W2

Astro Adventures

TWELVE EASY PARSECS

by Matthew E Kline

A MINI-ADVENTURE FOR CHARACTER LEVELS 2-4

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Twelve Easy Parsecs is part of a series of mini-adventures designed to drop into existing adventures or campaigns. Use them as side missions or a way of getting in a quick adventure when you're short on time.

WHITE STAR
COMPATIBLE

Mini-Adventure Module W2

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ASTRO ADVENTURES

Mini-Adventure Module W2

TWELVE EASY PARSECS

The Elksrenus Group is looking for a few good beings to test pilot their new hyper-jump drive, a simple trip from point A to point B. Of course things are never quite so easy, are they? The Elksrenus Group suspects there may be a saboteur in their midst…

About This Product

Twelve Easy Parsecs is designed for 4-6 adventurers of level 2-4, although it can be scaled by the Referee for groups of other sizes. Twelve Easy Parsecs is part of a line of mini-adventures designed as quick, drop-in scenarios. They're ideal for use as short side quests, or for gaming sessions where you're pressed for time. You could even string them all together as a mini adventure campaign.

Referees should feel free to adjust this adventure as they see fit to suit their group's style of game-play or level of difficulty.

It's recommended that the Referee read through this product at least twice in order to familiarize themselves with the adventure prior to playing. They should also take note of any new creatures or equipment listed at the end of the document.

This product requires the use of the *White Star: White Box Science Fiction Roleplaying* rulebook, copyright 2015 Barrel Rider Games, written by James M. Spahn.

On the pages that follow you'll find boxes like the one surrounding this text. These boxes hold suggested descriptions of the areas that can be read out loud to the players.

After most of the area descriptions you'll find one or more of the following symbols:

This symbol indicates that there's a creature of creatures present.

This symbol indicates that there's something of value nearby.

This symbol indicates that there's an obstacle to be overcome.

A description of the creature, valuable, or obstacle encountered follows after each symbol.

About Astro Adventures

A few years after my introduction to D&D I remember seeing a sci-fi RPG for the first time and thinking *Wow, you can adventure in space too!?* This was back around the time that Star Wars came out, the first one (which of course turned out to be the 4th one.) So, as you could imagine, the neighborhood kids latched onto this new setting like a giant space leech. Our *Astro Adventures* pay tribute to that time, a time when a whole galaxy of adventure opened up to us. A time when we were all still blissfully unaware of what a whiny little punk Darth Vader was as a kid. Those were good times. Good times…

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Referee's Eyes Only:

The Elksrenus Group is scrambling. The group's created a revolutionary new drive, a device capable of teleporting a ship through space, roughly 3.262 light years, each time it's activated. They've ran just about every test they could along with a couple of short test flights however now they're ready to send it on a real flight; a trip to their research facility on Loganis II, 39 light years away. Problem is they suspect someone within their group of secretly attempting to sabotage the project…

A series of past attempts, disguised as accidents, have been unsuccessful. Or maybe Salinixix Ibberon, the project's head is just being paranoid and they really were just accidents. At any rate Salinixix is looking for a group of willing pilots outside of the Elksrenus Group, just to be safe. If there is in fact a saboteur among the group this would be their last chance to strike.

The hyper-jump drive may reduce time spent traveling but it doesn't reduce the danger. There are still pirates, space monsters, cosmic anomalies and other possible hazards to face while waiting for the drive to recharge. Finding a crew with experience dealing with such things would be ideal.

And of course there really is a saboteur within the Elksrenus Group. They've made adjustments to the nav-system, planted a bomb in one of the engines, and hid a group of mercenaries on board…

Set Up

The crew responds to a job posted on a holo-board at their favorite drinking establishment; The Elksrenus Group is looking for a crew to test pilot their new ship.

Salinixix meets with them in a private hangar at a nearby spaceport and explains that the crew will be more or less "baby-sitting" the *Starbolt* as it makes 12 jumps through hyperspace from their current location to Loganis II; A payment of 2000 credits for "12 easy parsecs" (and free transportation back to the spaceport.) He conveniently leaves out the part about their being a suspected saboteur…

A Note to the Referee

This set up is only a suggestion. Feel free to introduce this scenario to your group in any way you see fit.

Perhaps the crew intercepts a message from a rival corporation on its way to the unknown saboteur and approaches Salinixix with the information at which point they're offered the job of test piloting the hyper-jump drive.

Or the crew's involved in a bar brawl that the saboteur orchestrated to incapacitate the ship's original test pilots and the crew steps in to fill their shoes.

Key to The Starbolt

A. Bridge

This is the ship's control room. There are two command chairs here, one for the pilot and one for the co-pilot or navigator. Both chairs give its occupant access to the ship's navigation, weapons, security and communication systems, as well as providing alerts pertaining to the ship's status. A digital clock mounted above the ship's forward view screen displays a countdown during the hyper-jump drive's cool down period. It normally takes 1 hour until the drive's ready for another jump, however certain events could increase or decrease the time required.

B. Manual Laser Override

These chambers grant access to the ship's lasers when malfunctions warrant a manual override (or someone just wants to get in some target practice.)

A large red "Panic Button" initiates the manual override at which point standard gunner controls pop out of the wall near the chair and give the occupant control of the laser. Manual override in each of these rooms can be canceled and returned to pilot control by anyone in the bridge chairs (or by pressing the "Panic Button" a second time.)

C. Lounge

This room has been set up as a place for rest and recreation. There's a comfortable couch, a holo-vid screen, and a 4D game table. The ship has a decent library of current as well as "classic" board games, movies, and holo-vid shows that can be

accessed by the screen or table. It's not much but it will help to stem off space madness for a little while.

D. Med-Bay

This is the ship's medical facility. There is a med kit dispenser on the wall and a bed equipped with a *vita-pod* attachment (see New Equipment.)

As noted above the room contains a med kit dispenser. Simply pressing a button on the dispenser will cause a med kit to drop out a chute below it into a tray. The referee could decide that only someone with medical experience could operate the dispenser, or that a security lock needed to be hacked first. The dispenser contains 3 med kits.

E. Mess

This room contains a long counter mounted to the wall with a number of steel stools along it. Crew members can sit here to eat a meal or get a quick snack. Compartments above the counter hold a variety of bagged junk foods. There's also a table with benches here to accommodate additional diners.

In a compartment, behind several bags of chips and snack cakes, someone's stashed an *adrenalin booster*.

F. Galley

The ship's galley contains an automated cooking system capable of creating elaborate meals after the correct combination of ingredient cubes is inserted. Unfortunately the ship's supply of nutri-cubes hasn't been restocked. The

cabinets here however contain enough freeze-dried rations to feed 6 people for up to 5 days. Yum.

As noted above there are a total of 30 packs of rations here.

G. Cargo Hold

This is the ship's cargo hold. There are three 5' storage cubes here, held to the metal grid floor with magna-clamps. Sections of the grid floor can be lifted to gain access to additional storage space in a 3' high crawlway below. Four spacesuits hang on racks near the airlock.

H. Ship's Head

Toilet facilitates for the ship, designed to accommodate a variety of life forms.

I. Captain's Berth

Slightly larger and slightly better equipped than the crew's berths, the captain's room contains a holo-desk tied to the ship's computer as well as a Sleeplanet 7000 slumber pod.

J. Crew Berth

Basic no-frills accommodations for the ship's crew, featuring Sleeplanet 5000 slumber pods. The slumber pods come equipped with voice activated lighting, music and holo-book library, and clock with alarm functions. There's storage space beneath the slumber pods as well as equipment lockers in each room.

In the storage area beneath one of the slumber pods someone's left behind a *laser pistol*.

K. Reactor

This room contains the ship's energy reactor. A big friendly warning plaque mounted on the door states that there's a "disintegration risk" if you're in contact with the reactor housing when the hyper-jump drive is activated.

L. Engine Access

These areas contain a 5' x 10' steel grid in the ceiling that can be lowered to gain access to the ship's engines for service, repair, and bomb disarming…

The Journey

Salinixix gives the crew a chance to get acquainted with the ship, offering to give them a quick tour if necessary. Engineers from the Elksrenus Group are here, running last minute diagnostics and disconnecting various service lines from the spaceport.

Players are free to take advantage of the goods and services the spaceport has to offer before departing. They can purchase any standard equipment at twice its listed cost.

Crew members who choose to inspect the ship have a chance of finding the galley devoid of nutri-cubes (100% if cabinets are searched), the nav-system's preprogrammed course runs through an asteroid field (30% if someone with pilot or navigation experience checks the course), and there's a bomb planted in the ship's left engine (20% chance if someone with some mechanical knowledge checks the engines at Area L.) The mercenaries are hidden in camouflaged smuggler compartments beneath the removable grates in the cargo bay and almost impossible to detect.

Nutri-cubes can be replenished at the starbase nutri-cube store at a cost of 2 sub-credits each. At least 3 nutri-cubes must be combined in a cooking system to make a meal. One "meal" is enough food to feed 1 person for 1 day. Different nutri-cubes combine to create different meals. Without some knowledge of the cube's color coded system or access to a nutri-cube holo-cookbook it becomes a process of trial and error.

The nav-system can be reprogrammed by Salinixix before take-off (or by a pilot or someone with some computer skills in 1d4 turns if it's not noticed until the journey's underway.) If the system is reprogrammed the **Asteroids!** Encounter is skipped and the ship jumps into empty space instead with little more to do than wait around for the hyper-jump drive to recharge again.

If the bomb planted in the engine is found it can be safely removed (its set to arm after the ship's hyper-jump drive is used for the sixth time.) Bringing the bomb to the attention of Salinixix will cause him to confess to the presence of a suspected saboteur within the Elksrenus Group and this confirms it. He offers to double the crew's pay and asks that they keep the discovery of the bomb a secret, thinking that they may be better off if the saboteur believes the bomb's still there.

Parsec 0: The Starting Point

Salinixix sees the crew off, suggesting that they fly the ship into low orbit before engaging the hyper-jump drive.

Starting up the Starbolt the crew will find that the hyper-jump drive requires an hour (6 turns) to charge. The crew can still fly the ship out of the spaceport and start their trip but it will be an hour before they can make their first 1 parsec jump.

If the crew attempts to make off with the ship themselves they'll find that the hyper-jump drive's been programmed to follow a route of 12 jumps and that any attempt to leave that route (with the exception of adjusting the jump near the asteroid field) will cause the hyper-jump drive to shut down and lockout the ship's systems. This will make it easy for the authorities to catch up with them…

Parsec 1: No Encounter

> The ship drops out of hyperspace, just inside a small solar system, one parsec away from your starting point. One parsec down, eleven more to go…

The ship sits within a small uninhabited three planet system which orbits around a yellow sun. The sun's undergoing some interesting solar flare activity right now but it's nothing that threatens the ship.

The crew can pass the time any way they see fit while waiting for the hyper-jump drive to recharge.

Parsec 2: Stowaways

> This jump puts the ship in a section of space near a radiation belt. Several ribbons of color dance out there in space.

The nearness of the radiation belt disrupts some of the ship's sensors and

long range communications however it reduces the amount of turns the drive takes to recharge by 1.

Mercenaries hired by the saboteur and hidden within secret compartments in the cargo hold will emerge within 1d4 turns. They must first leave the camouflaged smuggler's compartments beneath the cargo hold's metal grid floor then lift a section of the floor to climb out. A character in the hold has a chance of noticing them as they emerge and can possibly sound an alarm, otherwise the mercenaries split into two groups. A group of two will head up one of the staircases, attempt to enter the reactor room and sabotage the reactor. The remaining four will start sweeping rooms searching for crew members on their way towards the bridge. Their orders are to take the ship, and if they can't, disable the reactor.

The saboteur discovered the secret smuggler's compartments while the Elksrenus Group was refitting the ship after buying it at auction.

The plan was for the mercenaries to take over the ship, jump it along its course in order to avoid locking down the hyper-jump drive, and then fly it on normal engines to a secret base once they reached Loganis II. There it would either be destroyed or handed over to the rival corporation for the purpose of designing their own version through reverse engineering.

The commander (14hp) has a device which monitor's his life signs. Once he's defeated the mercenaries in the reactor room will receive the signal to begin disabling the reactor. A "Hyperdrive Off-Line" alert will sound once they begin. It will take them six rounds to disable the reactor. Activating the hyper-jump drive during this time will cause the two mercenaries to disintegrate.

A disabled reactor could take hours or even days to repair if the referee deems that it's even possible (it could require equipment or skills that the group doesn't have access too.) Until it's repaired the crew will have to rely on standard engines to get them anywhere. There's a chance that they could make it to a repair station, or a fellow space traveler could come to their aid (of course a pirate ship could come to their "aid" as well…)

The crew will have to move the ship away from the radiation belt in order to be able to call for help or communicate the presence of the mercenaries back to Salinixix. It's up to the referee to determine how Salinixix reacts to this information.

Mercenaries x6 (hp 14,10,10,9, 7,6): **AC:** 6 [13] **HD:** 2+1, **ATK:** 1d6+2 (laser pistol) or melee weapon (1d6) **Sp:** class abilities, **Sv:** 13, **Mv:** 12, **HDE/XP:** 2/30 **Gear:** Communicator (6), laser pistol (6), tool kit (2), med kit (2)

As a possible method for repairing the hyperdrive: Start with a total of 24 hours. Reduce the amount by 6 for each pilot or mechanical robot present. Then reduce the amount by 1 for each tool kit present. Take the remaining hours and have a crew member roll that many saving throws (pilots and robots gain a +1 bonus to these saves.) Subtract one hour from the total for each successful save made. What remains is the amount of hours needed to repair the hyperdrive.

The commander has a cred-stick worth 1000 credits if its id chip can be hacked. He also has an encoded holo-card which contains the identity of the saboteur and instructions for the mercenaries, including how to remove/disarm the bomb in Area L.

Parsec 3: Close Encounter

You emerge near another ship orbiting a forest covered world. Your sudden appearance startles its crew and it quickly flies off.

The forest covered world is Foxrun named after the fox-like creatures that inhabit it. The ship was occupied by poachers who were about to land but were scared off by the sudden appearance of another ship. They ignore any attempts made to hail them and activate their Faster-Than-Light drive to flee as soon as possible.

The crew can pass the time any way they see fit while waiting for the hyper-jump drive to recharge.

Parsec 4: Asteroids!

> This jump ends in the middle of an asteroid field. A "battle stations" alert begins to sound.

The saboteur managed to slightly modify the ship's preprogrammed jumps to land it in an asteroid field. The crew will discover that the ship's pilot linked laser system has been disabled. They're going to have to be operated manually from controls at **Area B**. Oh also; the possibility of successfully navigating an asteroid field is approximately 3,720 to 1.

Dealing with the asteroids: The ship is threatened by 1d4-1 asteroids each round. If the players wait until the hyper-jump drive recharges it will take a total of 60 rounds, causing the ship to be threatened by a possible total of 180 asteroids! A crew member could fly the ship out of the field in 5 rounds. Moving the ship causes it to be threatened by 1d4+1 asteroids each round.

At the end of each round any remaining asteroids that were threatening the ship crash into it dealing their damage.

A crew member flying the ship can make a successful save to cancel damage from one asteroid each round. A pilot character gains a +1 bonus to this save.

Once it's determined how many asteroids are threatening the ship each round, roll on the following table to determine their sizes…

Roll 1d10	Asteroid Size
1-4	**Small Asteroid** (hp 3): **AC:** 4 [15] **ATK:** 1d6 (slam) **Sp:** none
5-7	**Medium Asteroid** (hp 6): **AC:** 6 [13] **ATK:** 2d6 (slam) **Sp:** none
8-9	**Large Asteroid** (hp 9): **AC:** 8 [11] **ATK:** 3d6 (slam) **Sp:** breaks into 1d4-1 small asteroids when destroyed.
10	**Whoa!** (hp 12): **AC:** 9 [10] **ATK:** 4d6+2 (slam) **Sp:** breaks into 1d4-1 medium asteroids when destroyed.

THE STARBOLT

Medium Transport modified

AC	5 [14]
HIT POINTS	75
SHIELD STR.	4
MOVEMENT	8
TARGETING	+1
ATTACK	Light Laser x4 (2d6)
MODIFICATIONS	Advanced Shielding (1), Advanced Targeting System (1), High-Yield Thrusters (2), Hyperdrive, Light Lasers, Reinforced Hull (2)

Parsec 5: Distress Call

> This jump ends near a purplish planet whose upper atmosphere seems alive with fierce electrical storms. It's orbited by three desolate moons.

One round after coming out of the jump crew members will receive a distress call in an unknown language over the ship's communication system. The call comes from an automated distress beacon originating from one of the moons.

The ship's computer will be able to identify the planet as Ridel, comprised entirely of electrified gas clouds. The computer will also be able to track the distress beacon to Ridel's second moon.

The distress call leads to the wreckage of an alien ship. The crew can land the ship on the moon but will have to don spacesuits found in the cargo hold to investigate the wreck.

 There's an alien artifact sitting atop the wreckage. It could be worth up to 5000 credits to the right buyer. Or it could be something horribly evil…

Parsec 6: Bomb!

The ship comes out of this jump near Athena, home to one of the Earth's first outer system colonies. Ten years after it was established terra-forming efforts inexplicably reversed. Athena's now abandoned and inhospitable.

The crew can pass the time any way they see fit while waiting for the hyper-jump drive to recharge.

 If the mercenary commander's encrypted holo-card's been hacked and decrypted the crew can locate the bomb in the ship's left engine and safely remove it before it's armed, otherwise the bomb arms after completing this jump. The bomb detonates in 1d4 rounds, dealing 2d6 damage to the ship and disabling the engine.

A disabled engine means the ship's movement is reduced to zero. It can still jump to the next navigation point by using the hyper-jump drive. Until then it's pretty much a sitting duck.

A pilot can use their jury rig ability to repair the damage done by the blast and temporarily restore the engine for an equal amount of rounds. Otherwise a method similar to that used to repair the

hyper-jump drive (found under **Parsec 2: Stowaways**) can be used to repair the engine, starting with a base time of 10 hours.

Parsec 7: Starbase 23

The ship comes out of this jump near *Sasha's Star* a felinoid controlled starbase otherwise known as the "Scratching Post."

The crew's free to dock with the starbase and take advantage of some felinoid hospitality while they wait for the hyper-jump drive to recharge. If the ship cannot move due to its engine still being out the base can send a ship out to tow it (for a fee of course.)

The players are free to take advantage of goods and services the starbase has to offer. They can purchase any standard equipment at twice its listed cost and of course have any damage to the ship repaired. Salinixix has the Elksrenus Group pay for the tow and repair if he's contacted, throwing in a "night's" food and lodging at the base. He also pays for a complete scan of the ship to be carried out by felinoid techs to make sure there aren't any additional hidden surprises.

The crew's free to continue their journey the next "day" (or immediately after the hyper-jump drive's charged if they never docked with the starbase.)

Parsec 8: Heat Wave

The hyperdrive jumps the ship into a binary system. You're a relatively safe distance away from the twin suns. The ship's cooling system seems to be handling the heat for now…

The increase in heat on the outer hull will cause temperatures within the ship to rise after 1d4 rounds. It may get a little uncomfortable inside the ship but not unbearable, provided nothing overheats…

If a crew member is physically in the reactor room (Area K) monitoring the temperatures the hyperdrive recharges as normal otherwise it takes 1d4+1 rounds longer to recharge. The ship's cooling system will overheat during these extra rounds. Crew members take 1 point damage each additional round from the heat.

Parsec 9: Pirates!

A "battle stations" alert sounds the moment the ship comes out of the jump. You're under attack! Better get to the lasers quick…

The ship is under attack by space pirates. The stats for the pirates are given below in case they are required. There are 5 pirates per ship. The two 11hp pirates are the ship's commanders.

THE STARBOLT

Medium Transport modified

AC	5 [14]
HIT POINTS	75
SHIELD STR.	4
MOVEMENT	8
TARGETING	+1
ATTACK	Light Laser x4 (2d6)
MODIFICATIONS	Advanced Shielding (1), Advanced Targeting System (1), High-Yield Thrusters (2), Hyperdrive, Light Lasers, Reinforced Hull (2)

SCYLLA (PIRATE)

Light Transport modified

AC	6 [13]
HIT POINTS	60
SHIELD STR.	1
MOVEMENT	9
TARGETING	+0
ATTACK	Light Laser (2d6) [pilot-linked]
MODIFICATIONS	Advanced Shielding (1), Faster-Than-Light Drive
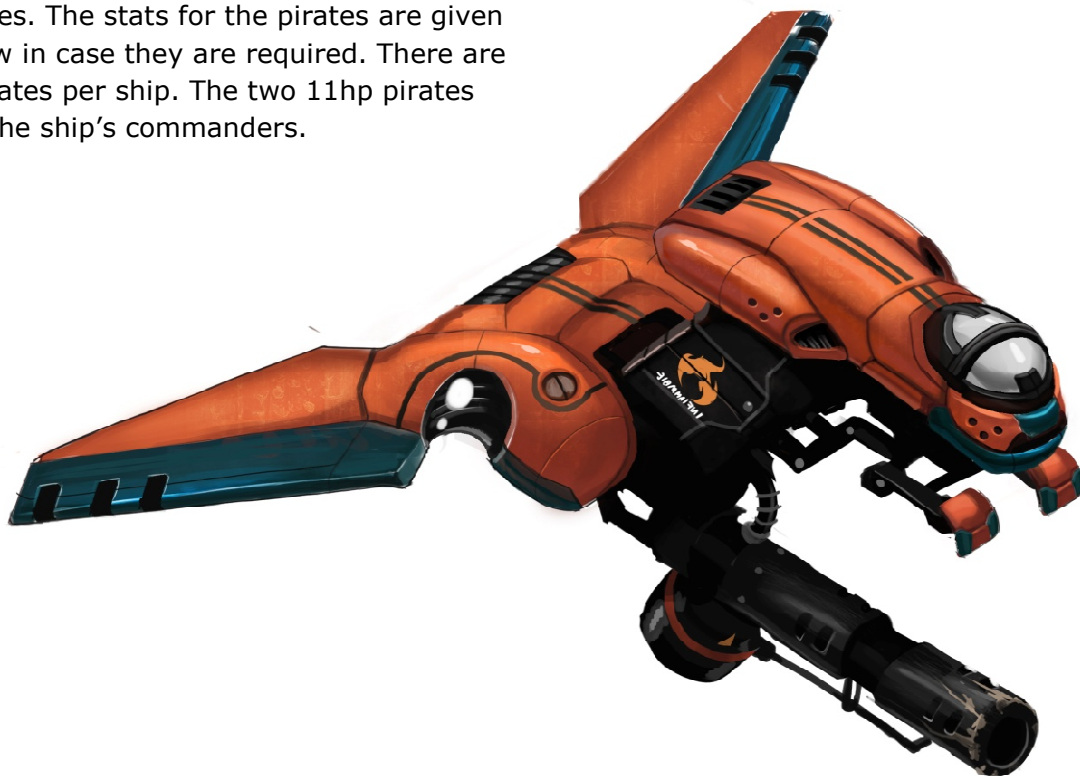
CHARYBDIS (PIRATE)

Light Transport modified	
AC	6 [13]
HIT POINTS	60
SHIELD STR.	0
MOVEMENT	9
TARGETING	+1
ATTACK	Light Laser (2d6) [pilot-linked]
MODIFICATIONS	Advanced Targeting System (1), Faster-Than-Light Drive

Pirates x10 (hp 11,11,10,10,9,9, 8,7,7,6): **AC:** 6 [13] **HD:** 2+1, **ATK:** 1d6+2 (laser pistol) or melee weapon (1d6) **Sp:** none, **Sv:** 13, **Mv:** 12, **HDE/XP:** 2/30 **Gear:** laser pistol (5), sword (5), tool kit (2), med kit (3)

Parsec 10: Awesome Encounter

The ship comes out of this jump near a large ringed planet. The scene is awe inspiring. All seems quiet. Too quiet…

There is no encounter here. The crew can pass the time any way they see fit while waiting for the hyper-jump drive to recharge.

The ringed planet is uninhabited, but the view is awesome…

Parsec 11: Phase Spiders!

You come out of the jump in the middle of empty space. A medium transport drifts nearby. It seems dead; there are no signs of life or power.

The dead ship was attacked by phase spiders (see New Creatures.) The spiders phase out of the dead ship's hull and drift towards the Starbolt after 1d4 rounds. If the crew's keeping an eye on the "ghost ship" they'll spot the phase spiders heading their way, otherwise the spiders phase through the ship's shield and hull and head for the reactor. There's a 50% an alert crew member will hear the "zzzzt" sounds the spiders make as they come into contact with the shield (sort of like a bug zapper zapping a bug. A really big bug.) Crew members on the bridge (Area A) or in the captain's room (Area I) will receive an alert message that something's wrong with the reactor once the phase spiders start feeding.

Phase Spiders are immune to damage from energy weapons and in some cases are even healed from these types of attacks. Luckily there are enough tools lying around that can serve as improvised melee weapons (clubs) if necessary.

Phase Spiders x16 (hp 5,5,5,4, 4,4,4,4,3,3,3,3,3,2,2,2): **AC:** 7 [12] **HD:** 1d4+1, **ATK:** Shock (1d4-1) 10' range, **Sp:** Immune to energy damage **Sv:** 18, **Mv:** 12, **HDE/XP:** 1/15

The hyper-jump drive takes 1 additional turn longer to charge for each round the phase spiders were feeding on the reactor.

Parsec 12: Loganis II

The ship comes out of the last jump near Loganis II. All that's left to do is to land at the research base and collect your credits…

Loganis II was at one point in time rich with a variety of valuable ores, now most of them have been depleted. The planet's

surface is covered with dozens of mining colonies. Less than half of them are active making it the perfect location to house an out of the way research facility for experimental technologies.

There are a few remaining run down amenities, left over from the planet's heydays when VIPs from the mining corporations used to visit. Now the planet and its few remaining mining operations serve as a place to stick managers who don't meet their quotas. Loganis II has become the subject of ultimatums, usually following after the words "or else."

The ship will pick up a signal from an Elksrenus Group Research Station nav-beacon shortly after arriving. Following it the crew discovers the entrance to a hangar halfway down the side of a strip-mined crater.

Mission Accomplished

The crew is greeted by a swarm of engineers eager to take reading and download data from the ship's sensors. An attractive woman wearing an Elksrenus Group uniform introduces herself to the crew as Dannica Kulp, head of the research facility. She has an aide show them to rooms where they can freshen up, get a bite to eat or relax for a bit while the technicians collect and analyze the ship's data. She asks that the crew bear with her for a short debriefing prior to handing over their credits.

Eventually the crew is summoned to a small conference room where they're asked to explain certain anomalies in the ship's sensor readings, for instance: a series of impacts on the outer hull (asteroids), evidence of laser scorching (pirates and/or mercenaries), an internal

detonation (bomb), and a power drain in the reactor (phase spiders.)

News of a suspected saboteur will be met with reactions of shock among the engineers for the most part with only one or two skeptics in the group. If the crew hasn't already decrypted the encrypted holo-card recovered from the mercenary commander one of the techs present offers to do so. The information it contains silences the skeptics. Dannica instructs an aide to inform "Sal" (Salinixix) of the saboteur's identity immediately.

Once the engineers are satisfied with the crew's explanations regarding the sensor anomalies Dannica thanks them for their service and turns over their credits. She also hands the crew tickets for a passenger flight back to their starting point adding that the flight doesn't leave for another 24 hours so she took the liberty of booking the crew rooms for the night at one of Loganis II's finest hotels (which really isn't all that fine.)

The trip back to the crew's point of origin is long, relaxing, and thankfully uneventful…
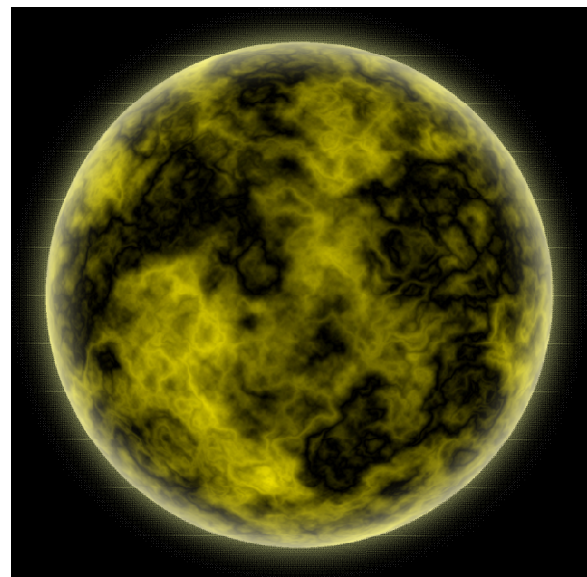
Continuing the Mission

Here are some suggestions for further missions:

✪ A felinoid with some medical training named Lynx sneaks onboard the ship while it's in the spaceport at Starbase 23. She's in possession of some critical information concerning the cannicks. A group of the robotic beings are after her. They'll stop at nothing on their quest to "obliterate" the doctor.

✪ Instead of being greeted by the Elksrenus Group at the research facility on Loganis II they find an empty hangar. Any attempts made to contact Salinixix (or any member of the Elksrenus Group for that matter) fail. All signs of Salinixix and his mysterious group of scientists have vanished. Either whoever was behind the saboteur wiped out the group and all traces of it or there's a grater mystery at work here. Bad news is the crew's out their pay. Good news is they apparently own a new ship, for the time being anyway…

✪ A few hours after turning the ship over to the Elksrenus Group researchers on Loganis II the crew sees holo-vid reports of bodies being discovered that are identified as being Elksrenus Group employees. Returning to the research base the crew finds it empty. They've been duped. They handed the ship over to the rival corporation. Of course they have their credits, so maybe it's not their problem. If they decide it is their problem they're contacted by a surviving Elksrenus Group researcher (or Salinixix) and told where to find a hidden second ship, outfitted with a hyper-jump drive, so that they can give chase. This one however hasn't really been tested…

✪ The alien artifact found on the moon near Ridel interferes with the ship's drive. Instead of winding up at Loganis II after the last jump the artifact teleports the crew to a world of swords & wizardry…

✪ If the encrypted holo-card bearing the saboteur's id is decrypted the crew may wish to "thank" him for making their trip less boring. Once they arrive back at their starting point they'll be told that the saboteur is being held by the authorities. Salinixix discovered the identity of the person responsible (or possibly was told by the players) and had him arrested. The story doesn't end there however; the saboteur dies mysteriously while in custody.

New Equipment

Vita-pod

A vita-pod is a piece of medical equipment that attaches to a hospital bed. They're often found in the med-bays of small ships since they require less room than a medical vat. A character resting in a bed equipped with a vita-pod regains 1 hit point for each hour of uninterrupted rest.

NEW CREATURES

Phase Spider

Unlike those encountered in fantasy settings these phase spiders are comprised of living energy. Since they possess no physical body they can survive in the vacuum of space for an indefinite period of time.

Phase spiders are constantly searching for sources of power to feed upon, preferring the energy produced by a ship's engine over all else. If they sense a ship within range they'll head towards it. They resemble a ball of blue energy trailing their legs behind them. Being comprised of energy they simply phase through the ship's shield and hull (possibly completely undetected.) Once on board they take on the spider-like shape which gives them their namesake, forming into a small "ball lightning" body from which eight legs of electricity arc as it moves.

The spiders will make their way to the ship's power source, attach to it, and begin to feed. This feeding may have a number of varied effects based on the size of the ship and number of spiders involved, however it creates an almost immediate drain on the ship's systems.

A small ship could be drained of power in a matter of minutes while it may take days to drain a larger one (of course other systems such as shields and life support could be affected sooner during this draining process.)

Small swarms of phase spiders have been found laying dormant in ships completely drained of power waiting for another ship to approach close enough to attack.

Starship captains tell horror stories of encountering vast clouds of phase spiders simply drifting through space.

The main body of a phase spider is roughly 8" wide. They attack if provoked delivering a painful shock. They're immune to damage from energy weapons and are sometimes even healed from attacks of this type. The best way to deal with them is to shut down the power source that they're after. The second best way is with a melee weapon of some sort (preferably insulated.)

PHASE SPIDER

AC	7 [12]
HIT DICE	1d4+1
THB	+1
ATTACKS	Shock (1d4-1) 10' range
SAVE	18
SPECIAL	Immune to energy damage.
Movement	12
HDE/XP	1/15

Art Credits

We'd like to thank the following companies, people, and resources for providing great spot art at low cost. It's due to their efforts that we can afford to keep the price of our products relatively cheap.

Shaman Stock Art provided the "Starbolt" for our cover and inside cover as well as the Pirate Ship on page 10.

The Creature, Valuable, and Obstacle icons as well as the Warning Sign (modified Disintegrate icon) on page 2 were made by Lorc. These icons are available for download on game-icons.net

The Mercenary on page 6 is Copyright 2010-2011 by Eastern Raider Games and Peter Szabo Gabor.

The images used for the planet Loganis II on page 12 and the Starbolt's background on the cover and inside cover were downloaded from opengameart.org.

The felinoid tech on page 10 is ©Jeremy Mohler 2003 and provided courtesy of Outland Entertainment.

The map for our "old school" space ship was created using dungeonographer mapping software from Inkwell Ideas.