



Background

Buried underground for hundreds of years lies a spaceship from the 3rd planet in the Altair system, in the constellation Aquila. While heavily damaged, the ship still has power for many of its systems and doors and lights are still fully operational in most sections.

During a battle between the crew (*Flumph*, *Grey Aliens*) and an attacking race (*Grell*) the saucer was damaged and forced to crash land on this planet. The remaining crewmembers escaped into the Phantom Prison to survive the crash, but are now trapped. The pilot who was to free them was killed during landing, and its restless spirit still haunts the ship.

Many of the automated systems are still active, trying to both repel intruders and bring survivors to the Phantom Prison to be "saved".

A. The Saucer - The tunnel opens into a large cave containing a partially buried saucer shaped craft. The silver surface of the ship is scorched and twisted in many places.

B. The Cave-In - seems to have collapsed some time in the past (after the saucer crash landed). From this point the hole torn in the hull at #1 can be seen.

1. Damaged Corridor - The hole in the ship leads to a darkened corridor of alien construction. A small grayish leather disc lies on the floor (a dead *Flumph*) with an Ioun Stone (Survive without Air) nearby.

2. Flumph Chamber - This sparse room has several pedestals with shallow basins connected to tubes leading up to the ceiling. Searching finds an Ioun Stone (protection)

3. Equipment Locker - Cylinders of strange liquids, various tools (pick, shovel, etc) a rod of Light (100 charges), and an Environment Suit (AC5 Protection from Heat/Cold)

4. Destroyed Flumph Chamber - Pushing open the door reveals a severely damaged room, similar to #2, with smashed pedestals and wires hanging from the ceiling.

5. Battlefield - Scorch marks cover the walls and bodies litter the floor. The long dead remains of 3 *Flumph*, 4 *Grey Aliens*, and 2 *Grell* are here, along with 2 Bolt Pistols (d12 x24 charges) and a Rod of Heat Ray (3d6 dmg, save for 1/2, 18 charges) near a *Grell*.

6. Collapsed Corridor - The ceiling has collapsed at the far end of the hall.

7. Navigator's Room* - Beautiful maps and models of distant star systems.

8. Curving Corridor - The saucer's lights are working in this section. One of the ship's *Antibodies* (*Ascomoid*, without spore attack) emerges from #10 if there is any noise.

9. Globe Room* - This room is filled with large translucent spheres and hanging wires. 2 *Antibodies* (*Ascomoid*, without spore attack) attempt to drive off any intruders.

10. Entry Corridor - Speaking the phrases "Open Door" and "Close Door" in Altairian will activate the portal and entry ramp on the exterior wall, leading back to "B".

11. Maintenance Room* - Assorted tables filled with bits of alien machinery and tools. A *Magnetobot* (*Adherer*) will activate after 1 round and try to bring any humanoids to room #14 for digitizing. An Altair tech pad containing a Manual of Golems can be found.

12. Antechamber* - A large glowing sphere hangs from the ceiling bathing the room in a soothing blue light. Resting 10 minutes here regains d6 stamina (once per day).

13. Control Room - Flickering lights reveal a heavily damaged room with tubes and wires hanging from a partially collapsed ceiling. Damaged pedestals and control panels fill the room. Searching reveals a dead *Flumph* and a Ioun Stone (Survive without Air). The *Haunt* of this *Flumph* will try to possess someone so it can free the crew from room #14.

14. Phantom Prison* - Multiple glowing spheres and tubes flank a large screen dominating the far wall. A short control pedestal is the only furniture here. After 1 round the person closest to the Mirror of Life Trapping will be drawn into the last remaining spot. The mirror will then deactivate and not draw anyone else inside. The commands for the Mirror are written in Altairian on the pedestal allowing the release of any or all of the 16 slots. Damaging the mirror will release all the occupants.

15. Corridor of Doors - The button to open the door to room #17 has a cover on it.

16. Medical Lab* - Tables with alien bodies and pedestals with sharp tools are arranged in a semi-circle around the room. An Orb of Resurrection and Reanimation sits atop one of the pedestals. Touching it animates the bodies creating *Alien Zombies*.

17. Bio-Preserve - A self-contained alien eco-system with water, filtration and a day/night cycle. The alien vegetation has evolved into a colony of *Vegepygmies*. Once the seal to this room is open they will start venturing out to explore their new surroundings.

18. Observatory - One way transparent walls allow anyone in this room to look into any of the adjacent rooms. A pair of goggles (*Eyes of the Eagle*) have been left here.

19. Sending Room* - Strange circles are etched on the floor in alien writing (*Antarian*). A Cirlet of Comprehend Languages is here and reveals the room as one for sending and receiving messages of some sort (via Telepathic Projection).

20. Darkened Corridor - This section is heavily damaged and without lights.

21. Tubes Room* - Filled with pipes and humming machinery. 3 *Antibodies* (*Ascomoid*, without spore attack) are here and attempt to drive off any intruders.

22. Storage Room - Shelves of strange tools, mysterious supplies, a gas gun (*Stinking Cloud* x10 charges), and 2 Environment Suits (AC5 Protection from Heat/Cold).

23. Crypt - 5 smooth metal caskets contain the remains of former Altairian crewmembers. Other caskets are buried beneath the collapsed wall and ceiling.

Random Encounters - 1 in 8 chance, check every 10 minutes

1	<i>Magnetobot</i> (<i>Adherer</i> , brings humanoids to room 14)
2	<i>Antibody</i> (<i>Ascomoid</i> , without spore attack)
3	<i>Defence Screen</i> (<i>Stun Jelly</i> , causing only non-lethal damage)
4	<i>Vegepygmy</i> (disregard if they have not yet been released from room #17)

*** Effects of missed shots**

roll d4 for rooms 7,11,12,14,19; roll d6 for rooms 9,16,21

1-3	No Effect
4	Electrical Arc - Everyone in room makes a save each round or loses d8 stamina
5	Fire - Alarm sounds and door will seal in 2 rounds, after which all air will be pumped out of room (lasts 10 min)
6	Explosion - Everyone in room loses d20 stamina

Phantom Prison Contents

1-6	Altairians (<i>Flumph</i>), flight crew and scientists	᠘᠒᠐᠗᠙᠓᠙
7-11	Altairian (<i>Grey Alien</i>), explorers, warriors and scientists	᠐᠐᠑᠒᠘᠔
12	<i>Grell</i> - Prisoner, will try to escape via room #10	᠑
13	<i>Xag-Ya</i> - Prisoner, will try to destroy Altairians	᠑
14	Xill - Prisoner, will try to become Ethereal and escape	᠙
15	Human NPC (determined by the GM)	᠒
16	Empty slot (possibly occupied by a recently added character)	᠒