



SOLAR & COSMIC BLADES & SPELLS

THE EGYPTIAN SITUATION FROM OUTER TIME

A campaign changing adventure by

ANDRE NOVOA



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BACKGROUND

In a galaxy far away, aeons after the Galactic Overlords ruled and the Void finally lost its spark, a trifling planet of a small outer sector, called Solar System, found itself convalescing from a one-hundred-year war. For over a century, the inhabitants of Earth, as its people insist on calling it, rallied under separate factions and battled one another. The grand faiths, then, were of a monotheistic kind, each having its own and unique God, who demanded to be revered by all. The realms of Earth, struck by a rapid climate change caused by the inability to harvest clean energy, became too constricted for a convivial existence between the faith militias – the most preeminent of which the X-ptians and the Ish'Lamnists, although exact spelling is disputed. War broke loose and the victor never settled. A hundred years later, and after 5 billion people were put to their graves, Earth tried a way out.

In the aftermath of the Inordinate Holy Feud of 2376-2482 AD, monotheistic creeds were abolished and banished. X-ptians and Ish'Lamnists persecuted and exiled. Old Churches and Mosques burned to the ground. Idols and statues stored away in time-capsules at the frozen edges of the planet. But religions oughtn't go away entirely. However anachronistic, the new institutions of Earth saw that it was in the nature of Hoomans to pray and revere metaphysical entities. Fears amassed that banning organized cults altogether would result in the end of the species. And so the new institutions opted for a rekindling of Ancient Creeds. Sites of yesteryear's idols were resurrected from the Old Graves of Time to become again. Roman gods, Norse deities, Pagan divinities, Zoroastrianism and Antique Egyptian beliefs, all revived. Religious non-monotheistic tolerance was insured. The people of Earth now prayed to the Old Pantheons. And so ended the Devastating Cennturia.

To embrace the new lifestyle, a community within the Divided States of America raised temples in homage to Egyptian deities, specifically Amun-Re and Mut. Alas, the community did not thrive, for they lacked the knowledge to appease their new-old Gods. Relentlessly, they decided to send an expedition into the past to recover five priests from the realms of the Nile. After all, it was them, and only them, who knew how to placate the Gods. Using avant-garde technology developed during the Feud, the community built a time-travelling cruiser and freighted an infiltration crew 4,000 years back in time. Mission brief: extract the finest selection of priests from the Temple of Karnak. And so they did. A squad of four sneaked upon the Temple and lifted five vicars onto the cruiser. In the midst, stunned by promises of archeologic unravellings, one of the crew made the case that an old casket was to be accommodated onto the cargo hold as well. Perhaps, not the shrewdest of moves.

Back in the cruiser, things got messy and weird. The priests were locked away in cryogenic pods. The casket glittered and released a strange cursed dust. The dust of the blind. The powder of the visionless. The dirt of the sightless. In a matter of minutes, the crew's eyes went wet, then red, then bloodshot, then blind. The pilot still attempted a time-travelling jump forward to their reality, but unable to see, calculations rendered erroneous. Instead, the cruiser leaped 500 million years into the past. A mummified creature rose from the casket and killed all crew. The priests freed themselves from the cryogenic pods. They swiftly placated the mummy, who went back to its cosmic slumber. Rituals started to be conducted aboard the ship. And, soon, a crew of interstellar explorers walks, unknowingly, into the mess...





THE CONUNDRUM

This is the precarious situation into which your PCs stumble upon. They discover a mysterious, floating starcruiser, unlike anything they have seen, for it is not of their epoch and capable of time-travelling (something they will learn after exploring its interior). Inside, Egyptian priests perform rituals and ceremonies using parts of the ship (cables, panels, buttons, pads, etc.) to appease a mummified beast that sleeps in a casket. Only them know how to keep the creature mollified. If the Priests are thwarted in their religious duties, the casket, which has been plugged with cables and sparkles with electrification, will open and a mummy-beast will come out of it. The casket itself intermittently releases a cursed dust, the Dust of the Blind, because it has been displaced, no longer in its rightful temple. The remains of humans can be seen displayed in a ritualistic fashion, their eyes gone red and indiscernible. The priests have discovered rations, but have no clue as to how the ship is piloted. They believe they have passed onto the Other World.

This module explores this conundrum: the ship is state-of-the-art, making it desirable to keep, however it is being sabotaged by freakish clerics, who if killed are no longer capable of appeasing the beast inside the casket, thus releasing it. In addition, a strange powder that causes blindness is released intermittently, for reasons that PCs may, or may not, fully understand. What will the players do? Will they try to keep the ship? But how exactly? How will they deal with the priests and simultaneously avoid the tearing down of the cruiser and the jinxed dust? I encourage Overlords to reward creativity. If players come up with interesting solutions, let them have it. If they go for the obvious (a.k.a. slash the priests and fight the beast), the Overlord should give them a hard time. Several interesting solutions that happened during playtests:

PCs established meaningful communication with the priests and pledged themselves as idolaters of the creature. This was done through a carefully arranged ceremony, conducted by the Egyptian clerics. After one month, they decided they were confident enough to substitute the priests, having studied and learned all the tricks of the trade, and murdered them all. Of course the ship by then was in a very bad shape, so they needed to conduct significant repairs that took three months. But they now perform the rituals themselves weekly, frightened to the bones of the beast's powers. Alas, the casket continues to emit the cursed dust, so they need to wear special goggles every time they pilot it.

PCs got into the ship, understood the conundrum and decided to leave everything as it was. Instead of overthinking the situation, they simply attached a cable to the ship and towed it across the galaxy to the Museum of Interstellar Curiosities (an institution I came up with, administered by a separatist faction of Cyberians that gathers technology to combat the Overlords). The PCs sold it for a fortune, improving their credit rating.

PCs understood that the ship was valuable, but also that the priests could not be murdered, otherwise the creature would rise. So, they came up with a plan, which involved half of the PCs creating distractions for the priests (they gave them food, one PC started to sing, one other decided to teach a priest how to use a blaster), while the other half diverted the casket towards the nearest airlock, before releasing it into outer space. The plan worked. They are now proud owners of a time-travelling starcruiser, which they are unsure as how to use.

PCs were able to repair the time-travelling engine, after a bunch of very lucky rolls. They then jumped back to Egypt (because the cruiser's computer had its previous location encrypted) and put both priests and casket back in its place.



ADVENTURE HOOKS

But how do the PCs get hooked into this strange situation? How do they find this strange and miraculous starship in this infinity universe of chaos? We present a few ideas below, but Overlords should be able to come up with their own reasons as they know their campaigns and players better than anyone.

After a incident while making a Star Jump, the PCs ship is pulled out of the jump with their engines burned and with very little fuel left. The only major structure nearby is this strange starcruiser of a technology and design they have never seen before. The scans show very little activity inside and can't quite comprehend all its systems.

A great disturbance is felt by a Galactic Overlord, as the starcruiser comes out of its Time Jump and arrives in their domain. They don't know exactly what it is, but offers an impressive reward to anyone who can bring the ship to them, or whatever was responsible to this breach in reality.

Accidentally, the priests remove parts that makes the starcruiser emit a signal to all nearby sectors. No one really know what that is, but they can sense it's from a highly advanced technology and the hunt for it has began. Crime lords, pirates, nobles and corporations of the Freedalia Sector are all looking for it, and whoever gets it will have a very valuable asset.

THE DUST OF THE BLIND

The casket intermittently releases a cursed dust into the air. This happens every six hours. The dust remains very strong for one hour and then its effects are slowed down. The dust is emitted because the casket is no longer in its original temple in Ancient Egypt. Putting it back is the only way to avoid this. The dust affects the entire ship upon release, even if all inner-doors are closed, and has a particularly strange effect. As long as it's in the air, no character can stare at another without preventing the loss of blood from their eyes, eventually going blind. The referee should ask each PC to make a Difficulty 5 Physique Test (or a saving throw versus magic, if the Overlord uses such system). If successful, nothing happens. But those who fail are prohibited from looking anyone in the eye. This is valid for both the characters and the players alike. From that moment on, every time a player (whose character failed the roll) looks another player in the eye at the gaming table, his or her PC suffers 1d3 point of damage. The Overlord should note down such occurrences. If a player looks someone in the eye six or more times, his or her character becomes blind until the dust has settled.



GETTING CRAZY AT THE GAMING TABLE

So, players will probably not be able to look at each other at the gaming table. Unless their characters pull off a saving throw. Otherwise, their PCs take damage every time they do. Ha! The Overlord should let the situation play out on its own and until it's fun. Do not over saturate. If it's only humorous for 5 minutes, so be it. If it's still amusing after 20, carry on with it. To add to the situation, PCs will be able to find in the course of the adventure a pair of mission-goggles that ease the effects of the dust. The Overlord should provide these at the gaming-table: get a pair of motorcycle goggles or, better even, diving goggles. Bring them to the session and, when PCs try them out (the Overlord may hint that this counters the effects of the Dust), make them wear them at the table. As long as they are wearing the goggles, they can look at other players without their characters losing HP. Ideally, PCs will get a chance to finding the goggles before the dust is released for the first time.

THE CRUISER

Scale: Starship

Manoeuvrability: 16

Targeting: -

Armor: Heavy (to support time-travelling jumps)

Hull: 30 (to absorb the impacts of time-travelling jumps)

Special: Time-Travelling Drive

EXPLORING THE INSIDE

The cruiser has two main entry points. The first is the airtight entrance, the second is through the cargo hold. The Overlord should lead players to entering through the first. If they insist on the second, say that it is jammed or locked. Before PCs enter the cruiser though, the Overlord should roll on the table below to determine where the Egyptian Priests are at that moment and what they are doing. Whatever the result, they remain put until discovered, after which they move calmly towards the cargo bay to appease the beast. PCs are to them uninteresting, unless they behave hostile.

d6 Where are the Priests?

- 1 They are all in the kitchen eating.
- 2 They are sleeping in the crew's quarters (one priest per room), except a fifth priest who is appeasing the mummy in the cargo hold.
- 3 They are all in the bridge, scraping parts of the ship to move to the casket.
- 4 They are in the toilet, trying to figure a way to get rid of the smell (see below).
- 5 They are in the tachyon drive & engine room, scraping parts of the ship to decorate the casket. If PCs take more than 25 minutes (in real game time) to get here, the entire time-travelling capability of the cruiser is irreparably wasted.
- 6 They are all revering the casket in the cargo hold.



Once PCs enter the cruiser, it stands as obvious that it is in a bad shape. The referee can highlight some features to the PCs as they enter to enhance the drama. Make it seem like they are entering a horror movie starship. Make it seem deadly. Inhospitable. Void. Strange sounds appear at every turn and twist.

The cruiser is totally blacked out, except for an intermittent red light that shines from the ceiling at irregular intervals. In some compartments, the light flashes more than once per second; in others, it stays for a minute and then blacks out for three or four.

There are residues of a strange dust in the air, which makes coughing inevitable and irritation to the eyes. The Overlord should await a bit longer to introduce the Dust of the Blind. This is just a hint-dropping.

Cables and parts of the ship are missing or out of place, sparkles of electricity flash here and there, entire panels seem missing, cables appear suspended from the ceiling, some of the buttons to opening the compartments are lost, etc. This is especially the case in the bridge and the engine room. The rest of the ship is messed around, but in a better condition.

The whole place is dead silent, except for the flashes of electricity here and there that bring abrupt and momentary dins.

THE PRIESTS

How many: 5

HD: 2

Special Abilities: Special powers False Friendship, Song of Seduction or Song of Serenity, which they cast as if they had an Attribute score of 12.

The priests are pretty much uninterested in the PCs. Sure, they will defend themselves if attacked with whatever they find at hand and make use of their special powers, which is how they appease the mummy-beast. But, overall, they ignore the PCs. They pass by them uncaringly, perhaps even without acknowledging their presence. They show no surprise, astonishment, amazement or curiosity. The Overlord should try to build up paranoia and mystery as much as possible. Explain that they have light-brown or dark skin, half of them walk by with their upper bodies uncovered, white linen skirts and sandals, the other half with black robes and tattooed hieroglyphs on their faces. They smell of myrrh and incense.

One of them passes by the PCs, raises his eyebrows and carries on. One other chants incomprehensible gibberish in praising tones that means nothing to any of the PCs. Yet another, if confronted by the PCs, starts pulling off his own eyebrows off and offering them to the characters, for no apparent reason.

Naturally, the Priests do not speak the same language as the PCs. They speak Ancient Egyptian. Communication is nearly impossible, unless the PCs happen to have a particularly good Language translator (a device that can process an entire dictionary if it is given an entry point, i.e. a certain word from which all others can be reasoned through syntax and logics, after three hours of data treating) or one of them has a special power that would allow communication. Even in this event, the Priests won't say much. All that PCs can fathom is random phrases like "Other World", "Earth return", "Appease the Beast", "Incense burn", "Walk the Nile", and the likes.



IMPORTANT TO REMEMBER

If PCs for some reason disturb the Priests, preventing them from praying in the Cargo Hold in front of the odd casket, this will trigger the rise of the mummy-beast from within. Good luck with that.

RANDOM ENCOUNTERS

Ask someone to make a Luck Roll every 30 minutes of game time. If they fail or no one volunteers to make one, a Random Encounter occurs.

d6 Random Encounters / Accidents

1 An Egyptian Red Spitting Cobra (HD 3) accidentally boarded the ship, during the extraction. It spits venom in the eyes of prey and intruders. Should the Cobra land a successful attack, the PC must make a Physique test of difficulty 10 or suffer an additional 1d6 of damage. The venom keeps doing damage every round, until a successful Physique test is rolled.

2 The next time a PC touches a panel, a button, or a pad in the cruiser, it explodes for 1d20 damage. The PC can make a Physique test of difficulty 10 to cut the damage to half. The room where this happened suffers extensive damage.

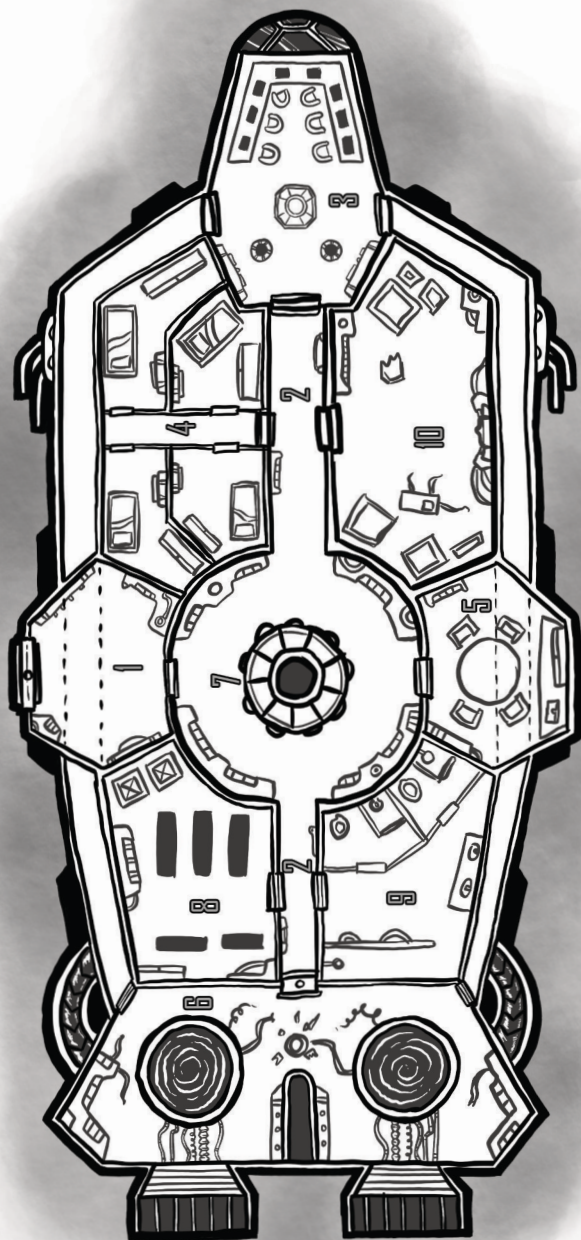
3 A Terraquian pitbull dog is hiding in the next room the PCs walk into. It has a collar saying "Maul Jr.," making it obvious that John Peter Maul was his owner. It will attack as a HD 1 creature, doing bite damage, but if given food and cuddled for 1d3 days, it will remain faithful to a new owner – the dog can be potentially sold for good credit as a rare alien specimen.

4 One member of the crew (HD 3) survived but has become insane. They wear one of the special google that prevent them from becoming blind, but see the PCs as Egyptian demons, unless they can calm him down. They are afraid, desperate and without sleep for quite some time.

5 An Emperor Black Scorpion (HD 4) was freighted onto the ship by one of the original crew, as an object of curios. The Scorpion fled from its cage and makes a surprise attack the next time a PC searches for something in drawers, cupboards, containers, etc. If its attack lands, the PC must make three Physique tests of difficulty 5, due to the venom. For each failed test, PC suffers 1d8 of damage.

6 An original Egyptian Ankh sculpture, brought by one of the Priests. If yielded in front of the Mummy, it placates the beast for 1d4 rounds. Alas, it bestows a curse on anyone who touches it and is not an Egyptian Priest. The next four times a PC makes a saving throw, he or she must roll two dice instead of one and apply the worst result. The problem is fixed by using gloves.





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| 1. Airlock | 5. Kitchen | 9. Toilet |
| 2. Corridors | 6. Tachyon Drive & Engine | 10. Cargo Hold |
| 3. Bridge | 7. Cryogenic Bay | |
| 4. Crew's Quarter | 8. Storage | |

THE TIME TRAVELING CRUISER

1. AIRLOCK

This is a small compartment, like a vestibule, that functions as an airlock. It is the cruiser's main entrance. Lined up against one of the walls, PCs may find a series of four hooks, two of which contain one pair of mission-goggles each (the other two pairs have probably lost in the course of the abduction mission). These mission-goggles provide heat signatures and night-vision. They can, of course, be used to counter the Dust of the Blind (see Getting crazy at the gaming table above). In the opposite wall, there is a strange device, like a large stretcher. If engaged with, PCs will understand that it floats – pretty much like the good old floating disc. This was used to transport the Priests, who were put to sleep, during the mission.

2. CORRIDORS

The corridors are wide enough for two people to fit side by side. They are made of white metal, with the occasional outwards window, and lighting running along the ceiling (remember that the light is currently blacked out or emitting flashes in red). Overall, the condition of the corridors is good.

3. BRIDGE

The bridge has four main seats, a large control deck with a long metallic panel and an outwards window, revealing the vastness of outer space. The control deck houses navigation control, speed instruments, landing joysticks and its piece de resistance, the time-travelling computer. Strangely, PCs can reason that it has a very limited astrogation capability (after all, it only supposedly needed to jump in time, not cruise outer space) and there are no controls for weapons – because, there aren't any. A small panel with cameras lets PCs view the outside of the ship, which leads them to understand that the building materials are quite exotic – not the types of metals they are accustomed to.

The bridge is compromised by the priests' actions, with parts and bits scraped off or removed, including sections of the control deck. It is possible to conduct repairs to bring the cruiser back to life (if PCs salvage some pieces wired to the casket in the cargo hold and buy a few replacements later on), but these can take a few weeks, because the engine room also needs repairs. It is possible, however, to make a fast repair to bring some features of the cruiser back to life. The Overlord should ask for some rolls, as he or she sees fit. If successful, two things can be discerned. First, the main computer will show a set of space-time coordinates unknown to PCs – if they decide to engage with this after repairing the main engine, they will jump back to Ancient Egypt. Second, they bring the lights back on in the entire ship. The cruiser illuminates with white lighting running along the ceiling on all corridors. In all other divisions thereafter, heath-sensors trigger lights when anyone walks into the room.



4. CREW'S QUARTERS

This area encloses four personal rooms. Each room is small, having only one bed, a small personal cabinet and a monitor. The priests have taken up these, so the beds are messed around. However, they did not understand how to open the cabinets or work the monitors. The cabinets can be unlocked only if pressed towards the wall, after which they pop open through a spring mechanism. Inside, PCs may find a variety of personal items (like clothes, bed sheets, etc.). The monitors will only function if the main power is restored in the entire ship, via successful repairs in the bridge. They were there to record audio and video, to see movies and listen to music, to play video-games (augmented reality), give information about the cruiser and provide detailed maps of Karnak, with a mission brief. PCs may understand how the monitors work (the screens have buttons that can be pressed), but they won't understand the language coming out of them. The monitors give oral and written information in an Earthly language, far too incomprehensible. If they find a way to understand it (like in the case of communication with the Priests), the Overlord can give them the info below.

Room #A: this is the room of John Peter Maul, the engineer-pilot. If the monitor is enabled, it will say "Welcome John, how may I be of service?". If pressed further, it will tell that the engine room has been seriously compromised and also give away the mission brief. The brief consists of information about a place called Egypt from an epoch stated as 1,500 BC. This means nothing to PCs, obviously, but they can reason as much. It has a detailed map of what seems a Stone Temple of a mythical creature called Amun-Re in a place called Karnak. The brief appears to give coordinates, exact times to perform certain duties and a digital brochure explaining how all equipment must be used – including the stuff found in the storage (see below). Also in the room, in a set of embedded drawers, PCs will find a photo (have they ever seen one?) of a human, with a smaller human-child, behind a big statue of a green lady holding a lantern. Only the upper body of the statue is above sea level. Also, there is a set of men's hygiene, including razors, combs, aftershave, and a strange cylindrical tube with the name of a weapon: Axe.

Room #B: this is the room of Arthur Seaman Countryside, archaeologist-historian. Enabling the monitor will make a voice sound, saying "Hello Arthur, what would you like to do today?" The monitor is not as functional as the previous one, but PCs can see a strange list with titles. Only one seems to be working. If pressed, it will start playing the movie "The Mummy", an oldie from a long time ago, but which Arthur finds inspirational. The Overlord should describe to PCs that they are seeing a screen showing Hoomans interacting in a plot about Ancient Temples, Hieroglyphs, Curses, Mummies, etc. In the drawers, PCs will find archaeological tools, bunch of books (on history) and a dictionary between two languages they have never seen before (English – Ancient Egyptian). The dictionary might pass as an object of arcane knowledge and be sold for a considerable price.

Room #C: this room belongs to Theresa Cormorant, a paramedic-biologist. The monitor will salute by saying her name. However, it is broken and will keep repeating the greeting like a broken-record, until it is shut down. No information can be retrieved here. However, if the room is explored, PCs will find objects of feminine hygiene and a futuristic medical kit (may restore a character to full vitality, but needs to recharge, which takes 1 day). Stashed away in a closet, they also find samples of Egyptian beetles, secured in a futuristic cage-box made of glass and lithium. If opened, the beetles attack for poison damage (treat them as a single 1 HD creature that can attack everyone in their area).





Room #D: the last room is Phylippe Smith's, a trained sharpshooter-martial-artist. If the monitor is pressed, it will greet Phylippe just like in the previous chambers, and it will show a musical playlist. Smith likes Classic Antique Hip-Hop & Dance Music from the 20th century. If PCs press the monitor further, the Overlord should play Beastie Boys "Intergalactic" for the party. The monitor will then show a Hooman dancing to the tune (it's Smith). If the Priests weren't discovered by then, they will flock to the room and start dancing too, mimicking the moves of the video. When it stops, they leave undisturbed – this can be a way for PCs to gather the Priests in one room without using force, later in the adventure.

WHY ARE THERE ROOMS?!

It may make little sense that the cruiser has rooms, given that its main purpose was to go back in time to get the priests and come back as rapidly as possible. If only it was that easy. Unfortunately, the tachyon particles, which fuel the time-travelling engine, take two or three months to restore themselves, through a complex process of bio-chemistry that happens in the pool (see engine room). This means that the original Hooman crew made a jump back in time and had to stay put orbiting the Earth for that amount of time, until the engine was fully operational again. Only then they completed the mission and salvaged the priests. The rooms were used by them during those months, just like the kitchen.

5. HITCHEN

The Kitchen has a circular dining table bolted to the floor and four seats. The counter has a faucet and sink, and water comes out of it if used properly – the Priests discovered how to work this. There is a microwave unit and a coffee maker. One of the walls has a full-set of cupboards, which are virtually all opened and it is clear that rations have been eaten. Literally everywhere, cans are scattered around popped open, along with candy and energy bars, metallic drinks, canisters of beans and soya, others with meat and fish, etc. This is how the Priests have been feeding themselves.

In one of these cupboards, PCs will find an untouched box with six pasteis de nata (custard tarts), one of the most famous pastries in the world after the Inordinate Holy Feud, although its origins have been a target of debate – they come from the recipes of old Catholic nuns, which brings discomfort to radical post-Feud zealots. Should any of the PCs eat one, they get a sugar-rush, for they have most certainly never experienced the taste of Earthly sweetness in their lives. During the sugar-rush, a PC has an augmented speed rate (can make two attacks per round) and a +1 to Physique for 1d3 rounds. Alas, two of the six pasteis de nata have already gone bad and will poison the PCs instead – the Overlord should secretly determine which ones are poisoned. If a PC gets poisoned, he or she has two options: either vomit it out immediately (the Overlord should ask the player if he or she wishes to do so or not, making it seem like a bad idea at the gaming table, even though it is not) and nothing else happens, or the PC will need to make a brash incursion to the loo in exactly 25 minutes in real time (not in gaming time). Should that happen, the player (not the character) will need to sit out of the table for 5-10 minutes (suggestion: give the player a little stool to sit on, if you have one at hand).



6. TACHYON DRIVE & ENGINE

PCs may recognise this area as the engine room, but the tachyon drive (which powers time-travelling) is unlike any other they have seen. The Overlord should be explicit about this. Make it seem unique, exotic, foreign and alien, even to the standards of PCs. If it hasn't already, it should now become obvious to players that the ship is not of their universe. To do so, the Overlord can refer to extremely hard metals and components with alien designs, beyond the two centerpieces that are clearly something out of the PCs' world (see below).

It should also be clear here that this part of the ship has been seriously compromised. Cables have been unattached, the glass tube is broken, panels on the walls have been removed or unscrewed, etc. If they have already made contact with the priests thus far, one of them comes in and starts removing more parts of the ship (a set of cables, some buttons, pieces of glass, whatever), before taking them to the cargo hold. It should be relatively clear that the priests are using these parts as offerings of sorts to the beast, decorating the casket, wiring it to a panel in the hold so as to appease the beast.

Glass tube: this structure, a cylindrical structure in the vertical position made of glass (like a tube) with metallic ends, is the regular engine of the cruiser. If repaired, a vertical lightning ray will ignite within the glass, causing 3d6 of damage per round to anyone inside the tube. To repair, PCs must make several rolls and explain where exactly they are standing. If they don't, the Overlord can ask for luck rolls to determine whether they are inside or outside of the structure when the power surges back on. To repair this part of the ship, there are two or three components hooked to the casket that need to be salvaged.

Pool of liquid: this is the tachyon particle source pool. It is a circular structure. The tachyons are fabricated through nano-bio-organisms that dwell within. The base of the pool has two large sockets, which are currently unplugged with its cables are missing. The cables can be retrieved from the cargo hold. If wired to a set of computers on the walls of the engine room, the pool springs back to life, radiating an incandescent blue light. It will now take two or three months for it to be fully operational to make a time-travelling jump.



7. CRYOGENIC BAY

In this area, there are nine cryogenic pods for hibernation. They are here because Hoomans, after solving the problem of incompatibility of quantum mechanics with the theory of relativity, understood that time-travelling jumps were not exactly “jumps”, but rather more accurately described as insta-travels through quantum continuums. This means that normal beings experience these jumps as fractions of seconds, but their bodies age up to limits unknown in the same amount of time, unless their bodies are placed inside these cryogenic shells, which freeze all organic matter, thus preventing the acceleration of age. Technically, this means that when the crew activates the tachyon drive to make a jump, they need first to put themselves inside the pods – the pod of the engineer has a remote control to activate the jump. Otherwise, their flesh rots instantly.

The four pods to the left have been specifically designed for each member of the crew, so there is some medical and biographic data inserted into each one of them. Again, this information is only available to PCs if they somehow find a way to understand Hooman language (the info below is quite scarce; the Overlord is welcome to expand it, according to his or her own style and campaign). The pods can also act as medical devices, but only if the person's DNA decoding has been inserted previously. The Overlord can allow PCs to re-write this data, but only if they find a way to write in Hooman. Should PCs work the pods' medical abilities, these can restore all damage/HP loss in six hours. The other five pods are generic pods and can be used by anyone, but do not have medical purposes – these were intended for the Priests.

Pod #1: the pod says that it is designed for John Peter Maul, pilot-engineer, who is 40 years of age and comes from a place called Old New York. It also states that Maul was a captain during an event called the Inordinate Holy Feud. In the medical info, it shows that Maul has a condition of diabetes. This pod is different from all others as it has a control that others lack (this is the control for activating jumps remotely, as all living organic matter needs to be put in the pods beforehand).

Pod #2: the pod says that it belongs to one Arthur Seaman Countryside, a stated refugee from an island called United Kingdom. The monitor explains that Arthur learnt archaeology and history, at a place called Oxford, before relocating to the Divided States of America, where he now teaches at a National University. According to the medical info, Arthur was tall and strong and in perfect health.

Pod #3: this pod tells information about Theresa Cormorant, a stated paramedic-biologist, from a place called Switzerland. In her info, PCs can read that Cormorant served as a Red Cross (whatever that might mean to them) a rescue-medic during the Holy Feud. She has been hired directly from Switzerland to become part of the crew and this mission. She was also in perfect health.

Pod #4: the pod says that it has been designed for a young Hooman in his early twenties, Phylippe Smith, a sharpshooter-martial-artist. His info has it that he comes from a place called Europa. The pod shows a relatively recent report of an injury sustained in the left leg, but the procedure was interrupted suddenly. PCs won't find how the injury happened, but this can be a way of ascertaining that the pod has medical capabilities. (Explanation: indeed, Smith broke a foot during the extraction and went inside the pod to cure the damage, but the events that followed with the casket/mummy called for action and he had to halt the process.)



If a PC enters and enables any of the pods without re-writing his or her DNA code (aka inserting personal and medical information), the Overlord should roll 1d10 on the table below to determine what happens:

d10 Pod Malfunction

- | | |
|----|---|
| 1 | It makes the PC seem dead for 1d4 hours. The Overlord should be very dramatic about this, perhaps even making the player roll a new character. After a while, his or her old PC springs back to life. |
| 2 | The pod makes the PC 1d20 years younger or older (50/50 chance). |
| 3 | It changes the sex of the PC. |
| 4 | It renders the PC deaf-and-dumb for 1d6 days. |
| 5 | It magnetises the PC. He or she now attracts and is attracted by metal for 1d3 days. The Overlord can provide humorous moments, like the PC becoming pasted to a wall in the cruiser, or knives flying his or her way (ask for DC checks to avoid damage), etc. |
| 6 | It changes the colour of the PC's hair. |
| 7 | It makes the PC extremely hairy. |
| 8 | It does 1d10 of damage, instead of curing. |
| 9 | It does 1d6 of damage, instead of curing. |
| 10 | It works normally. This represents a miraculous alignment of DNA between the PC and the "owner" of the pod. |

8. STORAGE

Here, PCs may find various objects and weapons. The objects are nets, electrified handcuffs, kidnap hoods, light grenades, smoke bombs, sleeping pills, etc. – the Overlord should hint at the usual "abduction kit". In terms of weapons, there are five laser blasters (a spare one just in case), plus a Japanese Katana, which was owned by Philippe Smith.

9. TOILET

The toilet reeks of rotting flesh and piss abounds. This is due to two things. First, due to the fact that there are a series of Hooman organs abandoned next to the toilet (see cargo hold). Second, because the Priests understood that this was where they should perform their necessities, but they were unable to grasp how the flush was triggered. For that reason, there is piss everywhere and even the occasional poops. The mirror is broken, because the mummy hates mirrors. When looking itself through a mirror, the creature becomes infuriated, gaining an additional 1d20 HD for 1d6 rounds. However, this is also a way to drain the beast, which resumes its slumber instantly, after the rolled rounds are over. It's a two-edged sword. Who wants to risk it?

It was the Priests who broke the mirror in order to avoid further complications. The fact that it is broken may serve as a hint to particularly deductive players. It is probably the only way to return the creature to its sleep if it is ever awakened, even if PCs will have to endure a few rounds of infuriating charges.



10. CARGO HOLD

The cargo hold is a large room with a ramp and an outer-door, clearly use to load and unload cargo. If accessed from the interior, the doors open to a small balcony that oversees the entire area, with two sets of symmetrical stairs located to its left and right. From the balcony, a large casket of the Egyptian type is immediately recognisable, although PCs won't know what it is. The Overlord should not give this away, but rather describe with words such as "a large box in the vague shape of a humanoid, made of a golden substance with vertical inscriptions of symbols like birds and eyes enfolded in a circular-shaped line". This is obviously the casket where the Mummy-beast is slumbering. The strange dust that permeates the entire ship is denser here. The Overlord should explain also that the casket is rigged with cables, buttons, panels, etc. some of which plugged to the walls and computers on the deck below, creating sparkles everywhere. If PCs start messing with the casket around, two Priests will come in and put some more "offerings" (more parts of the ship) in place. They will gesture at PCs that they should leave the area. If for some reason the Priests are impeded from attending this section, the mummy-beast will rise from the casket in twelve hours. When PCs come into this room, the Overlord may introduce them to the Dust of the Blind for the first time. Explain that they see the casket emitting a dense cloud of smoke, before the effects commence to take place. Do not forget the mission-goggles. Now is the time to wear them out.

Around the casket, there are five bodies of Hoomans displayed in a ritualistic fashion, as if revering the Mummy-beast. These are, obviously, the bodies of the Hooman crew. The descriptions that PCs find in the medical pods (cryogenic bay) are a match with these. They are dressed up as they were, but their eye sockets have turned dark and their eyes indiscernible. They have been mummified to prevent rotting by the Priests, using linen spares, bed sheets, spare clothes, etc. smeared with ointments and oils that they had with them when abducted. The organs of these Hoomans have been deposited in the toilet, next to the loo, making it fetid.





THE MUMMY

HD: 20

Special Abilities: Immune to any fear or mind control effects; immune to heat or cold attacks (only physical attacks can hit); has six attacks per round (strangling attack, plus hippo-mouth attack); has special powers Death Aura and Nauseating Area.

Madness: The mummy gives instantaneous madness to anyone in its presence, making people lose 2d6 points of Sanity per round.

The Mummy-Beast is an all-powerful Egyptian deity with unique powers. Should PCs be brave (or curious) enough to open the casket, or unlucky enough that the creature does such on its own, the Overlord should describe it as a tall humanoid figure wrapped in linen cloth, with only its eyes and mouth visible and a set of bat wings in its back. It can obviously fly. Its mouth resembles that of a giant hippopotamus, with a set of pronounced and bulky teeth. But more importantly the creature has a strong appetite for being revered. It feeds off devotion and offerings. When it is not fed, it rises in a particularly irritated and agitated mood. If not revered for a duration of twelve consecutive hours, the creature rises from its casket, with a revengeful bloodlust, needing to kill at least 1d6 beings. When the count is over, the mummy stops and trough gestures demands veneration from anyone still in its presence. Only then, it returns to the casket to sleep.

Important: if a character has False Friendship, Song of Seduction or Song of Serenity, a particular good roll at any of these skills has a 50/50 chance of the creature returning to the casket without attacking anyone.

CONCLUDING THE ADVENTURE

The adventure concludes when PCs effectively explore the entire ship and decide what is the best course of action. The outcome is totally unpredictable. If they somehow are capable of eliminating the priests and the beast, or if they find a creative solution to live with them (which is unlikely as the priests are tearing down the ship and, if killed, the mummy will rise), they now have a time-travelling cruiser at their disposal. Which they can obviously sell for a fortune to the right person as an object of curios or an advanced piece of technology, so as to increase their credit rating. Or, they can attempt to activate the tachyon drive.

HOW TO USE TIME-TRAVELLING?

This is left to the Overlord to decide, overall depending on the campaign. Remember that the PCs need to position themselves inside the cryogenic pods, before making the jump, otherwise there can be some nasty effects, including aging 10d100 years. Also, that the tachyon particles need two or three months to restore themselves. If the judge allows players to learn time-travelling jumps (perhaps, only allow this if PCs can understand exactly that this ship is from the future), a few things can happen: it can be used to transport players to other OSR worlds, like Aereth, or Lankhmar, or Hyperborea, or Carcosa, or Terra AD. Whatever you want. If you want this to be random, roll below:



d10 Locations in Space-Time

- 1 Three minutes after the Big Bang. The Universe is simply made of hydrogen, helium and energy. There are no stars, just atomic clouds of fundamental materials. All is void and darkness.
- 2 The starcruiser moves billions of years forward in time, reaching a Universe in an ultimate expanded state of entropy. Stars and planets are no longer.
- 3 The ship travels to Terra AD. (Fetch a random *Mutant Crawl Classics* module – or, perhaps, the PCs' ship is the Fallen Star from the module of the same name.)
- 4 The ship makes a jump and stumbles upon Áereth, the world of adventure, arcane secrets, and untold riches, where a sharp sword and a shirt of mail are a warrior's only defense against wicked mages, monstrous hordes, and fierce dragons of yore. (Play *Dungeon Crawl Classics*.)
- 5 The cruiser travels to the Purple Planet, the realms of the Kith, waste worms, mushroom forests and a dying sun. (Play *DCC – Perils on the Purple Planet*.)
- 6 The ship ends up in Carcosa.
- 7 The starcruiser reaches Hyperborea, the land of *Astonishing Swordsmen and Sorcerers*. Of Barbarians and Dinosaurs. Of Beasts and Cannibals. Of eternal adventure (retrieve the Hyperborea rulebook).
- 8 The ship arrives in Lankhmar, the city of the Black Toga, in the world of Nehwon. Fafhrd and the Gray Mouser can be met. (Get the Lankhmar modules for *Dungeon Crawl Classics*.)
- 9 The cruiser moves forward in time to 17th century Earth. (Pick up a historical module from *Lamentations of the Flame Princess*.)
- 10 The cruiser simply moves across space and reaches Earth, which is by now inhabited by magnificent and feathered dinosaurs.

Additionally, in the **Solar Blades & Cosmic Spells** Corebook, the Overlord can find information regarding all the ages of the universe and a series of rumors regarding them. With time-traveling, the PCs could possibly journey to one of these ages and interfere with the destiny of their universe. What will happen if they do that?





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THE EGYPTIAN SITUATION FROM OUTER TIME

In this adventure for **Solar Blades & Cosmic Spells**, the characters discover a mysterious, floating starcruiser, unlike anything they have seen, for it is not of their epoch and capable of time-travelling (something they will learn after exploring its interior). Inside, Egyptian priests perform rituals and ceremonies using parts of the ship (cables, panels, buttons, pads, etc.) to appease a mummified beast that sleeps in a casket. Only they know how to keep the creature mollified. If the Priests are thwarted in their religious duties, the casket, which has been plugged with cables and sparkles with electrification, will open and a mummy-beast will come out of it. The casket itself intermittently releases a cursed dust, the Dust of the Blind, because it has been displaced, no longer in its rightful temple. The remains of humans can be seen displayed in a ritualistic fashion, their eyes gone red and indiscernible. The priests have discovered rations, but have no clue as to how the ship is piloted. They believe they have passed onto the Other World.

This module explores this conundrum: the ship is state-of-the-art, making it desirable to keep, however it is being sabotaged by freakish clerics, who if killed are no longer capable of appeasing the beast inside the casket, thus releasing it. In addition, a strange powder that causes blindness is released intermittently, for reasons that PCs may, or may not, fully understand. What will the players do? Will they try to keep the ship? But how exactly? How will they deal with the priests and simultaneously avoid the tearing down of the cruiser and the jinxed dust? I encourage Overlords to reward creativity. If players come up with interesting solutions, let them have it. If they go for the obvious (a.k.a. slash the priests and fight the beast), the Overlord should give them a hard time.



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