S3

Expedition to Barrier Peaks

For Characters Levels 8-12
Conversion Guide
by Todd Bergman

Classic Modules Today

A D&D 5th Edition Conversion of the Early Edition Adventure Module

S3 Expedition to Barrier Peaks

Conversion Guide

Introduction: This conversion guide allows DMs to run the original module with 5th Edition rules and provides a reference sheet for encounters. It is only provided as a supplement to the module that is available from www.dmsguild.com.

An adventure for 8th-12th level characters

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But the best campaign to me was Expedition to the Barrier Peaks, a sci-fi/fantasy mix. I had an eleventh-level paladin (it took me years to advance those levels) whom I took on Expedition, and he got the Power Armor, which was the big thing to get in that module. - Stephen Colbert[1]

Introduction

Originally introduced as a tournament module, *Expedition to Barrier Peaks* allowed for science fiction elements to be introduced into the fantasy world. It was released at the same time as *Metamorphosis Alpha* (which was later expanded into *Gamma World*) in 1976 at the Origins 2 gaming convention. It was updated and released as a module in 1980. *Dungeon* Magazine #116 ranked it number 5 in its top 30 adventures in 2004. The story is set within the Greyhawk world setting. The module suggests a party of 8th-12th level characters, but it also includes a company of 15-20 NPC companions.

David Williams points out in his blogpost[2], the release of Barrier Peaks was at the same time that *Empire Strikes Back* was released. *Flash Gordon* and *Hanger 18*, both dealing with introducing people to alien worlds and technology, would also be released that same year. With the return of *Star Wars*, and science fiction returning to television networks, this may offer an opportunity to engage your adventurers with some original D&D sci-fi.

Editions
S3 Expedition to Barrier Peaks is available at the DM Guild in a set of 2 books (1 adventure, 1 illustrations) and the relevant maps.

S1-S4 Dungeons of Dread includes *Expedition to Barrier Peaks* and is available in a hardback cover edition from Amazon. DM Guild (and other DriveThruRPG affiliates) provide the electronic edition of S1-S4.

There may also be print copies of the original 1980 release through used bookstores, Amazon resellers, or eBay and other online auction outlets.

Adventure Summary

In one of the far reaches of the Greyhawk Grand Duchy of Geoff, strange monsters have begun appearing. These creatures baffle all efforts to identify them. A call has gone out to the bravest of adventures to seek out answers to important questions: what is the source of these monsters, what is causing them to come forth, who is responsible, and how can future attacks can be stopped. Of course any arcane

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1http://pc.gamespy.com/pc/dungeons-dragons-online/537989p2.html
2http://www.tor.com/2010/06/02/reexamining-the-old-school-rpgs-s3-expedition-to-the-barrier-peaks/

information, magical devices, or powerful weaponry, as well as treasure, would be appreciated. If these attacks cannot be stopped, then the Grand Duke would have no choice but to lay waste to the region in order to protect the Duchy.

Converting to the Realms

This adventure was classified as a "Special" adventure module. Outside of the Background Information presented in the introduction, there are no special needs in converting this to the Faerun setting.

On page 3 of the module, the DM is informed that the spacecraft was drawn through a black hole and thrown into the world setting of Greyhawk. Given that black holes were quite the popular science theme in 1980, it would be appropriate to consider a wormhole or dimensional shift as an appropriate, contemporary catalyst.

If you wish to stay within the D&D canon, it would be just as easy to link the arrival of the spacecraft to an opening between the Planes. The Dungeon Master's Guide offers suggestions (and makes direct mention of Barrier Peaks) to bring science fiction and alien technological elements into your game.

In keeping with the narrative, locate the crashed ship in an isolated area of Faerun. Find a location away from populated areas, a few days travel into the wilderness. Some appropriately named or themed areas would be near the Sea of Fallen Stars, near an opening to the Underdark, or in one of the mysterious wooded or mountainous regions. Or, to add to the mystery, make it an uncharted island off the Sword Coast.

DM Notes

Special rules
This adventure calls for a party of adventurers to be 8th to 12th level. In the background information, as well as the end of the adventure notes, the DM is informed that a party size of 10-15 level 5th-10th NPC's are suggested as an addition.

This is a **difficult adventure** with many instant kill or quick kill environmental hazards and monsters. The suggestion is that characters attempting this adventure should be of higher level without exceeding the 12th level maximum. If the party needs to be augmented with NPCs, there is a suggested roster and special item inventory provided. Any heroic NPC's could be built on the basic stats provided.

This adventure requires a real sense of the unknown on the part of the PCs. This is an **alien spaceship**, full of alien wonders – both technological and lifeforms. There are some analogues to D&D monsters and creatures. In order to help your players keep within the role-playing element, it may be helpful to use the images supplied in the module and give them descriptions. If you are DM of a heavy role-play group,

remember that they have no reference for knobs, buttons, dials, switches, or doohickeys that are common sci-fi genre.

As they encounter **alien technology**, they should have no concept of its purpose or use. In order to integrate those devices into gameplay, the module has a flowchart for discovering how to operate devices. The flowchart may be a little confusing at first. It will be helpful to keep in mind that on the supplied flowchart, lower number advance, higher numbers carry penalties. The Dungeon Master's Guide provides a simpler Intelligence based check:

> *9 or lower = One failure with the consequence of a charge or use wasted, if applicable; and the character has disadvantage on the next check*
> *10-14 = One failure*
> *15-19 = One success*
> *20 or higher = One success; and the character has advantage on the next check[3].*

In an encounter later in the adventure, there is a monster that is skilled in **grapple techniques**. The description for that encounter (page 18) includes a detailed, targeted grapple attack that the creature can use.

Door **keycards** are very important in the course of this adventure. They are a puzzle to be worked out in the course of exploring the ship. There are 7 different colored keycards to be found. They represent status among the original crew and the functions they had access to in the ship. Since the doors are unlocked by these cards, finding them and discerning their operation is critical to advancing.

Visuals

Expedition to Barrier Peaks was released with over 60 illustrations that were to be shown to the players. There were also maps for each level of the spaceship and a cross-section of the ship.

Reference Sheet

For convenience, there is a Reference Sheet at the end of this document which summarizes the key information you'll need during the game onto one concise sheet. You can print this onto a single, double-sided page (perhaps on colored cardstock) as a handy tool that you can use alongside a hard copy of the module. After reading this document, all you'll need to run the game is the original module, the Monster Manual, the Reference Sheet, and optionally any notes or visuals you've prepared. Additionally, there are cross-references to other official D&D supplements that have been released for download.

Random Encounters by Level

Level 1: Officials, Officers, and Technicians Quarters

Southern Hemisphere, Roll 1d12, on a 1 roll 1d6 for an encounter, each turn

1. 9-16 Vegepygmies with 2-5 Thornies	4. Worker Robot
	5. Lurker Above
2. Police Robot	6. 9-16 Vegepygmies and 2-5
3. 2-3 Displacer Beasts	Thornies

Northern Hemisphere, Roll 1d12, on a 1 roll 1d6 for an encounter, each turn

1. Worker Robot	4. Police Robot
2. 14-24 Vegepygmies	5. 14-24 Vegepygmies
3. 2-5 Shadows	6. 1-2 Will o' wisps

Level 2: Service Deck 5, or 'Tween Decks

Roll 1d20, on a 1 roll 1d12, each turn

1. Police Robot	7. Worker Robot
2-5. Nothing	8-11. Nothing
6. Lurker Above	12. Green Slime

Level 3: Upper Walkway and Lounge area

Roll 1d20 each turn

1. Police Robot	7. Worker robot
2. nothing	8. nothing
3. nothing	9. nothing
4. nothing	10. nothing
5. nothing	11. nothing
6. Lurker above	12. Green slime

Level 4: Botanical Gardens, Rookery, Menagerie

1. Four-winged Bird	7. Four-winged Bird
2. Three-legged Monkeyoid	8. Squirreloid
3. Rabbitoid	9. Tree Lizardoid
4. White, multi-legged Grub	10. Rabbitoid
	11. 1 foot Grasshopperoid
5. Ratoid	12. Rabbitoid
6. Six-eyed Toad	

Tiers 6: Theater, Athletic, and Activity Deck

Roll 1d20, on a 1 roll 1d4, each turn

1. 7-12 Gasbats	3. Police Robot
2. Umber hulk	4. Worker Robot

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3 Wizards of the Coast, *Dungeon Master's Guide,* 2014, p. 268.

Technological Items

1. *Anti-grav Belt – Treat as Levitate; power disc required 1charge/turn; operator controls up/down movement 10'/turn*
2. *Atmosphere Analyzer – Treat as Detect Poison/Disease; detects Radiation (20 ft), Gas (10 ft), Mold/Spores (5 ft)*
3. *Blaster Pistol – 6d6 Necrotic (60/120 feet); 1 power disc per use, 2 attacks per round*
4. *Blaster Rifle – 6d8 Necrotic + stunned for 1d4 rounds; 3d6+2 Fire (100/400 feet); 2 power discs per use, 1 attack per round*
5. *Fire Extinguisher – 1d4 HP Cold damage vs. animals resistant to Cold; 1d6 vs. all other; 3d4 vs. plants.*
6. *Gas Mask - -10' visibility at night or dark; makes impervious to gaze attacks*
7. *Grenade, Explosive – 20' radius, 1d8+2, Stunned 1d4 rounds, Deafened 1d4 rounds*
8. *Grenade, Gas-Poison – 20' radius, Save vs. Con, failure results in 1d6 rounds nausea/vomiting*
9. *Grenade, Gas-Sleep- 20' radius, Save vs. Con, failure results in 1d6-1 rounds asleep*
10. *Grenade, Incendiary – 20' radius, 2d6 Fire*
11. *Hand Pump Spray Gun- used with defoliant (but other liquid beside strong acid may be used), applies mist to 2'x2' area*
12. *Key Cards*
13. *Language Translator – allows for translation of spoken foreign/alien language; 1 power disc per turn of use*
14. *Laser Pistol – 3d6 Radiant damage (30/120 feet); ½ power disc per use, 2 attacks per round*
15. *Laser Rifle – 3d8 Radiant damage (80/320 feet); 1 power disc per use, 1 attack per round*
16. *Needler Pistol – Damage determined by AC of target and spread. AC20=0 damage, AC15=3 Piercing, AC10=6 Piercing*
    1. *Narrow Spread: 1d4+4 needles*
    2. *Wide Spread: d2 needles*
17. *Paralysis Pistol – Paralysis length depends on range (10 feet/20 feet/30 feet):*
    1. *Short Range – 30 minutes, roll vs Dex save, success reduces to 2d6 rounds*
    2. *Medium Range – 20 minutes, roll vs Dex save, success reduces to 1d4 rounds and slowed 1d4*
    3. *Long Range – 10 minutes, roll vs. Dex save, success reduces to slowed 1d4 rounds*
18. *Portable Spotlight – may be adjusted to allow infravision to 120'*
19. *Power Disc – holds 6 charges, requires 2 rounds to change power discs*
20. *Powered Armor – See Special Creatures section*
21. *Repair Robot Remote Control Box*
22. *Ship's Rations*
23. *Underwater Swimming Gear*
24. *Wound Healing Canister- On depressing rivet, spray will heal 2-24HP and cure disease, infection or spore infestation. Contains 6 uses.*

Environmental Hazards

Ship lighting – Lighting on the ship is keyed to the Level maps. White areas are on the map represent areas that are fully lit when the panel is activated. Lightly shaded areas are brightly lit. Areas that are shaded somewhat darker are dimly lit. The darkest shades represent unlit areas. Level 4 follows a programmed lighting sequence of Light for 14 hours, Dark for 7 hours. This will require tracking of time, if you want to present this hazard. 'Tween decks (Decks 2 and 4) are unlit.

Drop Tubes – Travel between Levels 1 through 5 are possible by means of the 4 drop tubes. The drop tubes are in various states of operation. The map is keyed to describe their function status: A = full anti-gravity function; G= anti-gravity does not function but handles still function; N=no anti-gravity or handle function. Movement up and down is possible by grasping one of a series of handles set in tracks that move based on the tubes level of function. Characters step into the tube and grasp the handle going in the direction they wish to go. In fully functioning tubes, characters will be weightless. In tubes with partial function, they will need to hold tightly (a possible Strength roll may add to the tension). They will also need to grasp the handle BEFORE stepping into the tube. A Dexterity save roll would resolve the outcome if they choose to do otherwise. Failure would result in falling down the tube. Damage is 1d6 for every 10' of fall distance.

Radiation – Areas on the maps marked 13 represent areas that are contaminated by radiation. These areas require a saving roll versus poisoning. Those characters that fail their saving throw will begin to notice sickness in 2-5 turns. After 6 turns, they will lose 1 Strength every hour. At Strength of 2, the character cannot walk any longer. At -1, the character is dead. Anti-radiation serum will stop the sickness and Strength will be restored at 1 point per hour. There are no immunities or resistances listed. For your game, Necrotic, Poison, or Radiant resistances or immunity may provide some protection.

Electrocution – Areas marked on Level 2 with crosshatched boxes represent machinery that my electrocute any character that may choose to attack or interfere with it by using metal weapons. If a character strikes or otherwise interacts with an area marked on the map with X's, roll 1d10. On a 1, the character is electrocuted. Death saves are allowed under 5th Edition rules, but the original game stated that death was the result of electrocution. Also, the module makes no mention of resistance or immunity modifiers. For your game, Lightning resistance or immunity may provide some protection.

Flora and fauna – There are dangerous alien plant and animals throughout the ship. Many of the plants or animals feature special attacks, resistances, and features.

Ethereal Shielding – There are mentions of a dampening field that prevents creatures that can tap into ethereal realms to transport themselves. This may also apply to any spells or spell source that would tap into ethereal realms or planes.

Monsters

1. **Android (Standard)**: see <u>Special Creatures</u> – Android (Template)
2. **Android, Beserk**: Treat as Beserker (MM344, CR2, 450XP)

Damage 1d12, 2 attacks

3. **Android, Boxing**: Treat as Gladiator (MM346, CR2, 450XP) Damage special grapple rules (pg18)
4. **Android, Fencing**: Treat as Bandit Captain (MM344, CR2, 450XP) 3 Attacks, Damage 2d6+3 (after 6 rounds 1d4+1); Special weapon: faulty shock sword pg 18
5. **Android Martial Artist:** Treat as Assassin (MM343, CR2, 450XP) 2d10+3, Stun on 18-20
6. **Android, Nurse**: non-violent; heals 2-24HP per healing spray; also applies Cure Disease, Neutralize Poison, Counter Radiation (CR0, 0XP)
7. **Android, Physical Fitness**: Damage 1d20, disable limb on 20 (CR1, 200XP)
8. **Android, Surgeon**: St 17 (+3); 1st attack is a grapple and anesthetize to begin "procedure"; 2nd round will kill "patient" (CR1/2, 100XP)
9. **Aurumvorax**: Treat as Giant Badger with following: AC15, 150HP; Immune to Gas, Poison, Fire, Needler; ½ Damage from Laser; Explosions will Stun; Damage 1d8+4 (MM323, CR4,1100XP)
10. **Baboonoid**: Treat as Ape with following: AC12, 56HP, Damage 1d8+2; Throws globe palm fruit (pg.14) as grenade (MM317, CR1/2, 100XP)
11. **Blue Mold**: Environmental; causes insanity if consumed in 1 turn; lasts 1d4, then death
12. **Brilliant Fish**: Treat as Quipper {Swarm}; (MM335{338}, CR0 {1}, 10XP {200XP})
13. **Brown (Black) Pudding**: MM241, CR4,1100XP
14. **Bulette**: MM34, CR5,1800XP
15. **Coutal**: MM43, CR4,1100XP
16. **Deadly Boring Grass**: Environmental; Vulnerable to fire, defoliant; Damage 2d10+3; Beginning on 2nd round, roll save vs. Con – failure paralyzes victim; victim is slowed half of movement for 1d4 days or neutralize poison is used.
17. **Displacer Beast**: MM81, CR3,700XP
18. **Doppleganger**: MM82, CR3,700XP
19. **Eye of the Deep**: Treat as Beholder (MM28, CR3,700XP) with following: DC14, 100HP, no Antimagic Cone, no Legendary Action. Multiattack (3) with pincer (2d8 slashing)-pincer(2d8 slashing)-bite(1d6+1 piercing), +1 to hit. Eye rays (4): Charm Ray, Paralyzing Ray, Minor Illusion (PHB pg260; makes self appear as pile of bones), Light beam that (on failed Wisdom save) produces Blinded condition.
20. **Four Winged Bird**: Treat as Eagle (MM322, CR0,10XP)
21. **Froghemoth**: Treat as Behir with no lightning attack or immunities (MM25, CR11,7200XP)
22. **Gasbat**: Treat as Stirge (MM284, CR1/8,25XP)
23. **Globe Palm**: Environmental; fluid causes nausea/vomiting for 3 rounds; 50% St for 6 turns
24. **Grasshoperoid**: Non-violent; Treat as Scorpion (CR0,0XP) MM337
25. **Gray Ooze**: Environmental; MM243, CR1/2,100XP
26. **Green Slime**: Environmental;(current DMG105: 1d10 Acid, Vulnerable to Sunlight, Cure Disease, Cold, Fire, Radiant damage; blindsight to 30 ft. Drops on victims. Target aware of slime can avoid on DC10 Dex saving throw). As per EtBP p11 – contact with green slime turns exposed skin into green slim within 1d4 rounds.
27. **Horrid Plant**: Treat as Vine Blight (MM32, CR1/2,100XP)
28. **Intellect Devourer**: MM191, CR2,450XP
29. **Leechoid**: Treat as Poisonous Snake (MM334, CR1/8, 25XP)
30. **Lizardoid**: Treat as Ambush Drake (HotDQ88 – St13(+1),Dx15(+2),Con14(+2),Int10,Wis11,Ch6(-2) Surprise attack does 2d6 extra damage; Perception +4, Stealth +4). 3 attacks Claw (1d10)-Claw (1d10)-Bite(2d20+2), +4 to hit. CR1/2, 100XP.
31. **Lurker Above**: Treat as Darkmantle (MM46, CR1/2, 100XP)
32. **Mind Flayer:** MM222, CR7, 2900XP with following: AC15, 100HP, uses blaster and grenades before Mind Blast or melee attacks.
33. **Monkeyoid**: Non-violent; Treat as Baboon (MM318, CR0, 10XP)
34. **Multilegged Grub**: Non-violent; Treat as Giant Centipede (MM323, CR0, 10XP)
35. **Dwarf Phase Spider:** MM334, CR1/4,50XP with following: Small size, Phase ability does not work in areas under Ethereal Shielding
36. **Phosphorescent Fish:** Treat as Quipper {Swarm}; (MM335{338}, CR0 {1}, 10XP {200XP})
37. **Piercer**: MM252, CR1/2, 100XP
38. **Purple Blossoms**: Environmental; AC8, Damage 1d6+16; Poison syrup (sticks on 1 of roll of 1d4); roll vs. Poison save; failure is instant death and decomposition
39. **Rabbitoid**: Non-violent, Treat as Weasel (MM340, CR0,10XP)
40. **Ratoid**: Non-violent, Treat as Rat (MM335, CR0,10XP)
41. **Robot**: See Special Creatures Robot (Template)
42. **Robot Police**: Treat as Template with following: AC16, 20HP force shield (restores 1HP per round) +130HP, Move 90 feet (Emergency 120 feet); Anti-gravity only lifts 1,000 pounds; Orange and Red card Frequency. 1 attack per round. 2 Attack arms at 2d6+1, +8 to hit. 2 Subduing tentacles (St18, 30 feet). Laser Pistol (unlimited power use), 6 grenades in launcher can be fired up to 40 feet, Paralysis Pistol, Tractor/Pressor only to 300 pounds. Non-lethal means are used.
43. **Robot, Repair:** Treat as Template.
44. **Robot, Repair (Small):** Inactive
45. **Robot, Worker:** Treat as Template.
46. **Robot, Worker, Heavy Duty:** Treat as Template with following: Size Large +2 Heavy Duty Cargo Tentacles (St 24(+7) to grapple); AC15, 140HP. Only attack if attacked and damaged. Seeks to grasp and hold first.
47. **Robot, Worker, Lab Technician:** If attacked, interrupted, or party does not possess a Yellow (or higher) card, emits an alarm to bring police robots.
48. **Roper**: MM261, CR5,1800XP
49. **Rot Grub**: Environmental; AC11; Vulnerable to Fire, Cure Disease; on contact it burrows into the skin, in 1-3 turns it burrows into the heart (CR1/8, 25XP)
50. **Russet Mold:** Treat as Gas Spore (MM138, CR1/2, 100XP)
51. **Shadow**: MM269, CR1/2, 100XP
52. **Shambling Mound:** MM270, CR5,1800
53. **Shedu**: Treat as Lamia (MM201, CR4,1100XP)
54. **Shrieker**: Environmental; MM138, CR1/2, 100XP
55. **Six-eyed Toad**: Treat as Frog (MM322, CR0,10XP)
56. **Slithering Tracker:** Treat as Poisonous Snake (MM334,

CR1/8, 25XP)

57. **Snapper Saw** (Leaves[Stalks]): Enviromental; AC10[13] 12HP {20HP}, stalks of plant will shut on victim within range causing, Damage 1d6 Piercing
58. **Squealer**: Treat as Giant Ape (MM323, CR7, 2900XP) with following: 157HP, Grapple St18, Claw(1d6)-Claw(1d6)-Bite(2d6+6); 3 attacks, +8 to hit.
59. **Squirreloid**: Non-violent; Treat as Rat (MM335, CR0,10XP)
60. **Strangle Vine**: Environmental, Treat as Vine Blight (MM32, CR1/2, 100XP)
61. **Thornies**: Treat as Mastif (MM332, CR1/8, 25XP)
62. **Three-legged Monkeyoid**: Non-violent; Treat as Baboon (MM318, CR0, 10XP)
63. **Trapper**: Treat as Rug of Smothering (MM20, CR2,450X) with following: AC12, 140HP, Immune to Cold, ½ Damage from Fire
64. **Tree Lizardoid**: Non-violent; Treat as Lizard (MM332, CR0,10XP)
65. **Tri-Flower Fronds:** Environmental; Plant produces 3 types of flowers: Orange produces pollen that causes sleep (save vs. Con). Yellow bends over sleeping victims and produces sticky residue that produces 1d8+1 Acid damage. Red flower extends tubes that pierce victim and draw 1d6 HP each turn, then the residue of Yellow after being

Special Creatures

*Android (Template)

Medium humanoid, neutral

Armor Class 13 (natural armor)

Hit Points 15 (2d8+6)

Speed 30ft

Stats are for a standard android. Any specialized android will use stats compared to "Treat as…" creature.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	10	10	10	10

Skills Perception +5, as detailed in type of android; Keycards frequency Yellow and Violet; May use human weapons found aboard the vessel

Immunities/Resistances: Immune to Wisdom and Intelligence spells, Cold, Paralysis, Gas, Poison, and Gaze; 1/2 dam from Fire, Acid

Vulnerabilites: Lightning – 1 on percentile roll short circuits; Immersion in water for 3 rounds unless designed for underwater use

Senses Passive Perception 15

Languages — Alien

Challenge ½ (100XP)

Special Description: *Expedition to Barrier Peaks* (EtBP) pg28; Police *EtBP* pg.28; Boxing *EtBP* pg 18; Fencing *EtBP* pg 18; Martial artist *EtBP* pg 18; Physical Fitness *EtBP* pg 19

*Robot (Template)

Medium humanoid, neutral

Armor Class 15 (metal armor)

Hit Points 80

Speed 60ft

Stats are for a standard robot. Specialized robots will have adjusted stats in the description above.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10	10	10	10	10

Skills Never surprised. Atmosphere Analyzer, Anti-gravity allows to carry 2,000 pounds additional; Keycard frequency Violet (10% chance for Yellow also)

Immunities/Resistances: Immune to Wisdom and Intelligence spells, Cold, Paralysis, Gas, Poison, and Gaze; 1/2 dam from Fire, Acid

Senses Passive Perception 10, Infravision to 45 feet.

Languages — Alien

Challenge 4(1100XP)

Special Description: *Expedition to Barrier Peaks* (EtBP) pg28; Police Robot *EtBP* pg.28.Worker, Heavy Duty *EtBP* pg.28.

Actions

Multiattack: Standard robots with 2 arms will attack twice. Specialized robots may have additional attack methods.

ManipulatorArm: Melee Weapon attack 2d6. +5 to Hit. Range 5 feet.

Special Actions

Tractor/Pressor: Same as a telekinesis spell (PHB pg280). Capacity 2,000 pounds for each. May use if attacked.

*Power Armor

Medium humanoid, neutral

Armor Class 20

Hit Points 50HP Shield, 50HP Armor

Speed Character move; Float up or down 10 feet per round; Bounding hop 30 feet per "step"

STR	DEX	CON	INT	WIS	CHA
20(+5)	Per Character	Armor HP	0	0	0

Skills Atmosphere analysis built in; does not contribute to fatigue; Laser pistol built into arm

Senses Perception for sight and hearing are at 20 (+5); Infravision to 60 feet

Special Description: *Expedition to Barrier Peaks* (EtBP) pg25

S3 Expedition to Barrier Peaks Reference Sheet

By Level- Random Encounters

Level 1: Officials, Officers, and Technicians Quarters

Southern Hemisphere, Roll 1d12, on a 1 roll 1d6 for an encounter, each turn

1. 9-16 Vegepygmies with 2-5 Thornies
2. Police Robot
3. 2-3 Displacer Beasts
4. Worker Robot
5. Lurker Above
6. 9-16 Vegepygmies and 2-5 Thornies

Northern Hemisphere, Roll 1d12, on a 1 roll 1d6 for an encounter, each turn

1. Worker Robot
2. 14-24 Vegepygmies
3. 2-5 Shadows
4. Police Robot
5. 14-24 Vegepygmies
6. 1-2 Will o' wisps

Level 2: Service Deck 5, or 'Tween Decks

Roll 1d20, on a 1 roll 1d12, each turn

1. Police Robot	7. Worker Robot
2-5. Nothing	8-11. Nothing
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Level 3: Upper Walkway and Lounge area

Roll 1d20 each turn

1. Police Robot	7. Worker robot
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3. nothing	9. nothing
4. nothing	10. nothing
5. nothing	11. nothing
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Level 4: Botanical Gardens, Rookery, Menagerie

1. Four-winged Bird	7. Four-winged Bird
2. Three-legged Monkeyoid	8. Squirreloid
3. Rabbitoid	9. Tree Lizardoid
4. White, multi-legged Grub	10. Rabbitoid
5. Ratoid	11. 1 foot Grasshopperoid
6. Six-eyed Toad	12. Rabbitoid

Tiers 6: Theater, Athletic, and Activity Deck

Roll 1d20, on a 1 roll 1d4, each turn

1. 7-12 Gasbats	3. Police Robot
2. Umber hulk	4. Worker Robot

Technological Items

1. *Anti-grav Belt* – Treat as Levitate; power disc required 1charge/turn; operator controls up/down movement 10'/turn
2. *Atmosphere Analyzer* – Treat as Detect Poison/Disease; detects Radiation (20 ft), Gas (10 ft), Mold/Spores (5 ft)
3. *Blaster Pistol* – 6d6 Necrotic (60/120 feet); 1 power disc per use, 2 attacks per round
4. *Blaster Rifle* – 6d8 Necrotic + stunned for 1d4 rounds; 3d6+2 Fire (100/400 feet); 2 power discs per use, 1 attack per round
5. *Fire Extinguisher* – 1d4 HP Cold damage vs. animals resistant to Cold; 1d6 vs. all other; 3d4 vs. plants.
6. *Gas Mask* - -10' visibility at night or dark; makes impervious to gaze attacks
7. *Grenade, Explosive* – 20' radius, 1d8+2, Stunned 1d4 rounds, Deafened 1d4 rounds
8. *Grenade, Gas-Poison* – 20' radius, Save vs. Con, failure results in 1d6 rounds nausea/vomiting
9. *Grenade, Gas-Sleep*- 20' radius, Save vs. Con, failure results in 1d6-1 rounds asleep
10. *Grenade, Incendiary* – 20' radius, 2d6 Fire
11. *Hand Pump Spray Gun*- used with defoliant (but other liquid beside strong acid may be used), applies mist to 2'x2' area
12. *Key Cards*
13. *Language Translator* – allows for translation of spoken foreign/alien language; 1 power disc per turn of use
14. *Laser Pistol* – 3d6 Radiant damage (30/120 feet); ½ power disc per use, 2 attacks per round
15. *Laser Rifle* – 3d8 Radiant damage (80/320 feet); 1 power disc per use, 1 attack per round
16. *Needler Pistol* – Damage determined by AC of target and spread. AC20=0 damage, AC15=3 Piercing, AC10=6 Piercing
    1. Narrow Spread: 1d4+4 needles
    2. Wide Spread: d2 needles
17. *Paralysis Pistol* – Paralysis length depends on range (10 feet/20 feet/30 feet):
    1. Short Range – 30 minutes, roll vs Dex save, success reduces to 2d6 rounds
    2. Medium Range – 20 minutes, roll vs Dex save, success reduces to 1d4 rounds and slowed 1d4
    3. Long Range – 10 minutes, roll vs. Dex save, success reduces to slowed 1d4 rounds
18. *Portable Spotlight* – may be adjusted to allow infravision to 120'
19. *Power Disc* – holds 6 charges, requires 2 rounds to change power discs
20. *Powered Armor* – See Special Creatures section
21. *Repair Robot Remote Control Box*
22. *Ship's Rations*
23. *Underwater Swimming Gear*
24. *Wound Healing Canister* - On depressing rivet, spray will heal 2-24HP and cure disease, infection or spore infestation. Contains 6 uses.

Environmental

Ship lighting – Lighting on the ship is keyed to the Level maps. White areas are on the map represent areas that are fully lit when the panel is activated. Lightly shaded areas are brightly lit. Areas that are shaded somewhat darker are dimly lit. The darkest shades represent unlit areas. Level 4 follows a programmed lighting sequence of Light for 14 hours, Dark for 7 hours. This will require tracking of time, if you want to present this hazard. 'Tween decks (Decks 2 and 4) are unlit.

Drop Tubes – Travel between Levels 1 through 5 are possible by means of the 4 drop tubes. The drop tubes are in various states of operation. The map is keyed to describe their function status: A = full anti-gravity function; G= anti-gravity does not function but handles still function; N=no anti-gravity or handle function. Movement up and down is possible by grasping one of a series of handles set in tracks that move based on the tubes level of function. Characters step into the tube and grasp the handle going in the direction they wish to go. In fully functioning tubes, characters will be weightless. In tubes with partial function, they will need to hold tightly (a possible Strength roll may add to the tension). They will also need to grasp the handle BEFORE stepping into the tube. A Dexterity save roll would resolve the outcome if they choose to do otherwise. Failure would result in falling down the tube. Damage is 1d6 for every 10' of fall distance.

Radiation – Areas on the maps marked 13 represent areas that are contaminated by radiation. These areas require a saving roll versus poisoning. Those characters that fail their saving throw will begin to notice sickness in 2-5 turns. After 6 turns, they will lose 1 Strength every hour. At Strength of 2, the character cannot walk any longer. At -1, the character is dead. Anti-radiation serum will stop the sickness and Strength will be restored at 1 point per hour. There are no immunities or resistances listed. For your game, Necrotic, Poison, or Radiant resistances or immunity may provide some protection.

Electrocution – Areas marked on Level 2 with crosshatched boxes represent machinery that

may electrocute any character that may choose to attack or interfere with it by using metal weapons. If a character strikes or otherwise interacts with an area marked on the map with X's, roll 1d10. On a 1, the character is electrocuted. _Death saves are allowed under 5th Edition rules, but the original game stated that death was the result of electrocution._ Also, the module makes no mention of resistance or immunity modifiers. For your game, Lightning resistance or immunity may provide some protection.

Flora and fauna – There are dangerous alien plant and animals throughout the ship. Many of the plants or animals feature special attacks, resistances, and features.

Ethereal Shielding – There are mentions of a dampening field that prevents creatures that can tap into ethereal realms to transport themselves. This may also apply to any spells or spell source that would tap into ethereal realms or planes.

Key Cards -
Gray – Commander and top officials
Red – Police/Security
Yellow – Medical personnel
Orange – Security personnel
Violet – Technicians
Brown – Crew/Maintenance
Black – Passengers/Colonist

Monsters

1. **Android (Standard)**: see Special Creatures – Android (Template)
2. **Android, Beserk**: Treat as Beserker (MM344, CR2, 450XP) Damage 1d12, 2 attacks
3. **Android, Boxing**: Treat as Gladiator (MM346, CR2, 450XP) Damage special grapple rules (pg18)
4. **Android, Fencing**: Treat as Bandit Captain (MM344, CR2, 450XP) 3 Attacks, Damage 2d6+3 (after 6 rounds 1d4+1); Special weapon: faulty shock sword pg 18
5. **Android Martial Artist**: Treat as Assassin (MM343, CR2, 450XP) 2d10+3, Stun on 18-20
6. **Android, Nurse**: non-violent; heals 2-24HP per healing spray; also applies Cure Disease, Neutralize Poison, Counter Radiation (CR0, 0XP)
7. **Android, Physical Fitness**: Damage 1d20, disable limb on 20 (CR1, 200XP)
8. **Android, Surgeon**: St 17 (+3); 1st attack is a grapple and anesthetize to begin "procedure"; 2nd round will kill "patient" (CR1/2, 100XP)
9. **Aurumvorax**: Treat as Giant Badger with following: AC15, 150HP; Immune to Gas, Poison, Fire, Needler; ½ Damage from Laser; Explosions will Stun; Damage 1d8+4 (MM323, CR4,1100XP)
10. **Baboonoid**: Treat as Ape with following: AC12, 56HP, Damage 1d8+2; Throws globe palm fruit (pg.14) as grenade (MM317, CR1/2, 100XP)
11. **Blue Mold**: Environmental; causes insanity if consumed in 1 turn; lasts 1d4, then death
12. **Brilliant Fish**: Treat as Quipper [Swarm]; (MM335[338], CR0 [1], 10XP [200XP])
13. **Brown (Black) Pudding**: MM241, CR4,1100XP
14. **Bulette**: MM34, CR5,1800XP
15. **Coutal**: MM43, CR4,1100XP
16. **Deadly Boring Grass**: Environmental; Vulnerable to fire, defoliant; Damage 2d10+3; Beginning on 2nd round, roll save vs. Con – failure paralyzes victim; victim is slowed half of movement for 1d4 days or neutralize poison is used.
17. **Displacer Beast**: MM81, CR3,700XP
18. **Doppleganger**: MM82, CR3,700XP
19. **Eye of the Deep**: Treat as Beholder (MM28, CR3,700XP) with following: DC14, 100HP, no Antimagic Cone, no Legendary Action. Multiattack (3) with pincer (2d8 slashing)-pincer(2d8 slashing)-bite(1d6+1 piercing), +1 to hit. Eye rays (4): Charm Ray, Paralyzing Ray, Minor Illusion (PHB pg260; makes self appear as pile of bones), Light beam that (on failed Wisdom save) produces Blinded condition.
20. **Four Winged Bird**: Treat as Eagle (MM322, CR0,10XP)
21. **Froghemoth**: Treat as Behir with no lightning attack or immunities (MM25, CR11,7200XP)
22. **Gasbat**: Treat as Stirge (MM284, CR1/8,25XP)
23. **Globe Palm**: Environmental; fluid causes nausea/vomiting for 3 rounds; 50% St for 6 turns
24. **Grasshoperoid**: Non-violent; Treat as Scorpion (CR0,0XP) MM337
25. **Gray Ooze**: Environmental; MM243, CR1/2,100XP
26. **Green Slime**: Environmental;(current DMG105: 1d10 Acid, Vulnerable to Sunlight, Cure Disease, Cold, Fire, Radiant damage; blindsight to 30 ft. Drops on victims. Target aware of slime can avoid on DC10 Dex saving throw). As per EtBP p11 – contact with green slime turns exposed skin into green slim within 1d4 rounds.
27. **Horrid Plant**: Treat as Vine Blight (MM32, CR1/2,100XP)
28. **Intellect Devourer**: MM191, CR2,450XP
29. **Leechoid**: Treat as Poisonous Snake (MM334, CR1/8, 25XP)
30. **Lizardoid**: Treat as Ambush Drake (HotDQ88 – St13(+1),Dx15(+2),Con14(+2),Int10,Wis11,Ch 6(-2) Surprise attack does 2d6 extra damage; Perception +4, Stealth +4). 3 attacks Claw (1d10)-Claw (1d10)-Bite(2d20+2), +4 to hit. CR1/2, 100XP.
31. **Lurker Above**: Treat as Darkmantle (MM46, CR1/2, 100XP)
32. **Mind Flayer**: MM222, CR7, 2900XP with following: AC15, 100HP, uses blaster and grenades before Mind Blast or melee attacks.
33. **Monkeyoid**: Non-violent; Treat as Baboon (MM318, CR0, 10XP)
34. **Multilegged Grub**: Non-violent; Treat as Giant Centipede (MM323, CR0, 10XP)
35. **Dwarf Phase Spider:** MM334, CR1/4,50XP with following: Small size, Phase ability does not work in areas under Ethereal Shielding
36. **Phosphorescent Fish:** Treat as Quipper [Swarm]; (MM335[338], CR0 [1], 10XP [200XP])
37. **Piercer**: MM252, CR1/2, 100XP
38. **Purple Blossoms**: Environmental; AC8, Damage 1d6+16; Poison syrup (sticks on 1 of roll of 1d4); roll vs. Poison save; failure is instant death and decomposition
39. **Rabbitoid**: Non-violent, Treat as Weasel (MM340, CR0,10XP)
40. **Ratoid**: Non-violent, Treat as Rat (MM335, CR0,10XP)
41. **Robot**: See Special Creatures Robot (Template)
42. **Robot Police**: Treat as Template with following: AC16, 20HP force shield (restores 1HP per round) +130HP, Move 90 feet (Emergency 120 feet); Anti-gravity only lifts 1,000 pounds; Orange and Red card Frequency. 1 attack per round. 2 Attack arms at 2d6+1, +8 to hit. 2 Subduing tentacles (St18, 30 feet). Laser Pistol (unlimited power use), 6 grenades in launcher can be fired up to 40 feet, Paralysis Pistol, Tractor/Pressor only to 300 pounds. Non-lethal means are used.
43. **Robot, Repair**: Treat as Template**.**
44. **Robot, Repair (Small):** Inactive
45. **Robot, Worker:** Treat as Template.
46. **Robot, Worker, Heavy Duty:** Treat as Template with following: Size Large +2 Heavy Duty Cargo Tentacles (St 24(+7) to grapple); AC15, 140HP. Only attack if attacked and damaged. Seeks to grasp and hold first.

47. **Robot, Worker, Lab Technician:** If attacked, interrupted, or party does not possess a Yellow (or higher) card, emits an alarm to bring police robots.
48. **Roper:** MM261, CR5,1800XP
49. **Rot Grub:** Environmental; AC11; Vulnerable to Fire, Cure Disease; on contact it burrows into the skin, in 1-3 turns it burrows into the heart (CR1/8, 25XP)
50. **Russet Mold:** Treat as Gas Spore (MM138, CR1/2, 100XP)
51. **Shadow:** MM269, CR1/2, 100XP
52. **Shambling Mound:** MM270, CR5,1800
53. **Shedu:** Treat as Lamia (MM201, CR4,1100XP)
54. **Shrieker:** Environmental; MM138, CR1/2, 100XP
55. **Six-eyed Toad:** Treat as Frog (MM322, CR0,10XP)
56. **Slithering Tracker:** Treat as Poisonous Snake (MM334, CR1/8, 25XP)
57. **Snapper Saw** (Leaves[Stalks]): Enviromental; AC10[13] 12HP [20HP], stalks of plant will shut on victim within range causing, Damage 1d6 Piercing
58. **Squealer:** Treat as Giant Ape (MM323, CR7, 2900XP) with following: 157HP, Grapple St18, Claw(1d6)-Claw(1d6)-Bite(2d6+6); 3 attacks, +8 to hit.
59. **Squirreloid:** Non-violent; Treat as Rat (MM335, CR0,10XP)
60. **Strangle Vine:** Environmental, Treat as Vine Blight (MM32, CR1/2, 100XP)
61. **Thornies:** Treat as Mastif (MM332, CR1/8, 25XP)
62. **Three-legged Monkeyoid:** Non-violent; Treat as Baboon (MM318, CR0, 10XP)
63. **Trapper:** Treat as Rug of Smothering (MM20, CR2,450X) with following: AC12, 140HP, Immune to Cold, ½ Damage from Fire
64. **Tree Lizardoid:** Non-violent; Treat as Lizard (MM332, CR0,10XP)
65. **Tri-Flower Fronds:** Environmental; Plant produces 3 types of flowers: Orange produces pollen that causes sleep (save vs. Con). Yellow bends over sleeping victims and produces sticky residue that produces 1d8+1 Acid damage. Red flower extends tubes that pierce victim and draw 1d6 HP each turn, then the residue of Yellow after being consumed.
66. **Umber Hulk:** MM292, CR5,1800XP
67. **Vampire Thorn Vine:** Environmental; On successful attack, vine will draw 25% of victims HP. 4 attacks will reduce victim to 0.
68. **Vegepygmies:** Treat as Kobold (MM195, CR1/8, 25XP)
69. **Webbirds:** Treat as Ravens (MM335, CR0,10XP)
70. **White multi-legged grub:** Non-violent; HP1, AC5, CR0,10XP
71. **Will o'Wisp:** MM301, CR2,450XP
72. **Wolf in Sheep's Clothing:** Treat as Roper (MM261, CR5,1800XP)
73. **Yellow Mold:** Treat as Violet Fungus (MM138, CR1/4, 50XP)