

Looking Glass Hills (Sci-Fi Fantasy Adventure) BY BROLL

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Backstory: *Steppe, ugly as a sin, the PC walking along the main way when they see a light; sparkling stainless grey. Grotesque sheet metal sounds come from it. In a flash, you remember that as soon as you set foot on the steppe something, like a humanoid made of hot air, spies on you. For miles nothing interesting was seen, not even an insect, they decide to investigate.*

For those who will direct and/or prepare the game: *The hill conceals an alien shuttle, 50's style, with its pilot, burned who desperately seeks a similar DNA to reconstruct his skin and accesses the control room to restart. It is not known when it landed, days or perhaps centuries.*

1 – Last appearance of the hot air silhouette. You are on the slopes of the hill; you see it slip into a crawl space. Signs of struggle, green gelatinous spots

2 – Landing ladder: **Wow**, it is bigger on the inside! A warthog with semi-humanoid face comes towards you: friendly, harmless. "Perfect day for truffles!" If killed you get a few truffle crumbs. In the end a steel door, thin but very resistant

Door as soon as the PC's get close the door snaps open. **Master roll 1d6 – 1-3 closes when they pass under it 1d6 damage, 4-6 stays open but if they should pass under it**

3 – Junction: in front of the PCs a big door different from the others **9**, at the side the silhouette of a hand that is part of a device that opens the door. Two doors to the right and left for **4 – 5**. Try to open the main door; teleported to **7**, female voice behind delivers a message that keeps repeating itself: "safety maneuver activation!"

4 – Lab, a strange moving picture above a metal box that puts sounds – it is the **DNA** regenerator, and it needs some blood or skin to reconstruct the **DNA** chain more like the alien. The picture shows a tall, greenish creature. Suddenly the same creature you see on the screen appears and tries, to force your hand into the machine, fails it is weak and becomes invisible again. At the side of the room a giant, but cracked cruet containing a large reptile. Pages in the **PC** language repair the cracks; they are enchanted and make them look like patches. On the ground, the body of what you recognize as an archmage, long dead. The pages are readable but you need to remove them to understand them, removed the reptile frees itself and chases you. Very tough skin impossible to hit except with weapons in **Room 5**.

5 – armoury, there are large blades of unknown shape, very sharp **1d6** damage if you get too close to the blade. Unique to scratch the reptile. Enter here and the voice message changes "release evolutionary gas!" Calculate before release actually **10 min** with a timer. Ceiling with hole **7**.

6 – Meditative sanatorium: room full of unknown symbols, floor full of glass fragments. The only part without fragments is a small table, standing on top of a big mouse, with a big head that gives it **psi** powers. He speaks the alien language, but also that of the **PCs**, he can help them understand the machines in **Room 4**, but he is irritable, he likes truffles though and asks for wild boar. If angry, he attacks, hurling the glass at you. If you have not killed the warthog it will come back and calm down mouse and guarantee for you that you are great gentlemen.

7 – PC end here if teleported, chair and a small fire off, a strange device easy to grip, like a crossbow (ray gun discharged) if pointed at the alien, this will not be afraid.

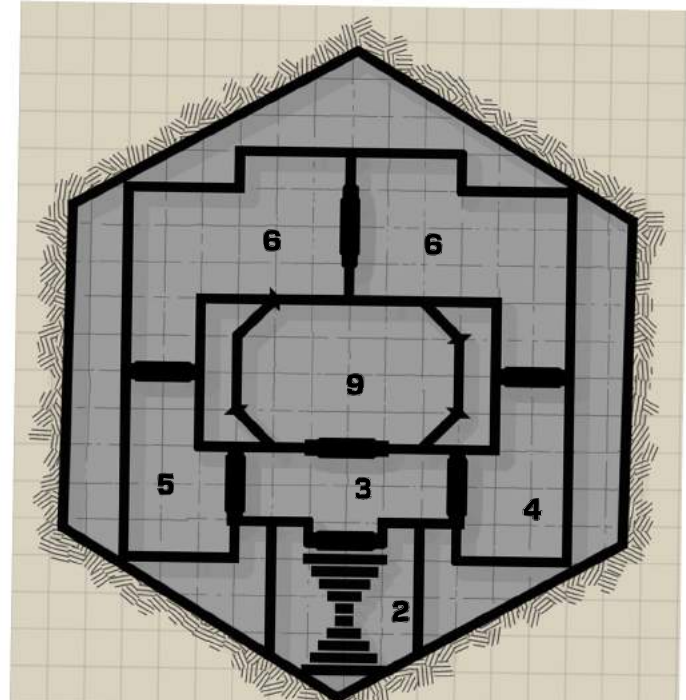
9 control room and engine, conclusions.

Before entering:

– If the **PCs** have managed to read or have their usage revealed, they put some of their **DNA** into the machine and on the screen, it will be declared perfect compatibility, a brand new light green skin is printed for the alien, it will appear and wear it.

Note: if they did not understand anything. they can kill the alien, with its death a second dose of evolutionary gas will be released and the ship will self-destruct

– In the centre is a glowing pillar, with some signs of rust. The alien caresses it lovingly. He talks to the engine and cures the characters of evolutionary intoxication. He gives some space blades and asks if the characters want to be acclaimed as heroes on his planet, then leave with him.



Effect of Gas 1d6

1 – Primitive regression **2 –** Mutation: new limb **3 –** Mental faculties enhancement **4 –** Transformation into a bluish essence (ethereal) **5 –** Amphibian (totally incapable of anything, but sentient) **6 –** Maximum evolution (capacity building)