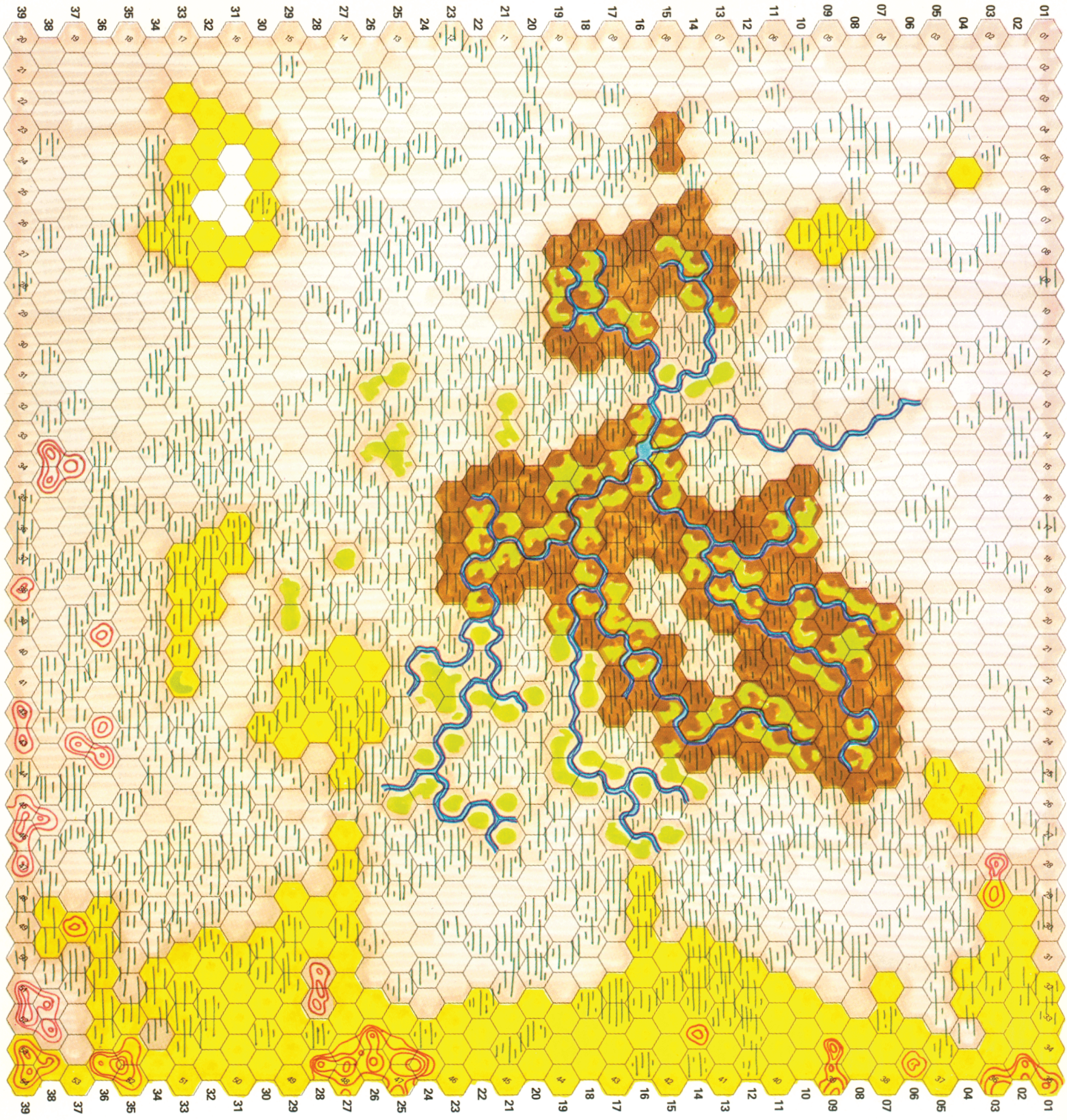




ENVIRON HEX MAP

1 hex = 100 km
Environ n.r. n07 of Laidley.
Average Temperature: 50°
Top of map is north,
leading to environ n02
See facing page for
terrain key

SP1 grants permission to photocopy the Environ Hex Map for personal use.

NOTE: To locate a particular hex on the map (e.g., hex 11-33), read straight across the hex row (indicated with a bold numeral) and read diagonally down the hex column (indicated with an italic numeral) to the intersection of row and column.

The Universe Adventure Guide is divided into two distinct parts.

Encounters is used by the GM as a continuing source of creatures, non-player characters, spaceship encounters, and accidents that may be used from adventure to adventure. The players should not be allowed to see Chapter IX, Encounters, at all. Although they will eventually run out, the encounters presented will continue to be a source of inspiration and ideas for the imaginative GM.

Lost on Laidley is a single self-contained adventure, intended to be played once by the GM and the players during their first session of *Universe*. The Chapter presents a

completely generated star system that serves three purposes. It is the setting for *Lost on Laidley*; it is a comprehensive example of world generation; and it may be the backdrop for adventures created by the GM. The players should be allowed to see only Sections 39 and 40 of the adventure. The contents of the remaining Sections will be revealed to them during play. After the adventure has been played, the format of *Lost on Laidley* and the ideas presented within it will continue to guide the GM in the conduct of his own adventures.

IX. Encounters

The following creatures, non-player characters, spaceships, and accidents are used by the GM when the appropriate encounter occurs (see 27.0). These lists should not serve as the sole source of encounters; after the GM has run a number of adventures, the supply will dwindle and the GM should start to develop his own encounters (although he may continue to get many ideas from these encounters). Federal encounters are not described in this chapter; they occur in accordance with 27.4.

[35.0] Creatures

The GM should choose one of the following 40 creatures when a creature encounter occurs. He consults the appropriate column (common, rare, or unique) of the Creature Location Chart (27.6) to quickly find which creatures (by identity number) are eligible to appear in the party's environ, and makes the selection from that group. An item-by-item explanation of the creature descriptions follows and detailed explanations of all creature powers are included in this section on page 73.

If a creature description indicates that more than one creature is present, the GM should roll one die, two dice or percentile dice (as seems appropriate to the situation) to determine how many creatures there are.

Each creature description provides the GM with a complete and variable explanation of the creature's attributes and is organized as follows:

Identity Nr. Identifies the creature when referring to the Creature Location Chart.

Restrictions. Aside from a creature's environ location, additional restrictions may be placed on the ranges of temperature, gravity, and water availability in which the creature may exist. Specific sites for the creature may also be suggested (see the list of sites in 24.8).

Combat Rating. A quantification, ranging from 1 to 15, of the creature's brute strength and endurance. Certain creatures are incapable of combat (represented by **na**). The creature's strength when attacking (or defending in close combat) is equal to its Combat Rating times *one half* of its Agility Rating (rounded down). When a creature's Combat Rating is reduced to 0, it passes out.

Agility Rating. A quantification, ranging from 1 to 15, of the creature's speed and nimbleness. Certain creatures are immobile (represented by **na**). A creature may move a

number of hexes equal to its current Agility Rating each Action Round.

Aggression Rating. A quantification, ranging from 1 to 12, of the creature's self-preserving and aggressive instincts. A creature's Aggression Rating is used to determine the creature's reaction to the party (28.4).

Intelligence Rating. Some creatures have intelligence comparable to man's, listed in such cases as a range of 1 through 12. Most creatures have no intelligence (marked **na**).

NOTE: The preceding four ratings are listed as a range of three or four possible ratings for each creature, to allow variety when using the same creature type more than once. The GM should choose specific ratings from these ranges for each creature he uses.

Initiative Percentage. A number, from 1 to 20, representing the creature's awareness and ability to get the jump on its adversaries. Multiplied by the *Terrain Value* to determine the base awareness chance at the beginning of an encounter.

Composition. The basic stuff of life that the creature is composed of. Types include humanoid, mammalian, terran-like, protein, carbon, and non-carbon. Each creature has a primary composition and a secondary composition (followed by a percentage chance). The GM may roll percentile dice to see if the creature consists of the secondary composition; otherwise, the primary composition is used. Composition determines how a creature will be affected by drugs and toxins (30.7).

Size. A category matching the target size categories in 29.7. These include very small, small, man-sized, large, one-hex, two-hex, and so on. An additional category, *mini-scale*, is used for bugs, microorganisms, and other creatures too small to fire a weapon at.

Powers. A list of one to five powers the creature may possibly possess, with a percentage chance for each. Upon choosing a creature, the GM rolls percentile dice for each listed power to see if the creature has it. The powers and their variable availability give each creature a unique and ever-changing *modus operandi*. The GM may "mix and match" powers as much as he desires.

Warning. A visual or sensual description to be read to the characters if they and the creature are aware of each other at the moment of encounter. A warning allows the characters to choose a strategy while knowing very little about the appearance and nature of the creature.

Sight. A visual description to be read to the characters if they are aware of a creature that is itself not aware at the moment of encounter, or when they get their first good look at the creature later in the encounter. Sight describes a creature in objective visual terms, but reveals nothing that would not be immediately obvious. A character may not fire at a creature until he has heard this description.

Perception. An analytical description read to the party if a character successfully perceives. Once sight has been established, the party may attempt the perception tasks listed in the life sense skill (10.0) and/or the perception tasks listed in the biology skill (12.0). If the creature has a non-organic composition, the GM may allow a perception task using a scientific skill other than biology. Perception may reveal vulnerable areas of the creature, its intentions towards the party, its method of propulsion, attack, defense, and ingestion, and other information that will aid the party in dealing with the creature.

Examination. A physiological description read to the party if a character successfully conducts examination (see the biology skill, 12.0). Examination may only be attempted if the creature is dead, unconscious or safely restrained. Examination may reveal strange fluids in the creature's interior systems, entirely unique interior systems, valuable chemicals, drugs or poisons in the creature, and whether or not it is edible.

NOTE: Warning, sight, perception, and examination may also reveal any *powers* possessed by the creature. Each power in Explanation of Creature Powers lists one of these four categories and should be revealed to the party when they are read that category description (if they have not been made aware of the power by the creature's actions). The GM may always alter or elaborate upon the wording of a description to better fit the situation. Many creatures do not possess all four description categories; such a creature possesses no attributes of interest that would be revealed in the category.

Certain creatures with bizarre attributes have special procedures for their use listed at the end of their description.

None of the creatures is given an actual name. If the characters are encountering a creature that they already know exists in the area, the GM should provide a name. If they are encountering a previously undiscovered creature, the GM should allow the party to agree upon a name.

CREATURE Nr. 1: Man-size
Restrictions: Light vegetation; woods; forest. Non-corrosive atmosphere. Gravity of **0.6** to **1.6**. Temperature between **30°** and **100°**.
Combat: 2-3 **AY:** 3-6 **AG:** 1-3
IN: na **Initiative:** 2%
Composition: Mammalian; terran 10%
Powers: Edible 5%; camouflage 5%; heightened smell 30%
•**Warning:** You see a group of large four-legged entities which seem to be busy grazing on the local flora.
•**Sight:** Each entity is two meters long and stands almost two meters high at the shoulder. They look like terran swine, but have elongated pointed snouts (about 10 to 16 centimeters long). They appear stupid and harmless.

CREATURE Nr. 2: Small
Restrictions: Light vegetation; woods; forest; marsh. Must have non-corrosive atmosphere. Gravity between **0.4** and **1.4**. Temperature between **20°** and **100°**. Near water.
Combat: 1-3 **AY:** 1-2 **AG:** 2-3
IN: na **Initiative:** 2%
Composition: Mammalian; terran 40%
Powers: Dart shooting 100%; edible 10%; heightened hearing 30%; poison attack 35%; camouflage 5%
•**Warning:** You hear a crashing and rooting in the nearby undergrowth.
•**Sight:** A meter-long hedgehog-like entity covered in 15-20cm long quills. Locomotion is by slithering on belly since creature is legless.
•**Perception:** Entity has anteater-type mouth and single eye. Shoots quills at threatening objects or entities if frightened.
•**Examination:** Belly is not coated with quills. Entity is helpless if turned on back since powerful locomotive muscles are on its underside only.

CREATURE Nr. 3: Miniscale
Restrictions: Marsh; jungle. Must have non-corrosive atmosphere. Gravity between **0.4** and **2.0**. Temperature above **50°**.
Combat: na **AY:** 8-10 **AG:** 10-12
IN: na **Initiative:** 15%
Composition: terran; protein 20%
Powers: Camouflage 100%; flight 100%; poison attack 100%; radar sense 60%; swarm mind 30%
•**Warning:** You notice that members of your party not wearing body armor are acting strangely, as if they are suffering from some illness, though the exact nature of the problem is not clear.
•**Perception:** The illness will be diagnosed as a type of poison (virulent, viral, paralytic, or psychotic, but not a spore) and will be connected with a one-inch long insect present in great numbers.
•**Examination:** Insect has powerful quarter-inch sting in tail containing poison.

CREATURE Nr. 4: 2-hex
Restrictions: Light vegetation; woods; marsh; forest; jungle. Normal atmosphere only. Gravity of **0.6** to **2.5**. Temperature between **50°** and **150°**.

Combat: 8-10 **AY:** 6-8 **AG:** 9-12
IN: na **Initiative:** 15%
Composition: Terran; protein 10%
Powers: Chitinous carapace 90%; tunneling 65%; entrapment 35%; poison attack 80%; regeneration 20%
•**Warning:** You spot segmented centipede-like entity 8 meters or more in length and 2 meters thick.
•**Sight:** The entity has 8 to 10 body segments, a score of triple-jointed legs (with broad softly padded feet) and a set of mandibles.
•**Examination:** The padded feet can be used as scoops to assist in rapid tunneling. Mandibles are the prime weapon.

CREATURE Nr. 5: Small
Restrictions: Light vegetation; woods; marsh; forest; jungle. Non-poisonous, non-corrosive atmosphere. Gravity of **0.6** to **1.6**. Temperature between **100°** and **175°**.
Combat: 4-6 **AY:** na **AG:** 3-5
IN: na **Initiative:** 3%
Composition: Protein; terran 5%
Powers: Adhesive secretion 100%; poison 100%; radar sense 20%; regeneration 5%; edible 60%
•**Warning:** You observe an odd, cactus-like form of vegetation.
•**Sight:** Vegetation is less than a meter tall and 20 centimeters in diameter and appears to be entirely smooth-skinned.
•**Examination:** Plant has sweet center favored by local fauna who are induced to steer clear of it only by its defenses, a sticky substance that makes mouths adhere to it and a poison which it then secretes.

CREATURE Nr. 6: Man-sized
Restrictions: Light vegetation; woods. Any atmosphere other than thin. Gravity of **0.4** to **1.2**. Temperature between **75°** and **150°**. Water must be readily available.
Combat: 4-7 **AY:** 8-10 **AG:** 3-5
IN: na **Initiative:** 2%
Composition: Mammalian; terran 20%
Powers: Swarm mind 100%; edible 10%; poison attack 80%
•**Warning:** You observe a small herd (6-18) of what appear to be four-legged lizards. They are grazing on local flora.
•**Sight:** Two additional legs (total of 6) partially retractable and tipped with sharp claws as main defense. Stands one meter tall and about 2 meters in length. Forked tail.
•**Perception:** Entity is *very* fast for herbivore.
•**Examination:** Entity is omnivore (*not* herbivore) with retracting fangs for tearing meat. Herd group moves and acts as one. Usually eat only flora and carrion, but will attack for meat if starving.

CREATURE Nr. 7: Very small
Restrictions: Light vegetation; woods; forest; marsh; jungle. Normal or poisonous atmosphere. Gravity of **0.6** to **1.2**. Temperature between **50°** and **200°**.
Combat: 1-2 **AY:** 10-12 **AG:** 4-6
IN: na **Initiative:** 5%
Composition: Terran; protein 30%

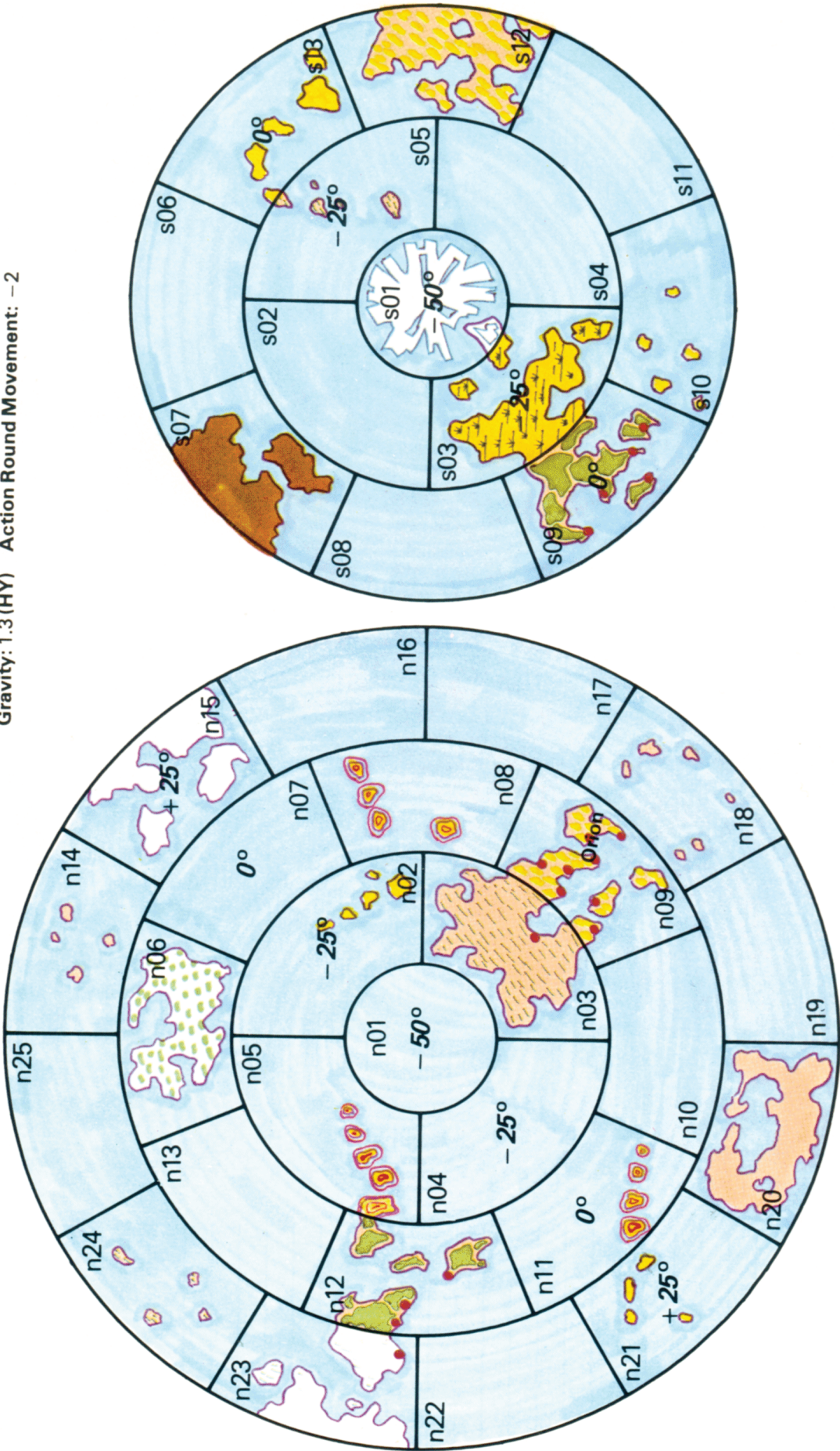
Powers: Edible 5%; swarm mind 60%; poison attack 5%; flying 100%
•**Warning:** You hear a low droning buzz.
•**Sight:** A score of 20-centimeter long insectile creatures much like dragonflies.
•**Perception:** Entities are slightly territorial, but herbivorous.

CREATURE Nr. 8: Large
Restrictions: Woods; forest. Non-poisonous atmosphere. Gravity of **0.6** to **1.6**. Temperature of **50°** 50 **100°**. Must be near water source.
Combat: 7-12 **AY:** 8-10 **AG:** 10-12
IN: na **Initiative:** 15%
Composition: Mammalian; terran 30%
Powers: Heightened vision 90%; heightened smell 100%; camouflage 80%
•**Warning:** You have a feeling that you are being watched.
•**Sight:** Hairless, otherwise wolf-like 3-meter long entity with prehensile tail. Has long “whiskers” or feelers around eyes.
•**Perception:** Mouth contains large sharp fangs. Entity is carnivore. Will not flee or otherwise leave.
•**Examination:** “Whiskers” are sense organs used to smell prey. Entity has no “nose” in terran sense...just bare organs.

CREATURE Nr. 9: Man-sized
Restrictions: Volcanic; crater; barren; light vegetation. Thin atmosphere only. Gravity of **0.2** to **0.8**. Temperature less than **200°**.
Combat: 6-8 **AY:** 6-8 **AG:** 7-10
IN: na **Initiative:** 20%
Composition: Mammalian; terran 15%
Powers: Radar sense 100%; poison attack 100%; poison 10%
•**Warning:** You hear a horrible sucking sound originating nearby.
•**Sight:** A short six-legged, hairless dog-like entity. Black skin. Headless, with neck ending in muscular mouth-like opening. Entity stands 1½ meters at the shoulder and is 2 meters long.
•**Examination:** Entity is toothless. Instead, strong muscles crush foreign matter in throat while poisonous secretion breaks down fibres. Carnivorous. Retractable claws for pinning prey on front and rear legs.

CREATURE Nr. 10: Small
Restrictions: Water. Lake or pond only. Must have atmosphere. Gravity between **0.4** and **1.6**. Temperature between **75°** and **150°**.
Combat: 5-8 **AY:** 8-10 **AG:** 3-5
IN: na **Initiative:** 1%
Composition: Terran; protein 20%
Powers: Heightened hearing 100%; poison 90%; reflective carapace 10%
•**Warning:** You observe a small blur of red out of the corner of your eye.
•**Sight:** Small amphibious saurian about a meter long with 8 legs, tail, and feathery ridges along back. Covered in iridescent red scales.
•**Perception:** Entity is omnivorous, timid, and reclusive.
•**Examination:** Feathery ridges are sense organs. Feet are webbed with clear membranes.

WORLD LOG: Size 6 (TITUS)
Gravity: 1.3 (HY) Action Round Movement: -2



NAME	Type	Earth-like	MOONS (nr.)	2	REMARKS
DISTANCE FROM STAR	1.5 AU's	ATMOSPHERE	Normal	Con	MEAN TEMP 75°
HYDROGRAPH	80%	DAY LENGTH			
SETTLEMENT STATUS	Pioneer colony	HUMAN POPULATION	20,000		
SPACEPORT CLASS	1/2	LAW LEVEL	2	CIV LEVEL	4
		RESOURCES	Edible plants (exportable), helium, chlorine, iron, cesium, copper		

Star Type

F6

STAR SYSTEM LOG

STAR TYPE

A F G K M

System NameOrionisCoordinates+8, +25, +3Distance from Sol26 LY

HOSTILE	NEUTRAL (+2)	NEUTRAL (+2)	1	ORBIT 0.5AU	Name		Type		Resources		Moons (nr.)	
			2	ORBIT 1.0AU	Name		Type		Resources		Moons (nr.)	
NEUTRAL (+2)	BIOSPHERE (-2)		3	ORBIT 1.5AU	NameTitus		TypeEarth-like		ResourcesRich		Moons (nr.)0	
			4	ORBIT 2.0AU	Name		Type		Resources		Moons (nr.)	
			5	ORBIT 2.5AU	NameKryo		TypeEarth-like		ResourcesRich		Moons (nr.)0	
			6	ORBIT 3.5AU	Name		Type		Resources		Moons (nr.)	
			7	ORBIT 5.0AU	NameLaidley		TypeTolerable		ResourcesRich		Moons (nr.)1	
			8	ORBIT 7.0AU	Name		Type		Resources		Moons (nr.)	
NEUTRAL (+2)			9	ORBIT 10.0AU	Name		Type		Resources		Moons (nr.)	
			10	ORBIT 15.0AU	NameAcarpous		TypeHostile		ResourcesPoor		Moons (nr.)4	
			11	ORBIT 25.0AU	Name		Type		Resources		Moons (nr.)	
			12	ORBIT 40.0AU	Name		Type		Resources		Moons (nr.)	

SYSTEM NOTES

Interstellar Routes

GREEN

AMBER

RED

Interplanetary Routes

Titus

Kryo

Capital World

Kryo

Federal Fleet

Astroguard Squadron

Spaceports

Kryo (Class 2); Titus (Class ½)

CREATURE Nr. 11: Large
Restrictions: Crater; barren; light vegetation. Non-corrosive, non-poisonous atmosphere. Gravity of **0.4** to **1.6**. Temperature between **75°** and **200°**. Usually found near water.

Combat: 2-4 **AY:** 1-3 **AG:** 8-10
IN: na **Initiative:** 5%
Composition: Terran; protein 20%
Powers: Camouflage 50%; edible 30%; heightened vision 40%; poison discharge 80%

- Warning:** You observe a large, bird-like entity approximately 4 meters high.
- Sight:** Entity appears to be watching party. Has short wings, feather-like skin, four legs, and large comb.
- Perception:** Size of wings indicates that entity is flightless. Teeth in beak-like mouth indicate carnivore or omnivore.
- Examination:** Reveals poison discharge as gaseous cloud from anal orifice (where appropriate).

CREATURE Nr. 12: 19-hex
Restrictions: Water. Temperature between **50°** and **150°**. Large body of water only. May be submerged or on surface.

Combat: 12-15 **AY:** 12-15 **AG:** 10-12
IN: na **Initiative:** 20%
Composition: Protein; terran 20%
Powers: Adhesive secretion 30%; radar sense 50%; regeneration 40% (not center hex); inky discharge 30%

- Warning:** A large undulating mass under your party is rising rapidly toward you.
- Sight:** A collection of squid-like tentacles joined at the center and about 25 meters in diameter.
- Perception:** Has 30 12-meter long suckered tentacles. No body at center point, but lidless eyes and sharp beaks are at the tip of each tentacle. Presents man-sized target in each hex occupied (due to open structure). Obviously very dangerous.
- Examination:** Small, powerful heart-like organ at center. Nerve collections at end of each tentacle form brain of sorts.

CREATURE Nr. 13: Small
Restrictions: Air. requires non-corrosive atmosphere and moisture. Gravity of **0.2** to **1.0**. Temperature between **50°** and **200°**.

Combat: 1-2 **AY:** 1-2 **AG:** 1-2
IN: na **Initiative:** 10%
Composition: Protein; carbon 40%
Powers: Poison discharge 100%; multiple attack 100%; kinetic absorption 10%; unknown propulsion 5%; poison 15%

- Warning:** What appear to be windblown puff-balls are headed in your direction.
- Sight:** Each ball is 50 centimeters in diameter. Balls have fuzzy appearance.
- Perception:** Balls are loose aggregations of seedpods which are discharged when in presence of energy source (including body heat). Entity itself is a floating plant.

CREATURE Nr. 14: Large
Restrictions: Barren; crater; light vegetation. Must have atmosphere. Gravity of **0.4** to **2.0**. Any temperature. Sunlight.

Combat: na **AY:** na **AG:** na
IN: na **Initiative:** na
Composition: Protein; carbon 20%
Powers: Edible 10%
•**Sight:** An artichoke-like plant 3 meters tall and 4 meters in diameter. Leaves will be open and flat on ground during daylight, but close up to form perfectly sealed chamber at night.

CREATURE Nr. 15: Large
Restrictions: Air. Normal atmosphere only. Gravity of **0.2** to **1.0**. Temperature above **100°**.

Combat: 4-7 **AY:** 10-11 **AG:** 5-7
IN: na **Initiative:** 15%
Composition: Protein; terran 45%
Powers: Unknown propulsion 100%; multiple attack 100%; radar sense 60%; balance disruption 10%

- Warning:** You hear a rushing noise and a flapping of wings.
- Sight:** A 15-meter long “flying” reptile-like entity. Wings are used mostly to guide entity, seldom flapped. Span of 5 meters.
- Perception:** Two orifices on leading edge of wings near juncture with torso. Two retracting talons on underside.
- Examination:** Orifices are actually biological “supercharger” used to maintain speed and altitude. Entity is carnivore with large needs since energy for “supercharger” is provided by body.

CREATURE Nr. 16: Large
Restrictions: Woods flat; woods hills; light vegetation flat; light vegetation hills; ice flat; ice hills. Any non-poisonous atmosphere. Gravity of **0.6** to **1.6**. Temperature between **0°** and **90°**.

Combat: 3-6 **AY:** 3-5 **AG:** 3-5
IN: na **Initiative:** 5%
Composition: Protein; terran 40%
Powers: Edible 80%; heightened smell 90%; invisibility 100%

- Warning:** You observe a group of herd animals (between 10 and 200) grazing on the local vegetation. Each entity weighs about one ton apparently and measures close to 3 meters in length. They appear to be antelope-like, but are six-legged and not horned.
- Sight:** Entities will always become invisible when frightened.

CREATURE Nr. 17: Man-sized
Restrictions: Any environ. Gravity between **0.2** and **1.2**. Must have non-poisonous, non-corrosive atmosphere. Temperature between **0°** and **75°**.

Combat: 7-9 **AY:** 6-9 **AG:** 9-12
IN: na **Initiative:** 20%
Composition: Protein; terran 40%
Powers: Entrapment 100%; heightened vision 60%; poison attack 70%; reflective carapace 10%; adhesive secretion 80%

- Warning:** You notice a camouflaged pit 5 meters deep and covered with a sticky web-like film. If unaware, one random member of the party falls into the pit.
- Sight:** The inside of the pit is covered with a sticky substance. Bottom contains three tunnels (each one meter in diameter). Sound of skittering in darkness.

•**Perception:** Occupant is a 2-meter long insectile-appearing entity much like a wingless wasp or hornet.
•**Examination:** Creature inhabits tunnels created by some departed life-form. Uses as both home and trapping device. Will leave tunnels if it thinks it can make a kill.

CREATURE Nr. 18: Man-sized
Restrictions: Any environ. Found only in poisonous or corrosive atmosphere. Gravity of **0.2** to **0.8**. Temperature between **50°** and **150°**.

Combat: 6-8 **AY:** 2-4 **AG:** 5-7
IN: na **Initiative:** 2%
Composition: Carbon; non-carbon 40%
Powers: Radar sense 20%; acid 100%; adhesive secretion 40%; unknown propulsion 20%.

- Warning:** You see a jellyfish-type creature 2 meters in diameter. It is transparent and the internal organs are clearly visible.
- Sight:** Entity’s spherical shape is broken by two pseudopods, each about 2 meters long. Each pseudopod has a ring of black dots on it. Entity glistens as if wet.
- Perception:** Black dots appear to be sense organs of some sort. They are coated with some sort of secretion.

CREATURE Nr. 19: Very small
Restrictions: Woods; forest; marsh. Non-poisonous, non-corrosive atmosphere. Gravity of **0.4** to **1.2**. Temperature between **50°** and **100°**. Only found near water (large pond or small lake).

Combat: 1-2 **AY:** 7-9 **AG:** 4-5
IN: 5-7 **Initiative:** 15%
Composition: Protein; terran 50%
Powers: Camouflage 100%; radar sense 10%; edible 20%; mind control 90%; psionic communication 5%

- Warning:** A character with a Mental Power of **4** or greater feels that he is being observed.
- Sight:** The source of the emanations appears to be a small (1-foot long) toad-like entity which is barely discernable. Entity has three legs, skin which changes color to blend with surroundings. Appears to have tufted antennae along backbone.

CREATURE Nr. 20: Small
Restrictions: Woods; forest; marsh. Non-corrosive atmosphere. Gravity of **0.4** to **1.0**. Temperature between **75°** and **125°**.

Combat: 7-11 **AY:** 9-12 **AG:** 10-12
IN: 1-3 **Initiative:** 20%
Composition: Mammalian; terran 30%
Powers: Entrapment 85%; camouflage 100%; heightened smell 90%

- Warning:** You hear a rustling noise from the trees above.
- Sight:** A 1½-meter tall monkey-like entity with two long tentacles (2 meters each) instead of arms, a circular, sharp-toothed mouth, single central eye. Hairless. Skin appears to change color.

CREATURE Nr. 21: 4-hex
Restrictions: Volcanic hills; volcanic mountain; crater hills; crater mountain; crater flat; barren flat; barren hills; barren mountain. Must have atmosphere. Gravity **0.2** to **0.8**. Temperature between **60°** and **200°**.

20

5

Combat: 12–15 **AY:** 9–12 **AG:** 9–12
IN: na **Initiative:** 20%

Composition: Protein; carbon 5%

Powers: Tunneling 100%; entrapment 40%; poison attack 100%; camouflage 50%; regeneration 30%

•**Warning:** The earth begins to rumble and lose solidity.

•**Sight:** A gigantic (20-meter long, 7-meter thick) worm-like entity. Segmented. 5-meter maw at one end contains ridged muscles for crushing prey or defense.

•**Perception:** Maw also has poisonous digestive juices secreted from sacs inside muscle ridges. Heavily-lidded visual sensor located inside maw (protected by muscle).

CREATURE Nr. 22: 2-hex

Restrictions: Water. Must have some atmosphere. Gravity of **0.5** to **2.5**. Temperature between **50°** and **125°**.

Combat: 6–8 **AY:** 7–9 **AG:** 4–6

IN: na **Initiative:** 15%

Composition: Protein; terran 20%

Powers: Radar sense 80%; energy ingestion 100%; balance disruption 100%; acidic circulatory fluid 70%; camouflage 15%

•**Warning:** You experience a sense of disorientation and your sensors begin to give off “jangled” readings indicating a large power source nearby.

•**Sight:** A 9-meter long by 2-meter thick eel-like entity without apparent head or tail. Glows slightly.

•**Perception:** Entity “eats” and stores energy (like a large battery). Retractable eye stalks at both ends used for guidance.

CREATURE Nr. 23: Large

Restrictions: Barren flat; barren hills; light vegetation flat; light vegetation hills; crater flat. Non-poisonous, non-corrosive atmosphere. Gravity of **0.4** to **1.0**. Temperature between **20°** and **80°**.

Combat: 4–7 **AY:** 7–10 **AG:** 4–6

IN: na **Initiative:** 6%

Composition: Protein; terran 5%

Powers: Radar sense 80%; poison 100%; camouflage 5%; psionic communication 60%; web shooting 5%

•**Warning:** You observe a large, many-legged entity skittering away from you.

•**Sight:** Entity appears to be a giant spider-like being, with a dozen legs meeting in a smooth, round body. Each leg is about 3 meters in length.

•**Perception:** Entity is actually two species. Spider-like entity has low-level nervous system. Higher level system is provided by symbiotic moss growing on body. Moss is poisonous. “Spider” is herbivore.

CREATURE Nr. 24: Man-sized

Restrictions: Any environ containing a large body of water nearby (ocean, lake, or large pond). Must have atmosphere. Gravity of **0.4** to **1.4**. Temperature between **50°** and **150°**.

Combat: 4–6 **AY:** 5–8 **AG:** 3–5

IN: 1–3 **Initiative:** 10%

Composition: Protein; terran 5%

Powers: Capture 80%; inky discharge 40%; poison attack 10%; camouflage 100%

•**Warning:** A scaled humanoid appears before you.

•**Sight:** Entity has webbed feet, gills, bluish scales, and is 3 meters tall.

•**Perception:** Entity is adapted to both surface atmosphere and water. Hands have retractable claws. Teeth indicate entity is a carnivore.

CREATURE Nr. 25: Large

Restrictions: Found only in the absence of atmosphere.

Combat: 10–12 **AY:** 8–10* **AG:** 6–8

IN: 5–7 **Initiative:** 20%

Composition: Carbon; non-carbon 40%

Powers: Unknown propulsion 75%; energy drain 100%; energy blast 40%

• **Warning:** You see a floating, red, pulsing light with a radius of about 3 meters. It gives off a constant discharge of heat (350°) and radiation.

•**Perception:** All equipment being drained of power by entity.

•**Examination:** Entity views energy sources as “life.” Draws no distinction between man and machine. Will neither attack nor flee.

*Agility is “na” if entity does not have unknown propulsion.

CREATURE Nr. 26: Small

Restrictions: Air. Any atmosphere. Gravity between **0.2** and **0.8**. Temperature less than **200°**.

Combat: na **AY:** 4–7 **AG:** 2–4

IN: 3–5 **Initiative:** 5%

Composition: Carbon; protein 30%

Powers: Unknown propulsion 100%; radar sense 30%; psionic communication 20%; poison discharge 50%; heightened hearing 70%

•**Warning:** You see a balloon-like object in the distance.

•**Sight:** Object is living entity composed of gasbag body and half a dozen 2-foot trailing tendrils grouped on underside.

•**Perception:** Being maintains altitude via gases produced by body and stored inside entity. Same gases can be vented out underside as means of protection having same effects as poison.

•**Examination:** Tiny tendrils are sensors and manipulative appendages at the same time. Entity is simple-minded floating plant which converts air and sunlight into gases to feed itself.

CREATURE Nr. 27: Large

Restrictions: Volcanic; crater; barren. Must have some atmosphere. Gravity of **0.6** to **1.6**. Temperature between **50°** and **250°**.

Combat: 8–10 **AY:** 4–6 **AG:** 9–12

IN: 2–4 **Initiative:** 20%

Composition: Non-carbon; carbon 20%

Powers: Camouflage 100%; entrapment 40%; armored carapace 65%; tunneling 100%; acid 100%

•**Warning:** You catch a movement out of the corner of your eye.

•**Sight:** Movement generated by nearby rock. Appears to be somehow animated. Rock is 3 meters in diameter by 1 meter high.

•**Perception:** Rock is living entity capable of

disappearing by burrowing into and eating rock.

•**Examination:** Entity secretes acid which “digests” rock. Entity is apparent creator of nearby tunnel system.

CREATURE Nr. 28: Small

Restrictions: Air. Some atmosphere required. Any gravity. Any temperature.

Combat: na **AY:** na **AG:** na

IN: na **Initiative:** 0%

Composition: Carbon; non-carbon 30%

Powers: Swarm mind 100%; energy absorption 100%; energy ingestion 5%; energy drain 10%; kinetic absorption 100%

•**Warning:** The air is increasingly filled with sticky scraps of some diaphanous membrane.

•**Sight:** Membrane is crossed with tiny silver filaments that catch sunlight.

•**Perception:** Scraps are sometimes blown apart or together by the wind. Larger scraps pulse with light. Appear to absorb energy.

•**Examination:** The membranes are cells which when separate are harmless, if annoying. When the number which blow together reaches a critical mass (several thousand), they form a single entity which *may* even develop a rudimentary intelligence.

CREATURE Nr. 29: Man-sized

Restrictions: Any land environ. Gravity of **0.2** to **0.6**. Non-corrosive atmosphere.

Combat: 6–8 **AY:** 6–9 **AG:** 8–10

IN: 2–4 **Initiative:** 10%

Composition: Terran; mammalian 20%

Powers: Heightened visual sense 60%; adhesive secretion 70%; flying 100%

•**Warning:** You observe a large bat-like creature about 2 meters tall with a wingspan of 4 meters.

•**Sight:** The entity has a somewhat humanoid torso and face, but no arms and long (2 meter) tendrils instead of legs. The initial bat-like appearance is a result of the large leathery wings.

•**Perception:** Entity has compound eyes, is carnivorous, aggressive, and seemingly intelligent.

CREATURE Nr. 30: Miniscule

Restrictions: Any environ except water. Must have atmosphere. Only encountered if party are not wearing expedition suits or one or more such suits have been punctured.

Combat: na **AY:** na **AG:** 7–8

IN: 8–10* **Initiative:** 20%

Composition: Protein; terran 10%

Powers: Unknown propulsion 100%; radar sense 80%; psionic communication 40%; mental attack 10%; mind control 100%

•**Warning:** One or more party members begin to behave erratically, picking fights with others in the party, breaking equipment, and so forth.

•**Perception:** Disturbed party members infected by foreign organism.

•**Examination:** Attacking organism identified as almost microscopic tick-like entity of malevolent intent. Never attacks. Uses mind control instead.

*Entity will possess intelligence only if psionic communication is possessed.

Though aggressive, the creature likes to live and will flee if it is being hurt. The creature will always head for water or, if no water is nearby, to a tunnel entrance.

If the characters encounter the slug when they have the crawler, the slug will be much more interested in attacking the vehicle than the characters. If the characters leave the crawler behind when an encounter with the slug occurs, the GM may have the creature destroy the crawler, unbeknownst to the characters.

[42.4] While the characters are on Laidley, the GM uses the “100 Thousand or less” column of the Encounter Table for all encounter checks.

The procedure in 27.1 is used with the following modifications:

Common NPC: No NPC encounter. The survivors are transmitting with their radio. If the characters are in the crawler and its radio is on, they receive the message and may respond. The survivors can give the characters exact coordinates of their location.

Rare NPC: Treat as no encounter. One of the five survivors dies.

Unique NPC: Choose a unique NPC from 36.0.

Common Creature: Always treat as an encounter with a herd of *Aurochs* (creature #1 in 35.0). Roll *percentile* dice to determine how many are present.

Rare Creature: Choose an appropriate creature from 35.0. **Exception:** If the party is within sight of a stream on the Environ 7 hex map, they encounter the slug.

Unique Creature: Choose an appropriate creature from 35.0. **Exception:** If the party is within 200 km of a stream on the Environ 7 hex map, they encounter the slug.

Common, rare or unique accident: Choose an appropriate accident from 38.0.

No event: Locate the dice result among the following list of events:

82-88. If the party is within 300 km of a stream on the environ 7 hex map, they come across a trail of rust-like powder about three meters wide (the slug’s path). Following the path in one direction will lead the party to the nearest stream; the other direction will lead them to a tunnel entrance (roll percentile dice for the number of kilometers distant).

89-96. The survivors shoot off a flare. If the characters are in hex 1522, they may follow the flare’s trail to the survivor’s camp. If the characters are within two hexes of 1522, they see a reddish glow on the horizon in the general direction of 1522. The GM should keep track of flares fired by the survivors. When 12 have been used, no more are available.

97-98. The survivors have turned their radio on for 1 hour to listen for transmissions. If the characters transmit with the crawler’s radio during this time, contact is established. The survivors can give the characters exact coordinates of their location.

99. The survivors have turned their radio on for 2 hours to listen for transmissions. See above.

100. The survivors have turned their radio on for 4 hours to listen for transmissions. See above.

[42.5] The following events occur automatically if the appropriate conditions are met.

1. Each time the party comes to a stream hexside, the GM rolls *two* dice and subtract’s the hexside’s distance (in hexes) from the lake (1622) from the dice result. Locate the modified result in the following list:

0 or less: The stream is dry.

1-4: The stream is a trickle of water or puddles no more than 1/2-meter wide and 10 cm deep. The water is drinkable if boiled.

5-7: The stream is a flow of water about two meters wide and 1/2-meter deep. Easily traversable. The water is drinkable if purified (a simple synthesis task; refer to the chemistry skill).

8-10: The stream is a rushing brook with steep banks. Dangerous to cross on foot, no problem for crawler. The water is slightly acidic but may be made drinkable with heavy purification (advanced synthesis task; see chemistry skill).

11 or more: The stream has cut a deep wide gorge and is totally impassable. The water is very acidic and may not be made drinkable. The GM may wish to check for damage to any metallic equipment that comes in contact with the water.

Exception: A stream hexside may not have less water than a part of the same stream fork further away from the lake. For example, if a stream hexside of 0716 has a trickle of water, a stream hexside of 0918 may not be

dry if encountered by the characters later on.

2. If the party comes to the shore of the lake, and the slug has not yet been killed, they automatically encounter the creature here. The water in the lake has the same properties as that in an impassable stream (see preceding).

3. If the party travels along the stream separating hex 1522 from 1623, they will encounter the survivors 200 meters from the north side of the stream (in 1522).

4. Exactly 18 days after the party is dropped off at Laidley Base, Darmath Svenson’s spaceship will be in orbit around Laidley attempting to contact them. Radio contact may be established with the crawler’s radio or with the survivor’s radio. Once contact is achieved, the GM rolls one die to determine how many hours will pass before the shuttle touches down to pick them up. **Note:** The shuttle may not land in an area with a Terrain Value above 2.

[43.0] Adventure Afterword

Lost on Laidley was designed to be a teaching adventure and an introduction to *Universe* for both the players and the GM. The GM must keep this in mind while running the adventure, and freely discuss any problems which he *or* the players might have.

The information presented in the adventure cannot cover all possible contingencies, and the GM must be prepared to flesh these areas out. If any of the players own a copy of *Universe*, it would be wise to insist they do not read *Lost on Laidley*, as it would greatly detract from their enjoyment of the adventure. In this regard, the GM may want to alter a few pertinent details to prevent any player from becoming overconfident.

The Orionis system holds many interesting adventures in addition to the one presented. Perhaps the biological survey mission to Kryo could be played, for instance. The GM should use this star system to its fullest extent, thus giving himself time to set up adventures of his own and become confident in his abilities as a GM.

Once the campaign has begun, the GM should feel free to alter any details mentioned concerning the settlement and colonization of the Orionis system to be consistent with his own ideas.

Page 66 contains the Star System log, and inserts containing the World logsheets and Environ Hex Map required to play “Lost on Laidley” are included, filled out and ready for use.

After going into orbit around Laidley, the characters will be directed to the ship’s lander pod where they will board the *Spectral Dancer*. *Dancer’s* pilot informs the characters that the craft cannot land in steep, mountainous terrain (anything greater than Terrain Value 2), so when the characters call for pick-up in 18 days, they should be in an accessible area. The lander will depart the *Star Vision* and deposit the party, and all their equipment about 100 meters from the remains of Laidley Base 1. No sign of the missing expedition will be found at all. The characters are on their own.

During the transit from New Oslo to Laidley Base 1, the GM should check for encounters in accordance with 27.1, using the appropriate column of the Encounter Table. It is possible that an encounter on the way to Laidley will delay or alter the conduct of the mission.

[42.0] **Laidley**

Once the characters have landed at Laidley Base and the lander has departed, they have entered into the heart of the adventure. The GM should read this Section carefully, to familiarize himself with the overall situation on Laidley so that he may properly interact with the characters as they seek their goals.

Environ 13 (containing Laidley Base) and the environs lying between it and the survivors’ environ do not have environ hex maps. The characters will probably plot a route of travel between the base and the lake area in Environ 7. A likely route will take them through 2,000 km of Environ 13, 2,000 km of Environ 5, and 2,000 km of Environ 2, from which they would enter Environ 7 in hex 0130 to 0135. Of course, the GM should not suggest this route, but should keep in mind that if the party is not travelling the entire length or width of an environ, he should estimate the distance they traverse.

Laidley Base is a group of simple huts which may be sealed from the poison atmosphere. Some heavy equipment has been left behind, including an operable oxygen synthesizer that will provide for at least 30 people. The party will find nothing of use that may be carried in the crawler (the synthesizer is the size of a small hut).

[42.1] **A hex map of Environ 7 on Laidley is provided for use by the GM and the players.**

The GM should show the players this map before starting the adventure. It is assumed all the information on the map was gathered during an orbital mapping flight well before the character’s mission.

Environ 7 is a light vegetation/mountainous environ, and most of the map shows features of this type. Some variation in the form of peaks, hills, flat areas, barren areas, and woods are also present. Some volcanic areas exist on the east and south edges (adjacent to environs 6 and 18). The mass of peaks in the middle of the environ form the *Kishtu Heights*, a series of canyons and steep mountains. Winding through the Kishtu is a network of small streams and dry stream beds that lead to the lake in which the missing explorers lost their floater (hex 1622). The lake has a diameter of about 40 km.

The GM should remember that the terrain and contour of any hex the party currently occupies is considered their environ for purposes of encounters and movement, regardless of the overall nature of Environ 7.

[42.2] **The five surviving members of the missing expedition are encamped in a clearing in hex 1522 of the Environ 7 hex map.**

Two of the survivors are Mordecala Svenson (Darmath Svenson’s sister), and Cord Tenon, the original mission’s chemist. Mordecala was the biologist, and her skill and knowledge saved the remaining members from the slug during the attack in which it killed the five others. Both Mordecala and Cord are residents of New Oslo, and knew each other before this ill-fated mission. They have become very close due to the fear and tension, and will try and protect each other in any pressure situation. Cord’s skill as a chemist has kept the group alive by synthesizing water and oxygen with his lab. Mordecala knows all the information concerning the slug as listed for the GM except the tunneling ability. As far as they are aware, the thing is still in the lake. Mordecala’s characteristic ratings are:

ST: 3 **EN:** 4 **DX:** 4 **AY:** 4 **IN:** 7
MP: 2 **LD:** 7 **EM:** 6 **AG:** 7
SS: Independent Trading Family.

Skills: Urban 1; Grav Lt 1; Temp NL; Environ **MN/WD(3)**; Laser/Stun Pistol 2; Direct Lift 1; Programming 1; Biology 6; Geology 1.

Cord’s characteristic ratings are:
ST: 4 **EN:** 5 **DX:** 4 **AY:** 4 **IN:** 6
MP: 3 **LD:** 5 **EM:** 5 **AG:** 5
SS: Skilled Tech Family.

Skills: Urban 1; Grav Lt 1; Temp NL; Environ **MN/WD(2)**; Laser/Stun Pistol 1; Handguns 2; Pilot 1; ATV 1; Chemistry 6; Programming 1; Electro Tech 1.

The possessions for the group as a whole: planetary shortwave radio; basic repair kit; expedition suits; laser pistols (Civ Level 8); stun pistols (Civ Level 7); pistols (Civ Level 5); chemsynthesizer (Civ Level 8); flare gun and 1 dozen rocket flares, life raft, sundry minor miscellaneous items (knives, personal effects).

The three other remaining members should be named and personalized by the GM, remembering that if any die (as described in 42.4), these will be the first to go. Their characteristic ratings are:

ST: 3 **EN:** 3 **DX:** 3 **AY:** 5 **IN:** 5
MP: 1 **LD:** 4 **EM:** 2 **AG:** 2
SS: Skilled Tech Family.

Skills: Urban 0; Grav Lt 1; Temp NL; Environ **MN/WD(2)**; Laser/Stun Pistol 1; Handguns 1; Direct Lift 1; Biology 1; Geology 1; Any skills the GM sees fit 1.

[42.3] **The slug is a dangerous creature that wanders the Kishtu Heights and surrounding area in Environ 7.**

The slug is encountered in accordance with 42.4 and 42.5.

Size: Two Hex (large in first hex, one hex in second hex).
Combat: 14 **AY:** 4 (12 when in water)
AG: 11

IN: No **Initiative:** 10%
Composition: Carbon-based

Powers: Heightened smelling, regeneration, kinetic absorption. **Dart shooting:** May shoot one metal spike from above its mouth as an attack each Action Round. Chance to hit man is 80% minus 10 percentage points for each hex distant. Hit Strength and range as in power description. **Acid:** Teeth and mouth secrete acid for dissolving metal. Acid will not harm expedition suit. Reduce effectiveness of character’s armor by one when attacked by slug. **Tunnelling:** Will always have a tunnel entrance within 10 hexes each time encountered. Agility Rating doubled when in tunnel. See notes below for further information.

•**Warning:** A glistening trail of rusty powder leads towards a large quivering shape in the distance; *or* slurping sounds are heard within the entrance to a tunnel encrusted with red powder.

•**Sight:** Eight-meter long slug-like creature covered with a sticky, rust-colored powder constantly dropping off its body and forming a trail behind it. Blue-green splotches are visible beneath the coating. Large cog-like teeth at its front end seem to make up its mouth.

•**Perception:** The slug’s teeth drip an organic acid capable of dissolving metals. The acid neutralizes after a few minutes in the open. The creature’s coating and trail are its perspiration and excrement, the metallic residue of its digestive process. A small orifice directly above its mouth looks as if it emits matter rather than taking it in.

•**Examination:** The slug lives on the metallic elements it ingests. Some of its intake is converted into small adamantine spikes that the creature shoots to break rock as it tunnels, searching for new concentrations of food. The acidic water of the lake and the streams running into the lake are the source of the creature’s power. If the creature is hurt and returns to its water before dying, it regenerates immediately (it also regenerates when out of water, at a slower rate). The creature dislikes plastics and other non-metallic elements and may be easily restrained in two force cages or a sturdy, non-metallic container (if large enough).

History and Additional Information: Prior to the arrival of the stranded explorers, the slug existed in another form. It floated through a lake (hex 1622 of the environ hex map) like a jellyfish, ingesting metallic elements brought into the lake by many small streams. The slug was very similar to the lake it festered in; they both dissolved and ingested metals using powerful acids. The creature however, had a distinct form and a mind. When the explorer’s floater settled on the lake and started to corrode, the slug went wild; never before had it received so much concentrated food at one time. Along with the floater’s hull, the slug took in the craft’s source of power, a plate of magnetic monopoles. This caused violent reactions and mutations in the creature which almost killed it. The creature did not die, however; after three days it slithered ashore in a new amphibian form with abilities that enabled it to travel and tunnel in its craggy environment.

CREATURE Nr. 31: Man-sized
Restrictions: Any environ. Only thin atmosphere or no atmosphere. Any gravity. Any temperature.

Combat: 10–13 **AY:** 9–12 **AG:** 5–8
IN: na **Initiative:** 5%
Composition: Carbon; non-carbon 50%
Powers: Unknown propulsion 100%; energy ingestion 100%; energy blast 20%; energy drain 60%; radar sense 100%

•**Warning:** A sphere of plasma appears. It glows intensely from inner light.

•**Sight:** The sphere is perfectly rounded and undulates slightly as it moves. It has a diameter of 2 meters. Floats several centimeters from earth. Rotates slowly clockwise.

•**Perception:** Area within 5 meters of entity is very hot (in terms of both thermal and radiation effects).

•**Examination:** Radiation lingers over area after passage.

CREATURE Nr. 32: Small (pod)
Restrictions: Light vegetation; woods. Non-poisonous, non-corrosive atmosphere. Gravity of 0.6 to 1.8. Temperature less than 200°.

Combat: 6–8 **AY:** 5–7* **AG:** 9–12
IN: 5–7 **Initiative:** 10%
Composition: Protein; carbon 40%
Powers: Unknown propulsion 10%; swarm mind 80%; mind control 100%; psionic communication 90%; multiple attack 100%

•**Warning:** Character with Mental Power of 4 or greater will experience a premonition of evil so strong as to be a physical force.

•**Sight:** A patch of tangled plants containing watermelon-like pods about a meter long. Plants are knee high.

•**Perception:** Psions will perceive this as the source of the “evil” emanations.

•**Examination:** Pods weigh 35 pounds. Clear skin reveals seed-like forms inside. Pods attack by bursting and squirting seeds 3 meters in all directions. “Seeds” fold out upon leaving pod and take on a manta ray form. Attach to spinal column from whence they can control the entity to which they are affixed.

*Agility refers to “seeds” only.

CREATURE Nr. 33: Large
Restrictions: Woods; forest; jungle. Must have atmosphere. Gravity of 0.6 to 1.2. Temperature between 50° and 100°.

Combat: 9–13 **AY:** 9–13* **AG:** 11–12
IN: 6–8 **Initiative:** 20%
Composition: Protein; terran 20%
Powers: Heightened smell 100%; adhesive secretion 80%; edible 10%; psionic communication 20%; vegetation control 5%

•**Warning:** You see what appears to be a giant mushroom about 3 meters tall. A character with a Mental Power of 4 or greater will experience a feeling of being watched.

•**Sight:** Object pulses slightly and is covered with secretion.

•**Perception:** Tentacle or appendage hidden within broad head.

•**Examination:** Appendage is eating orifice on neck-like muscle which leaps out to

devour prey. Appendage range is 5 meters (one hex).
*Refers to neck orifice only; the plant itself is not mobile.

CREATURE Nr. 34: Small
Restrictions: Light vegetation; woods; forest. Non-corrosive, non-poisonous atmosphere. Temperature between 30° and 100°.

Combat: 5–8 **AY:** 4–7 **AG:** 6–8
IN: 8–12 **Initiative:** 20%
Composition: Humanoid; mammalian 5%

Powers: Invisibility 100%; illusions 90%; mind control 60%; psionic communication 90%; mental attack 30%

•**Warning:** A character with Mental Power of 4 or greater feels that he is being watched.

•**Sight:** When visible, appears to be a tiny humanoid one meter tall with large (8-inch long) pointed ears. Has two tentacles instead of arms.

CREATURE Nr. 35: Large
Restrictions: Woods; forest; jungle; marsh. Non-poisonous, non-corrosive atmosphere. Gravity of 0.6 to 2.6. Temperature between 50° and 100°.

Combat: 9–12 **AY:** 4–6 **AG:** 6–8
IN: 2–4 **Initiative:** 10%
Composition: Mammalian; terran 20%

Powers: Heightened smell 60%; tunneling 80%; radar sense 50%

•**Warning:** You feel as though you are being watched.

•**Sight:** A gigantic, 3-meter tall shaggy teddy bear-like creature with 6 arm-like appendages (also serving as legs). Has large, toothy maw. Eyeless.

•**Perception:** Shape of teeth indicates that entity is omnivorous.

CREATURE Nr. 36: Small
Restrictions: Air. Must have atmosphere. Gravity 0.2 to 1.2.

Combat: na **AY:** 12–15 **AG:** 6
IN: 10–12 **Initiative:** 10%
Composition: Carbon; non-carbon 20%
Powers: Unknown propulsion 100%; psionic communication 60%; heightened hearing 30%; immaterial 100%

•**Warning:** One character cannot get an unknown tune out of his hed.

•**Sight:** You see a murky gas cloud from which emanates a strange, almost musical sound.

•**Perception:** Gas cloud is non-hostile entity composed of energy.

•**Examination:** Entity dissipates if stunned.

CREATURE Nr. 37: Man-sized
Restrictions: Non-volcanic land environ. Non-corrosive, non-poisonous atmosphere. Gravity of 0.4 to 1.6. Temperature between 40° and 120°.

Combat: 8–12 **AY:** 10–12 **AG:** 10–12
IN: 2–4 **Initiative:** 5%
Composition: Humanoid; mammalian 40%
Powers: Chameleon 100%; illusions 80%; heightened smell 90%; mind control 10%; psionic communication 20%

•**Warning:** One or more members of your party have strangely disappeared from sight.
•**Sight:** In own shape, entity is 2-meter tall humanoid covered with long silken fur. Head features pointed ears, muzzle (with rows of sharp teeth) and whisker-like sensors much like cat whiskers. Long tail emanates from lumbar region. Hands and feet are partly tentacled, partly clawed (retractable).

•**Examination:** Entity is carnivore which will stalk party, adopting forms of members already killed until all are dead. Entity will then return to kills, eating some and stashing others. Entity is unable to communicate unless psionic communication is possessed and will have only the physical appearance of an object it is simulating, not its mental powers.

CREATURE Nr. 38: 2-hex
Restrictions: Land environs only. Non-corrosive atmosphere. Gravity 1.2 to 2.6. Temperature 100° to 250°.

Combat: 11–13 **AY:** 1–3 **AG:** 6–9
IN: 9–12 **Initiative:** 5%
Composition: Terran; protein 30%

Powers: Armored carapace 40%; mind control 5%; heightened vision 5%

•**Warning:** A large shape moves at the edge of the party’s sight.

•**Sight:** You observe a large humanoid approximately 12 meters high. Though the torso, head, and arms seem terran enough, the entity has four legs radiating from its torso in a spider-like manner. Primitive clothing covers the torso.

•**Perception:** Clothing hides the fact that torso structure is somewhat arachnid and features carapace.

Creature will always communicate on an “ignore” result.

CREATURE Nr. 39: 2-hex
Restrictions: Any land environ. Must have atmosphere. Gravity of 0.4 to 0.8. Temperature between 0° and 150°.

Combat: 12–15 **AY:** 10–12 **AG:** 10–12
IN: 10–12 **Initiative:** 20%
Composition: Terran; protein 20%

Powers: Capture 90%; regeneration 60%; heightened vision 50%; psionic communication 20%; chitinous carapace 100%

•**Warning:** You hear an oddly pitched humming sound.

•**Sight:** Entity is a 3-meter tall, 8-meter long insectile being much like a praying mantis. Has large, strong mandibles as primary weapon. Front legs appear to have almost humanoid gripping members. Has compound eye.

•**Examination:** Entity is carnivorous and will either attempt to capture party members for food or will rip open their bodies and use them as repositories for larvae.

CREATURE Nr. 40: Man-size
Restrictions: Any land environ. Any type of atmosphere. Gravity of 0.4 to 1.0. Temperature between 50° and 250°.
Combat: 2–3 **AY:** 11–12 **AG:** 5–8
IN: 7–10 **Initiative:** 15%
Composition: Protein; carbon 5%

Powers: Swarm mind 100% psionic communication 60%; mental attack 25%; mind control 80%; poison discharge 100%

•**Warning:** You see a glowing dust cloud hanging in the air.

•**Sight:** Cloud is filled with sparkling lights. Appears gaseous.

•**Perception:** Lights are actually tiny fire-fly sized insectile entities which flit about within a cloud of gases that they discharge in flight. Gases are poisonous.

•**Examination:** If a character with a Mental Power of **4** or greater is within 5 meters (same hex) of the cloud, one or more of the entities which make up the cloud will land on him and lay its eggs. Treat eggs as acidic.

EXPLANATIONS OF CREATURE POWERS

A power improves or specializes a creature's attributes, giving it advantages when interacting with characters.

The GM secretly determines which powers a creature will possess by rolling percentile dice once for each power listed in the creature's description. The GM may use any of these powers in a logical manner when designing his own creatures and may introduce new powers of his own devising to the already existing creatures. Certain powers provide a creature with psionic skills, like those available to the characters. A creature that uses such powers may also suffer psionic backlash (see 10.3). Explanations of all creatures powers follow, in alphabetical order. Each power lists one of the four creature description categories (warning, sight, etc.,). Unless the power is used in such a way that it is immediately obvious to the players, it is revealed to them when they are read the listed description.

Acid (Perception). Substance on some part of creature's exterior will eat through expedition suit in one Action Round and, at the GM's discretion, through armor at a slow rate. May be combined with poison (see below).

Acidic Circulatory Fluid (Examination). Identical to acid; released if creature is punctured.

Adhesive Secretion (Perception). Skin, suckers, or web strands contain sticky substance which easily restrains any individual the creature attacks. Hits received by a character attacked by a creature with adhesive secretion and *capture* are not reduced as listed in the capture description.

Armored Carapace (Perception). Armor with beam projectile Defense Strengths ranging from **3** to **5**.

Balance Disruption (Examination). Ambient energy emissions that scramble the human sense of balance. Roll one die; every character with a Mental Power Rating less than the die result immediately suffers the effects of shock (see 30.3). This is not considered an attack; it occurs automatically during the creature's turn of the Action Round.

Camouflage (Sight). The creature may only be seen at half the normal range or less. Add **5** to the creature's Initiative Percentage.

Capture (Perception). When attacking a character, reduce any hits received by the

character by **3**. If the adjusted number is **0** or higher, the character is considered restrained by the creature (suffering the adjusted number of hits), and remains restrained until the creature is stunned, passes out or dies.

Chameleon (Perception). The creature may assume the form of any living entity within its sight. If the party is unaware of the creature, it may appear to the party as one of their own when they see it. The creature's Combat and Agility Ratings are *halved* when assuming another form. One Action Round is required for the creature to change shape (it may not attack or move while changing).

Chitinous Carapace (Perception). Armor with a projectile Defense Strength ranging from **3** to **5** and with a beam Defense Strength of **1**.

Dart Shooting (Perception). May attack by projecting quills or other natural projectiles. Its range (in hexes) equals one half of its Combat Rating (rounded down). The Hit Strength of a dart equals half the creature's Combat Rating minus the range.

Edible (Examination). Fit for consumption by humans.

Energy absorption (Examination). Stun weapons and beam weapons have no effect on the creature.

Energy Blast (Perception). Emits powerful blasts of heat, electricity or radioactivity. The creature may attack one character at a range (in hexes) equal to its Combat Rating. The attack is resolved by subtracting the range from the creature's Combat Rating (only). Roll one die, add the modified rating to the result, and locate the sum on the Hit Table to determine the hits received by the character. Armor may be used to aid defense.

Energy Drain (Perception). The creature lives off the surrounding electrical energy. At the beginning of each Action Round, one item belonging to the party that is within a number of hexes of the creature equal to or less than its Combat Rating immediately loses all its power. This will affect beam weapons, scientific equipment, and any other electrical/electronic devices. The creature will always move toward such items.

Energy Ingestion (Perception). The Combat Rating of the creature is *increased* by the number of hits it receives. The Agility Rating is reduced normally. The first time the creature ingests energy, its Aggression Rating is increased to **12**. The creature is killed if it is attacked with a stun weapon.

Entrapment (Perception). The creature has constructed or is able to construct simple traps to capture unwary passers by. A creature with tunnelling creates camouflaged pits. A creature with web shooting creates a net or large web. If the party is *unaware* of such a creature, the GM should have one character (determined at random) fall into one of the traps.

Flight (Sight). The creature is winged and capable of flight. When flying, its Movement Rate is three times its current Agility Rating. Its normal Agility Rating is always used when calculating its strength. If the creature's Agility Rating is reduced to less than half its original value, the creature can no longer fly.

Heightened Hearing/Smelling (Examination). The creature may see twice as far as humans can. It sees as well in darkness as humans do in the light. The creature is never unaware during an encounter and no character may successfully perform an ambush skill task against it.

Illusions (Perception). May create immaterial, harmless but entirely convincing visual illusions of anything within its sight. The creature may not move or attack while doing so.

Immaterial (Perception). The creature possesses no solid form and is not affected by projectile fire, beam fire, poisons, or close attack. It is visible and may suffer the effects of a stun weapon. The GM may allow it to pass through solid objects.

Inky Discharge (Examination). Emits opaque substance that creates total darkness, Emission counts as the creature's attack for one Action Round. The discharge spreads one hex in every direction each Action Round (two hexes in Round of Emission). Usually restricted to underwater use.

Invisibility (Perception). The creature is not placed on the Action Display. The GM notes the position and movement of the creature in his mind, informing the characters when the creature performs any visible actions. The creature is not *immaterial*; it may be affected by attack and may not move through solid objects.

Kinetic Absorption (Perception). Projectile weapons and blows have no effect on the creature.

Mental Attack (Perception). If the creature is not moving, it may attack by directing a blast of psionic energy at one character. Roll one die. If the result is greater than the character's Mental Power Rating, the character is stunned for a number of Action Rounds equal to the difference. **Exception:** If a **10** is rolled, the character's Endurance Rating is immediately reduced to **0** (he passes out). If a **1** is rolled, roll percentile dice, locate the result on the psionic Backlash Table (10.4) and apply the outcome to the creature.

Mind Control (Examination). The creature possesses this skill at a level ranging from **6** to **10** and a Mental Power Rating of **4** to **7** (see 10.0).

Multiple Attack (Perception). May attack each and every character within its range once during its turn of the Action Round.

Poison (Examination). Skin or other exterior area is coated with a toxin (to humans at least). If the character touches a poisoned area with his bare skin, the GM should implement one or more of the following:

- ***Virulent.*** The character loses one point from his Endurance Rating each Action Round. When that reaches **0** (and the character passes out), he loses one point off his Strength Rating each Action Round. When that reaches **0**, the character is dead.

- ***Virus.*** Same effects as virulent poison. However, the unit of time per point lost is increased to one minute, one hour or one day, at the GM's discretion.

- ***Paralytic.*** The character's Dexterity and Agility Ratings are immediately reduced to **0**

HY(2), EX(0); Temp HO; Environ HL/VO (4); Body Armor 4; Machine Gun 2; Paint Gun 3; Suit Tech 1; Ground Vehicles ATV(1); Laser/Stun Pistol 3.

Possessions: Reflect/impact armor (Civ Level 7), clothing.

[40.5] **Character #4: Doctor**
ST: 4 EN: 4 DX: 8 AY: 4 IN: 9
MP: 2 LD: 2 EM: 6 AG: 4
SS: Local Establishment.

Age: 36 Money: 4 Trans, 600 Mils.

Skills: Urban **2**; Grav **NW(−1)**, **LT(1)**, **HY(−1)**, **EX(−3)**; Temp **NL**; Environ **FL/JU (2)**; Teaching **3**; Diagnostics **4**; Treatment **3**; Ground Vehicles **Automobiles(1)**; Laser/Stun Pistol **1**; Electro Tech **2**; Physics **1**.

Possessions: Medi scanner (Civ Level 6), clothing.

[40.6] **Character #5: Ex-Scout**
ST: 4 EN: 3 DX: 4 AY: 4 IN: 6
MP: 2 LD: 3 EM: 7 AG: 5
SS: Skilled Tech Family.

Age: 24 Money: 1 Tran, 300 Mils.

Skills: Urban **0**; Grav **NW(1)**, **LT(−1)**, **HY(−3)**, **EX(−5)**; Temp **HO**; Environ **PK/VO (2)**; EVA **2**; Handguns **2**; Pilot **2**; Survival **2**; Air Vehicles **Glider(1)**, **Direct Lift(1)**; Treatment **1**; Biology **1**; Suit Tech **2**.

Possessions: None except clothing.

[40.7] **Darmath Svenson will provide The characters with the following equipment for their use on Laidley.**

Crawler (ATV). See 21.1 and the Land Vehicle Chart for all specifications on this vehicle. The crawler has an oxygen synthesis system programmed to work in the poison atmosphere of Laidley. Four weeks of food and water for five are aboard. The rear of the vehicle is sealed off from the passenger compartment to provide 10 cubic meters of space to store creatures in their own atmosphere. An air lock large enough for one man separates the two compartments. Built into the crawler are a planetary shortwave and a neuroscanner.

The following items are loaded into the crawler: six Civ Level 7 expedition suits (character #3 will probably want to use his armor instead); one Civ Level 8 bioscanner; one Civ Level 8 chemsynthesizer; one first aid kit; one energy scanner; one basic repair kit; one suit kit; one Civ Level 8 electrokit; one Civ Level 6 vehicle kit; four force cages; one super cage (eight cubic meters); two metal cages (one cubic meter each); three Civ Level 8 laser pistols; two Civ Level 5 pistols; two Civ Level 8 stun pistols; one Civ Level 6 paint gun; one Civ Level 8 needle pistol; and binoculars.

The characters may also bring along any equipment they already own. If they wish to leave any behind, Svenson's associates in New Oslo will watch it.

[41.0] The Gamesmaster's Background

The situation as Darmath Svenson described it to the characters is accurate as far as it goes. His suppositions concerning the fate of the missing expedition are er-

roneous, however. Nothing of the fate of the missing explorers is known to anyone but its five surviving members, and the players should not be able to find out any of it unless they find the explorers.

The description of Svenson is a guide as to how his part should be played by the GM. The final interpretation of his personality is up to the GM, as he is the one who will be "acting" the part of Svenson for the player's benefit.

The Fate of the Missing Explorers

The floater carrying Mordecala Svenson, Cord Tenon, and their eight companions suffered electrical problems as it flew over the jagged peaks of the Kishtu Heights. After their radio failed, they spotted the lake (hex 1622 of the environ map) and chose to land the craft on its surface. Immediately after the floater settled on the lake, acidic agents in the water began corroding the metallic underside of the craft. The explorers threw a large liferaft in the water, correctly assuming the acid would not eat through its synthetic construction. Wearing expedition suits and carrying what equipment they could, the 10 made for the shore 500 meters away. Looking back, they saw a transparent slug-like thing (*the* slug in natant form, see 42.3) drag their dissolving floater beneath the surface of the rolling lake.

Mordecala lead the party away from the deadly lake northeast to a cave in hex 1522. There Cord set up their chem synthesizer to purify water from a nearby stream and to synthesize oxygen from the atmosphere. However, it soon became clear that the initial supply of oxygen in their suits and the amount the synthesizer could produce would not be enough to support more than five people after five days. They were saved from a grisly decision when the four days were nearly up by the horrifying arrival of the slug in its new incarnation. Three explorers died right away during the slug's attack and two others died due to exposure to the poison atmosphere when their suits were punctured in combat. Mordecala discovered that beam weapons hurt the creature terribly and thus was able to drive it away. Rather than chase the slug, Cord, Mordecala and the other three survivors tended to their fallen comrades and then moved their camp to a large clearing with a good field of vision.

The five remained there for days, exerting themselves as little as possible so as to conserve oxygen. There was plenty of purified water and they knew that some of the plants around them were edible. The slug returned a few times but was easily driven off with beam and stun weapons. Ten days after the crash, they were finally able to repair their radio and attempted to contact Laidley Base. Unbeknownst to the survivors, the Laidley expedition had already departed (they had been in the cave during the fly-over). Totally unaware of the departure plans, Mordecala and Cord could only assume that their radio had an undetectable transmission problem.

Unless the characters are delayed, they will touch down at Laidley Base 30 days after the crash of the floater. The survivors are totally bewildered by the lack of a rescue attempt, but refuse to give up hope. Occasionally they will shoot off a flare or transmit

with their seemingly defective radio. The slug has not bothered them for the past 15 days.

[41.1] **Darmath Svenson hires the characters to undertake the adventure while in New Oslo on the planet Kryo.**

A wealthy interstellar trader (dealing in high quality optics), Darmath Svenson had very little to worry him. He had cut quite a swath through the society of New Oslo. Having inherited the business from his entrepreneur father, his own acute trading instincts had set him up for life financially, and his taste for sporty ground cars and even sportier women was legendary. His exotic whims ranged from various spices to strange alien creatures. This devil-may-care existence was shattered with the news his sister Mordecala had been lost on an expedition to the planet Laidley.

News of her demise was sketchy at best, but Darmath was determined to discover what had happened. Along with his sincere concern for his sister was his curiosity regarding rumors of very strange creatures inhabiting the planet. He instructed his secretary to examine his company's files for an explorer he could hire for this mission. She discovered a man who had grown up in an environ similar to the one in which his sister was lost, and also knew how to operate an ATV. A man of such qualifications could retrieve any creatures encountered and also search for any trace of Mordecala. Darmath was not quite sure his sister was dead (although he feared the worst), and would not truly accept her fate without concrete proof. His characteristic ratings are:

ST: 5 EN: 6 DX: 3 AY: 3 IN: 8
MP: 2 LD: 6 EM: 4 AG: 2
SS: Independent Trading Family.

Skills: Urban **2**; Gravity **Lt 1**; Temp **NL**; Environ **MN/WD(2)**; Pilot **2**; Economics **4**; Trading **5**; Automobile **3**; Shuttle **2**; Motorboat **2**; Gambling **2**; Biology **1**.

Darmath is a handsome male of Scandinavian descent; he is middle-aged, but in very good shape. He does not wish to actually risk his own skin and instructs the party as such. His little sister Mordecala was/is very close to him and resembles him slightly (enough so that the characters would notice).

[41.2] **The adventure begins as the characters board a transporter shuttle with Darmath Svenson at the New Oslo terminal to fly to the Kryo orbiting spaceport.**

The trip to the spaceport takes about an hour. Six hours after the characters arrive at the spaceport, the *Star Vision* is ready to depart. While waiting, the characters will undergo a short courteous federal inspection (Svenson is known and trusted at the Kryo spaceport). The rest of the time is the characters' to do with what they will. The journey from Kryo to Laidley in the *Star Vision* takes about six days (calculated in accordance with 33.0).

The *Star Vision* is a Corco *Iota* Class luxury freighter with the following pods: light weapon, augmented jump, energy, full service luxury, crew, lander, standard cargo, buffered cargo, living cargo. All pods are armor Class 1. The ship is fully crewed; the characters may relax during the voyage.

would cause his character’s death. To facilitate this, five pre-generated characters are detailed in 40.2 through 40.6. These characters are varied in their characteristics and skills to allow many game systems to be used during the adventure. They are also designed to mesh well with the mission as it stands. These characters may only be used until the end of the adventure on Laidley. After that the GM should have players generate their own.

If there are five players, the GM assigns each player one character or allows them to be chosen randomly. With fewer than five players, certain players may play more than one character or the GM may play any which are left over. It is not normally recommended that a player control more than one character, but for this adventure the GM may allow it. If the GM decides not to use all five characters, they should be chosen by priority. Each character is listed in order of his importance to the successful completion of the mission. Character #1 is the most important, character #5 the least. The players should be informed of this information only if they question the selection of characters; otherwise they may receive clues as to the proper way to resolve the adventure they might not have thought of themselves.

If the players wish to generate their own characters, the GM should allow it, reminding the players of the rationale discussed above. To aid in the successful completion of the mission, the GM may assign one or two of the pre-generated characters to aid the fledgling party. Characters #1 or #2 (or both) would be ideal choices. As before, the players could run these additional characters, or the GM may run them as NPC’s.

Once the players have their characters, the GM should examine their Character Records for completeness and accuracy.

If the players are using the pre-generated chartacters, the players should give their character a name. **Note:** The Environ Skill Level is listed for each character’s Home Environ only; all other environ Skill Levels should be extrapolated as explained in Case 5.4.

[40.1] **The GM should read or paraphrase the following background of the adventure for the characters.**

This is the story of the ill-fated expedition that Darmath Svenson, the adventure’s sponsor, will present to the characters as he heard it from the expedition’s commander. The characters have been hired by Svenson to go on this mission. If the players are using the pre-generated characters, it was through their explorer character that the initial contact was made with Darmath’s secretary. If the players are using their own characters, the GM should invent the connection. The characters are escorted into Darmath’s personal office, located somewhere in downtown New Oslo. It is the office of a man who is president of his own trading firm, a firm which is doing very well financially. Darmath is a dashing middle-aged man in good shape. For a complete description, see 41.1. He will ask the characters to make themselves comfortable and will then relate this tale:

One year ago, a scientific expedition set out from New Oslo for Laidley (see 39.0 for

information concerning the system, which should be shown to the players). The expedition was concerned with exploration and mapping of that world in preparation for possible colonization. They landed without incident, set up Laidley Base 1, and then proceeded to investigate the area (Environ 13 of the World Log). Laidley proved very inhospitable, having a poison atmosphere and almost no water. A great deal of the expedition’s time was spent synthesizing oxygen and water. Some readings seemed to indicate there was some water underground. One favorable attribute was the plant life; not only was it edible, but very flavorful as well. Another interesting item was a strange creature which the expedition called an Auroch. It was a docile herd animal, vaguely swine-like, which roamed the world. The Aurochs never threatened the expedition, being herbivores and appearing very stupid. Various sighting of other creature types excited zookeepers on Kryo, and a biological survey mission had been planned for early next year. These detailed creature reports had been sent back by the expedition’s biologist, Mordecala Svenson, Darmath Svenson’s sister.

After eight months of painstaking exploration and examination, the expedition was ready to give up on Laidley. There was not enough water to justify active colonization. Then one day scanning revealed traces of surface water 8,000 km west of Laidley Base 1. Mordecala was chosen to lead a small scouting party to the site to investigate. They chose a Floater to avoid the volcanic range to the west.

This scouting party consisted of 10 expedition members, all of whom disappeared.

Their journey took 200 consecutive hours of flying. The trip was uneventful until the end. (At this point, Svenson will play a tape of the scouting party’s last radio transmission. They had been having trouble with the radio’s transmitter and the message is garbled as a result.)

“....having a.....with monopole electrical sy.....possibly.....land the Floater here.....water!.....oh, no.....Cord, help steady the.....going to land.....the lake...—”

The voice was a female, and Darmath will tell the characters the voice was Mordecala’s.

Three days after the last transmission, the volcanic range became active, and the expedition’s safety was in jeopardy. Because the world showed so little promise, the expedition commander (Svenson here indicates extreme disgust with the choice) chose to leave the world. Knowing the fate of the scouting party was in doubt (but fearing the worst) the commander ordered a fly-by of the area from where the party’s last transmission was received. Upon seeing no trace of them, not even the wreckage of the Floater, the commander ordered a state funeral for the 10 and returned to Kryo. Questioned upon his return, the commander admitted that, because no trace at all had been spotted, there was doubt as to the fate of the scouting party. The funerals were cancelled. All investigators admitted the curious fact was the absence of any metal debris, but most concluded the party’s Floater had sunk into the lake which was mentioned.

Svenson believes there were no remains

because the party had landed the Floater, repaired it, and proceeded to return to Laidley Base 1. Their radio was inoperative, so they could not have radioed in, and the expedition left without them. At least, this is the hope he is clinging to. The accident oc-cured four weeks ago.

Svenson will supply the party with all the necessary equipment and transportation to Laidley. He will drop them off on the world at Laidley Base 1 on his way out-system to complete a business deal. His ship, the *Star Vision* (Corco *Iota* class), will carry the characters, a crawler, and plenty of equipment to Laidley, and the ship’s lander will provide transportation to the surface. If the missing expedition has not returned to the base, the characters will have 18 days to complete their mission, for then Svenson will be returning to Kryo, and will stop at Laidley to pick them up. The characters will be able to contact the ship from anywhere on Laidley via their vehicle’s radio and they will be picked up wherever they are at the moment.

Their mission is to first find out what happened to Mordecala. Svenson wishes concrete proof of one form or another; he wants to be sure of what happened to her. Second, any unusual creatures the characters can capture and bring back with them they will be paid for (Svenson is not interested in the Aurochs).

The characters are offered 5 Trans apiece for completing the mission, and double that if any interesting creatures are captured. Svenson will pay triple that if concrete evidence of Mordecala’s fate is brought back.

Svenson will gladly answer any questions the characters present to him, then he will urge them to prepare themselves for the mission, as he wishes to leave tomorrow.

[40.2] **Character #1: Explorer**
ST: 5 **EN:** 4 **DX:** 4 **AY:** 5 **IN:** 7
MP: 3 **LD:** 7 **EM:** 4 **AG:** 8
SS: Family fallen on hard times
Age: 28 **Money:** 600 Mils
Skills: Urban 1; Grav **NW(–1)**, **LT(2)**, **HY(–1)**, **EX(–3)**; Temp **NL**; Environ **MN/LV (4)**; **EVA 2**; Handguns **2**; Pilot **2**; Survival **2**; Ground Vehicles-ATV **3**; Biology **1**; Geology **1**; Streetwise **1**.
Possessions: None except clothing.

[40.3] **Character #2: Scientist**
ST: 4 **EN:** 5 **DX:** 5 **AY:** 3 **IN:** 9
MP: 2 **LD:** 3 **EM:** 4 **AG:** 3
SS: Skilled Tech Family.
Age: 32 **Money:** 10 Trans, 500 Mils
Skills: Urban **0**; Grav **NW(1)**, **Lt(–1)**, **HY(–3)**, **EX(–5)**; Temp **CD**; Environ **PK/WD (3)**; Chemistry **3**; Planetology **3**; Biology **3**; Geology **1**; Laser/Stun Pistol **1**; Ground Vehicles **Truck(1)**; Vehicle Tech **1**; Streetwise **1**.

Possessions: Civ Level 6 chem synthesizer, clothing.

[40.4] **Character #3: Space Trooper**
ST: 6 **EN:** 6 **DX:** 7 **AY:** 6 **IN:** 4
MP: 2 **LD:** 6 **EM:** 3 **AG:** 8
SS: Lower Middle Class.
Age: 32 **Money:** 3 Trans, 600 Mils.
Skills: Urban **1**; Grav **NW(–3)**, **LT(0)**,

(he may not move or handle devices at all). If he receives successful treatment, he heals at four times the normal rate.

• *Psychotic.* The character immediately goes into fits of hallucination, paranoia and mindless babble. The GM should control the character when it seems appropriate. These effects cease immediately upon successful diagnosis and treatment. No characteristics are affected.

• *Spore.* The character suffers no effects at all until some future moment determined by the GM. At that point, implement the effects of any of the above poisons.

• *Infectious.* Any of the above poisons may be made contagious at the GM’s discretion, and will spread to any character that is exposed to it.

Successful diagnosis of a poison stops any additional damage from occurring to the victim. Treatment must succeed to reverse the effects of poison (to begin the healing process). The GM may wish to reduce the Skill Level of a character attempting to diagnose or treat a character suffering from alien poisons.

Poison Attack (Perception). Toxin on the creature’s primary attack appendage (claw, stinger, tail, fangs, quills, etc.). If a character’s protective attire is punctured when attacked, he suffers the effects of poison (see above).

Poison Discharge (Examination). Creature may attack by emitting toxin in gas or liquid

[36.0] Non-Player Characters

The GM should choose one of the following non-player characters when an NPC encounter occurs. Being careful not to disrupt the adventure in progress (unless the GM wishes to do so), these NPC’s are extremely useful in spicing up an otherwise slow-moving section of the adventure or to set up plot lines which the players might want to follow up in the future.

These NPC’s are presented in a format which gives the GM enough information to play them on the spur of the moment, yet does not restrict the GM by being too specific. The GM is free to use these listings as he sees fit; he should change whatever does not suit his tastes.

The Characteristic Ratings of each NPC are given as letters which represent ranges for each characteristic. Before actually placing the NPC’s into play, the GM should choose a value for each characteristic from the range indicated in the following table.

LETTER	ALL CHARACTERISTICS EXCEPT MENTAL POWER	MENTAL POWER
A	Poor (1, 2)	0
B	Mediocre (3, 4)	1, 2
C	Average (5, 6)	3
D	Good (7, 8, 9)	4, 5
E	Exceptional (10, 11, 12)	6

form from its mouth or other orifice. Substance may be projected a number of hexes equal to half the creature’s Combat Rating. A character in a hex entered by the substance is poisoned if not wearing protective attire, see preceding.

Psionic Communication (Examination). The creature possesses this skill at a level ranging from **6** to **9** and a Mental Power Rating ranging from **4** to **7** (see 10.0).

Psychokinesis (Examination). The creature possesses this skill at a level ranging from **6** to **10** and a Mental Power Rating ranging from **4** to **7** (see 10.0).

Radar Sense (Perception). The creature “sees” by emitting energy waves. The creature may be visually blind but sees as well as a human and is not affected by darkness.

Reflective Carapace (Perception). Armor with beam Defense Strength ranging from **3** to **5** and with a projectile Defense Strength of **1** or **2**.

Regeneration (Perception). The creature regains one lost Combat or Agility Point at the beginning of each Action Round (unless the Rating has been reduced to **0**).

Swarm Mind (Perception). All the creatures in the encounter share one mind. What one sees or feels, all see or feel (although hits suffered by one are not suffered by all). If more than one creature is eligible to attack a single character in one Action Round, they may combine their strengths into one total (instead of attacking separately).

Time Dilation (Perception). The creature may conduct two attacks (against the same character or different characters) during its turn of an Action Round. Its Agility Rating is subtracted from the chance to hit the creature with ranged fire.

Tunnelling (Perception). The creature has a network of tunnels with various openings determined by the GM that it may move through at its full Agility Rating. The creature may create new tunnels at the rate of one hex per every two Action Rounds (the GM may reduce or increase this rate). One Action Round must be spent for the creature to create an opening into or out of the ground.

Unknown Propulsion (Sight). Floats with no apparent means of support. The creature may move its full Agility Rating each Action Round, regardless of what is in its hex or along its intended path (however, it may not move through walls). Until its Agility Rating is reduced to **0**, the creature may always move at its full Agility Rating.

Vegetation Control (Examination). The creature is one with the vegetation around it. Any movable parts of plants and trees (branches, vines, roots, etc.) may be called upon to entwine or strike one character as the creature’s attack for an Action Round.

Web Shooting (Perception). The creature spins webs and shoots web strands to entwine its prey. May conduct a close attack (see 29.9) from a distance of three hexes or less.

•**First Description:** As the characters are preparing to leave on their voyage, they are approached by a man who asks if he could talk to them in private.

•**GM’s Description:** This individual is attempting to get past customs officials with a great deal of illegal drugs. He has such a vast amount he cannot get all of them on his ship. Without telling the party what the shipment is, he asks them if they would help him deliver an overorder of material. He will pay them handsomely and asks their discretion. If the party shows any inclination to turn down the offer, the man will withdraw, not wanting to arouse suspicion.

NPC Nr. C2: Diplomat
Spaceport

ST(B) **EN(B).** **DX(C)** **AY(B)** **IN(D)**
MP(C) **EM(E)** **LD(C)** **AG(A)**
SS: Skilled tech

Skills: Urban **3**; Grav **EX-1**; Temp **HO**; Environ **4**; Diplomacy **6**; Linguistics **8**; Law **4**; Streetwise **2**; Laser pistol **1**.

Possessions: Audio-sealed case, laser pistol, translator.

•**First Description:** As the characters prepare to leave the spaceport, they are called into the security office where they meet this individual.

•**GM’s Description:** This person is a diplomat from the planet the characters are on to the planet for which they are bound. He needs immediate transport and asks the characters if they are willing to take him on. He is all he seems to be; the characters will be rewarded financially for their efforts on his behalf. If they refuse, no harm will come to them in any way.

NPC Nr. C3: Scholar
Spaceport

ST(B) **EN(A)** **DX(A)** **AY(A)** **IN(D)**
MP(B) **EM(C)** **LD(A)** **AG(A)**
SS: Family dominates planet

Skills: Urban **2**; Grav **LT-1**; Temp **NL**; Environ **1**; Economics **5**; Mining **4**; Geology **3**; Physics **1**.

Possessions: Camera.

•**First Description:** As the characters load or unload their ship in port, they see someone taking pictures of them.

•**GM’s Description:** This is a scholar on vacation who has chosen this planet to visit. The character’s ship looked interesting, and he wanted a picture.

NPC Nr. C4: Smuggler
Spaceport

ST(B) **EN(C)** **DX(C)** **AY(B)** **IN(C)**
MP(B) **EM(B)** **LD(C)** **AG(D)**
SS: Independent trading family

Skills: Urban **2**; Grav **LT-1**; Temp **CD**; Environ **2**; Handguns **2**; Automobile **1**; Forgery/Counterfeiting **1**.

Possessions: Stun gun.

•**First Description:** The characters see a person shoving large boxes down a waste disposal chute.

•**GM’s Description:** The person is a smuggler whose partner is downstairs at the other end of the chute waiting for the contraband. This individual is very jumpy and will not hesitate to fire upon the party if approached too closely.

NPC Nr. C5: Trader
Spaceport

ST(B) **EN(B)** **DX(C)** **AY(B)** **IN(D)**
MP(B) **EM(C)** **LD(C)** **AG(C)**
SS: Independent trading family

Skills: Urban **2**; Grav **NW-1**; Temp **CD**; Environ **2**; Trading **6**; Economics **3**; Handguns **2**; Pilot **2**; Streetwise **3**; Diplomacy **2**; Shuttle **1**; Planetology **4**.

Possessions: Stun pistol, portable computer, geoscanner, expedition suit, camera, trade stuffs.

•**First Description:** As the characters are talking to the booking agent at the starport, a distinguished looking person approaches them and asks for a minute of their time.

•**GM’s Description:** This person is an important interstellar trader who has overheard the players state their next port of call. He may ask them to deliver something; find their ship valuable for a separate trip after the next; ask them to pick something up and deliver it on further; etc. He *is* what he appears to be.

NPC Nr. C6: Reporter
Spaceport, Urban

ST(B) **EN(B)** **DX(C)** **AY(C)** **IN(C)**
MP(B) **EM(C)** **LD(A)** **AG(C)**
SS: Fallen on hard times

Skills: Urban **2**; Grav **LT-1**; Temp **NL**; Environ **2**; Automobile **2**; Direct-lift **1**; Disguise **1**; Streetwise **4**; Diplomacy **3**; Linguistics **1**.

Possessions: Automobile, camera, audio recording equipment.

•**First Description:** While the party is in the spaceport, they are witness to an important incident of the GM’s creation (a murder, the arrival of a celebrity, an escaped criminal). They are then accosted by an individual asking them a lot of questions.

•**GM’s Description:** This reporter works for a planetary news service and will press the characters for all the information they have to give and then some. It will become very annoying very quickly as this individual is both tenacious and intimidating.

NPC Nr. C7: Religious Fanatics (one die)
Spaceport, Urban

ST(B) **EN(B)** **DX(B)** **AY(A)** **IN(C)**
MP(B) **EM(C)** **LD(A)** **AG(A)**
SS: Poor colonist family

Skills: Urban **1**; Grav **LT-1**; Temp **NL**; Environ **2**; Recruiting **1**; Streetwise **2**; Diplomacy **1**.

Possessions: None.

•**First Description:** The characters are approached by a group of people who begin to talk about the party’s obvious lack of belief.

•**GM’s Description:** These apparent fanatics are actually a front for a political organization skirting taxes by using a religious front. The group will try to sell the party books or buttons or some worthless junk for exorbitant prices. They will give the party a hassle if nothing is purchased. If the party refuses any offers at all, the GM must determine whether this group becomes unruly.

NPC Nr. C8: Robbery Victim
Urban, Suburban

ST(B) **EN(B)** **DX(B)** **AY(B)** **IN(C)**
MP(A) **EM(B)** **LD(A)** **AG(A)**
SS: Local establishment

Skills: Urban **1**; Grav **LT-1**; Temp **NL**; Environ **2**; Law **1**; Automobile **1**.

Possessions: An automobile.

•**First Description:** The characters find the unconscious body of a male lying in an alleyway.

•**GM’s Description:** The man has been mugged and robbed. He is a lawyer who might have been carrying valuable papers (GM’s discretion) which were also snatched. At first he will be groggy with a small chance of mistaking the characters for his assailants. After fully awakening, he will need the characters’ help to reach the authorities.

NPC Nr. C9: Fence
Urban

ST(B) **EN(B)** **DX(C)** **AY(C)** **IN(D)**
MP(A) **EM(B)** **LD(C)** **AG(C)**
SS: Lower middle class

Skills: Urban **2**; Grav **LT-1**; Temp **NL**; En-

viron **2**; Streetwise **4**; Gambling **2**; Disguise **3**; Forgery/Counterfeiting **3**; Handguns **3**.

Possessions: False identity, plastic pistol, various stolen items.

•**First Description:** As the characters are strolling down a street, they are approached by an individual who tries to entice them to buy some goods.

•**GM’s Description:** At first, the items offered by this individual will be typical: cameras, watches, jewelery, etc. If the characters express enough interest, the fence will begin to offer harder to find high-tech items for very low prices. The fence is not hostile and will back off if threatened.

NPC Nr. C10: Street Person
Urban, Suburban

ST(B) **EN(B)** **DX(B)** **AY(C)** **IN(A)**
MP(A) **EM(B)** **LD(B)** **AG(C)**
SS: Unfostered orphan

Skills: Urban **1**; Grav **HY-1**; Temp **HO**; Environ **2**; Streetwise **4**; Gambling **2**; Automobile **1**.

Possessions: None.

•**First Description:** The party is spoken to by a figure in a shadowy doorway as they travel through the streets.

•**GM’s Description:** This figure could be any number of things: a beggar asking for money; a drug seller hawking his wares; a hustler looking for an easy mark in a card game; a pimp. How far the street person will go to engage the party is up to the GM.

NPC Nr. C11: Sanitation Engineer
Urban, Suburban

ST(A) **EN(A)** **DX(B)** **AY(B)** **IN(A)**
MP(A) **EM(B)** **LD(A)** **AG(A)**
SS: Lower middle class

Skills: Urban **1**; Grav **LT-1**; Temp **NL**; Environ **1**; Streetwise **1**.

Possessions: None.

•**First Description:** The characters see a person walking down the street next to a moving truck.

•**GM’s Description:** This is a sanitation engineer collecting garbage. If this has already been played, the person could be something else in disguise — a lawman, perhaps, or a spy.

NPC Nr. C12: Thieves (one die)
Urban, Suburban

ST(B) **EN(C)** **DX(B)** **AY(B)** **IN(C)**
MP(A) **EM(B)** **LD(C)** **AG(C)**
SS: Oppressed minority

Skills: Urban **1**; Grav **LT-1**; Temp **NL**; Environ **2**; Streetwise **1**; Automobile **3**; Laser Pistol **2**; Blades **2**; Ambush **2**; Unarmed Combat **1**.

Possessions: Automobiles, laser pistols, knives.

•**First Description:** As the party travels in their vehicle down a semi-deserted street in a city, they are sideswiped by another car and stopped. As they get out, another vehicle pulls up behind them.

•**GM’s Description:** These individuals are part of a highly organized auto theft ring. They will pull out their weapons, order the party to stand against the wall, and drive off with the party’s vehicle, also taking any equipment inside. If the party puts up no

X. Adventure: Lost on Laidley

This chapter presents a complete star system and adventure for use by the GM and a suggested five players. It is recommended that this adventure be played before the GM starts designing his own worlds and adventures, so that all concerned get a good grasp of the many game systems and opportunities that are available. Before beginning the adventure session, the GM should read all the Sections of the Chapter. He should allow the players to see Sections 39.0 and 40.0, the Orionis Star System Log, the three World Logs, and the Environ hex map only. The GM should have a good grasp of the rules in the GM Guide and the players should at least be aware of the importance of their characteristics, skills and equipment.

The adventure takes place in the Orionis star system (see 39.0). However, use of the star system need not stop with this adventure. The GM may wish to begin his own adventures in this system or borrow ideas from it when creating his own systems. The Orionis system was generated in exact accordance with the rules of Chapter VI and serves as an example when learning the world generation system.

[39.0] The Orionis System

The GM and the players should look over the Orionis Star System Log and the three World Logs included in this booklet. All the basic information about the system is explained on the logs. Historical information and additional details can be found in this section. With the exception of some undiscovered resources on Laidley, all the information would be known by the characters.

Orionis is an F6 type star (yellow-white) 26 light years from Sol. It is the most distant system to be extensively colonized by the federation. Eighty years ago (in 2251), exploration and colonization of the system opened with the arrival of an expedition financed by a South American conglomerate. Its efforts to colonize Titus were soon overshadowed by the arrival of a Scandinavian coalition on Kryo. The Nordic settlers quickly turned their small, cool planet into the center of activity in Orionis. The system is peaceful, and federal control is thus light. A volunteer Astroguard squadron operates out of the Kryo spaceport, and a federal ranger brigade bivouacs in New Oslo (with a battalion detached to Titus). If necessary, federal naval and trooper forces will hyperjump in from sector headquarters.

Aside from the information on the System Log, no details are provided for Acarpous, a huge, hostile world. If the GM wishes to use the planet or its moons for an adventure, he should complete the procedures outlined in 24.0 and 25.0 of World Generation.

[39.1.] Titus is a large, humid planet with 20,000 settlers living on its scattered islands.

When colonization of the Orionis system began, Titus was considered the prime candidate for system supremacy. However, the lack of high value resources

and its restrictive escape velocity retarded development; Kryo became the center of Orionis commerce. Titus has a spectacular set of rings and, orbiting further out, a small moon (**1HP**, not shown). A small spaceport is located in Orion, the planet’s capital and largest town, with limited freight service to Kryo, but no interstellar facilities. The colonists generally live in a manner similar to life in 1900 — some industrialization combined with heavy agriculture. The major resource of Titus is its delicious high-protein fruits, found in great abundance throughout the temperate climates. Demand for this fruit keeps merchants coming to Orion to take the delicacies to other worlds (where they are sold at exorbitant prices). Surface shipping is the main form of transportation on the calm seas of Titus, and most of the settlements hug the coastlines.

The following environs of Titus are of special interest. Titusian fruits exist in each environ with edible plants.

n02 Edible plants

n03 2,000 people, iron, edible plants

n06 Edible plants

n09 9,000 people (including 6,000 in Orion and a federal ranger battalion), edible plants, cesium, iron

n12 3,000 people, edible plants, copper

n18 Iron

n20 Helium

n23 1,000 people, copper

s05 Edible plants

s03 Chlorine

s13 Edible plants

s12 Edible plants

s10 Edible plants

s09 Edible plants, 5,000 people

[39.2] Kryo, the capital world of the Orionis system, is a small cool planet with 10 million inhabitants.

A coalition of Scandanavian countries began colonization of Kryo soon after Titus was settled. Taking advantage of the planet’s slight gravity and its abundance of natural resources, the colonists quickly set up a viable industrial base. Kryo’s major exports include precision machine tools, tech kits, light weaponry, and high-quality optical equipment. Kryo is prevented from full financial independence by its lack of resources necessary to manufacture armor, spaceships, medicines, and related goods. These things and such basics as wood and fertilizers must be imported. Kryo’s orbiting spaceport provides freight service and limited passenger service to and from Sol and a few nearby systems. The installation is small, supporting an Astroguard squadron, light repair facilities, and a combined Kryo/Federal staff of 60. A shuttle service flies between the spaceport and New Oslo twice daily.

The environs of Kryo contain the following:

n01 Iron, argon

n02 1 million people, edible plants, light fiber plants, carbon chemicals

n03 7 million people (including 1 million in New Oslo), federal ranger brigade, car-

bon chemicals, edible plants, light fiber plants, iron, phosphorus

n04 200,000 people, aluminum, sulfur

n05 Iron, aluminum, carbon chemicals

s01 Iron

s05 500,000 people, nitrogen, chemicals, carbon chemicals, edible plants, iron, silver

s04 Iron, aluminum

s03 1.3 million people, nitrogen chemicals, edible plants, carbon chemicals, iron

s02 1,000 people, nitrogen chemicals, carbon chemicals, edible plants, iron

[39.3] Laidley is an unsettled planet on which most of the adventure occurs.

As described in 40.1, Laidley recently hosted an unsuccessful exploration mission of about 100 explorers and pioneers from Kryo. One side of the planet always faces Orionis; thus, temperatures vary on the planet much more than on most worlds (see below). Although Laidley has no appreciable surface water, the warmer environs show traces of moisture. A network of small streams has been observed in a lightly vegetated area (Environ 7). The environs of Laidley have the following average temperatures and resources:

n01 0°

n02 25° nitrogen chemicals

n03 –25° radioactives

n04 –25° silver

n05 25° nitrogen chemicals, silver

n06 75° nitrogen chemicals, silver, phosphorus

n07 50° nitrogen chemicals, edible plants, adamantine

n08 0° cesium

n09 –50° radioactives

n10 –75° ammonia

n11 –50° mercury

n12 0° silver

n13 50° nitrogen chemicals, edible plants

s01 0° germanium

s05 25°, silver, germanium

s04 –25°, germanium

s03 –25°, phosphorus, germanium

s02 50°, silver, nitrogen, phosphorus

Note: Many of these resources may be undiscovered. If the GM wishes, he may conceal their presence from the players. These resources have little effect on the enclosed adventure, but the GM may come up with a geological expedition to Laidley to hunt for undiscovered resources (radioactives, silver, and adamantine would certainly be finds).

[40.0] The Players and the Characters

Once the GM has assembled the players who are going to participate in this adventure, they should decide whether or not to generate their own characters. *Lost on Laidley* is designed as a learning experience for all concerned, and it might be better if each player is free to experiment with the game systems without the fear that a mistake

3. Planetary Space. While in orbit, the party finds that a *Piccolo* has gained rapidly on them and hails them to slow up and prepare to be boarded.
This is the Astroguard needing to ascertain where the party’s vessel came from, where it is going, and with what purpose.

4. Deep Space. The party’s ship passes a Corco *Gamma* heading out of the system.
This is a Biological Survey Mission heading for a new system. The presence of habitable worlds has just been confirmed and this is the first survey mission to go there to collect specimens. There is a suspicion of danger, and the ship has brought along some weaponry to defend itself. The crew is hopeful no danger will be present.

5. Planetary Space. At first radar indicates and then visual sightings confirm a *Ter-willicker 5000* is rapidly tumbling end over end toward the party’s vessel.
A collision is imminent unless the pilot can avoid the accident. Make a check for collision, using the accident procedure (see 27.8). The rationale for this out-of-control spacecraft is left up to the GM.

[37.2] **Rare Spaceship Encounters**

1. Deep Space. As the party heads into a system from the jump point, they notice a Corco *Zeta* heading toward them at a brisk clip. No radio contact can be made, and there is no possibility of collision.
The ship has been disabled by a meteor strike and cannot hail the party’s ship nor maneuver in any fashion. If the party does not attempt to change course and catch them (a maneuver the GM should play out), they will drift helplessly into interstellar space. If it appears the party will not stop to help, the *Zeta* will attempt to gain their attention by firing their burster.

2. Deep Space. Near the jump point into the system, the party encounters a Corco *Gamma* drifting slowly.
If the party attempts to raise the ship by radio, they will receive a brusque reply indicating that all is well. Actually, on board that vessel an argument is taking place between the navigator and the captain concerning the fact they have jumped to a system they did not wish to. The psion on the *Gamma* will attempt to contact the psion on the party’s vessel to ask for help.

3. Planetary Space. The party’s vessel passes a *Clarinet*.
This is a scientific mission carrying supplies to a colony on a far-off star. The colony is new and needs all the help it can get. The *Clarinet*’s communications officer asks if any on the party’s ship are interested.

[37.3] **Unique Spaceship Encounters**

1. Deep Space. A *Piccolo*, obviously damaged, is drifting out near the jump point.
The crew of 10 are criminals and wish to hijack the party’s vessel. Their maneuver power is gone, but they can still fight. They will feign innocence and will try to get on board the other vessel armed and try for a takeover. They jumped into this system escaping from authorities.

2. Planetary Space. A ship of totally unknown design is in a slow elliptical orbit

around a moon.
This ship is either (a) and old space probe or (b) a wrecked alien craft. The GM should decide for himself, as he should also decide why it is derelict. This encounter may need a great deal of time to play out.

[38.0] **Accidents**

The accidents listed fall into two categories: those the characters can prevent and those they cannot. The GM may choose from either category. The accidents they can prevent will involve a check which determines whether their skill has avoided the unfortunate occurrence. When any incident occurs in which equipment becomes damaged, the characters’ tech skills may be called upon to effect repairs.

The procedure for effecting the repair of an item is detailed in 13.1. See 27.8 for additional information on accidents.
The base chance to avoid a common (C) accident is **75%**; a rare (R) accident, **50%**; and a unique (U) accident, **25%**. Each of the following accident types can occur in any *one* of the three possible degrees indicated (C, R, or U).

[38.1] **Avoidable Accidents Vehicle Accidents**

(C) A rut in the road causes possible loss of control. (R) An underground stream has caused a sink hole to appear just in front of the vehicle; try to avoid getting stuck. (U) A landslide threatens to bury the vehicle.
(C) While travelling near a marsh, the ground begins to sink away; try to avoid being mired. (R) A sudden seismic tremor causes possible loss of control. (U) A sudden increase in volcanic activity causes magma to spurt toward the vehicle; try to avoid it.
(C) While travelling along a cliff, a wheel slips toward the edge; try to avoid becoming stuck. (R) Brakes begin to act sporadically while rolling down a hill; try to avoid possible accident. (U) Earthquake causes large fissure to form in road; try to avoid falling in.
(C) In a city, another vehicle ignores a traffic signal and heads directly toward your vehicle; try to avoid it. (R) While driving by a construction site, a beam has broken loose; try to avoid it falling on you. (U) A crazed pedestrian steps right out in front of your vehicle; try to avoid running him over (an NPC encounter may result if you succeed).

Suit/Armor Accidents

(C) If character’s Gravity Skill Level is less than 1, a fall is possible. (R) The character has wedged his boot into a crevice; try to extricate it without causing damage. (U) A violent wind storm has sprung up carrying with it debris and small rocks; try to reach cover without being pummeled.
(C) A boulder comes rolling down a hill; try to avoid being struck. (R) Ice cracks open in front of you; try to avoid falling in. (U) Jetpack is buffeted by winds; try to land safely.

Air Vehicle Accidents

(C) Downdraft threatens to pull craft off course; try to regain control. (R) Electrical storm causes instrument loss; try to land

safely. (U) Violent hail storm forces an emergency landing.

Marine Vehicle Accidents

(C) Large swells cause difficulty in reaching land; try to return safely. (R) Violent storm threatens to swamp vessel. (U) Huge creature collides with vessel and possibly capsizes it.

Outer Space Accidents

(C) As you try to land your shuttlecraft, unexpected terrain threatens to cause landing problems. (R) As your ship comes out of hyperjump, you encounter a meteor storm; try to avoid collision. (U) Flying through the tail of a comet causes instrument malfunction; the ship must be flown manually.

(C) Near the spacecraft, a shuttle loses control and heads for your craft; try to avoid collision. (R) Some unexplained disturbance causes your orbit to decay; try to avoid falling into atmosphere before gaining control. (U) Shuttle landing gear fails; try to avoid crash.

[38.2] **Unavoidable Accidents**

Common

- If in a poison or corrosive atmosphere, a scanner will stop giving correct readings.
- If in a thin atmosphere, a chemsynthesizer will stop cold.
- If in any star system other than an “M” spectral class, star flares cause photographic equipment to malfunction.
- If in a contaminated atmosphere, any radio will not work.
- If in a vacuum, any holographic equipment will not work.
- A violent storm brews up and any exposed equipment is damaged.
- A mild seismic quake topples any exposed equipment.
- If in a temperature zone above 100°, any cooling system will malfunction.
- If in a corrosive atmosphere, any air system will shut down.
- The ignition for any ship drive system fails.
- Computer freezes up.

Rare

- Any character in a temperature type (CD or HO) 2 removed from his home type contracts a disease.
- A captured creature destroys its cage and attempts to escape.
- A robot stop following commands.
- A meteor strikes ship causing damage.
- In a stressful situation, any force field overloads.
- Unique**
- If in a corrosive atmosphere, any equipment exposed will deteriorate.
- Any hand-held energy weapon explodes.
- Any grenade explodes.
- Any spaceship pod begins to leak.
- Any computer will not allow access to information.
- Any Civ Level 8 robot attacks its owner.

As with the other lists, this one is intended to guide and inspire the GM, not limit him. Feel free to invent your own accidents.

resistance, there will be no cause for combat. This gang is willing to engage in a quick fire fight and then escape in their vehicles.

NPC Nr. C13: Thieves (one die)
Urban

ST(C) EN(B) DX(C) AY(B) IN(B)
MP(A) EM(A) LD(C) AG(D)
SS: Poor colonist family

Skills: Urban 3; Grav LT-1; Temp NL; Environ 2; Streetwise 3; Battlefield 2; Jetpack 1; Handguns 2; Blades 2; Ambush 3; Unarmed Combat 1.

Possessions: Pistols, daggers, stun guns.

•**First Description:** The first description in this case may be a hit on the head; the group of thieves will attempt to ambush and rob the party.

•**GM’s Description:** Basically the same as preceding; the thieves will not kill the party except in open combat. If the party gives in, no one will be seriously harmed.

NPC Nr. C14: Travelling Doctor
Road

ST(A) EN(B) DX(C) AY(A) IN(C)
MP(B) EM(C) LD(A) AG(A)
SS: Skilled tech

Skills: Urban 1; Grav LT-1; Temp NL; Environ 2; Diplomacy 2; Chemistry 1; Diagnostics 3; Treatment 2; Biology 1; Programming 1; Compu/Robot Tech 1.

Possessions: ATV (Civ Level 6), robot with medical systems (Civ Level 7).

•**First Description:** As the party travels along, they are hailed by a man and his robot by the side of the road. Their vehicle is parked nearby.

•**GM’s Description:** This doctor’s vehicle has broken down and he cannot fix it. He roams the countryside helping the populace and keeping them fit. He needs the party for either help or transportation to the local town. He will offer money or services if the party seems hesitant.

NPC Nr. C15: Recalcitrant Farm Boys (two dice)
Small settlement

ST(B) EN(B) DX(C) AY(B) IN(A)
MP(B) EM(B) LD(B) AG(C)
SS: Communal colony

Skills: Urban 0; Grav LT-1; Temp CD; Environ 4; Blades 2; Longarms 1; Unarmed Combat 2; Agriculture 4.

Possessions: Horse cart, farm equipment, truck, rifle.

•**First Description:** The party comes upon a small farming community which is in obvious need of some new equipment. They are greeted by some of the locals.

•**GM’s Description:** These are a bunch of very proud people. They separated themselves from the rest of the population to prove their project could be done without assistance. If the party tries to leave and get them help, or suggests they do that, the farmers, led by the young men, will hinder the party from leaving. They do not want the knowledge they are actually struggling to leak out. Depending on the circumstances, violence is not impossible.

NPC Nr. C16: Land Owner
Environ

ST(B) EN(B) DX(A) AY(A) IN(B)
MP(A) EM(B) LD(A) AG(D)
SS: Local establishment

Skills: Urban 0; Grav LT-1; Temp NL; Environ 3; Trading 2; Agriculture 3; Geology 1; Longarms 1.

Possessions: Truck, rifle, short wave radio.

•**First Description:** The party sees a sign stating “No Trespassing” followed shortly by a man in a truck pulling up behind them.

•**GM’s Description:** The man is a loner who has retreated to his tract of land hidden from society and deeply resents intrusions by anyone. If the party does not leave (as he will insist they do) he will not hesitate to fire on them. He is a bit nuts.

NPC Nr. C17: Colonist
Environ

ST(B) EN(C) DX(B) AY(A) IN(B)
MP(B) EM(A) LD(B) AG(B)
SS: Poor colonist

Skills: Urban 0; Grav HY-2; Temp HO; Environ 4; Trading 2; Life Support 2; Shuttle 1; Agriculture 2; Mining 2; Glider 1.

Possessions: Glider, knife, expedition suit, respirator helmet.

•**First Description:** As the party travels cross-country, they find a person sitting on a rock looking very dejected.

•**GM’s Description:** This person is very tired of being a colonist and wants to leave. He will attempt to convince the characters to take him along anywhere they are going. If they refuse, he will not get violent, just more depressed.

NPC Nr. C18: Miner
Mountains

ST(B) EN(C) DX(C) AY(B) IN(D)
MP(A) EM(C) LD(C) AG(C)
SS: Lower middle class

Skills: Urban 0; Grav HY-1; Temp NL; Environ 5; Planetology 4; Trading 3; Sled 4; Mining 3; Geology 5; Handguns 1; Laser Pistol 3.

Possessions: Jetpack, expedition suit, sled, laser pistol, rifle, stun gun, short wave radio, geoscanner, chemanalysis lab, mining robot.

•**First Description:** The party stumbles upon a very small mining operation with a few people and robots.

•**GM’s Description:** This trader has discovered a very rich gem deposit which he slowly mines, using the gems for barter to receive supplies. He will claim he mines a low-yield ore deposit which barely pays for itself. He is hiding the real information because he likes living relatively alone and independent.

NPC Nr. C19: Lawman
Road

ST(C) EN(C) DX(D) AY(C) IN(B)
MP(A) EM(B) LD(D) AG(D)
SS: Skilled tech

Skills: Urban 0; Grav LT-2; Temp NL; Environ 4; Machine Gun 2; Longarms 2; Handguns 4; Helicopter 3; Battlefield 2.

Possessions: Helicopter, machine gun, needle pistol, impact armor, short wave radio.

•**First Description:** As the party drives along a road, they are hailed and told to stop by an individual in a helicopter.

•**GM’s Description:** The person is a lawman looking for a group who stole a vehicle like the one the party is riding in. If the party’s papers and ID’s are in order, they will not be hindered; otherwise the lawman will detain and possibly arrest the party, depending on how suspicious the party is.

NPC Nr. C20: Villagers (two dice)
Jungle, Forest

ST(C) EN(C) DX(B) AY(B) IN(B)
MP(A) EM(A) LD(B) AG(C)
SS: Communal colony

Skills: Urban 0; Grav LT-1; Temp HO; Environ 5; Animal Drawn 4; Bows 4; Blades 2; Survival 4; Ambush 2.

Possessions: A blade weapon, a bow weapon, arrows.

•**First Description:** As the characters are foraging through the undergrowth, they run into a group of backward natives, who are very curious about these strange looking individuals.

•**GM’s Description:** The villagers are harmless unless provoked, in which case they will fight to kill. They have valuable information concerning the area (flora, fauna, gaudy mineral deposits) and, if communication is possible, they will serve as guides and helpers given good treatment by the party.

[36.2] **Rare NPC’s**

NPC Nr. R1: Psion
Spaceport

ST(B) EN(B) DX(B) AY(C) IN(D)
MP(D) EM(B) LD(A) AG(C)
SS: Independent trading family

Skills: Urban 4; Grav NW-3; Temp CO; Environs (all) –4; Handguns 1; Pilot 1; Navigation 6; Psionic Boost 4; Mind Control 3; Psionic Comm 4; Psion Tech 2; Life Sense 2; Glider 1.

Possessions: Expedition suit, stun gun, internal gravity web, propulsion gun.

•**First Description:** In the course of tiding over between trips, the characters meet a psion who has just had a falling out with her old ship and crew.

•**GM’s Description:** The psion is a very beautiful woman who was relieved of her duties due to an ill-fated liaison with the pilot. Her career is checkered with this kind of behavior; her love affairs affect her performance too much. She will attempt to hide this as she needs work, and will try to sell herself just on her skills, which are impressive.

NPC Nr. R2: Stowaway
Spaceport (just before or after leaving)

ST(C) EN(C) DX(B) AY(C) IN(D)
MP(A) EM(B) LD(B) AG(B)
SS: Lower middle class family

Skills: Urban 1; Grav LT-1; Temp NL; Environ 2; Programming 6; Chemistry 4; Geology 3; Asteroid Mining 2; Planetology 1; Laser Pistol 1.

Possessions: None.

•**First Description:** In a pressurized part of the ship, the characters discover a stowaway. He is unarmed, with little inclination to fight.

•**GM’s Description:** This human is trying to

escape from an insane asylum. He has determined the planet which the characters are leaving is in danger of a huge seismic shock which will cause great damage. The authorities locked him up to prevent panic; they think he *is* crazy; the GM should decide for himself.

NPC Nr. R3: Stowaway
Spaceport

ST(A) **EN(B)** **DX(B)** **AY(B)** **IN(C)**
MP(A) **EM(B)** **LD(A)** **AG(A)**
SS: Local establishment

Skills: Urban **0**; Grav **LT-1**; Temp **HO**; Environ **3**; Streetwise **1**; Glider **1**; Blades **1**.

Possessions: None.

•**First Description:** In a stateroom, the characters find a lovely young girl attempting to hide in a closet. She is very docile and very nervous.

•**GM’s Description:** The girl is running away from her parents who treat her fairly well. She simply has never been in space and wants to see what it’s all about.

NPC Nr. R4: Clergyman
Spaceport, Urban

ST(B) **EN(B)** **DX(C)** **AY(B)** **IN(B)**
MP(B) **EM(B)** **LD(B)** **AG(C)**
SS: Skilled tech family

Skills: Urban **1**; Grav **LT-1**; Temp **HO**; Environ **2**; Streetwise **2**; Disguise **4**; Forgery/Counterfeiting **2**; Blades **1**.

Possessions: Knife.

•**First Description:** The party is approached by a man wearing odd clothes but with a strange smile on his face.

•**GM’s Description:** This individual will claim to be part of a local religion whose purpose is to try to convince people to stay home rather than wander around the galaxy. He will engage the characters in conversation for as long as they will listen. During this time, he will pick their pockets. If caught, he will feign amnesia (or some other malady) and play upon the party’s sympathy. If it looks as if he will be turned in, he will fight, but only to free himself and run away.

NPC Nr. R5: Lawmen (one die)
Spaceport, Urban

ST(B) **EN(C)** **DX(C)** **AY(B)** **IN(B)**
MP(A) **EM(B)** **LD(C)** **AG(C)**
SS: Communal colony

Skills: Urban **1**; Grav **LT-1**; Temp **NL**; Environ **2**; Streetwise **1**; Laser Pistol **3**; Automobile **2**; Body Armor **1**.

Possessions: Laser pistol, stun pistol, needle pistol, reflective armor.

•**First Description:** As the characters are strolling through the starport, a figure rushes by them followed shortly by other figures obviously chasing the first one.

•**GM’s Description:** These lawmen are chasing an escaped criminal and will enlist the aid of the characters if they wish. This will be done by asking the crowd in general to help stop him. If the party aids and the criminal is apprehended, the lawmen will be extremely grateful and offer to assist the party in any logical way they can.

NPC Nr. R6: Entertainer
Urban, Town

ST(A) **EN(B)** **DX(C)** **AY(C)** **IN(B)**

MP(A) **EM(B)** **LD(A)** **AG(A)**
SS: Family runs planetary corporation

Skills: Urban **0**; Grav **LT-1**; Temp **NL**; Environ **1**; Disguise **8**; Linguistics **3**; Streetwise **1**; Diplomacy **1**.

Possessions: None.

•**First Description:** As the characters are walking down a street, a luxurious ground vehicle stops and out steps a well-dressed individual.

•**GM’s Description:** This person is an entertainer in an opera being performed tonight at this location. Unless the party makes some move to communicate with this person, the encounter will pass on by. If approached by the characters, the entertainer will gladly talk to them, being off-worlders as they are.

NPC Nr. R7: Runaway ‘Bot
City

Civ Level 8 Robot (#3)

Systems: Aerodynamic, learning, self-activation, weapon, weapon targeting.

•**First Description:** The party sees a bot flying through the air toward them, firing a laser at random.

•**GM’s Description:** The bot has malfunctioned en route to its owner, and has taken flight thinking it is mining for certain minerals. It must be disabled and brought under control.

NPC Nr. R8: Police Vehicle
Road

ST(C) **EN(C)** **DX(C)** **AY(C)** **IN(B)**
MP(A) **EM(C)** **LD(D)** **AG(C)**
SS: Skilled tech family

Skills: Urban **2**; Grav **HY-1**; Temp **HO**; Environ **3**; Streetwise **3**; Battlefield **1**; Laser Pistol **4**; Handguns **2**; Longarms **2**; Unarmed Combat **1**; Automobile **3**; Body Armor **1**.

Possessions: Automobile, stun gun, laser pistol, rifle, impact armor, short wave radio, photographic equipment, jetpack.

•**First Description:** If the party is driving, the vehicle pulls them over. If they are on foot, the vehicle pulls up next to them.

•**GM’s Description:** These are lawmen who saw the party, became curious, and decided to investigate. Unless there are any discrepancies, they will just ask routine questions and depart.

NPC Nr. R9: Police Imposters
Road

ST(C) **EN(B)** **DX(B)** **AY(B)** **IN(B)**
MP(A) **EM(B)** **LD(B)** **AG(C)**
SS: Poor colonist family

Skills: See **R8**.

Possessions: See **R8**.

•**First Description:** A police vehicle pulls the party over to the side of the road.

•**GM’s Description:** A group of thieves have stolen this vehicle and are out to make the most of the situation. They will, at the very least, claim the party’s vehicle has improper registration and attempt to impound the vehicle. If the party is not riding, they will attempt to appropriate the party’s weapons and equipment, claiming their possession is illegal. They will fight if pushed far enough.

NPC Nr. R10: Rangers (one die + 2)
Environ

ST(C) **EN(B)** **DX(C)** **AY(C)** **IN(B)**
MP(A) **EM(B)** **LD(C)** **AG(D)**

SS: Family fallen on hard times

Skills: Urban **1**; Grav **LT-1**; Temp **NL**; Environ **4**; Battlefield **2**; Machine Guns **3**; Paint Guns **2**; Military Ground Vehicles **2**; Vehicle Tech **2**; Treatment **1**.

Possessions: ATV (Civ Level 8), sub-machine guns (Civ Level 5), paint guns (Civ Level 6), reflect/impact armor (Civ Level 6), vehicle kit, first aid kit.

•**First Description:** As the party is traversing a marsh, they come upon another vehicle paralleling their course.

•**GM’s Description:** This vehicle contains two rangers with the rest of them scattered in the marsh away from the party. Upon encountering the characters, the rangers will regroup and view the party with great suspicion. The rangers are searching for a downed satellite containing valuable information. It is suspected a military power wanted the satellite and the rangers are wary the party may be involved.

NPC Nr. R11: Hunter
Woods, Forest, Jungle

ST(D) **EN(C)** **DX(C)** **AY(C)** **IN(B)**
MP(A) **EM(A)** **LD(C)** **AG(D)**
SS: Independent trading family

Skills: Urban **0**; Grav **HY-1**; Temp **HO**; Environ **4**; Bow **6**; Longarms **6**; Ambush **7**; Unarmed Combat **5**; ATV **4**; Streetwise **1**; Weapon Tech **1**; Battlefield **1**.

Possessions: One of the following: long bow and arrows; rifle, neuroscanner; weapon kit.

•**First Description:** As the characters are travelling overland, they come upon a figure moving slowly through the brush.

•**GM’s Description:** This is a hunter who is after illegal game. He is extremely wary to the authorities and will be hesitant to deal openly with the characters. If he is questioned about what kind of game he is hunting, he will lie or divert the question, because poaching carries extreme punishment. He will resist capture violently.

NPC Nr. R12: Archeologist
Ruins

ST(B) **EN(B)** **DX(B)** **AY(B)** **IN(E)**
MP(C) **EM(C)** **LD(A)** **AG(B)**
SS: Family runs planetary corporation

Skills: Urban **1**; Grav **HY-2**; Temp **HO**; Environ **4**; Handguns **1**; ATV **3**; Sled **2**; Diplomacy **1**; Agriculture **2**; Planetology **2**; Programming **2**; Biology **1**; Geology **4**; Construction **4**; Linguistics **3**.

Possessions: ATV, life support equipment, one laser pistol, superoid camera, chemanalysis lab, bioscanner.

•**First Description:** As the characters are exploring ruins (or possibly just passing the time) they notice a woman carefully picking her way through some rocks.

•**GM’s Description:** She is an archeologist looking for information concerning elder civilizations. She is convinced man explored this part of the galaxy in a previous generation; these are the ruins of that exploration. She will calmly present her evidence to the party. She is totally wrong.

[36.3] **Unique NPC’s**

NPC Nr. U1: Civil Inspector
Spaceport

ST(A) **EN(A)** **DX(B)** **AY(B)** **IN(C)**
MP(A) **EM(C)** **LD(B)** **AG(C)**
SS: Lower middle class family

Skills: Urban **0**; Grav **LT-1**; Temp **NL**; Environ **3**; Streetwise **1**; Handguns **1**; Unarmed Combat **1**; Agriculture **1**; Planetology **2**.

Possessions: Stun gun, briefcase with forms and papers.

•**First Description:** As the characters lounge in the spaceport bar, a man approaches them with a very curious look on his face.

•**GM’s Description:** The man is an inspector looking for planetary exploiters and abusers. Men whose descriptions match the characters were seen in this bar just last week. He is highly suspicious of the party and will probably call in the lawmen unless truly convinced of his error. The odds of this happening are small.

NPC Nr. U2: Technician
Spaceport, Urban

ST(C) **EN(C)** **DX(C)** **AY(B)** **IN(C)**
MP(B) **EM(C)** **LD(C)** **AG(D)**
SS: Oppressed minority

Skills: Urban **1**; Grav **LT-1**; Temp **NL**; Environ **3**; Streetwise **4**; Demolitions **3**; Handguns **3**; Blades **5**; Disguise **3**; Electro Tech **3**.

Possessions: Plastic explosives, timing device, pistol (Civ Level 6), knife, electro kit.

•**First Description:** The party is informed while in port that electrical repairs have become necessary on their vehicles due to new fire control regulations. A repairman shows up to effect the repairs.

•**GM’s Description:** The man is an agent of an organization dedicated to random violence. Unless the characters take some precautionary measures, a timed explosive device will be implanted in either their ship or vehicle, whichever is applicable. The agent, by the way, has mistaken the characters’ ship or vehicle for someone else’s.

NPC Nr. U3: Spy
Urban

ST(C) **EN(D)** **DX(D)** **AY(C)** **IN(C)**
MP(C) **EM(B)** **LD(D)** **AG(D)**
SS: Poor colonist family

Skills: Urban **2**; Grav **LT-2**; Temp **NL**; Environ **3**; Demolitions **3**; Longarms **3**; Handguns **4**; Paint Gun **7**; Linguistics **2**; Disguise **5**; Weapon Tech **2**.

Possessions: Needle pistol, plastic pistol, dagger, false ID.

•**First Description:** A man in the same place as the characters is shot by an unknown assailant.

•**GM’s Description:** If the characters help this man, they will eventually discover he is a federal spy operating to uncover a black market in computer parts which is undercutting the federally-sponsored corporations. The headquarters is on this world. The spy may die and leave the characters with clues and information; he may live and ask the party for some sort of aid in his task.

NPC Nr. U4: Local Doctor
Town

ST(B) **EN(B)** **DX(C)** **AY(B)** **IN(C)**
MP(A) **EM(B)** **LD(B)** **AG(C)**
SS: Skilled tech family

Skills: Urban **1**; Grav **LT-1**; Temp **HO**; Environ **2**; Teaching **1**; Diagnosis **3**; Treatment **2**; Handguns **1**; Chemistry **1**.

Possessions: Medical scanner (Civ Level 8), chemanalysis lab (Civ Level 6), chemsynthesis lab (Civ Level 7), plus various laboratory items such as flasks, microscope, etc.

•**First Description:** As the party enters a small settlement out in the wilderness, they are introduced to the local doctor who, they are told, is also the mayor.

•**GM’s Description:** This individual has discovered rare trace elements in the drinking water which, when augmented with additives of his own creation, cause the local populace to be very docile. He is in semi-retirement and wishes nothing more than to remain here with the adulation of this town. He is not dangerous and will give up his dream if he is threatened.

NPC Nr. U5: Art Dealer
Urban, Suburban

ST(A) **EN(A)** **DX(A)** **AY(B)** **IN(A)**
MP(B) **EM(B)** **LD(A)** **AG(A)**
SS: Family dominates planet

Skills: Urban **1**; Grav **LT-1**; Temp **NL**; Environ **1**; Diplomacy **1**; Trading **1**; Forgery/Counterfeiting **1**.

Possessions: Outside of his shop and clothing, none.

•**First Description:** The party sees an interesting work of art in the window as they walk into an art shop.

•**GM’s Description:** The work of art has been created to cover a masterpiece which was thought lost ages ago. The exact type of piece is left up to the GM. If the players are enticed to purchase the item, examination with a chemlab will give information as to the existence of the hidden work. The store owner will be very affable and will not push the item, which he believes to be a worthless piece of junk.

NPC Nr. U6: Slaver
Farmland

ST(B) **EN(C)** **DX(B)** **AY(B)** **IN(C)**
MP(A) **EM(A)** **LD(C)** **AG(D)**
SS: Lower middle class family

Skills: Urban **0**; Grav **NW-1**; Temp **NL**; Environ **3**; Agriculture **6**; Animal Drawn **1**; Tractor **1**; Truck **1**; Trading **4**; Longarms **2**.

Possessions: A hydroponic farm, farm equipment, rifle, slaves.

•**First Description:** The party happens upon a huge hydroponic farm with many workers, and their owner approaches them.

•**GM’s Description:** This farm owner is also a slaver, the workers all being owned by him. On this planet there is no law preventing humans from owning others, and he has made such an arrangement economically feasible. He will hide the fact that he owns the workers for as long as possible and, if found out, will evict the characters from his land. He will fight if provoked.

NPC Nr. U7: Artist
Hills, Mountains

ST(A) **EN(B)** **DX(D)** **AY(C)** **IN(C)**
MP(C) **EM(C)** **LD(B)** **AG(B)**
SS: Oppressed minority

Skills: Urban **0**; Grav **LT-1**; Temp **NL**; Environ **2**; Glider **1**; Teaching **2**; Survival **2**.

Possessions: Foodstuffs and sculpting tools.

•**First Description:** As the characters round a bend on a backwoods road, they see an incredible edifice; it reflects light in all directions and seems unworldly.

•**GM’s Description:** This is a piece of sculpture created by a hermit artist who lives in a hut nearby. The artist retreated away from society to create this masterpiece; even to the untrained eye it is beautiful. It is so large that moving it would be impossible without heavy equipment. Thus, there is little the party can do to hurt it. If the characters take hostile action, the artist will hide, confident his work will remain after the party has left.

NPC Nr. U8: Disease Carrier
Jungle, Forest, Woods

ST(B) **EN(B)** **DX(B)** **AY(B)** **IN(B)**
MP(B) **EM(C)** **LD(B)** **AG(B)**
SS: Poor colonist family

Skills: Urban **0**; Grav **NW-1**; Temp **CD**; Environ **3**; Agriculture **4**.

Possessions: Farm tools.

•**First Description:** As the party forages through the brush, they come upon a small farm growing wild exotic tubers.

•**GM’s Description:** The farmer and his family all are carriers for a dread disease (the exact type is left up to the GM). They are immune because they eat the tubers daily. If the characters take some of the food (which the farmer will offer), they will avoid getting ill until the supply runs out.

[37.0] Spaceship Encounters

A spaceship encounter may occur when using the *Deep Space* or *Planet Space* column of the Encounter Table. The following encounter descriptions indicate whether they occur in deep or planet space and are divided into common, rare, and unique categories. Remember, when the party is travelling in a spaceship, an encounter check is conducted *once per day* (24-hour period).

[37.1] Common Spaceship Encounters

1. Deep Space. While heading out of the system, the characters are hailed by a trading vessel heading into the system with some refined ore for the settlements. The vessel is a Corco *Mu*, and the voice on the radio is friendly.

The GM should decide where this vessel is from and what world it is heading to. It poses no threat to the party.

2. Planetary Space. The party’s vessel is approached by a *Dagger* bearing federal ID and hailing the party to stop.

This is a federal ship calling for routine inspection of the goods and material the ship is carrying. They will inspect closely and will hand out fines and arrest guilty parties if such items are found.