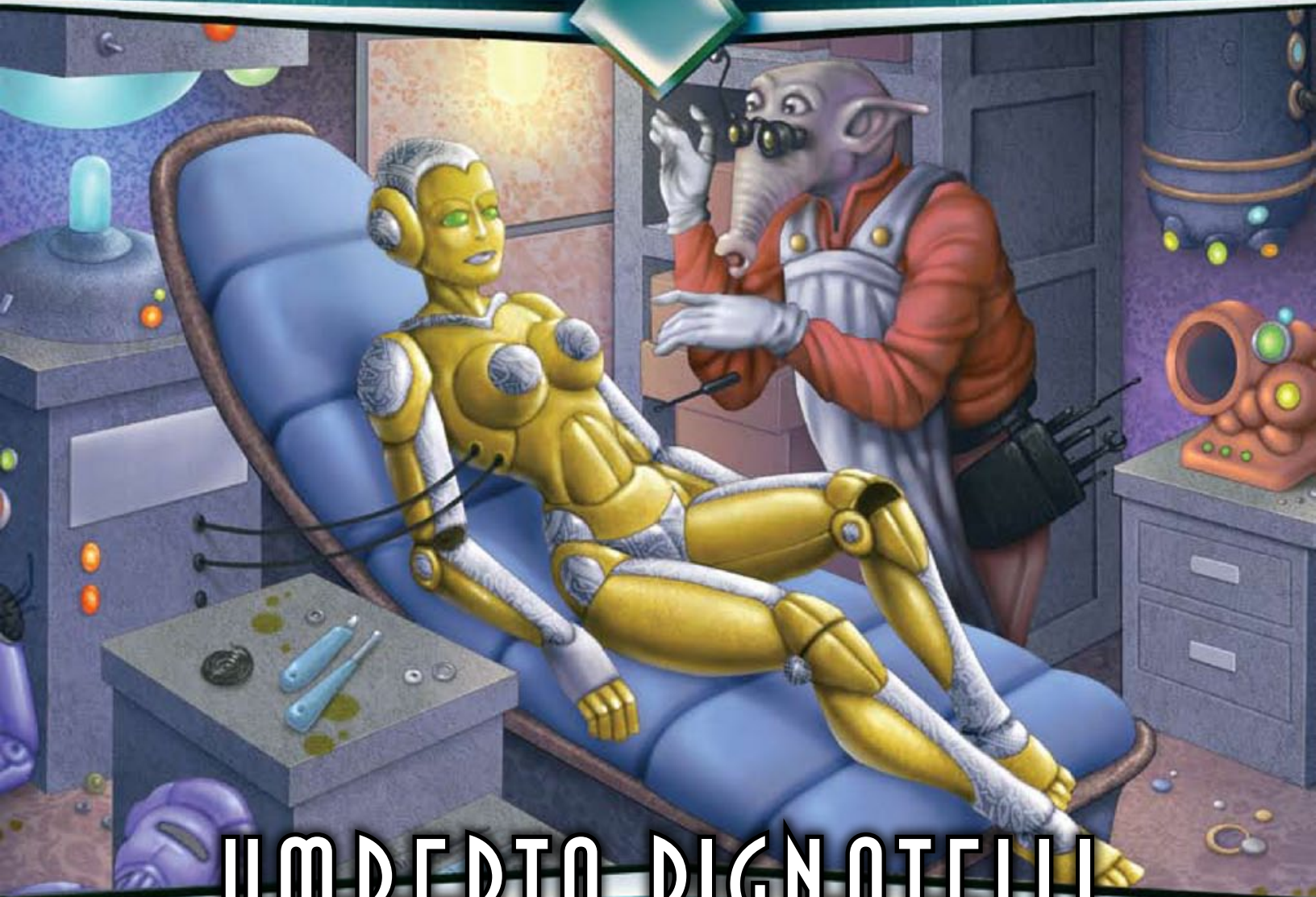




# HEART OF STEEL



UMBERTO PIGNATELLI

SAVAGE  
WORLDS



# HEART OF STEEL

by Umberto Pignatelli

**Editing & Additional Material:** Piotr Korys, Clint Black, Jodi Black,  
and Shane Hensley

**Art:** Alejandro Gutiérrez

**Maps:** Umberto Pignatelli and Simon Lucas

**Layout:** Shane Hensley

**Author's Dedication**

To Marta Castellano, my wife, for supporting me every day, to Ferrigno Carmela, my mother,  
for beating me in doing this thing, and to Francesca Viarengo, my fantastic English teacher,  
for smithing my thoughts into sharp words.

Requires the Savage Worlds rules by Shane Lacy Hensley  
available at [www.peginc.com](http://www.peginc.com).



Savage Worlds, Smiling Jack, Slipstream, Pinnacle  
Entertainment Group, and all associated marks and logos are  
Copyright © 2009, Pinnacle Entertainment Group.

**WWW.PEGINC.COM**



## HEART OF STEEL

This scenario is designed for 3-6 Novice characters, but can be easily adjusted for characters of other Ranks. The sole assumption of the story is that the group owns a rocketship. If you are playing the Season One Plot Point of *Slipstream*, you can use this adventure at any time after Episode 1. If you are starting a new group and you want the heroes to have a little experience under their belt, you might try the One Sheet *The Hunt*, downloadable for free from the Pinnacle website ([www.peginc.com](http://www.peginc.com)). Either adventure ends with the heroes in possession of a ship of their own and can be used as a lead-in for this longer scenario.

### A STRANGE SIGNAL

The heroes are traveling on their rocketship when a strange wordless and repetitive signal disturbs their radiophone. A Common Knowledge roll identifies it as an old Earthling signal. With a raise, the character knows it's an SOS in Morse code.

Assuming the group investigates, they find the wreck of an old Earthling rocketship floating in the void. It obviously suffered a serious accident as only the tail section remains intact and the hull is engulfed by layers of harmless purple space moss. The radio signal emanates from the tail section of the ship. The name, written on the hull, is barely readable as "*Sunray*."

The heroes must use spacesuits to board and explore the ruined, moss-infested wreck in microgravity. Inside this drifting tomb is a nest of dangerous space cobras lurking in a tangle of wires and ruptured hoses. In the dark confines of this room, the cobras are extremely hard to pick out from the tubing. Attackers suffer -2 to hit them with any non-area effect attacks. The combat is in microgravity and in a thin atmosphere (see *Slipstream* page 44).

☛ **Space Cobras:** (2 per 3 player characters).

### ROBOGIRL

The group can continue their exploration after dispatching or avoiding the serpents. At the end of the tail section is a closed room, and inside floats the strangest Robot Man the streamers have ever seen. The robot is female in appearance—a very beautiful woman. Her marvelous skin is polished metal engraved with silver and gold. Long raven-black hair sways enticingly in the microgravity.

The SOS signal is generated by an apparatus in the robo woman's ample chest. She's clearly broken, with one leg twisted at the knee and a panel open in her back revealing shorted wires, but a successful Repair or Weird Science roll tells any tinkerer in the party that she can be repaired with specialized tools (that the group probably doesn't have, of course). At this point, one of the group may remember that an expert technician lives on a fragment near here. If anyone can repair her, "Wambaroo" can!

### BACK TO LIFE

The gifted technician named Wambaroo is a Babylonian Mad Scientist who lives in a settlement of your choice (place him where it best suits your campaign). His garage is in the poorer part of the city, overcrowded by assorted junk and spare mechanical parts. Wambaroo is a shy person with a light stutter. He's easily embarrassed by women; especially beautiful ones, but his shyness disappears when involved in a technical challenge. His fee is 200 Chips, but honestly the robogirl is so beautiful he'll do the work for free and a "favor" to be called in some day if pressed.

The repairs take 6-8 hours. The group can spend some time looking for trouble in the local bars, working on the ship, or playing cards in a local gambling house while they wait.



# SLIPSTREAM

When the repair is completed, Wambaroo waits for the streamers to return before deactivating the stasis mode:

*"The robotic girl suddenly opens her cobalt blue eyes. For a moment all the technical apparatus in the room sparks and stutters. A moment later, she speaks with a soft caressing voice.*

*"Where I am? Who are you? Where is Corannon? And Memnar? They are well, aren't they?"*

The robot says her name is Aurora and she was constructed on Mechanus. Aurora is not her real name: Prince Corannon gave it to her, replacing her numerical code in homage to his native world, Aurora. The robotic girl is a very special project, constructed to interact with human-like races and act as a diplomat to Mechanus's advantage.

Aurora's first "interaction" was with Prince Corannon, a cunning scientist who ventured to Mechanus to study artificial intelligence. The two fell in love at first sight. The odd couple was returning to Aurora, homeland of the prince, to be married, when someone unknown attacked them. Aurora was injured during the battle, and fell back to repair herself when the attack separated the tail section from the front. She set up the Morse Code signal to aid Corannon in his return should she survive. Then she activated her stasis mode to conserve power, hoping the barrage from their attacker would end. Here her memories end.

Aurora is very human-like, a truly uncommon trait among her kind, and manifests genuine human emotions. She begs the heroes to take her to Aurora's fragment so she can finally join her beloved prince. They will be richly rewarded, she assures them. Aurora never considers the idea that the poor prince could have died in the shipwreck. She feels he must be alive, waiting for her.

There is only one problem with the request: no one has ever heard of a fragment called Aurora!

## THE TRUTH

Aurora does not tell the heroes the whole story. The girl was the personal project of 07, one of the Technocrats leading Mechanus. Robot Men don't mate and don't have children, so the creation of Aurora was the most similar thing to a daughter for the powerful leader.

The girl's love for a human was not understandable from a robotic point of view, and suggested some technical flaw in Aurora's construction. This last "flaw" put her father in such an embarrassing position that he decided to abruptly interrupt the project and delete the proof of his failure: Aurora herself.

Facing termination, Aurora and her lover were forced to flee from Mechanus in a hurry.

The escape seemed successful at first, but the Technocrat unleashed a heavily-armed ship on their trail with the order to destroy Aurora and anyone who might have seen his creation. The pursuers finally found the fugitives and attacked the *Sunray* in open space.

When Aurora is fully reactivated, a hidden communicator inside her body sends an instant, hyper compressed message picked up by all Mechanus rocketships in this sector. This was the tracking method used by the pursuers of the *Sunray* to track the fugitive, which was deactivated while in stasis mode.

In the Void, a lone Mechanus Scavenger Ship receives the signal. Old routines buried in robotic minds return suddenly to life and in no time the hunt for the robotic girl starts again.

The communicator can be picked up by all Mechanus Ships within three map squares. Finding it and removing it is tricky—it requires a Weird Science roll at -4, and 1d4 hours per attempt.

There is another important side to this story, but if the streamers don't ask specific questions about it, let it go unnoticed—the last registrations of Aurora's sensors are 50 years old...





## FINDING AURORA

Aurora's fragment is an unknown one. It does not exist on any map the characters own. Wambaroo has an idea though: go to Barter (*Slipstream*, page 49) and ask at the Bootlegger Bar, the tavern where the most grizzled space jocks of the Slipstream gather to drink. If anyone knows where Aurora's fragment is, they'll be at the Bootlegger.

During the trip, the robogirl entertains the group by telling them of the beauty of the world that awaits her, as she remembers it from the prince's stories. She is firmly convinced her loved one is alive. If the heroes suspect something is wrong and investigate and ask her (Persuasion rolls), she tells them the departure of the two lovers from Mechanus was hurried. The Technocrats weren't positive about their union, she says (as previously explained, this is a gross understatement: Technocrat 07 actually wanted them dead).

If a character manifests a romantic interest towards her, the girl reacts in a polite, but firm way: she doesn't want to harm anyone's feelings, but she is truly enamored of her man and will not stray.

## THE BOOTLEGGER BAR

Barter is overcrowded as always. Here are merchants of every race, honest captains in search of a good cargo, and shady types looking for rich ships to assault in the Void.

The Bootlegger Bar is a pub situated in a stone building, with old fashioned wooden doors and a strange ornamental fountain full of exotic fish in the center of the room. The atmosphere is unfriendly—the streamers receive some cold stares, and are approached by a huge blue humanoid with white tattoos on bulging biceps. This is Gorth, the Koldosite bouncer of the Bar and a former space sailor.

## CAROUSING

Gorth despises the “dirt eaters,” as he calls all non-spacejocks, and looks for an excuse to start trouble. Given any reason whatsoever, he provokes the most muscular looking player into one of these two things to prove his worth:

- 1) Beat him in a one-on-one fistfight.
- 2) Drink the infamous house cocktail, the Bootlegger Blue. If the stranger accepts the drinking test, a waiter serves him a big tankard of a bluish, bubbling substance, intensely cold. It is a typical Koldosite recipe, and requires a Vigor (-2) roll to avoid hurling like the Wave, which would certainly incite the public mockery of all the customers.

Even if he fails the test, Gorth appreciates the try. With a great smile on his face and a slap on the struggling hero's back, he says that only a true Koldosite can endure the Bootlegger Blue, but the victim has shown great courage in trying it.

When the streamers have proven their worth, Gorth, with roaring laughter, invites them to his table and answers their questions as best he can. He has never heard of Aurora, but knows a fellow who might. Pulg is an old Borooshian navigator who has seen all corners of the Slipstream. Pulg quit the spacejock life some years ago and now lives nearby on Barter. “*He was a real badass,*” says the big sailor. “*A little guy, you know, but with a right book that could set you down real fast. I couldn't believe it when he quit the wandering life to join that cult. He called it 'The Monastery of the Seven Columns.'*”

Gorth is happy to give the players directions to the Monastery, an old ruin in the Barter desert.

During the conversation with Gorth, a waiter comes to the characters' table with a marvelous plate filled with a large and impressive fish—clearly large enough for the whole group. He explains that it is a gift from a man in the corner table. When the characters look in this direction, the table is empty, but they see a glimpse of a cloaked person quickly going out of the bar.

If anyone has Danger Sense this is the right moment to test it. Inside the large fish is a ticking time-bomb! The cloaked figure is Y-17, an agent of 07, and he is trying to kill Aurora and her new friends. The bomb explodes in ten seconds, inflicting 3d6+5 damage in a Large Burst Template. A dramatic countdown is definitely appropriate here.

There isn't enough time to disarm the bomb. The best thing to do is either run out of the burst radius or throw it into the fountain, which shorts it out. The fountain is in Short Range from the party's table, and a simple Agility roll puts the explosive neatly in the water amid the curious fish.

## PURSuing THE HOODED ONE

If the group quickly jumps out of the bar they can track the hooded person. This begins a foot chase in the streets of Barter! (See *Savage Worlds* for Chase rules.)

Y-17 has 3 increments of advantage. Run the chase for 3 rounds. In each round the streamers must also face a complication:

- **Complication 1:** The street is full of people who aren't happy about being pushed out of the way. Players must use Strength in this round of the chase.
- **Complication 2:** Y-17 passes near a stall full of fruits and throws it down behind him to slow the pursuers. In this round the party rolls Agility -2. Anyone



# SLIPSTREAM

who rolls a 1 on the Agility die is grabbed by the enraged fruit seller and has to free himself in some way! (The vendor has standard traits of d6.)

• **Complication 3:** The hooded one enters a dark alley with many exits. Use Notice as the relevant trait in this round.

## AMBUSH!

Y-17 runs into a narrow street full of rubbish where a band of local thugs hired in advance are ready to fight (and cover the villain's escape).

If the leading character is more than five Range Increments away from Y-17, the thugs had the time to prepare a good ambush and the party is surprised. If the Range Increments are three or less each character makes a Notice roll to avoid being surprised. If the increment is one or less the thugs aren't hidden yet and nobody is surprised.

👁 **Thugs:** There is one thug for each hero and a Wild Card leader.

A third of the band is placed on a balcony (6" or 12 yards above the table surface) armed with guns. The band fights until half of them fall—the rest then flee.

Interrogation on survivors is worthless as they were hired in a shady tavern a couple of hours ago by a hooded person who never showed his face and spoke in an electronically disguised voice. They were paid 250 Slips to wait for him here and dispatch any possible pursuers. After the battle, finding the mysterious hooded one is impossible.

## THE MONASTERY OF THE SEVEN COLUMNS

The Monastery is a strange reclusive cult found only on Barter. Orange-robed monks of the cult can sometimes be seen outside the monastery on some odd errand. Close examination reveals a blue mark on the forehead and a faraway look in their eyes.

The exact beliefs of the Disciples of the Seven Columns are unknown to most. A monk who is questioned about his faith responds only with "We seek life." They do not actively search for new recruits, but every year a few people go into the desert of Barter and join the sect through some unknown and mysterious means. Embracing the cult is not an easy decision, because the training takes years and in this period contact with the outside world is forbidden.

The monastery itself is very humble—a crumbled ruin in the desert where only seven columns in various states of decay withstand the injuries of time. The monks spend their days in the dim shadow of these columns meditating and tending their little cactus grove.

A legend circulates among the people of Barter that the monks are the guardians of an ancient treasure. The monks are protected by mysterious energies, it is said, so those who attempt to claim this mysterious treasure are never heard from again.

The truth is that the monks are ecologists. The founders of the cult were part of the Rurite fleet sucked into the Slipstream. Their ship was lost in the great Wave and landed on Barter, evolving through the years into a different culture from the main Rurites, but maintaining the same roots.

The monks' dream is to transform this arid, lifeless, fragment into a green, living gem. They call this utopia "the Great Garden."

Concealed under the ruins is a gigantic cave that is the real monastery. Inside the cavern the monks operate huge moisture condensers and archaic Rurite fertilizing techniques to transform the desert. They name this secret place "The Garden." Their goal is to progressively expand the Garden to the external world, and one day bring life to the entire fragment. It is a huge task but they are very patient.

The sect is ruled by an Abbot, a female Rurite named Gaja. She's a merciful person but the defense and secrecy of the monastery is her first concern. She doesn't hesitate to make ruthless decisions in defense of the Great Garden.

The monks are trained in a defensive martial art derived from ancient Rurite fighting styles. They despise killing but they aren't totally pacifists—to defend themselves and the Garden they might choose to eliminate a living being, but they'll never do it easily.

## MONASTERY MAP

**1) Monk House.** A half destroyed building where the monks live. It is very poor: the roof is destroyed and the holy men find shelter how they can.

**2) Tools Depot.** A crude hut made of stones and dessicated cactus leaves. The monks store their tools here.

**3) Destroyed Building.** Even the cacti refuse to grow in the ruins of this unknown structure.

**4) Granary.** The monks store the meager food they manage to produce here.



# HEART OF STEEL

## THE SEVEN COLUMNS MONASTERY

With an Investigation or a Streetwise roll the heroes can determine the location of the monastery. It is 70 miles from Barter Town, a very short trip by rocketship.

The monastery is a ruin in the desert surrounded by a small plantation of cacti. Among the ruins are crude shelters where the monks live. There are twenty monks in the area, half of which are tending the cacti while the other half meditate in the circle of columns at the center of the monastery. There is no Borooshian among them.

If questioned, the monks are polite but evasive. However, one of them, a

Pyrite named Joradan, eventually answers their questions if pressed:

*"Yes, a fellow named Pulg stayed with us for some months a year ago, but quit. The strict discipline of the monastery was too harsh for that fat old Boroosh. I don't know where he went after quitting. I guess he returned to Barter Town."*

If someone doesn't believe this answer, let them do a Notice test. It shows that the monks seem to be worried and a little jumpy.

The group is free to explore the ruins and the cactus field, but there is nothing unusual to find. The monks allow access to the Seven Columns as well, but the strangers cannot start excavating, moving rocks, or otherwise disturb the surroundings.

## THE CLAWS

When you feel the group has finished their investigation, a monk in the cactus field screams: "Claws! Help!"

After some seconds, another scream in a different direction makes it clear the attack is on many fronts. The group must help the monks or the monastery is doomed.

There are three Claw attack groups in different points of the cactus field. Three monks are 20" (40 yards) apart in the cactus field and are the target of the beasts. Each is engaged with a single Claw warrior, but more are hidden in the surrounding terrain.



**5) Buried Tower.** A tall tower once stood here, but the upper floors are destroyed now and a huge bank of sand has engulfed the main floor.

**6) Seven Columns.** A circle of seven half destroyed columns give the temple its name. There are always at least three monks here, meditating, praying, and watching over the entrance to the real monastery.

**7) Exhausted Water Well.** This is an old water well, now totally exhausted. The monks consider it useful in persuading strangers just how valueless this place really is.

## THE GARDEN MAP

**1) Moisture Condenser Network.** A huge structure capable of producing great quantities of water thanks to ancient Rurite technology. The southern network is the broken one.

**2) Abbot House.** A sort of temple, where Abbot Gaja usually lives. It is a very simple and relaxing place, made of stone, with a pool full of water flowers where the lady usually meditates.

**3) Central Lake.** A pool full of precious water, pumped in by two channels originating from the moisture condensers. A network of irrigation channels brings the water in to keep it alive and healthy.

**4) Gravity Elevator.** A levitating platform that leads to the external ruins where the monks appear to live. There are always four monks here on guard duty.

**5) Monks' Houses.** The monks sleep, meditate, and prepare specimens here.



# SLIPSTREAM



All together, there are:

☹ **9 Monks:** Led by Joradan, a Wild Card, allies of the heroes.

☹ **3 Claw Attack Parties:** Four warriors and one singer each.

When the heroes enter the battle, Joradan tells them: "Please, spare the beasts' lives, if you can, it isn't their fault." Then the battle begins and there is no possibility to continue talking. The Claws continue the attacks until they lose half of their forces, then flee via burrowing.

## AFTERMATH

If some Claws survived, the monks tend to their wounds and enclose them on a stone slab where they cannot escape. The characters hear the monks speaking about a manner to safely release the creatures later. This is definitely strange, but before the group can start questioning again, Joradan thanks the heroes for their help. He also apologizes for lying. Now it is clear the group is a friend of the monastery and all their questions will be answered.

Joradan leads the heroes to the Seven Columns where a carefully hidden gravity elevator brings them underground. There the group sees a truly astounding scene—an enormous cavern under the ruin filled with a verdant garden and a series of irrigation channels leading from a small lake. Fissures through the rocky desert floor provide plenty of air and light. Groups of monks are incessantly tending this hidden paradise.

Joradan brings the group into the presence of Gaja, Abbot of the Monastery. She asks them to forgive their untrusting manners, but the safety of the garden is their first concern. Gaja tells the group the true story of the monastery and yes, among them there is a Borooshian named Pulg. But now the fellow is missing.

## THE SUBSONIC DISTURBANCE

The garden is kept alive with the help of a network of moisture gatherers cleverly hidden on the surface. They are of Rurite origin and have been carefully tended by the monks for many years.

Two weeks ago the network control suffered a minor accident—a sound-shielding controller broke down. From then on the apparatus has produced a constant subsonic vibration that the monks think is only a minor nuisance, because it does not affect the productivity of the moisture gatherers. What the monks don't know is that the subsonic sound is affecting the psyche of the Claws and driving them mad. This is the third assault in the last ten days. The creatures are incessantly trying to find the garden entrance and destroy the source of the sound.

Repairing the sound shielding controller is possible with the right spare parts, which can be found only where the monks first attempted to terraform Barter. This first site was a great subterranean cave miles away. There the Rurites constructed the first base by cannibalizing their original rocketship.



# HEART OF STEEL

But something went horribly wrong and the first base was abandoned. The few survivors gathered in these ruins with what they managed to bring with them and restarted from scratch with slower but more promising results.

A week ago Gaja sent Pulg and two of her best monks to the ruins of the first base to search for the necessary parts, but they haven't returned and she fears for their lives and the Monastery's existence.

Gaja directly asks for the heroes' aid. If they want to find Pulg, they must go exploring the Rurite base.

## THE FIRST BASE

The Rurite base was destroyed by a disastrous experiment. The scientists were trying to find a form of life capable of adapting to the desert conditions of Barter and capable of providing a fertile ground for future enhancements of the ecosystem. After many failures, they finally managed to develop it—a laboratory-created fungus suited to live in almost any weather condition and with the interesting side effect of accumulating humidity inside; a sort of natural moisture gatherer that is much more efficient than mechanical ones.

But the fungus proved too strong and worse, intelligent! It began infecting scientists and ended up devouring all the base's living forms. The few survivors sealed the gates of the base behind them and demolished the entrance tunnel, sure of having blocked the nightmare off forever.

They were wrong.

## ARRIVAL

Joradan is assigned to guide the group to the ancient base and help them to the best of his abilities. The monks don't know exactly what happened at the base but they suspect an environmental accident. The previous expedition was formed by Pulg, Jitaxi, a former technician, and Lore-keen, one of the best fighters of the Monastery.

The base is situated in a barren zone riddled with canyons and crevasses (there is no place to land a rocketship). The first sign of the missing monks is their desert sledge concealed in one of these small canyons (Joradan knows where the canyon is, so no Notice roll is required). There are a series of tracks that start from the barge and go deep into the canyon. The tracks lead to a small camp with a tent and some crates of provisions and mining tools. The camp has been abandoned for some time. In one of the crates are five breech bombs and ten air tablets.

The tracks end in a tunnel dug into the side of the canyon. The tunnel was clearly blocked by a landslide but someone (presumably the monks) created a narrow passage inside. If someone examines the landslide a Common Knowledge roll reveals that the landslide was not a natural one—someone triggered it with explosives or similar means.

**1) Entrance.** The passage is 30 yards (15") long and leads to a small cavern with the end closed off by a metal gate of circular shape. The door is of Rurite making and has a small interface panel on the side. Someone (Jitaxi)





# SLIPSTREAM

lockpicked it and the relays of the opening controls are now exposed. A Lockpicking (+2) roll is sufficient to open the door.

Examining the door before opening it is a good thing to do—the fissures are covered by a light, greenish fungus that can give the heroes a hint as to what type of dangers await them inside.

When they finally open the door a cloud of wet air mixed with spores rushes out. Every hero within 12 yards (6") of the door must make a Vigor roll. Those who fail become sick (see **Contaminated!**, page 10).

**2) Living Quarters.** These rooms were built into the stone and offer a clear view of the garden. They are very small but reasonably comfortable. The rooms do not contain anything important or useful, but one of them hides a danger. Whenever the heroes enter a room, roll 1d6. If the result is 1 they find the Monster Under the Blanket.

**The Monster Under the Blanket:** This room seems messier than the others. It is wetter and hotter, and the furniture is almost intact. With a successful Notice (+2) roll the nearest hero to the bed sees a movement under the blankets—like that of a person sleeping and breathing beneath them. There is no reaction to sound or gentle prodding, however.

## CONTAMINATED!

Only living beings can be contaminated. Robot Men and other non-organic beings are immune. A contaminated character starts feeling dizzy after 12 hours. From this point, he must make a Vigor roll every 12 hours or get a Fatigue level, as a green, mossy, substance shows on the skin of the subject. When the character becomes incapacitated, the Fungus extends its tendrils into his brain, and the character becomes a NPC, guided by the evil will of the Fungus. After his death, the character becomes a Fungus Beast. Being in contact with a contaminated character is dangerous—everyone in the same environment (i.e. not protected by a sealed spacesuit) must make a Vigor (+2) roll or be contaminated.

The Fungus can be dispatched using the Serum. A dose of Serum destroys the parasite completely, removing a Fatigue level every 2 hours and granting immunity to future exposure. The Serum found in the Base can be replicated in a well-furnished laboratory with a Weird Science (-2) roll (no roll required if the scientist has the Chemist Edge).

Below the blanket isn't a living person but a gigantic fungus living in the putrid humus of the rotting mattress. The thing is mature and when the heroes discover it, it explodes in fungal spores. Every living being in the room must make a Vigor roll or become contaminated (see sidebar on page 10).

**3) Lab.** The lab is an original part of the Rurite spaceship, cannibalized and transformed into a metal room anchored to the side of the cavern. It is protected by a security door (Toughness 12, Lockpicking).

With a successful Notice roll the heroes see that the area in front of the door is a real mess—confused footprints, blood, and some old bones covered in a green disgusting poultice. It is not difficult to figure out that a harsh battle occurred here recently—the attackers were a group of fungus beasts (the old bones covered by rotting fungus) and the defenders one or more of the missing monks, because in the dirt are some shreds of an orange tunic. With a raise, the heroes find a blood-stained bag, containing a set of lockpicks. Joradan identifies the bag as belonging to Jitaxi. The poor sod was killed and dragged into the Garden by the fungus beasts. But what about the other monks?

Inside the lab are strange devices and chemical equipment. The energy is on, so the old refrigerator is still functioning. Inside is a vial clearly marked as "Culture 45". It is the anti-fungal serum, and the vial contains five doses. With a successful Notice roll the heroes also find 1-3 doses of a random drug (see *Slipstream* page 113).

**4) Garden.** The garden covers the majority of the cavern area. In the past this place was as beautiful and full of life as its counterpart in the monastery. Now it is a ghostly wood where sickly brown plants struggle for survival in wet soil covered by patches of greenish fungus. Very little light or air escapes the clogged fissures to the surface. Part of the garden was a hydroponic experiment where a lake (created by the condenser) is now covered in a dense brown mass—an aquatic mutation of the fungus.

The garden is the most dangerous place of the base for two reasons—the contagion and the fungus beasts. For every hour the heroes spend in the garden without environmental protection of some sort (like sealed spacesuits), they must check for contagion (see sidebar page 10).

The garden is also home to the fungus beasts. For some unknown reasons the creatures are attracted by the areas where the fungus is more concentrated, so they bury themselves in the biggest patches of fungi, ready to erupt when they feel the presence of a living being.

It's only a matter of time before a large party of monsters attacks the heroes. About every 10 minutes (real time) pick a card from the deck. If the suit is black, the group is attacked by a party of fungus beasts.



☛ **Fungus Beasts:** 1 per hero.

☛ **1d4 Fungus Bloaters**

At the start of each round, before action cards are dealt, roll a d6. If a 1 is rolled another 1-3 fungus beasts arrive. If a 2 is rolled 1-2 fungus bloaters arrive instead. The total number of bloaters in the garden is three per hero.

**5) Headquarters.** The headquarters are the controlling point of the base, a large room with a viewpoint on the Garden. This was the last place stormed by the fungus beasts and it is mostly destroyed. On a wall the group can see a map of the base.

**6) Medical Center.** The medical center is a modern room protected by a security door (Toughness 12, Lockpicking -2). It is very clean—the fungus infestation doesn't propagate inside. There are four automated medical tables in the room connected to a computer and some medical furniture. One of the medical tables is still functioning and under its shielding glass the heroes find an old Borooshian. This is Pulg, their man.

The poor fellow isn't well. Half of his chest is covered in green fungus. He is contaminated with the fungus but can speak. He says that after entering the base he and his friends were attacked by strange fungus-covered beasts and he was hit. Jitaxi and Lore-keen found this medical facility and put him here, assuring him they'd be back soon. This happened four days ago and they haven't returned yet.

If someone tries to use the computer, an Investigation or Common Knowledge (-2) roll finds something very interesting—a medical log written by the base's medic. According to the last recording, the fungus is resilient to all common medical cures. Their last hope is in the serum Master Geneticist Helios was trying to produce in the lab. If the serum was not ready in a day, the log said, the base was doomed. That was 30 years ago.

In the medical center is one more prize—a Rurite advanced healing kit. This object is very similar to a ray gun pistol but with a very different use. If placed in contact with the skin of a patient it automatically checks her health and dispatches any required drugs. The kit has Healing d8 and the Healer Edge, regardless of the skill of the user. If the Healing roll is 1, the supplies have run out and the gun does not function.

**7) Power Plants.** The power plants are placed in a subterranean network of tunnels under the Garden. The two access points of the tunnels are marked on the map. Lore-keen, the last monk, entered through entrance A, followed by a group of angry fungus beasts. This can be discovered with a Tracking roll in the proximity of the A entrance.

## PLAYING WITH FIRE

Clever heroes may think to fight the fungus with flames. In this case remember that the Garden is very wet so materials catch fire only on a 1 on a d6. Also, the Garden is a closed environment, so apply the rules for smoke inhalation from the *Savage Worlds* rules.

Inside the tunnels are wet and dark. The concrete floor and the walls are covered in a light layer of fungus. The sonic controller spare parts must be removed from the main plant situated in the center of the network. Finding it is not difficult because directions are clearly marked. Lore-keen's tracks are found in this direction too.

The tunnels end in a big room housing the main power plant. The power plant is partially pulled apart: Lore-keen started salvaging it. A character can complete her salvaging with a Repair roll and 10 minutes of time. But danger awaits. Lore-keen is nearby! She hasn't become a fungus beast yet but she's completely mad and lurks in the shadows of the room. The other fungus beasts see her as a sort of leader and follow her lead. In her madness she wants to protect the "nest" (the power plant) from any intruder.

☛ **Lore-keen**

☛ **Fungus Beast:** 1 per every 2 heroes.





# SLIPSTREAM

☉ **Fungus Bloater:** 1 per every 2 heroes.

Lore-keen can be saved because she isn't a complete Fungus Beast yet, but the heroes must incapacitate her in some manner.

After the battle, the group can finish salvaging the required parts from the power plant, pick up Pulg, and get away from this dangerous place before other fungus monsters arrive. So what to do with the base? The fungus is a potential threat for the whole fragment. The best thing to do is seal the access passage with explosives, this time permanently. If a character suggests blowing it up, remind them the spores could escape and slowly infect the whole universe due to Barter's traffic!

## BACK TO THE TEMPLE

When the heroes come back to the temple the monks repair the sound shielding controller and the Claws' attacks end. Pulg recovers his strength quickly and is happy to answer the heroes' questions:

*"I joined the Monastery because I had heard rumors of a treasure hidden there. I planned to infiltrate the cult and steal it, to become immensely rich." He sighs. "But the only treasure here is the Garden, and it cannot be stolen. The Monastery finally stole my heart instead, and now I am fulfilled in nurturing the Garden to the best of my abilities."*

The monks are very grateful to the streamers for their substantial help. They aren't rich but the Garden produces a lot of exotic fruits and vegetables worth their weight in gold on certain barren fragments. They give the rescuers up to 1 cargo space for character of vegetables, which can be sold for 500 Slips in the right place (GM's choice).

If Lore-keen survived, Gaja, the sect's Abbot, gives the heroes an additional bag of very precious spices (worth 500 Slips).

The old Borooshian has a log where he recorded all his past travels and gives it to the group for having saved his life. It has a great value for a traveler (see Spacefarer Log in Appendix II, Gear).

Pulg remembers something about a fragment named Aurora. He visited it in the early years of his career, so his memories may be confused, but from his description it was a peaceful and beautiful place.

Is this still true today?



Thanks to Pulg's log, the group now knows where to find Aurora's Fragment. But the journey will not be a safe one. Aurora is 12 squares away from Barter (it is on the same line as Reflet and the same column as Quan,

see the *Slipstream* map). When the group's rocketship is near to crossing the Graviton Energy Wave the ship pilot must make a successful Notice roll. With a success he becomes aware someone is following them. The pursuers are a group of three ships—a light frigate of unknown design and two Angeli Intruders (See Appendix II, New Gear).

The streamers must make a Common Knowledge roll (Angeli characters and spacejock types add +2) to recognize the red and black patterns of the Angeli Intruders—they are part of the fleet of Ricardo, an infamous Angeli mercenary captain. His ships and troops are sold to the highest bidder and have been involved in many acts of piracy. Many say they are assassins for hire.

The Angeli Intruders are faster than the unknown frigate and dive towards the heroes' ship like galactic birds of prey. Start a chase. The heroes' ship has three range increments of advantage. The Angeli's task is to destroy the heroes' ship, not to capture it. The odds are against the team but remember that after 10 range increments the characters enter the Wave. If the Intruders are behind them read this to the players:

*"The impact with the Wave is fast and hard and you hear the ship's hull scream under the strain. The Angeli ships enter the Wave behind you like the talons of some fearsome bird of prey. But the Wave makes one lose control and crash into its twin, exploding in a cloud of fire. You have a glimpse of the last ship, the unknown frigate, before the Wave engulfs you in darkness."*

The unknown frigate is a Mechanus ship under the command of Y-17. Even if he loses the heroes' tracks, the Robot Man can follow the signal of Aurora's transmitter. He will cross the party's path later in the story.

When the group finally reaches Aurora's coordinates, they receive a harsh surprise—nothing's there. Aurora says, *"It cannot be. It must be around here somewhere."* At that Aurora points to a precise direction on the map and says, *"Go there."* When the ship reaches the coordinates, the sky goes dark and far below is a night-covered world—Aurora! Somehow the fragment is invisible until one enters its atmosphere.

## AURORA, A FRAGMENT IN TWILIGHT

Aurora's fragment is filled with dense forests, rolling hills, and high peaks. Its name originates from a peculiar thing—an exotic substance contained in Aurora's rocks reacts chemically with the atmosphere creating a periodic darkness in the sky. Aurora has, unique in the Slipstream, a sort of day/night cycle. Its inhabitants are a humanlike race with pale azure skin and strange wrinkles on their forehead (Keen Senses: +2 Notice Rolls). They were a



happy people until 50 years ago, when their lord, Prince Corannon, returned from a space journey completely changed.

Prince Corannon survived the destruction of his rocketship, attacked by Mechanus forces, with the help of a loyal servant, Memnar, who dragged him into a rocket sled and jumped off the ship seconds before the final explosion. The two, believing the robogirl dead, returned alive to Aurora after many perils, but the prince's mind was destroyed by sorrow and pain for his lost love. In his madness he decided that the robotic girl, and all the technology she represented, was evil and dangerous, and used his superior intellect to "protect" his people. Ironically, he uses his Weird Science to create gadgets to accomplish his low-tech goal. He devised a special artifact, the Ionic Projector, which affects Aurora's particular atmosphere making the fragment invisible from the outside, so no rocketship can find it.

The side effect of this atmospheric modification was that now Aurora was in perpetual twilight darker than Slipstream's constant moonlight. Nature partially adapted and partially succumbed. The verdant forests are now a dark labyrinth of night-adapted vines and the giant, colorful butterflies typical of the fragment have turned into spectral versions of themselves. But not all the species were so lucky—most of them simply died. Aurora is considered to be in Darkness (-2 to Shooting rolls, 10" maximum visibility) at any time of the day.

Prince Corannon did something else too—he issued an Edict banning all types of advanced technology from his people. The planet now has a medieval technology level. Only a few courageous souls (or very greedy ones, such as Jeethro, a Trader from Sunshine) dabble in technology today, but in constant fear of being discovered by the Masked Ones.

Prince Corannon disappeared after the Edict. He blew up his castle, destroying all the marvelous things he had created through the years. Shortly after, the Masked Ones appeared; a secret society of fanatic servants of the Prince who ensure that the Edict is respected. They wear black metal masks to hide their identities and threaten those who break the status quo. Every Auroran fears them, because everyone can be a Masked One. They meet secretly in the Metal Tower in Sunshine once every ten days.

## SUNSHINE

Only one location is suitable for landing on Aurora: a plain near Sunshine, the only settlement on the fragment. Aurora is immersed in darkness, but mosses constantly cast a light bioluminescent powder in the air. The trees are dark and gaunt, but they have large pale flowers that

move their petals, following the heroes' body warmth. The whole place gives the idea of a dark, fairy location bewitched by some strange accident.

The city is 5 miles away from the landing site. To reach it, the group must cross a little forest but the trip isn't dangerous, just unnerving.

Sunshine was a beautiful city in past times. Its tall towers and oval-shaped houses were built of a yellow porous stone showing a refined taste, but now they are cracked and in bad shape. There are no signs of advanced technologies—no automated vehicles, no electric light and, even though some old technological devices still exist, none of them are used. Nevertheless, Aurorans are an adaptable population—balconies are filled with luminescent moss and an ingenious system of wooden tubes brings water to the houses. It is a way to compensate for the lack of advanced technologies. The ruins of a castle are just outside the city. It was the Lord's castle, destroyed by Prince Corannon himself 50 years ago, as the heroes will discover later.

The populace is very wary of strangers—doors are immediately shut at the heroes' passage and the roads become deserted in front of them. Their wariness grows towards robotic forms of life—they fear Aurora, because she is something strange and unnatural to them. The local language is a derivative version of Streamer, so communication isn't a problem.

The city isn't big, but there are some places of interest:

**Alba's Tavern.** Alba is a plump man in his mid fifties and the tavern is the gathering place of the populace. For Alba hospitality is sacred so if the heroes take a room here, he will be their loyal friend. He is not a hero but will help the streamers at his best, even against Masked Ones.

**Jeethro Ghan, the Trader.** Jeethro is renowned as the smartest trader in the city and rumors say he smuggles forbidden, pre-Edict technologies. This is absolutely true. Jeethro initially thinks the heroes are sent by the Masked Ones to test him, so he behaves properly. If convinced that the heroes really are outsiders, he becomes friendlier and buys every technology item the players wish to sell, paying them very well (twice the normal price). The day after the transaction, Jeethro's shop is burned by Masked Ones and he barely escapes with his life, but he is a ruined man. If the heroes are investigating Prince Corannon's hideout, Jeethro will introduce them to Vorek (see below).

**Hero's Plaza.** The central plaza of the city is perfectly round. There are empty pedestals all around but no statue, except one. It represents a bald man with a hooked nose and a frowning expression. Aurora recognizes him as Memnar, Corannon's servant. The locals happily tell the story of the faithful servant who saved the Prince's



# SLIPSTREAM

life somewhere in the Void. Before moving away, the Prince had all the statues removed from the plaza except Memnar's. Memnar followed Corannon in his exile and nobody has seen him since that day, many years ago.

**Green Market.** It is a labyrinth of narrow streets where farmers sell their groceries. It is a very dangerous place for the streamers, as it is very suitable for an ambush (see below).

**Metal Tower.** This old communication facility is full of antennas and other technological devices. Now it is a mausoleum watched by Aalabert, the old keeper, a very suspicious man (and a Masked One). It is the meeting place of the Masked Ones.

**Castle Ruins.** The castle has been ruined for 50 years. A Common Knowledge roll shows that it was intentionally demolished with bombs. There is nothing interesting here, but this is another excellent place for an ambush—it is a very significant place for the Masked Ones and they are deeply offended if strangers venture there...

What to do? The heroes arrive on Aurora's fragment expecting to quickly deliver Aurora to the Prince, grab their reward, and fly away in search of new adventures. But they are wrong. Prince Corannon (see sidebar) disappeared years ago. After having destroyed his technology-filled castle, he withdrew himself into voluntary exile. Most Aurorans think he died, but others, like Alba and Jeethro, say he is still alive, hidden in his mountain hideout. Aurora doesn't want to believe he is dead, so she encourages the heroes to investigate. The prince is indeed alive but he has gone completely mad. The party's investigations will eventually anger the Masked Ones.

## THE MASKED ONES

The Masked Ones are a group of fanatics, loyal to the Prince and to the Edict. Their ultimate goal is to preserve the status quo on Aurora, and to accomplish this they'll do anything to eliminate the heroes. Here are some nasty things they can do to the party:

**The Organization.** They are organized in small cells of 3-5 individuals, each led by a senior member, the cell leader. Cell members only know other members of the same cell, keeping the structure reasonably safe from infiltration. When a cell member is caught, the other members are relocated in 2d6 hours. The senior member of the cell is in direct contact with the Chief, the head of the organization. No one knows the true identity of the Chief. At present, the Masked Ones number 10 Cells (40 people average).

**The Warning.** After a day on the fragment someone delivers an envelope to the heroes. It contains a black, desiccated moth. As every Auroran can tell them, it is a

death threat from the Masked Ones. From now on the group will have -2 Charisma with all the "loyal" Aurorans (rumors of the warning spread like wildfire).

**This Poor Lonely Rocketship.** The Masked Ones don't want the heroes to leave Aurora and reveal its position to anyone. They try to locate the group's rocketship to destroy or incapacitate it. Make a group Notice roll for the Masked Ones (d6) every day. If successful, the Masked Ones find the ship. Having the ship concealed in clever ways can give the villains a penalty. If the heroes left someone to guard the ship (another good precaution), the Masked Ones launch an attack (if they aren't too underpowered).

### ☹ 6 Masked Ones

**Assassins!** This event is sure to happen sooner or later. It is left up to the GM how to stage it, but there are two very good moments—when the heroes are exploring the castle ruins, or when they are wandering in the Green Market. They are attacked by:

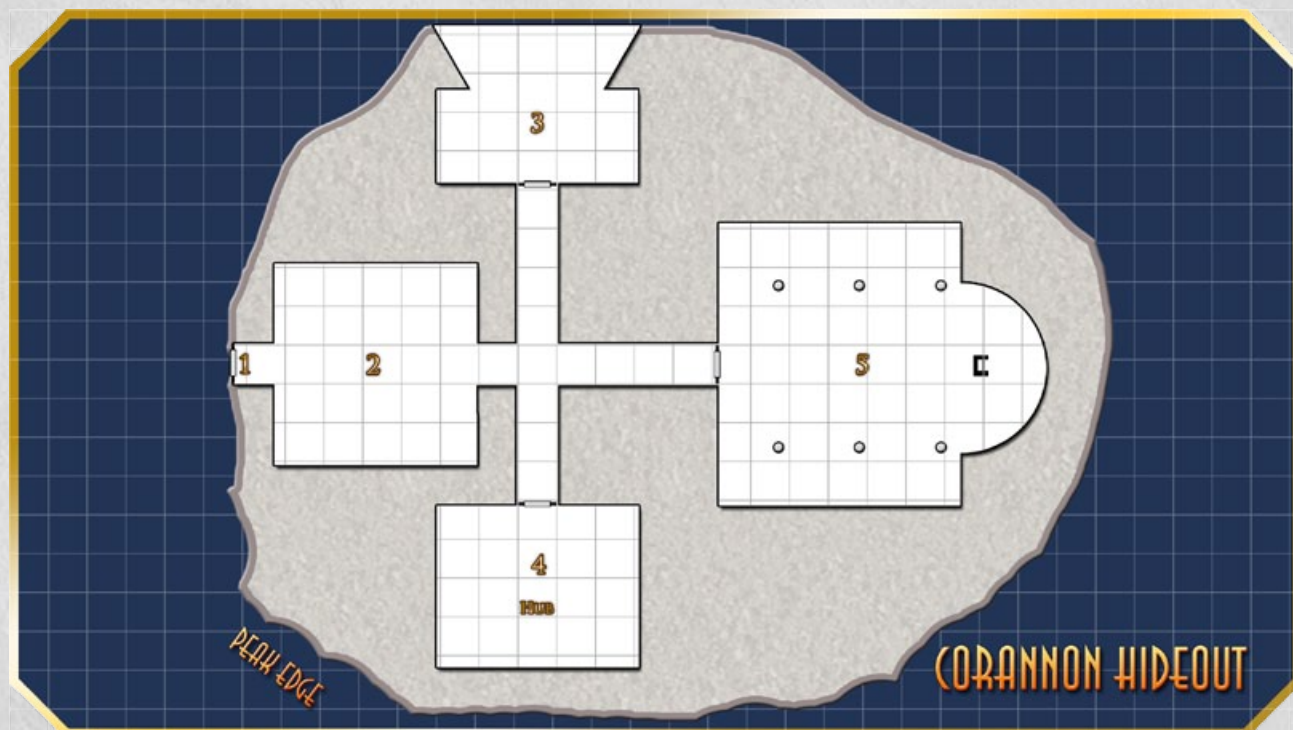
### ☹ Masked Ones: 1 per hero +2.

### ☹ 1 Masked Ones Leader: Wild Card

**Vorek the Hunter.** Vorek is a young Auroran who knows the fragment's wildlands very well and earns his living by collecting and selling pelts. Vorek knows where the secret hideout of the Prince is. He says he found the location by chance during a hunt in the mountains and







will bring the characters there. In exchange, he asks to be taken away from Aurora, because he feels a deep desire to see other worlds and cultures.

Everything Vorek says is false—he is the Chief of the Masked Ones, being the nephew of Memnar, the faithful Prince’s servant, dead for many years. If the heroes survive all the Masked Ones’ attempts on their life, Vorek will act personally—he plans to bring the heroes to his lord, where they’ll be punished by the Prince himself. While on their journey, Vorek is pleasant and helpful, and fights alongside the group if necessary, but he won’t put himself in harm’s way for them needlessly.

Let Vorek be introduced in an innocent way—he is a friend of Jeethro the Trader’s (he pretends to share Jeethro’s opinions on technology). If the heroes ask the merchant about the Prince’s location, the Trader introduces them to Vorek. Otherwise the heroes can “casually” save him from an attack by the Masked Ones (it is a carefully set trap to lure the party into giving credit to him). The first time the heroes meet the hunter, if they have seen Memnar’s statue, they can make a Notice-4 roll. If they succeed, tell them the young man looks somewhat familiar. Be creative, but remember, the less the heroes suspect Vorek is a traitor, the better the final surprise will be!

## A DANGEROUS TRIP

Prince Corannon’s secret lab is on a peak, in the heart of the mountains. The party must move on foot, as the forest and the mountains are too impervious for any vehicle and there is no place to land a flying machine.

**Razorvine forest.** The first part of the trip is through a dark forest of razor vines, a dangerous variety of giant bramble with razor-sharp thorns. The heroes must make a Survival roll(-2) or suffer bumps and bruises (see *Savage Worlds*) from the thorns of the alien plants, which try to prick them to drink their blood. A Psionic character with a successful Psionic roll (-2) feels the plants are sentient and fear fire. Having a torch causes the plants to let the heroes pass unharmed.

**Dangerous bridge.** The second part of the trip involves crossing a 50 yards (25”) long rope bridge over a 200 yards (100”) deep chasm. Before doing so, Vorek says that here starts the dangerous part of the trip, as they are approaching the Prince’s hideout. When the group begins crossing the bridge they hear wings flapping and a couple of giant vulture-like birds strike down from the sky!

### 2 Guardian Vultures

Fighting on the bridge is tough. Every round the players must make an Agility roll or suffer -2 to all their actions.



# SLIPSTREAM

**Cliffhanger:** In the unlucky case of a critical failure, the hero falls! It is a good moment to end the session with a literal cliffhanger. The next session will start with the fallen hero desperately clinging to the bridge's edge on the verge of a terrible death. Let the heroes try to save their comrade—only the closest hero can pick him up with a Strength (-4) roll, otherwise the character can try to pull himself up with the same Strength (-4). If these efforts fail, the poor sod falls but a third bird swoops down to catch him and disappears with a fresh meal in its claws. (The GM might want to avoid having Aurora fall prey to the vultures – it makes the end scene rather difficult!)

Is the hero dead? No, but for now do not say so and let the player continue the adventure using Vorek (give him the Player's version stats; you don't want him to know the young hunter's true identity!).

**Road to the peak.** This is the last part of the trip. The heroes now have to follow a narrow path up the side of a peak, the highest on the fragment. It's cold here, and it will be getting colder along the road. Soon the heroes will find snow and bone-chilling winds. If they aren't equipped with environmental gear, they have to make a Vigor roll or suffer a Fatigue level.

## THE MAD PRINCE'S HIDEOUT

**1) Entrance.** The dangerous trip leads to a dead end on the face of the mountain, not very far from the top. The stone wall hides a well-concealed high-tech door. A Notice roll is required to spot it. The door is rather sturdy (Toughness 12), but can be Lockpicked.

**2) Main room.** A big room carved in stone. From here various corridors lead off to other parts of the facility. The room was furnished with carpets, statues and other similar trinkets, but everything is covered in dust, a clear sign that no one has tended to this place for a long time.

**3) Bird's nest.** At this height the peak is very narrow (more or less 200 yards in diameter). Cautious characters with flying abilities will probably perform an inspection flight around the peak. By doing this they will find the entrance to a cavern, accessible only from the air—this is the nest of Corannon's Guardian Vultures.

Inside the cavern the group finds the birds that survived the previous combat (if any) plus one.

### ☛ Guardian Vulture(s)

The cavern is full of filth and stench. If a hero was kidnapped by the Vultures, with a Notice roll the party will find signs of his presence (a strip of cloth, a personal item) but nothing that certainly proves his death.

**4) Corannon's lab.** This room is crowded with technological devices of all sorts, spare parts and various scientific oddities. Technologically oriented characters will recognize this room as a mad scientist's lab. The interests of its owner are diverse and, in some cases, dark and unpleasant. The heroes can see a strange surgery table (where Prince Corannon grafted the weapons onto the Guardian Vultures), a half-completed medallion connected to various diagnostic devices (an unfinished enhanced prototype of Corannon's mind control device). But the most disturbing thing lies in a dark corner.

**Memnar's End.** In a transparent glass tank full of greenish liquid is an old, desiccated body. A couple of sensors connect its head to a big computer. The body is Memnar's, Corannon's faithful servant. When Memnar's health started to falter, the prince, in his madness, decided to prevent his servant's death. The liquid in the tank keeps his body alive and the sensors on his head, connected to the computer, allow him to communicate with the outside world. When the players (and Aurora) approach him, one monitor suddenly lights up and Memnar's face appears on it. He speaks to Aurora, and their conversation becomes quite emotional. He tells the story of his and the prince's lucky escape from the *Sunray* and of his master's progressive descent into madness.

*"All the Prince has done after your demise has been done with good intentions, but his mind is lost, and all the good has become twisted evil. Please stop him. Stop his suffering, and that of our people."*





**Memnar's Plea.** Before the heroes go away, Memnar asks one last service of them: to release him from this false life. He doesn't feel pain, he feels... nothing, an eternal waiting for a final release that will never come. It is a tough decision for the characters—they are heroes and are supposed to save lives, not to end them. If they finally free the loyal servant from his pain or refuse to do so, but with good motivations, award them a benny.

**Vorek's reaction.** Memnar was Vorek's great grandfather. The Chief of the Masked Ones has always thought the old servant died years ago of natural causes. Seeing him in this condition tests his loyalty toward the Prince. Vorek and Aurora are in favor of ending Memnar's life.

**Corannon's Mind Control Device.** The medallion on the table is a newer version of those equipped by the Guardian Vultures. The medallion is not functioning, but next to it are Corannon's invaluable notes on its construction! By reading them it is clear that the medallions are mind control devices powered by a big transmitter located in Corannon's automated throne. Shutting it down will permanently disable the effects of the medallions. A Weird Scientist can also use the notes and the supplies from Corannon's lab to create a device capable of interfering with a specific medallion and disabling its effects. With a Weird Science roll he creates a gadget (as is if with the Gadgeteer Edge) having the *dispel* power and half the Weird Scientist's Power Points. The gadget is a Microimpulse Mindclearer; it works only against Corannon's mind control devices and gives a +2 bonus to the opposed roll to dispel its nefarious effects.

**Spare Parts.** The lab is a mad scientist's paradise. It is full of strange clunky tubes, relays, and other technological stuff. An inventor can salvage this material and use it later as spare parts for his contraptions. Every spare part weighs 3 lbs and grants a +1 bonus to every Repair or Weird Science roll to construct or repair something. The lab holds enough spare parts for 3 uses.

**5) Throne room.** This room is the heart of Prince Corannon's dominion. A very dim light emanates from the computers and other strange machines that crowd the room. An enormous monitor, with a big controlling console, takes up an entire wall. It is the Ionic Projector's control panel. A single figure sits on a high-tech throne in front of the console, with his back to the party.

**Double Cross!** If the group advances quietly or tries to surprise the mysterious one, potentially two things happen:

1) Vorek points a hidden ray gun at the heroes, revealing himself as the Chief of the Masked Ones. He asks his master to pass judgment on the strangers for having violated Aurora's peace.

2) If one of the characters was kidnapped by the guardian vultures in the previous part, the formerly dead hero emerges from a dark corner, pointing a weapon at his companions. A Notice roll makes it clear that the hero is wearing a strange collar similar to those of the guarding vultures, and his face is emotionless: he is mind-controlled.

At this point the Prince rotates his throne (a floating device) and shows himself. He is very, very old. His ravaged face bears the signs of total madness. When he sees Aurora, a series of emotions crosses his face: surprise, terror, fear, hate. He starts cursing her, accusing her of being a damned soulless monster, of having destroyed his life. At this point the mad prince orders his minions to kill the heroes.

**Uninvited Guests.** But the surprises don't end here—now enters the real enemy of this adventure. A sudden shot takes Vorek down (he is only Shaken) and a small troop of Robot Men soldiers enter the room, with weapons at the ready.

Their leader, the black-cloaked man who tried to kill the heroes on Barter, finally reveals himself—he is the infamous Y-17, spy and assassin of the Technocrat, sent to end Aurora's existence.

He speaks in a metallic voice:

*"Unit LV-100001 found, 49 years 234 days 2 hours 57 minutes after the order. Unit LV-100001, your programming is against the rules of the Technocrats. I am here to end your singularity and remove you from existence. Prepare to be terminated now."*

Now the real fight starts, with Corannon, Vorek and the controlled player character versus the heroes versus the Mechanus forces. Remember, the fight is all against all—the first objective of the Mechanus forces is to dispatch Aurora and Corannon. Corannon and his minions will try to eliminate the Mechanus invaders before attacking the party.

☹ **10 Mechanus Security Soldiers**

☹ **2 Mechanus Heavies**

☹ **Y-17**

☹ **Vorek**

☹ **Mind-controlled Hero**

☹ **Corannon, the Mad Prince**

**Corannon's Death.** Corannon's love for Aurora is stronger than his madness. He is fanatical towards Aurora—he will sacrifice himself to protect her life. Let Corannon die in a heroic way, redeeming himself. After his death Vorek will join the characters against the Mechanus forces.



# SLIPSTREAM

**Fighting in the control room.** Let the fight be furious and fun: the room is full of technological devices and computers which offer Light to Medium cover.

But remember that technological devices are prone to explode during a ray gun fight. In this combat use the Innocent Bystander rule and, when a character is hidden behind a device which is hit by a missed roll, this device explodes (2d6 damage, Small Burst Template) and produces a massive amount of smoke (see Smoke Inhalation in *Savage Worlds*). In this case, the right thing to do is to quickly leave the throne room before choking to death.

## THE END

When the fight is over, Aurora is next to the Prince, who is hovering on death's door. The shock cleared his mind and with his last breath the mad prince declares his love to her.

Vorek opens his eyes in surprise realizing the situation. The former leader of the Masked Ones bows deeply in front of Aurora, calling her his Princess.

*"Prince Corannon died but his Princess is here to guide the Aurorans," he says. The girl is clearly overwhelmed by pain and grief, but accepts the burden of command.*

The first act of the Princess is to turn off the Ionic Projector, lifting the shroud of perpetual darkness from the fragment.

Then she abolishes the Edict, and, quite generously, pardons the Masked Ones. Without the Edict they serve no purpose and, even though too intransigent, they were nonetheless loyal servants to the Prince.

The heroes can stay for a while and help her undo the evil done by Corannon.

A final question remains: how did Y-17 manage to find the group on a hidden fragment? The answer is clear: via the transmitter. Finding and removing this dangerous device still requires a Weird Science roll, but without the -4 penalty if the heroes have access to Prince Corannon's lab.

If you want to extend this adventure a little, the heroes can try to locate the Mechanus rocketship. It is hidden somewhere near Sunshine. It is the same frigate the group shook off during their trip to Aurora. Inside they find a Robot Man technician and a device for tracing Aurora's transmitter. The Robot knows everything about it and he gladly removes the locator from Aurora in exchange for his life.

In the end, the heroes leave with a good reward: 3,000 Slips, one random alien artifact from Corannon's treasure, and the eternal gratitude of Princess Aurora of Aurora.

If you are playing the main *Slipstream* campaign, Aurora will be on the heroes' side in the battle against Anathraxa, aiding them at her best (in the Secret Alliance Interlude Aurora will send 1-3 ships to aid the group, assuming that she has been in power for at least 6 months).

## APPENDIX I: NPCs



### AURORA THE ROBOGIRL

Aurora is the prototype of a new model of Robot Man (Woman), created for diplomatic and social interaction with humanlike forms of life. Beautiful and emotional, she has the same feelings as a human girl. She is betrothed to Prince Corannon of Aurora.

**Attributes:** Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

**Skills:** Fighting d6, Notice d6, Persuasion d8, Repair d4, Shooting d4.

**Charisma:** +6; **Pace:** 6; **Parry:** 5; **Toughness:** 5

**Hindrances:** Electrical Susceptibility, Machine, One of a Kind, Recharge, Vow (find Prince Corannon)

**Edges:** Common Bond (player characters are treated as allies), Construct, Linguist, Luck, Psionic Immunity, Very Attractive, Wanted (Major)

**Gear:** None.

**Salvage:** None.

### CLAW WARRIOR

Claws are a primitive race, native to Barter. They are similar to big snakes but with a humanlike torso and muscular arms. The head is snakelike also, with two pairs of eyes. They are hunters and gatherers, organized in clans.

This warrior is one of the best males of the clan, trained since childhood to endure the dangers of Barter's desert.

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d6

**Skills:** Fighting d8, Intimidation d6, Notice d6, Stealth d8, Throwing d6,

**Pace:** 4; **Parry:** 7; **Toughness:** 8(2)

**Gear:** Bone scimitar (Str+d8), shield (+1 Parry, +2 Toughness vs. distance attacks), 2 throwing javelins (Str+d6, 4/8/16, -1 Fighting rolls if used in melee).

**Salvage:** meager per 5 Claw Warriors.

**Special Abilities:**

- **Armor +2:** Claws are covered in scales.
- **Burrowing (6"):** A Claw usually moves burrowing in the desert sand, catching his prey unnoticed.
- **Size +1:** Claws are 9 feet long from head to tail, but their torso is of human size.



- **Sensitivity to Sounds:** The hearing apparatus of a Claw is very sensitive. Sonic based attacks deal +2 damage.

## CLAW SINGER

The Singers are the shamans of the Claw people, mastering the most esoteric art in their culture: music. Most of them are naturally psionic, and their powers have sound based trappings.

**Attributes:** Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

**Skills:** Fighting d6, Psionic d8, Stealth d8, Notice d6.

**Pace:** 4; **Parry:** 5; **Toughness:** 8(2)

**Gear:** Bone dagger (Str+d4), Claw flute.

**Salvage:** Meager

**Special Abilities:**

- **Armor +2:** Claws are covered in Scales.
- **Burrowing (6'')**: They usually move burrowing in the desert sand, catching their prey unnoticed.
- **Size +1:** Claws are 9 feet long from head to tail, but their torso is of human size.
- **Shaman of Songs:** Singers have Arcane Background (Psionic), and know these spells: *blast* (Ultrasonic note), *boost/lower trait* (Emotional music), *quickness* (Syncopated rhythm). Singers have 15 PP.
- **Sensitivity to Sounds:** The hearing apparatus of a Claw is very sensitive. Sonic based attacks deal +2 damage.



## CORANNON, THE MAD PRINCE OF AURORA

Prince Corannon is one of the best minds in the whole Slipstream. Prince of the small fragment of Aurora, in his early life he created a lot of useful inventions and devices to help his people. After his disastrous voyage to Mechanus, the prince's mind was shattered by pain and grief transforming him into a madman. Now he is very old, in his nineties, but every day of his life he grieves for his lost love.

**Attributes:** Agility d4, Smarts d10, Spirit d6, Strength d4, Vigor d4

**Skills:** Fighting d4, Weird Science d12, Shooting d8, Taunt d10, Knowledge (Science) d12.

**Charisma:** +2; **Pace:** -; **Parry:** 4; **Toughness:** 11(8)

**Hindrances:** Anemic, Delusional (Major - technology is bad), Lane, Old, Small.

**Edges:** Arcane Background (Weird Science), Extra Improved Level Headed, Noble.

**Powers** [30 PP]: *Bolt* (Throne Death Ray), *barrier* (Throne's Energy Barrier Projector), *puppet* (Mind Control Medallions).

**Gear:** Corannon's Floating Throne.

**Salvage:** None.

## CORANNON'S FLOATING THRONE

- **Armor +8:** Covered in layers of armored metal and equipped with a defensive force field.
- **Floating:** Corannon's throne is a hovering device. It can move 6" each turn and reach a maximum height of 6" from the ground, with a climbing rate of 2".
- **Automated Arms:** The throne is equipped with 2 automated arms, which can be used for various tasks, including combat. It can make 2 attacks during Corannon's turn independently from the Prince's actions. Fighting: d8, Damage: d10+d6, Reach 4.
- **Weakness (Power Plant):** The throne is powered by an improved power plant on the back of the seat. It is well protected, but has a weak spot in the vent (-6 called shot, Toughness 6). If the power plant is damaged, the throne explodes dealing 3d6 damage to the person sitting on it and 2d6 damage in a Medium Burst template. When the throne is destroyed, all of Corannon's powers automatically expire.

## FUNGUS BEAST

A fungus beast is an organism which has been completely swallowed up by the fungus. Even though it vaguely resembles its previous form, it is only a skeleton where flesh, sinews and brain are replaced by the fungus.

**Attributes:** Agility d6, Smarts d6 (A), Spirit d4, Strength d6, Vigor d6

**Skills:** Fighting d6, Stealth d4.

**Pace:** 6; **Parry:** 5; **Toughness:** 7

**Salvage:** None.

**Special Abilities:**

- **Claws:** Str+d4.
- **Contagion:** If the fungus beast wounds a target, the target must make a Vigor roll or become contaminated.
- **Quick:** The fungus beast is capable of prodigious bursts of speed. It discards every card below 5.
- **Undead:** +2 Toughness, +2 to recover from being Shaken. Called shots do no extra damage.
- **Weakness (Fire):** Fire deals +4 damage to these vegetal monsters.

## FUNGUS BLOATER

A fungus bloater is the advanced stage of a fungus beast. Fat, slow, and disgusting, its life cycle is ending and the spores inside it are ready to bloom and propagate in the outside world.

**Attributes:** Agility d4, Smarts d4 (A), Spirit d6, Strength d6, Vigor d6

**Skills:** Fighting d6, Shooting d6.



# SLIPSTREAM

**Pace:** 4; **Parry:** 5; **Toughness:** 7

**Salvage:** None.

**Special Abilities:**

- **Claws:** Str.
- **Contagion:** If it wounds a target, the target must make a Vigor roll or become contaminated.
- **Slow:** The fungus bloater draws 2 cards and acts on the lowest one.
- **Spitting:** It can spit a disgusting ball of corrosive spores (Range: 4/8/12, Damage 2d6).
- **Undead:** +2 Toughness, +2 to recover from being Shaken. Called shots do no extra damage.
- **Weakness (Fire):** Fire deals +4 damage to these vegetal monsters.

## GORTH, KOLDOSITE BOUNCER

Gorth left Koldos twelve years ago, joining the crew of a passing rocketship. He sailed the Void for many years before retiring, and now is the bouncer at The Bootlegger Bar. He is a big man, a little rough, but a good fellow at heart.

**Attributes:** Agility d6, Smarts d4, Spirit d8, Strength d8, Vigor d8

**Skills:** Fighting d8, Gambling d4, Intimidation d6, Notice d4, Shooting d6, Taunt d6

**Charisma:** -1; **Pace:** 6; **Parry:** 6; **Toughness:** 7

**Edges:** Brawny, Iron Jaw, Strong Willed, Spirited

**Hindrances:** Overconfident, Habit (curses a lot), Stubborn

**Gear:** Brass knuckles (Str+d4).

**Salvage:** Meager.

## GUARDIAN VULTURE

This giant beast is the Auroran version of a carrion bird: a big, nasty pterodactyl with sharp claws and a bad temper. It eats almost any kind of flesh, fresh or rotten.

**Attributes:** Agility d10, Smarts d4 (A), Spirit d8, Strength d12, Vigor d8

**Skills:** Fighting d6, Notice d8, Shooting d8, Stealth d8.

**Pace:** 2; **Parry:** 5; **Toughness:** 9(1)

**Salvage:** None.

**Special Abilities:**

- **Armor +1:** Leathery skin.
- **Beak/Talons:** Str+d6.
- **Flight:** Pace 10.
- **Grounded:** A carrion bird on the ground moves at Pace 2 and has d6 Agility and d4 Fighting
- **Night Vision:** A guardian vulture sees normally in darkness.
- **Power Dive:** A guardian vulture may swoop down silently onto its prey by plummeting at least 10". Unless the intended victim makes a Notice roll opposed to the bird's Stealth, this attack gains all

the penalties and bonuses from both Wild Attack and the Drop—+6 to hit and damage, -2 Parry until their next action.

- **Size+2:** He is 9 feet long with a wing span of 12-14 feet.
- **Shooting Head:** The mad prince implanted a ray gun into their heads, which the beasts use at their will (Range: 12/24/48, Damage 2d6+1).
- **Strange Collars:** They wear a mind-controlling device that makes them obey Prince Corannon. Hitting a collar requires a called shot (-4, Toughness 6). Destroying the collar frees the beasts' will. When this happens, they flee.



## Y-17, TECHNOCRAT'S SECRET AGENT

Y-17 is another personal project of Technocrat 07. Differently from Aurora, he was built to deal with all the shady things Robot Men are naturally not very adept at—in other words, he is a spy and an assassin, absolutely loyal to his creator. Tall, skinny and completely made of black metal, his red shining eyes have made many strong men tremble. Y-17 has a personal grudge towards Aurora, because her elimination was the first task his master assigned to him, and, after 50 years, it still hasn't been accomplished.

**Attributes:** Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d8

**Skills:** Fighting d8, Shooting d8, Stealth d8, Intimidate d8, Notice d6, Persuasion d6, Streetwise d6, Piloting d6, Repair d4.

**Pace:** 6; **Parry:** 8; **Toughness:** 6

**Hindrances:** Electrical Susceptibility, Vengeful, Vow (kill Aurora).

**Edges:** Construct, Improved Dodge, First Strike, Psionic Immunity, Quick, Sucker Punch, Thief.

**Gear:** Dark robes, vibro spear (Str+d6+2, AP 4, +1 Parry, Reach 1, 2 Hands, see Appendix II: Gear), 5 stun grenades (Range: 5/10/20, Medium Burst Template, Effect: *Slipstream* p. 30), ray gun pistol (Range: 12/24/48, Damage: 2d6+1).

**Salvage:** Bountiful.



## LORE-KEEN, CONTAMINATED MONK

Lore-keen is a Rurite monk of the Seven Columns. She is the best warrior of the sect, having a deep knowledge of the ancient Rurite defensive arts. The Fungus contaminated her, so she is completely mad. If the heroes manage to capture Lore-keen without killing her, she can be cured with a dose of serum. Her stats reflect her contaminated status.

**Attributes:** Agility d8, Smarts d4(A), Spirit d8, Strength d8, Vigor d6

**Skills:** Fighting d10, Stealth d8, Intimidate d8, Notice d8.

**Pace:** 6; **Parry:** 8; **Toughness:** 6(1)



**Hindrances:** Normally Pacifism (Minor - avoid killing if possible) and Vow (creation of the Great Garden), but in her state only Mean and Bloodthirsty.

**Edges:** Berserk, Block, Combat Reflexes, First Strike, Iron Jaw, Slugger, Trademark Weapon (unarmed).

**Gear:** Leather vest (+1).

**Salvage:** Meager

**Special Abilities:**

- **Four arms:** Rurites have four arms. She can make 4 attacks without penalty.
- **Clawed Hands:** Str+d4.

## JORDAN, MONK

Jordan is a Pyrite monk of the Seven Columns. He is loyal to the Abbot and the Great Garden, and fulfills his duty of guiding the streamers faithfully. He is a grey-skinned humanoid originally from Pyre, who worked as a laborer before he found the monastery.

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d10, Vigor d8

**Skills:** Fighting d8, Knowledge (Agriculture) d8, Healing d8, Stealth d8, Streetwise d6, Tracking d6, Notice d8

**Pace:** 3; **Parry:** 6; **Toughness:** 9(3)

**Hindrances:** Pacifism (Minor - avoid killing if possible), Slow, Vow (creation of the Great Garden)

**Edges:** Heat Immunity, Improvisational Fighter, Jack-of-all-Trades, Slugger, Stony Skin

**Gear:** Leather vest (+1).

**Salvage:** Meager

**Special Abilities:**

- **Heat Immunity:** Immune to effects of heat
- **Slow:** Pace 3
- **Stony Skin:** Armor +2

## MASKED ONE

A Masked One is a fanatical member of an Auroran secret society that upholds the Edict (the anti-technology law) on the fragment. By day a Masked One lives a normal life, but by night he wears a black mask and goes out to punish any violators of the Edict.

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

**Skills:** Fighting d8, Intimidation d6, Notice d6, Shooting d6, Stealth d6, Throwing d6.

**Pace:** 6; **Parry:** 6; **Toughness:** 6 (1)

**Edges:** Alertness.

**Hindrances:** Vow (protect the Edict).

**Gear:** Edict mask (Appendix II: Gear), black leather vest (+1, +1 stealth rolls in darkness), short sword (Str+d6) and dagger (Str+d4) or Jaakhra (Str+d4+2, see Appendix II, Gear).

**Leader:** Every group of Masked Ones is commanded

by a Leader, a senior member of the organization. He is a Wild Card with the Command Edge.

**Group Gear:** Crossbow (Range: 15/30/60, Damage: 2d6, AP 2, 1 action to reload), 2 home-made bombs (Range: 4/8/16, Damage: 2d6, small burst).

**Salvage:** Meager per 5 Masked Ones.

## MECHANUS HEAVY

This machine is built to grant heavy support to Mechanus Security Forces. It is only vaguely humanoid, with two implanted guns for arms and an encased head. Its mind is simple and more similar to an animal's than a man's—it can obey direct orders, but lacks spirit of initiative. It is part of a defense force the Technocrats are secretly building to oppose Queen Anathraxa's threat.

**Attributes:** Agility d4, Smarts d4, Spirit d4, Strength d10, Vigor d10

**Skills:** Fighting d4, Notice d6, Repair d6, Shooting d10.

**Pace:** 6; **Parry:** 4; **Toughness:** 12(1)

**Gear:** Twin Guns System (Range: 24/48/96, Damage: 2d8+1, AP 1).

**Salvage:** None.

**Special Abilities:**

- **Armor+1:** Reinforced plates.
- **Construct:** +2 to Toughness, +2 to recovering from Shaken. Immune to poisons and called shots.
- **Electrical Susceptibility:** Suffers additional d6 damage from electricity. This die may ace.
- **Psionic Immunity:** The mechanical brains of Mechanus Heavies are too alien. They are immune to all psionic powers. Robot Men may not take the Arcane Background (Psionics) Edge.
- **Size +2:** A Mechanus Heavy towers over normal Streamers.
- **Slavemech:** if not within 6" of a Robot Man ally at the start of the turn, it picks 2 initiative cards and uses the lower one, reflecting his lack of personal initiative.
- **Twin Guns System:** Mechanus Heavies have two built in guns and can shoot twice in each round without suffering any multi action penalty.

## MECHANUS SECURITY SOLDIER

This Robot Man is built and equipped for combat and defense. This model is rarely seen away from Mechanus, because it is only at a prototype stage. It is part of a defense force the Technocrats are building to resist Queen Anathraxa's attacks.

**Attributes:** Agility d6, Smarts d6, Spirit d4, Strength d8, Vigor d8

**Skills:** Fighting d8, Intimidation d6, Notice d4, Repair d6 Shooting d8.

**Pace:** 6; **Parry:** 6; **Toughness:** 7(1).



# SLIPSTREAM

**Hindrances:** Clunky, Electrical Susceptibility, Machine, Outsider, Recharge, Uniform Size.

**Edges:** Construct, Psionic Immunity, Machine, Technosavvy.

**Gear:** Ray gun rifle (Range: 24/48/96, Damage: 2d8+1) with bayonet attached (Str+d6, +1 Parry, Reach 1, 2 hands), reinforced plates (+1).

**Salvage:** Meager per 5 Mechanus Security.

**Special Abilities:**

- **Armor+1:** Reinforced plates.



## MONK OF THE SEVEN COLUMNS

A member of the Monastery of the Seven Columns, trained both in the martial arts of the cult and in the advanced agricultural techniques of the Rurites.

**Attributes:** Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6

**Skills:** Fighting d8, Stealth d6, Notice d6, Knowledge (Agriculture) d8, Healing d8.

**Pace:** 6; **Parry:** 6; **Toughness:** 5

**Hindrances:** Pacifist (Minor: Avoid killing if possible), Vow (Creation of the Great Garden).

**Edges:** Slugger, Improvisational Fighter.

**Gear:** Vest, improvised tool (Str+d6).

**Salvage:** None.

## SPACE COBRA

These dangerous beasts are similar to constrictor snakes, adapted to life in the void. They roam in debris, hunting small prey, and usually make their nests in abandoned ships or on smaller fragments.

**Attributes:** Agility d4, Smarts d4 (A), Spirit d8, Strength d10, Vigor d10

**Skills:** Fighting d6, Guts d6, Notice d8

**Pace:** —; **Parry:** 5; **Toughness:** 9(2)

**Salvage:** None.

**Special Abilities:**

- **Armor +2:** A Space Cobra generates a natural force field.

- **Bite:** Str +d6.

- **Poison:** The venom of a space cobra somehow simulates decompression in its victims. Make a Vigor roll on sustaining a Shaken or worse result. Success means the character is light-headed and suffers -4 to all rolls for the next 2d6 hours. With a failure, the victim suffers as above but also bloats up like a balloon. He is alive but Incapacitated for the duration. This may cause equipment or space suits to pop open as well!

- **Fly:** Space Cobras are psionic flyers with Pace 6" and climb rate 4".



## THUG

**Attributes:** Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8

**Skills:** Fighting d8, Intimidation d8, Notice d6

**Charisma:** -2; **Pace:** 6; **Parry:** 6; **Toughness:** 8(2)

**Hindrances:** Mean

**Edges:** —

**Salvage:** Meager per 5 thugs.

**Gear:** Razorclaws (Str+d4, Armor +1 to arms only), raygun pistol (Range: 12/24/48, Damage: 2d6+1), leather vest (+1).

**Leader:** The band boss is a Wild Card with Smarts d6, Fighting d8 and the Two Fisted Edge. He is armed with a pair of Shockerclaws (Str+d6, AP 2, special, Armor +1 to arms only) as well as the Leather vest and a ray gun pistol. See the appendix for new gear.



## VOREK (GM'S VERSION)

Seemingly he is a young but experienced hunter. In reality he is the feared Chief of the Masked Ones. He is Memnar's nephew, fanatically loyal to Prince Corannon.

**Attributes:** Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6

**Skills:** Fighting d8, Healing d6, Notice d6, Persuasion d8, Shooting d8, Stealth d8, Streetwise d6, Survival d8, Tracking d8

**Pace:** 6; **Parry:** 7; **Toughness:** 6 (1)

**Hindrances:** Vow (Destroy the evil machinery),

**Edges:** Alertness, Block, Explorer, Level Headed.



**Gear:** Short sword (Str+d6), dagger (Str+d4), bow (Range: 12/24/48, Damage: 2d6), concealed ray gun pistol (Range: 12/24/48, Damage: 2d6+1), leather vest (+1).

**Salvage:** Meager.



## VOREN (PLAYER'S VERSION)

A young Auroran hunter, with an inquisitive spirit and a great desire to wander and discover the world, even outside the small fragment he calls home. He despises the Edict and wants the return of the technology to Aurora.

**Attributes:** Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6

**Skills:** Fighting d8, Healing d6, Notice d6, Persuasion d8, Shooting d8, Stealth d8, Streetwise d6, Survival d8, Tracking d8

**Pace:** 6; **Parry:** 7; **Toughness:** 6(1)

**Hindrances:** Heroic, Curious.

**Edges:** Alertness, Block, Explorer, Level Headed.

**Gear:** Short sword (Str+d6), dagger (Str+d4), bow (Range: 12/24/48, Damage: 2d6), leather vest (+1).

**Salvage:** Meager.

## APPENDIX II: GEAR

### ANGELI INTRUDER

An Angeli Intruder is basically a space superiority fighter. The Angeli copied some ideas from Valkyrian rocketships to make their own version of Void air cavalry. It has space for a single pilot and only one weapon slot.

**Acc/TS:** 40/140

**Toughness:** 11(2)

**Climb:** 30

**Crew:** 1

**Travel Speed:** 3

**Cargo Space:** 0

**Handling:** +2

**Cost:** 9,000 Slips

**Weapons:** 1 nose (currently equipped: Ray gun (Range: 100/200/400, Damage: 3d6)).

**Crew Skills:** Piloting d8, Shooting d6.

**Crew Edges:** One Man Crew.

### CLAW FLUTE

A musical instrument made of three interconnected bone flutes, similar to a Pan Flute but capable of producing very high frequency sounds. Under the tutelage of a master, two weeks of practice and a Smarts roll are sufficient to learn how to effectively use it. If a trainer is not available, with a month of time and a Smarts-4 roll you can learn how to play it. It can be sold as a novelty for 50-150 Slips.

### EDICT MASK

A black metal mask with a complex night vision system built in. It is the trademark of Aurora's Masked Ones, who receive it during a solemn ceremony. It has the same effect of a pair of Low Light Goggles (*Slipstream*, p. 31). Wearing it also gives +2 to Intimidation rolls against Aurorans, due to their instinctive fear of these masked fanatics.

### JAAKHRA

The Jaakhra is the trademark weapon of Masked Ones on Aurora. It resembles a long, curved dagger with a wooden hilt. The color of the blade is ever changing, drifting from blue to violet, and it emits a low buzz. Actually, the Jaakhra is the sting of a dangerous giant insect, typical of Aurora's swamps. The Masked Ones capture the beast, remove its wings, legs, and part of the body leaving only the sting, and keep it alive to be used as a weapon. The Jaakhra produces a terrible poison, capable of killing a man in no time. Any character Shaken or Wounded by a Jaakhra must make an immediate Vigor (-2) roll or suffer another wound. If he fails, he must make a new roll every hour to avoid suffering another wound until he succeeds. The Jaakhra sting also produces a strong acid (necessary to the insect to perforate the bark of trees), which makes it an even more vicious weapon (damage: Str+d4+2). As it is a living being, it needs some care to be kept alive. An untended Jaakhra lives for a week. After a week a Healing (-2) or Survival (-2) roll is necessary to keep it alive for another week. Cost: Illegal (available only to Aurora's Masked Ones assassins).

### RAZORCLAWS

A pair of studded leather gauntlets, reinforced with metallic plates and having razor-sharp blades on the fingers. Originally a tool of trade for the dock workers of Barter, it was soon adopted by various bands of thugs due to how easy it is to hide and its brutal effectiveness. A pair of Razorclaws deals Str+d4 damage, and gives +1 Armor to the arms. They are not suited to fine manipulation tasks, giving -2 to Lockpicking and similar actions. Cost: 150 Slips.

### SHOCKERCLAWS

A more vicious version of the Razorclaws, the Shockerclaws are combat gauntlets that deliver a powerful electric charge. They deal Str+d6, AP 2, and give +1 Armor to the arms. A Shockerclaw uses a standard ray gun battery, consuming 1 charge per round while switched on (regardless of whether it hits its target or not). When the Shockerclaw is turned off, it works as a Razorclaw. Turning the Shockerclaws on or off



# SLIPSTREAM

requires an action (but it is a free action with the Fast Draw Edge). A ray gun battery provides 15 uses. Cost: 300 Slips.

## SPACEFARER LOG

This logbook contains notes written by Pulg the Borooshian, an old spacejock with 60 years of career under his belt. He visited many fragments, and reported detailed descriptions of their position and the best routes to find them. For this adventure in particular, it contains the coordinates to find Aurora's fragment. In general, having it at hand gives a +1 bonus to Piloting rolls when plotting a course.

## VIBRO SPEAR

This weapon is basically a high-tech spear, built with top notch materials. The staff is telescopic, so the spear can be "closed," becoming only one foot long. With a normal draw action it can be "opened" becoming as long as a normal spear. It is a vibro blade equipped with two batteries, which must be replaced every 12 months. It is very rare and only some very wealthy Lion Men lords are said to possess a vibro spear. It is a mystery how Y-17 found one. (Stats: Str+d6+2, +1 Parry, Reach 1, 2 Hands, AP 4, weight 5. Cost: 800 Slips.)

