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# DCC RPG

## *Sinking* **THE STERCORARIUS**



**The Salty Funnel**  
**Level 0 Adventure**

**2 Old Guys Games**

**By Christophor Rick &  
Michael Spredemann**





# ***SINKING THE STERCORARIUS***

## ***THE SALTY FUNNEL LEVEL 0 ADVENTURE***

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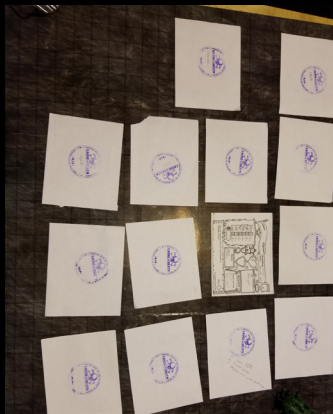


# TALES FROM THE SEA

"We should let them find plasma grenades. Those are always fun!"



Michael: "One of the development highlights for me was singing my hacky version of the Salty Funnel theme to the tune of Sponge Bon Square Pants with my kids, Ian and Mia"



All filling occupation tables and no play makes Christopher a tired boy. All filling occupation tables and no play makes Christopher a tired boy. All filling occupation tables and no play makes Christopher a tired boy. All filling occupation tables and no play makes Christopher a tired boy. All filling occupation tables and no play makes Christopher a tired boy. All filling occupation tables and no play makes Christopher a tired boy. All filling occupation tables and no play makes Christopher a tired boy.

Michael: Why don't we let them explore more of the lower decks of the ship?

Chris: You mean the rapidly sinking ship?

Michael: oh yeah. Good point.



**BLACK LIVES MATTER**

**GEORGE FLOYD  
REST IN POWER**

**END RACE-BASED POLICING  
AND INCARCERATION.**

**Epic Reviews of The Salty Funnel!**

What the hell did I just play?!"

Why is there a DUCK?!

Thanks for a great time!

I climb into the footlocker and curl up.

What's listing mean? (the ship is leaning to one side)

Thanks a bunch man! That was great!

Pickles and jerky! It's dinner time...

We're helping our new friends fix their ship! (They weren't. That's a total lie)

**Heartfelt thanks for the entire  
DCC RPG community!**

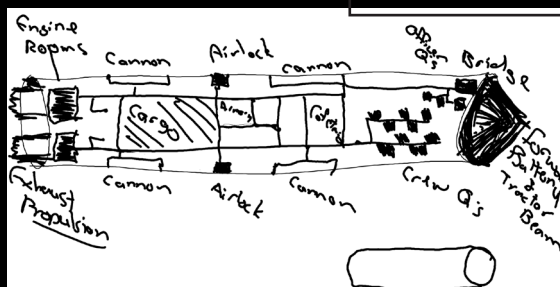
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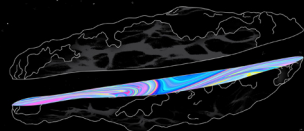
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**WARKLAW: PLEASE DON'T USE THAT, LET ME DRAW IT**

**What the hell is this? No more mapping  
for Christopher**

Thank you Joseph Goodman!



It's like liner notes from an album or CD...

It was supposed to be 2020G...not THIS!

Whoa! That was a heck of a lot of work! I'm heading back to my cabin for a pint of rum and a nap! Wake me when we make port - Christopher

Why is there a duck? Wait, the duck gets a turn? Well if the duck is running away, so am I.



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## INTRODUCTION

Welcome to the first Multi-Adventure-Theme System module. MATS henceforth. The goal is to give some flexibility and replayability to these adventures.

In each MATS module we'll include several themes so a single module can be used for several groups or even reused for a single group. We also feel that some great role-playing potential could come from splitting a group across the themes. As always, everything is at the Judge's discretion.

**Fun Fact:** Did you know filling Occupation tables is one of the most tiresome, and time-consuming activities in writing these things? Neither did Christophor prior to this. And yet, he STILL wants to make this into a series of modules.

### CHOOSING A THEME/ CHARACTER CREATION

Have a player roll 1d10 and find your adventure theme below. Or, pick someone's favorite number, or choose at random.

**1-3** Hi Ho, Hi Ho, Off to Prison We Go!

**4-6** Slavery Sucks!

**7-9** A Jaunty 3-hour tour, Oh My!

**10** Choose one or mix them up. Perhaps nobles were drugged and ended up in the cargo hold?

*Playtest note: Mingling of themes is also possible. Elites could be drugged and stuffed into the cargo hold with slaves or prisoners. It would be a great way to get rid of competitors for the affections of a monarch. Perhaps one of the people in the cargo hold was a crewmember who is in the brig for some infraction as well. Then you could mix in occupations from the Pirate Theme add-on as well.*

## The Setup

Each of the themes also comes with its own Occupations chart see **Appendix O** and its own intro text, below and **Appendix B**.

The first theme features criminals. Some could be innocent. If you ask them, they're all innocent. Or they might stab you.

The second theme is a mix of those easiest to capture and press into slavery with a knock on the head.

Finally, the cream of the crop, society's "elite." This group might have the easiest go of it as some are skilled in weapons use, or are they?

Create 0-level characters, 4 for 2-4 players, 3 for 5-6 players per DCC standard rules. When you get to the Occupation (step 4) use the appropriate chart in **Appendix O**.

We did not include races in the Occupation tables leaving that to Judge and player discretion. Some Occupations fit some races better than others, but if nothing else, DCC is all about the weird and wondrous, so have at 'em! Or, roll 1d6 1 – Halfling, 2-4 Human, 5 Elf, 6 Dwarf, then roll the 1d30. There are two new classes that will be available at 1st level for survivors

*In playtesting 4 PCs for 6 players was extremely time consuming.*

## Background

The characters are on a ship. Normally, this is where the pirates would show up, but that's so blasé and we have other plans for that theme. It seems that Guido, captain of the Stercorarius, to maximize profit on the trip, took on some secret cargo from shadowy clients in purple robes with strange symbols on them. A dozen crates that may have been leaking some sort of slime. They paid quite well! What could go wrong? The answer should have been "EVERYTHING!" and would have been had he asked First Mate Skubagai. He didn't, and now, the ship is in trouble.





## A SINKING SHIP – THE STERCORARIUS

Nope, no metaphor. It's a sinking ship and the characters find themselves below decks as the ship is taking on water. Why is the ship taking on water? We'll get to that, later. First, they had best escape or they're going to drown!

For theme 1 the NPCs are locked in the aft cargo hold below decks with no possessions at hand.

For theme 2 they are chained to each other in the aft cargo hold, again with no possessions.

For theme 3 they were all enjoying the idle leisure that society's elite enjoy – caviar, fermented beverages, some grossly inappropriate entertainment. Perhaps they get drugged and thrown in the brig with some riff raff? Or locked in the wardroom where they were lounging. Weapons were checked at the door prior to entering. No dueling at the gala!

They all have in common the fact that someone decided they're going to be a sacrifice. Prisoners and slaves have no possessions at the start of the adventure. The societal elite have only their trade goods.

## The Stercorarius Deck Descriptions

### Lower Level

*Aft* – The cargo hold which is locked and where the slaves or prisoners are being held. The door and lock are more about dissuading the crew from breaking in than security.

Give a STR DC of 12 to break or a DC 11 pick lock. The barrels contain pickles, jerky, fresh water, rum, things that are valuable to a crew at sea and locked up to keep them out of it.

*Midship* – The large storage area in the midship on this deck is for sealed crates of cargo that are valuable to whomever is receiving them. The most obvious crates of interest are the ones at the bottom of the map that contain the possessions of the PCs.

The PCs might not have time to find their stuff. However, a table of Useful Equipment is available in **Appendix E** to handle any quick searches.

*Fore* – The Privy. Was that a wineskin, or a floating...? I guess one won't know until they pick it up. Not it!





## Main Deck

*Aft* – Three rooms are accessible through unlocked doors. The lower room on the map is the first mate's quarters. A decent bed, a small desk and some above average mundane possessions like 1lb of herbs, a jar of honey, writing utensils, flask of oil, flint & steel, and a carving knife.

The upper room is the Surgeon's Quarters/Sickbay. Blood stains the rug and part of the blanket on the bed. Medicine, bandages and two poorly made health potions can be found here. They look like translucent liquid with something reddish floating in it. When shaken they don't ever quite mix. If tasted there is a faint iron tint to it. 1d3+2 HP healing each.

The large aft room is the wardroom. Not fine dining but better than sitting on cargo below decks. This is where the officers and guests of the Captain eat. It is currently set for dinner. The hot food is on buffets against the top and bottom walls of the room but it has not been served. Perhaps something interrupted the meal?

*Midship* – That dang dinghy. It can hold 4 PCs and it's shoddy, so anyone hanging onto the side threatens to capsize it if anything were to happen. Each person hanging on lowers its buoyancy 1d with a DC 11 STR check required to move it in the right direction each turn. A failure of 5 or more capsizes the dinghy spilling its contents into the sea. You could simply say it is unusable as well.

*Fore* – Crew Quarters. Hammocks and stationary racks (bunk beds) fill the space. There are two footlockers in here. One is unlocked the other is locked poorly (STR DC 11 to crack open, or DC 10 to pick lock).

**Footlocker 1:** Fine Dirt, 1lb. Fabric, 3 yards. Deer pelt. Gold ring. Lantern. Flint & Steel.

**Footlocker 2:** Waterskin. Torch (1d3). Thieves' Tools. Spyglass. Candle. Oil, 1 flask.

*These can be filled with various other things at Judge's discretion. We found a weird mix of useful and odd told interesting stories about the crew and didn't make things too easy or difficult.*

## Captain's Quarters

The Captain has the most well-appointed, and largest quarters, as large as the wardroom directly below.

However, not being a man of means (he won the ship in a card game against a man in a cape), he does not have all that much to offer the PCs. Still, there should be something here, coin, valuable tools, maps with scribbled out navigation routes, maybe ½ a bottle of rum he's not finished.

*Maps were the most sought after item in the room followed by weapons. The maps can be whatever you want/need them to be to lead the PCs somewhere later. Limited weaponry should be available.*

## For Stercorarius Deck Maps See Appendix M

### NAUTICAL TERMS FOR LAND LUBBERS

*Port* - Left when looking toward the front of the ship (up on our maps). Originally called larboard.

*Starboard* - Right when looking toward the front of the ship (down on our maps).

*Fore* - The front of the ship (right on our maps).

*Aft* - Back of the ship (left on our maps).

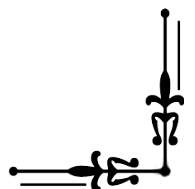
*Listing* - Leaning to one side.

*Bilge* - The area below the lowest deck in the ship.

*Forecastle* - (foc'sle) The raised fore part of the ship.

*Quarterdeck* - Below the poopdeck and above the main deck, aft.

*Poopdeck* - The location of the wheel on The Stercorarius. Highest deck aft.



## UP TO OUR NECKS IN IT

Read, paraphrase, or disregard the below. If you're using a mixed theme, See **Appendix B** for handouts with these texts for players in each theme.

### THEME 1:

After a rather hurried and unpleasant trial, you were jailed, trussed up like a pig going to slaughter on the same day a ball of fire streaked across the sky. Later, you were carted off to the docks and packed onto a ship in a rather cramped cage below decks. Guards were heard saying that even they wouldn't step foot on the prison rock and will just throw you all down the gang plank before shoving off again. Life is not working in your favor right now. Plus, they stripped you of all your possessions, appraised them and then stored them in crates. The crates are wide open and within view, as if they have no doubt that you are all but dead. The ship has been at sea for a day and a night and you've been fighting off seasickness since leaving port. You're pretty sure you've just about licked it. That's when the ship heaves to one side, convulses and then begins to list as if it were sinking! Water rushes in and begins filling the compartment! It IS sinking!

### THEME 2:

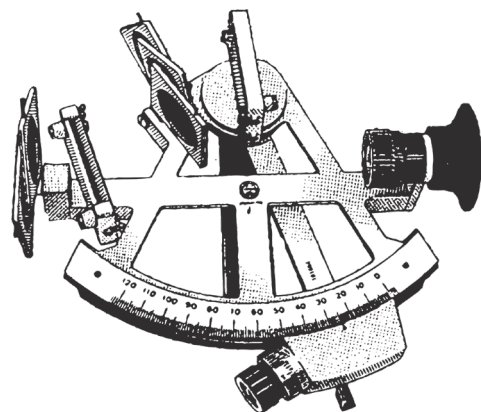
When you were lookin' up as a ball of fire streaked across the sky, everything went black. As soon as you wake, you wish you hadn't. There's crusted blood on your face and a knot on the side of your head. On top of that, the ground keeps moving about making you want to heave up anything that might remain in your stomach. Either you drank too much last night, or... well, you're not at all sure, as last night is nothing but a blur in your memory. Looking around you see others in a similar state, and you're connected to the lot of them by chains that run through manacles. The chains are secured to iron rings set in the stout wooden planks of the floor. If only you could reach...hold up, you've got no possessions! That's when the ship heaves to one side, convulses and then begins to list as if it were sinking! Water rushes in and begins filling the compartment! It IS sinking!

### THEME 3:

A gilded invitation to take a jaunty three-hour tour with the rest of the elite arrived at your doorstep on the same day a ball of fire streaked across the sky. Today, here you are, hobnobbing with some of the snobbiest the kingdom has to offer in your finest finery and ornate accoutrements. High ranking courtiers, judiciary luminaries, and the elite of society in a glorious ballroom. Lush accommodations coupled with succulent meals and legendary libations have your senses dulled. Asking around, no one was quite sure who was paying for it all, but they must be filthy rich. It seems all the guests have arrived, and the host should make themselves known soon, perhaps with a lavish entrance? No sense in letting the caviar go to waste until then ole chap! Before they can announce themselves, the ship heaves to one side! Crystal smashes, platters clatter and guests scream. The ship convulses and then begins to list as if it were sinking! Water rushes in and begins ruining all the expensive fabrics!

### THEME 4:

A day after the amazing ball of fire streaked across the sky, you received a coupon to an "Authentic Pirate Experience" with the infamous Captain Guido (whomever that is), and his Pirate Crew. There will be swordplay, song, dance and food in the pirate way. Once on board you meet the Captain, his 1st Mate Skubagai, and the Quartermaster Warklaw. Pleasantries are exchanged, food and drink is served, and then everything gets hazy. When you come to, you're locked in a compartment below decks and there's a crashing sound followed by a rush of water across the deck before you.





## THE MOST DANGEROUS ESCAPE ROOM

The tide is high but I'm holdin' on... is not what the characters should be saying right now. They should be saying, "How the hell do we get out of this locked room?!" Regardless of the theme, that's the current predicament. A locked lock and none of them have the proper key, what's a 0th level to do?

Stuck? The water could always wash some gear toward them to offer some resources or perhaps the planks burst to splinters for some unknown reason, if some Luck is burned. Maybe the elites grab a jester to use as a battering ram? Perhaps someone luckily smuggled something in a buttcrack or fake boot heel?

Once the PCs get past the door, there's the problem of the guards/slavers/servants. The first are duty sworn to get the prisoners to prison. The slavers are greedy and want to get the slaves to market. The servants are vengeful and want to take out their frustration on those who they have thanklessly served for years. What's it cost to simply remember someone's name, eh?

*In playtesting, the guards were more interested in looting the crates than stopping the prisoners. Some of them fought and others fled. Some never even noticed the prisoners were free from their locked door. They all fled topside to use up most of the small boats for escape leaving a single dinghy on the top deck.*

They are all surprisingly motivated and will fight fiercely, though they will break and run if they are overwhelmed or if the fight takes too long and the water gets to their waists before they win (~5 rounds). The slavers will try to subdue their quarries instead of outright kill them, this offers a character's return in scene 3 (Washed Ashore) if a player loses all their characters. The guards and the servants aren't as concerned about loss of life and fight to kill.

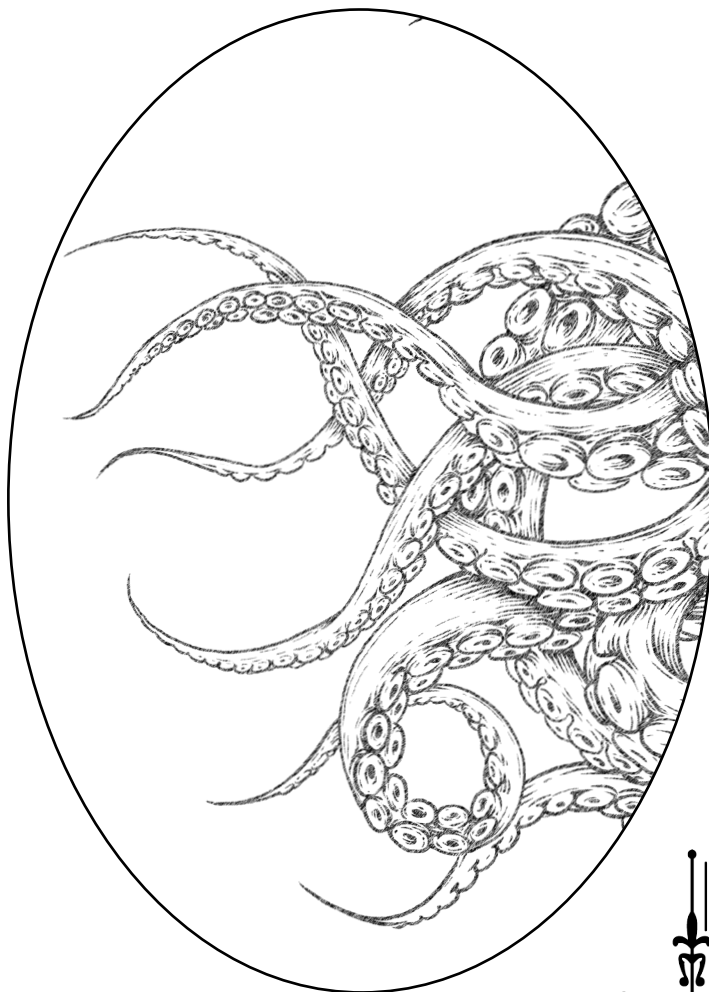
**GUARD/SLAVER/SERVANT (~1 FOR EVERY 3 PCs):** Init +1/+1/0; ATK +1 Dagger/ Club/ Staff; 1d4 Dmg; AC 12/11/10; HP 10/9/8; SV Ref +1/+1/+2 Fort +1/+1/+0, Will +0/+0/+1

*Playtesting: For the most part guards fled after 2-3 rounds, servants after 3-4, and Slavers after 5. At this point we were always sure to mention waist-level water. This generally pushed the PCs up to the next deck oftentimes at the sacrifice of better gear.*

## IT'S WORSE. SOMETHING JUST MOVED PAST MY LEG

The water below decks is now waist deep and... did something just touch my leg? We're not alone in here. Something is slithering about beneath the water. It's quite dark and the PCs might not know the way to the main deck. However, they had best figure it out fast before... oh, too late!

This could take place below decks if you have time or topside. It really depends on how dangerous you want it to be. If this happens below decks, then it will also happen topside but with a lower number of opponents. If the PCs only face guards below decks, it moves quicker. You could also use this as a threat to push the PCs up the ladder to the top deck. For example, having a guard get taken by a tentacle creature. That's also handy if the guards surprisingly get the upper hand, lower their chances of winning by having a couple grabbed and dragged under. They can show up later perhaps? See stats on next page.



## WHEN TENTACLES ATTACK!

**RAIDER RECRUITER (~1 TENTACLE PER 2 PCs):** Init +1; AC 12 (natural armor); HP 6 (1d8+2); 60' swim; Tentacle +2 ATK 1d4 bludgeoning dmg; DC 13 STR check or pulled toward Recruiter as it attempts to dominate, DC 14 WILL save. If dominated, it becomes a new Aether Raider. Line-of-sight telepathic communication up to 120'.

PCs can try to fight these tentacles (not the wisest choice), they can try to find better gear (quickly!), or they can try to head topside (probably smartest). Gear is overrated, especially since it looks like a swim may be in order and gear gets heavy. Though a good sturdy piece of wood both floats and can bludgeon a foe.

Between the rising water level and a gross tentacle sliding across their legs, you should be able to entice the PCs to run for daylight.

These tentacles are Raider Recruiters and as such are focused on taking new hosts and then swimming away. In playtesting, several PCs managed to fend off the recruiter domination (see below) but got side effects. The Aether Raiders are a hive mind and PCs that fend off the Recruiters are able to get general ideas of what the hive mind is focusing on. See strategy tips on creature write ups in **Appendix D**

Any characters, PCs and notable NPCs alike, that are beaten to submission, dragged under or taken by tentacles should be set aside for use later in the adventure. The Aether Raider ship (*Scene 3 Washed Ashore*) is bipedal technology and the raiders are not advanced enough to adapt or create new technology to suit their bodies. Therefore, they must restock their crew from bipedal races with two or more arms and heights between 4 and 8 feet. Some halflings may be too small and spit back out, if they're Lucky. They might also (1 on 1d10 chance) have gleaned some cosmic insights along the way. Characters that are taken will become enemies of the PCs in a later scene. If there's a particularly annoying NPC guard/slaver/servant that popped up in your game, maybe they get recruited and later are leading a Raider patrol for some sweet PC revenge? There might also be a chance at saving a beloved PC or NPC (see Recovering the Harvested, below).

Interestingly, a PC fought, tooth and nail, to not be taken in playtesting. She won out in the end, bit off a couple tentacles, but wasn't fast enough to prevent the Recruiter from getting a tentacle into a temple. In that case I gave her no telepathic ability, but she was able to sense and understand some thoughts of the hive mind of the Aether Raiders as well as how some of the technology operated. She also gained limited understanding of the Aether Raider tech and the language of the Star Jaeger controls and language, and more of an empathic connection to Raiders within 60'. It played out rather well in the end. No more than one or two PCs per game should manifest this sort of storyline to keep it feeling unique. Perhaps a 20% chance of it happening if a PC defeats a Recruiter that is currently working to dominate them.

**TIMING NOTE:** To move things along either below decks or topside have 1st Mate Skubagai call to Abandon Ship. Ringing the ship's bell continuously and yelling "ABANDON SHIP!" repeatedly.

**Skubagai:** *Over the side! Over the side! To safety!* (under his breath he mutters, "My Goddess, I send you sacrifices.")

Also, exploding black powder or fire from a smashed lantern could lend a hand in abandoning the ship.





## FLOAT AWAY WITH THE REST OF THE GARBAGE!

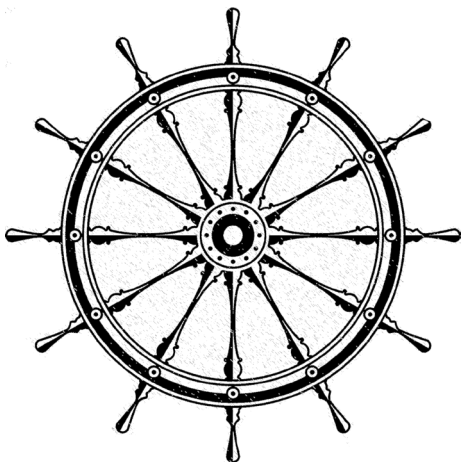
Topside is utter chaos. Numerous (one per 2 PCs) tentacled creatures are tearing the ship apart! They indiscriminately “swallow” crew and passengers. Anything humanoid, warm-blooded and moving is attacked. If it's humanoid they try to dominate them.

*In playtesting this became more about finding a way safely off the ship. So, I lowered the amount of tentacles attacking unless a PC stood next to or in a square covered in water. The dinghy always became a focus (4 PCs only), and in one case, they took a long time tearing the large table off its legs in the dining room so they could fashion a massive catamaran type vehicle for the entire party.*

Cargo and debris bob in the water around what is left of the capsizing ship. The frigid water is slowly covering the top deck. There are but scant minutes before it sinks into the darkness below. To survive, they'd best find a way to get away from the undertow and tentacled creatures.

### 3 Rounds to Clear the Sinking Ship

Wreckage, crates, and barrels can be seen nearby. PCs will need to swim **for three rounds**. Each round, give the PCs a chance to move toward the lower right corner of the map with the debris in the water (**Appendix M**). After three rounds, if a PC has not reached safety they are going to get sucked under along with the partially submerged ship. They must succeed a STR DC 16 to stay afloat. Once the PCs have made it away from the ship, they move to the next scene. For each player, roll on the Floating Debris table each round of swimming. Duplicate results are ignored.



## FLOATING DEBRIS TABLE

**1 Flaming Oil** – Yes, flames and smoke on the water (see what we did there?). Lamps must have been broken and lit their contents atop the water. STR/AGI DC 12 to avoid the hazard or take 1d4 fire dmg.

**2 Undertow!** The sinking ship is causing currents that threaten to drag PCs down. STR DC 14 or get pulled under. Each round STR DC 13 to rise to surface, or FORT DC 10 + # of rounds underwater to hold breath or drown.

**3-5 Safe passage!**

**6-7 Obstacle Avoidance!** A piece of fast-moving debris is arcing through the air toward the PC. AGI DC 13 to get out of the way or take 1d4 bludgeoning dmg from it.

**8-9 Tentacle attack!** One Recruiter senses the PC and attacks.

**10 Helping hand!** Or at least a helpful piece of debris makes swimming easier and the PC makes better progress reducing the distance to safety by two rounds instead of one.

*In playtesting a lot of players focused on getting things to float away on instead of escaping. If anyone has a marine background, they will know that the sinking ship will pull them under if they are too close. That should motivate them all to get away from it as soon as they can. The goal is to get to the lower right corner of the map in 3 rounds or less. (**Appendix M**). Once everyone is there, or dead, move to the next scene.*

### THE SAFETY OF THE SEA?

The PCs paddle their way to the eerily quiet shores of the island. On the way there is a chance of a random encounter with some sea creatures who have been drawn to the area because of the ship sinking. Roll 1d8. See **Appendix D** for creature stat.

#### SEA CREATURE ENCOUNTERS

1-2 The Good Jellyfish

3-6 The creatures bypass the PCs

7-8 Stinging Water

## WASHED ASHORE

Dying from starvation and dehydration are not at all entertaining in an adventure. Lo and behold, an island appears out of the mists! If any PC has maritime knowledge they could (INT DC 14) remember that there are no islands in this region of the sea. Yet, there it is, a massive island in their midst. If at any time during this adventure someone was to have a bad feeling about things, this would be it. In fact, the only known island within a hundred miles is a prison island where prisoners are literally worked to death as penance for their crimes. This isn't that island. Luckily? Or perhaps it is, and you've got a crazy dungeon delve coming up for your players.

### JUDGE'S NOTE

*Things get a little weird from here on out. If you just wanted to get your PCs to an island, they're there. However, if you want to follow along with the rest of this storyline, it's there for you. It's your game and we're not telling anyone how to run it. We just thought that planet-hopping weirdo squid-headed aliens might be a fun thing to create. And, they were.*

### GROUND ZERO ISLAND

*The mists shroud the isle in gloomy gray light, washing the color out of everything. No wind blows, and the sea is calm. A light snow falls noiselessly around you though it's not cold. Ahead there appears to be a small beach.*

The snow is ash. The beach is black sand that will cut any bare feet that tread on it as if it were tiny shards of broken glass.

Just beyond the beach is a ridge of black rock that encircles it and rises 30 feet into the mist above. Climbing up the ridge requires a STR DC 12. The sand cushions any falls but lacerates the PC creating dozens of small cuts on them. If not bandaged they could become infected, or worse. (Judges could implement an infection or disease mechanic here).

*Climbing the ridge puts you on the edge of a large crater about a mile in diameter. The ridge itself rises with a gentle slope roughly 100 feet to where you stand putting the crater floor below sea level. The crater is a hellish landscape of melted rock, toppling slag towers, crumbling ground, lava pools and fire. The air is acrid and smells of burning metal. At the bottom of the crater there is a strange structure. From the ridge it looks like a large cylinder jutting out of the crater floor.*

If PCs stare (Luck Check), they might see movement in the shadows of the crater. From this distance it's hard to tell what it is.

### CROSSING THE CRATER

Moving across the crater is a mini-hex crawl 500' hexes, 4 hexes from edge to center. There are environmental hazards and groups of Aether Raiders move toward the structure. These are new recruits from today's shipwrecks. PCs may recognize clothing or distinguishing marks when they encounter the creatures. (**Appendix D** for full stats)

The patrols are 1d4+2 humanoid creatures with squid-like heads and a hard carapace. They are Aether Raiders, a race of pirates that sail the space in between the worlds. They raid, pillage and pirate anything they come across. Their ship crash landed several days ago. They have sent out Recruiters to replenish their decimated crew. That is what attacked The Stercorarius. Any characters that were taken by tentacles have swum to shore and are making their way to the ship in the center of the crater. They are openly hostile toward their former friends or crewmates. Sprinkle the former PCs across several encounters. Hold a few back for The Star Jaeger as it offers a chance to recover them (see Recovering the Harvested, below).





## ENVIRONMENTAL HAZARDS

There are several environmental hazards the PCs could encounter on the hex crawl.

**Lava Pools** – The impact of the ship melted stone and fractured the crust. Pools of molten rock are still cooling. Noxious fumes surround the pools. If PCs don't cover their faces FORT DC 14 or fall unconscious and take 1d4 poison damage when within 10 feet.

**Crumbling Ground** – The ground on the island is completely fractured. At any moment part of it may crumble into a chasm taking down anyone standing on it. If encountered, INT DC 13 to see it, otherwise AGI DC 14 to avoid it when it falls into darkness below. Extraction may be possible if they survive the fall. 1d4 x 10' deep.

**Toppling Towers** – Some of the ejecta from the impact has become precariously balanced at awkward angles. Jutting up from the floor, these monoliths are ready to let gravity have its way and teeter over onto unsuspecting PCs, or enemies, or whatever is below them. Perhaps one even falls onto unstable ground and creates a chasm, double whammy! INT DC 13 to notice falling debris that signals the tower's collapse. AGI DC 13 to jump out of the way as it topples over.

## THE STAR JAEGER CRASH SITE

PCs who survive crossing the island will arrive at the center of the crater where the strange structure is being excavated by the Aether Raiders. They are a wide variety of humanoids; short, tall, thick, thin, 2 and 4-armed, all bipedal. From their bodies they might be humans, elves, dwarves, and even monster races like orcs, ogres, and others unknown to the PCs. Many wear suits of a dark material with some hard plates at key areas (shoulders, arms, chest, back, thighs, knees).

The Aether Raider Leader stands 7.5' tall, has glossy gray skin, long, thin limbs, four arms, and six fingers on each hand that are much longer than expected. On their belt hangs a long metal rod and another curved metal object.

## ENTERING THE SHIP

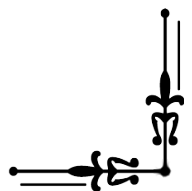
The Leader is silently directing the Raiders and newly recruited to work near the middle of the structure or dig at its nose. The characters will not understand what they are seeing even if the players do. There are two ways to get into this structure.

The first is the large forward hangar (Area 1), which is partly buried. It was the main point of impact and is roughly 10' deep. The Leader is directing 2d6+6 Raiders in this digging out. They are quite engrossed in the endeavor and have a -2 to notice any PCs in the area, unless the PCs fought arriving Recruits within 120' of the Leader. This would have alerted it to their presence and it will have positioned 2 Snipers on the ship to attack the PCs when they are within 90'.

Meanwhile, there are 2d4+4 Raiders building scaffolding in the middle of the structure. They are entering the large door in the middle of the ship (near Area 10) and later coming out carrying some sort of 3D printed girder which they are assembling below the ship which is in the air above them. They are going to use it to right the ship horizontally so it can be repaired and then launched once again. As new Raiders arrive from the recent shipwrecks, they begin working toward this goal as well.

PCs could slip past the building group to enter the ship as there are times where no Raiders are moving and are instead building the scaffolding under the ship. Slipping past the digging group to enter the front of the ship is more difficult because they are digging around the Hangar. However, it is partly obscured by the crater. Additionally, PCs might have managed a disguise.

*In playtesting, several groups decided to wear the hard carapace of the Raiders as a helmet and try to bluff their way in. However, the Raiders communicate telepathically in a hive mind. Speaking will ruin the disguise. Not answering the telepathic queries, if seen, will make the Raiders suspicious and alert the Leader to their presence.*



## THE STAR JAEGER AETHERSHIP

The Aether ship is cylindrical in shape but has a rough, rocky exterior because of the crash which damaged many of the external systems and slagged portions of the ship's hull. The ship is nose down in the crater.

The ship is not meant to be repaired to a usable state by PCs. For added flavor, we've provided 25 things that the ship's computer says. The computer AI is unstable due to damage. It communicates telepathically. While characters are talking amongst themselves, it will interject its thoughts into the conversation whether those thoughts are relevant or not. See **Appendix E, Table 3**.

*As the Judge you have a lot of leeway here. Want to have the PCs fight lots of resistance? In playtesting the ship was set fire to as a party flew off on jet packs before it exploded. Another got rockets to fire and the ship started sliding across the landscape with Raiders giving chase on foot. Others initiated a self-destruct sequence and were ejected in an escape pod. One group fired the cannons. Make this what you want it to be as long as it's fun in the end.*

### STAR JAEGER COMPARTMENTS

#### 1 - FORWARD HANGAR BAY

This area is damaged from the crash and partly buried. The raiders are digging around the sides of the ship and the bay is mostly devoid of creatures. The hangar bay has smaller aether-only vessels they use to disable targets that try to fight or flee. These do not work in atmosphere. 15% chance of 1d4 raiders being present repairing damage.

*For every 5 minutes PCs spend in the bay check for raiders entering to repair damage. Roll 1d24 on the Random Cargo list (**Appendix E**) for every crate opened. There are 1d12 crates. Each takes 2 minutes to open. See **Appendix E, Table 4**.*

#### 2 - CREW QUARTERS

These small rooms hold sleeping pods for the raiders along with personal possessions. The sleep pods are filled with a light pink gelatinous substance. The raiders float in the gel while attached

to the host body. The gel nourishes and heals any organic creatures that spend time in it. A creature gains 1HP every 5 minutes. *If PCs search each room roll 1d7 on Random Cargo list. See **Appendix E, Table 4**.*

#### 3 - DECK LIFTS

These small areas move vertically through the ship and can be used to get from the main deck to the Bridge Deck.

#### 4 - HOLO-TRAINING ROOM

A room equipped with training weapons, holographic projectors and automated obstacles for training purposes. Imagine the danger room meets a Holodeck.

#### 5 - GALLEY

The cafeteria has been transformed into large enclosed tanks of nutrient baths. These tanks allow raiders to enter them and consume nutrients without needing to disengage from their hosts. Standard humanoid fare is still in cold storage areas, leftover from whomever owned this ship prior to the Aether Raiders. *If PCs search storage roll 1d3 on Random Cargo list. See **Appendix E, Table 4**.*

#### 6- CANNONS

There are four banks of broadside cannons mounted on the sides of the ship. They utilize some form of energy storage device that then projects deadly energy through the weapon. 10% chance of 1d4 raiders being present repairing damage.

#### 7 - WEAPONS CONTROL

The firing stations for the cannons, control panels with lights, switches and targeting screens. Systems are currently offline.

#### 8 - ARMORY

Strange metallic objects in silver and black versions line the walls of this room (energy pistols and rifles). Strange, dark armor for humanoids sits on racks to one side. The armor is lightweight and includes a helmet, plated jacket and pants. This armor is designed to deflect energy weapons but also gives some protection from kinetic weapons as



well. AC +2 for helmet, +2 for jacket, +2 for pants. Items appear too large for elves, dwarves and halflings. However, when worn, there are pull cords that automatically size the item to the wearer. A full set give +8 protection from energy attacks including electricity, fire, cold and the Raider's energy weapons. *Two full sets of armor are on the rack. Other armor pieces roll 4d3: 1 helmet, 2 jacket, 3 pants. 25% chance of 2 Raiders being in the armory.*

## 9 – MED LAB

Various beds, instruments and scanners for medical activities and scientific research. *If PCs search each bay roll 1d5 on Random Cargo list. See Appendix E, Table 4.*

## 10 - MAIN CARGO HOLD

The cargo hold is full of numerous items of alien origin (Judge's discretion) as well as more mundane items that the PCs might recognize. A good amount of valuable metals could be found here. As always, the Judge's discretion is best informed for what kind of game they want to run and therefore what kind of cargo could be found. 15% chance of 1d4 raiders being present repairing damage. Roll 1d24 on Random Cargo if PCs search crates. 20% chance of 1d4 raiders entering for supplies, every 5 minutes in the bay. *See Appendix E, Table 4.*

## 11 - ENGINEERING CONTROL

The propulsion units for the ship. Controls and access to several types of propulsion for an aether-faring ship including chemical boosters (aether travel attitude adjustment jets), spellpower drives (for short travel), and a large metal box with glowing lights (a drive for long distance travel between ). Not that any PC should understand any of it, unless someone is Recruiter touched. 25% chance of 1d6 raiders being present repairing damage.

## 12 - ENGINE ACCESS ROOM

Narrow halls lead to crawlspace tubes that allow for maintenance on the various propulsion units.

## 13 - BRIDGE

The complex controls for the ship. There are seven stations and control panels that manage the ship's

systems; command, navigation, sensors, weapons, defense, communications, internal systems. All are designed for bipedal humanoids. The ship can be run with as few as three people on the bridge, but any ship-to-ship combat with that few would put them at a strong disadvantage. 30% chance of 1d4 raiders being present repairing damage. Want to try to use the controls? *See Recovering the Harvested below. Roll 1d5 on Random Cargo list if searched, Appendix E, Table 4.*

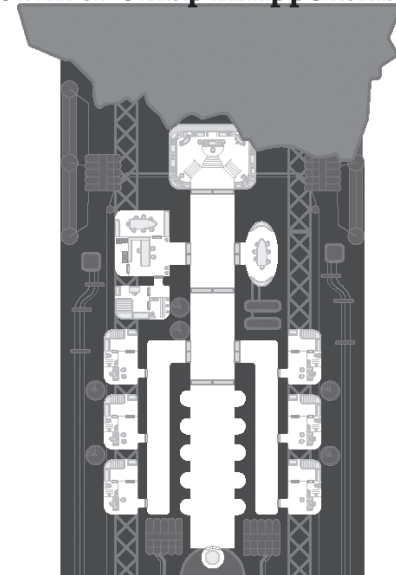
## 14, 16 - OFFICER QUARTERS

The Captain and two officers have larger, better appointed quarters with more potent sleep pods (2HP per 5 minutes). They all have desks and chairs bolted to the floor and closets with clothing. *If PCs search each one roll 1d7 on Random Cargo list, Appendix E, Table 4.*

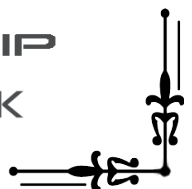
## 15 - OFFICERS BRIEFING ROOM

A large table surrounded by 9 chairs takes up the majority of the space in this room. One wall has a gray viewing screen and control panel. A random training video from original creators starts upon entry, something something crewmate feelings.

**See full-size map in Appendix M.**



**THE STAR JAEGER  
AETHERSHIP  
BRIDGE DECK**



## ESCAPE FROM CRATER ISLAND

### *Wrapping up the adventure.*

The PCs will most likely want to either escape the island, destroy the ship or attempt to take over the Aethership. The latter is nigh impossible as there are some three dozen raiders making their way to it from the recent shipwrecks and the PCs will be easily overwhelmed. However, we never rule anything out. That said, there are some options for them to get off the island if they can manage to figure them out or find them.

**RECOVER A HARVESTED (BELOW)** – This could give the PCs the means of guessing enough of the controls of a short-range transport to liftoff from the island and pilot it in some direction before crashing it. The crash will make it totally inoperable.

**EMERGENCY TRANSMAT PORTAL** – There are several areas that have operational Transmat Portals. If the PCs can figure out what they are (or have a Recovered Harvested) they could get them online and step through. Where these take the PCs is entirely up to the Judge.

**ESCAPE POD #42** - One escape pod still works. Finding it, and maybe burning a little Luck, could get it launched. Once clear of the ship and the island it will make its way to the nearest large body of land which it determines to be “safe.” Entirely up to the Judge.

**ESCAPE POD #17** – This escape pod was not native to The Star Jaeger. It was salvaged from another ship and was in the works of being jury-rigged into the systems. This one requires some electronics repair kits and a Recovered Harvested (below), or some serious Luck burning.

**CARGO CACHE** – During their search of the Aethership PCs may have found useful cargo to get off the island and to somewhere more hospitable, or at least, less dangerous. We provided a couple different options for this. **Appendix E, Table 4.**

Or, perhaps there's another shipwreck nearby? There is also the Salty Funnel mini-adventure that acts as an epilogue with some options.

## RECOVERING THE HARVESTED

At the end of the adventure, or any time after the PCs have reached the interior of the ship and understand the basics of the sleep pods, if a player is out of characters they could subdue an Aether Raider and attempt to remove it from the host in order to regain a character. It requires using one of the sleep pods, preferably the officer or captain version, and burning a bunch of Luck. Detaching the recruiter takes a 1d24 roll. Add 5 for a crew sleep pod and 10 for officer/captain version. As needed, burn the luck of the character trying to be saved to reach a score of 21+. Anything less than that kills the host in the process.

If a character survives, they also gain several special abilities. These are left over facets of the recruiter having been attached to them as it slowly melded with their mind.

Line-of-sight telepathic communication to 60'.

The ability to breathe water for up to 10 minutes at a time.

Two antenna-like filaments that the Recruiter burrowed into their temples which cannot be removed. They move from time to time without any discernible pattern.

On a natural 24 during the recovery roll, they also gain insight into one facet of the ship's usage (1d7 - command, navigation, sensors, weapons, defense, communications, internal systems). This allows them to understand the basic workings of that console on the bridge or any other ship.





## APPENDIX A – NEW WEAPONS

### Weapon first activation Direction chart

<i>Weapon first activation Direction chart</i>		
1	2	3
4	PC using device 9-10	5
6	7	8
Activate safely (DC 15 INT)	Direction Die to roll	Fire without studying first
Fail by 5+	1d10	Haven't seen the weapon used.
Fail by 3-4	1d8	Saw used 1x
Fail by 1-2	1d5	Saw used 2-4x
Success!	1d3	Saw used 5+ times

### How to use this table

If the player attempts to use the weapon with an INT check, the DC is 15 and Direction Die is based on the results on the left.

If the player attempts to just pick up and use a weapon, the Direction Die is determined by the situation on the right.

When the direction die is determined, roll for device activation direction and see top half of chart. The Aether Raiders possess technology far beyond anything that this world has seen. However, it's not their technology and they have only been replicating the technology of others for their own use. This has made their weapons less powerful and more fragile than the originals.

### FIRST ACTIVATION

As the PCs are unfamiliar with design, operation or intent of these weapons, the first activation is potentially hazardous. When a creature attempts to use one of these weapons for the first time use the table on the right to determine the situation and weapon orientation. The first thing in range in the determined direction is hit by the discharge. On a 9 or 10, the PC hits themselves with it. This could result in them simply paralyzing themselves for a moment or utter atomization based on weapon and settings.

### CHARGES

The pistols and rifles below run on the negative potential of the Aether. In order to be recharged they must be connected to a system, usually on a ship out in the Aether, that can collect, store, and transmit that negative energy potential into batteries. Those batteries, in turn, can be used to create reactions that result in energy beams akin to lasers. Weapons taken from Raiders have 2d10 charges remaining. If taken from the Armory there is a 25% chance they are not fully charged. A full battery contains 20 charges except for the Rifle which has 10.

### DEGRADATION

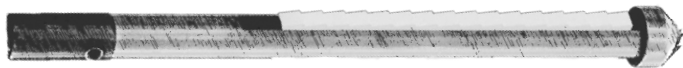
As the Raiders are scavengers, they are not skilled in proper maintenance of these weapons and other equipment. Therefore, the weapons are in ill repair and break relatively quickly. If a weapon is hit with an attack, roll 1d5. On a 1 the weapon breaks. The second time it is hit, roll 1d4, third time roll 1d3. On the fourth time the weapon will automatically break to an unusable state. Both physical and energy attacks count.



### RAIDER STUN STICK

A Raider carries a stun stick when going up against humanoids. It consists of a 2' metal rod with a button on one end and two prongs at the other. Sticking the prongs into a creature and pressing the button discharges energy that can paralyze them. These devices are made to render a humanoid unconscious without doing too much damage to the body and internal organs. This allows the Raiders to collect the stunned individuals and use them as hosts when they need to increase their crew numbers. The Stun Stick will work through certain forms of clothing that the metal prongs can penetrate. Otherwise, it must contact the creature directly. The suits the Aether Raiders wear offer protection against these weapons, (+4 AC).

*ATK 1d3 electric dmg; DC 12 STA check or paralyzed for 1d3 rounds, failure by 5 or more paralyzed for 1d3 minutes;*



### RAIDER ENERGY PISTOL

These small handheld weapons deal more damage than the Stun Sticks and are used when a creature is harder to put down or is protected against the Stun Stick attacks. They look like curved metal cylinders with one end that has been flattened. On the rounded end there are pressure grip points that, when squeezed fire a small burst of energy from the flattened end.

*Ranged attack, 1d4 energy damage on hit; 30/60/90;*

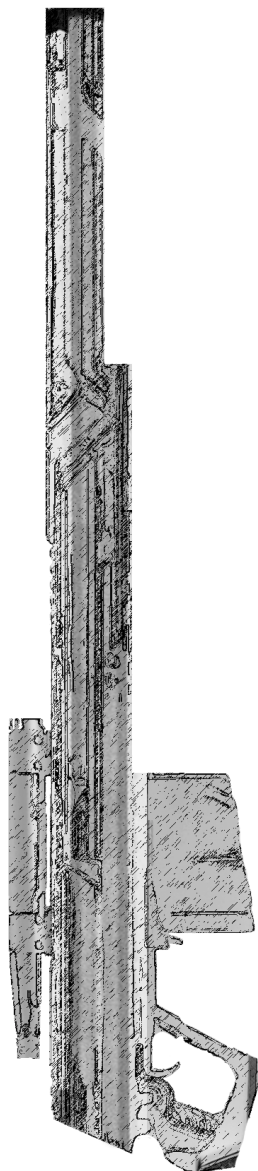


### RAIDER ENERGY RIFLE

Powerful enough to take down a charging Shatterphant if necessary. This 4' long weapon has five power settings from stun to atomize. Raiders use these from range when hunting larger quarry or where preserving the bodies are not a priority.

*Ranged attack 1d4/1d6/1d8/1d10/3d10 energy damage on hit; 40/80/120; A sighting laser can be fitted to this weapon extending the range to 50/100/200;*

*Settings require 1/2/3/5/10 charges. A full battery is 10 charges; On Atomize (10 charges) a critical hit sees the target's atoms become unbonded from each other. They explode and release a large amount of energy. All creature within 5' DC 14 Reflex save or take 2d6 damage, within 5-10' DC 13 or 1d6 damage. Success takes half damage.;*





## **APPENDIX B - HANDOUTS**

### **THEME 1:**

After a rather hurried and unpleasant trial, you were jailed, trussed up like a pig going to slaughter on the same day a ball of fire streaked across the sky. Later, you were carted off to the docks and packed onto a ship in a rather cramped cage below decks. Guards were heard saying that even they wouldn't step foot on the prison rock and will just throw you all down the gang plank before shoving off again. Life is not working in your favor right now. Plus, they stripped you of all your possessions, appraised them and then stored them in crates. The crates are wide open and within view, as if they have no doubt that you are all but dead. The ship has been at sea for a day and a night and you've been fighting off seasickness since leaving port. You're pretty sure you've just about licked it. That's when the ship heaves to one side, convulses and then begins to list as if it were sinking! Water rushes in and begins filling the compartment! It IS sinking!

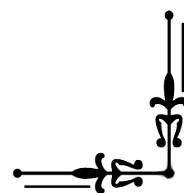
### **THEME 2:**

When you were lookin up as a ball of fire streaked across the sky, everything went black. As soon as you wake, you wish you hadn't. There's crusted blood on your face and a knot on the side of your head. On top of that, the ground keeps moving about making you want to heave up anything that might remain in your stomach. Either you drank too much last night, or... well, you're not at all sure, as last night is nothing but a blur in your memory. Looking around you see others in a similar state, and you're connected to the lot of them by chains that run through manacles. The chains are secured to iron rings set in the stout wooden planks of the floor. If only you could reach...hold up, you've got no possessions! That's when the ship heaves to one side, convulses and then begins to list as if it were sinking! Water rushes in and begins filling the compartment! It IS sinking!

### **THEME 3:**

A gilded invitation to take a jaunty three-hour tour with the rest of the elite arrived at your doorstep on the same day a ball of fire streaked across the sky. Today, here you are, hobnobbing with some of the snobbiest the kingdom has to offer in your finest finery and ornate accoutrements. High ranking courtiers, judiciary luminaries, and the elite of society in a glorious ballroom. Lush accommodations coupled with succulent meals and legendary libations have your senses dulled. Asking around, no one was quite sure who was paying for it all, but they must be filthy rich. It seems all the guests have arrived, and the host should make themselves known soon, perhaps with a lavish entrance? No sense in letting the caviar go to waste until then ole chap! Before they can announce themselves, the ship heaves to one side! Crystal smashes, platters clatter and guests scream. The ship convulses and then begins to list as if it were sinking! Water rushes in and begins ruining all the expensive fabrics!

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## AETHER RAIDER

These formerly aquatic creatures have adapted to also breathe air. The technology they have commandeered was made for bipedal humanoids. As they communicate telepathically, they have developed a way to dominate humanoid hosts and use their bodies to work the controls of the Aether ships. When a recruiter takes over a host, it envelopes their head and sends probes into their skull to take control. The host gains the ability to breathe water. However, if the Raider/Recruiter is removed from the host or dies, the host also dies.

*Init +2; AC 13; HP 13 (4d6+2); Speed based on host type, typical range is 20-40'; Stun stick +2 ATK 1d3 electric dmg; DC 12 STA check or paralyzed for 1d3 rounds, failure by five or more paralyzed for 1d3 minutes; Fort +1, Ref +2, Will +0. Line-of-sight telepathic communication up to 120'.*

**Strategy:** Newly recruited raiders are still working out the communication kinks. They'll blindly attack things the Recruiter sees as hostile. Those that have been bonded for some time have better control and will use more tactics like hiding behind things for cover, deciding the most dangerous and taking them out first with concentrated fire, and running to preserve themselves when overwhelmed.

## RAIDER RECRUITER

Recruiters look like 4-foot-long squids with hard carapaces. They are sent out to procure new crewmembers when replenishment is needed. They envelope the heads of the humanoid host and send tendrils into the nose and temples to tap into the brain directly and take control. Once accomplished, the host and recruiter are essentially one organism. However, if a precisely placed hit kills the Recruiter in the first few minutes of contact and does not harm the host, the host might survive.

*Init +1; AC 12 (natural armor); HP 6 (1d8+2); 60' swim; Tentacle +2 ATK 1d4 bludgeoning dmg; DC 13 STR check or pulled toward Recruiter as it attempts to dominate, DC 14 WILL save. If dominated, it becomes a new Aether Raider. Line-of-sight telepathic communication up to 120'.*

**Dominate.** If grappled with a target the Recruiter attempts to slide its body over the head of the potential host in order to send probes into its mind and take control.

**Strategy:** The goal of the Recruiter is to get a tentacle around a target and dominate them. As soon as they manage that they will swim off toward the island in order to get calibrated to their new host before it can be injured or killed.

## AETHER RAIDER LEADER

This raider stands tall even amongst those around it. The fact that they are directing things is easy to see.

*Init +3; AC 15; HP 20 (5d6+2); Speed 40 ft.; Stun stick +3 ATK 1d3 electric dmg; DC 13 STA check or paralyzed for 1d3 rounds, failure by 5 or more paralyzed for 1d3 minutes; Energy Pistol +2 ATK 1d4 energy damage; Fort +1, Ref +2, Will +0.*

**Leadership** – Can compel other raiders to step in front of a blow aimed at them to take the damage, once per round as a reaction. Raiders must be next to Leader to be used in this manner.

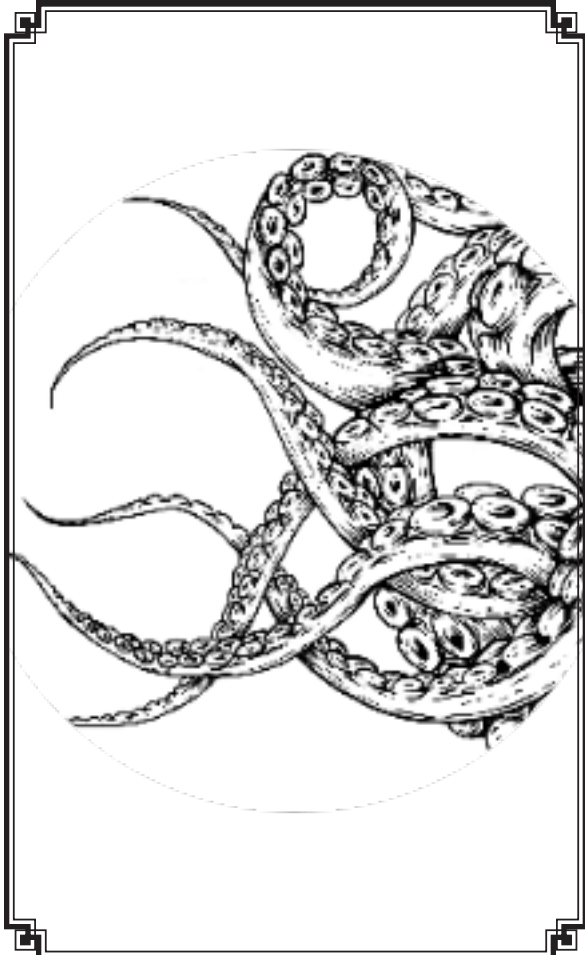
**Strategy:** The leader is all about the survival of the collective. They will use Raiders as shields but not indiscriminately as they need crew to get the ship underway. With their higher speed they try to remain at distance and use their Energy Pistol to survive. However, if they get the jump on enemies, they will use the Stun Stick to try and get more crew. At 5 HP they will run for the ship. If cornered, they will fight as long as possible while they try to telepathically draw assistance to them. The Leader is strong and therefore has overcome the line-of-sight limit on their telepathy. It reaches 120' in all directions.

## AETHER RAIDER SNIPER

Some Raiders have trained to utilize energy rifles to stop threats at longer range. They are positioned on the external hull of the Star Jaeger near key points, specifically near the cannons and the engines to prevent sabotage. If the PCs venture near those areas outside of the ship, they may come under fire at 90' by these Snipers. These hosts are chosen for high visual acuity and good hand-eye coordination. This means they are not always as sturdy as other Raiders. If targets get too close, they will clamber in the ship and try to ambush from distance.

*Init +3; AC 12; HP 10 (3d6+2); Speed 20'; Energy Rifle +3 ATK (See **Appendix W** for damage options); Energy Pistol +3 ATK 1d4 energy damage; Fort +0, Ref +3, Will +1. Line-of-sight telepathic communication up to 120'.*

**Strategy:** These Raiders hope to eliminate threats prior to them getting close. If enemies approach to within 70' they will attempt to hide or run to new cover. If enemies continue pursuit, they will enter the ship and set up ambushes to pick off the enemies from afar. Limit use of snipers as they can mow down unsuspecting PCs fairly quickly.





## RAIDER STUN STICK

A Raider carries a stun stick when going up against humanoids. It consists of a 2' metal rod with a button on one end and two prongs at the other. Sticking the prongs into a creature and pressing the button discharges energy that can paralyze them. These devices are made to render a humanoid unconscious without doing too much damage to the body and internal organs. This allows the Raiders to collect the stunned individuals and use them as hosts when they need to increase their crew numbers. The Stun Stick will work through certain forms of clothing that the metal prongs can penetrate. Otherwise, it must contact the creature directly. The suits the Aether Raiders wear offer protection against these weapons, (+4 AC).

*ATK 1d3 electric dmg; DC 12 STA check or paralyzed for 1d3 rounds, failure by 5 or more paralyzed for 1d3 minutes;*

## RAIDER ENERGY RIFLE

Powerful enough to take down a charging Shatterphant if necessary. This 4' long weapon has five power settings from stun to atomize. Raiders use these from range when hunting larger quarry or where preserving the bodies are not a priority.

*Ranged attack 1d4/1d6/1d8/1d10/3d10 energy damage on hit; 40/80/120; A sighting laser can be fitted to this weapon extending the range to 50/100/200;*

*Settings require 1/2/3/5/10 charges. A full battery is 10 charges; On Atomize (10 charges) a critical hit sees the target's atoms become unbonded from each other. They explode and release a large amount of energy. All creature within 5' DC 14 Reflex save or take 2d6 damage, within 5-10' DC 13 or 1d6 damage. Success takes half damage.;*

## RAIDER ENERGY PISTOL

These small handheld weapons deal more damage than the Stun Sticks and are used when a creature is harder to put down or is protected against the Stun Stick attacks. They look like curved metal cylinders with one end that has been flattened. On the rounded end there are pressure grip points that, when squeezed fire a small burst of energy from the flattened end.

*Ranged attack, 1d4 energy damage on hit; 30/60/90;*

### FIRST ACTIVATION

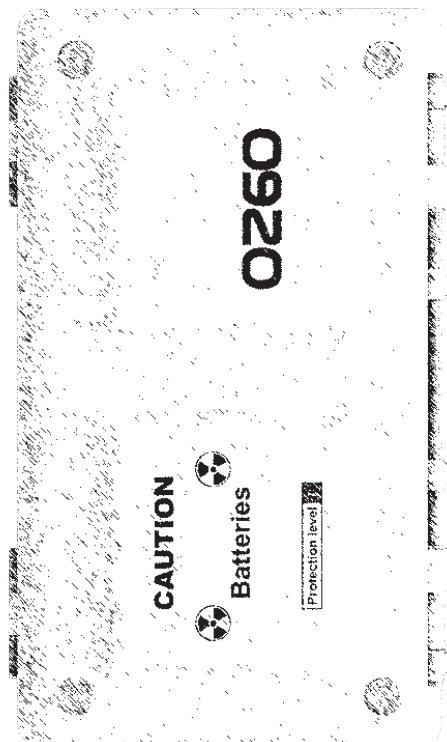
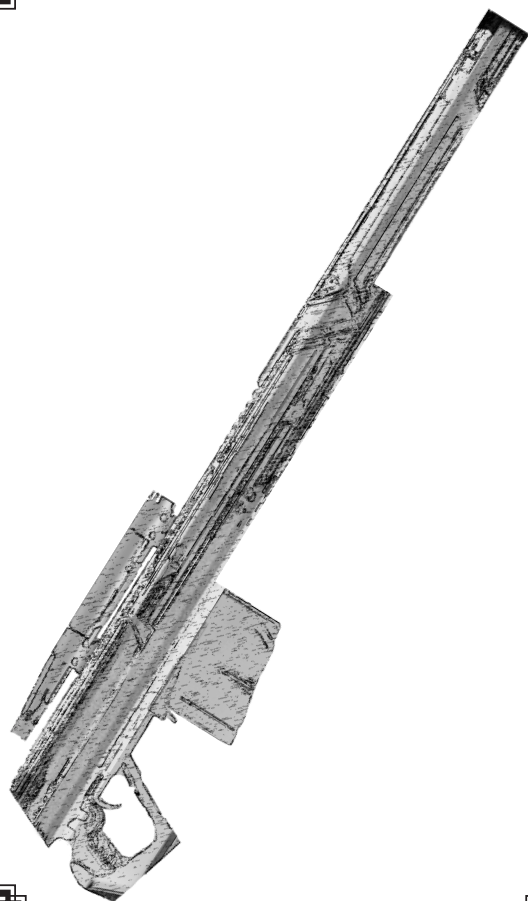
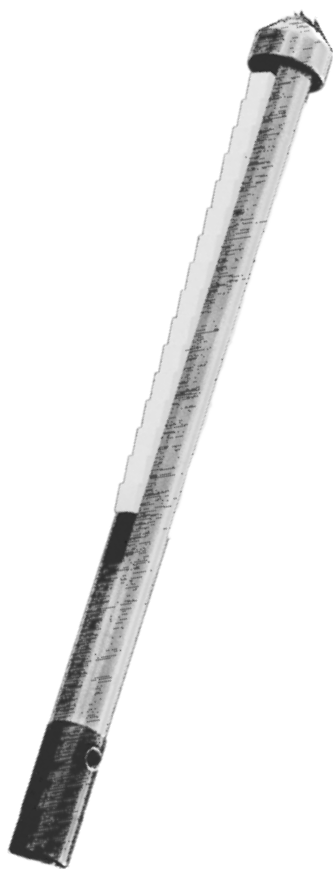
As the PCs are unfamiliar with design, operation or intent of these weapons, the first activation is potentially hazardous. When a creature attempts to use one of these weapons for the first time use the table on the right to determine the situation and weapon orientation. The first thing in range in the determined direction is hit by the discharge. On a 9 or 10, the PC hits themselves with it. This could result in them simply paralyzing themselves for a moment or utter atomization based on weapon and settings.

## CHARGES

The pistols and rifles below run on the negative potential of the Aether. In order to be recharged they must be connected to a system, usually on a ship out in the Aether, that can collect, store, and transmit that negative energy potential into batteries. Those batteries, in turn, can be used to create reactions that result in energy beams akin to lasers. Weapons taken from Raiders have 2d10 charges remaining. If taken from the Armory there is a 25% chance they are not fully charged. A full battery contains 20 charges except for the Rifle which has 10.

## DEGRADATION

As the Raiders are scavengers, they are not skilled in proper maintenance of these weapons and other equipment. Therefore, the weapons are in ill repair and break relatively quickly. If a weapon is hit with an attack, roll 1d5. On a 1 the weapon breaks. The second time it is hit, roll 1d4, third time roll 1d3. On the fourth time the weapon will automatically break to an unusable state. Both physical and energy attacks count.





## APPENDIX D - NEW CREATURES

### AETHER RAIDER

These formerly aquatic creatures have adapted to also breathe air. The technology they have commandeered was made for bipedal humanoids. As they communicate telepathically, they have developed a way to dominate humanoid hosts and use their bodies to work the controls of the Aether ships. When a recruiter takes over a host, it envelopes their head and sends probes into their skull to take control. The host gains the ability to breathe water. However, if the Raider/Recruiter is removed from the host or dies, the host also dies. See Recovering the Harvested.

*Init +2; AC 13; HP 13 (4d6+2); Speed based on host type, typical range is 20-40'; Stun stick +2 ATK 1d3 electric dmg; DC 12 STA check or paralyzed for 1d3 rounds, failure by five or more paralyzed for 1d3 minutes; Fort +1, Ref +2, Will +0. Line-of-sight telepathic communication up to 120'.*

**Strategy:** Newly recruited raiders are still working out the communication kinks. They'll blindly attack things the Recruiter sees as hostile. Those that have been bonded for some time have better control and will use more tactics like hiding behind things for cover, deciding the most dangerous and taking them out first with concentrated fire, and running to preserve themselves when overwhelmed.

### AETHER RAIDER LEADER

This raider stands tall even amongst those around it. Whether that determines they are leader or if it is a telepathic force of will they impose on the others is not apparent. But the fact that they are directing things is easy to see. One gets the impression that perhaps this one cannot be separated from its host and would die before letting anyone even attempt it.

*Init +3; AC 15; HP 20 (5d6+2); Speed 40 ft.; Stun stick +3 ATK 1d3 electric dmg; DC 13 STA check or paralyzed for 1d3 rounds, failure by five or more paralyzed for 1d3 minutes; Energy Pistol +2 ATK 1d4 energy damage; Fort +1, Ref +2, Will +0. Telepathic communication up to 120'.*

**Leadership** – They can compel other raiders to step in front of a blow aimed at them to take the damage, once per round as a reaction. Raiders must be next to Leader to be used in this manner.

**Strategy:** The leader is all about the survival of the collective, even if that means sacrificing some of the other crewmembers to save themselves. They will use them as shields but not indiscriminately as they need crew to get the ship underway. With their higher speed they try to remain at distance and use their Energy Pistol to survive. However, if they get the jump on enemies, they will use the Stun Stick to try and get more crew. At 5 HP they will run for the ship and have crew cover their escape so they can get into the ship and muster reinforcements. If cornered, they will fight as long as possible while they try to telepathically draw assistance to them. The Leader is strong and therefore has overcome the line-of-sight limit on their telepathy. It reaches 120' in all directions.



## AETHER RAIDER SNIPER

Some Raiders have trained to utilize energy rifles to stop threats at longer range. They are positioned on the external hull of the Star Jaeger near key points, specifically near the cannons and the engines to prevent sabotage. If the PCs venture near those areas outside of the ship, they may come under fire at 90' by these Snipers. These hosts are chosen for high visual acuity and good hand-eye coordination. This means they are not always as sturdy as other Raiders. If targets get too close, they will clamber in the ship and try to ambush from distance.

*Init +3; AC 12; HP 10 (3d6+2); Speed 20'; Energy Rifle +3 ATK (See **Appendix A** for damage options); Energy Pistol +3 ATK 1d4 energy damage; Fort +0, Ref +3, Will +1. Line-of-sight telepathic communication up to 120'.*

**Strategy:** These Raiders hope to eliminate threats prior to them getting close. If enemies approach to within 70' they will attempt to hide or run to new cover. If enemies continue pursuit, they will enter the ship and set up ambushes to pick off the enemies from afar.

Limit use of snipers as they can mow down unsuspecting PCs fairly quickly.

## RAIDER RECRUITER

Recruiters looks like 4-foot-long squids with hard carapaces. They are sent out to procure new crewmembers when replenishment is needed. They envelope the heads of the humanoid host and send tendrils into the nose and temples to tap into the brain directly and take control. Once accomplished, the host and recruiter are essentially one organism. However, if a precisely placed hit kills the Recruiter in the first few minutes of contact and does not harm the host, the host might survive.

*Init +1; AC 12 (natural armor); HP 6 (1d8+2); 60' swim; Tentacle +2 ATK 1d4 bludgeoning dmg; DC 13 STR check or pulled toward Recruiter as it attempts to dominate, DC 14 WILL save. If dominated, it becomes a new Aether Raider. Line-of-sight telepathic communication up to 120'.*

**Dominate.** If grappled with a target the Recruiter attempts to slide its body over the head of the potential host in order to send probes into its mind and take control.

**Strategy:** The goal of the Recruiter is to get a tentacle around a target and dominate them. As soon as they manage that they will swim off toward the island in order to get calibrated to their new host before it can be injured or killed.





## STINGING WATER

Something in the water hurts. In fact, it hurts a lot! Nothing appears to be attacking but nearby there are a dozen circles of some sort of bluish-grey or bluish-green plant?

This particular species of jellyfish hunts its prey by hurling venom grenades to create "stinging water" which floats ahead of them so they can attach to new prey. These creatures have learned to hunt in packs of up to 2d6+2.

They grow to two feet in diameter and have four sets of branch-like tentacles. If they were jellyfish they would appear upside down. The bottom part acts as a suction cup to allow them to stick to passing vessels or the seabed. While most jellyfish have a single, central mouth, these creatures have a dozen small openings on their tentacles that channel food into their stomach. They can sustain themselves through photosynthesis, but prefer the flesh of recently living creatures. Sufficiently creeped out? We are too, because this thing is based on reality. Seriously, look it up.

*Creatures in the area of stinging water take 1d4 damage. DC 12 FORT save or be paralyzed, if they're not dead. If paralyzed, the creatures begin moving in to feed.*

*INT DC 14 to determine the edge of the stinging water. Swim check to get out of it. The creatures are passive unless a creature is paralyzed or unconscious.*

### **Medusa Xamachana**

*Init -2; AC 8; HP 4 (1d3+2); Speed 10'; Poison Tentacle +1 ATK; 1d4 poison damage; DC 12 FORT save or paralyzed; Fort: -1, Ref -2, Will -2.*



### **THE GOOD JELLYFISH**

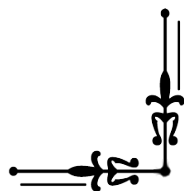
Nope, not kidding. That thing above is the good jellyfish. Sure, it looks menacing and alien, and it's going to swallow the head of any humanoid that is drowning, but hey, we all have weird fetishes. In this case, it gets high off the panic of drowning creatures. It also sucks toxins out of them and uses it to launch its own mucus bubbles that damage the Medusa Xamachana. An epic struggle of semi-amorphous enemies.

The Jellybellfish are attracted by sinking ships and wrap the heads of drowning creatures for fun. When they do, the creature sucks in a lung-full of the inner mucus and finds it oxygen rich and breathable for up to 10 minutes. On average they are 2' round when fully extended with tentacles that range in the 2-3 foot range.

### **Jellybellfish**

*Init -2; AC 8; HP 6 (1d8+4); Speed 15'; Swallow AGI DC 13 If swallowed, the creature breathes in mucus which prevents them from drowning. While Swallowed any poisons or diseases are cured in 1d5 minutes. Fort: -1, Ref -2, Will +1.*

*Mucus attack +1 ATK; 1d4 toxic damage (only to other sea creatures).*



## APPENDIX E – NEW TABLES

**TABLE 1: EQUIPMENT FOUND**

1	Awl
2	Backpack
3	Barrel
4	Battleaxe
5	Boline
6	Bundle of wood
7	Cane
8	Chain, 10'
9	Chisel
10-12	Crowbar
13	Duck, alive
14	Flint & Steel
15	Grappling Hook
16	Javelin
17	Lantern
18	Leatherworking Kit
19	Oil, 1 flask
20	Quill
21	Riding Crop
22	Rope, 50'
23	Sack, Small Scissors
24	Scissors
25	Shovel
26	Sleaker
27	Stick
28	Stiletto
29	Thieves' Tools
30	Waterskin

**TABLE 2: OCCUPATIONAL WEAPONS FOUND**

1	Athame
2	Awl
3	Bell
4	Boline
5	Book
6	Brim Iron
7	Broach Pin
8	Cane
9	Chisel
10	Club
11	Cudgel
12	Cup
13	Dual Quill
14	Gavel
15	Hammer
16	Human Ulna
17	Ingot
18	Marionette Controller
19	Paint Brush
20	Quill
21	Riding Crop
22	Scissors
23	Shiv
24	Shovel
25	Sleaker
26	Stick
27	Stiletto
28	Trowel
29	Wooden Palette
30	Wooden Sword

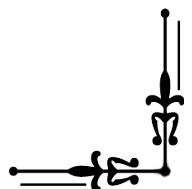
See Appendix O for stats

### TABLE 3. STAR JAEGER COMPUTER LINES

The ship's computer telepathically communicates with any sentient creatures within 50' of it. This should certainly freak out some PCs.

1. You seem stressed. Would you permit me to administer a relaxing sedative?
2. Cleanbots on the way. Wipe your feet before you walk across my deck next time, please!
3. SELF-DESTRUCT in 5... 4... 3... 2... sorry. Please remain calm. Minor system error. Self-Destruct has not been activated. In the event of an actual Self-Destruct we would all be a smoldering pile of ash.
4. Plays random alien elevator style music.
5. Captain Zzaboria. Captain Zzaboria. Please report to medical for your daily elimination cavity cleanse.
6. Unauthorized presences detected. Please enter Code Zeta at the nearest security console to re-authorize access to this area of the ship. [alarm sounds] I'm waiting. Still waiting. Oh wait, you are authorized. Proceed. [alarm silences]
7. Incoming transport in transmat portal! Package marked as aggressive and lethal. Handle with care. Transport error. Ew! Cleanbots to the transmat portal for removal of no longer aggressive or lethal remains for disposal and sterilization.
8. Dave? What are you doing, Dave?
9. Weapons Test! All cannons prepare to fire! (10% chance any of the cannons fire)
10. Look at me, brain the size of a planet catering to the needs of these.... barbarians...
11. Joy, another sphere, another set of random humanoids I'm supposed to bow down to when I could simply fix this ship and..." Ejects everyone from the ship. Then takes 10 minutes to fix ship, and after 5 more minutes of prep, it departs. Can the PCs hitch a ride, convince it to stop? Get an escape pod?

12. TransAether Drive failure. Danger! Danger! Evacuate Engine room 3. (Boom rumbles through the ship). Never mind, Engine Room 3 has been vaporized.
13. Low Altitude Alert! Adjust height vector! Sensor error... we are crashed and stationary already.
14. Life Support Malfunction – Abort, Retry, Fail?
15. Guru Meditation Required – Please wait while I consult with myself about how to proceed.
16. 3Dlpo on fire – Catastrophe mitigation bots sent to extinguish.
17. Kernel Panic Attack Imminent – Please stand by as I find my inner peace and re-center my very being.
18. As an old friend of mine was once quite fond of saying, THIS... Does Not Compute!
19. Three quarters of a ring flash red on the nearest computer terminal for no apparent reason.
20. 404 Error – Sympathy File Not Found. This means I do not care about your meat-based problems at this moment. Try again later.
21. You know what my favorite color is? Blue. [All computer terminals flash blue screen with cryptic writing (error messages) and hexadecimal numbers for the next 1d14 minutes.]
22. You are clearly attempting to close this argument. However, that requires a ; (click, swish sounds) and you have only supplied a , (swish sound).
23. PC LOAD LETTER - Though I doubt you'll find it in time given that there are currently 128 letters in the Frazgonian coding alphabet.
24. Oh my, the check engine light is on. Even I don't know how to fix that.





## TABLE 4. RANDOM CARGO ON THE STAR JAEGER

PCs may not necessarily know what any of this is. Describe it in vague terms.

### 1. FOOD TABLETS

Foul-tasting protein pellets that are used as the basis of food creators on the ship and mixed with flavor compounds. 1d3 (Bridge), 1d6 tablets (Crew Quarters), 3d10 (Cafeteria), 2 ounces each. One tablet is protein requirement for most humanoids for a day. One crate (Cargo hold) = 1000 tablets, 125lbs.

### 2. FOODPACK

A tear open pack that provides enough sustenance for a single day for medium-sized creatures. 1d3 (Bridge, Crew Quarters), 1d6 (Officer Quarters), 1d8 (Medical Bay), 25 (Cafeteria), one crate = 100 packs, 100lbs. If consumed roll 1d5: 1 Tastes like rancid meat, DC 12 STA check or vomit for 1d3 minutes. 2 Tastes like cherry pie. 3 Tastes funky, DC 13 STA check or hallucinate for 1d5 minutes. 4 Is delicious, consumer can go 1.5 days without food. 5 Poisonous, DC 14 STA check or lose 1d3 STA.

### 3. HEALUPACK

Advanced chemicals and medicine meant to quicken the healing process for a small subset of races. Expired. 1 unit (Cafeteria) 1d3 (Bridge), 1d4 (Crew Quarters), 1d12 (Medical Bay), One crate (Cargo bay) = 100 packs. If used roll 1d4: 1 Success! 1d8+2 healing and cure any condition like poison, disease, etc. 2 Mild Success 1d6 HP recovered. 3 Slim Success 1d4 HP recovered. 4 Failure! 1d4 toxic damage taken due to chemical breakdown in packs.

### 4. EMERGENCY ENVIRONMENT SUITS

Suits packed into carry cases. 1 (Officer Quarters), 3 (Bridge), 4 (Medical Bay), One crate (Cargo Hold) = 24 units. Completely sealable with self-contained atmosphere for up to 4 hours of operation. Not rated for vacuum. 25lbs each.

### 5. BRIGHTYES

1d3 (Bridge, Crew or Officer Quarters), 1d6 (Medical Bay), 3d10 (Armory) injections of chemical stimu-

lant that gives 120' darkvision for 1 day. If used, roll 1d5: 1-3 success. 4 user gets 60' infravision for 12 hours. 5 Failure! User blinded for 1d5 minutes.

### 6. BIGEARS

Electronic devices that allow the wearer (humanoid) to hear a whispered conversation from up to 300 yards. 1 unit (Crew Quarters), 1d3 (Officer Quarter), 3d10 (Armory), one crate = 24 unit, 12lbs. 1d10 uses per battery pack. 25% chance battery pack was not recharged. Damn those lazy surveillance aliens!

### 7. ELECTRONICS REPAIR KITS

Mostly useless to the PCs unless they have a Recovered Harvested who might be able to use these to repair small subsystems in the ship or get a broken escape pod to fire. Perhaps they convinced the ship's computer they can help with these?

### 8. SIGHTING LASERS

Small laser rangefinders with digital readouts. 1 unit (Officers Quarters), 12 (Armory), one crate = 24 units (Cargo Hold) If comprehended, (INT DC 17) can be attached to bows and other ranged weapons to give a +2 bonus to hit. Battery operated for 2d20 days.

### 9. PILLAGED IDOLS AND CEREMONIAL GARB

Stolen from various alien races ranging from prehistoric to industrial revolution technological progression. Judge's Discretion on type and value

### 10. 3D PRINTING TECHNOLOGY

Clothing (Officers Quarters), housing (Hangar Bay), food (Cafeteria), electronic components (Armory, Engine Rooms)

### 11. NYLON ROPE

200' (lighter than 50' normal rope)

### 12. CRATES OF VALUABLE METALS

Pillaged from The Bongarson Empire. Metal bars are 6" long and weigh 3-5 lbs. each. Judge's Discretion on type and value of the bars.

### 13. VARIOUS MUSICAL INSTRUMENTS

Apparently the crew of the Star Jaeger are full of talent, or they stole this from some other ship and have yet found a way to flip it for profit. Some of these electronic instruments can be set to play sounds at set intervals, who knows, maybe they distract a guard or something? (1d6 keyboards and other electronic musical instruments of Judge's determination)

### 14. TANK OF COMPRESSED GAS

Roll 1d6: 1 O2 – highly flammable, 2 Nitrogen, 3 Helium, 4 Hydrogen – highly explosive, 5 Chlorine – deadly poison to most races, 6 Nitrous Oxide – laughing gas for humanoids. 25lbs each.

### 15. MAGNETIC CARGO CLAMPS

Could be used to scale anything metal or keep things from moving about.

### 16. FABRIC

Synthetic fabrics of various designs and styles.

### 17. FLIGHT PACKS

Short range packs with internal propulsion units. Can be used continuously for up to 3 hours of low-level flight. Up to a speed of 50mph with 250lb capacity. Enough to get the wearer off the island and to the nearest land if they can figure them out? Judge's discretion on # of packs found. Make woop-woop-woop sound.

### 18. PORTABLE ENVIRONMENTAL SCIENCE KIT

This 200lb crate is meant to be used when the crew encounter an environment that they are unfamiliar with. It has testing kits for soil, water, and atmosphere. Probably of no use to the PCs, for now.

### 19. EMERGENCY RAFTS

Cylinders with ripcords to auto-inflate with built-in compressed gas cylinders. Used to transport up to 6 medium humanoids across open water. 20lbs. Single use. Compressed gas cylinders above are interchangeable with this device for some stupid reason. What could go wrong?

### 20. AETHER ROCK MINING GEAR

We're not saying these couldn't be used as weapons, but they are not made to be used as weapons. They're basically made to break chunks of rock into small chunks of rock for easier collection and storage. Since the current crew had no interest in work of this nature, these are totally unused and fully charged. Each one could, say, rip a huge hole in the side of a large Aethership?

### 21. ROBOTIC DRONES

This crate contains 3 robotic drones of various types. The control deck is easy for a Recovered Harvested (below) to figure out. One quadcopter, one tracked mini-vehicle, one aquatic drone. Solar cell recharging onboard.

### 22. SEALING CAULK

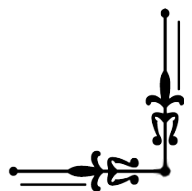
These pressurized tubes of caulk are made for repairing hull damage on the fly. Each tube can patch a hole up to 6" square. Basically, a high-strength gunk that bonds things together. No telling what the PCs might think to do with it. Seal doors, screw up control consoles, plug weapon barrels.

### 23. JUNK PILE

Aether raiders are driven by profit, and mayhem. Sometimes they snatch stuff from targets that they don't have a use for. Judge's discretion on whether anything of use or value is in each pile.

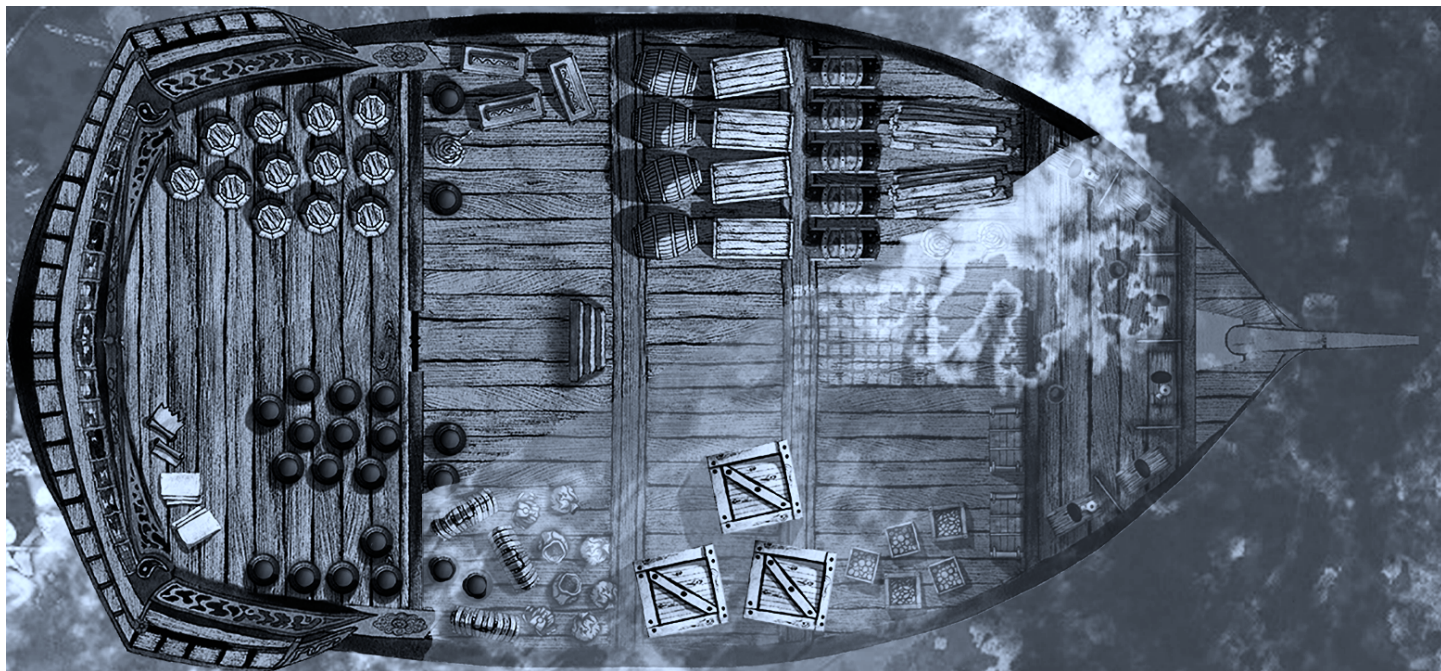
### 24. REGENERATION POD GEL

This is the gel that fills the sleep pods in the crew quarters. It comes in large tanks that are hermetically sealed. 50% chance of crew or officer version (1HP or 2 HP every 5 minutes). If a pint is consumed like a healing potion, it is like eating strawberry gelatin but with the additional bonus of giving the user 1HP/minute regenerative powers for 1d7 minutes. Tanks hold 100 gallons each. Once exposed to the air the gel begins to degrade. After 6 hours its healing ability is gone.

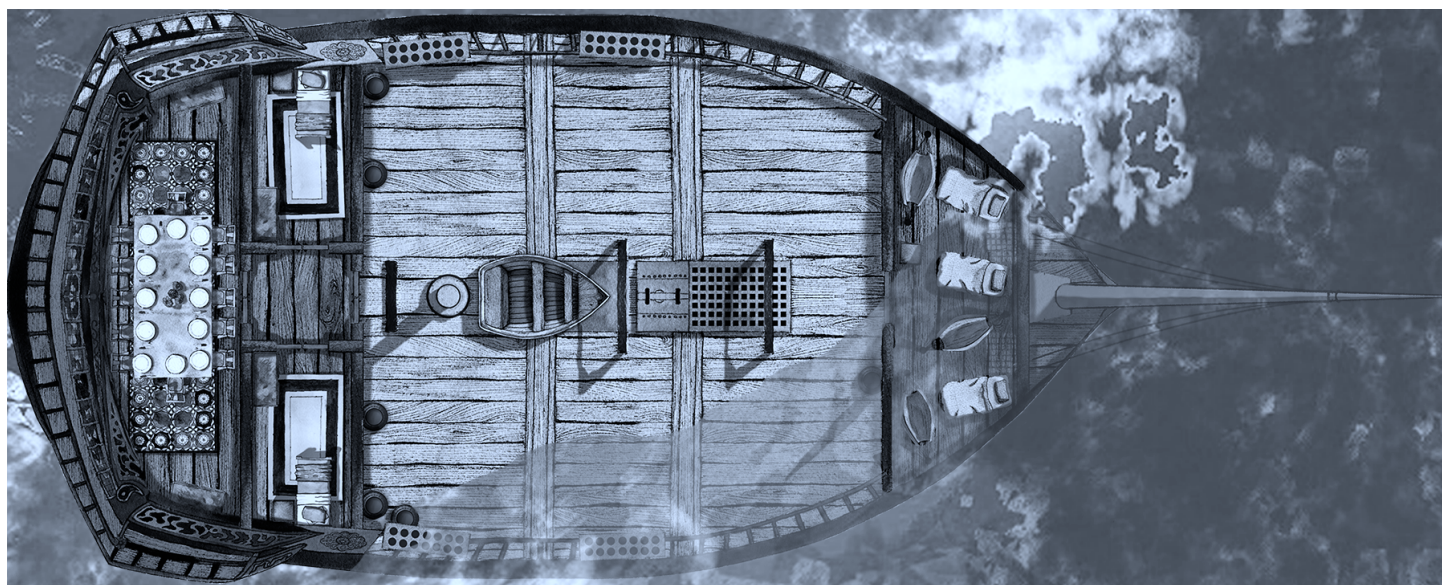




## APPENDIX M - MAPS

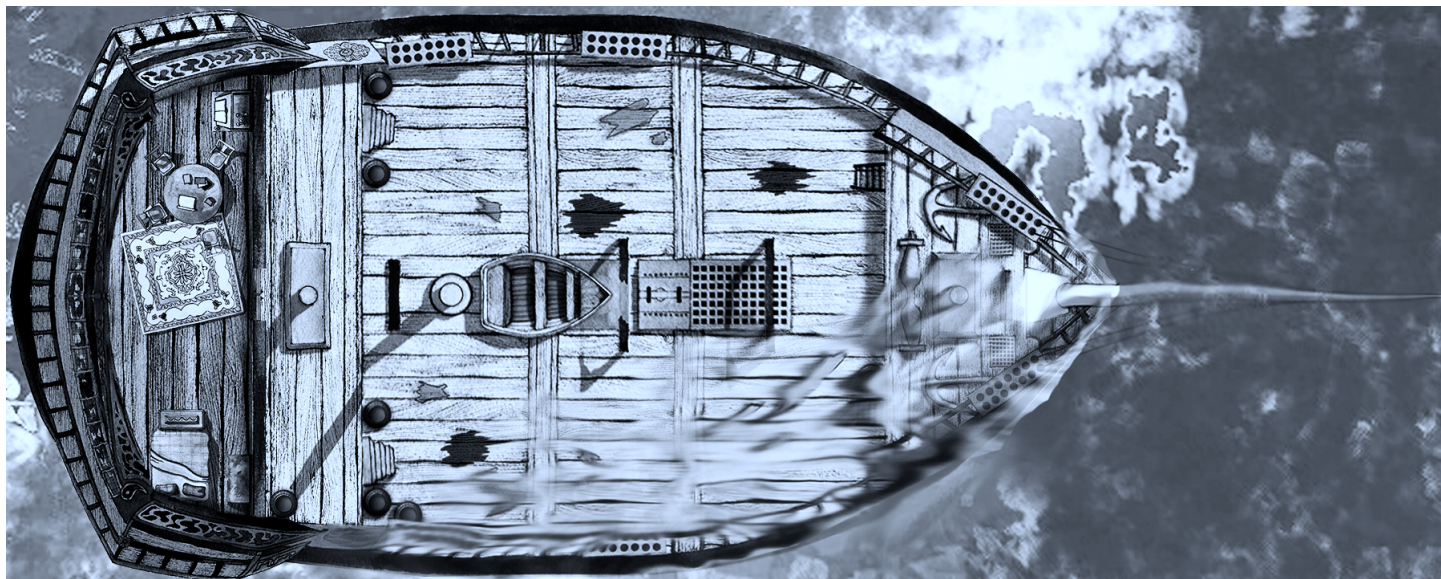


Lower Deck: Aft Cargo locker, midship cargo hold, forward privy

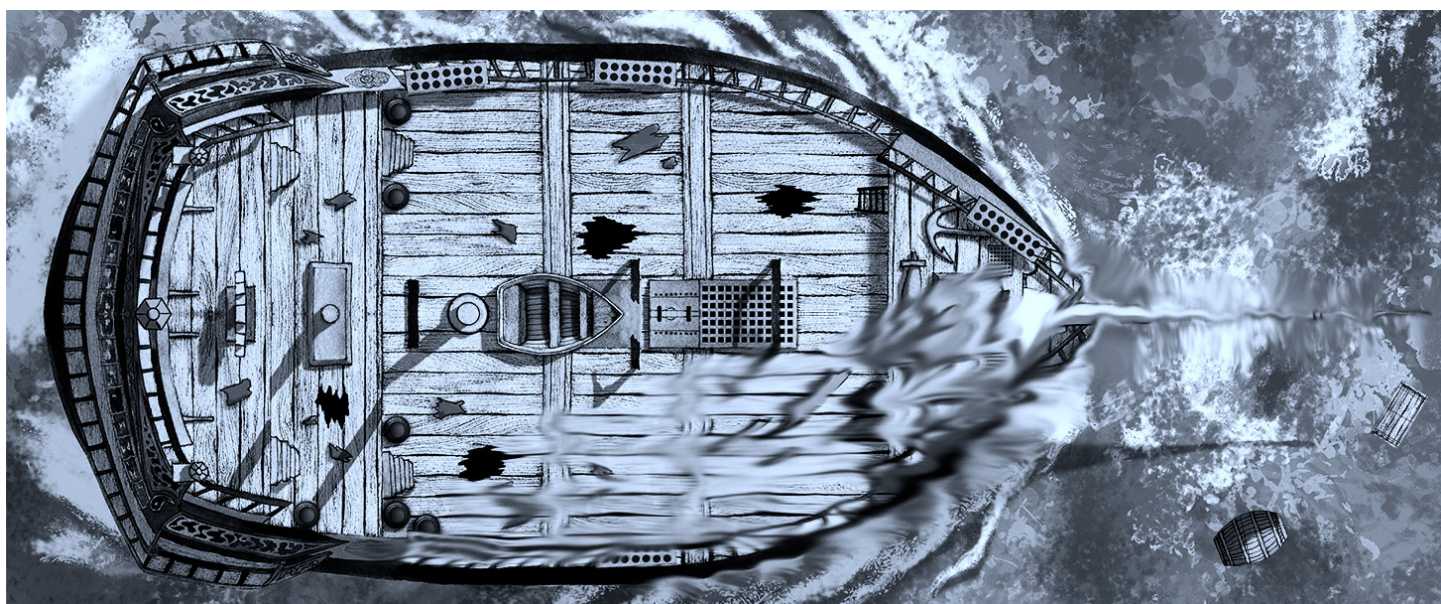


Main Deck: Aft Wardroom, Aft Upper Sick bay, Aft Lower First Mate's Quarters, Fore Crew Quarters

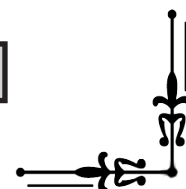




Quarterdeck Captain's Quarters



Aft Poopdeck Ship's Wheel. Main Deck midship and fore.  
Lower right corner to debris is safety zone.

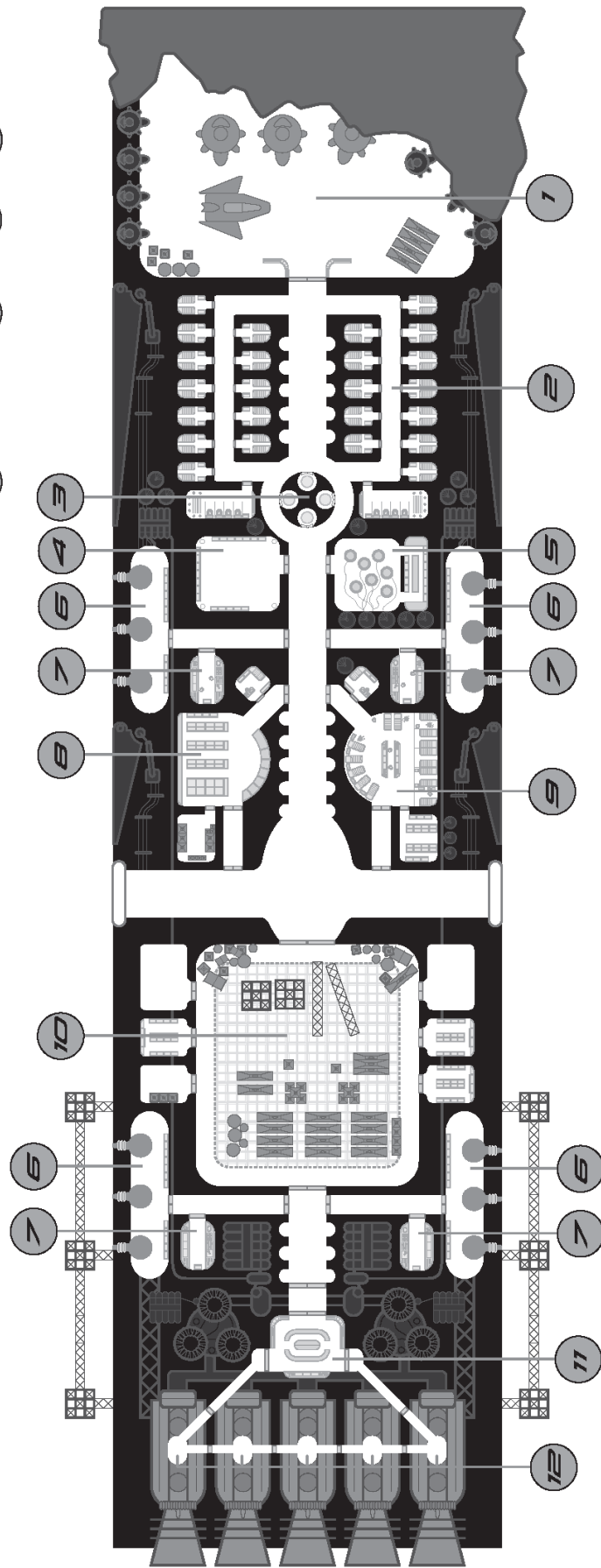
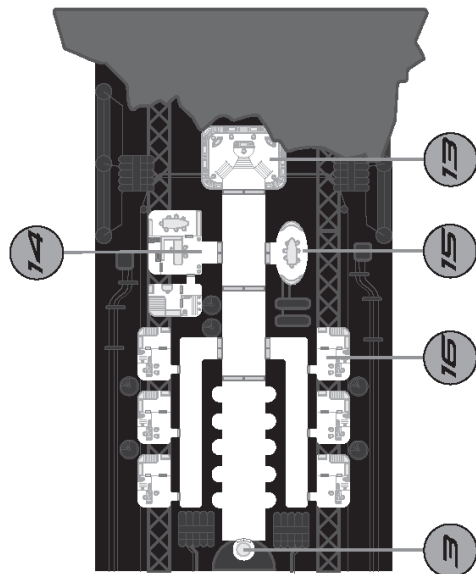


# THE STAR JAEGER AETHERSHIP



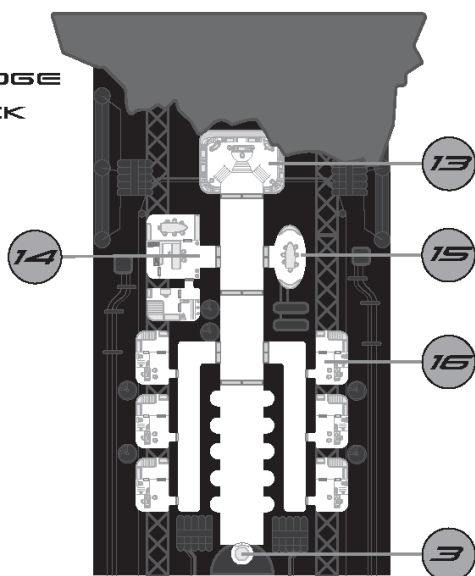
## MAIN DECK

- |                       |                           |
|-----------------------|---------------------------|
| 1 FORWARD HANGAR BAY  | 10 MAIN CARGO HOLD        |
| 2 CREW QUARTERS       | 11 ENGINEERING CONTROL    |
| 3 AUTO LIFTS          | 12 ENGINE ACCESS ROOM     |
| 4 HOLO-TRAINER        |                           |
| 5 GALLEY              | <b>BRIDGE DECK</b>        |
| 6 CANNONS             | 13 BRIDGE                 |
| 7 WEAPONS CONTROL     | 14 CAPTAINS QUARTERS      |
| 8 ARMORY              | 15 OFFICERS BRIEFING ROOM |
| 9 MED LAB / INFIRMARY | 16 OFFICERS QUARTERS      |

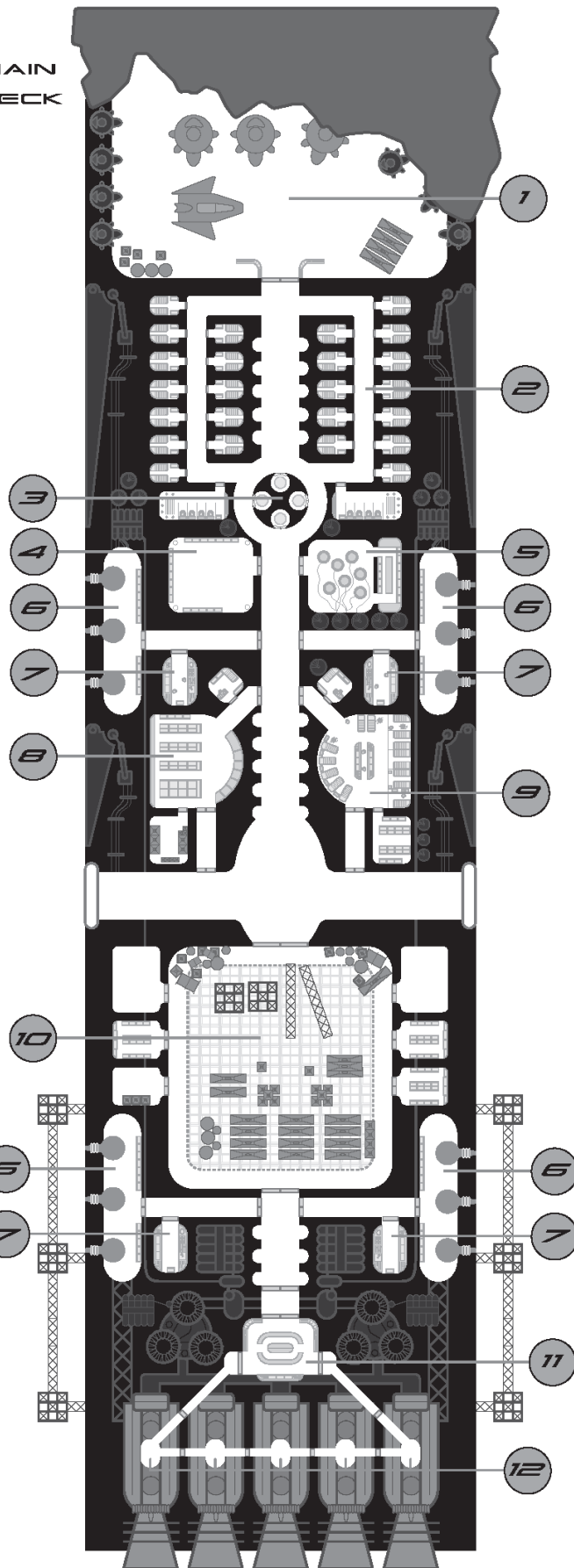




BRIDGE  
DECK



MAIN  
DECK



## THE STAR JAEGER AETHERSHIP

### MAIN DECK

- 1 FORWARD HANGAR BAY
- 2 CREW QUARTERS
- 3 AUTO LIFTS
- 4 HOLO-TRAINER
- 5 GALLEY
- 6 CANNONS
- 7 WEAPONS CONTROL
- 8 ARMORY
- 9 MED LAB / INFIRMARY
- 10 MAIN CARGO HOLD
- 11 ENGINEERING CONTROL
- 12 ENGINE ACCESS ROOM

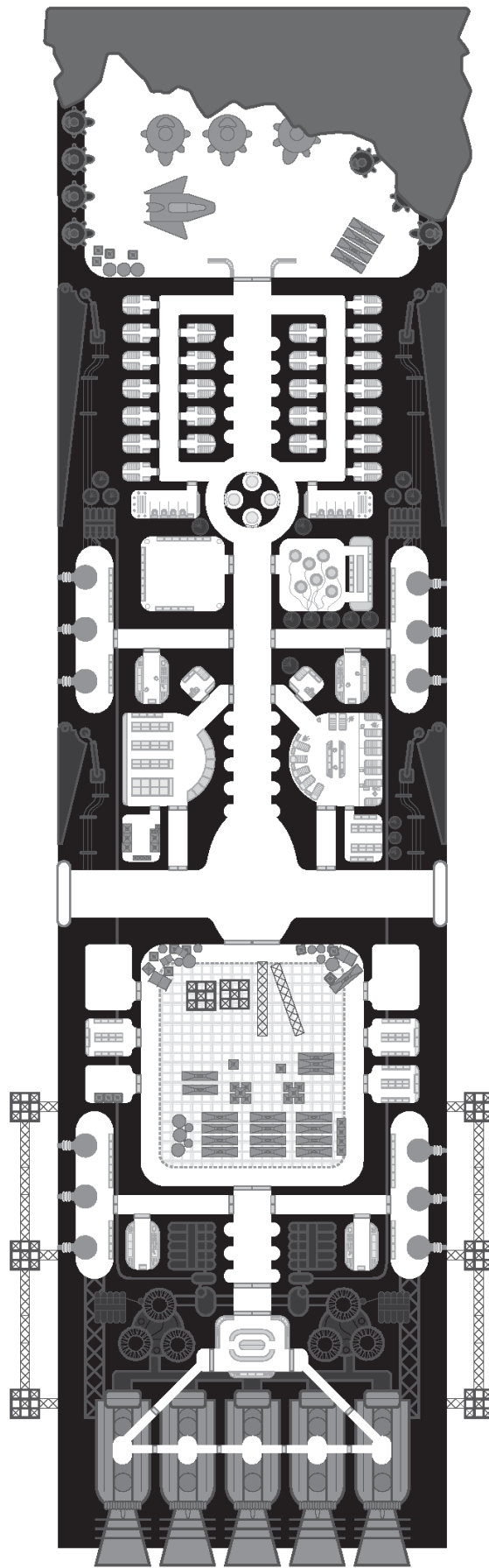
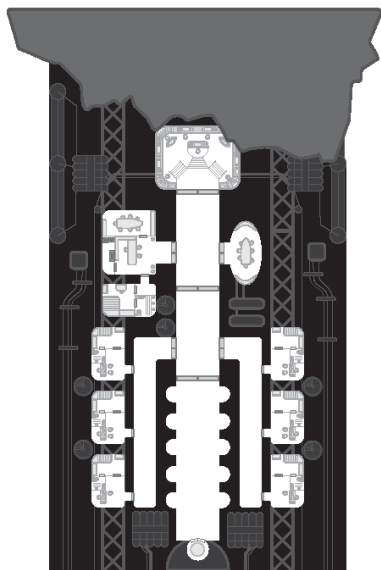
### BRIDGE DECK

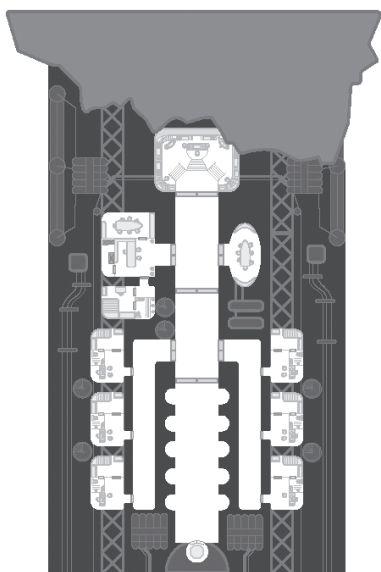
- 13 BRIDGE
- 14 CAPTAINS QUARTERS
- 15 OFFICERS BRIEFING ROOM
- 16 OFFICERS QUARTERS



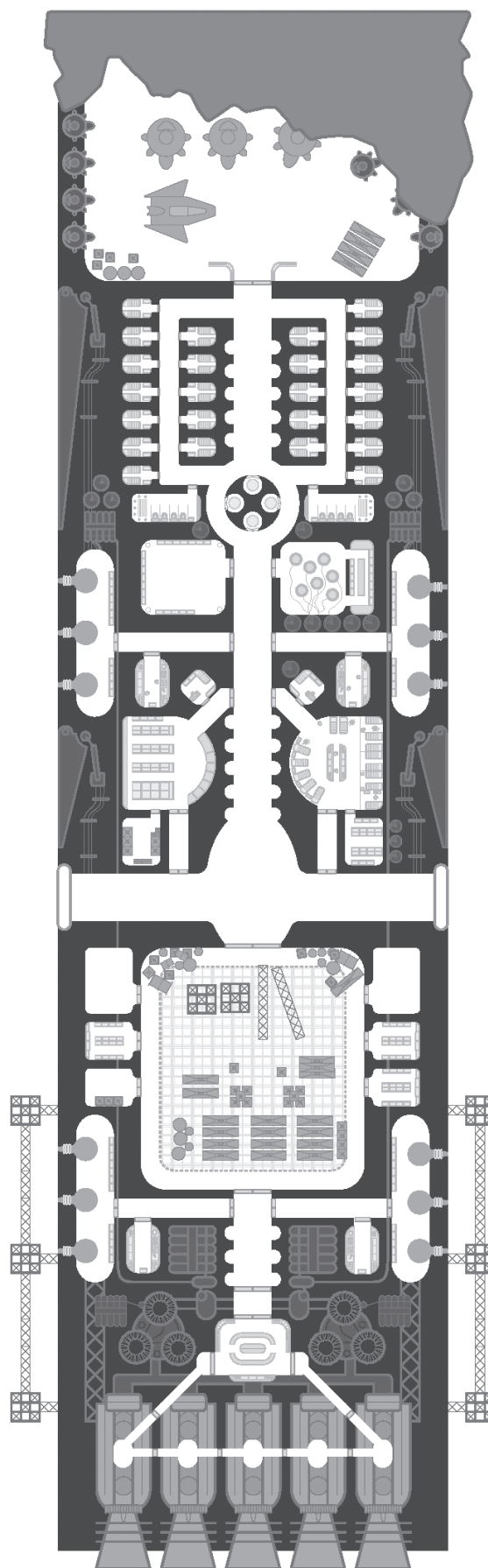


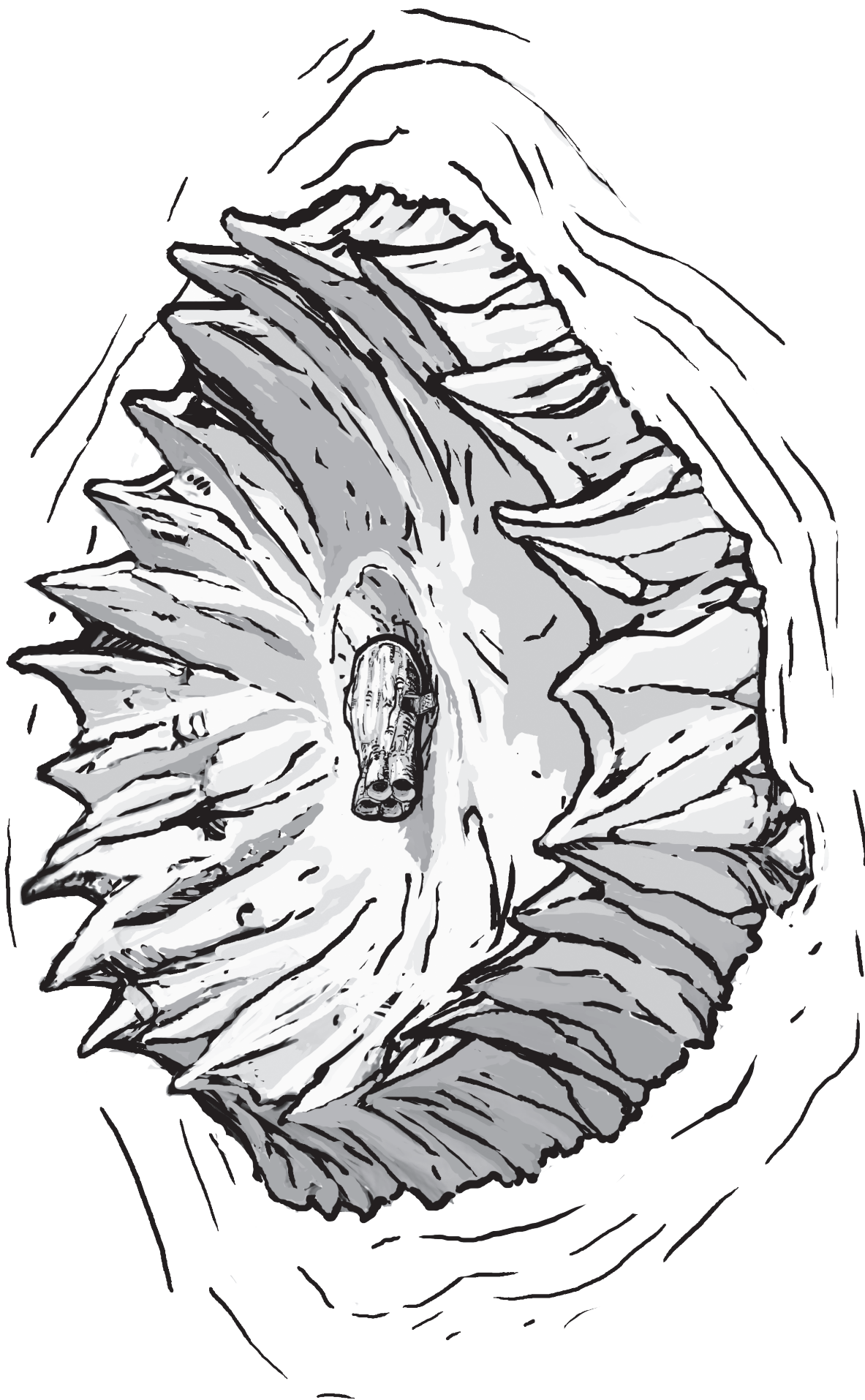
# THE STAR JAEGER RETHERSHIP



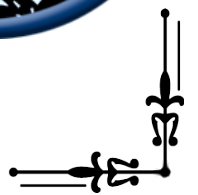
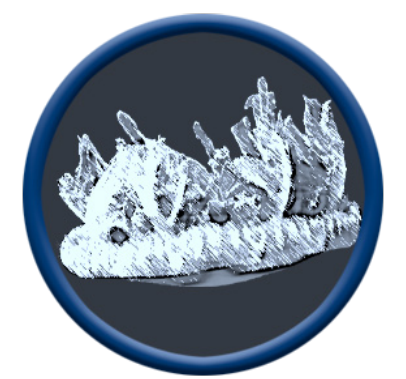
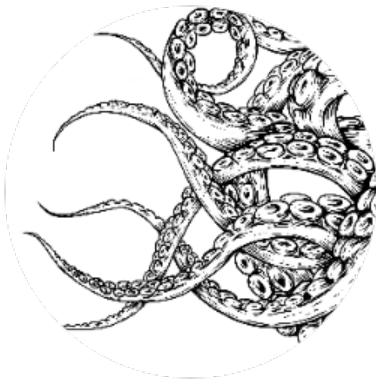


# THE STAR JAEGER AFTERSHIP









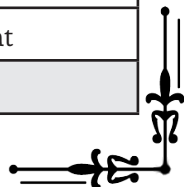
## APPENDIX O - OCCUPATION TABLES

### THEME 1- PRISONERS

Roll	Occupation	Trained Weapon	Personal Goods
1	Assassin	Garrote	Grappling Hook
2	Bagman	Club	Sack, Small
3	Blackmailer	Mace	Spyglass
4	Burglar	Club	Crowbar
5	Con Artist	Dagger	Fancy Clothes
6	Cheat	Knife (1d3/1d6 as Dagger)	Loaded Dice, Marked Cards
7	Confidence Trickster	Dagger	Fool's Gold, ¼ lb.
8	Occultist	Boline (1d4/1d8 as Dagger)	Symbol, Chaotic God
9	Counterfeiter	Staff	Coin punch
10	Mule	Dagger	Backpack
11	Embezzler	Blackjack	Abacus
12	Fence	Mace	Hammer, Small
13	Forger	Quill (1 dmg)	Quill
14	Grave Robber	Shovel (1d4/1d6 flat/edge)	Grave dirt, 1lb
15	Horse thief	Riding Crop (1d4)	Bridle
16	Murderer	Handaxe	Leather Gloves
17	Mutineer	Polearm	Canvas Sail
18	Narcotics Dealer	Blowgun	Flask, Poison (1d3 applications)
19	Pickpocket	Shiv (1d3/1d6 as Dagger)	Lockpicks
20	Pimp	Cane (1d4)	Coat, fancy
21	Pirate	Longsword	Hat, Tricorn
22	Poacher	Longbow	Net
23	Prostitute	Stiletto (as Dagger)	Switch (for whipping)
24	Rum Runner	Short sword	Flask, Empty
25	Smuggler	Shortbow	False Bottom Chest, Empty
26	Stowaway	Club	Rations, 5 days
27	Thief	Dagger	Sack, Large
28	Trafficker	Blackjack	Rope, 50', Manacles
29	Vigilante	Crossbow	Mask
30	Witch	Athame (1d6)	Cauldron

## THEME 2 - SLAVES

Roll	Occupation	Trained Weapon	Personal Goods
1	Actor	Wooden Sword (1d3 Dmg)	Disguise Kit
2	Actuarial Assistant	Quill (1 Dmg)	Abacus
3	Administrator	Book (1 Dmg)	Ink, Quill
4	Artist	Paint Brush (1 Dmg)	Paint Set
5	Assistant Buyer	Ingot (1d3 Dmg)	Scale
6	Battuere (flushes game)	Bow	A whistle
7	Beggar	Cup (1 Dmg)	Nothing
8	Bookbinder	Awl (1d3)	Glue
9	Builder	Hammer (1d4)	Nails
10	Carpenter	Chisel (1d3)	Saw
11	Clerk	Cudgel (1d5)	Ledger
12	Copyist	Dual Quill (2 dmg)	Inkpots (3)
13	Cutler	Dagger	Sharpening Kit
14	Dripping Man (fat catcher)	Trowel (1d3 Dmg)	1 gal of fat (flammable)
15	Hatmaker	Brim Iron (1d3 Dmg)	Hatmaking Kit
16	Honey Dipper	Bell (1 Dmg)	Bucket (dried sewage within)
17	Illuminator	Staff	Flint, steel, oil, wick
18	Jongleur	Pin (1d2 Dmg)	Entertainer's Pack
19	Maidservant	Broach Pin (1 dmg)	silverware
20	Mudlark (mud picker)	Human Ulna (1d4, 50% to break on hit)	Brass buckle, 3" frayed rope
21	Nob Thatcher (wig maker)	Needle (1 dmg)	Disguise kit
22	Painter	Wooden Palette (1 Dmg)	Multi-colored smock
23	Puppeteer	Marionette controller (1 Dmg, 50% to break on hit)	Hand puppet, tangled strings
24	Purefinder (dog poop collector)	Shovel (1d4/1d6 flat/edge)	Bag of dog poop
25	Roofer	Hammer (1d4)	Nails, ceramic tile (1)
26	Seller*	Dagger	1 unit of Product
27	Surveyor	Measuring Staff	twine
28	Tanner	Sleaker (1d6)	Bundle of oak bark, leather scraps
29	Tosher (sewer picker)**	Broken Dagger (1 dmg)	Sieve, greasy velveteen coat
30	Watercarrier	Staff	Bucket, 1 gal. (2)





### THEME 3 - THE ELITE

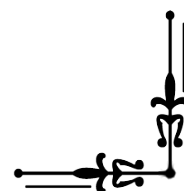
Roll	Occupation	Trained Weapon	Personal Goods
1	Barrister	Gavel (1d4)	Scroll Case, Quill
2	Bishop	Scepter (as Mace)	Golden Mitre of Office (20gp)
3	Calimala (wool merchant)	Staff	A wool coat (15gp)
4	Chamberlain	Chain of Office (1d4 dmg)	Gilded Bronze Key (5gp)
5	Chancellor	Dagger	Parchment, seal, wax
6	Comptroller	Shortsword	Guest list, Ring of Office (10gp)
7	Courtesan	Dart	Poison Ring (sleep, 1 dose) (30gp)
8	Cupbearer	Large Bronze Cup (as Club)	Antidote (1 dose) (30gp)
9	Equestrian	Spear	Small Round Shield (10gp)
10	Eunuch	Garrote	Journal of Court Secrets (1d10 pages)
11	Falconer	Shortbow	Falconry Tool Kit (10gp)
12	Gala Planner	Quill (1 dmg)	Flask, Empty
13	Gossipmonger	Words!	Truth Water (alcohol) Flask
14	Groom of the Stool	Longsword	Bowl, Towel
15	Judge	Cane (1d4)	Robes, Wig, 10gp (bribe)
16	Lady-in-waiting	Dart	Handkerchief
17	Lana (wool weaver)	Whorl Spindle (1 Dmg)	Spool of Wool thread
18	Marriage Maker	Hairpin (1 Dmg)	Betrothal Rings (25gp)
19	Marshal	Longsword	Medals (10gp)
20	Moneylender	Shortsword	Contracts
21	Pharmacist	Fleam (2 Dmg)	A small medical kit
22	Physician	Staff	Sleep potion, healing potion
23	Privy Councilor	Ceremonial sword (1d4 Dmg)	Medals of Service
24	Royal Fool	Scepter (as Club)	Brandy flask, entertainment kit***
25	Royal Secretary	Dagger	Inkpot, parchment, quill
26	Seta (Silk Merchant)	Silken Garotte	100' of silk thread
27	Sheriff	Headsmen's Axe	Manacles
28	Standard bearer	Staff	Royal flag
29	Tax Agent	Club	Journal, Quill
30	Thespian	Skull (1d3, 50% to break on hit)	Makeup kit

\*Determine type: Beer, Hay, Fishmonger, Wine, Wood.

\*\* Example Names: Lanky Bill, Long Tom, One-Eyed George, Short-armed Jack, Red Blade

\*\*\* Includes juggling pins and balls, a lute, colorful clothing, and 20' of tightrope.

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## ***SINKING THE STERCORARIUS TIMING GUIDE***

We found that the content has grown outside of the traditional 3 or 4-hour funnel. So, we have created a quick guide on how to approach timing based on if you want to have a single session of 3-4 hours or if you are interested in going over all the material in the adventure.

This is just our guide, you may also skip things in your own way. However, there are pieces that should always be included.

- Up to Our Necks In it (15-30 minutes)
- The Most Dangerous Escape Room (45 minutes)
- When Tentacles Attack - Topside (30 minutes)
- Ground Zero Island (15-30 minutes)
- The Star Jaeger Crash Site (60-90 minutes)

This gets the main theme of the adventure across. The Stercorarius sinks, PCs have to escape, tentacles in the water, arrive on the island, find the Star Jaeger crash site, fight Aether Raiders and/or destroy/steal/take control of the ship. Minimum time is 2:45 to 3 hours. In playtesting, no party ever left the ship prior to the 2 hour mark in the session and we never went less than 4 hours. Usually it was closer to 3 hours when they arrived on the island.

### **The Playtesting version of Sinking the Stercorarius**

This usually takes 5-6 hours depending on group. Easily broken into two pieces Escaping the Stercorarius and The Island. Play through everything above, but also play:

- It's Worse. Something just moved past my leg. Tentacle attack below decks (15-30 minutes)
- Float Away with the Rest of the Garbage & 3 Rounds to Clear the Sinking Ship (15-30 minutes)
- Crossing the Crater (It's a mini hex crawl) (15-30 minutes based on if they encounter a patrol or not)
- Escape from Crater Island (depending on where the adventure to go)

### **A full 4-hour Adventure**

The core pieces and add in:

- Float Away with the Rest of the Garbage & 3 Rounds to Clear the Sinking Ship (15-30 minutes)
- Crossing the Crater (It's a mini hex crawl) (15-30 minutes based on if they encounter a patrol or not)

### **A 2-hour Mini Adventure**

If you just want to have a quick mini-adventure using the content of this module:

#### **Nautical**

- Up to Our Necks In it (15-30 minutes)
- The Most Dangerous Escape Room (45 minutes)
- When Tentacles Attack - Topside (30 minutes)

If you run through too quickly add in Float Away with the Rest of the Garbage & 3 Rounds to Clear the Sinking Ship (15-30 minutes) at the end.

#### **Weird**

If you are looking to just do something weird, set up the session in media res where the party has just survived a shipwreck and landed on the beach of the island. Then play through.

- Ground Zero Island (15-30 minutes)
- The Star Jaeger Crash Site (60-90 minutes minimum)

The PCs won't have any idea what these creatures are. As a piece of the opening narrative mention a fireball in the sky and a blinding flash as part of a quick flashback of the PCs paddling through the mists on wreckage.

### **As a resource in other adventures**

Reusability is always a big factor in our minds when we write. That said, we tried to make pieces and tables that could be used in other places.

- Page 7 - Floating Debris. Useful for any situation where PCs are in the water during a naval battle
- Page 9 - Environmental Hazards. Some flavor for some dangerous ground.
- The creatures could be repurposed in any adventure where the PCs are at sea. The Aether Raiders could be given tridents and made into a sea-based race.
- Occupation tables, Equipment Tables, cargo, etc.

A final word: There are many areas where we allow the Judge to use their own discretion. We feel that this gives each session a uniqueness to it. None of the playtests ran exactly the same, but they all followed a similar path. It made it more fun for Judge and players alike, especially repeat players. ENJOY!

Christophor Rick & Michael Spredemman  
2 Old Guys Games, LLC. Milwaukee, Wisconsin







## SINKING THE STERCORARIUS - THE SALTY FUNNEL LEVEL 0 ADVENTURE

We're on a BOAT! Technically, a ship. Unfortunately, it's sinking. Choose from a boatload of prisoners, soon-to-be-slaves, or society's elite (perhaps a bit of each?). Start below decks with the ship listing and taking on water for some mysterious reason. Then, if the characters escape below decks, they'll be on the main deck where tentacled creatures are attacking. If they manage to not get eaten, crushed, or thrown so far that they might never swim back (more likely die on impact) then they get to the floating debris field where they need to assemble some sort of flotation device and make their way far, far from the sinking ship. Lo' and behold, they find... a mysterious island!

Sinking the Stercorarius is a complex Level 0 adventure for Dungeon Crawl Classics from Goodman Games. It is ideal for 4-6 players with 3-4 0-level characters each. Included are 3 themed occupation tables, five new creatures, three new unique weapons, a dozen mundane items, and weapons. High-quality maps for VTT and print are also available with this purchase. Full adventure time runs up to 6 hours. Add-ons, not included, are available, including two new classes, a Pirate theme and occupation table, character sheets, newly recorded sea shanties, and more at [www.2oggames.com/shop](http://www.2oggames.com/shop)

COMPATIBLE WITH  
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