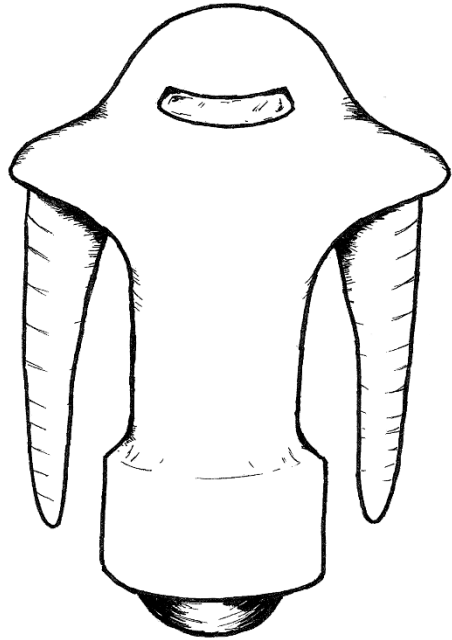
Sewer Slime: These toxic balls of sludge are the result of local algae mutated by the radioactive byproducts of the EFI NuMan factory. They are common in the factory's sewer system and the waterways downstream. Their radioactive touch can dissolve the flesh of most living things: each natural 4 rolled on damage from the slime's attack also reduces the target's Stamina by 1 (recovered at a rate of 1 point per day). If using MCC rules, the judge may also wish to have the character roll 1d20 for purposes of gaining/losing mutations on a natural 20/1. The size of each individual slime is variable, from 1d8 HD for a small (2') slime to massive 6d8 HD (15') slimes. The creature's attack bonus and damage are dependent upon the size, ranging from +1 to +6 to hit and 1d4 to 6d4 damage. For example, a 3 HD slime would have +3 to attacks and deal 3d4 damage. Due to their fluid bodies, the slimes only take half damage from all physical attacks. Energy attacks (including those from plasma and photon weapons) deal normal damage.

Sewer Slime: Init -4; Pseudopod +[1/HD] ([HD]d4 dmg; drain Sta with each 4 rolled for damage); AC 10; HD 1-6d8; MV 20' (climb 20'); Act 1d20; SP ½ dmg from phys attacks; SV Fort +6, Ref -6, Will -6; AL N

Ship Reference

Name	Spd	Man	DD	Shield	Armor	Hull	Size
Pleasure Cruiser	d24	d20	5	3	4	8	2
Imperial Frigate	d20	d20	5	0	4	8	2

The Pleasure Cruiser: This ship is available as a loaner from Ralf Florian if the characters do not have their own. It is a transport frigate, unarmed but modified to help it evade most attacks. The living quarters are luxurious, allowing up to fifteen passengers to relax in comfort and style.

Maneuver Die d20; Speed Die d24; Damage Denominator 5; Shields 3; Armor 4; Hull 8; Weapons: none; Electronic Countermeasures (ECM); Extra Engines; Maneuvering Thrusters; System Slots (10)

Slot	System	Slot	System
1	Bridge	6	Living Quarters
2	Engine	7	Living Quarters
3	Engine	8	Gravity Control
4	Engine	9	Shields
5	Life Support	10	ECM

Imperial Frigate: Should the party insist on a ship as reward from their benefactor, it will be this frigate. Mostly unexceptional, it is of hoomin design from the Imperial era,

Maneuver Die d20; Speed Die d20; Damage Denominator 5; Shields 0; Armor 4; Hull 8; Weapons: Photon Cannon (bow facing, Range 2, 4d6 dmg), 2x Defensive Lasers (turret mount, Range 0, 1d12 dmg); System Slots (10)

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

Pregenerated Star Crawl Characters

Name	Str	Agi	Sta	Per	Int	Luck	HP
Slick	13	10	9	9	12	8	20
Troya	7	13	14	6	14	7	17
Lelt Nine	9	17	12	10	14	12	15
Burt Thronk	14	11	10	16	8	14	28
Maareese	13	13	13	6	8	15	20
Supermoxy	11	15	14	4	11	15	29
Mitch	14	16	10	12	9	13	13
Grantaar	15	11	9	15	12	9	28

Slick, 3rd Level Tentacloid Mechanic (former Social Activist). Born under the sign of the Shield.
Notable Equipment: Uni-charge Box (recharge expired device; roll 1d4 with use- expires on 1); Laser Targeting Photon Rifle (+2 to hit); Duraweave Suit

Troya, 3rd Level Vegetoid Medic (former Florist). Born under the sign of the Chosen. Variant Morphology: Tendrils.
Notable Equipment: Hypo-Gun (with Tranq, Daze, & Coagulant darts); First Aid Kit; EMP Pendant; MedSpray; Poppers (5); Anti-tox (2); Duraweave Vest

Lelt Nine, 3rd Level Grey Scoundrel (former Bartender). Born under the sign of the Serpent.
Notable Equipment: Photon Pistol; Advanced Duraweave Vest (AC +4, Check 0, Fumble d6); Forged Cred Chip (Credit d8; expires with Credit check of 1; Luck check with use to avoid being caught)

Burt Thronk, 3rd 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: Uni-charge Box (recharge expired device; roll 1d4 with use- expires on 1); Plasma Rifle; Plasma Sword; Duraweave Suit

Maareese, 3rd Level Space Pig Space Cowboy (former Space Trucker). Born under the sign of the Shield.
Notable Equipment: Universal Receiver (monitor/receive broadcasts of all types; DC 10 Int check to use); Plasma Pistol; Duralloy Blade (+1 to hit, 1d6+1 dmg); Duraweave Vest

Supermoxy the MegaClown, 3rd Level Robot Swashbuckler (former Children's Entertainer). Born under the sign of the Witness.
Notable Equipment: Uni-charge Box (recharge expired device; roll 1d4 with use- expires on 1); Twin Photon Pistols; Twin Duralloy Blades (+1 to hit, 1d6+1 dmg); Duraweave Vest; Well-traveled Skill: Surprise Attack (+5)

Mitch, 3rd Level Rodent Thief (former Space Trucker). Born under the sign of the Adept.
Notable Equipment: Pneumatic Crossbow (Bolts & Explosive Bolts); Duralloy Dagger (+1 to hit, 1d+1 dmg; 1d10+1 dmg with successful Backstab); Thieves' Tools; Knockout Toxin (applied via weapon; Fort vs DC 14 or KO; roll 1d4 with use- expires on 1)

Grantaar, 3rd Level Stonefolk Warrior (former Shiftless Drink). Born under the sign of the Speaker.
Notable Equipment: Magno-Mace (lucky weapon); Plasma Pistol; Duraweave Vest

Star Crawl Bonus Material

The space cowboy is tough as nails and the undisputed champion of ranged combat. In playtesting, this has been a popular combat class. And I think it may be the best class to play in solo adventures.

Space Cowboy

Bounty hunters, duelists, and trackers: space cowboys ride the wild frontiers of space, surviving with guts & guns. Though valued by most crews for their combat prowess, they are just as likely to strike out on their own. When creating a space cowboy, high Agility and Luck statistics will be especially helpful.

Hit Points: Space cowboys gain 1d10 hit points at each level.

Quickdraw: Space cowboys are always ready for trouble and don't hesitate to throw the first punch. They add their level to Initiative checks.

Trick Shot: Making their living at the end of a gun, space cowboys are the undisputed masters of firearms. The Trick Shot die should be rolled when a space cowboy makes a ranged attack. This result is added to all ranged attack and damage rolls this round (cumulative with any other bonuses). Before making a ranged attack roll, a space cowboy may declare a Trick Shot. This can be a special maneuver specific to the situation such as shooting a gun out of the target's hand, reflecting a photon beam off a mirror to hit the target in the back, or the "road agent spin" (flipping a gun being surrendered to make a surprise attack). If the Trick Shot die roll is 3 or higher and the modified attack roll is a success, the space cowboy pulls off the shot. If the space cowboy gets a critical hit with a ranged attack, add the Trick Shot die roll to the final result on the critical hit table.

True Grit: Space cowboys are just tougher than other folks, able to survive situations that would lay most low. Any time a space cowboy spends a Luck point to modify a saving throw result, roll their Trick Shot die and add the result to the saving throw total.

Tracking: A space cowboy gains +1 die type when attempting to track, follow, or otherwise find a target (typically resulting in a d24 for such checks).

Lone Wolf: The space cowboy is accustomed to fighting against the odds. In situations where foes might gain an advantage for attacking in numbers (such as flanking bonuses or pack fighting special abilities), they do not gain such benefits against the space cowboy.

Space Cowboy Level Advancement

Level	Attack	Crit Die/ Table	Action Dice	Ref	Fort	Will	Trick Shot Die
1	+1	1d10/II	1d20	+1	+1	+1	d3
2	+1	1d12/II	1d20	+1	+1	+1	d4
3	+2	1d14/II	1d20	+2	+2	+1	d4
4	+2	1d16/II	1d20	+2	+2	+2	d5
5	+3	1d16/II	1d20+1d14	+3	+3	+2	d6
6	+3	1d20/II	1d20+1d16	+3	+3	+2	d6
7	+3	1d20/II	1d20 (x2)	+4	+3	+3	d7
8	+4	1d24/II	1d20 (x2)	+4	+4	+3	d8
9	+4	1d24/II	1d20 (x2)	+5	+4	+3	d8
10	+5	1d30/II	1d20(x2) +1d14	+6	+5	+4	d10

Rodents are agile & crafty, with their abilities especially suited to careers as thieves, scoundrels, and swashbucklers. Special thanks to Michael Harrington for creating this one!

STAR CRAWL RACE TEMPLATE

Rodent

Rodent is a catch-all used to describe the various species evolved from small, rodent-like mammals. They have learned to take advantage of being overlooked and underestimated, often gaining positions of power through stealth and guile.

Known Species
Mouselings
Ratfolk
Rodentians

Stat Adjustments

Strength: -1
Agility: +1
Personality: +1
Hit Dice: -1 die step

Special Abilities

Natural Thieves (+1 die type to all skill checks tied to Agility, such as Sneak, Hide, and Pick Locks)

Heightened Senses (+1 die type to all hearing or scent related Perception checks)

Chompers (1d3 bite damage; can chew through most materials)

Within rodent communities, Ratfolk have a sinister reputation. Though careful to avoid direct conflict with more powerful beings, they do not hesistate to prey upon their weaker cousins.

Optional Rodent Descriptors (1d8 for each column)		
Rodent Type	**Variations**	**Lifestyle/Habits**
1: Rat	1: Blind	1: Arboreal
2: Mouse	2: Hairless	2: Burrowing (fossorial)
3: Squirrel	3: Wing flaps	3: Semiaquatic
4: Capybara	4: Leaper	4: Scavenger
5: Shrew	5: Flapper tail	5: Randy
6: Naked Mole Rat	6: Bulky	6: Twitchy
7: Marmot	7: Distinct Odor	7: Ravenous Hunger
8: Unidentifiable	8: Prehensile Tail	8: Fastidious

ELECTRIC FRIENDS

A 3RD LEVEL STAR CRAWL ADVENTURE

You've been hired to scavenge a long-forgotten robot factory and failure is not an option!

- An all new standalone adventure
- Suitable for Star Crawl, DCC, or MCC
- Includes pre-generated characters to get you right into the action
- Bonus Star Crawl Material: Space Cowboy Class & Rodent Race Template

This product is compatible with the Dungeon Crawl Classics and Mutant Crawl Classics Role Playing Games

COMPATIBLE WITH
DCC RPG

$7.00
TNFC04
GMG3P119

COMPATIBLE WITH
MCC RPG

TUESDAY NIGHT FIEND CLUB

www.tuesdaynightfiendclub.com