

VUAY'S GAME

A Scenario For STAR LEGION™: The Game of the Space Opera

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Vuay's Game

Disclaimer: *Deep7 and its personnel in no way endorse setting phasers to kill, sleeping with armies of space-babes, or going in search of God past the edge of the universe... even if your crazy half-brother makes you. This is not real. This is a game. Have fun with it.*

The Premise: The characters are patrolling the border to Gra'bov space when a being of apparently unlimited power arrives and tells them that it is setting up a game between them and the Gra'bovs. The winner gains access to an extremely powerful weapon. If the crew refuses to play the game, they forfeit... and they die. This is an adventure meant to be run with little weaponry, but a lot of craft, wit, and daring.

The Setup: The characters are all officers on a military ship; this ship can either be a warship or an exploration vessel, but either way, the vessel should be capable in a fight. They have been assigned to watch the border of Gra'bov space. The Gra'bovs are a violent, warlike race, and they have only a tenuous cease-fire with the humans and their allies. The characters are supposed to be expecting anything, as the Gra'bovs could potentially launch an attack at any time. While carrying out their patrol, a human-like being appears on the bridge. He introduces himself as "Vuay," and he tells the characters that he has a game for them.

The Game: Vuay's game is simple. He is bored and wants entertainment. As such, he has devised a game for the characters to take part in. He will transport the officers of this ship (the PCs) into a maze, along with the officers from the Gra'bov ship he has summoned. The first group to get out of the maze will be given a weapon that can kill all living beings on a planet, or can be calibrated to only kill members of a specific species, while leaving the planet otherwise intact. Any who refuse to play the game will be tortured; if they continue to refuse, they will be killed.

The Maze: The characters are transported to a maze, and allowed to wander through it. They may have occasional run-ins with the Gra'bovs, who will attempt to kill the characters to keep them from finishing the game first. Unfortunately, the characters were transported without any sort of weaponry. If they complain to Vuay about this, he will shrug and tell them that the game wasn't meant to be totally fair. A

chase through the maze will be likely at some point. The maze will also be littered with puzzles and traps, some of which will be lethal, while others will just be frustrating. Have fun and be creative with this portion.

The Double-Cross: The characters should be able to eventually figure their way out of the maze. It may seem like days, or even weeks, have passed, but the characters need no food, water, or rest while in the maze. As soon as they see the exit, and begin heading towards it, Vuay teleports the Gra'bovs to a location in front of them. The Gra'bovs make it to the exit first, but only because of Vuay's interference. The characters find themselves back aboard their vessel, with their weapons deactivated, and the Gra'bov ship heading back towards their homeworld, presumably with the deadly weapon.

The Game's End: Vuay will show up on the bridge, and he will likely be the target of the character's anger. As they cannot harm or kill him, he will be amused by their antics, and he will offer them one last chance. Since he helped the Gra'bovs cheat, he offers to teleport the characters to the Gra'bov vessel and allow them a chance to try to take the weapon back. Even if they don't agree, they will find themselves in the Gra'bov ship (this time, thankfully, they are armed). They will have to find the new super-weapon, though they will not know where onboard the weapon is, or even what it looks like. However, clever characters will start to notice unusual things aboard the Gra'bov vessel. The ship *looks* Gra'bovian, but there are subtle differences here and there. The Gra'bovs themselves do not behave quite right. In fact, the entire ship is a fake, created by Vuay. If they confront Vuay about this, he will appear and admit that, indeed, they have figured it out and thus won the game. They are teleported back to their ship, where Vuay informs them that there had never been a Gra'bov ship, nor even a super-weapon. This entire event was created for his own amusement. Since they have won the game, they are allowed to go... for now.