STAR JUMPER ADVENTURE PACK

SPAHN

STAR JUMPER
ADVENTURE PACK

The *Star Jumper Adventure Pack* is a collection of three (3) previously published science fiction adventures designed for **White Star: Galaxy Edition™.** These unrelated adventures can be dropped into any campaign and may eventually lead the characters to the mysterious Planet Varrul, where an interplanetary "Gold Rush" has just begun.
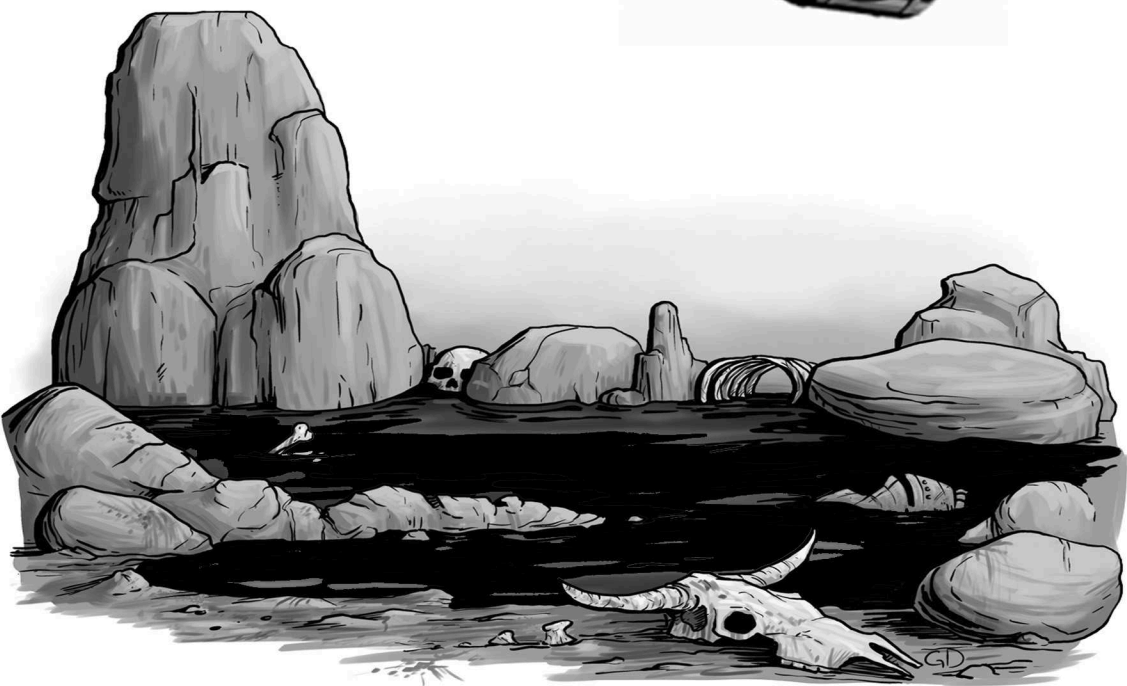
If you like what you see here, please check out *Heart of Varrul*, the *Rul System Adventure Pack*, or the *Heart of Varrul: Special Edition,* available from the Small Niche Games publisher page at DriveThruRPG.

Thank you, and see you in the stars!

—Peter C. Spahn
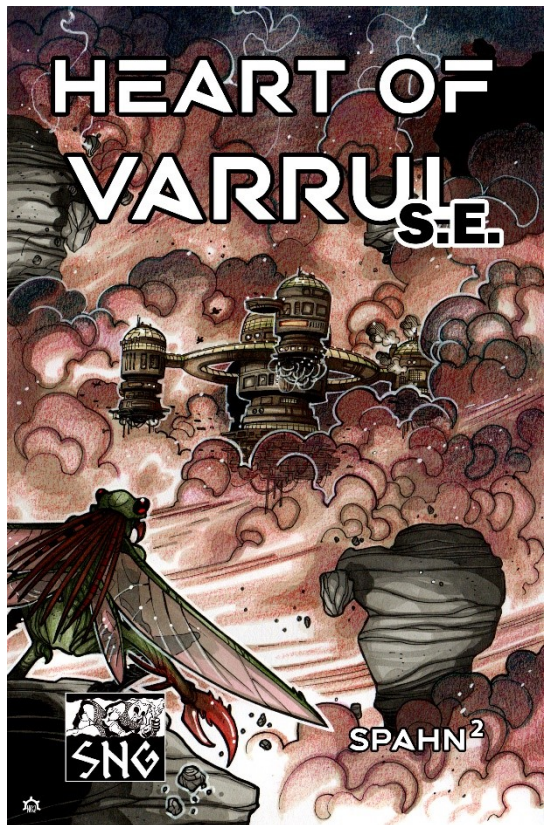
STUCK ON ETHOLK

A White Star: Science Fiction Roleplaying adventure for 3-6 characters of 1st through 3rd level

WhiteBox One•Shots
SCI-FI

STUCK ON ETHOLK

CREDITS

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WhiteBox One-Shots SciFi is a line of short planetary missions, space operations, and other science fiction encounters designed for compatibility with ***White Star: Science Fiction Roleplaying*™**.

STUCK ON ETHOLK

A seedy alien crimelord has broken free from a prison transport and you've been implicated in the escape. You're innocent of course—you were just in the wrong place at the wrong time—but nobody wants to listen. Can you brave the tar pits of Planet Etholk and recapture the escapee before every bounty hunter in the galaxy comes looking for you?

Stuck on Etholk is a **White Star: Science Fiction Roleplaying** adventure for three to six characters of 1st-3rd level. The adventure was designed to be dropped into any multiworld space opera-type science fiction setting. *Stuck on Etholk* involves a mixture of space combat, problem solving, and roleplaying, so a variety of classes is recommended.

Note: The background in *Stuck on Etholk* references the military powerhouse known as the Galactic Consortium and its attempt to stamp out the beleaguered forces of the Resistance. The **Referee** is encouraged to swap out the Galactic Consortium with whatever oppressive intergalactic alliance, regime, or empire exists in his campaign and substitute the Resistance for any small group of opposing freedom fighters, insurgents, or rebels.

ADVENTURE BACKGROUND

The renowned Kaltoin crimelord Pubulbus Bulba was recently captured by Consortium forces in a remote star system of the **Referee's** choosing. Bulba was then loaded onto a prison transport frigate to be taken to the penal planet Molqut to await trial for various crimes including blackmail, arms smuggling, and trafficking of illegal narcotics. Bulba's criminal associates have hired a mercenary company named the StrikeClan to free him en route.

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BEGINNING THE ADVENTURE

The adventure begins "in media res" as the PCs exit FTL speed. The PCs enter normal space directly in front of an approaching Consortium prison convoy. Their comm board instantly lights up with an incoming transmission:

"Starship <insert PC vessel's name>, this is Consortium prison transport *Tylee II*. You are interfering with our planned route of FTL travel. Remove your vessel from the space lanes immediately or you will be fired upon."

The prison convoy consists of one (1) frigate and six (6) fighters. The PCs have one (1) **round** to vacate the lane before the Consortium fighters attack.

Consortium Prison Frigate (*Tylee II*): AC: 5 [14]; hp 85; Shield: 5; Move: 7; Target +0; Att: laser cannons x8 (4d6); Mod: FTL drive, prison cells.

Consortium Fighter (6): AC: 3 [16]; hp 25; Shield: 0; Move: 15; Target +2; Att: laser cannons (4d6) [pilot-linked]; Mod: none.

WE GOT COMPANY

Two (2) **rounds** after the PCs enter normal space, a ragtag fleet of eight (8) small, antiquated fighters and starships exits FTL speed in the vicinity of the PCs. The ships bear the markings of the Green Karno space pirates. They immediately attack the prison convoy, bypassing any PC starship in the vicinity. In fact, to the untrained eye, it might even look like the PCs are part of the pirate fleet!

Antiquated Fighter (5): AC: 6 [13]; hp 15; Shield: 0; Move: 12; Target +0; Att: laser cannons (3d6) [pilot-linked]; Mod: FTL drive.

Light Transport (2): AC: 6 [13]; hp 40; Shield: 0; Move: 9; Target +0; Att: light laser (2d6); Mod: FTL drive.

Space Yacht: AC: 3 [16]; hp 30; Shield: 0; Move: 12; Target +0; Att: light laser (2d6); Mod: FTL drive.

BOTCHED RESCUE

The Green Karno pirate ships are no match for the Consortium vessels. However, the attack is merely a ruse perpetrated by StrikeClan mercenaries. The antiquated pirate ships are actually powered by cheap drones. The StrikeClan has also bribed a Consortium prison guard to help facilitate Pubulbus Bulba's escape while the Consortium forces are distracted by the "pirates".

As the battle commences, an escape pod jettisons from the prison transport and hurtles towards the PCs' starship. At the same time, the previously cloaked StrikeClan starship *DarkSpear* suddenly powers up and decloaks in front of them.

The StrikeClan mercenaries had planned to intercept the escape pod and be gone before Consortium forces could respond. It was just fate that put the PCs in their path. The mercenaries prefer not to leave witnesses and attack the PCs on sight. Their vessel is designed mainly for speed and stealth, however, so they activate their cloaking device and flee after suffering any damage.

Meanwhile, the escape pod passes by, disappearing into the blackened atmosphere of the nearby Planet Etholk.

StrikeClan Interceptor (*DarkSpear*): AC: 6 [13]; hp 40; Shield: 0; Move: 18; Target +1; BHB +1; Att: light laser (2d6) [pilot-linked]; Mod: FTL drive, high-yield thrusters x3, cloaking device.

STRIKECLAN

The StrikeClan is a team of skilled human and alien mercenaries who hire themselves out as soldiers, bounty hunters, and sometimes assassins. The StrikeClan is based on the disreputable Planet Barrke in the Wollurral System, which is known to be friendly to mercenaries and bounty hunters of all kinds. The StrikeClan was contracted to rescue Pubulbus Bulba, but would rather not make enemies with the Galactic Consortium.

GETTING THE PCs INVOLVED

The rest of the adventure requires the PCs to travel to Planet Etholk in search of Pubulbus Bulba's escape pod. How the PCs get to the planet's surface and their motivation for rescuing Bulba is up to the **Referee**. A few sample reasons are included below.

- If the PCs are members of the Consortium, Captain Westfield of the *Tylee II* hails them on the comm. The prison transport suffered unexpected damage during the brief battle with the Green Karno pirates and is undergoing repairs. Captain Westfield informs the PCs of Bulba's escape and asks them to recapture him.

- If the PCs are members of the Resistance, they receive a transmission from a spy named Minter Vivan who is embedded aboard the *Tylee II*. Vivan recognized the PCs' vessel and advises them of Bulba's escape. Vivan tells the PCs that Bulba possesses contacts and information that would be useful to the Resistance if they were to rescue him.

- The PCs receive a broken, one-way transmission from the planet's surface: "This is Pubulbus Bulba, head of the Oniak-Bulba Kaltoin Family. I am stranded on the star-godsforsaken world of Planet Etholk. Anyone who rescues me will be richly rewarded. I repeat, anyone who rescues me will be richly rewarded."

- One of the PCs recognized Pubulbus Bulba's froglike face looking out of a viewport as the escape pod passed by. The PC might be an ally of Bulba's, he might know that Bulba is rumored to have treasure caches hidden all over the galaxy, or he might know an enemy of Bulba's that would pay handsomely to have him delivered alive.

- The PCs (or one of their robots) intercept an encrypted transmission from the StrikeClan mercenaries advising their employer of an unexpected delay in recovering "the package". The PCs should suspect that whoever or whatever was inside the escape pod is extremely valuable.

PLANET ETHOLK

Etholk is a small, inhospitable world of hardpan deserts, rocky canyons, and large, bubbling tar pits. The weather is uncomfortably hot and the air is filled with clouds of black, choking smoke from burning tar. This pollution creates complications to vessels unless proper adjustments are made (see **Mechanical Complications** for details).

Etholk is home to a few native species including the primitive Garkon tribesmen whose warriors prowl the canyons on giant scurtra crabs, and the dreaded stilgk tar monster that preys upon the unwary (see **New Lifeforms** for more information).

The tar pits are hazardous to most lifeforms and are filled with ancient fossils. Anyone with a 17 **Strength** or greater has a 1 in 6 chance of freeing himself on the first **round** after falling into a tar pit. Afterwards, they are unable to free themselves without help.

The tar pits also contain pockets of flammable *betham* gas. Whenever an energy weapon strikes a tar pit, the **Referee** should roll 1d6. On a roll of one (1), the gas ignites, causing 3d6 **Hit Points** of damage to anyone in the pit (**Saving Throw** for half damage). The tar pit continues to burn until extinguished, causing an additional 1d6 **Hit Points** of damage per **round** to trapped creatures.

MECHANICAL COMPLICATIONS

It takes three (3) **rounds** for the PCs to locate Bulba's escape pod in a nearby canyon. However, as soon as the PCs enter Etholk's atmosphere, alarm lights and sensors indicate the planet's polluted air is fouling up their engines and other systems.

A **Pilot** may use Jury-Rig to reroute power from nonessential systems to compensate. This quick fix lasts 2d6 **rounds**, after which time, the starship's **Movement** is reduced by one (1) per **round**. When the ship's **Movement** reaches zero (0), the vessel is grounded until more extensive modifications and repairs can be made.

These repairs take six (6) **turns**. The ship's **Pilot** may reduce the time it takes to effect these repairs by one (1) **turn** per **Experience Level**.

THAT SINKING FEELING

Pubulbus Bulba's escape pod crash-landed in the middle of a bubbling tar pit and quickly sank so that now only part of the pod is visible.

Bulba is sitting on top of the pod looking miserable. He possesses a short range communicator and can talk to the PCs as they approach. Bulba is extremely desperate to be rescued and has begun to suspect he is not alone in the canyon. He has three undocumented credsticks worth 1,000 credits each that he offers as a down payment on any reward.

The **Referee** may wish to roleplay the encounter as comic relief, with Bulba first demanding to be rescued, then offering the reward, then begging for his life in the name of all good and honorable **Star Knight**s.
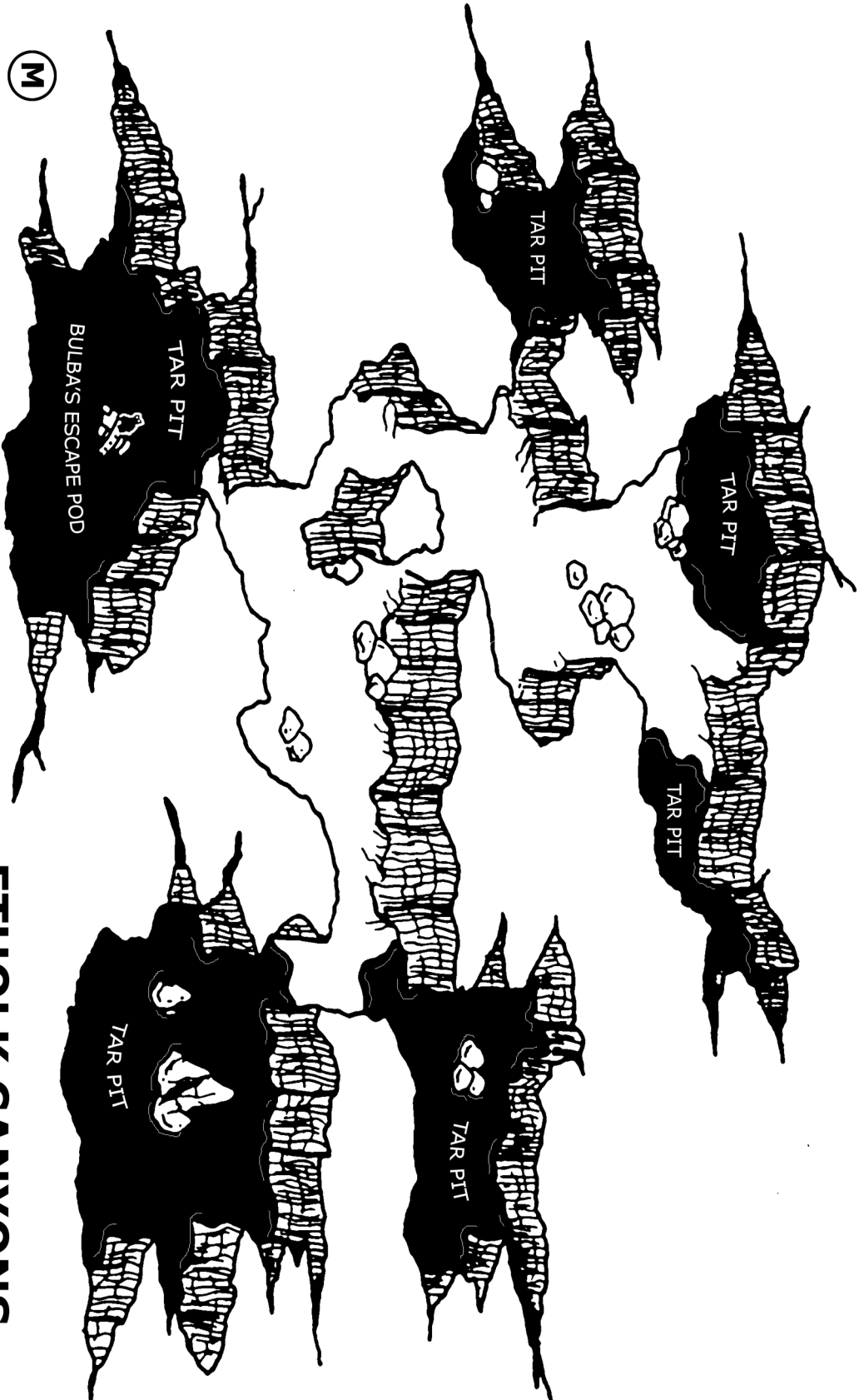

PUBULBUS BULBA

Bulba is a Kaltoin (large, bloated, froglike aliens) crimelord whose criminal enterprises include black market trade, arms dealing, *listil* drug smuggling, and piracy.

Bulba has a reputation for ruthlessness, but is a coward at heart. He has a number of disreputable associates, many of whom he has been blackmailing for years. Most of these "allies" would prefer to see him dead, however, they know that Bulba has made arrangements to reveal their secrets upon his death so they have hired the StrikeClan to rescue him instead.

Pubulbus Bulba (Kaltoin): AC: 9 [10]; HD 1; hp 5; Attacks: none; Special: jump 20', amphibious; Move: 9/9 (swim); XP 1/10, communicator, credstick x3 (1,000 credits each).

ETHOLK CANYONS

TAR PIT

TAR PIT

TAR PIT

BULBA'S ESCAPE POD

TAR PIT

TAR PIT

TAR PIT

Ⓜ

RESCUING PUBULBUS BULBA

There are a number of ways the PCs can go about rescuing Bulba. The *Referee* should choose at least one of the following encounters, based on the actions of the PCs.

GARKON ATTACK

The PCs may decide (or be forced) to land in a nearby canyon and then travel on foot or by skycraft to rescue Bulba. Once on the ground, the characters eventually encounter a party of Garkon warriors riding scurtra crabs (see **New Lifeforms**). The Garkons surround the PCs and/or their vessel, using the terrain for cover.

If the PCs do not attempt to communicate, the Garkons charge, firing rifles as they come. The Garkons retreat if three or more of their number are slain.

If the PCs attempt to communicate, the Garkons hold off their attack. The Garkons greedily eye the PCs' gear and the characters can win their trust by offering something of value (clothes, weapon, food, etc.).

The Garkons tell the PCs that the other offworlder (Pubulbus Bulba) is trapped in a tar pit and is about to be devoured by a stilgk tar monster. They also warn the PCs that using energy weapons can ignite the tar and kill the stilgk, however, if they don't act quickly, the offworlder will die in the fire as well. Skip ahead to **Stilgk Attack**.

Note: If the PCs are overwhelmed by the stilgk, the *Referee* may allow the Garkons to intervene and drag the tarred characters to safety.

Garkon (6): AC: 8 [11]; HD 1+1; hp 4; Attacks: rifle (1d6+1) or machete (1d6); Special: hold breath; Move: 15/9 (climb); XP 1/15.

Scurtra (6): AC: 4 [15]; HD 2; hp 7; Attacks: leg spike or gore; Special: none; Move: 12/12 (climb); XP 2/30.

STILGK ATTACK

The characters may decide to attempt a direct rescue, perhaps by lowering their starship close enough to drop a

safety line or even convincing Bulba to jump onto an entry ramp.

The canyon walls are approximately 100' tall. The tar pit is approximately 20' deep. A large stilgk tar monster (see **New Lifeforms**) is lurking in the tar pit. The stilgk has been patiently waiting for Bulba to sink into the tar. If the PCs attempt a rescue from their starship or skycraft, the stilgk rises up out of the pit, hurling globs of tar at the PCs' vessel.

The tar itself causes no damage, however, there is a cumulative 1 in 6 chance that any vehicle struck spirals out of control and suffers 2d6 *Hit Points* of damage as it crashes onto a rocky ledge. The vehicle remains grounded until its engines and other systems can be thoroughly cleaned (this takes at least half a day per glob).

The stilgk attacks any downed vessel, ripping open the hatches and sending its tentacles in to snatch up prey. The stilgk suffers a -4 *To-Hit* on this initial attack, and the attack does no damage, however, the character suffers 1d6 *Hit Points* of damage each subsequent *round* as he is dragged from the vessel and slowly crushed by the tentacle.

If the tar is ignited, the stilgk suffers 3d6 *Hit Points* of damage and catches fire. The enraged and burning stilgk lashes out at anything that moves, but suffers -4 *To-Hit*. The PCs then have three (3) *rounds* to get Bulba out of the tar pit before he chokes to death on the roiling smoke.

Stilgk: AC: 5 [14]; HD 7; hp 32; Attacks: tentacle, glob; Special: tar; Move: 6; XP 7/800.

STRIKECLAN ATTACK

The PCs may decide to cut their losses and leave Bulba to his fate. If this happens, they encounter three StrikeClan attack ships as they lift off. It seems Bulba's criminal associates received information that Bulba was trying to strike a deal with the Consortium in exchange for leniency. They have ordered the StrikeClan to kill Pubulbus Bulba instead of rescue him. This includes the PCs. Whether

Bulba is aboard their vessel or not is immaterial—again, the mercenaries can't afford to leave any witnesses.

Three StrikeClan vessels attack and pursue the PCs. If one of the vessels is reduced to 10 **Hit Points** or less, it attempts to flee. The **Referee** should keep in mind the StrikeClan vessels are not outfitted to operate in Etholk's polluted atmosphere and lose one (1) point of **Movement** per **round** until grounded.

Note: This encounter can also be used if the PCs have too easy a time rescuing Pubulbus Bulba.

StrikeClan Interceptor (*DarkSpear*): AC: 6 [13]; hp 40; Shield: 0; Move: 18; Target +1; BHB +1; Att: light laser (2d6); Mod: FTL drive, high-yield thrusters x3, cloaking device.

StrikeClan Fighter (2): AC: 3 [16]; hp 25; Shield: 3; Move: 15; Target +2; Att: light laser (2d6); Mod: FTL drive.

CONCLUDING THE ADVENTURE

The adventure effectively ends once the PCs leave Planet Etholk, with or without Pubulbus Bulba. If the characters recaptured Bulba for the Galactic Consortium, they can rendezvous with the *Tylee II* and release him to their custody. Good roleplaying and/or the use of proper **Gifts** or **Meditations** may even allow the characters to expose the prison guard who helped Bulba escape.

If the characters rescued Bulba for a reward, Bulba may become a recurring ally or enemy. The characters must transport him to one of his strongholds in the remote Outer Reaches. Once he feels safe, Bulba may try to renegotiate the deal. If the party appears weak, he may attempt to cheat them out of the amount he initially offered. If pressed too hard, Bulba may decide to pay them nothing or, he may pay the reward, but then hire assassins to kill the PCs later.

If the characters are members of the Resistance, their contact sends them rendezvous coordinates. After leaving

Etholk, the PCs may still have to fight their way through a handful of Consortium stunt fighters before they make the jump to FTL. The **Referee** may also have a bounty hunter or even a StrikeClan mercenary track the PCs when they leave the system.

The characters may find their names and/or a screen capture of their starship plastered all over the 3-D televids in connection with Bulba's escape. The real Green Karno pirates are not pleased about being implicated in the attack on the Consortium convoy. The pirates may attempt to contact or capture the PCs to find out what they know. They may even hire the PCs to travel to Planet Barrke and sabotage the StrikeClan headquarters.

NEW LIFEFORMS

Garkon

Armor Class: 8 [11]
Hit Dice: 1+1
Attacks: claw (1d6-1) or weapon
Special: hold breath
Move: 15/9 (when climbing)
HDE/XP: 1/15

Garkons are hairless apelike aliens with rangy bodies, bestial faces, and spindly arms they use to propel themselves along the ground at high speeds. Their chests contain six lungs and their necks are lined with gills that help filter out the polluted air of their native planet Etholk. Because of this, a Garkon can hold his breath for approximately two (2) hours. A Garkon's hands and feet are oversized, with each containing eight long digits that are perfect for gripping and climbing Etholk's rocky canyons. In combat, Garkons prefer long rifles and slashing blades.

Garkon tribes live in caves high on the sides of Etholk's canyons. Garkons have developed a primitive tribal society that is centered around the matriarchy. Females make major tribal decisions while the males hunt and scavenge the tar pits for trapped animals and wrecked vessels.

Garkons dress simply, wearing long cloaks that wrap around the mouth and nose, and harnesses for carrying gear, food, and weapons.

Kaltoin

Armor Class: 9 [10]
Hit Dice: 1
Attacks: weapon
Special: jump, amphibious
Move: 9/9 (when swimming)
HDE/XP: 1/15

Kaltoins are bloated, froglike aliens that are native to the swamp planet Kalto in the Kalto System. Kaltoin culture is centered around criminal behavior, with organized criminal syndicates that span the known galaxy. They believe in survival of the fittest, however, they seldom engage in combat themselves, preferring to use minions to wage wars and settle conflicts.

Kaltoins are amphibious and can breathe water or air. They disdain physical activity, but can jump up to 20' in any direction. They tend to indulge in food, drink, and other pleasures to excess. One of their favorite delicacies is the disgusting tuth slug which can only be found on Kalto's three sludge-covered moons. The slug is poisonous to most other races, but produces a euphoric effect in Kaltoins.

Scurtra

Armor Class: 4 [15]
Hit Dice: 2
Attacks: leg spike or gore
Special: none
Move: 12/12 (when climbing)
HDE/XP: 2/30

Scurtras are large, six-legged crablike alien lifeforms with long necks and horned heads that are native to Planet Etholk. They have been domesticated by the Garkon tribes and are used as mounts. A scurtra crab attacks with it's spike-like forelegs or gores with its horns. They are well adapted to climbing and can actually scuttle for short

distances across tar pits, having only a 1 in 6 chance of getting stuck.

Stilgk

Armor Class: 5 [14]
Hit Dice: 7
Attacks: tentacle/tentacle or glob/glob
Special: see below
Move: 6
HDE/XP: 7/800

Stilgk tar monsters are enormous, 50' tall lifeforms composed entirely of tar. Stilgks dwell in Etholk's tar pits and are indistinguishable from normal tar until they rise up and attack. Stilgks are fearless and attack characters and vessels alike (starship weapons deliver double damage to a stilgk).

In melee combat, they attack with whiplike tentacles of tar that do 1d6 *Hit Points* of damage and render the target covered in tar and unable to move. The stilgk can choose to pick up anyone struck by a tentacles and deal 1d6 *Hit Points* of crushing damage per *round*. Characters with a 17 or greater Strength have a 1 in 6 chance of breaking free of the tar each round. Otherwise, the tar may be removed with common cleaners in one (1) *turn*.

In ranged combat, stilgks fling globs of tar at their opponents. These globs have a range of several hundred feet, do 1d6 *Hit Points* of damage to lifeforms, rendering them stuck, as noted above. The glob causes no damage to starships or skycraft, however, there is a cumulative 1 in 6 chance that any vehicle struck spirals out of control and suffers 2d6 *Hit Points* of damage as it crashes. The vehicle then remains grounded until its engines and other systems can be thoroughly cleaned (this takes at least half a day per glob).

If the tar pit the stilgk resides in catches fire, the stilgk also catches fire and suffers damage normally.

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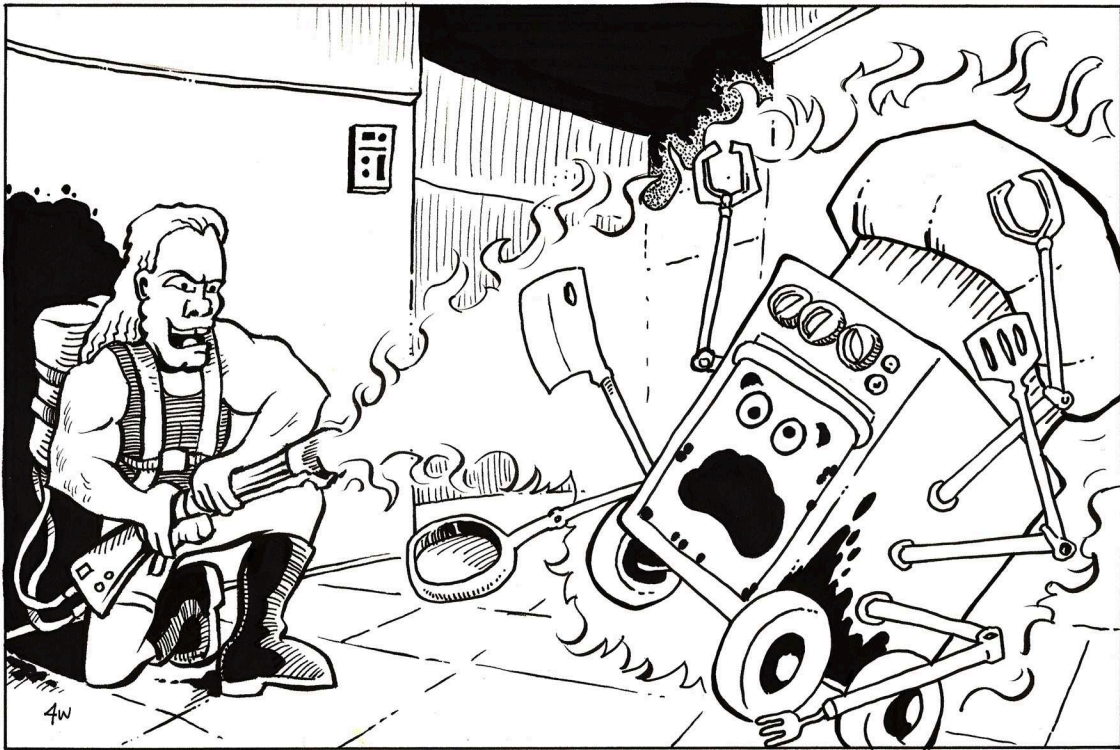
**A White Star: Science Fiction Roleplaying adventure for
3-6 characters of 1st through 3rd level**

WB OS

SNG

WHITE STAR COMPATIBLE

WhiteBox One•Shots
SCI-FI

TRUE LIFE NIGHT

CREDITS

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Production	Small Niche Games
Special Thanks	Keith and Dawn Kilburn, Derek Thornton, Jimmy and Susan Bramble, Harold Bates, Seth Walker, Owen Barron, Justin Jones, James M. Spahn, Jason Paul McCartan, Paul "greyarea" Go, Joe Johnston

WhiteBox One-Shots SciFi is a line of short planetary missions, space operations, and other science fiction encounters designed for compatibility with ***White Star: Science Fiction Roleplaying™***.

TRUE LIFE NIGHT

A diplomatic robot named CC-80 is missing on a planet that hates artificial life. The robot contains vital information that can either aid your cause or make you rich beyond your wildest dreams. You've just received information that CC-80 has been entered in some type of robot smashing game at a nightclub named Killian's Run. Can you rescue CC-80 before it is destroyed by the club's vaunted robot hunters?

True Life Night is a short **White Star: Science Fiction Roleplaying™** adventure designed for three to six characters of 1st-3rd level (about 12 levels total). The adventure takes place in a nightclub on the world of Breone III, but the nightclub can be easily dropped into any urbanized world.

Note: The background in *True Life Night* references the military powerhouse known as the Galactic Consortium and its attempt to stamp out the beleaguered forces of the Resistance. The Referee is encouraged to swap out the Galactic Consortium with whatever oppressive intergalactic alliance, regime, or empire exists in his campaign and substitute the Resistance for any small group of opposing freedom fighters, insurgents, or rebels.

ADVENTURE BACKGROUND

Breone III is an industrialized moon in the Baronnen System. It is the largest of seven planetoids orbiting the barren, but mineral-rich world of Ambreone. The planet is controlled by a Council of Factory Foremen commonly known as "The Council" who also serve as board members and union representatives for the planetary megacorporation of Breone Industries.

Almost a century ago, Breone III was the site of a massive uprising after factory owners attempted to cut costs by replacing living workers with line robots. Millions of Breonites rebelled by

blockading transport vessels, torching factories, and destroying robots, until the Galactic Consortium intervened and forced a settlement. As part of the agreement, all robots were expelled from the Baronnen System.

The Great Factory Riots instilled a deep-rooted prejudice against robots that still exists to this day. It is illegal for a citizen of Breone III to own or house a robot. Offworlders are warned to leave robots aboard their starships to avoid trouble. Crimes against robots are never investigated and their owners rarely receive compensation for any damages incurred. This is common knowledge, so robot PCs as well as characters who possess robots should be made aware of this from the start.

BEGINNING THE ADVENTURE

True Life Night centers around the rescue of a diplobot designated CC-80 which was recently stolen from a visiting starship. The PCs receive information that the robot has been entered into some kind of violent game at a city nightclub called Killian's Run. How they learn this information and what drives them to act upon it is up to the Referee. A few sample plot hooks are included below.

- The PCs are members of the Resistance and the CC-80 diplobot contains classified information stolen from a Consortium military facility.

- The characters are agents of the Galactic Consortium and the CC-80 diplobot contains the FTL coordinates of several Resistance bases.

- The PCs are mercenaries, pirates, bounty hunters, or smugglers looking to cash in the bounty placed on the CC-80 diplobot (by either the Resistance, the Galactic Consortium, or another interested party).

- CC-80 and/or its owner is a personal friend of the characters.

- CC-80 is actually a PC robot or loyal **Assistant** robot who was abducted in the night.

KILLIAN'S RUN

Killian's Run is a lively nightclub located in Mainporte City on Breone III. It is owned and operated by Locto Charrs (see **Nightclub Employees**). The atmosphere inside is all bright neon, mirrors, flashing laser lights, fake smoke, and loud rave-like music. The nightclub is filled with native Breonites and alien offworlders drinking, dancing, and occasionally fighting. On the night of the special event known as True Life Night, the atmosphere is charged with excitement and everyone is ready to witness some robot destruction (see **True Life Night**).

MOUNTED TELEVIDS

The club's holographic 3-D televids are mounted throughout the club and play recordings of past True Life Night events.

Some of the screens display a schematic of each Robot Runner (see **Robot Runners**). This is a good way for the PCs to learn that CC-80 is indeed here.

Some of the screens display each Line Boss gladiator, showcasing their specialties, and projecting highlights from past kills (see **Line Bosses**). This is a great way for the PCs to scout what they might be up against inside the maze.

The televids switch to a live feed once the first robot enters the **Maze of Death**.

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1. SECURITY STATION

The club employs several professional bouncers and a team of armed mercenaries named the Red Illdridge Guardians to keep the peace (see **Nightclub Employees**). All weapons must be checked in to digital lockers at the door. The two (2) bouncers and one (1) mercenary at each security station are mainly looking for obvious weapons (rifles, pistols, axes, etc.). They may overlook a character who makes a reasonable attempt to conceal a small weapon and they may even be susceptible to bribes (at the Referee's discretion), especially at the VIP rooftop entrance. However, under no circumstances do they knowingly let explosive devices (such as grenades) into Killian's Run.

2. SERVICE AREAS

Killian's Run provides alcohol, food, and entertainment geared toward the people of Breone III. Almost any known brew, wine, or cocktail can be ordered in Killian's Run at standard prices (about 5-10 credits per drink). Meals are limited to salty snacks and spicy finger foods (3-5 credits per serving) which encourage drinking. See **Nightclub Employees** for more information on the service staff.

a. *Bars:* Two bars are located in Killian's Run. One serves general customers while one serves only the VIPs. They are both run by experienced bartenders and waitresses.

b. *Kitchens:* The kitchens are run by a head cook and several assistants.

c. *Storage:* This storage room contains non-perishable food, alcoholic spirits, and supplies.

d. *Freezer:* The freezer contains a plethora of chilled brews and refrigerated food. It can be locked from without.

3. LIFTS

The Lifts can hold up to eight people. VIPs sometimes use their lift to visit the Line Bosses before the event.

4. ROTATING DANCE FLOOR

This rotating dance floor is a mass of bodies, swaying and gyrating to the loud, thumping technomusic that fills the club.
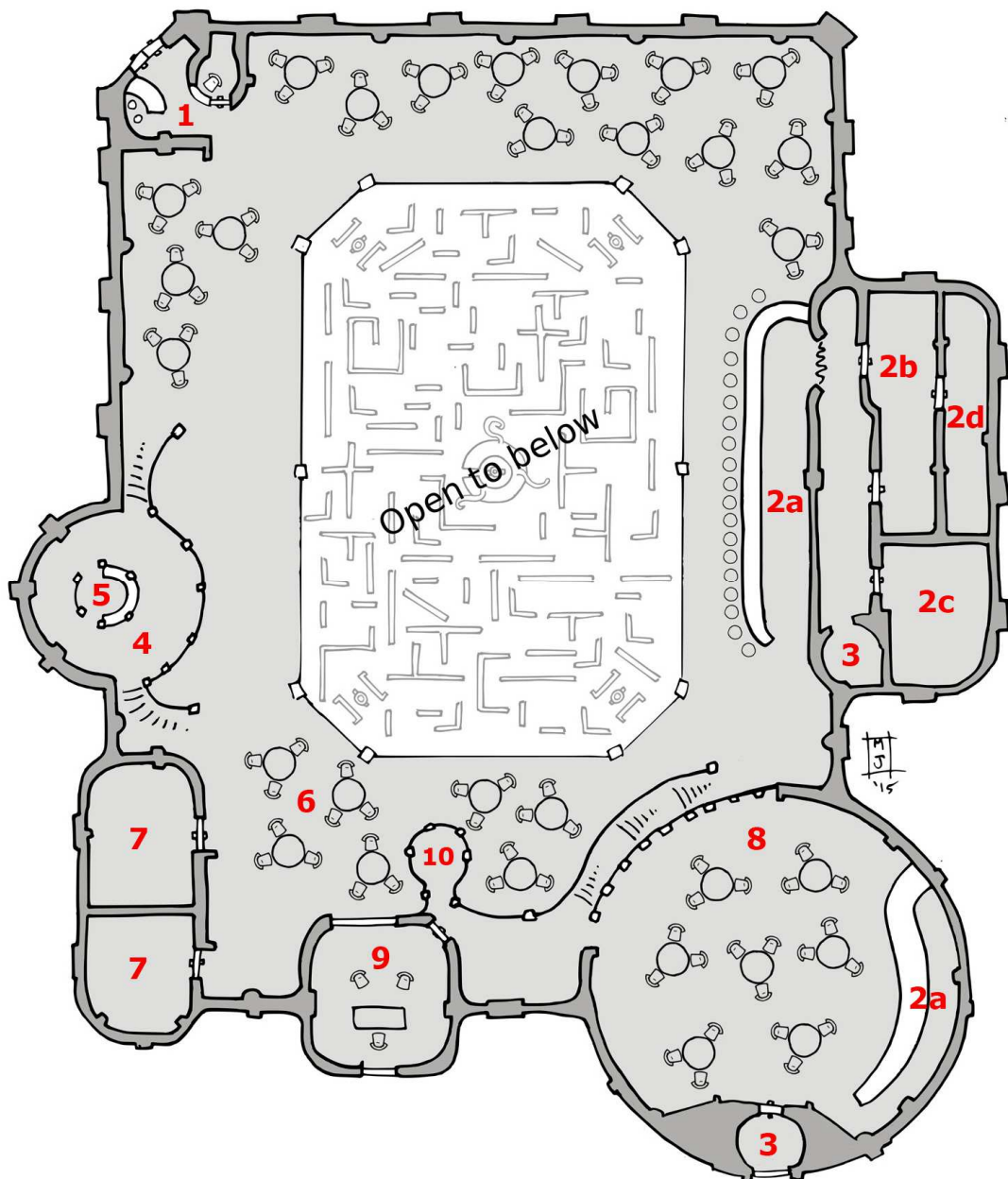
5. DJ STATION

The DJ takes requests and plays music from this elevated station. The DJ Station is occasionally outfitted for live performances.

6. GAMING SECTION

These gaming tables are used for drinking games and games of chance. The Referee is free to flesh out whatever games are common to his campaign.

Open to below

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7. BATHROOMS

The north bathroom is for females; the south bathroom is for males. Each consists of various sinks, stalls, and toiletries. The Referee is free to determine the arrangement, décor, and seashell content of each bathroom, as needed.

8. VIP SECTION

The VIP section is reserved for the wealthiest patrons and diplomats. It contains a private bar, leisure furniture, and private televids. It may be accessed from inside the nightclub and the **Rooftop**. The VIP entrance is protected by two (2) bouncers and one (1) Red Illdridge Guardian on the nightclub level (see **Nightclub Employees**).

9. LOCTO'S OFFICE

This lavishly furnished room is the office of the club's owner Locto Charrs (see **Nightclub Employees**). It connects directly to the **VIP Section** and the **Grandstand**. On True Life Night, Locto can only be found in his office, on the floating **Grandstand**, or in the **VIP Section** entertaining guests.

10. LOCTO'S GRANDSTAND

This small, open platform allows Locto Charrs to address the crowd and narrate events happening in the **Maze of Death**. The stand is capable of detaching and floating around the club. The controls to open and close doors and deactivate traps in the **Maze of Death** are located on the grandstand.

11. HOLDING CELLS

These holding cells are located in the club's basement. CC-80 is being kept here along with the other Robot Runners. If the PCs attempt a rescue, he warns them about the explosive device that each robot has been implanted with. Two (2) Red Illdridge Guardians are normally stationed here.

12. DRESSING ROOMS

These basement chambers are where the Line Bosses prepare for True Life Night. The Line Bosses, a few attendants, and a few fans and autograph seekers can be found here before the games begin. Once the games begin, two (2) Red Illdridge Guardians keep all unauthorized personnel out.

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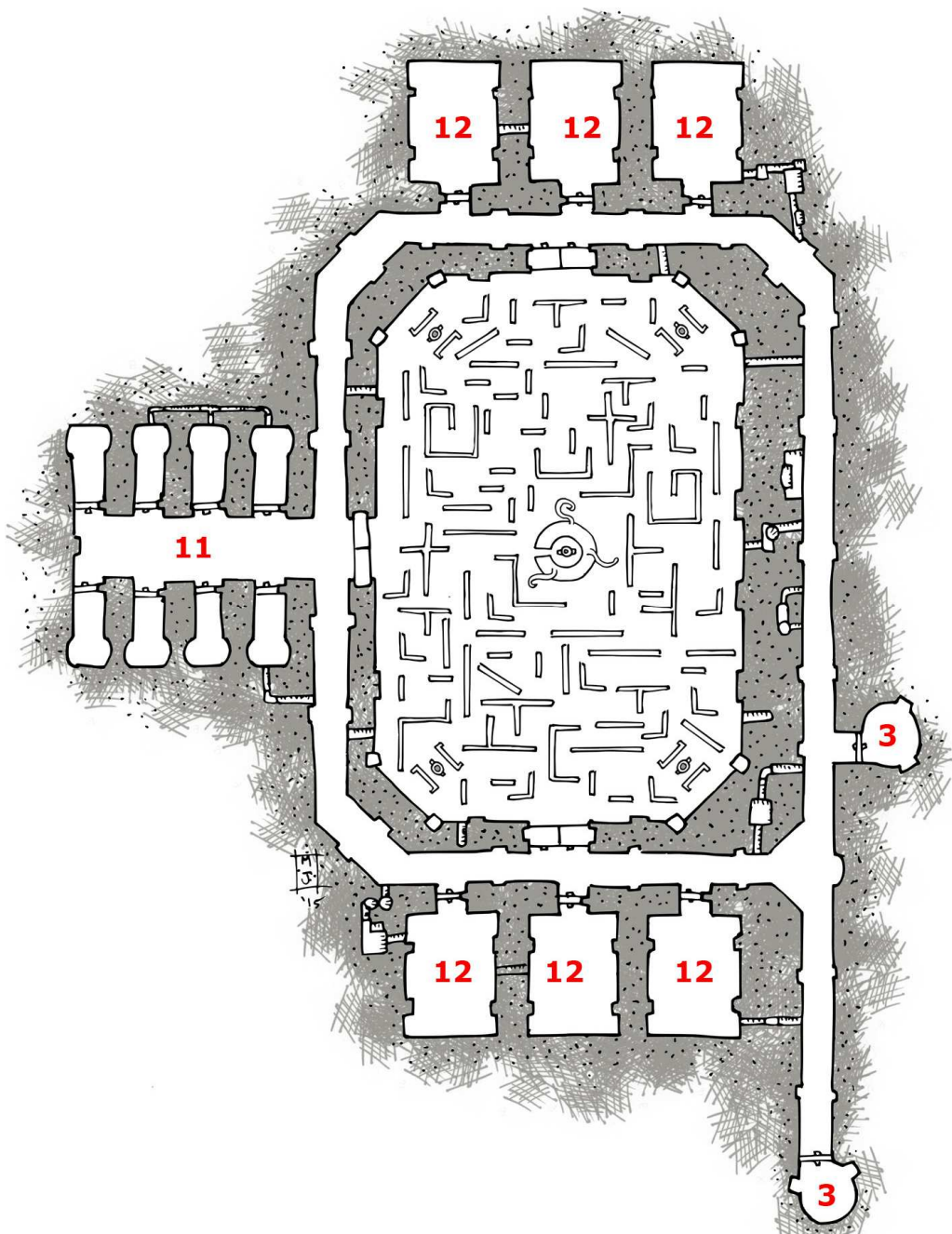
13. ROOFTOP

Roof access is reserved for invited VIP guests. Anyone not on "the list" is turned away, no questions asked. Valet parking attendants for VIP skycraft are available here. Two (2) bouncers and one (1) Red Illdridge Guardian are also stationed here.
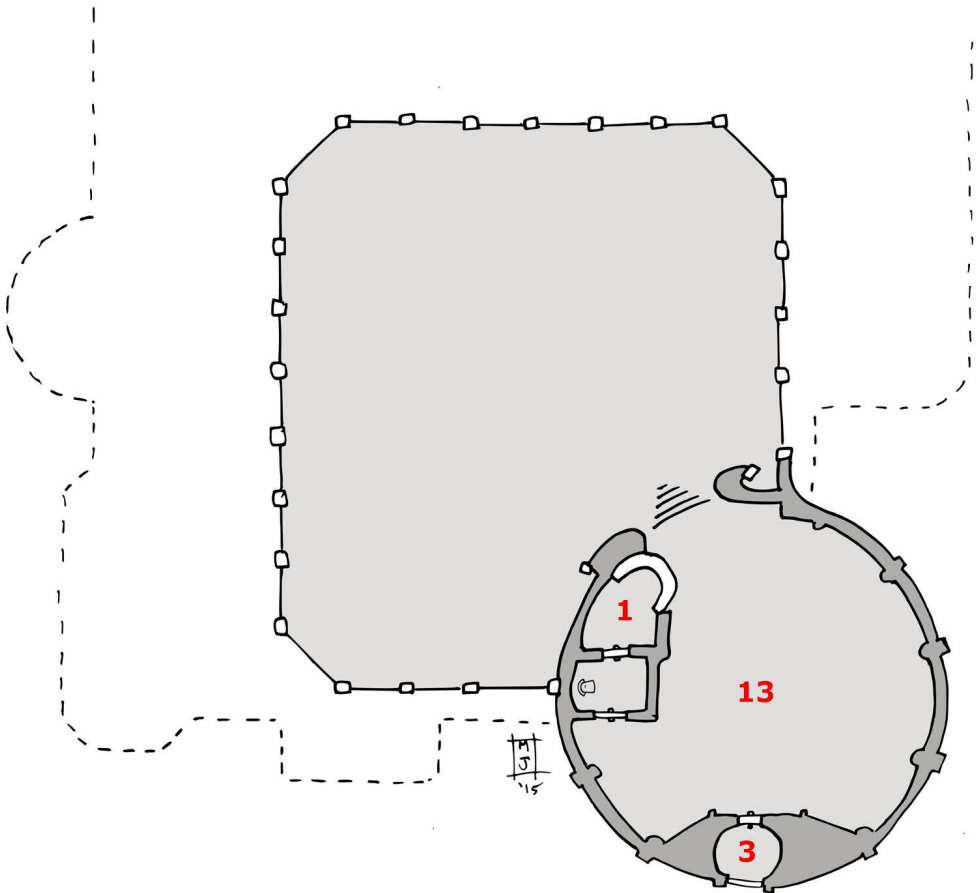
MAZE OF DEATH

The **Maze of Death** is a sunken labyrinth littered with traps, alien monsters, and other hazards designed to cripple or kill Robot Runners. Its walls are ten feet tall and made of hardened steel alloy. The ceiling is open so that nightclub patrons may watch the event from above.

Note: Any robot that attempts to climb over a wall or out of the maze triggers its explosive implant (see **Robot Runners**).

PERIMETER CHECKPOINTS

The four perimeter checkpoints consist of a mounted terminal in each corner. The robot must place an appendage on each terminal in order to activate the checkpoint and escape the **Maze of Death**. The perimeter checkpoint lights are red at the start of each new run. Once activated by a robot, they turn green.

CENTRAL CHECKPOINT

The central checkpoint consists of a mounted terminal surrounded by a 10' wide moat. A fflurgh tentacle monster (see **New Monsters**) lives inside the moat and attacks anyone who ventures near. The fflurgh has 60 tentacles and can attack up to four times per **round**. Its main body is hidden behind an underwater grate and cannot be attacked by normal means.

Fflurgh: AC: 6 [13] (natural); HD 4; hp 22; Attacks: tentacle x4 (1d2); Special: tentacle grasp, tentacles have hp 3; Move: 3/6 (swim); XP 4/120.

TRAPS

The following traps may be sprung whenever a character passes through a square marked with a T. Alternately, the Referee can roll 1d6 every other **round** as the characters traverse the maze—on a roll of one (1), the characters have encountered a trap.

Traps can be detected on a roll of 1 on 1d6 if actively looking for them (at half movement rate). Most of these traps were designed to kill or cripple robots. Roll 2d6 to determine the type of trap sprung.

2. *Beacon:* A blast of neon red dye sprays out of the floor. The robot must make a **_Saving Throw_**. Failure means he is illuminated in a pillar of glowing red light, attracting a Line Boss in 1d3 **_rounds_**.

3. *Blaster Trap:* A laser rifle (Dmg 1d6) mounted in an alcove at the end of the hall attacks as a 2 HD creature.

4. *Buzzsaw:* A buzzsaw sweeps across the corridor, forcing everyone in the hall to make a **_Saving Throw_** or suffer 1d6 **_Hit Points_** of damage.

5. *Compactor:* The nearest four walls begin to close in on the robot. The walls can be knocked off their tracks by anyone with a Str 15 or greater. Otherwise, the walls compact after three (3) **_rounds_**, delivering 2d6 **_Hit Points_** of damage to anyone caught between them before resetting. Any organic being climbing the walls to escape the trap is instantly targeted by a Line Boss (of course, robots climbing the walls automatically trigger their explosive implant).

6. *Corrosive Spray:* A corrosive mist sprays from vents in the wall. The robot must make a **_Saving Throw_** or suffer a -1 penalty to AC, **_Saving Throw_**, and attack rolls until repaired. Organic beings suffer 1d4 **_Hit Points_** of damage.

7. *Goop Trap:* The robot or character must make a **_Saving Throw_** or be covered with a deluge of goop that hardens instantly into a rock-like shell. Anyone with a Str 15 or greater can break out of the shell in one (1) **_round_**. Otherwise, the shell may be broken apart by non-trapped characters in 2d6 **_rounds_**.

8. *Laser Light Show:* A blinking array of lasers overloads the robot's visual sensors. The robot is rendered blind if he does not make a **_Saving Throw_**. The lights have no effect on organic beings.

9. *Magnetic Mine:* A magnetically charged mini-mine activates as the robot passes by. If the robot does not make a **_Saving Throw_**, the mini-mine attaches to one of its legs/wheels/tracks and explodes for 1d6 **_Hit Points_** damage. There is a 1 in 6 chance the leg/wheel/track is blown apart or otherwise rendered inoperable. The mine does not activate in the presence of organic beings.
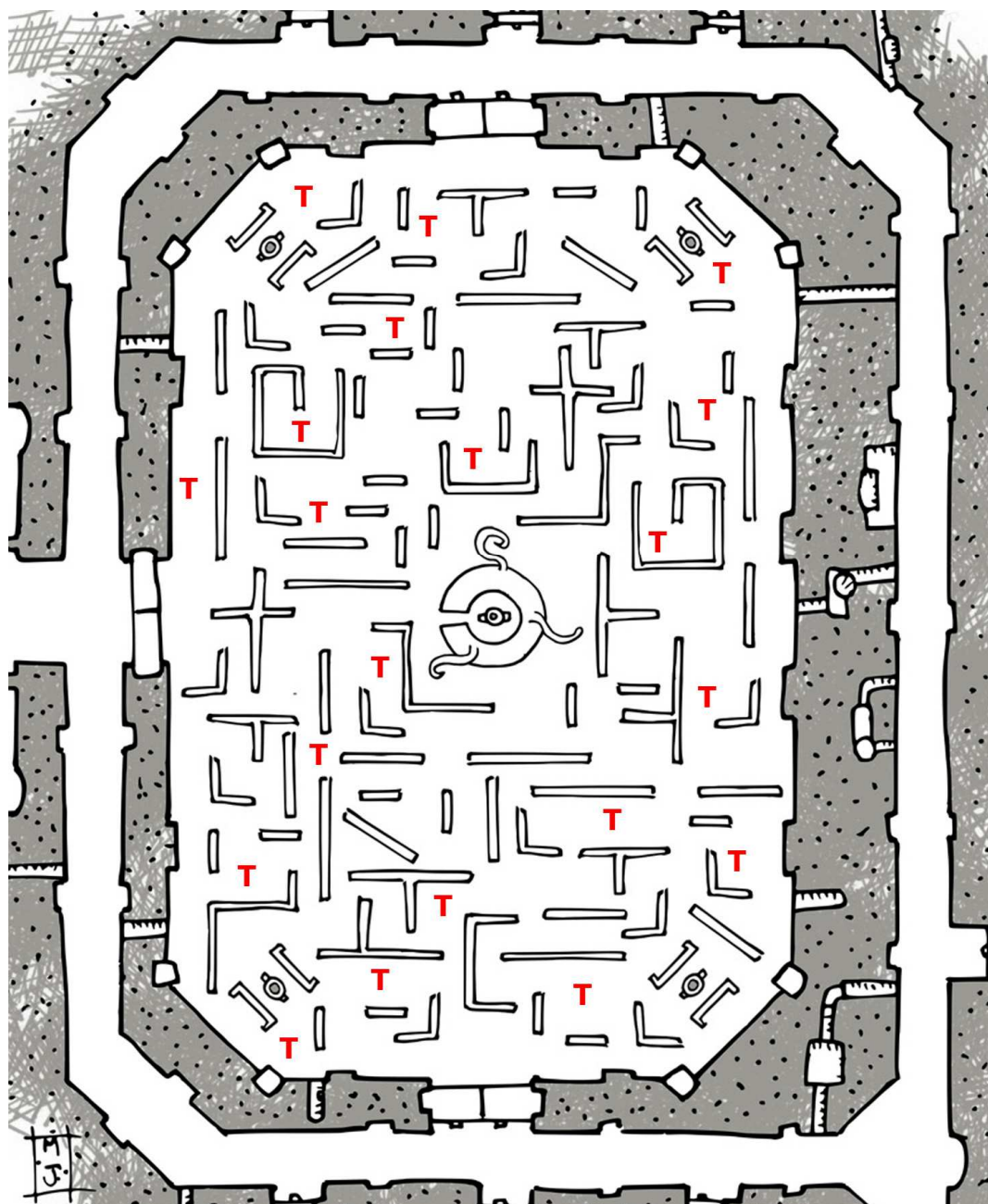
10. *Metal Cage:* A collapsible metal cage springs up around the robot. A robot or character with Str 15 or greater can bend the bars far enough for the robot to escape. Otherwise, the unlucky robot must wait for the arrival of a Line Boss.

11. *Power Magnet:* The robot's presence activates a powerful magnet in the floor that instantly holds it in place. A Str 17 or greater is required to break free of the magnet's pull. Otherwise, the robot must wait for a Line Boss to arrive.

12. *Stun Trap:* The robot or character steps on an electric stun disc in the floor and must make a **Saving Throw** or fall unconscious for one (1) **turn** unless revived.

TRUE LIFE NIGHT

True Life Night is a quarterly event hosted by Locto Charrs at the Killian's Run nightclub. The event celebrates living beings and culminates in the release of several robots into the **Maze of Death**. Patrons cheer their favorite Line Boss and wager on how long the Robot Runners can survive while being systematically hunted and destroyed.

The crowd is lively and ready to see some robot destruction. Typical anti-robot sentiment is promoted all night while vendors walk through the crowd selling historical factory photos, autographed memorabilia of popular Line Bosses, and charred and blackened souvenir robot parts from previous True Life Nights.

ROLEPLAYING OPPORTUNITIES

The characters should be given plenty of time to explore the public areas of the club, look over the **Maze of Death**, and interact with the club's patrons before the event begins. The Referee may also wish to set up or foreshadow future adventures using televid news reports, overheard rumors, or introductions to major NPCs.

RESCUING CC-80

The characters must find a way to rescue CC-80 and get him out of Killian's Run. Three possible ways of achieving this are

discussed below. Clever players may also think up other ways to rescue CC-80. Remember, one of the biggest obstacles to any rescue attempt is removing the explosive chip implanted in each robot.

DARING RAID

The characters may attempt to infiltrate the lower level and free CC-80 from the **Holding Cells**. This area is off limits and guarded by two (2) Red Illdridge mercenaries. The mercenaries have thwarted robot rescue attempts in the past and attack any who enter without clearance. There is a 2 in 6 chance a Line Boss comes to assist with any fighting, thinking it is part of the show (Lady Sathia automatically attacks the party if a *Star Knight* is present).

If the characters botch the raid badly, Breonite law enforcement may be called in to arrest them. Breonites have no sympathy for robots or robot-lovers, so any attempts to pay a ransom for CC-80 fall on deaf ears. However, seizing on the publicity, Locto may allow the characters to run the maze alongside their cherished robot while the bloodthirsty crowd cheers their favorite Line Bosses (see **Running the Maze**).

If the characters somehow manage to rescue CC-80 without creating much fuss, skip to **Blast Our Way Out** as they attempt to leave the club. The characters should also realize there are legal repercussions for aiding and abetting robots, so they are unlikely to be welcome on Breone III for long.

FORCED COERCION

Locto cannot be bribed, but the characters may come up with a plan to force him to release the robot. This is not impossible, but should not be easy, and if pressured, Locto may use his *Aristocrat* Class Abilities to try to influence the PCs.

Locto never leaves the **Grandstand**, **Locto's Office**, or the **VIP Section**, so the characters must find some way of getting past club security in order to get close to him. Some *Meditations* or *Gifts* may help with that. As noted above, the characters should also realize there are legal repercussions for taking hostages and/or aiding and abetting robots.

If the robots are ordered released, the Red Illdridge Guardians on duty should get a ***Saving Throw*** to realize something is amiss. If the characters make it out of the **Holding Cells** with CC-80, skip to **Blast Our Way Out** as they attempt to leave the club.

RUNNING THE MAZE

The easiest (and most interesting) way for the characters to rescue CC-80 is to run the **Maze of Death** with it. Any robot-loving character who assists CC-80 from outside the maze is forcibly thrown into the maze by the angry mob (***Saving Throw*** to avoid taking 1d6 ***Hit Points*** damage).

Remember that one Line Boss enters the maze for every two PCs. The Line Bosses are extremely vain and do not always work together. If the Line Bosses are defeated, there is a 1 in 6 chance every ***turn*** that another Line Boss enters the maze in search of glory.

Once CC-80 reaches all five checkpoints, Locto turns on all the lights and grudgingly orders CC-80's explosive implant removed. The crowd is extremely hostile and Locto warns the characters that they should probably leave Breone III at their earliest convenience.

Alternately, the Referee may decide to let the PCs slowly win the crowd over as each Line Boss is defeated. They may even cheer when the last checkpoint is reached—everyone loves an underdog, after all. Locto may even offer the PCs a job as new Line Bosses!

TIMELINE OF EVENTS

The following is a Timeline of Events for True Life Night. The Referee may have to amend this timeline, depending on the actions of the player characters.

- The characters arrive at Killian's Run. The Referee should give them ample time to assess the situation and come up with a rescue plan before the first Robot Runner is released into the **Maze of Death** (see **Rescuing CC-80** for some examples).

- Locto starts the event by greeting the crowd and giving a brief history of True Life Night (read **Locto's Monologue**).

- Locto introduces the first Robot Runner by reading the robot's Tagline.

- Locto asks if anyone would like to aid the Robot Runner. This is a good way to expose/eliminate any robot-loving scum. Any character who volunteers is provided with a laser pistol with a depleted energy cell (good for six shots). If the PC uses a previously concealed weapon while running the maze, the crowd boos, but Locto does not intervene.

- The Robot Runner (and any volunteers) is then allowed to explore the **Maze of Death**, starting at the double doors outside the **Holding Cells**.

- The crowd boos, throws empty glasses and bottles, and jeers at the robot (and any PCs).

- After 1d6 *rounds*, Locto introduces the first Line Boss by reading the Boss's Tagline. Locto also introduces one additional Line Boss for every two PCs entering the maze. Line Bosses enter at one of the double doors located outside of their **Dressing Rooms**.

- The crowd cheers as the Line Boss enters.

- The Line Boss(es) begins searching the **Maze of Death** for the robot (and any PCs).

- Once the robot is destroyed, Locto introduces the next Robot Runner and the process repeats.

  Note: If the characters do nothing, the Robot Runners (including CC-80) are systematically hunted and destroyed by the celebrity Line Bosses.

LOCTO'S MONOLOGUE

Locto is a career showman who does everything with a dramatic flair. The Referee should mimic a boxing or MMA announcer's demeanor when Locto quotes the Taglines for the Robot Runners and Line Bosses.

"Ladies and Gentleman,
Boys and Girls,
It's time for Life!"

(crowd cheers, then slowly grows silent)

"We have gathered here in celebration of a world that still
holds true to human values.
A world where an honest day's work for an honest day's pay
still has meaning.
A world where hardworking men and women refuse to be
replaced by robots and machines!"

(crowd cheers)

"Tonight we honor our ancestors,
Those noble factory line workers who rose up and destroyed
the robots that sought to replace them.
Let each ancestor be immortalized here by one of our
celebrity Line Bosses.
Let the Great Factory Riots be reborn in the Maze of Death!"

*(the crowd cheers, then grows quiet as Locto takes a long,
dramatic pause)*

"The Maze of Death. . .
A labyrinth so perilous that only a living, breathing being
could ever hope to survive it.
Very soon, a soulless robot will attempt to find its way
through the Maze. Each robot has been implanted with an
explosive chip designed to fry its circuits if it tries to escape.
If it can reach all five checkpoints alive, it will win its freedom.
Do we want to see that happen?"

(the crowd emphatically responds with a chorus of "No!")

Then who shall stop them?

(the crowd shouts the names of their favorite Line Bosses)

Let us begin by introducing our first vict—err. . . Robot
Runner. . .

*(Locto reads the Tagline for first Robot Runner and then asks
if there are any volunteers who wish to assist it)*

THE HUNT IS ON

1d6 *rounds* after the first Robot Runner is released, a Line Boss is introduced and enters the **Maze of Death**. The Referee may track the movements of the Robot Runner and the Line Boss normally as they navigate the maze. Otherwise, the Referee may roll 1d6 for every *turn* the robot spends inside the maze. On a roll of 1-3, the Line Boss has caught up with the robot (and any PCs) and combat begins. See **Running the Maze** for more details.

OPTIONAL ENCOUNTER: BLAST OUR WAY OUT

This optional encounter should be used only if the Referee feels the rescue of CC-80 was too easy.

If the characters are members of a Resistance cell, they are attacked by Greebus Dunt and his shocktroopers who are seeking to capture CC-80 for the Galactic Consortium (see **Consortium Forces**).

If the characters are agents of the Consortium, they are attacked by Saral Woodall and her crew who are trying to rescue CC-80 on behalf of the Resistance (see **Resistance Cell**).

If the characters are not affiliated with either group, they are attacked by Cannicks seeking revenge for the capture and/or destruction of their comrade at Killian's Run (see **Cannick Raiding Party**). The Cannicks fight to the death yelling OBLITERATE! OBLITERATE! as they fire indiscriminately into the panicked crowd.

The Cannicks' sensors identify the PCs as the greatest threat inside the club. The PCs should have to defeat at least two (2) Cannicks in order to escape. A Cannick dropship is parked on the **Rooftop** and the PCs may decide to overpower the lone Cannick pilot and steal the ship, if the Referee allows it.

CONCLUDING THE ADVENTURE

The adventure essentially ends once the PCs rescue CC-80 from Killian's Run. Where it goes from there is up to the Referee and depends largely on the nature of the characters and their motivation.

If the PCs are members of the Resistance, they may be tracked back to their ship by Greebus Dunt and his Consortium shocktroopers. If the characters are agents of the Consortium, Saral Woodall and her Resistance cell may try to buy or rescue CC-80 from them. Either scenario could lead to a running gun battle, a quick liftoff from Breone III, and a race to jump to FTL speed.

If the party enjoyed this adventure, the Referee may later decide to introduce the annual True Life *Week,* where robots are hunted by Line Bosses through condemned factories, ruined cities, varied wilderness, and other dangerous terrain.

MAJOR NPCs

The following NPCs may be encountered in *True Life Night*.

NIGHTCLUB PATRONS

Nightclub patrons are a combination of native Breonites and alien offworlders. Alien offworlders can be of any race the Referee desires, and tend to be strong from working in the factories. Native Breonites are humans of slightly below average height and stocky builds. Their culture is centered around working in giant state-run megafactories which churn out anything from machine parts to household goods that are used across the galaxy.

Breonites are a hardworking and practical people with strong family values. At week's end they like to dress up for a night on the town and blow off steam, often drinking, gambling, and brawling until the wee hours of the morning. Breonites prefer physical forms of entertainment such as slapstick comedy, action holofilms, and violent sports such as Crushball, Sklarfighting, and Energas Racing.

The Referee should feel free to flesh out any NPCs the characters interact with in order to foreshadow future events or further adventures.

Nightclub Patron: treat as 0-level human or alien with hp 3. There is a 1 in 20 chance the Nightclub Patron is carrying a concealed laser pistol (Dmg 1d6-1).

NIGHTCLUB EMPLOYEES

The following NPCs are employees at Killian's Run.

Locto Charrs

Locto Charrs is the flashy Breonite host of Killian's Run. He is a career showman who disdained factory life and "ran off to join the cirqus" at a young age before eventually returning to Breone III. Locto has undergone numerous cosmetic surgeries to make himself look younger. The result is too-dark hair, perfect teeth, and tightly stretched skin. Locto has a booming voice and a powerful personality. If engaged in small talk, he likes to brag about his time as head announcer for the dangerous stunt and acrobatic troupe known as the Traveling Hebagos.

Locto Charrs (5th-level Aristocrat): AC: 5 [14] (medium armor); HD 3; hp 16; Attacks: none or by weapon; Special: *Powerful Speaker, Silver Tongue,* +2 *Saving Throws* vs. attempts to influence or cloud mind; Move: 12; XP 3/120.

Staff Members

Staff members include assistant managers, bartenders, hosts, DJs, waitresses, cooks, busboys, custodians, and other employees. Most are Breonites, but the Referee may wish to include a few alien offworlders for variety. All staff members are noncombatants who flee if attacked.

Staff Member: treat as 0-level human or alien with AC 9 [10] and hp 2.

Bouncers

Killian's Run employs twelve (12) burly bouncers who specialize in removing brawling patrons. They do not pursue patrons into the street, but may call law enforcement if needed. If faced with serious weapons (lasers, Star Swords, etc.), the

bouncer must make a **Saving Throw** in order to continue fighting.

Bouncer (12): treat as 0-level human or alien with AC 7 [12] (boiled leather jacket), hp 4, Str 15 (+1 Dmg). All bouncers are armed with a stun club (Dmg 1d6) that forces organic beings to make a **Saving Throw** or be unable to act for 1d3 **rounds**.

Red Illdridge Guardians

The Red Illdridge Guardians is a team of eight (8) armed mercenaries that is brought in every True Life Night to handle more serious problems. They are a competent group who are led by a grizzled merc captain named Mogan Arrul.

Red Illdridge Guardian (1st-level Mercenary) (7): AC: 5 [14] (medium armor); HD 1+1; hp 5; Attacks: laser rifle (2d6), laser pistol (1d6+2); Special: **Combat Machine,** +2 **Saving Throws** vs. death or poisons; Move: 12; XP 1/15; communicator.

Captain Mogan Arrul (2nd-level Mercenary): AC: 5 [14] (medium armor); HD 2; hp 10; Attacks: laser pistol (1d6+2); Special: **Combat Machine,** +2 **Saving Throws** vs. death or poisons; Move: 12; XP 2/30; communicator.

CONSORTIUM FORCES

The Galactic Consortium is represented here by the sleazy spy Greebus Dunt and a squad of six shocktroopers.

Greebus Dunt

Greebus is an alien Oota (green skin, large eyes, prehensile tentacles around its mouth). Greebus poses as a bounty hunter, but is actually a Consortium spy. If threatened, he can call a squad of six shocktroopers that come to his aid in 2d6 **rounds**. Greebus flees if attacked, fighting only if cornered.

Greebus Dunt (Oota Spy): AC: 8 [11] (Dex); HD 1; hp 3; Attacks: laser pistol (1d6+2); Special: Dex 15; Move: 12; XP 1/15; communicator, binoculars, credstick with 100 credits.

Shocktroopers

These Consortium shocktroopers wear full armor and carry laser rifles. They retreat only if Greebus Dunt and three or more of their number are killed.

Shocktrooper (6): AC: 5 [14] (medium armor); HD 1+1; hp 5; Attacks: laser rifle (2d6); Special: none; Move: 12; XP 1/15.

RESISTANCE CELL

This Resistance Cell can be introduced as NPCs or even pregenerated characters, at the Referee's discretion.

Saral Woodall

Saral is the attractive redheaded pilot and captain of the *Blonde Mya* light transport. Saral was born and raised on Min Ve where she joined the Ve3 security forces and served with distinction during the Minorvion Conflict. She is now the leader of a small Resistance cell that consists of the pilot Dan Kingler, the mercenary Jay "Big Man" Kuru, the alien mystic Yurrtan, and a mechanical robot designated UU-6 (a.k.a. You-You).

Saral Woodall (2nd-level Pilot): AC: 7 [12] (light armor); HD 2; hp 9; Attacks: laser pistol (1d6+2); Special: Dex 15, Cha 15, ***Stick Jockey, Space Ace, Jury-Rig,*** +2 ***Saving Throw*** vs. explosions and environmental hazards; Move: 12; XP 2/30; communicator, tool kit, mini-computer, timepiece.

Dan Kingler

Dan served with Saral during the Minorvion Conflict. He is one of her most loyal confidants and the two were once lovers. Despite being a bit reckless, Dan is the only living pilot she lets fly the *Blonde Mya*.

Dan Kingler (1st-level Pilot): AC: 7 [12] (light armor); HD 1; hp 5; Attacks: laser pistol (1d6+2); Special: Dex 16, ***Stick Jockey, Space Ace, Jury-Rig,*** +2 ***Saving Throw*** vs. explosions and environmental hazards; Move: 12; XP 1/15; communicator, tool kit, mini-computer, timepiece.

Jay "Big Man" Kuru

Jay is a 400+ lb. mercenary who was once a galactically ranked Sumok wrestler. Jay is a boisterous, friendly crewman who enjoys drunken revelry, including the occasional barroom brawl. He is slow to anger, but extremely dangerous when provoked.

Jay "Big Man" Kuru (3rd-level Mercenary): AC: 5 [14] (medium armor); HD 3; hp 21; Attacks: laser rifle (2d6), laser pistol (1d6+2), hair spikes x2 (1d6); Special: Str 18, Con 17, **Combat Machine,** +2 **Saving Throws** vs. death or poisons; Move: 12; XP 3/75; communicator, flask of spirits.

Yurrtan

Yurrtan is an alien Shivot (tall, bipedal, rat-like) who joined the Resistance after his warren on planet Yeharri was destroyed by Consortium forces. He is extremely wise and observant. Although Saral scoffs at the idea of mystical forces, she has learned to trust Yurrtan's gut feelings and advice. Yurrtan wears ceremonial robes and walks with the aid of a carved staff.

Yurrtan (1st-level Alien Mystic): AC: 6 [13] (light armor + Dex); HD 1+1; hp 5; Attacks: staff (1d6); Special: **Keen Senses,** +2 **Saving Throws** vs. **Gifts** and **Meditations**; Move: 12; XP 1/15; tiny book of Shivot proverbs.

UU-6 (a.k.a. "You-You")

UU-6 is a mechanical robot that specializes in piloting and navigation. Saral purchased UU-6 from a band of traveling Uttins and has always suspected there was more to the robot than meets the eye. UU-6 is currently waiting aboard the *Blonde Mya*, but may fly the ship to Killian's Run if the cell needs a quick extract. The Referee may even wish to substitute UU-6 for the AR3-D3 mechbot in the **Holding Cell**.

UU-6 (3rd-level Mechanical Robot): AC: 6 [13] (Metal Body); HD 3; hp 13; Attacks: arc welder (1d3); Special: **Metal Body, Mechanical Understanding, Jury-Rig, Space Ace, Scanners, Self-Repair**; Move: 12; XP 3/60.

CANNICK RAIDERS

This raiding party consists of five (5) Cannicks searching for their lost companion (the Cannick in the **Holding Cell**). They fight to the death.

Cannick (5): AC: 0 [19] (natural); HD 5; hp 20; Attacks: mounted laser rifle (2d6); Special: none; Move: 6/12 (fly); XP 5/240.

MAZE PARTICIPANTS

The following Robot Runners and Line Bosses are the highlight of tonight's entertainment.

ROBOT RUNNERS

The robots for tonight's games are being held in the **Holding Cells** in the basement of Killian's Run. Each robot has been implanted with a small explosive designed to fry its circuits if removed from the **Maze of Death**. It takes six (6) **turns** to safely remove the implant. The implant can be removed in 1d6 **rounds**, however, the robot must make a **Saving Throw** or be instantly destroyed.

The robots are listed in their suggested order of introduction, however, this order may be changed, at the Referee's discretion.

JVS-90 (Butlobot)

This antiquated servant robot is a noncombatant. It was discovered in a scrap heap and repaired for tonight's event. It is extremely confused and attempts to politely serve anyone it encounters ("Is there anything I can do for you, sir?").

Tagline: JVS-90 was designed to wait on you hand and foot. A high-end butlobot that no wealthy offworlder could do without. Tell me, how many honest butlers lost their jobs when the first JVS model rolled off the line?

JVS-90 (Butlobot): AC: 6 [13] (Metal Body); HD 1-1; hp 4; Attacks: none; Special: none; Move: 9; XP 1/5.

4UR-LUV (Prostibot)

This antiquated servant robot was designed for pleasure. It has long legs, a tiny waist, a large metal bosom, and plastiflesh lips. Its programming is damaged and all it can do is repeat clichéd come-ons and one-liners ("Howdy boys, come up and see me sometime. . . Hey good-lookin', what you got cookin'?. . . Are your feet tired, 'cause you been running through my CPU all night. . .").

Tagline: This mechanical Lady of the Evening is designated 4UR-LUV. Her technofeminine wiles have been the ruin of countless marriages. Now it is her turn to feel the pain of loss— loss of life and limb, that is!

4UR-LUV (Prostibot): AC: 7 [12] (Metal Body); HD 1-2; hp 2; Attacks: none; Special: none; Move: 9; XP 1/5.

EET-7 (Chefbot)

This culinary robot consists of a square oven body, four wheels, and a metal chef's hat on top. Its six spindly arms end in kitchen utensils (cleaver, frying pan, grabber x2, spatula, fork). EET-7 is terrified and knows exactly what is happening tonight. It prefers to flee, but fights with its cleaver if cornered.

Tagline: Meet EET-7, a genuine Ramsey model gourmet chefbot that once served aboard the starliner Gantorro. *He slices, he dices, he mixes, and shakes. But will his culinary expertise be enough to cook his way to freedom?*

EET-7 (Chefbot): AC: 6 [13] (Metal Body); HD 1-1; hp 4; Attacks: cleaver (1d6-1); Special: none; Move: 6; XP 1/10.

AED-17 (Medbot)

AED-17 is a slow-moving bipedal medical robot with four arms that end in medical devices (scalpel, syringe, grabber, shocker). It is extremely intelligent and fights if cornered. If rescued, it could become a valuable member of any crew.

Tagline: Is there a doctor in the house? AED-17 is a cardiac care medbot that would just love to put you under the knife. Get ready for some heart-stopping action as it enters the Maze of Death!

AED-17 (Medbot): AC: 6 [13] (Metal Body); HD 1-1; hp 4; Attacks: scalpel (1d6-1); Special: Int 16; Move: 6; XP 1/10.

AR3-D3 (Mechbot)

AR3-D3 wandered off the starship *Starfire* and was captured and sold by Breonite thugs. It is extremely hopeful that its companions will arrive to rescue it in time. This robot can be replaced with UU-6 (see **Resistance Cell**), if the Referee desires.

Tagline: This AR3 mechbot is a new addition to tonight's Run. Its data banks show it has traveled to countless systems, but it won't be piloting its way off Breone III ever again!

AR3-D3 (1st-level Mechanical Robot): AC: 6 [13] (Metal Body); HD 1; hp 4; Attacks: arc welder (1d3); Special: ***Metal Body, Mechanical Understanding, Jury-Rig, Space Ace, Scanners, Self-Repair***; Move: 9; XP 1/10.

CC-80 (Diplobot)

CC-80 is a diplomatic robot with extensive AI and a self-defense program that allows it to fight if threatened. Rescuing CC-80 is the driving force behind this adventure.

Tagline: CC-80 is a smooth-talking, high-end diplobot who won't be able to translate his way out of the Maze of Death.

CC-80 (3rd-level Diplobot): AC: 6 [13] (Metal Body); HD 3; hp 15; Attacks: fist (1d2) or by weapon; Special: ***Metal Body, Mechanical Understanding, Diplomacy, Scanners, Self-Repair***; Move: 12; XP 3/75.

Note: The Referee may wish to replace CC-80 with a SIG-74 model robot from the Small Niche Games class sourcebook *Star Gods Help Us*.

UNKNOWN (Cannick)

This Cannick is part of a raiding party preparing to attack one of Breone III's munitions factories. It was captured and sold to the staff of Killian's Run to be the headliner of tonight's main event. Breone security stripped the Cannick of its primary laser rifle, but missed the backup weapon and the robot is patiently waiting for its chance to OBLITERATE!

Tagline: This oddly built warbot bears no markings at all. It was found sneaking around right here on Breone III and they told me it murdered five good-hearted men before it was captured. Will it fare so well against tonight's Line Bosses?

Cannick: AC: 0 [19] (natural); HD 5; hp 20 (currently 15); Attacks: hidden laser pistol (1d6); Special: none; Move: 6/12 (fly); XP 5/240.

LINE BOSSES

The name "Line Boss" is a reference to the factory foremen who led the rebellion against their robot replacements during the Great Factory Riots. Line Bosses each possess their own gimmick they use to hunt robots through the **Maze of Death**. They have become minor celebrities in Mainporte City. Line Bosses tend to be vain and self-centered, with each trying to outdo the other and impress the crowd.

There are six Line Bosses. The Referee can either roll 1d6 or choose which Line Boss enters the maze. Keep in mind Lady Sathia automatically enters the maze if one of the PCs running the maze is a Star Knight.

Bruto

Bruto is a large, hairy, bear-like alien Bakka. He is not too bright, but loves the adoration of being a Line Boss. Bruto uses his raw strength to overpower and dismantle robots. He sometimes climbs onto the maze's walls to stalk Robot Runners and may ambush them from above.

Tagline: This Line Boss comes to us from the forest planet of Kashkkie. There's nothing he loves more than ripping the arms out of a robot's socket. He's big, he's hairy, he's mean, he's. . . BRUTO!

Bruto: AC: 6 [13] (natural); HD 1+2; hp 8; Attacks: claws (1d6); Special: +2 to melee damage; Move: 12/15 (climb); XP 1/15.

Warlord

Warlord is a Quinlon warrior who is the last surviving member of a failed military coup. He has been hiding out on Breone III for

the past year while awaiting word from former allies. Warlord fights with a dual-bladed weapon known as a *cha'leth*.

Tagline: This Line Boss is a master of hand-to-hand combat. A warrior who believes that two blades are always better than one. Give a hearty chot-hegh-hoh *for everyone's favorite Quinlon. . . WARLORD!*

Warlord: AC: 5 [14] (medium armor); HD 3+3; hp 16; Attacks: *cha'leth* (1d6); Special: +1 to melee damage; Move: 12; XP 3/75.

Napalm

Napalm is a former bodybuilder with chiseled features and a smile that melts hearts. Despite his size and strength, he is a coward at heart, and flees in the face of stiff opposition. His sole weapon is a flamethrower backpack rig that projects fire in a 20' x 10' cone. If an attacker rolls a natural 20, Napalm must make a ***Saving Throw***. If the save fails, the tank ruptures and explodes, setting Napalm alight for 1d6 ***Hit Points*** damage per ***round*** until dead.

Tagline: Legends say this Line Boss was born in the molten core of Ambreone's sun. His dashing good look's are sure to melt anyone's heart. If you can't stand the heat, stay out of the fire, it's. . . NAPALM!

Napalm: AC: 7 [12] (light armor); HD 2; hp 9; Attacks: flamethrower (1d6); Special: Str 18; Move: 12; XP 3/75.

Stormkill

Stormkill is a former Consortium shocktrooper who got tired of killing sentient beings. She has no problem killing robots, but sets her lasers to "stun" when fighting living creatures (target must make a ***Saving Throw*** when struck or fall unconscious for one (1) ***turn*** unless revived). Stormkill uses a jetpack to fly over the walls and locate Robot Runners. She targets living beings first with her stun attack before turning her lasers on any robots in the party.

Tagline: This Line Boss was once an elite Consortium shocktrooper. Now she takes her precision shooting into the Maze of Death to make sure no robot survives. Let's have a nice round of applause for. . . STORMKILL!

Stormkill: AC: 4 [15] (medium armor + Dex); HD 3; hp 14; Attacks: laser rifle (2d6), laser pistol (1d6+2); Special: Dex 15; Move: 12; XP 3/75.

Kaboom

Kaboom is a fat human whose face and hands are covered in burn scars. He is borderline insane. Kaboom wears several bandoliers of grenades (32 grenades total), and cackles gleefully as he tosses them down corridors in the **Maze of Death**. If an attacker rolls a natural 20 against Kaboom, the grenades explode, killing Kaboom instantly in a spectacular shower of gore (he might get to utter "Uh-oh", at the Referee's discretion).

Tagline: This Line Boss eats infernal detonators and spits fire. It's always a blast to watch him work. Don't let the burn scars fool you, it's. . . KABOOM!

Kaboom: AC: 7 [12] (light armor); HD 2; hp 8; Attacks: fragmentation grenade (2d6+2); Special: none; Move: 12; XP 2/30.

Lady Sathia

Lady Sathia is a failed ***Star Knight*** who has not fully crossed over to the Void. She is addicted to the drug *listil*, a powerful narcophetamine with effects that cycle between depressant and stimulant. The drug makes Lady Sathia hyperaware of tremors in the Way, allowing her to automatically sense whether or not a ***Star Knight*** is present in the **Maze of Death**. If a ***Star Knight*** is present, Lady Sathia moves to intercept and destroy him.

Tagline: This dark hunter strikes fear in the hearts of robots everywhere. She's a wiz with an energy blade and a master of the mysterious force known as the Way. You can't fight her, and if you run from her, you'll only die tired, she's. . . LADY SATHIA!

Lady Sathia (3rd-level Star Knight): AC: 8 [11] (Dex); HD 3; hp 18; Attacks: Star Sword (1d6+4); Special: Dex 16, ***Meditations, Star Sword Duelist,*** +2 ***Saving Throws*** vs. ***Meditations*** or ***Gifts***; Move: 12; XP 4/360; locket with picture of former ***Star Knight*** mentor.

Meditations: 1st: *Healing Meditation*, *Protective Meditation*.

NEW MONSTERS

The following new monster may be encountered in the **Maze of Death**.

Fflurgh

Armor Class: 6 [13]
Hit Dice: 4
Attacks: tentacle (1d2)
Special: tentacle grasp
Move: 3/6 (swim)
HDE/XP: 4/120

A fflurgh is a tentacled monster from the swamp moon Hattulac. Fflurghs have 5d20 tentacles of varying size and are capable of attacking up to four (4) times in one (1) *round*. If two or more tentacles hit in one *round*, the fflurgh attempts to pull its victim apart, automatically causing 1d6 *Hit Points* of damage per *round*, while up to four other tentacles continue to attack. Each tentacle is AC 8 [11] and can sustain 3 *Hit Points* of damage before being severed. This does not affect the fflurgh's normal *Hit Point* total. Characters with Str 15 can spend their action during a *round* to break free of the fflurgh's grasp.

REFEREE'S AID: LOCTO'S MONOLOGUE

"Ladies and Gentleman,
Boys and Girls,
It's time for Life!"

(crowd cheers, then slowly grows silent)

"We have gathered here in celebration of a world that still holds true to human values.
A world where an honest day's work for an honest day's pay still has meaning.
A world where hardworking men and women refuse to be replaced by robots and machines!"

(crowd cheers)

"Tonight we honor our ancestors,
Those noble factory line workers who rose up and destroyed the robots that sought to replace them.
Let each ancestor be immortalized here by one of our celebrity Line Bosses.
Let the Great Factory Riots be reborn in the Maze of Death!"

(the crowd cheers, then grows quiet as Locto takes a long, dramatic pause)

"The Maze of Death. . .
A labyrinth so perilous that only a living, breathing being could ever hope to survive it.
Very soon, a soulless robot will attempt to find its way through the Maze. Each robot has been implanted with an explosive chip designed to fry its circuits if it tries to escape.
If it can reach all five checkpoints alive, it will win its freedom.
Do we want to see that happen?"

(the crowd emphatically responds with a chorus of "No!")

Then who shall stop them?

(the crowd shouts the names of their favorite Line Bosses)

Let us begin by introducing our first vict—err. . . Robot Runner. . .

(Locto reads the Tagline for first Robot Runner and then asks if there are any volunteers who wish to assist it)

30

REFEREE'S AID: TAGLINES

ROBOT RUNNERS

JVS-90 (Butlobot)

Tagline: JVS-90 was designed to wait on you hand and foot. A high-end butlobot that no wealthy offworlder could do without. Tell me, how many honest butlers lost their jobs when the first JVS model rolled off the line?

4UR-LUV (Prostibot)

Tagline: This mechanical Lady of the Evening is designated 4UR-LUV. Her technofeminine wiles have been the ruin of countless marriages. Now it is her turn to feel the pain of loss— loss of life and limb, that is!

EET-7 (Chefbot)

Tagline: Meet EET-7, a genuine Ramsey model gourmet chefbot that once served aboard the starliner Gantorro. *He slices, he dices, he mixes, and shakes. But will his culinary expertise be enough to cook his way to freedom?*

AED-17 (Medbot)

Tagline: Is there a doctor in the house? AED-17 is a cardiac care medbot that would just love to put you under the knife. Get ready for some heart-stopping action as it enters the Maze of Death!

AR3-D3 (Mechbot)

Tagline: This AR3 mechbot is a new addition to tonight's Run. Its data banks show it has traveled to countless systems, but it won't be piloting its way off Breone III ever again!

CC-80 (Diplobot)

Tagline: CC-80 is a smooth-talking, high-end diplobot who won't be able to translate his way out of the Maze of Death.

UNKNOWN (Cannick)

Tagline: This oddly built warbot bears no markings at all. It was found sneaking around right here on Breone III and they

told me it murdered five good-hearted men before it was captured. Will it fare so well against tonight's Line Bosses?

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SHARDS OF URFKLIN

**A White Star: Galaxy Edition adventure for
3-6 characters of 1st through 3rd level**

WhiteBox One·Shots
SCI-FI

SHARDS OF URFKLIN

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WhiteBox One-Shots SciFi is a line of short planetary missions, space operations, and other science fiction encounters designed for compatibility with ***White Star: Galaxy Edition™***.

SHARDS OF URFKLIN

Someone is hiding aboard your ship. It's probably the fugitive the Galactic Consortium was searching for back on *Cala Lo'taris*. Can you find him before you reach the next starport and avoid being implicated in his crimes? Or will you try to profit from the sale of his stolen crystal shards?

Shards of Urfklin is a short, event-based **White Star: Galaxy Edition™** adventure designed for three to six characters of 1st-3rd level. The adventure begins aboard a luxury starcruiser named the *Cala Lo'taris*, but the action quickly moves to the characters' own starship.

Note: *Shards of Urfklin* assumes the PCs have their own starship, presumably a light transport or other small vessel. If this is not the case, the Referee may have to alter some of the following text. Additionally, since most of the adventure takes place aboard the PC vessel, a map or a clear idea of how the ship is laid out would be helpful.

ADVENTURE BACKGROUND

Cala Lo'taris is a luxury starcruiser that prowls the seedy reaches of the Galactic Edge, serving as a casino and resort for the wealthy. Its central promenade offers refueling, gambling houses, and cantinas to the public, allowing guests from the Galactic Center to experience a taste of life along the dangerous frontier. No laser weapons are allowed on the *Cala Lo'taris* without proper security clearance.

A Phasoid thief named Urfklin came to the *Cala Lo'taris* starcruiser to steal a rare set of three (3) crystal shards known as the Ice Gems of Wintros from the Sjurugga Art Gallery. The crystals were being auctioned off to the highest bidder in a private auction between three major Galactic Consortium corporations. When the military shipbuilding company Baggram-Odel Engineering bought the crystal shards for over one (1) billion credits, Urfklin knew he had to have them.

Using his Phasing ability, Urfklin slipped into the Baggram-Odel shuttle before it launched and stole the Ice Gems of Wintros from their refrigerated container. Unfortunately, opening the container tripped a silent alarm that puts the entire station on lockdown. . .

Urfklin Wheesht

The elusive Urfklin is a clever Phasoid burglar who is responsible for high-end thefts throughout the galaxy. Urfklin specializes in rare alien artifacts and works of art. He is Wanted by the authorities in the Galactic Center and has had several private bounties of 5,000 ic or more placed upon his head.

Urfklin has a taste for the finer things in life, but seldom overindulges for fear of attracting unwanted attention. When in public, he wears long brown robes and hides his face behind a cowl. Urfklin does not openly carry weapons and prefers to flee if threatened. He tries to hide his true nature and only uses his Phasing ability as a last resort. If asked, he claims to be a Gryoid, which is a race with similar features.

Urfklin Wheesht (3rd-level Phasoid Male Aristocrat): AC 7 [12] (energy cloak + Dex); HD 2; hp 9; AT 1 (weapon); BHB +1; SA Dex 15, Cha 15, Interaction 2, Larceny 2, Knowledge 1, Powerful Speaker, Silver Tongue, Phasing; ST 12; MV 12; XP 2/30; communicator, minicomputer.

BEGINNING THE ADVENTURE

The Referee is free to decide why the characters have come to the *Cala Lo'taris* pleasure cruiser. It may be to meet a contact, refuel their starship, or indulge in the resort's many vices. The PCs should have a little time to explore the vessel before the Lockdown begins.

LOCKDOWN

Alarms sound. Guests glance around nervously as armed retinues spring to action, ushering their wealthy employers to safety. Galactic Consortium shocktroopers suddenly appear, setting up checkpoints throughout the *Cala Lo'taris*.

SHOCKTROOPER CHECKPOINT

Any character on the *Cala Lo'taris* must pass through a shocktrooper checkpoint in order to return to their vessel. If asked, the shocktroopers tell the PCs they are looking for a thief, but will not say what was stolen.

The shocktroopers are rude and care nothing about individual rights. Unless the character is a wealthy aristocrat, they must present proper identification and submit to electronic and physical searches of their body and belongings. Once searched, the PCs are allowed to return to their vessel.

Lines form at the checkpoint and a few bounty hunters begin scanning the crowds. The shocktroopers are quick to help the bounty hunters arrest Wanted fugitives on unrelated warrants. A few fights break out during these arrests, and the PCs may try to use the distraction to slip past the checkpoint unseen. This requires a Larceny Check. Anyone caught is sent back into the line.

The PCs are likely unarmed or lightly armed. Even so, it is possible the characters take offense to the shocktroopers' gruff manner. If a fight breaks out, six (6) additional shocktroopers arrive in three (3) rounds to join in the attack. The shocktroopers have set their weapons to "stun", so characters are knocked unconscious if reduced to 0 Hit Points or less, waking up one (1) turn later with a nasty headache.

Shocktrooper (12): AC 5 [16] (medium shocktrooper armor); HD 1+1; hp 5; THB +1; AT 1 (weapon); SA none; ST: 18; MV 12; HDE/XP 1/15; laser rifle, communicator (in helmet).

SHIP INSPECTION

All starships are magnetically locked to the *Cala Lo'taris* spacedock. Galactic Consortium shocktroopers begin a systematic search of all docked vessels. Once searched, the vessel is allowed to leave. However, the characters may have unrelated reasons for not wanting their ship to be searched (such as if it is carrying illegal cargo).

If the characters refuse them entry, the shocktroopers attack. The shocktroopers defeat any locking mechanism in three (3) rounds and force their way into the airlock. Six (6) additional shocktroopers arrive every three (3) rounds to assist.

3

Shocktrooper (6): AC 5 [16] (medium shocktrooper armor); HD 1+1; hp 5; THB +1; AT 1 (weapon); SA none; ST: 18; MV 12; HDE/XP 1/15; laser rifle, communicator (in helmet).

CAPTURE

If the PCs are captured, they are transported to a *Cala Lo'taris* holding cell to await interrogation. The Referee should allow them to succeed at any reasonable escape attempt. Otherwise, the prisoners are freed by an activist group known as Uplift.

Uplift is a loose coalition of wealthy youths who resist the oppression of the major corporations of the Galactic Consortium (i.e. their parents). They are idealists who are well funded, but often naïve and misguided. Most of them abhor violence.

The *Cala Lo'taris* suddenly powers down. The cells grow dark, and then are lit by red emergency lights. All cell doors open and the startled occupants spill into the halls.

A female voice on the PA says: "Poor people of the Galactic Edge, you are now free! Leave this vessel before your oppressors can return. May you always uplift others, as we have uplifted you today!"

The way to the spacedocks is clear. The characters follow the stream of prisoners past locked doors, with angry shocktroopers banging on the other side. A few of the former prisoners stop to steal items from the promenade, but the PCs should have no trouble reaching the docks. The *Cala Lo'taris* powers back up just as the PCs enter their vessel, requiring them to make a Forced Launch.

FORCED LAUNCH

A Pilot or Mechanical Robot using Jury-Rig has a 3 in 6 chance of defeating the magnetic seals and freeing the ship. The Pilot may also try to forcibly detach the ship, causing 1d6 damage to the vessel.

If successful, the PC vessel is attacked by two (2) Galactic Consortium stunt fighters. An additional two (2) stunt fighters join the fight every three (3) rounds.

BOE-class Stunt Fighter (2): Starship; AC 3 [16]; hp 25; SS 0; TAR +2; AT Laser Cannon (4d6) [pilot-linked]; MOD none; MV 15.

FASTER-THAN-LIGHT

It is assumed that the PCs engage their FTL Drives soon after leaving the vicinity of the *Cala Lo'taris* starcruiser. Depending on how this adventure has unfolded, this may be a continuation of their journey or it may be an emergency maneuver to escape Consortium stunt fighters. Once FTL is reached, the PCs may sit back and relax. For now.

URFKLIN ABOARD

Unbeknownst to the PCs, Urfklin Wheesht has stowed away aboard their vessel. He planned to hide until they reached the next port. However, a short time after launch, one of the Ice Gems of Wintros suddenly hatched. The surprised Urfklin watched the plant-based lifeform slither its way into an air duct in search of a power source on which to feed.

Urfklin realized the remaining two crystals had to be refrigerated and hid them in a medical freezer (if one is available) or a cooling unit (if one is not). Urfklin then began moving about the ship, trying to find out more about the Ice Gems.

DETECTING URFKLIN

After a few days of travel, the PCs realize someone has stowed away aboard their vessel. How they realize this depends on their Class. The Referee can use these examples for other Classes as well.

Aristocrat: The Aristocrat notices someone has rummaged through his belongings. Nothing is missing. Urfklin was just admiring the character's style.

Mercenary: The Mercenary is missing one of her weapons. It is not her primary weapon. Urfklin took the weapon for protection from the Podlings, thinking its absence would not be noticed, but a Mercenary knows her weapons. If Urfklin engages in combat, he is armed with the Mercenary's weapon.

Pilot: The Pilot discovers that someone has been in the cockpit skimming the ship's navigation logs. Urfklin slipped in while the character was using the refresher and tried to discover where the ship is heading. He also checked for records for the ice planet Wintros in the Balazar System, which is located deep in the Galactic Beyond.

Robot: A Combat Robot notices strange scratch marks around a ventilation shaft that has been pried open. If opened, it finds a few dead white leaves from a Podling. A Diplomacy Robot hears strange chattering in an unknown language coming from a shaft near the main engines (this gibberish is from two Ice Plant Podlings). A Mechanical Robot notices that the ship's power supply is being drained. A Medical Robot discovers the two remaining Ice Gems of Wintros in the back of its medical freezer.

Star Knight: The Star Knight senses a resonance in The Way coming from the Ice Plant of Wintros. The Star Knight can locate the source (near ship's engines) with a Wisdom Check.

THE SEARCH FOR URFKLIN

Once the stowaway's presence is detected, the PCs likely begin searching the vessel. Urfklin uses his Phasing ability to avoid them as much as possible, but there is a 1 in 6 chance per turn they catch him by surprise and Urfklin allows himself to be captured. Urfklin does not use his Phasing ability in their presence unless attacked. If this happens, the PCs might come up with some interesting ways to locate and contain him (modifying forcefields, lowering cabin pressure to drive him into certain areas, etc.). Otherwise, if play stalls, skip immediately to the Podling Attack.

PODLING ATTACK

At some point during the search for Urfklin, the PCs encounter four (4) Ice Plant Podlings that attack on sight. The Podlings are guarding a growth of vegetation that extends along a power conduit. The Podlings flee back to the Ice Plant if a Star Knight ignites his Star Sword. The vines can also be followed back to the Ice Plant, which has attached itself to the ship's engines.

Ice Plant Podling (4): AC 8 [11] (natural); HD 1 hp; hp 1; AT 1 (spikes and leaves for 1 Dmg); THB +0; SA attack can cause temporary blindness; ST 19; MV 3; XP 1/5.

MEETING URFKLIN

If the PCs have not discovered Urfklin by the time they encounter the Podlings, he reveals himself after the fight. Urfklin admits to stealing the Ice Gems of Wintros and apologizes for stowing away aboard the PC vessel. He tells them of the hatching of the plantlike growth and how he hid the other two Ice Gems in the ship's medical freezer. He does not know anything about the Ice Gems except that they are worth millions of credits. He offers to share the proceeds of any sale of the crystal shards with the PCs.

ENCOUNTERING THE ICE PLANT OF WINTROS

A Knowledge Check with a -1 penalty is required to uncover information about the Ice Plant of Wintros from the ship's databanks (a Star Knight suffers no penalty to the Check). Only one (1) Check is allowed. Success enables the PCs to learn that the Ice Plants are sentient beings who once served alongside Star Knights, inhabiting robots, mecha, and other vessels for various mystical orders.

The Ice Plant of Wintros has flooded the engine compartment with coolant, making the air poisonous to most lifeforms. The PCs begin choking and coughing as they approach the compartment and should realize that opening the door releases the gas. Anyone exposed to the gas must make a Saving Throw or die.

The Ice Plant grows larger, stronger, and more intelligent by the hour. During this time, the ship is subject to minor power fluctuations as it feeds. These fluctuations are harmless and do not affect normal systems.

If a Star Knight is present, the Ice Plant tries to communicate with the PCs in rudimentary fashion. It means no harm and only wants to survive. If left alone, it takes control of the entire starship in approximately two (2) weeks. If defends itself if attacked, using its Podlings to wear down opponents first.

The Ice Plant encountered here has not reached its full size and strength. It can be defeated by killing the main growth in combat. At this stage, it does not have control of the ship's systems so it

can also be killed by raising the temperature (to the equivalent of 110 degrees Fahrenheit) or placed into a dormant state by powering the ship down for several days.

Ice Plant of Wintros: AC 6 [13] (natural); HD 2; hp 10; AT 2 (vines 1d2) or 1 (spikes 1d6); THB +2; SA Regeneration, Vine Attacks; ST 17; MV 3; XP 2/40.

Ice Plant Podling (4): AC 8 [11] (natural); HD 1 hp; hp 1; AT 1 (spikes and leaves for 1 Dmg); THB +0; SA attack can cause temporary blindness; ST 19; MV 3; XP 1/5.

CONCLUDING THE ADVENTURE

This adventure can lead to a number of other adventures down the road.

If the PCs had to fight their way free of the *Cala Lo'taris*, their ship may be Wanted by the Galactic Consortium. The characters might decide to hand Urfklin (and any remaining Ice Gems) over to the authorities in order to clear their names. Urfklin uses his Phasing ability to flee at the first opportunity if he suspects a double cross.

Urfklin has black market contacts on a seedy spaceport called Tathkee Station, which is currently orbiting an unexplored world in the Rul System, deep in the Galactic Beyond. If the PCs take him there, he offers to split the profits of the sale. This option can be used to introduce the PCs to the *Heart of Varrul* sourcebook and adventure setting by Small Niche Games. Unfortunately, the Ice Gems of Wintros are so "hot" right now, that the best price he can secure is 100,000 Imperial Credits.

The PCs may allow the Ice Plant to grow and take control of the ship. If this happens, the Ice Plant learns to speak via the comms, develops its own personality, and eventually becomes a valued crewmember. The Ice Plant is a bit sassy and likes to keep the ship cold, which may provide some comic relief. It does its best to uphold the values of the Star Knights and should be treated like a loyal NPC.

NEW ALIEN

The following new alien race is encountered in *Shards of Urfklin*.

PHASOID

ARMOR CLASS: 9 [10]

HIT DICE: 1

HDE/XP: 1/20

SAVING THROW: 18

TOTAL HIT BONUS: +0

MOVEMENT: 12

SPECIAL: Phasing

ATTACK: By weapon

Phasoids are ephemeral alien creatures that resemble a cross between humans and Gray aliens. They are slender humanoids with long, thin digits and spindly arms and legs. Their skin is slightly translucent, revealing a network of blood vessels and shadowy internal organs.

Phasoids have the ability to become insubstantial at will. This allows them to pass through gases, liquids, and solids unharmed. The effect lasts as long as the Phasoid can hold its breath (usually about 2-3 minutes). A Phasoid's ability is negated by energy barriers such as forcefields or shields. If a Phasoid materializes inside a solid object, it dies instantly.

The few Phasoids left in the galaxy are shunned on most civilized planets because of their race's history of hiring out as assassins, bounty hunters, and spies. Phasoids are required by law to tell the authorities of their presence in a system and most worlds in the Galactic Center still offer rewards for reporting unregistered Phasoids. Rumor has it that Phasoids who are turned over to Consortium authorities are given a choice—serve the Consortium or vanish. Permanently.

NEW CREATURES

The following new creatures are encountered in *Shards of Urfklin*.

ICE PLANT OF WINTROS

ARMOR CLASS: 6 [13]

HIT DICE: 6

HDE/XP: 6/400

SAVING THROW: 18

TOTAL HIT BONUS: +6

MOVEMENT: 3

SPECIAL: See below

ATTACK: Vines x4, Spiky Thorns

The Ice Gems of Wintros are actually eggs housing intelligent, plant-based lifeforms from the ice planet Wintros, which lies in the Balazar System of the Galactic Beyond. These lifeforms feed on energy and grow quickly in size and intelligence.

Once hatched, Ice Plants seek out the nearest large power source and actually bond with technological devices such as robots, vehicles, mecha, and even starships. This process can take minutes (robots), hours (vehicles), days (mecha), or weeks (starships), depending on the size of the device.

Once the plant gains control of the device, it begins to learn by observing lifeforms, absorbing data files, and eventually communicating with those around it.

An Ice Plant is gray-green and white in color. It consists of a central cluster of vegetation, with vinelike growths that extend throughout its device. When threatened, the Ice Plant animates these vines to attack. The vines have AC 9 [10], 2 Hit Points (not part of the central plant), and do 1d2 damage on a successful attack. The central plant contains an array of retractable spiky thorns that are also used to attack.

An Ice Plant can regenerate 1 Hit Point per round, as long as its surroundings are near-freezing cold.

The Ice Plants of Wintros were once valued allies of the Star Knights and fights a Star Knight only in self-defense. The plants were thought to have been destroyed long ago in a planetary bombardment orchestrated by Void Knights of the Sleeping Desert Cabal, but a few survived.

ICE PLANT PODLING

ARMOR CLASS: 8 [11]

HIT DICE: 1 hp

HDE/XP: 1/5

SAVING THROW: 19

TOTAL HIT BONUS: +0

MOVEMENT: 3

SPECIAL: See below

ATTACK: Spikes and Leaves (1 Dmg)

As the Ice Plant grows, it produces spiky podlings to help defend itself. These podlings have only animal-like intelligence. They exist only to defend the central plant with their lives.

Ice Plant Podlings are gray-green and white in color, and measure approximately one (1) foot in diameter. They look like small, spiky humanoids with a few protruding leaves and branches. They move by scrabbling across the ground and attack by balling themselves up and bouncing into enemies of their host plant. On a roll of "20", this attack causes temporary blindness for 1d3 rounds as the spikes and leaves brush against the target's eyes.

Ice Plant Podlings speak to each other in gibberish, but refuse to communicate with other lifeforms. An Ice Plant can grow four (4) podlings per Hit Die, once every week.

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