

BALLOONKA

Rescue From
the Fungus Planet



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Baloonka

Rescue From the Fungus Planet

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GETTING STARTED

This is a Game Master (GM) module written for the **New Khazan** Setting by Tom K. Loney. You will need a copy of *New Khazan: Adventures in the 9,000 Worlds* (NK) and also a copy of the **Tunnels & Trolls** Rule Book (T&T) published by Flying Buffalo, Inc.

This adventure begins in a seedy little bar in a seedy little spaceport on a seedy little planet in the galactic rim. The name of the planet is Seedy V. It is not a good planet to visit and a worse planet to live on.

The GM will be running a non-player character named Victor Stavor: a middle-aged fat fellow who was once wealthy but has fallen on hard times. Stavor is trying to put together a group of people to take a ship to the lost colony of Baloonka, an unfortunate undertaking with a history as follows.

- 10,007. Spacer Babu Baloonka maps and surveys the Papoozu system. He notes that there is a habitable planet, which he modestly names *Baloonka*.
- 10,016. Another survey ship lands on Baloonka to assess its potential for colonization. The survey crew reports significant mineral deposits, but comments at length on the local flora being a nuisance.
- 10,020. The Stavor family buys the rights to colonize Baloonka and to develop its resources.
- 10,022. The Stavor family raises the capital to send a fleet of colony ships to Baloonka. A base and buildings are established. Reports mention the “&%\$#@” molds.
- 10,023. The first shipment of gold and other valuable metals and gems from Baloonka is received, along with a request for fungicides and plant-killing chemicals. The colony is expanded and reinforced, and the requested chemicals are sent to Baloonka.
- 10,024. The Ogrish Horde and the Imperi get into a significant disagreement over who is encroaching on whose space. Both send fleets to the region that needs to be traversed to reach Baloonka. All routes leading to the distant planet are interdicted, and no

ships are able to come from or go to the unfortunate colony.

- 10,025. A desperate message from Baloonka is conveyed by an Ogrish smuggler: the colony is complaining of serious problems with the local flora, and pleading to be helped or rescued.
- 10,027. The Stavor family is bankrupt and all Baloonka shares are withdrawn from the galactic stock exchange and other security markets.
- 10,031. Victor Stavor invests all his wealth into getting someone to take a ship to the Papoozu system and see what—if anything—remains of the Baloonka colony. The trip to Baloonka will not have to deal with the Ogrish Horde and the Imperi because they have gotten into a faraway fracas and have withdrawn their forces from the vicinity of the planet. Stavor offers to pay to fuel and supply the ship, and to pay each spacer who makes the trip 1,000 clusters plus a share of any salvage that can be recovered.

In the back room of the seedy bar on Seedy V, the GM gathers those interested in making the journey to Baloonka. He shares with them the information above, emphasizing that there are rich gold mines and other sources of wealth on the planet.

Player characters will sign a contract that binds them to do what they can to recover any surviving colonists and that outlines their arrangements for sharing loot. The GM must arrange for their ship, which can be a sloop (see *NK* page 23), galleon (see *NK* page 25), or Nephele freighter (see *NK* page 27). Whichever ship is contracted to make the trip, it will include a skiff (see *NK* page 22).

If the GM wants to make things more interesting, he or she can determine the condition of the selected ship by rolling 2d6 and adjusting it as follows. Low numbers indicate a ship of less than ideal quality. Rolling snake eyes (double 1s) makes the ship a refugee from the scrap yard. Higher numbers make it a better vessel. Rolling boxcars (double 6s) makes it a brand-new ship with all the trimmings, bells, and whistles. Poor quality ships will need a lot of spit, chewing gum, and baling wire to keep them going, with higher Saving Rolls required to keep them out of difficulty. High-rolled ships will present far fewer problems and need lower Saving Rolls. A roll of 7 will

indicate a fairly average ship. The skiff may be rolled up the same way if desired. The player characters, of course, will not realize what condition their ship is in until they board it.

The ship will have enough supplies to take player characters to and from the Papoozu system, and spend up to 14 days there—they can stretch it out to 21 days, but that will mean short rations going home. The armory of the ship contains 24 Blasting Power grenades, 12 Blastum pistols, six TTYF phasers, four TTYF long barrels, and a variety of axes, shovels, hammers, and swords. Ten special vacuum suits with the protective equivalent of plate armor and an Onion Breath sheath are also provided.

Note: When, during the adventure, chances of something being present or happening are given as a percentage, the following die rolls may be used unless otherwise noted. 17%, 1 on d6; 33%, 1–2 on d6; 50%, 1–3 on d6; 67%, 1–4 on d6; and 84%, 1–5 on d6.

Special Protective Vacuum Suits

These suits must always be worn when off ship on Baloonka. Each takes 18 hits, requires St 16, weighs 450 units, and includes a helmet with a full-face reinforced glass visor, two doses of antifungal drugs, and rations. Water and air are recycled, so a player character can survive in one for up to seven days. Each suit includes a kit with five patches to seal up holes and a can of medical fungicide to disinfect wounds. Any contact that does actual injury to the wearer will puncture the suit, and a patch must be applied to it as soon as possible. Contact with various nasty and bad mold forms will do cumulative damage to the suit, which will reduce its ability to protect the wearer. Player characters should spray down suits that have been in contact with harmful fungi, which may—at the GM's discretion—reduce some of the damage the organisms may do to the metal. If the situation becomes critically bad, the GM may allow limited repairs to the suit.

Antifungal Drugs

The skiff has a supply of 700 doses of antifungal drugs, as five doses per day are required for at least seven days. The drugs have an 84% chance to cure a fungal infection, but if they fail, an infected character will die within 24 hours—unless a Healing Feeling spell is cast, each spell having a 67% chance to cure the infection. These potent drugs also have a 50% chance of side effects: nausea, vomiting,

diarrhea—an unfortunate thing to have happen if you are wearing a protective suit at the time.

Personnel of the Ship

Captain Stylus Flammor, Human Spacer

In 22 Lk 15 Ch 16 Wiz 17

St 12 Con 17 Dx 13 Sp 14

Weapons: TTYF phaser and truncheon.

Notes: Tough old man who runs a tough ship, and can pilot her if necessary. Knows his business and expects to be respected and obeyed.

Astrogator Janbonammakoru, Lizard-Like Alien Navigator

In 30 Lk 12 Ch 11 Wiz 28

St 14 Con 20 Dx 16 Sp 18

Notes: Not social at all, reclusive. Shares piloting duties with the captain and is very good at what he does. Has a razor whip—can filet you with it quickly—and knows many spells, so it is a good idea not to make him mad.

The following 10 non-player characters can be used to make up the crew, or players can run them as player characters.

Yan Kleeb, Mercenary and Spacer Ork

In 11 Lk 3 Ch 12 Wiz 13

St 17 Con 17 Dx 10 Sp 15

Weapons: Dagger and Blastum pistol.

Notes: Is a cross dresser—though it is not wise to make it an issue with him. Likes to be called Yanna when in drag. Has 95 clusters.

Rollo “Tubby” Unnels, Hobb Engineer

In 18 Lk 11 Ch 10 Wiz 14

St 9 Con 15 Dx 12 Sp 14

Weapons: Sax and derringer. Has a concealed sharp in his belt buckle.

Talents: +4 for Tech and Gizmos, and +3 for Roguery.

Notes: Has 97 clusters.

Pyrxx “Goldilox” Draagu, Female Half Wizard Elf

In 26 Lk 22 Ch 15 Wiz 23

St 12 Con 13 Dx 24 Sp 13

Spells: Knows most 1st- and 2nd-level spells.

Weapons: Hand blade. Can use her staff as a 4d6 weapon.

Talents: +4 for First Aid.

Notes: Easy to get along with, but definitely looking out for her own interests. She can serve as an astrologer in a pinch, but is not certified. Has 96 clusters.

Blogg “Stump” Blooto, Human Spacer and Soldier of Fortune

In 12 Lk 13 Ch 12 Wiz 10

St 17 Con 15 Dx 16 Sp 15

Weapons: Dagger and TTYF phaser. Has a prosthetic left hand equivalent to a three-dice weapon).

Talents: +2 for Mayhem.

Notes: Not mean, but not friendly either. Has experience in working security and a weakness for gambling. Has 116 clusters.

Moffo “Gabby” Kardashangu, Rogue Spacer Elf

In 17 Lk 16 Ch 14 Wiz 12

St 12 Con 13 Dx 15 Sp 14

Weapons: Hand blade, seven explosive crossbow bolts (4d6 points damage per hit), and 10 regular bolts.

Notes: An expert with a crossbow. Cheats at cards and dice games, and is currently looking for a job to take him away from Seedy V because he is broke and those he has borrowed money from are looking for him. Has 51 clusters.

Feenus Craksor, Mercenary and Spacer Dwarf

In 13 Lk 9 Ch 11 Wiz 10

St 24 Con 23 Dx 9 Sp 11

Weapons: Two-handed axe and a sax.

Talents: +2 for Prospecting.

Notes: Gets along well with dwarves, but is shy with other species. Has 55 clusters—shot dice with Gabby.

Bletchee “Grumpy” Flutz, Rogue Human Spacer

In 12 Lk 12 Ch 11 Wiz 11

St 19 Con 13 Dx 13 Sp 10

Weapons: Dagger.

Talents: +1 for Gizmos.

Notes: Likes his whiskey, and his nickname derives from often being hung over, but is generally reliable when on duty. He is good with a truncheon. Has 44 clusters and several bottles of hard liquor hidden about the ship.

Harini “Doc” Phitzell, Female Human Physiker and Nurse

In 18 Lk 11 Ch 19 Wiz 17

St 17 Con 16 Dx 13 Sp 12

Weapons: Can of pepper spray for self-defense.

Notes: An expert at jujitsu and with reasonable spacer skills. Lost her license to practice medicine on Seedy V and now just wants to get away from this hellhole—otherwise, a really nice lady. Has 59 clusters.

Bymee “Shatzi” Nornoo, Female Mercenary and Spacer Elf

In 15 Lk 17 Ch 16 Wiz 14

St 14 Con 15 Dx 20 Sp 19

Weapons: Blastum pistol and several concealed sharps.

Talents: +3 for Brawling.

Notes: A vicious dirty fighter, she tore up an assailant and there is now a warrant for her arrest. Has 67 clusters.

Luckee Loomee, Prospector and Spacer Dwarf

In 13 Lk 12 Ch 11 Wiz 12

St 23 Con 21 Dx 12 Sp 13

Weapons: Hammer and a TTYF phaser.

Talents: +4 for Prospecting.

Notes: Old and wise. A really nice fellow and a hard worker. Has 117 clusters.

Once the crew and the player characters have been assembled and briefed, the mission will get under way. In addition to the regular food, fuel, and other supplies, there will be 10 five-gallon and six 10-gallon sprayers, and 10 50-gallon drums of a powerful fungicide (Lifuncidin) aboard the ship. The infirmary will have a generous supply of mold-killing antibiotics. Captain Stylus knows all about the mold and lichen problems on Baloonka, as he was one of the original

colonists, and will train his team of explorers well before he lets them loose on the planet.

Individual player characters should have reasonable protective clothing and/or armor with them on ship. Off ship on Baloonka, they must always wear the protective metal space suits provided.

The trip to Baloonka will take the ship through some not-so-nice areas of space, and there is a potential for some encounters on the way. The GM is free to choose an encounter from the list that follows, or to roll a d6 for a result. A roll of 1–4 means a smooth problem-free trip. On a roll of 5–6, roll d6 again, and consult the list below for a result.

1. Astrogator makes a big mistake—at times, these things happen to the best. The ship is lost, and making the necessary corrections will require half of a d6 roll—i.e., 1–3 days' worth of Baloonka time—to fix.
2. Space haunts annoy the crew and make mild mischief. Ghostly manifestations are seen and heard, and small things are moved or disappear (poltergeist phenomena). The GM can roll a d6 to see how serious these incidents will be, going from mild nuisance (a roll of 1) to major nuisance (a roll of 6).
3. Breakdown of essential systems on the ship. To repair or rectify them will require making appropriate Saving Rolls, and will reduce the time player characters can spend on Baloonka. The GM can make this as easy or as hard as he or she wishes.
4. Encounter with an old Ogrish Horde sloop captained by a mean klazin with a hobgoblin sergeant and a crew of seven goblins who will harass the player characters demanding to know what their ship is doing in “Ogrish” space and trying to board and seize it, though without risking damage to their own ship. The sloop is far from any base or help, so there is opportunity for some good role-playing here.
5. Thousands of gem-like Tyger Eyes appear. They will accompany the ship, hitching a ride by attaching themselves to its hull. These mysterious creatures range in size from that of a bowling ball to that of a beach ball, and are harmless unless attacked. If attacked, they may batter the ship and do 2–12 points hull dam-

age before they leave. They will leave the ship when it approaches a planet or tunnels.

6. One of the crew or player characters (may be randomly selected) suffers an attack of space madness, and goes paranoid. He or she might become highly irrational and dangerous, and will have to be restrained until the crazy spell subsides. Again, this is a good opportunity for some interesting role-playing.

ARRIVAL AT BALOONKA

Baloonka is easy to find and orbit because its beacon satellite still works. Attempts to contact the colony will fail to get a response. The captain will not want to land his ship on the planet, so he will send landing parties down on the skiff, which will have enough fuel and krestle to make four landings on Baloonka. Landings will require a 1st lvl SR In by the pilot—the astrogator will not take the skiff down. A fumble (roll a 3) or missed Saving Roll on landing will indicate that damage has been done to the skiff, and the GM will have to assess and determine what repairs are required. A fumble (roll a 3) will make for serious problems and may actually require the ship to land to pick up the landing party.

Planet Baloonka orbits a type G star, is about 90% the size of the Earth, and has no moons. It is a relatively dry planet with large polar ice caps. About 30% of its surface is covered by shallow salty seas, and its terrain is relatively flat and mostly dry. Geologically, the planet is not very active, with few volcanoes and hardly any earthquakes. It has a thin yet breathable oxygen-nitrogen atmosphere, but the air must be filtered to keep the spores in it from causing major infections and infestations of fungus- and lichen-induced disease. Player characters are warned not to remove their protective suits for any reason when on the planet.

There are no known animal or insect life forms on Baloonka. The dominant species are bacteria, protists, fungi, and lichens—some of which are very dangerous (see *Tables* below). These species do not grow explosively (like they do in films), but, given moisture and food, they can mushroom up overnight, and really take off and spread like crazy when growth conditions favor them. All persons and items to be brought aboard the skiff from Baloonka must be thoroughly decontaminated, and the landing party will have a wand that detects viable molds or spores for that purpose. There will be hell to pay if any spores get into the skiff or the ship, and if not dealt with promptly and thoroughly, a spore infestation may doom the whole expedition. Otherwise, an infestation will require heroic solutions that will challenge the ingenuity of the crew.

Lifuncidin

The ship has 500 gallons of Lifuncidin, which will have to be brought down on the skiff with the sprayers. This powerful fungicide will kill all molds and lichens, and their spores. Player characters can

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carry the five-gallon tanks on their back. The 10-gallon tanks are on a cart or dolly, and can be hauled about without much trouble. A careful record must be kept of how much of the fungicide is used.

To kill any spores entering the skiff when the doors of its airlock are opened, procedure requires an advance one-gallon spray down. When the player characters return to the skiff, they must thoroughly spray down—with at least five gallons of Lifuncidin—the airlock, themselves, and all items they plan to bring on board, subsequently using the mold-detecting wand to check for viable molds or spores (33% chance on first spray down). If any live mold is detected, a second five-gallon spray down is carried out (16% chance of detecting live organisms on the second and subsequent spray downs).

If procedure is not followed, there is a d6 chance, on a roll of 1–5, that molds will get into the skiff, which will require a complete spray down of its interior with $10 \times (d6+6)$ gallons of Lifuncidin and will take an entire day to do right. In addition, each player character will have to make a 2nd lvl SR Lk to see if they have been infected. Anyone infected will be required to take antifungal drugs (50% chance of nausea, vomiting, and/or diarrhea).

Lifuncidin as a Weapon

Lifuncidin can also be used as a weapon. One gallon per combat round can be sprayed on any mold form to do 6d6 points damage to the organism. Moldwarves, however, due to their armor and their relatively higher In, take only 2d6 points damage per round, and will flee if the fungicide is doing them serious harm.

Baloonka has an eccentric orbit of roughly 320 days around its star. It has an extremely hot Saharan-like summer lasting about 30 days a year, an arctic-like winter lasting about 60 days a year, and two temperate seasons roughly lasting 115 days each. There may be some amazing monsoons at the beginning and end of the hot summers.

During the blazing hot summer and the freezing cold winter periods, the fungi and lichens go into a survival form and do not sporulate. However, during the spring and fall seasons, they take advantage of the dew and infrequent rains to grow and make reproductive spores aplenty, as the competition is fierce for these tough organisms that have survived despite harsh conditions. Because the ship will reach the planet during one of its temperate seasons, the flora will be active and dangerous.

A day in Baloonka lasts about 20 hours, eight of which are of complete darkness. Parties will have about nine hours of daylight, but, because lichens have grown thick over all the windows and skylights of the complex, they will need light sources inside it. Please refer to the provided Baloonka colony map when reading the following descriptions of the complex.

THE BALOONKA COLONY

Note: At the GM's discretion, all passageways in the complex longer than 40 feet should have a 16% chance of an encounter of some kind.

To save time, the GM can populate the buildings in the complex with pre-rolled encounters. I always found this preferable to using purely random dice-generated events that can frequently lead to some dumb or awkward situations. Of course, the tougher the player characters the more encounters from the Bad Things Table and Very Bad Things Table can be used. For weaker ones, Nasty Things Table encounters should predominate.

The Landing Pad

The landing pad is 100 feet by 200 feet. It is covered—as is most of the rocky terrain of Baloonka—with lichens, mushrooms, and puffballs. In its southeast corner is a 40-by-40-foot runway that leads to the hangar, which player characters will enter by disembarking from the airlock of the skiff. The 40-by-40-foot tunnel from the hangar to the landing pad is a sealed chamber for decontaminating the skiff before it is brought into the complex from the pad.

The Skiff Hangar

This is a large 80-by-80-foot building, which, like all colony buildings, is built of a sturdy metal frame with heavy panels made of plastic, ceramic, or concrete. Some effort is required to force open its doors, which are blocked by fungus growth. The windowless building contains two skiffs and a lot of mold. For each skiff, roll a d6 and multiply the number rolled by 10 to determine the percentage of damage done by the encroaching fungi. A skiff with less than 50% damage may be salvageable and flyable with some repairs. If damage is 50% or more, the skiff will only be salvageable for the remaining percentage, or may prove to be a source of spare parts.

useful things to be found here, such as tools, weapons, bottled water, and so on.

The Conning Tower

This 40-by-60-foot building is south of the landing pad. Entering the building will require a team effort because all the doors in the complex are blocked by the fungi and other growth that are omnipresent here. The tower contains communications equipment, an emergency generator, and a 50-gallon drum of diesel fuel for the generator. There is a 50% chance some of this valuable equipment may be salvageable.

There is also a 16% chance of an encounter here. If an encounter is called for, roll a d6 again. For a roll of 1–4, consult the Nasty Things Table. On a roll of 5, consult the Bad Things Table. On a roll of 6, consult the Very Bad Things Table.

The Hangar Warehouse

This 80-by-200-foot building is connected by passageways to the hangar, the processing plant, and the conning tower/mine complex. It is replete with shipping containers full of gold (100–700 pounds), silver (200–1,200 pounds), platinum (100–300 pounds), and smaller amounts of other valuable metals and gems. All processed metals are in the form of 10-pound ingots, and many of the gold containers appear to have been opened and looted.

If the player characters do a thorough search here, there are three 16% chances of an encounter. If an encounter is called for, roll a d6 again. For a roll of 1–2, consult the Nasty Things Table. For a roll of 3, consult the Bad Things Table. For a roll of 4, consult the Very Bad Things Table. A roll of 5 indicates that 1–2 fungoids have been encountered. A roll of 6 means that 1–2 moldwarves have wandered into the building.

Mine Complex

This is a huge 280-by-120-foot building with three mine entrances marked as E1, E2, and E3. The E1 entrance is unobstructed, but the E2 and E3 entrances have had crude yet sturdy doors erected to keep intruders out, and explosives may be required to get through them. Machinery is aplenty here—digging machines, motorized trams for hauling ore, lots of tools and gizmos used by mining operations—and there is a 33% chance that some of it will be operable. Around 1,000–6,000 clusters worth of blue and purple krestle may

be extracted from the machinery if tools and time make it practical: it will take player characters 1–6 hours to completely search this large cluttered building, and 1–2 hours to extract krestle from each machine.

There is also a 16% chance of an encounter each hour. If an encounter is called for, roll a d6 again. For a roll of 1–2, consult the Nasty Things Table. For a roll of 3–4, consult the Bad Things Table. For a roll of 5, consult the Very Bad Things Table. A roll of 6 means encountering 1–2 fungoids that have wandered in through the E1 entrance.

Processing Plant

This 80-by-200-foot building is full of valuable equipment, with a whole row of smelters and extractors for processing ores and making ingots. It also contains a large well-equipped lab for doing all kinds of mineral assays and analysis useful to miners and mining engineers. A fortune in salvageable stuff is contained here, but some heavy-duty equipment as well as a heavy-duty skiff would be required to get it to the ship. There is a 50% chance of finding valuable and/or useful things here—again, I leave it to the GM's tender mercies to determine what the party might turn up with a thorough search.

There is a 16% chance of an encounter each hour. If an encounter is called for, roll a d6 again. For a roll of 1–3, consult the Nasty Things Table. For a roll of 4–5, consult the Bad Things Table. For a roll of 6, consult the Very Bad Things Table.

Machine Shop

This is another gold mine for salvageable machinery and valuable tools. All kinds of neat gizmos used by the colonists for everything required to keep their complex running efficiently can be found here, with a 67% chance of finding useable and valuable items.

Chances of an encounter are the same as for the processing plant.

Power Plant

Several small portable emergency generators (50% chance of being workable) can be found here. The usual tools and equipment for all kinds of power systems and related gizmos have a good chance of being found here too, but all will require some cleaning and

maintenance care to make them useful. There is also a 67% chance of finding 2,000–12,000 clusters worth of blue and purple krestle here.

Chances of an encounter are the same as for the conning tower.

Warehouse II

This is the place where the colony kept most of the supplies that served the needs of its people, but it is virtually empty now, exhausted by the long siege imposed by the Imperi–Ogrish Horde conflict (16% chance of finding anything useful). Because there are many containers here, it is tempting to search the place, but most containers are filled with only molds and throwaway rubbish. Again, the kindly GM may put a few nice toys or items here, but should require a high SR Lk to find them, and may have them “guarded” by some kind of nasty fungoids as well.

Chances of an encounter are the same as for the conning tower.

Administrative Building

A typical office with filing cabinets and safes, this is the place where the folks running the colony did all the administrative and record-keeping activities that such an operation required. The safes are made of sturdy alloy and sealed with high-level lock spells, so without a safecracker, a cutting torch is required to get into them. One of the safes contains 23 sacks, each holding 300 clusters of colony workers’ salaries.

Player characters who think to search for information may find it here (see the *Information and Data Found in the Complex* section for details) if they can make appropriate SRs In and/or Lk, but sorting out any information found will have to be done back on the skiff. Nothing else is of much use here, as only desks, tables and chairs—all ruined by fungus and lichen growth—are to be found.

Chances of an encounter are the same as for the conning tower, but unnecessarily hanging around any part of the complex for too long carries a high risk (33% chance per hour) of attracting a Very Bad Things Table encounter.

The Armory

This room is fungus and lichen free, but its door and walls are reinforced, so getting into it will be a major job requiring tools and possibly a cutting torch. Weapons—such as Blastum and TTYF pistols, and long barrels—can be found here, but not much ammo, as most of it was used up in the final days of the struggle between the

colony and the moldwarves. However, an ample supply of the good old-fashioned plastic explosives and detonators used in mining operations remains.

Living Quarters

The Stavor Company made nice accommodations for their colonists. Executives lived with their families in luxurious suites. High-ranking and highly skilled employees lived in smaller, but still spacious and comfortable suites. Single employees were quartered in shotgun-style apartments.

Fungus has ruined all the furniture and clothing here, but, with a thorough search of the quarters, there is chance (50% in each executive suite, 33% in each large suite, and 16% in each shotgun apartment) of finding valuables, such as money or jewelry, some kind of useful gizmo, and 1–2 useable weapons. Searching each living quarter properly will take about an hour for the executive suites, half an hour for the large suites, and 20 minutes for the shotgun apartments. All doors will have to be forced if not found open (33% chance of being open, 67% chance of being closed with 50% chance of being locked). There is a 16% chance per search that a diary, journal, or other kind of document with information will be found (see the *Information and Data Found in the Complex* section for details).

Found Items Table (On a d6 roll)

1. Jewelry worth $d6 \times 100$ clusters
2. $d6 \times 10$ clusters
3. $d6 \times 100$ clusters
4. Jewelry worth $d6 \times 1,000$ clusters
5. $d6 \times 1,000$ clusters
6. Roll d6 again
 1. Ordinary weapon
 2. Hand blade
 3. $4d6$ axe or mace
 4. Blastum pistol with $2d6$ rounds
 5. TTYF pistol with $3d6$ rounds
 6. TTYF long barrel with $2d6$ rounds

There is a 16% chance per unit searched of finding some kind of nasty fungus. Roll a d6 again. On a roll of 1–5, consult the Nasty Things Table. On a roll of 6, there is a 67% chance of a Bad Things Table encounter and a 33% chance of a Very Bad Things Table encounter.

Community Center and Gym

This was just a place for holding meetings and a gymnasium for employees. Nothing of value can be found here. The gym equipment is covered with molds, as are the tables, chairs, and other items.

Chances of an encounter are the same as for the living quarters.

Infirmary

This small infirmary is remarkably free from molds of any kind. The mummified body of the colony's Physiker, who apparently took poison, rests here along with his journal. The journal, which is written in Elvish, can be very useful to anyone who reads it. The door to the room will be difficult to get through because the doctor reinforced it as the molds were taking over the whole colony. Not many useable medical supplies are left, as most were used up long ago.

There is no chance of an encounter here.

The Laboratory

This is the place where the best minds of the colony searched for ways to combat the encroaching molds and the horrible infections that afflicted the colonists. In their final days, they actually succeeded in isolating and producing from other species effective mold- and lichen-fighting antibiotics that slowed or stopped the growth of the harmful fungi. A potential treasure of huge value and significance can be found here by any player character wise enough to grasp and exploit it. Although a limited supply of antibiotics is still stored here, the real treasures are the notes and containers of fungus and lichen spores from which the drugs were derived. The drugs—each will treat about 12 cases—are:

1. Moldimycin: cures 50% of mold infections, gives some relief to 33%, and is 16% ineffective.
2. Fungacillin: cures 67% of fungus infections, gives some relief to 16%, and is 16% ineffective.

3. Lichencycline: cures 100% of lichen infections, but its side effects kill 16% of all patients treated with it.

Getting these drugs back to a civilized planet with an honest drug company will be worth a fortune, but that is another type of adventure. The doctor of the ship will certainly be aware of the value of this find, but whether he or she will want to share this treasure with the rest of the crew and the player characters is up to him or her.

Mess Hall and Kitchen

This is the place where the community was fed. It is mostly a wreck, and although some of the kitchen items might be useable if cleaned up, they are of little real value. However, several weapons—such as axes, hammers, and pikes—can be found here, making it appear as though a lot of fighting went on in this place during the final days of the colony.

There is a relatively high chance of encounters. If an encounter is called for, roll a d6 again. For a roll of 3, consult the Nasty Things Table. For a roll of 4, consult the Bad Things Table. For a roll of 5, consult the Very Bad Things Table. For a roll of 6, 2–7 pikorni fungoids are encountered.

Greenhouses

All three greenhouses were used to produce food for the colony. These are very dangerous places as they are now completely taken over by fungi and lichens, and everything in here has been ruined by the molds.

Chances for an encounter are the same as for the kitchen and mess hall, as are the outcomes for the rolls, with the exception that for a roll of 6, 2d6 pikorni fungoids are encountered.

The Barn

The barn was the place where pikorni birds were raised for food and for their eggs. It also contained two fish tanks for raising fish for food.

Those entering the barn will encounter 2d6+6 pikorni fungoids, and, in one of the fish tanks, a huge MR 300 Slime Mold that will be strongly attracted by any kind of ruckus in the room. All creatures will stubbornly pursue the player characters to the death, or until they can escape in a way that makes further pursuit impossible.

THE MINES (BALOONKA COLONY)

The E1 Mine

The E1 mine has no door. It is full of fungi and a lot of completely ruined mining stuff and equipment.

For those entering the mine, there is a 16% chance of a Nasty Things Table encounter in each stretch of tunnels. Chances of an encounter for each chamber are as follows. For a roll of 5, 1–3 fungoids are encountered. For a roll of 6, roll a d6 again. For a roll of 1–3, consult the Nasty Things Table. For a roll of 4, consult the Bad Things Table. For a roll of 5–6, consult the Very Bad Things Table.

The E2 Mine

The E2 mine entrance is blocked by a very sturdy set of metal double doors, suggesting that they were made to keep things out rather than in. It will take 300 points damage to penetrate and open these forbidding portals.

The only molds and fungi found here are the edible and relatively harmless kinds eaten by the moldwarves, who keep the other bad molds cleaned out. Player characters should not try to eat any of this stuff, however, because it is 50% likely to be toxic to any creature but the moldwarves. If ingested and found to be poisonous, the eater must make a 1st–6th (roll a d6 to determine) lvl SR Con or Lk. A fumble (roll a 3) means dying. A successful Saving Roll means throwing it up. A missed Saving Roll means Con damage equal to the margin by which the Saving Roll was missed.

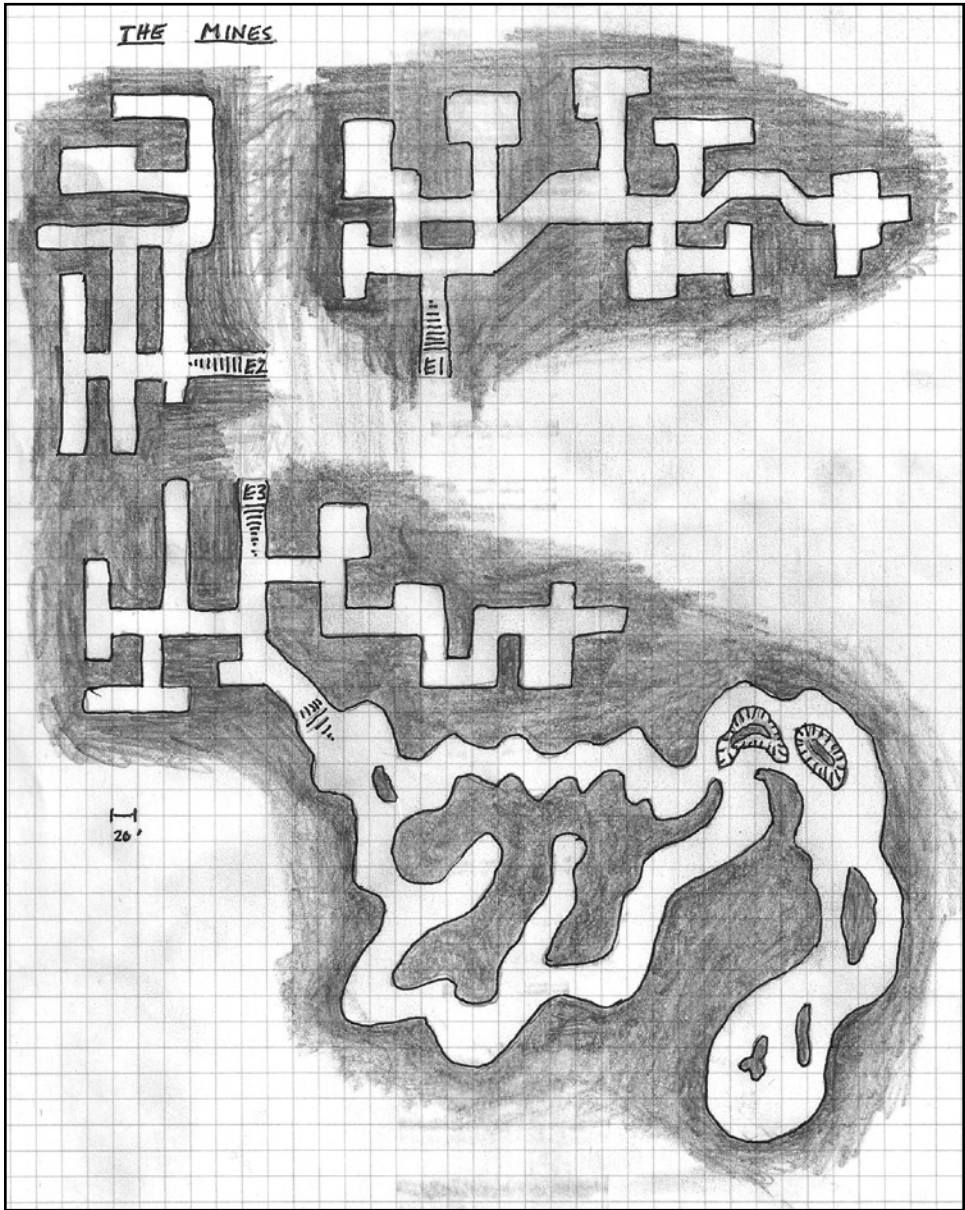
Moldwarves are true lichenoids. The dwarves, whose immune systems resisted most other fungus infections, were very susceptible to lichens. Their bodies were taken over by the molds and algae, and all their tissues replaced with mold and alga cells. Lichenized dwarves are covered with lichen growth, and look very nasty, although unlike the fungoids, they retain a lot of their basic dwarven personalities.

In temperate seasons, on sunny days, they like to visit the surface of Baloonka to take sunbaths for the benefit of their alga cells, but they will run back into the mine at the first sign of a landing ship. Moldwarves are very xenophobic and extremely hostile to non-moldwarves, and they will try to capture dwarves to turn them into their own kind.

They built the door that protects their mine from intruders, and will gather to defend it from invasions. They are organized and

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not completely stupid, though they act like not too bright dwarves that hate all those who do not belong to their group. They are immune to fungoid molds, and loathe the fungoids from the E1 mine, killing them whenever they encounter them. They seem to have a sort of truce with the lichenized humans in the E3 mine who leave them well enough alone.



Although scattered throughout the mine, there are d6+12 moldwarves here in total. Initial contact will involve 3–5 of them showing up to defend their door. Every fourth combat round, 1–2 more will arrive. If they are being badly beaten, they will retreat and try to barricade the tunnels, forcing the player characters to attack them at disadvantage.

Basic Moldwarves

In 6 Lk 8 Ch -8 Wiz 6

St 20 Con 20 Dx 8 Sp 8

Weapons: 3d6 axes, hammers, or small pikes.

Armor: Helmets, and chain mail (67% chance) or plate armor (33% chance) without warrior armor advantages.

Notes: Obsessed with gold—all weapons and armor are made of it.

The moldwarves have taken all the gold they can from the warehouse above and hidden it (usually by burying it) in their mine. At the GM's discretion, the gold will not be too hard to find but a lot of work to recover because the moldwarves will fight until destroyed to defend their treasures. Like fungoids, they take only half the damage from TTYF spells.

The E3 Mine

In this mine, behind a metal door that takes 250 points damage to penetrate, live 30 lichenized humans. Like moldwarves, the lichenized humans have been infected with lichens that have converted them into a lichenized version of their former selves, and, on temperate sunny days, they too like to visit the surface of Baloonka to sunbathe.

When not clearing out bad fungi from the cavern or tending to their “gardens,” they spend their time in the deep cavern cul-de-sac where the highly intelligent Brain Mold grows, communicating with it through the mycelial antennae that all lichenoids have. They must be in physical contact to do this, and can form a collective consciousness of significant power with this amazing creature.

When separated from the Brain Mold, lichenoids have In 6, but are not aggressive or hostile toward creatures that do not threaten them, though they still know how to remove and kill the bad fungi. If they meet the player characters, they will shuffle off in haste (Sp 8) to get to the Brain Mold chamber and reconnect with the group mind. When connected to the collective, they will speak to the player charac-

ters, letting them know that they became lichenoids to save their lives and are now a new species. They will invite everyone to join them, but will not try to force them. If the player characters threaten to harm them, they will use mental magic to compel them to leave their cavern and prevent them from returning, and can employ formidable defensive magic if needed.

This highly spiritual group of creatures is fundamentally benevolent, and would be of great interest to scholars and those who study new and interesting life forms—perhaps a second expedition to Baloonka? Knowledge and wisdom are their treasures, and there is no other treasure worth mentioning here, as they do not care about mining for gold, gems, or anything else.

If the player characters are trapped on Baloonka because of damage to the skiff, the lichenized humans can help them repair the damage and enable them to get back aboard their ship, for a hopefully non-eventful—at the GM's discretion—trip back to Seedy V.

There is a 16% chance of a Nasty Things Table encounter in the mine tunnels and chambers, but only harmless edible fungi grow in the natural caverns below.

Information and Data Found in the Complex

If the player characters are interested in information, and they bother to gather the records, diaries, and journals found in the various buildings of the Baloonka colony, someone from their party must take the time to sift through and read the materials in order to learn the information that follows.

The first year after the colony was established everything went well, mainly because fire was used to clear the complex of all molds and lichens. The colonists quickly learned to use their suits and antifungal sprays to keep the fungi under control, but the local flora became harder to kill as time went by, and more stringent discipline and effort was required to keep it out of the buildings and mines.

The second group of colonists was accompanied by specialists that dealt with microbiological issues, a very large shipment of fungicidal agents, and the equipment and supplies needed to reinforce the airtight seals of the entrances and exits of the complex. Some serious concerns were expressed about the increasing difficulty of keeping the fungi under control.

After the Imperi and Ogrish Horde conflict cut the colony off from help and relief, and supplies began to run low, things became extremely difficult for the colonists. Diaries and journals give a har-

rowing account of running out of essential supplies and of encroachment by molds and lichens getting worse every day. Lab notes mention that the best and smartest people in the colony began to seek other answers for dealing with the inevitable collapse and invasion of the colony by the unstoppable molds and lichens. Drugs were developed, but worked only as a stopgap solution for a situation that continued to deteriorate. None of the improvised fungicides proved to be much help.

The final straw was the disappearance of the dwarven mining staff and their sudden return as the dreadful moldwarves. Several fierce battles were fought in the complex, which was then hopelessly infested with molds of all kinds. The barn and greenhouses were overwhelmed, and the colonists who had so far survived were now under siege without any hope of succor.

A few final entries in the journals mention the discovery of the natural cavern in the E3 mine, citing it as a possible refuge for the last of the non-dwarven survivors and remarking on the Brain Mold growing there.

No additional information or data is available anywhere after that.

Nasty Things Table (On a d6 roll)

1. **Fotter:** a puffball that, when touched, emits a quite startling and stinking cloud of spores, making a terrific raspberry noise in doing so. The main danger is to the garments of anyone nearby, as the spores will stick to everything, including suits, which must be washed to be rid of the molds and their stink.
2. **Shriekmold:** similar to a fotter, but much louder and less stinky. Can damage the hearing of and permanently deafen anyone missing a 1st lvl SR Lk. There is also a 16% chance it can crack or shatter the glass visor of a protective suit—an emergency that would expose the victim to the mold spores in the environment.
3. **Painters:** a mushroom that enfolds or sprays any creature that approaches it with clouds of little globs of spore-laden “paint” that have a 33% chance of interfering with the visor of a protective suit. The paint, which is tenacious and hard to remove, comes in a variety of colors, and player characters

will soon learn to be careful if they enter an area that looks like it was painted by Jackson Pollock.

4. Fogmold: a puffball that, when stimulated by nearness of other creatures, emits a dense cloud of spores that appears as a dense fog over a good-sized area—the bigger the puffball, the bigger the cloud. The spores stick to suits and visors, and must be cleaned off. When in contact with skin, they will grow very fast and completely eat the victim within 24 hours.
5. Slippy slime: a mold that grows in large rug-like patches, and releases, when stepped on, a gel-like substance that reduces effective friction to zero. It is nasty stuff on stairs and ramps, and extremely difficult to get out of without help if encountered in a depression of any kind.
6. Gunk: solid-looking stuff that seems to flourish in holes or deep depressions, but that, when stepped on, turns into a quicksand-like substance. Unlike quicksand, however, it is sticky and tenacious, and will slowly cover its victims even if they do not completely sink in it. Most player characters will require help to get out of it and to get it off their suit.

Note: Nasty Things Table spores and other emissions that stick to suits have a 16% chance per exposure of reducing the effective protection of the armor by 1–3 points damage that cannot be repaired.

Bad Things Table (On a d6 roll)

1. Gluemold: mold that grows as a carpet-like mass that can cover large areas of floors or walls, much like super flypaper. It has Con $d6 \times 50$ and must be killed to release its prey. Weapons do not hurt it, but fire, fungicide, or a Healing Feeling spell will do it injury. It will slowly—over a period of 7–12 hours—grow all over, eat thru the protective suit, and eat any player character who while stuck in it is unable to kill it. Gluemold has all the time in the world.
2. Dropper or grabber: related to gluemold, but lacking its stickiness factor. It drops on its victims from the ceiling, or grabs them from the wall or floor, wrapping them as if in a blanket. It has a Con $2d6 \times 20$ and must be killed to unfurl. Fire, fun-

gicides, or a Healing Feeling spell will hurt and injure it. A sharp blade is required to cut through it—not even trolls are strong enough to tear it. A player character cutting someone else free of it risks being grabbed or wrapped by the cut off pieces. A dropper may take as long as a week to digest its prey.

3. Flitmold: a mold that looks like any of the other darn mushrooms in this awful place, but that suddenly releases, when anyone gets within 10 feet of it, 2d6+6 flits. Flits look like bat-winged tennis balls that flutter wildly and blindly about, being seemingly attracted to objects that move. When flits run into something, they burst, releasing a cloud of spores and doing 1–3 points damage to anything they hit. To determine who has been hit and by how many flits, 1st lvl SRs Dx, Lk, and Sp are required. Player characters will be hit by a number of flits equal to the margin missed on their Saving Rolls. If more than one player character misses the Saving Rolls, the hits are proportionately distributed—though those that missed the most get hit the most.
4. Lasher: immense mushroom-like mold that has, coiled around its cap, a 10- to 12-foot-long mycelial “whip” that lashes out at anything within 10 feet of it. A victim must make a 3rd lvl SR Dx, Sp, or Lk (their choice) or take 4d6 points damage. In addition, as long as its victim stays in range, the lasher will keep whipping him or her once per round. Because these creatures like to grow in tunnels or rooms about 12 feet apart from each other, those fleeing from one may find themselves blundering within range of another. Wandering into a room full of them can be an ugly problem!
5. Sprayer: a mold that comes in a variety of forms and shapes with the commonality of dripping or spraying a fine mist of metal-dissolving liquid on anything that gets within three feet of it. Each exposure to the horrid corrosive does d6+1 points of permanent damage to the protective ability of the armor and d6+6 points damage to exposed flesh. This nasty stuff is not always easy to see, and a character can get sprayed or drizzled with it without ever knowing that it is

slowly eating away at his protective suit—a good first clue is feeling a draft.

6. Quillmold and boltmold: these mushrooms grow vicious quills or bolts similar to crossbow bolts that they fire as missiles at intruders. Quillmold will shoot 7–12 quills per round, doing 1–3 points damage per hit (33% chance per quill of hitting a target). Boltmold fires 1–6 bolts per round, doing 1–6 points damage per hit (16% chance per bolt to hit target). Anyone hit must make a single successful 1st lvl SR Lk per incident (not per quill or bolt), or find that their armor is penetrated—hopefully they will have a kit with some patches if hit! Both types of mold can only fire three volleys of missiles.

Note: Unless otherwise indicated, armor takes half the damage done by Bad Things Table encounters as a permanent loss to their protective ability.

Very Bad Things Table

1. Flamer: a very large, regular-looking puffball that will suddenly shoot out a 10-foot-long gout of superheated burning gas at anything within a 10-foot radius of it. Although it can only do this one time, it is very accurate for something without a brain, and once is usually enough. The gas will do 3d6 points damage to anything it hits, and can ignite combustibles, including fungicide chemicals, which may then explode, adding 3d6 or 4d6 to the total damage. The GM may let players make 3rd lvl SRs Lk and Sp to reduce or avoid damage.
2. Boom mold: a very big mushroom that will simply blow up if touched or sprayed, sending out a cloud of shrapnel (as if a claymore mine) that does 4d6 points damage to anything within a six-foot radius of it and 2d6 points damage to anything located six to 10 feet from it—they make a helluva bang!
3. Slime mold: the blob of Baloonka, but not nearly as fast—it can take days to digest its prey. It has Con 2d6 × 100, and is extremely dangerous because it is hard to detect in dark places and can eat through a protective suit in an hour. It usually simply flows onto and engulfs a stationary prey, so player characters might not even notice it until they try to start walking and discover

themselves engulfed by it up to the thighs. Slime mold will tenaciously stick to its prey and cover it entirely in a matter of minutes. Ordinary weapons do it no harm, and although fire, fungicides, and Healing Feeling spells hurt it, it must be killed. It has no brain telling it to flee when being injured, so it will continue to flow after its prey until it is completely out of its sight—then it will just stop and wait for another prey to come by.

4. Floater: an alga resembling a kelp plant that floats gently about, but with hydrogen gas balls for float chambers. Some harmless (though annoying) similar species exist, bobbing around like jellyfish in the thin air of Baloonga, but this variety is attracted to movement and will grab onto anything it touches, wrapping it up like a mummy. It has Con $d6 \times 50$, and corrosive secretions from its fronds will do $2d6$ points damage per hour to a wrapped up victim (or the victim's suit) until it is killed. The usual things injure it, especially fire, which ignites its stores of hydrogen gas—unfortunately, this can cause serious burn damage to the wrapped up victim or the victim's armor. I allow $1d6$ points damage for every 50 points of remaining Con for this nasty alga.
5. Pikorni fungoid: a very large bird resembling a dodo, the pikorni was raised to provide meat and eggs, becoming popular on colonies where food might be a problem. On Baloonga, the pikorni birds were infected with the fungi that created the fungoids (see *Fungoids* entry below), and the literally thousands of them on the planet were all turned into the awful featherless horrors that now infest the complex. A pikorni fungoid has MR 40, and although not very fast, it has a sort of intelligence. It wants to infect all creatures it sees—with the exception of other fungoids—and turn them into fungoids. Therefore, when encountered, a pikorni fungoid will immediately rise up, shuffling hideously to attack with its claws and beak, and continuing to do so until its victim is dead, or until it has been rendered immobile. Anyone wounded by a pikorni fungoid is infected with the fungoid disease, and treatment must be swift and complete to keep him or her from turning into a fungoid within 24 hours. Blunt weapons, which will break the bones of a pikorni fungoid, will do full damage, as will fire, fungicides, and Healing Feeling spells—other weapons, including TTYF ones, will only do half

damage. Fortunately, slime molds like to eat the pikorni fungoids, which has somewhat reduced their population.

6. Fungoid: the true *very bad thing* found here. A fungoid is an infected human or member of another species—except a dwarf—that had all soft tissues replaced with fungus equivalents, resulting in a sort of fungus zombie. It has a minimal intelligence, but it uses this kind of low cunning to stalk and attack non-fungoid creatures to infect and turn them into fungoids. Fearless and unable to feel pain, it will stalk and chase its prey until destroyed. For the sake of simplicity, I assign them MR 60 each, but will allow GMs to make them stronger or weaker as desired—an option available for all the creatures here. A fungoid has the same resistance to sharp weapons and TTYF ones as a pikorni fungoid, and its same weaknesses.