

# Storm



**Storm** by J. Andrew & William H. Keith Jr.

This folio adventure is designed for characters of almost any background attached to a Trade Pioneer Team aboard the Type A2 Far Trader Scotian Huntress. The referee may draw characters from any source desired, including existing campaigns. It is urged that characters have some skill in ground combat.

Approved For Use With

**TRAVELLER™**  
Science-Fiction Adventure in  
the Far Future

Two scientist non-player characters are required for play of this adventure. Character generation information may be found in GDW Supplement 4, *Citizens of the Imperium*. Details on the statistics, performance, and layout of the Far Trader are not necessary for this adventure, but can be found in Supplement 7, *Traders and Gunboats*. Almost any other TRAVELLER book, supplement, game, or adventure may enhance the enjoyment of this adventure, as well.

Marischal



Adventures

## ***Storm***

**Setting:** In the folio "*Flare Star*" the adventurers discovered a derelict alien ship, crewed only by corpses of two radically different alien races. Lacking jump drive, the ship had apparently travelled below lightspeed to reach the unsettled double star system where it was found. The ship used advanced technology fusion power and gravity drives -but had no computers or other microelectronics components on board.

A clue from the ship's lighting system pointed to a nearby blue-white sun as the home of the vessel's builders. Caledon Ventures, a mercantile firm, sensed profits in the chance of selling computer systems to the aliens. The adventurers, a trade pioneer team in Caledon's employ, have been sent to investigate the system and discover the feasibility of contacting - and selling to - the shipbuilders.

**Referee's Note:** The star, a blue-white giant, is a young, hot star with a single planet - possibly captured - in an eccentric orbit. The planet has been named "Storm" as a result of the unusual number and violence of severe weather patterns observed from orbit. Planetary code for the world is currently E774800. Information on physical aspects of the UPF are available to players.

**Background:** They'd named the planet Storm... and the name was well-deserved. During their descent from orbit, the crew of the Scotian Huntress had felt the buffeting winds and watched the raging lightning of one of the "smaller" storms. Then lightning hit the ship itself, not once, but several times, scrambling the electronics on board and causing dangerous power surges. The pilot fought the Far Trader down... and somehow, miraculously, they landed in one piece. But there was heavy damage to the ship, damage that would take hours to repair before the Scotian Huntress could lift once more.

While the crew began making repairs, the trade pioneer team set out to study the new world. The ship was down in a barren wilderness. Conditions outside were far from pleasant... temperatures at 35°C, with a high atmospheric ozone content that made respirator masks mandatory. But recordings made during final landing showed signs of civilization beyond a ridge that rose some 30 km to the east. The team, including two expedition scientists, set out to investigate aboard the ship's air/raft, hoping to make contact with friendly natives.

**The Ridge:** On the crest overlooking a wide, shallow valley, the adventurers discovered buildings surrounded by a low wall. The buildings commanded a view of the valley proper, and the alien city that stood there. A pall of black smoke rose from countless fires burning uncontrolled among the city buildings. Beyond, half hidden by the smoke, they glimpsed a huge, squat shape looming on a cliff, a massive, brooding structure with the look of a fortress or mausoleum.

An urgent call from the ship interrupted speculation and discussion among the party. The air/raft was needed to move heavy equipment at the ship. But the expedition xenologist had discovered two domestic animals - the first species of native animal life found on Storm - in a "stable" among the cluster of buildings. Much could be learned here... so the team leader made a decision. The air/raft pilot returned to the ship, leaving the rest of the team to assist the scientists in investigating the buildings and the two animals. Later, the air/raft could return.

Before long, everyone in the party would regret that decision...

**Animal Encounter Table:** Information for creatures encountered in this adventure are as follows...

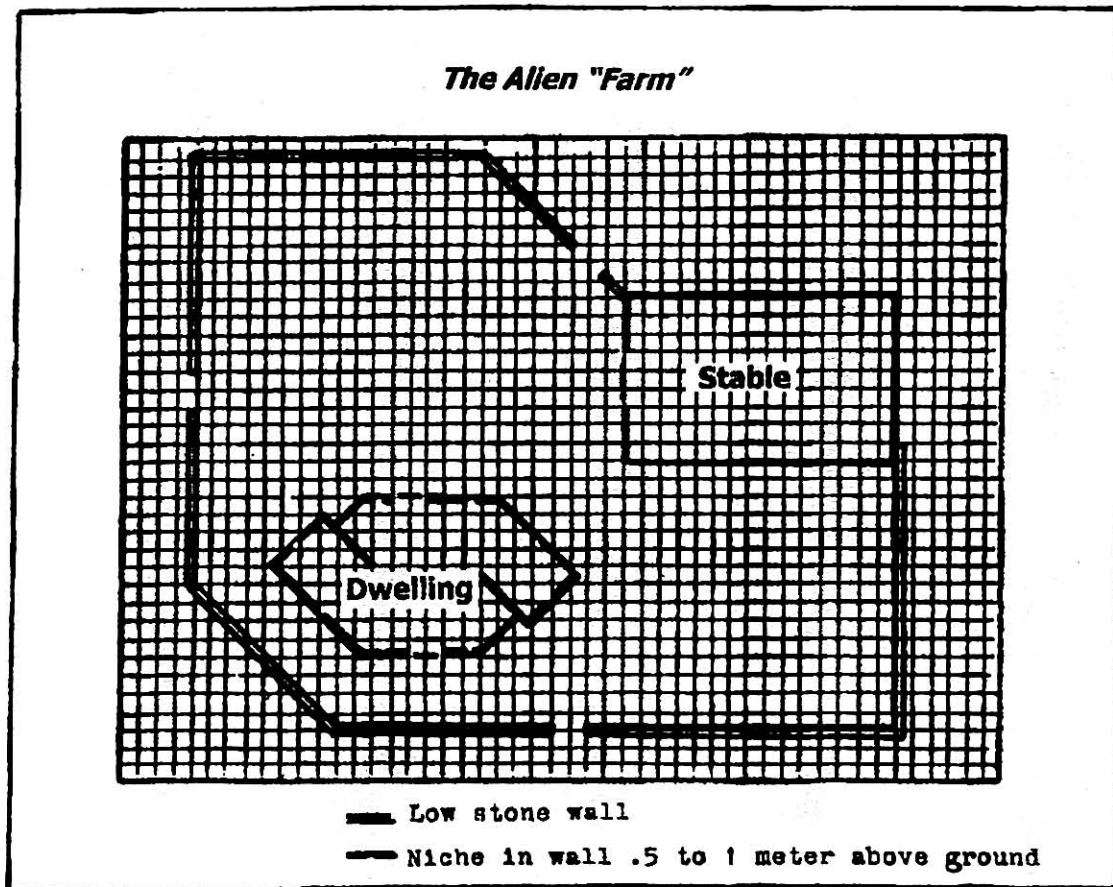
<u>Animal Type</u>	<u>Weight</u>	<u>Hits</u>	<u>Armor</u>	<u>Wounds + Weapons</u>	
2 Intermittants	50 kg	17/6	Cloth	3 Horns	A9F952
20 Killers	.5 kg	2/2	None	4 Teeth	A0F053
-- Hunters (Natives)	100 kg	20/9	None	Varies	A0F052

### ***Referee's Notes***

**The Buildings:** The floor plan shows the layout of the small complex of buildings on the ridge. The largest building contains various implements and furnishings that lead to the conclusion that it is a dwelling. Furniture - 1/2 meter tall tables and broad, shallow circular depressions - is reminiscent of that used in the alien probe that first led the adventurers to Storm, proof that they are on the right track. The interior of the building shows signs of violence, and one corner holds a small pile of dry cartilaginous bones from some alien creature.

Ceilings are 2 meters high and covered with fluorescent panels that give off a harsh, white light. Doors are only one meter tall (adventurers must crawl through). Windows are flat, narrow slits, once glassed over, but now broken, set 'h meter above the ground.

The area designated as "stable" is a windowless building constructed of silvery, reflective metal. The door was originally secured with a heavy, complicated lock (the xenologist shot this off with a laser to enter). Scratches and dents on the door show attempts to force it open they were there when the buildings were first examined. Inside the stable it is a cool 20°C. Low troughs filled with vegetable matter and two eight-legged, slug-bodied animals are the only things found within.



**The Alien Attack:** Several hours after the departure of the air/raft, a large number of alien creatures are seen moving up the ridge towards the characters. Other bands of aliens are seen moving about in other directions, converging on the site they have called "the farm." Examination shows them to be tall, four-armed, four-legged tubular aliens, each nearly two meters tall. Except for size, they are identical to the small alien corpses found aboard the derelict ship.

The aliens are a mob, without clear organization or leadership. They carry clubs, crude spears, rocks, and torches. Attempts to communicate with them will fail; they are interested in nothing but destruction and finding food - anything living. They will attack the party at the farm by rushing the buildings or by setting fire to them. Captured or killed adventurers will be dragged off and eaten.

Attacks are made in waves, consisting of 1dx10 natives in each wave. Before each wave attacks, the referee rolls 1dx5 to determine the number of casualties they will take before fleeing. Once they have fled, they will reorganize for another attack 1d hours later. During this period, players will be able to move around the farm area, but an attempt to escape cross-country will be met by renewed assaults. For game purposes, assume an unlimited supply of aliens (several hundred). These will continue to attack until they win, or the adventurers are rescued by the air/raft.

The Animals: Within hours of being discovered (before the first native attack), the two animals found in the stable will become sick, lying on their sides, panting, and licking at a number of basketball-sized swellings developing on their bodies. The expedition xenologist will venture the opinion that they are suffering from some parasitical disease, but can do nothing to help them. Eighteen hours after the sickness develops, they die within minutes of each other. The swellings, though, continue to grow. If one is opened, a slender, 8-legged animal will be discovered within, snake-thin, with a toothy mouth with which it is busy eating its way out of the larger creature.

Four hours after the animals die, ten swellings on each carcass burst, releasing a total of 20 animals (less any released previously). Each is 1/2 meter long and quite vicious, attacking the nearest available adventurer, and continuing to attack until it is dead.

After careful study of both life forms, the xenologist will conclude that the two are actually the same species, in adult and juvenile forms. An as-yet-unknown trigger causes the growth of the offspring as buds within an animal. The adult eventually dies, furnishing food for the young as they emerge. The two forms are different enough to suggest that some unknown stimulus eventually causes a metamorphosis from juvenile to adult.

Conditions on Storm: Breathing masks must be worn at all times. Other equipment may be selected from the ship's locker before the adventure begins. The referee should decide what gear can be carried, based on the needs of the adventure and the experience of the group.

Short, violent storms are the chief natural danger on Storm. They may appear at almost any time (at the referee's discretion) with about 5d minutes' notice. When a storm hits, visibility is reduced to medium range, persons outside have all stats reduced by half for the duration of the storm (or until they reach cover), and lightning becomes a severe danger. Each individual not under cover during a storm will be struck and killed by lightning on a roll of 12. Roll 2d6 every 5 minutes. Air/rafts will be hit on a roll of 9+; during a storm it is impossible for an air/raft to fly. The storm will last for 4d minutes, then disperse as quickly as it began.

Ending the Adventure: The air/raft has been delayed by a severe, lingering storm around the ship, a storm that has also cut all communications. Massive, swirling thunderclouds over the landing site will be visible to the adventurers, but there will be no way of telling how long the condition will last. After 20 hours, the referee should indicate that they detect a gradual clearing over the ship. 2d hours later the air/raft will arrive. Gunfire from the air/raft will disperse any native attack long enough for the adventurers to get aboard. Once an escape has been made, the adventure is over.

Continuing the Campaign: On returning to the ship, the adventurers will find that repairs have been made, and the ship jury-rigged enough to make limited maneuvers. The adventurers can choose to leave Storm, carrying the information they have gathered so far back to Caledon Ventures so that a better-equipped expedition can be sent later. In this case, they will be rewarded a commission of CR 500,000 apiece 3d months later.

If they prefer, however, the adventurers can choose to continue exploring Storm, hoping to complete their mission themselves. This allows further adventuring. The folio adventures "*Periastron*" and "*The Newcomers*" carry additional material as the trade team seeks to solve the mysteries of Storm and find the civilization that brought them here.

Final Notes: The discovery of the unusual life cycle of Storm's native life is a key to the overall campaign. Players must survive the native attacks to bring word of their discoveries to the ship.

The "fortress" sighted beyond the burning city should leave an impression of great size and technological prowess, and should suggest itself as a natural place to seek further information on the natives in later adventures.