



The Experiments

a one-shot scenario

TRAVELLER

Compatible Product

**Requires the use of the Traveller(TM) Main Rulebook,
available from Mongoose Publishing.**

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The Experiments

A scenario for Traveller by Felbrigg Herriot

Referee's Overview

Dymoola Corporation has discovered a rich source of minerals on an unpopulated water world called "Hillane VII". In order to recover these however they need people capable of working underwater. They hit upon the idea of collecting prospective colonists and biologically changing them to be aquatic water breathers. Of course this is highly illegal and immoral as the colonist-victims haven't been told the full extent of the changes that will be made to them. They are submitting to an operation thinking that perhaps some small change will be made to their lungs when in reality they're going to be remade.

Dymoola have a lakeside lab where they've been secretly altering people. This lab is actually a converted military bunker, the majority of it being below ground.

This scenario starts out with a disaster and the players succeed by surviving to escape the facility.

A small landslide has caused the lake to rise a foot or two and this has inundated the facility. Water continues, to pour into the ground level and cascade down filling the lower levels. When the klaxon sounded all the staff ran for it leaving the PCs unconscious on the operating tables.

Unfortunately for the PCs, by the time they wake up, the facility's lower levels have flooded allowing the previous, and failed experiments to escape along with some of the indigenous life forms from the water world that were being kept down there. On top of that the facility is a secure location so all of the doors will be locked against them.

Player Characters

Your players should each choose two of the characters supplied below. The reason for choosing two each is so you can kill one of each player's characters in order to "scare" them into realising the danger they are presented with.

Army Lieutenant Finn Kowalski 63B696 Age 22

Mechanical-1, Rifle-2, SMG-1, Tactics-1

Merchant 4th Officer Gabriel Ma 465897 Age 46

Carbine-2, Cudgel-2, Electronics-1, Jack-o-T-1, Pilot-1, Steward-3, Streetwise-1, Submersible-2

Army Captain Youssef Evans 688824 Age 22

Air/Raft-2, Brawling-1, Rifle-1, SMG-1

Merchant 4th Officer Mehmet Hoffmann 658878 Age 34

Auto Pistol-1, Bribery-1, Electronics-2, Pilot-1, Submersible-1, Vacc Suit-1

Army Major Sir Mark Mirza 7E746B Age 26

Fwd Obsvr-1, Gambling-1, Rifle-3, Dagger-2

Army Captain Ren Anderson 277B77 Age 22

ATV-2, Gambling-1, Rifle-1, leader-1

Merchant 3rd Officer Yi Hoffmann 988776 Age 22

Auto Rifle-1, Electronics-1, Jack-o-T-1, Pilot-1, Prop-Driven Aircraft-1

Army Captain Antonio Katz 6556B6 Age 30

Fwd Obsvr-1, Mechanical-1, Rifle-3, SMG-1, Sword-2

Army Captain Petra Jones 5BA683 Age 22

Air/Raft-1, Helicopter-1, Rifle-2, Computer-1

Navy Lt Cmdr Rin Ota 998986 Age 30

Gunnery-3, Jack-o-T-2, Mechanical-1, Electronics-1

The Indigenous Animals

The lowest levels of this complex held huge water tanks that were being used to store a variety of native "Hillane VII" animals. These were part of the research for the scientists working to convert the PC-volunteers. The animals are all aquatic and they have broken free of the tanks that housed them. The lake water pouring into the facility has flooded the lower levels and wherever the water goes they can go too.

Amongst these animals are a number of dangerous beasts that can threaten the PCs, and that you should use to make them feel under pressure and to keep them moving. If the rising water in the facility is not sufficient pressure you can use the animals listed below to threaten them and increase tension.

Cutter fish: This is an aggressive territorial fish. The adult fish is roughly twelve inches long and eel-like in shape. It has a series of horizontally aligned razor sharp bone protuberances above its mouth that are used to attack. Its mouth itself is filled with pointed teeth. Cutter fish naturally form into hunting pods of eight to ten. All stats apply to the pod, individuals always flee.

Swimmer. Carnivore. Small. Pack hunter.

Attack: 6+. Flee if surprised. Hits 2D. Damage 1D.

Tilacton: This is an aggressive amphibian with a globular central body up to ten feet in length, surrounded by twelve tentacles. It doesn't have a mouth in the normal sense. Instead it has a large internal sack the opening of which is used to engulf prey. Each of its twelve tentacles is armed with a series of poisoned barbs. When it attacks the tentacles wrap and poison the prey. The prey is caught by the barbs and can not escape. When the prey stops struggling the tentacles manoeuvre it into

the sack where it will be digested.

Amphibian. Carnivore. Large. Poison (roll under END, or suffer 1D poison damage)

Attack 8+. Flee 10+. Hits 4D. Damage 2D.

Ex-Humans: These are the people who have been changed by the Dymoola scientists to be workers on Hillane VII. None of them expected the amount of change they would undergo to be so extreme. This itself would be enough to make them very angry, but the changes have also changed their brain chemistry and they are now entirely murderous. Of course this is a trait Dymoola were trying to remove in current experiments.

These ex-humans have been altered almost beyond recognition. Their skin has become a hard-shiny chitin and tough. Eyes have become enlarged, gills have appeared on their back. Fingers and toes are webbed. Noses have receded and mouths widened. Strength has been increased and mental capacity reduced. Bright light causes them distress but does not incapacitate them. They can survive up to an hour out of water.

Amphibian. Humanoid. Aggressive.

Attack 4+. Flee 11+. Hits 4D. Damage 2D.

These poor creatures should be a major force for driving the PCs to escape the facility. They will be constantly emerging from the flooded levels and prowling the next level killing anyone they find. Doors that cause the PCs delays will prove only a relatively minor obstacle to these creatures that can batter their way through. The PCs will need to keep one step ahead of these monsters.

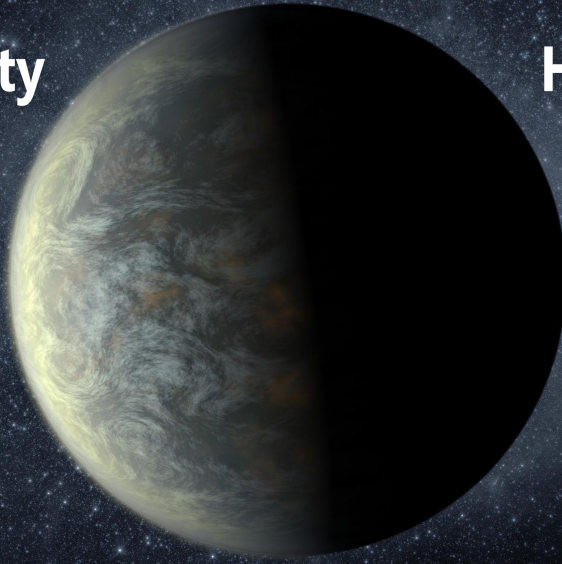
Players Introduction

This section offers you introduction-materials that you can use to lead the PCs to the scenario. These can be read-to or shown to the players.

A New World!

Opportunity

High wages



Dymoola Corporation are offering 100 candidates a new start on a new world.

A six-month contract setting up terra forming machinery.

4000Cr per month. End-of-Contract Bonus: Homestead on Hillane VII worth 150000Cr!

You had your reasons for signing up with the project, some good some bad, but the money at the end was one heck of a draw. Hell, a new empty world, the chance to be a homesteader, self-reliance and making something out of nothing; it pressed all of your buttons so you signed up. Shame you didn't read the contract properly or send it over to your lawyer buddy.

Section 44, Subsection 17, Item 'c' was a surprise...

"Participant agrees to submit to medical procedures to maximise xeno-planet compatibility."

If you'd read that, maybe you would have thought a little longer about signing. Still the exec in charge has assured you it's a series of minor operations that will let you breath without a vacc-suit on Hillane VII, and that can't be bad ... can it.

The cab dropped you off outside Dymoola and drove off leaving you outside the institution. Your first thought was "odd". Instead of the huge mega office complex you'd expected it turned out to be a short squat building.

The fence around the place was tall, and as you passed through the gates you noticed that the fence posts were built on top of an old demolished wall. A wall three feet thick, and now roughly knocked down to ground level.

The car park you walked through was big and full of shiny new-looking vehicles, surely far more than could be used by the people in that small building?

At the glass doors you pause for a look around. Dymoola sure picked a nice place, the surrounding park lands are pleasant to look at. Kind of an odd contrast with this squat grey building.

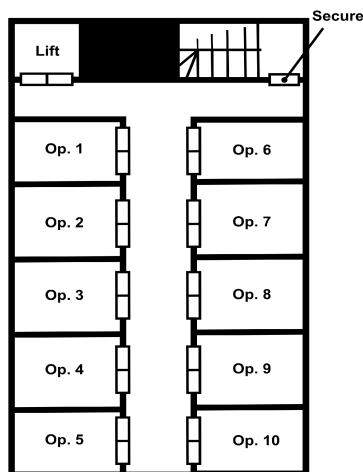
Still, the receptionist on the other side of the doors is smiling through the glass at you, and waving you inside. Such a nice engaging smile.

So tired. The bed is comfortable, the pillow soft. Blackness. Eyes struggle open. You can only see things at waist height from your gurney it's too hard to look around. One, two, three white coats milling about. Must be doctors. Blackness. Eyes struggle open again. White coats again, oh, and a man in black with a pistol on his hip. Why's he here? Security? Blackness.

Waking Up

All of the PCs wake up simultaneously in separate operating theatres. They were literally on the table about to undergo the first procedure when the flood started and the facility was evacuated. The PCs were abandoned on the tables, so that's where they wake up.

The operating rooms are much as you would expect. With a couple of exceptions. The lighting is slowly failing, it flickers and buzzes as water drips from the light fittings. The walls too are wet as the flood water is seeping through the facility.



A computer in each room can be used by anyone with the skills. It has a limited amount of data. The medical details of all of the PCs are available. Also details/instructions for the procedure that was about to take place, which was adding gill slits into the patients back (something the PCs were not told about). It becomes clear that the operations were going far beyond what the PCs had been told.

Access to the **stairwell** is controlled by a security lock. The door is hardened and the glass portal is strengthened. The door may be opened using a security key dropped by a panicking employee in operating theatre 6. The Key has a light on it that indicates charges/uses. It has one use left.

The **stairs that lead down**, descend a few feet into water. There is no light and no escape that way. The indigenous

animals and previous experiments are also down there.

The **stairs leading up** access the Recovery and Storage level.

The **Elevator** is not suitable for escape. The PCs will find the lights work when they press the buttons but nothing happens. The lift shaft is full of water the weight of which is jamming the doors. If they try to prise the door open they will be blasted by the pressure of water. There is a whole lake trying to come down , they can NOT get out this way. If the lift doors are left open and the security door closed the floor will begin to fill with water.

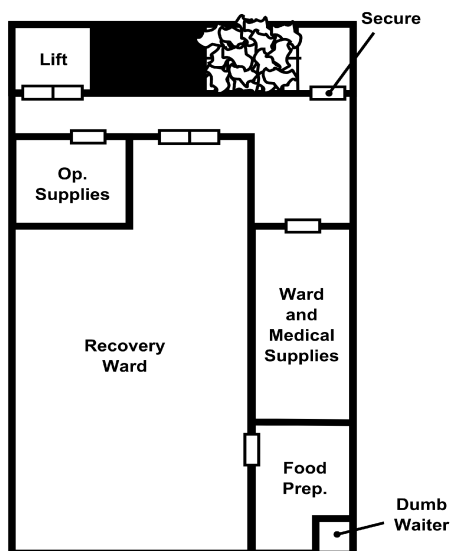
Recovery and Storage Level

After operations patients were brought to this level for recovery.

The Lift is not operational, just like the level below, forcing the doors open is a bad idea.

The stairwell is blocked by fallen rock. It appears that part of the wall above has collapsed. There is no way the PCs can move this rock inside of a week, and they don't have that kind of time. Crushed beneath the rocks can be seen the lower half of a man wearing a white coat. His pockets contain a key card that can open the door to the level.

Without his key-card it will take a lot of brute force and rocks to open the door.



The **Op. Supplies** room contains sealed boxes of equipment for fitting out and replacing gear in the operating rooms below. Everything from spare wheels for patient trolleys, through to boxed sets of surgical instruments. Everything from scalpels to powered bone saws.

The room for storing **Ward and Medical Supplies** is a long walk in closet. It contains blankets, pillows, saline, boxes of medicines, oxygen, anaesthetic, masks, etc.

The **Recovery Ward** is not like any other ward the PCs will have seen. Along one wall are normal patient beds but along the other are water filled glass tanks. Each tank is the equivalent of a bed for patients who have undergone or are undergoing the change surgery. There are four beds and four tanks.

In one bed is a patient, a woman who works here, **Grandily Harrow**. She is a receptionist who worked on the ground level and didn't really know what was going on below ground. She slipped in the car park broke a knee and was happy to receive free treatment from the on-site experts. She is horrified by what she's found down here, especially in the tanks. She can not walk. Like the PCs she work up in bed to find everyone gone. Among her personal effects is a security pass that will allow the holder to get past the front door laser security system.

In the **tank furthest from the door** is one of the experiments who has only undergone the gill-installation-operation. His name is Jake Budd, which the PCs can read on the sheet taped to his tank. He can no longer speak or breath out of water but is otherwise completely human. He woke up in this condition a day ago and is both scared and in a lot of pain. The pain-meds he was receiving have given out and there is no one to left to administer more.

The **Food Prep** room is not a kitchen but rather a staging post for the food delivered down to this level via the dumb waiter. There are cupboards here with cutlery and crockery and even a warming plate but it is not a place to cook food.

The **Dumb Waiter** is the only way off this level. One person at a time can climb into it or they can manually climb the shaft to the level above.

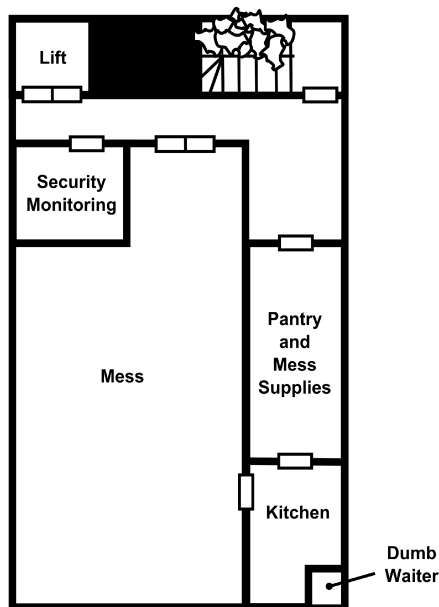
Mess Level

Once again the **Lift** on this level is not usable due to the flooding.

The **Stairs** down from this level are blocked by the rubble the PCs would have encountered on the lower level. The way up however is clear. The door to the stairwell is propped open by the outstretched hand of another white coated man killed by the falling rocks.

The **Security Monitoring** room contains a desk, a chair, and a series of monitor screens. The PCs will be able to switch between the various cameras which cover most areas of this complex, however all the cameras on flooded levels will be inoperative. An automatic hand gun and reload is stashed in one of the draws of the desk.

The **Mess** area is a series of tables and chairs, many of which have been over-turned as the previous occupants fled the complex. Meals and drinks have been spilled across the floor, others left standing on tables. Water drips from various places on the ceiling. The air is filled with smoke coming out of the kitchen.



The **Kitchen** has all of the expected features of a small industrial kitchen. Something has been left in the oven and has burnt to a crisp filling the room with thick smoke.

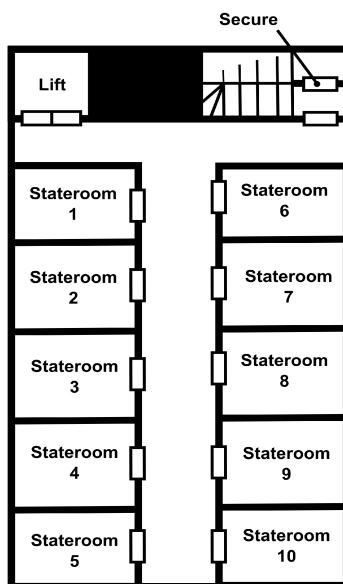
The **Pantry and Mess Supplies** contains lots of tinned and dry food goods and cans of coffee. Cleaning materials are stashed in one corner along with dozens of clean tablecloths.

Dormitory Level

The **Lift** is once again out of order and unusable.

The **stairwell** is configured slightly differently to the other levels. There is a security door that opens onto the level and a second that allows access up to the next level.

The **staterooms** on this level are shared facilities. Each room contains bed, a change of linen, a small fresher unit and cupboards. These were used by employees on a per-need basis, they are not allocated to individuals but used by whoever needs them at any given time. They are pretty soulless rooms but there are various personal effects left behind during the evacuation.



Stateroom 2 is locked. A company researcher by the name of **Davyup Smith** has locked himself in. He was part of the last wave of people to try escaping. He ran back down here when the security system at ground level went mad and started cutting people down in the reception area. He's scared, he doesn't want to go back up there.

Stateroom 4 contains the a briefcase amongst other effects that includes a printed project plan of the entire operation and

details the illegal activities in this facility.

Stateroom 10 is not locked but the door will be hard to open. Water has been leaking into this room at a rapid rate between the wall and ceiling. The water is waist-high, and it's the weight of water that makes it hard to open.

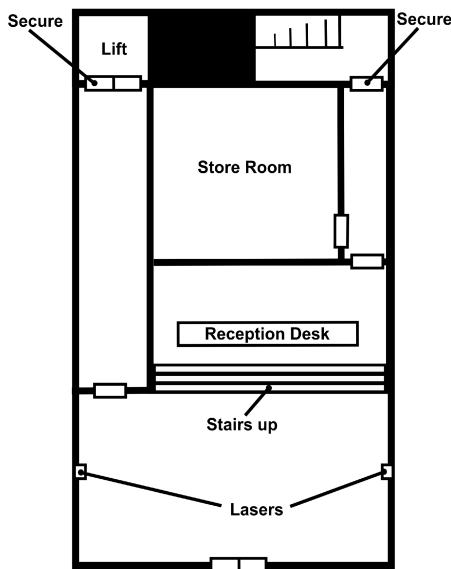
Reception Level

This level is the public facing level of the facility and as such it is a little incongruous. The facility is ex military so the material of the building is big, bulky and strong. Dymoola Corporation have tried to disguise the ugly utilitarian nature but it somehow hasn't worked.

The **Foyer** is awash in eighteen inches of water rushing in through the open doors. The water has almost topped the stairs that lead up to the imposing reception desk. The water is flowing through the door to the left of reception along the corridor and through the open lift doors (the lift car was washed down the shaft hours ago). Detritus floats in the water, tree branches, park benches and bodies. The bodies are a mix of employees of Dymoola and civilians who have washed in through the open doors.

An automated **laser defence system** has been activated. Lasers are mounted near the ceiling to either side of the foyer and will shoot any and all large objects/people that try to pass through the area without an appropriate security tag. Targets include people, animals, branches, and large pieces of floating detritus. Each laser can be destroyed if hit by solid objects doing 9 points of damage.

The **Lift** doors are open



and water is rushing toward the open shaft and cascading to the depths below. The doors are partially blocked by floating detritus, including human bodies.

The **Store room** is filled with all of the miscellaneous junk a large office collects or has no other place for. This includes but is not limited to: Traffic cones, road salt, bunting, collapsible tables and chairs, cleaning materials, stationary, broken furniture, spare cables, maintenance tools, flyers, drinks, etc.

The **doors leading outside** are clogged with detritus that occasionally clears because of the rush of water pushing through the gap. Getting through the doors will be a physical challenge, considering the floating debris, the rushing water and the lasers. Outside the doors, the landscape will have radically changed from when the PC's last saw it. There was a car park, a road, with green surrounds. But now it's a scene of devastation. The lake water has pushed everything around, overturned trees, upended cars just like a tsunami.

Outside, is the destination of this scenario, if the PC's can make it out, this scenario is over, but that does not have to be the end of the story. They might want to try and put an end to the illegal enterprise or even lead a raid back to the facility to free any surviving experiments. The options endless.

Random Incidents and thoughts

These random incidents are designed to give you little drop ins to liven a scene that may be slowing up.

- A screaming from the lift shaft, someone has somehow survived and is clinging to life just the other side of the doors. They will be washed away before the PCs get the doors open.
- A wall crumbles, the water has loosened the masonry.
- Water starts spurting between the bricks of the wall.

- A pet hamster is found rolling around in an exercise ball, perhaps introduce it with the PCs hearing an ominous rolling sound from behind a door...
- Two NPC survivors are fighting over a bank-card. The card gives the bearer access to millions of the facilities credits.
- Noxious fumes are escaping from a mysterious unmarked box, the water is making it worse.

One of the issues with single session scenarios is making sure that the game fits the time available. End too soon and players are sitting around wondering what to do next, too long and the PCs may never escape the complex.

As well as the drop-ins listed above there are many features of this scenario that can be altered on-the-fly to speed up or slow the PCs progress. For example:

- One or more of the Keys that are used to open the security doors could be removed or turn up elsewhere.
- Have one of the alien creatures force open a lift shaft and attacks the PCs.
- Encourage the PCs to rescue the NPCs (as opposed to feeding them to the monsters as chum!)
- Add more NPCs to interact with.
- Plunge them into darkness as the lights fail.
- Skip an entire level of the complex.
- Have the security doors open/closed.