

SAVAGE STAR FRONTIERS!



SAVAGE STAR FRONTIERS

SF-0

2/9/05

Conversion by
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This document is free to all who wish to use it, change it, publish it, sell it, burn it, etc ...

So, kick back with some old 80's music in your iTunes and relive one of the best settings TSR came out with.

I'll see you on the edge of the Xagygy Dust Nebula!

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This Adventure uses the Savage Worlds Game Rules. It is available from RPGNow.com as well as directly from the Pinnacle Web Site at www.greatwhitegames.com.

You can use the Test Drive Rules to play this, but the full version rules are well worth the money.

It is not necessary to have the original Adventure module, but if you wish to see it, visit www.starfrontiers.com, an online community of hard-core SF fanatics (like me ☺).

Also, not to toot my own horn, but I have posted a free conversion outline for Star Frontiers on my web site.

<http://cmdrcody.bravepages.com/>
<http://cmdrcody.bravepages.com/savage.html>

Please feel free to go there and download a copy of it. It might prove useful (but, then again, it might not ☺)!

I hope you enjoy this as much as I had in recreating it.

If you have any suggestions (and/or snide remarks!) email me:

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cya
jp

Proudly Created on a Mac!



Yes I still have mine, and it still works great!



SAVAGE STAR FRONTIERS! ***CRASH ON*** ***VOLTURNUS***

SF-0 by Mark Acres and Tom Moldvay with Doug Niles



WELCOME TO THE UNIVERSE OF SAVAGE
STAR FRONTIERS!

YOU ARE NOW A STAR-ROVER, ONE OF THE LUCKY FEW WHO SPENDS THEIR LIVES TRAVERSING THE BLACK VOID OF DEEP SPACE. THOUGH YOU OFTEN PASS LONG HOURS ABOARD CRAMPED, UNCOMFORTABLE STAR LINERS, YOU SPEND MOST OF YOUR TIME EXPLORING MYSTERIOUS NEW WORLDS. ON THESE PLANETS, YOU WILL FIND STRANGE RACES OF INTELLIGENT BEINGS, ANCIENT ALIEN CULTURES, AND CREATURES MORE DEADLY THAN ANY IN THE KNOWN UNIVERSE!

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PLAYER CHARACTER BACKGROUND REPORT

The Zebulon star system was first investigated 20 years ago by an unmanned exploration probe launched by Truane's Star. This probe indicated that Volturnus was the only inhabitable planet in the Zebulon system. It also indicated that great mineral wealth might exist on the planet in the form of molybdenum, tungsten, gold, and other heavy metals. Truane's Star soon made a legal claim to the ownership of Volturnus, and completed exploration of a star route to the Zebulon system one year ago.

The first manned expedition to Volturnus from Truane's Star was launched nine months ago. The four-member team of specialists was instructed to set up an outpost, gather data on the possible colonization and mining of Volturnus, and report back.

After passing into the star system, the starship carrying the specialists was never heard from again. The four members of this lost exploration expedition were:

Commander Louis V. Jameson, Truane's Star Military Exploration Force

RACE: Human
HEIGHT: 1.9 meters
WEIGHT: 88 kg.
AGE: 43

BACKGROUND:

22 years service Truane's Star military forces; combat veteran, Truane's Star Medal of Valor; commander two previous exploration missions

Geeko-sur-Mang, professor of geology, Capital University

RACE: Yazirian
HEIGHT: 2.1 meters
WEIGHT 50kg.
AGE: 52

BACKGROUND:

Recognized authority in geophysics, specialist in planetary crust formation

Itklikdil, cartographer, Vrusk Atlas Manufacturing Corporation

RACE: Vrusk (female)

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HEIGHT: 1.5 meters
WEIGHT 85 kg.
AGE: 32

BACKGROUND:

Ph.D., Capital University; experienced explorer and cartographer; loaned to exploration mission by employer in exchange for rights to produce maps of Volturnus.

Grod, technician, Truane's Star Civil Service

RACE: Dralosite
HEIGHT: 1.3 meters
WEIGHT: 65 kg.
AGE: 85

BACKGROUND:

Developer, hydro-magnetic stabilization system in Dralosite air cars; author, "The Metaphysical Foundations of Dralosite Morality"

Truane's Star has found itself short of personnel and funds due to colonial troubles and associated police action on Cygnus Omicron IX recently. They have hired you, a team of unknown adventurers, to mount a relief expedition to Volturnus. Your mission is to explore Volturnus, gathering as much information as possible about mineral deposits, life on the planet, and other items of interest to future colonists. You are also to find and rescue the members of the original exploratory mission if possible.

The government has provided you with a minimal amount of equipment, and transportation to Volturnus aboard the star liner *Serena Dawn*. After dropping you on Volturnus, the *Serena Dawn* will return in three months to transport you (and, with luck, the original exploration team) back to Truane's Star.

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SYSTEM BRIEF

SYSTEM NAME: Zebulon

STAR COLOR: Yellow

HABITABLE PLANETS: Volturnus

MOONS:

- 1.) Leo: Completes one orbit every three days, reddish-orange in color
- 2.) Lulu: Completes one orbit every 27 hours, bluish-silver in color

CLIMATE RANGE: Hot, arid to humid

ATMOSPHERE: 78% nitrogen, 21% oxygen, and 1% argon

GRAVITY: 1.0013

DIAMETER: 12,895 kilometers

LENGTH OF DAYS: 24 hours, 03 minutes

AVERAGE SURFACE TEMPERATURE: 25 degrees C

COLONIZERS:

Unsettled...presently claimed by the government of the Truane's Star, explorers of the Zebulon star route.

NATIVE POPULATION:

- 1.) The UI-Mor, desert-dwelling novepi (nine-limbed creatures). Number and range unknown.
- 2.) The Kurabanda, forest-dwelling bipeds similar to tarsier monkeys. (Encountered in a later module.)
- 3.) The Edestekai, hill-dwelling bipeds, bilaterally symmetrical. (Encountered in a later module.)
- 4.) The Mechanons, a mysterious race of intelligent machines. (Encountered in a later module.)
- 5.) The Eorna, a race of dinosaur-like bipeds. The original intelligence on Volturnus. (Encountered in a later module.)

PLANET HISTORY

Named after the Greek god of the southwest wind, Volturnus is a hot, dry world with many types of hostile terrain. The endless deserts, rugged mountains, volcanic wastes, and dangerous salt flats are constantly scoured by a strong southwesterly wind. Despite these harsh conditions, rare patches of forest and even a few lakes have managed to maintain a perilous existence.

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The government of Truane's Star opened a star route to the Zebulon system recently, sending an expedition to the planet nine months ago. Unfortunately, all communication with the starship ceased shortly after it passed into the system. No clues as to the whereabouts of either the crew or the ship have been found.

Because of the cost and time involved in preparing an expedition, nine months have passed since the original mission disappeared. Nonetheless, the player characters have been assigned to locate the remnants of the first expedition, if any can be found. In addition, they are also charged with exploring and mapping the planet.

Only the future can tell what they will find, but the story of Volturnus is a strange one. Once the home of a gentle race of intelligent dinosaurs, it is now a barren, harsh world. The history of its downfall is outlined below for your reference.

The story of the fall of Volturnus begins when the Eorna, a race of intelligent dinosaurs, developed star travel. As soon as the Eorna launched their first colonization starships, a Sathar space armada attacked them. Like most Sathar attacks, this one came with no warning; the Eorna were not even aware of the presence of the Sathar until the mysterious worms invaded their system.

The Sathar space armada quickly overwhelmed the Eorna, wreaking destruction across the planet. Within a matter of days, the worms had nearly driven the gentle Eorna to extinction. Still, the Eorna fought valiantly, and were able to resist complete annihilation because the Sathar had overextended their supply lines.

The Sathar retreated, hoping they had destroyed enough of the Eorna civilization to prevent the gentle creatures from ever attempting interstellar travel again. In case they had failed, however, the Sathar left a mysterious artifact behind to alert them of any interstellar travel in the Zebulon system that might occur in the future.

Less than 150 Eorna survived the Day of Death. They soon realized they were doomed as a race, for they knew that their numbers were not large enough to provide a viable gene pool. The survivors chose to dedicate what remained of their lives to the evolution of other intelligent races on Volturnus. The Eorna hoped to prepare these races to meet and defeat the Sathar.

The Eorna are using a subtle process of hypnotic indoctrination and DNA manipulation to accelerate the development of three races toward intelligence. Most of the Eorna survivors have undergone cryogenic sleep, waiting to be awakened until they are needed to continue the project. Despite the fact that most of their young are born physically or mentally deficient because of the limited gene pool, the Eorna continue to breed, relying upon the few normal children to help continue the project.

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The development of the star route by Truane's Star has completely upset Eorna plans. Though three races are intelligent, they have advanced only to a primitive state of technology.

More importantly, the presence of Truane's Star starships has triggered the Sathar's artifact, and, unknown to any, the Sathar are already traveling to Voeturnus as the adventure begins. This time, the worms are determined to annihilate all life on Voeturnus.

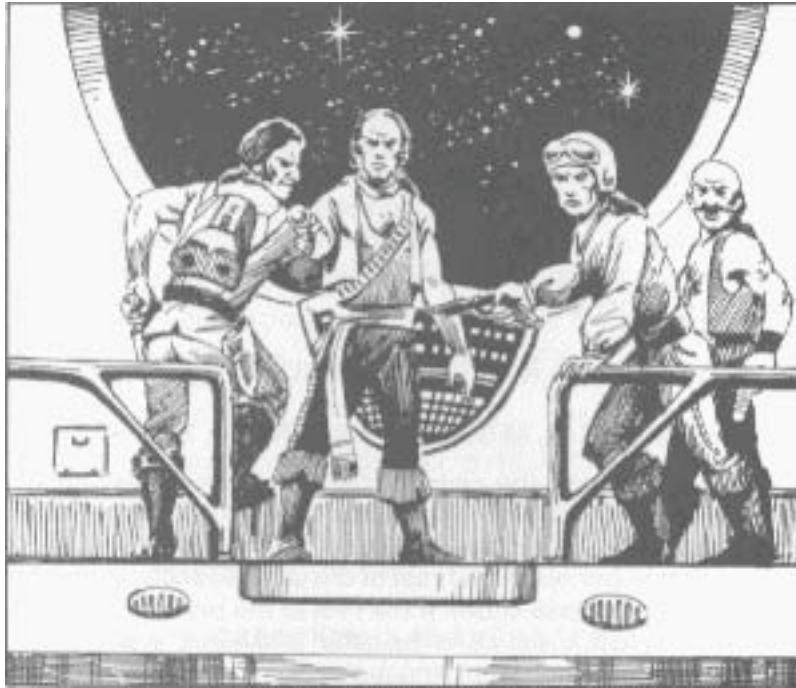
Meanwhile, a race of intelligent machines has evolved in the secret caverns. These machines, the Mechanons, are determined to eliminate or control the organic life forms infesting Voeturnus. They will stop at nothing to insure their utter and total domination of the planet.

Yet, as merciless as the Mechanons and as wicked as the Sathar are, neither of these races had anything to do with the disappearance of the first Voeturnian expedition. A ruthless band of space-pirates have established an illegal mining operation on the planet, and have enslaved Edestekai farmers and many members of the first expedition to work in their mines.

As the player characters explore Voeturnus, they may discover all of this information, or none of it. As the referee, you must decide how much of this background information to release to them.

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SPACE PIRATES!



Part One

The Serena Dawn

To be read to the Players! The Dreaded Flavor Text! Aaaauggghh! Run Away!

The government of Truane's Star has hired you to carry out a preliminary exploration of a newly discovered planet. You are to journey by star liner to Volturnus and map as much of the planet as possible. The government is especially interested in contacting and studying any intelligent races living on the planet. If you meet an intelligent race, you are to make friendly contact and learn as much about them as possible.

The first expedition to Volturnus disappeared without trace as soon as it entered the Zebulon system. If possible, you are to locate and rescue any survivors of this mission.

As you boarded the star liner that would take you to Volturnus, the steward gave you an interior plan of the starship and urged you to study it carefully. He also searched your luggage and placed all weapons and power packs in the weapons locker. His assistant placed your other heavy gear, such as the military skein-quits given to you by the government of Truane's Star, in the cargo hold. The only items you were allowed to take to your tiny cabins were your non-weapon tool kits.

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During your journey, you have toured the area of the ship not shown on the map. It contains recreation areas, the observation dome, the galley, the first class living quarters, and fuel storage. There is nothing else of interest in that area.

In the event you must evacuate ship, you have been instructed to proceed immediately to the escape bay, where two of the *Serena Dawn's* lifeboats are stored. Each lifeboat holds up to eight persons. If it becomes necessary to use the lifeboats, you have been instructed not to open the hatch until all persons using the lifeboat are assembled and ready to enter it. This is because the lifeboats automatically launch one minute after the hatch is opened. They then seek the nearest inhabitable planet and land in the first safe spot.

Random Character Actions

Anyone who has been a GM, even once, knows that characters act in all kinds of wild and wooly ways. Allow the characters to explore the ship, up to the bridge area. If they insist on going off the map, or visiting the bridge, go to Random Encounter #5.

Interrogation

The characters may want to interrogate any captured Space Pirates. The pirate will cooperate only if he feels that the characters will injure him if he does not. Even then, he will reveal only two things; the weapons locker has been destroyed and that the bridge is guarded. Any self-respecting pirate would rather die that reveal anything more about himself or his home.

Computers

If a character with computer skills attempts to use the computer to gain information, they will find it is engaged in an emergency program. The computer will display only the following information:

EMERGENCY ALERT! EMERGENCY ALERT! SECURITY VIOLATION ON BRIDGE. REPEAT: INTRUDERS ON BRIDGE!

EMERGENCY ALERT! EMERGENCY ALERT! EXPLOSION REPORTED IN WEAPONS LOCKER. REPEAT: WEAPONS LOCKER DESTROYED.

Random Encounters

After the pirates capture the ship, there is a 10% chance each turn the characters will meet one or more of them. Roll 1d10 each turn. If you roll a "1," consult the random encounter table below. This table is used sequentially, so encounter 1 takes place

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first, encounter 2 takes place second, and so on.

These encounters take place as soon as logically possible, ideally in the same turn rolled. Do not, however, have pirates suddenly appear where there is no chance they could appear. Pirates should appear as the characters round a corner, open a door, or move into any area not previously visible. If the characters are stationary, the pirates should appear at the closest possible entrance.

RANDOM ENCOUNTERS TABLE

Pirates A – M use the Standard Mook Package Below. Individual weapons are noted in each encounter number.

Mook Pirates

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, and Vigor d6

Pace: 6"; **Parry:** 5; **Toughness:** 5

Guts d6; **Notice** d6; **Stealth** d6

Intimidation d6; **Persuasion** d6; **Taunt** d6

Skills:

Knowledge Skills: Streetwise d6, Tracking d6, Gambling d6

Talent Skills: (Driving d6, Fighting d6, Repair d6, Shooting d6 and Throwing d6)

Common Knowledge: Looting, Pillaging, Pirate Stuff, Star Law Routines

Edges: They are mooks, assign if needed

Hindrances: Same thing.

Gear: See the individual encounter.

1.) Pirate A (Vibro Knife)

Pirate A will attack the closest character, attempting to hold this character hostage. If he succeeds in grabbing any character, he will draw a vibro-knife and threaten to kill this character, attempting to persuade the rest of the party to accompany him to a passenger-class cabin. If the rest of the party cooperates, Pirate A will lock them all in the cabin and leave. In this event, go immediately to random encounter 5.

2.) Pirate B (Night Stick STR +1)

Pirate B will attack the closest character with his nightstick. As soon as he has taken more than two wounds, he will attempt to flee toward the bridge.

3.) Pirate C (Auto Pistol)

Pirate C will attack the entire party with his automatic pistol. Use the rules for firing a

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burst. If he runs out of ammunition, he will attack with his gun butt until dead or unconscious. He has enough ammunition to fire two bursts.

4.) Pirate D (Tangler Grenade, Blackjack STR +1) Pirate E (Laser Pistol)

Pirate D will throw his tangler grenade immediately. Any party members within its range must make an Agility check. If the check is successful, they must move 2 “ away from the center of the tangler grenade explosion. If they fail the check, the tangler grenade affects them normally. After throwing the tangler grenade, pirate D will attack the closest party member with his blackjack.

Pirate E has set his laser pistol energy dial at 2 SEU and will not change it. He thus has a maximum of 10 shots. If he uses all his shots, he will melee using the pistol butt as a weapon.

5.) Ship explosions!

The ship begins to vibrate badly. The characters hear three loud explosions, and the ship lurches. Each character must make an Agility check or fall to the ground. The second turn, pieces of the ship begin to fly throughout the entire area. There is a 1 in 6 chance each character will be struck by one of these pieces, taking 1d6 damage.

If the characters run toward the lifeboats, they will meet no pirates anywhere; all other beings have abandoned ship. There will be one lifeboat left when they reach the escape bay.

PLANNED ENCOUNTERS

Review the following information carefully. You must read the flavor text entries aloud to your characters as you begin each encounter, but it is not necessary to provide them with the information below the flavor text unless they have done something to acquire this information.

1.) BEGINNING

Read the following description to any character:

You hear the sound of scuffling outside your cabin. After the scuffling continues for two seconds, a man cries "Help!" A loud thump follows the man's cry.

The space pirates are hijacking the *Serena Dawn*. One of them is attacking a crewman in the corridor. When the characters investigate, the pirate will attack with his Brass Knuckles. If the pirate is reduced to two wounds, he will surrender (most

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pirates will continue to fight until reduced to unconscious).

Pirate F (Brass Knuckles STR +1)

2.) FIGHT IN THE CORRIDORS

As the characters enter the corridor between the two rows of passenger-class quarters, read the following description to them:

You see three space pirates in the corridor between the two rows of passenger-class cabins. The first pirate, carrying a bullwhip, stands at the top end of the corridor. The second pirate, carrying a club, stands at the junction of the corridor leading from the airlock and the corridor running between the passenger-class cabins. The third pirate, wearing shock gloves and a power belt, is at the bottom end of the corridor.

Each pirate will attack the first character he sees, and continue attacking until the character or he has been rendered unconscious.

Pirate G (Bullwhip STR +2, Entangle)

Pirate H (Club STR +1)

Pirate I (Shock Gloves)

Space pirate I wears a fully charged belt pack to power the shock gloves.

3.) SEARCHING THE CARGO BAY

If the player-characters wish, they may search the cargo bay for useful equipment. Read the following description as they enter either cargo bay:

You have entered a cargo bay. There are many boxes piled in every square, with just enough room for you to walk between them. You can also see several rows of cargo cabinets. Apparently, these cabinets are unlocked.

As the characters search each square, roll on the cargo search table below. All items are stored in clearly marked cargo boxes. It requires one turn to open a cargo box, and another turn to remove the contents.

Each character may search 1 square per turn. A square may be searched only once; if more than one character searches a square, the second will find the same thing as the first.

If the characters have searched all squares in both cargo bays without finding their

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skein suits, they will find the skein suits in the last square.

CARGO SEARCH TABLE

% Roll	Type of Cargo Found
01-05	Character's military skein suits*
06-10	10 Laser rifle clips*
11 -15	12 Packets of dehydrated food***
16-20	1 Computoy
21-25	Ship doctor's spare medic kit*
26-30	Crates of hand axes
31 -35	Costume jewelry
36-40	Holographic fireworks projector
41-45	Chronocom
46-50	Boxes of ball bearings
51-55	Chocolate Anchovies in a Spicy Sauce
56-60	Steam bath perfume
61-65	Prize Vrusk statue
66-70	Characters' non-weapon equipment
71-75	Bolts of silk
76-80	Galacticana Encyclopedia
81-85	Yazirian punching bags
86-90	Large machine gears
91-95	Vrusk body wax
96-00	High fashion Human dresses

*Can be found only once.

***Each packet will feed the entire group for one day.

There is one pirate guard in each cargo bay. Pirate J guards the left bay, and pirate K guards the bay on the right. Each will stand near the center of his cargo bay. Both pirates will fight until they are knocked unconscious or they win the fight.

Pirate J (Gyro jet Pistol)

Pirate J will fire his gyro jet pistol until out of ammunition, then use the pistol butt in melee. Assume he begins the combat with a fully loaded clip.

Pirate K (Axe STR +2)

Pirate K will attack with his axe until he wins or is knocked unconscious.

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4.) GUNFIRE IN THE AIRLOCK CHAMBER

As the characters enter the airlock chamber closest to the escape bay, they will see two space pirates.

There are two pirates in this airlock chamber. One holds a grenade, and the other holds a sonic stunner. They move to attack you immediately.

The pirates will attack as soon as they see the characters.

Pirate L (Frag Grenade, Blade STR +1)

Pirate L will throw his fragmentation grenade immediately. Each character within the blast radius should make an Agility Roll; any characters that make their checks take only take 1/2 of the damage from the grenade. One or both pirates may be caught in the blast radius of the grenade. (Each character should roll damage from the grenade separately.)

Pirate M (Sonic Stunner)

Pirate M will attack with his sonic stunner. Any character hit by the sonic stunner should make a Vigor Roll. If the check is successful, he is not stunned.

5.) RETREAT FROM THE BRIDGE

If the characters enter the bridge area, read the following description to them:

As you open the door, you immediately realize a struggle has taken place. Chairs, instruments, and even unconscious officers lie strewn about the floor. You see four armed space pirates on the bridge. The first holds an automatic pistol, the second holds a needler pistol, the third holds an electro stunner, and the last holds a laser pistol.

If the characters have entered the bridge section with the weapons locker, read the following statement:

From your vantage point, you can see the weapons locker has been destroyed, along with everything it once contained.

The pirates have orders to guard the bridge at all costs. They will open fire as soon as they see the characters. The guards will not follow the characters if they leave the bridge area.

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Pirate Henchmen

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, and Vigor d6

Pace: 6"; **Parry:** 6; **Toughness:** 6 (+1 Armor added in)

Guts d6; **Notice** d6; **Stealth** d6

Intimidation d6; **Persuasion** d6; **Taunt** d6

Skills:

Knowledge Skills: Streetwise d6, Tracking d6, Gambling d6

Talent Skills: (Driving d6, Fighting d8, Repair d6, Shooting d8 and Throwing d6)

Common Knowledge: Looting, Pillaging, Pirate Stuff, Star Law Routines

Edges: They are mooks, assign if needed

Hindrances: Same thing.

Gear: See the individual encounter. All henchmen wear Leather Vests (+1 Armor)

Pirate N (Auto Pistol)

Pirate N will fire two shots each turn until he has used the 10 shots remaining in his clip. He will then use the pistol butt in melee.

Pirate O (Auto Pistol)

Pirate O will fire two shots each turn until he uses his 10 shot clip. He will then use the pistol butt in melee.

Pirate P (Electro Stunner)

Pirate P will place the electro stunner on the damage setting and fire until he has used his 20 SEU clip. He will then use the pistol butt in melee.

Captain Slag (Wild Card)

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, and Vigor d8

Pace: 6"; **Parry:** 7; **Toughness:** 7 (+1 Armor Vest added in)

Guts d8; **Notice** d10; **Stealth** d6

Intimidation d10; **Persuasion** d8; **Taunt** d8

Skills:

Knowledge Skills: Streetwise d6, Tracking d6, Gambling d6

Talent Skills: (Driving d8, Fighting d10, Repair d6, Shooting d10 and Throwing d8)

Common Knowledge: Looting, Pillaging, Pirate Stuff, Star Law Routines

Edges: Command, Level Headed, Trademark Weapon (Cutlass)

Hindrances: Bloodthirsty, Greedy, Ugly, And Mean

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Gear: Laser Pistol, Leather Vest (+1 Armor), Cutlass (STR +2)

Choose any pirate counter to represent Captain Slag. He will fire one 3 SEU shot from his laser pistol each turn until he exhausts its 20 SEU clip. He will then use the pistol butt in melee.

6.) ESCAPE!

As the characters enter the escape bay, read the following description to them:

The escape bay is empty except for one lifeboat. Looking into it, you notice an item inside labeled "Survival Pack." This seems to be locked in some sort of cabinet.

Suddenly, the Serena Dawn lurches, and you hear three loud explosions coming from the bridge. The ship trembles for several seconds then lurches again and you hear another explosion. You hear various squeaks and groans as the ship twists and buckles beneath your feet.

The lifeboat is large enough for eight characters. As soon as the first character opens the entry hatch, a computerized voice will say, "One minute to launch. Please fasten your seat belts." Ten game turns later, the lifeboat will blast out of the escape bay. All characters should be in the lifeboat by this time. (Two characters may enter the lifeboat every turn.) If the characters do not wish to enter the lifeboat immediately, tell them the ship is about to explode. They will see pieces of metal flying about inside the escape bay, and they will notice a crack forming in one of the walls of the escape bay.

After the characters secure themselves inside the lifeboat, it will automatically launch itself. As the lifeboat starts to move, four space pirates armed with automatic rifles will enter the escape bay and shoot at the lifeboat. There is no chance this fire will injure any characters, but they will feel the lifeboat shudder and lurch as the bullets strike it.

The lifeboat will then seek the nearest inhabitable planet and find a safe place to land.

EXPERIENCE POINTS

It is now time to award experience points. Players who took an active part in the adventure receive 2 experience points. Players who were extremely helpful or active in this section receive 3 experience points. Players who managed to escape, but who did not show any initiative, receive only 1 experience point.

Remember, characters may use these experience points immediately only if

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acquiring a skill they have been practicing or utilizing during the adventure. If they have any Bennies left, roll 1d6. If a “6” is rolled then they can turn that in for an extra XP.

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ALIEN CULTURE BACKGROUND REPORT

THE UL-MOR

PHYSICAL APPEARANCE

Ul-Mor resembles octopi adapted to life on land. Like octopi, Ul-Mor has eight large limbs. Each limb ends in five small tentacles useful for grasping and manipulation. They walk on the four largest limbs, using the other four to hold weapons and tools.

The Ul-Mor also has a ninth limb, a tentacle about 30 centimeters long. This tentacle is an extension of the spinal cord. The end contains a hard cartilage point encasing a series of nerve endings. The Ul-Mor can insert the tip of this tentacle into the fatty tissue surrounding the spinal cord of other creatures, achieving a nerve link, which allows them to communicate directly with the creature's mind. The Ul-Mor uses this tentacle so effectively they can achieve a direct mind-link with any being.

They do not have a complex spoken language, since they communicate with each other using mind-link. The Ul-Mor has, however, developed a secret sign language used in situations where mind-link proves impractical.

CULTURE

The Ul-Mor are pastoral nomads inhabiting the deserts and rocky barrens of Volturnus, where they herd kwidges and cactus whompers. While tending their flocks, the Ul-Mor ride a 4-meter tall dinosaur called a loper. They control these animals using mind-link, and, as a consequence, very close ties develop between rider and beast. The Ul-Mor's high regard for lopers is apparent to anyone associating with them.

Much of the Ul-Mor culture is based on their religion. They believe in the "One Who is Many," a deity that encompasses all things. Though there are many different forms of the One, the Ul-Mor believe that all objects, no matter how strange, are part of the One.

As an Ul-Mor matures, he identifies with a particular object (such as a tree, rock, or bush). When he dies, he is buried near this object, and they are believed to have been transformed into that object. The object is then named after the dead Ul-Mor. In this manner, the Ul-Mor avoid considering a tribe-member dead. Instead, dead Ul-Mor merely assumes a new form of the One.

A special historian, called a Remember, memorizes the names and locations of those

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who have assumed a new form of the One. Usually, these names include a capsule history of the individual's life.

Ul-Mor life is filled with pageantry and ritual. The most important ritual is the Time of Oneness. When the two moons of Voltarnus enter conjunction with its sun, the capacity for mind-link is increased greatly. The Ul-Mor then has a tribal mind-link known as the time of Oneness. During this mind-link, they undergo a mystical experience, seeing everything as a part of the great Oneness.

Another important ritual is the Great Game. At the end of each year, Ul-Mor males ride their lopers in a very rough contest called the Great Game. This contest is similar to a cross between polo, rugby, and fox hunting. The New Year is then named after the victor.

The basic social unit of the Ul-Mor is the "clutch," a marriage unit consisting of several Ul-Mor that have found themselves compatible during the "Time of Oneness." The adult males of the clutch care for the herds and prepare themselves for combat, while the females take turns incubating the clutch's eggs and maintaining the camp.

Though most decisions affecting Ul-Mor life are made on the family level, they do have tribal and inter-tribal councils. These councils make decisions affecting the tribe and the nation. If a family does not agree with a council decision, they may leave the tribe and do as they please.

The Ul-Mor legal system is strongly objective, making no allowances for extenuating circumstances. Because the law is designed to protect the tribe, the Ul-Mor feels that extenuating circumstances are unimportant. If an individual violates the law, he has injured the tribe and must be punished.

Punishment usually emphasizes compensation for injury inflicted upon the tribe. Some crimes, however, are so serious that the individual can never compensate for his transgression. Such crimes include wasting water, breaking eggs, and desecrating sacred objects. The punishment for these crimes is always banishment. (Most banished Ul-Mor quickly dies without the comfort of mind-link.)

Though the Ul-Mor is basically a communal being, they maintain a facade of individualism. The Ul-Mor often wear brightly colored headdresses with dyed kwidge feathers, have decorative body tattoos, and engage in a form of ritualized theft designed to display their cunning and battle prowess. An individual may attempt to steal anything he wishes from any being that is not a friend of the tribe's. If he succeeds, the thief divides his prize among all members of the tribe. The easier it is to divide the prize, the more impressive the Ul-Mor consider the theft.

SAVAGE STAR FRONTIERS!

UL-MOR REACTIONS TO PLAYERS

Like most explorers meeting a new race, the player characters will find their smallest actions are likely to provoke strong reactions from the Ul-Mor. Any selfish or greedy action will be regarded with distaste by the Ul-Mor. The Ul-Mor will take immediate and forceful action to prevent wastage, but will not punish a character unless he does the same thing several times in a row. Any character that desecrates a sacred object or steals from a member of the tribe, however, will immediately be stripped of his equipment and left to die in the desert. (If an Ul-Mor marriage unit is willing to repair the damage and take responsibility for the character, however, the Ul-Mor will give the transgressor another chance.)

Any character that gives them gifts and cooperates easily will be well liked, and treated with courtesy. A character that exhibits courage, battle prowess, or a showy display of ostentation will be greatly admired. The Ul-Mor will go to great lengths to impress this character.

SAVAGE STAR FRONTIERS!

CRASH IN THE DESERT!

The characters are about to reach Volturnus. Unfortunately for them, however, they are not arriving with the benefit of all the equipment and preparation they would have liked. Instead of landing in a choice site in a fully equipped shuttle, they are crash-landing in the middle of a hostile desert. They are light-years from their home planets, with no hope of rescue in the foreseeable future. To survive, they must utilize every shred of imagination they possess (or spend those bennies like crazy!).



Part Two The Crash

The map to Volturnus can be downloaded from the most excellent StarFrontiers.com at <http://66.49.172.78/StarFrontiers/modules/SF0/sf-0-022.gif>

A dashed line circles the lifeboat crash site. This is the movement limit for CRASH ON VOLTURNUS. It is important the characters do not pass this line, especially if you plan to play the sequel to CRASH ON VOLTURNUS. If the characters reach this line, turn immediately to planned encounter 3 (the Ul-Mor). In addition, if the characters begin to die of thirst or starve, turn immediately to planned encounter 3.

SAVAGE STAR FRONTIERS!

Most characters will spend their time wandering through the desert. They may, however, occasionally wander into the salt flats or the burning lands.

If they do so, allow them to wander through these lands for a few hours, and then persuade them to leave. In the burning lands, a volcano will erupt, and the only way to escape the lava flow will be to flee back to the desert. In the salt flats, a small tidal wave will rise and force the party to run back to the desert.

WATER IN THE DESERT

In the harsh Volturnian desert, a character needs 4 liters of water per day to survive. Players can reduce this amount 1 liter if they take two salt pills each day. They can further reduce this amount 1 liter per day by traveling at night and resting in the shade during the day.

If the characters move at their maximum rate, they must double the amount of water needed to survive (after taking into account any precautions taken to reduce water consumption). Thus, a character moving at maximum speed during the day without taking salt pills would need 8 liters of water a day to survive. If, however, the character were taking two salt pills each day, he could move at maximum rate and survive on 6 liters of water a day. Finally, a character moving at maximum rate during the night and taking two salt pills a day would need only 4 liters of water per day to survive.

The amount of water needed to survive includes all water used to re-hydrate survival or dehydrated rations.

This can be simulated even further in keeping with the FFF mentality by having the characters make Vigor rolls every four hours (Heat Fatigue pg 93) with all the appropriate modifiers.

Each character has a chance of being injured in the crash. All characters should make Agility checks. On a success, that character takes no damage. Any character that rolls less than a TN of 4 takes 1 to 3 dice of damage. The number the character rolled is subtracted from the TN of 4 and that is the number of dice of damage he takes. A character that rolled a 1 during the crash would take 3d6 damage, but a character that rolled a 3 would take 1d6 damage.

After the characters recover from the shock of crash-landing, they make a Notice Roll for the survival kits that have popped out of the lockers and are ready to be removed from the lifeboat. Another successful roll and they will also notice a foul- smelling liquid seeping from the engine compartment. Some of this liquid is starting to burn.

SAVAGE STAR FRONTIERS!

The characters have enough time to remove the survival packs from the lifeboat, but no other equipment can be removed. The lifeboat will burst into flames as soon as the last survival pack is removed. Two turns later, it will explode. If the characters attempt to remove other equipment before the survival packs, they will be unable to do so because the liquid is covering everything in the shuttle except the survival packs. The liquid is actually a flammable acid, which ruins everything it touches (Now, what was that doing on a Life Raft?). If the characters have not removed the survival packs after two turns, the liquid will start to burn. The characters will then have one turn to remove the survival packs before the lifeboat explodes. Any character within 20 meters of the explosion will take 1d6 damage, and any character actually in the lifeboat when it explodes will take 3d8 damage.

The lifeboat has eight survival kits, each containing 1 machete, 1 box of matches, 1 all-weather blanket, 1 first aid pack, 1 chronocom, 2 packages of survival rations (enough food for 1 person for four days), 1 tangle grenade, 1 compass, 1 lifejacket, 10 salt pills, 1 pocket tool, 1 flashlight, 1 dozen grenades, 10m of rope, 1 toxyrad gauge, 8 liters of water, 1 pair of sun goggles, 1 pair of stretch coveralls, 1 poly-vox, and 1 laser pistol with a 20 SEU clip.

To be read to the Players! The Dreaded Flavor Text! Aaauuggghh!

Run Away!

As your lifeboat leaves the Serena Dawn, you see the starship tremble again. A few metal chunks float out of the escape bay, and then, quiet. Your lifeboat quickly accelerates toward the forbidding planet of Volturnus. As you approach the daylight side of the planet, you see nothing. A great portion of the planet is shrouded in clouds. Your lifeboat enters a shallow orbit and travels to the other side of Volturnus, where it begins its descent into the dark, clear night.

Sparks begin to fly from the onboard computer. Then, after several seconds of jolting, a rear engine explodes and a fire erupts on the exterior of the lifeboat. The fire grows larger and hotter as you descend, even entering the passenger compartment. After two minutes of intense heat, the lifeboat crashes into a high outcropping of rocks. The fire seems to die down, but flames still flash from the rear engine and the onboard computer.

After the lifeboat explodes, read the following description to the characters:

The night has passed, and it is now dawn. A desolate wilderness of sand and rock stretches as far as you can see in every direction. Green flat plants occasionally break the desert similar in appearance to Lilly pads. Though it is only a few minutes past sunrise, the heat is already overbearing.

SAVAGE STAR FRONTIERS!

RANDOM ENCOUNTERS

When moving through the desert, characters will have random encounters. Check for random encounters at the beginning and end of each day (every 12 hours). Roll 1d10; a random encounter will take place during the day if you roll 1-3 and at night if you roll 1-2. When a random encounter occurs, roll on the random encounter table to determine which encounter will take place.

DESERT RANDOM ENCOUNTER TABLE

Die Roll (1d10)	Encounter
1 -2	Burrower Snake
3-4	Sand Storm
5-6	Funnel Worm
7-8	Sand Shark
9-10	Lopers

1.) Burrower Snake

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d4, Vigor d4

Skills: Fighting d8, Guts d6, Notice d12

Pace: 10; **Parry:** 6; **Toughness:** 2

Natural Tools: Bite (Str)

Special Abilities

- **Burrowing (5"):** These snakes can disappear and reappear on the following action anywhere within 5".
- **Poison:** This snake does little damage, but injects deadly venom. A character bitten by must make a Vigor roll at -2. With success, the bite area swells and becomes numb. The victim becomes Exhausted until healed. With a failure, the victim becomes incapacitated and must make a second Vigor roll or die.
- **Quick:** Snakes are notoriously fast. They may discard action cards of 5 or lower and draw another. They must keep the replacement card, however.
- **Size -2:** This snake is only 2 to 3 feet in length and is camouflaged to the color of the sand.
- **Small:** Anyone attacking a snake must subtract 2 from his attack rolls.

Choose a character at random. This character steps next to a burrower snake hole and is attacked.

2.) Sand Storm

The wind begins to blow 120 kph and creates a sand storm. Any character with a Survival Skill a check. If any character makes a successful Survival Roll, the party will be able to improvise a shelter and survive the storm without taking damage.

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If the characters happen to be in a hex with an unusual rock formation, well, fertile area, or high elevation symbol, the characters can find shelter quickly and avoid taking damage from the storm.

If the characters have no advance warning and are not in one of the hexes listed above, they will take damage from the storm. Have each character roll an Agility check. If the check is unsuccessful, the character takes 3d8 damage from the sand storm during that time period. If successful, the character takes only 1d8 damage from the storm and no damage with a raise.

Sand storms will normally last only one 12-hour period, but there is a small chance they will last longer. Roll 1d10; on a roll of 1-8, the storm lasts only one period. On a roll of 9, the storm lasts an extra period, and on a roll of 10, it lasts two extra periods.

If a storm lasts for more than one period, characters will take only 1d8 damage during the second and third periods with a failed roll and no damage with a success or raises.

3.) Funnel Worm

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d10, Vigor d8

Skills: Fighting d8, Guts d6, Notice d8, Stealth d10

Pace: 6; Parry: 6; Toughness: 12

Special Abilities

- **Armor +4:** Funnel Worms have thick skins, and are partially underground for more protection.
- **Bite:** Str+2. Funnel Worms have large mandibles that they use to bite their prey with.
- **Bash:** Str+2. Funnel Worms come out of the ground underneath their prey and send everyone flying around. Use the Medium burst template.
- **Burrow (10"):** Funnel Worms can dig through the earth and come out anywhere within 10" to attack with surprise. When this occurs, the Burrowing creature makes an opposed Stealth roll versus the target's Notice. If the creature wins, it gains +2 to attack and damage that round, or +4 if it gets a raise. If the victim wins and was on Hold, he may try to interrupt the burrower's attack as usual.
- **Size +4:** Funnel Worms weigh in at over 800 lbs each.
- **Trap:** See Below.

The party walks over a funnel worm. Choose one character at random. That character and any other character within 10 meters must make Agility checks or fall into the funnel worm's trap. The Worm is considered to have "the Drop" on the victims with +4 to hit and damage in the first round only.

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4.) Sand Shark

Two hungry sand sharks attack the characters.

Attributes: Agility d8, Smarts d4 (A), Spirit d8, Strength d12+4, Vigor d12

Skills: Fighting d10, Guts d8, Notice d12, Stealth d10

Pace: 10; **Parry:** 7; **Toughness:** 12

Special Abilities

- **Invulnerability:** Sand Sharks are immune to the effects of Needlers, as the shots tend to strike the hide of the creature, but not any internal organs.
- **Bite:** Str+3.
- **Hardy:** The creature does not suffer a wound from being shaken twice.
- **Large:** Attackers add +2 to their attack rolls when attacking a Sand Shark due to its large size.
- **Burrow (20"):** Sand Sharks can dig through the earth (just like Funnel Worms, but much faster) and come out anywhere within 20" to attack with surprise. When this occurs, the Burrowing creature makes an opposed Stealth roll versus the target's Notice. If the creature wins, it gains +2 to attack and damage that round, or +4 if it gets a raise. If the victim wins and was on Hold, he may try to interrupt the burrower's attack as usual.
- **Size +4:** Sand Sharks can grow up to 25' in length.

5.) Lopers



The characters encounter a dead female loper that has just given birth to two babies. The lopers will believe the first character they see is their mother. The young animals will then follow this character, hoping to receive food and water. (They need 1/2 as much food and water as characters.)

Young Lopers

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d6, Vigor d6

Skills: Fighting d4, Guts d8, Notice d6

Pace: 8; **Parry:** 4; **Toughness:** 10

Special Abilities

- **Fleet Footed:** Lopers roll a d8 when running instead of a d6.
- **Kick/Bite:** Str+1.
- **Size:** 0. These young are about 6' tall.

SAVAGE STAR FRONTIERS!

PLANNED ENCOUNTERS

Because of the vast territory the characters may journey through, the number of planned encounters is limited. There are only three planned encounters in this section; all are designed to accomplish specific goals. The first encounter, the poison well, warns the characters that many things on Volturnus are not as they seem. The second encounter, with the jet-copter, foreshadows later encounters with Volturnian space pirates. The third encounter, with the Ul-Mor, is designed to provide clues to the secret of Volturnus, but only after the characters pass the test of tribal membership.

1.) **Poison Well**

Read the following description to your characters as they start to leave the crash site:

From your vantage point high in the rocks, you see what appears to be a covered well 8 kilometers east of you.

The well is a deep hole lined with rocks. A small rock dome covers the well. This dome has only one entrance, on the northeast. This entrance is 1 meter high. The bottom of the well contains 12 liters of water.

The dome was built by the Ul-Mor to protect the well, which is poisonous to Humans, Dralasites, Vrusk, and Yazirians because of its high arsenic content. The water is not poisonous to Ul-Mor, however, for they have a special organ that filters out arsenic.

This is not the only poisonous well in the desert. There is a 50% chance that any other well in the desert will be poisonous. If any character uses a toxyrad gauge on a poisonous well, he will detect the arsenic.

Arsenic is a cumulative poison, continuing to collect inside the body until death occurs. The first time a character drinks from an arsenic well, there are no undesirable side effects. The second time, the character makes a Vigor Roll at -2. If they fail they will feel ill, but takes no damage. The third time, they loose a die of Vigor, and so on until the poison is countered by an antitox shot or the character's Vigor drops below d4 and they die.

If the characters boil the water and collect the condensed steam (by trapping the vapor under a plastic tarp or similar item and collecting the liquid as it cools), the water will be safe to drink. They may collect up to 8 liters a day in this manner. But simply boiling the water is not enough, since the arsenic will still be in the water. Remove the -2-Roll modifier.

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2.) Pirate Search Craft

Eleven periods after the characters leave the lifeboat wreckage, a pirate search-copter will fly over them.

You hear the distant throbbing of a small jet-copter on the desert air. Looking back toward the lifeboat's wreckage, you see a small jet-copter flying toward you. It is flying very high, but you can see it is an open search-type copter.

If any character uses magni-goggles to look at the jet-copter, they will see it carries three very mean looking men, obviously pirates. They will also see a painting of a red devil surrounded by silver stars on the side of the copter.

If the characters attempt to hide from the jet-copter, it will cross back and forth over their general vicinity several times, then leave. But if the characters attempt to attract the attention of the men in the copter, it will hover overhead. All three men will fire their laser pistols at the party members. Luckily for the player characters, the pirates will miss because of the range and difficulty of firing from a jet-copter.

After firing at the characters several times, the men in the jet-copter will run out of ammunition and fly back toward the lifeboat. As they leave, one of the men in the jet-copter will drop a note reading, "We know who you are. You'll never leave Volturnus alive."

3.) The Ul-Mor

The characters will encounter the Ul-Mor when they have reached the movement limit marked by the dotted line on the planetary map, or are dying of thirst. This encounter is designed to introduce the characters to their first intelligent race on Volturnus, to further the plot of the adventure, and to keep them from dying in the wilderness.

You see a number of individuals riding toward you over a distant ridge. They vaguely resemble octopi, except their bodies are plum purple and highly decorated with feathers, primitive jewelry, tattoos, and bright paint. They carry spears and war clubs in four of their tentacles, and keep their other four tentacles wrapped around their mounts, which resemble two-legged dinosaurs standing 4 meters tall.

The tallest rider shouts a high-pitched command and the riders spread out along the ridge to await another command. The riders are about 500 meters away.

The characters have encountered the advance guard of an Ul-Mor tribe changing camps. The Ul-Mor will make no hostile gestures.

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Five of the Ul-Mor will ride toward the characters slowly and carefully, keeping their weapons handy, but not raised in a threatening manner. The Ul-Mor will stop if the characters make any threatening gestures. Once the Ul-Mor is within easy speaking distance, they will attempt to establish contact.

At this point, if the characters have the baby lopers with them, the tallest Ul-Mor will ceremoniously drop his weapons and raise four of his tentacles. If the characters do not have the lopers, the Ul-Mor will simply wait for the characters to make the next move.

Communication will prove difficult until the poly-vox has had sufficient time to study the Ul-Mor language. Meaningful communication will be restricted to gestures at first, but the poly-vox will soon enable the characters to communicate with the Ul-Mor. Even after the poly-vox is working at full potential, the characters will find the Ul-Mor language primitive and limited to basic ideas.

The Ul-Mor will soon ask permission to use their primary means of communication, the direct mind link. Any character that undergoes the direct mind link will be able to communicate with the Ul-Mor normally. The Ul-Mor will explain that food and water are scarce in the desert, and by law they can share food and water only with tribe members. It is obvious, however, that the characters will soon die if somebody doesn't help them, and so the Ul-Mor will give the characters food and water if they will join the tribe. If the characters are not willing to undergo the manhood ritual required to join the tribe, the Ul-Mor will regretfully leave the characters to die in the desert.

If the characters agree to join the tribe, the Ul-Mor will lead them to the oasis just outside the Burning Lands. During this journey, the characters must travel a little behind the Ul-Mor and camp separately, since they are probationary members of the tribe. They will be immune to all predictable natural disasters such as sandstorms, flashfloods, starvation, and dying of thirst. Furthermore, the characters will only have to fight for five turns before the Ul-Mor will come to drive away the attacking creature. Once they arrive at the oasis, the Ul-Mor will insist the characters rest until all of their wounds are healed.

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UL-MOR NON-PLAYER CHARACTERS

There are 20 average Ul-Mor riders in the tribe your player characters meet. Use the set of average characteristics below for these 20 riders. In addition to the 20 riders, there are 5 leaders. These five leaders are shown below the average characteristics.

Average Ul-Mor

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Guts d8, Intimidation d8, Notice d6, Shooting d6, Stealth d6, Throwing d6

Pace: 6; **Parry:** 6; **Toughness:** 7

Gear: Leather armor (+1), Spear (Str+2)

Special Abilities

- **Mind Link:** The Ul-Mor has a special ninth tentacle that allows them to communicate telepathically with anyone they have “linked” to. It requires a touch attack and the communication only lasts as long as they have a touch link.
- **Extra Limbs:** The Ul-Mor receives two attacks per round, four if they wish to take the -2 off hand penalty.

Lopers

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d12+2, Vigor d10

Skills: Fighting d8, Guts d8, Notice d6

Pace: 8; **Parry:** 6; **Toughness:** 10

Special Abilities

- **Fleet Footed:** Lopers roll a d8 when running instead of a d6.
- **Kick/Bite:** Str+1.
- **Size +3:** Lopers are large creatures, bred for the harsh desert life.

Fonn-Ar the Warrior

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d8, Guts d8, Intimidation d8, Notice d8, Shooting d8, Stealth d8, Throwing d8

Pace: 6; **Parry:** 6; **Toughness:** 7

Edges: First Strike

Hindrances: Overconfident, Loyal

Gear: Leather armor (+1), Spear (Str+2)

Special Abilities

- **Mind Link:** The Ul-Mor has a special ninth tentacle that allows them to communicate telepathically with anyone they have “linked” to. It requires a touch attack and the communication only lasts as long as they have a touch link.
- **Extra Limbs:** The Ul-Mor receives two attacks per round, four if they wish to take

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the -2 off hand penalty.

Notes: Brave to the point of foolhardiness, open and forthright.

Arkadas the Red

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d8, Guts d8, Intimidation d8, Notice d8, Shooting d8, Stealth d8, Throwing d8

Pace: 6; **Parry:** 6; **Toughness:** 7

Edges: Level Headed

Hindrances: Loyal, Quirk (Body Paint, Prissy)

Gear: Leather armor (+1), Spear (Str+2)

Special Abilities

- **Mind Link:** The Ul-Mor has a special ninth tentacle that allows them to communicate telepathically with anyone they have “linked” to. It requires a touch attack and the communication only lasts as long as they have a touch link.
- **Extra Limbs:** The Ul-Mor receives two attacks per round, four if they wish to take the -2 off hand penalty.

Notes: Paints red stripes on body for war; cunning but loyal; something of a dandy.

Thurad Sandy Back

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d8, Guts d8, Intimidation d8, Notice d8+2, Shooting d8, Stealth d8, Throwing d8

Pace: 6; **Parry:** 6; **Toughness:** 7

Edges: Alertness

Hindrances: Cautious

Gear: Leather armor (+1), Spear (Str+2)

Special Abilities

- **Mind Link:** The Ul-Mor has a special ninth tentacle that allows them to communicate telepathically with anyone they have “linked” to. It requires a touch attack and the communication only lasts as long as they have a touch link.
- **Extra Limbs:** The Ul-Mor receives two attacks per round, four if they wish to take the -2 off hand penalty.

Notes: Cautious and quiet, a mystic who often contemplates the One.

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Kahai Long Rider (Wild Card)

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d10, Guts d8, Intimidation d8, Notice d8, Shooting d8, Stealth d8, Throwing d10

Pace: 6; **Parry:** 7; **Toughness:** 7

Edges: Dodge

Hindrances: Vow (Protect Lopers)

Gear: Leather armor (+1), Spear (Str+2)

Special Abilities

- **Mind Link:** The Ul-Mor has a special ninth tentacle that allows them to communicate telepathically with anyone they have “linked” to. It requires a touch attack and the communication only lasts as long as they have a touch link.
- **Extra Limbs:** The Ul-Mor receives two attacks per round, four if they wish to take the -2 off hand penalty.

Notes: Protector of loper-kind; Close friend of Athru.

Athru Sea People's Bane (Wild Card)

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d8, Vigor d10

Skills: Fighting d10, Guts d12, Intimidation d8, Notice d10, Shooting d10, Stealth d10, Throwing d12

Pace: 6; **Parry:** 7; **Toughness:** 8

Edges: Command, Followers, Quick

Hindrances: Code of Honor

Gear: Leather armor (+1), Spear (Str+2)

Special Abilities

- **Mind Link:** The Ul-Mor has a special ninth tentacle that allows them to communicate telepathically with anyone they have “linked” to. It requires a touch attack and the communication only lasts as long as they have a touch link.
- **Extra Limbs:** The Ul-Mor receives two attacks per round, four if they wish to take the -2 off hand penalty.

Notes: Courageous but not foolhardy; always shrewd; considers the good of the tribe above his own; a good leader.

EXPERIENCE POINTS

It is now time to award experience points. Players who took an active part in this section receive 2 experience points. Players who were extremely helpful or active receive 3 experience points. Players who merely traveled along, but did not do very much to help the party, receive 1 experience point. Each character rolls 1d6. On a “6”, each Bennie is converted to 1 XP.

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CREATURES OF THE CAVERNS!



Part Three The Caverns

The maps to Voltarnus can be downloaded from the most excellent StarFrontiers.com at <http://66.49.172.78/StarFrontiers/modules/SF0/sf-0-022.gif>

CREATURES OF THE CAVERNS

The Ul-Mor will lead the characters to a vast cavern network one 12 hour period's travel inside the burning lands. This cavern is the safest way to cross those perilous lands, though it holds many dangers for the unwary. The first four periods in the cavern will pass uneventfully, but a massive cave-in will separate the characters from the Ul-Mor at the beginning of the fifth period. They must then find their way through the Forbidden Caverns to the outside world. If the characters survive, they

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will once again meet the Ul-Mor and finally journey to the Place of True Warriors to fight the ferocious Quickdeath.

MAPPING

Use the Forbidden Caverns map on the STAR FRONTIERS.com website for this section. You can simplify mapping by sketching or tracing these corridors onto the characters' mapping paper.

However your characters map the caverns, remember to reveal only small sections of the map at one time. I suggest the Cavern Tiles from SkeletonKey Games available at RPGNow.com. The characters must discover the exit to the Forbidden Caverns by themselves. You should not show the cavern map to them at any time.

The characters will not need to map the sections of the caverns they travel during the first two days underground. They will begin mapping only after the cave-in occurs at the location marked "S" on the cavern map. After the cave-in, they will wander through the winding corridors and cathedral-like rooms of the Forbidden Caverns, trying to find an exit. Several areas are numbered; these are the planned encounter areas. When the characters enter one of these areas, refer to the planned encounter chart for this section.

TIME IN THE CAVERNS

After the cave-in, the characters will enter a new and dangerous phase of their adventure. Because they are lost in the perilous Forbidden Caverns, the time period reference must be changed from 12 hours to one hour. If your characters question this, you may explain that the time period has changed because they are traveling in dark, unknown caverns.

MOVEMENT IN THE CAVERNS

Since the characters will find themselves moving through dark, unknown caverns, their movement rate will be considerably reduced. All characters pace are reduced to half.

Players will quickly find anyone running in the caverns has an excellent chance of falling. Any character running in the caverns must make an Agility Roll with a raise to avoid stumbling and falling down.

SIGHTING

Visibility in the caverns is limited. Even with flashlights or torches, party members can see only 30 meters. When in large rooms, this means they may not be able to

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see the cavern walls.

EXPERIENCE

The Forbidden Caverns encounter section will require more playing time than most other encounter sections in this module. Players who took an active part in this section receive 2 experience points. Players who were extremely helpful or active receive 3 experience points. Players who merely traveled along, but did not do very much to help the party, receive 1 experience point. Each character rolls 1d6. On a "6", each Bennie is converted to 1 XP.

You should award experience three times during the encounter section (usually at the end of an evening of play). Generally speaking, you will find the best places to award experience points are at the end of encounter area 7, the end of encounter area 13, and after the party exits the caverns.

SECTION 1

Read this to the players

After several days travel, you have reached the Burning Lands. Deposits of phosphorous, magnesium, and various salts cover the entire area, and numerous geysers, gas fissures, and lava flows erupt through the crusty ground. Athru says you will spend only a short time on the surface of the Burning Lands; after a period of travel you will reach a large network of caves. The Ul-Mor knows a safe path through the caverns and out into the desert on the other side of the Burning Lands. You will follow this underground path to the Place of True Warriors. Athru warns you not to stray from the safe path, for there is an endless expanse of winding caverns teeming with unknown dangers.

You travel through the caverns for 24 hours, walking well behind the main body of Ul-Mor. The tunnels are between 5 and 10 meters wide, while the ceiling rises as high as 12 meters. Occasionally, the tunnels spread into underground rooms as much as 1 kilometer in diameter, with ceilings as high as 20 meters.

You constantly pass large stands of a mushroom-type fungus growing from the cavern floors. The stalk of this fungus is almost as thick as a small tree trunk. There is nothing else unusual in these caverns.

As you move along, you pass many smaller passages leading away from the main path, but the Ul-Mor carefully avoid these passages and warn you to do the same.

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Random Encounters

Roll for random encounters once each one-hour period. A roll of "1" on 1d10 indicates a random encounter; roll again on the following table. No random encounters will occur while the characters are with the Ul-Mor.

Die Roll	Encounter
1	Small rastie pack
2	Droppers
3	Poison gas fissure
4	Lava flow
5	Rastie trap
6	Flitters
7	Skeleton and drained blaster
8	Sleep gas fissure
9	Broom, mop, and bucket
10	Dead looper carcass

Do not use an encounter more than once. If you roll the same encounter more than once, ignore the result and roll again.

RANDOM ENCOUNTER DESCRIPTIONS

1.) Rastie Pack

A pack of 20 rasties attacks the party. They will pursue if the party attempts to run.

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Ratsie Swarm



Rasties are vicious mammals of medium size that prey upon hapless shovelmouths and other gentle prey living in the caverns of Voltarnus. They average 1 meter in length, and look like a cross between a rat and a small monkey. They have four legs, but can sit upright and use their forelimbs to grasp meat or small prey. Rasties are usually hungry, and will attack anything that looks edible to them.

Rasties are usually found in packs of 20 or more. Once they smell blood, the entire pack will fight until dead. They use their sharp, ripping teeth to bite their prey initially, but once they have locked their teeth into a piece of flesh, they clamp their jaws shut and do an additional 1d6 of damage every turn (automatically) until the creature frees itself or kills the attacking rastie.

The Ratsie Swarm is treated just like a creature. When it is wounded, the swarm is effectively dispersed. Ratsie Swarms cover an area equal to a Small Burst Template and attack everyone within every round.

Attributes: Agility d10, Smarts d4 (A), Spirit d6, Strength d4, Vigor d6

Skills: Notice d6

Pace: 7; **Parry:** 4; **Toughness:** 5

Special Abilities

- **Bite:** Ratsie Swarms inflict dozens of tiny bites every round to their victims, hitting automatically and causing 2d4 damage to everyone in the template plus an additional 1d6 of damage every turn (automatically) until the creature frees itself or kills the attacking rastie (victims in completely sealed suits are immune).
- **Small Swarm:** This is a smaller group of Rasties so the Toughness of these smaller swarms is lowered by -2 (to 5 each).
- **Swarm:** Parry +2; because the swarm is composed of dozens of creatures, cutting and piercing weapons do no real damage. Area-effect weapons work normally, and a character can stomp to inflict his damage in Strength each round.

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2.) DROPPERS



A dropper attacks a randomly determined party member. Assume the cavern ceiling is 3 meters high. The dropper will automatically have “the Drop” (heh hee, *Pun* intended!), +4 to Fighting roll, unless the characters are searching the cavern ceilings for droppers (declare Notice Rolls).

The dropper resembles a giant amoeba. It is a flat, irregular blob up to 1 meter in diameter. The dropper inhabits cavern ceilings all over Volturnus, always ready to drop on any unsuspecting prey walking beneath it. When the dropper senses another creature approaching, it crops a tentacle-like pseudo-pod covered with a sticky digestive acid. If this pseudo-pod strikes the prey, the dropper falls onto the creature in the same turn and attempts to envelop it (treat as a grapple). The dropper then begins to digest the creature, releasing digestive acids that cause 2d8 damage every round the victim fails to break the dropper's hold. The smell of this digestive acid will attract 2d10 more droppers to the area in 1d6 turns.

Because of its amoeba-like body, projectile weapons will not affect the dropper. It is also immune to the effects of tangier grenades, for it simply oozes out of the tangier strings. Since the dropper never sleeps (even if artificially stimulated), doze grenades will not affect it, either. In addition, any person using a ranged weapon attacks at -2 due to the dropper's ability to blend with its natural (droppers cannot even be seen from distances greater than 5 meters). Very bright light will cancel the effects off the dropper's camouflage.

Dropper

Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d4, Vigor d6

Skills: Fighting d10, Notice d10

Pace: 6; **Parry:** 7; **Toughness:** 5

Special Abilities

- **Entangle:** Grappling is a regular Fighting roll, and is a non-damaging attack. If the attacker wins, he's entangled his foe. With a raise, his foe is also shaken. Once entangled, the defender may attempt to break free on his next action. Both the defender and attacker pick either their Strength or Agility and then an opposed roll is made. If successful, the defender is free but the attempt consumes his action. If he does so with a raise, he's free and may act normally. Failure means he is still entangled. Instead of breaking free the defender may attempt a different action but

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at a -4 penalty.

- **Digestive Acid:** 2d8 damage per round until victim is not entangled.
- **Size -2:** Small size causes -2 penalty to attacks at a range of over 5 meters (3”).

3.) POISON GAS FISSURE:

A crack opens in the cavern wall and poison gas seeps out. The gas fills a 3-meter (Small Burst Template) long section of cavern each turn. The gas appears to be hot steam when the characters first see it.

All victims must make a Vigor Roll at -2. If the roll is made the victims suffer only a Shaken Fatigue result, and none with a raise. If failed, the victim loses one die from their Vigor for 24 hours.

4.) LAVA FLOW

A large section of cavern wall collapses, releasing a 250-centimeter deep lava flow 10 meters (6”) behind the characters. It will advance toward the characters at a rate of 5 meters (3”) each round.

Any character caught in the lava flow takes 5d6 damage every round until he escapes (or, well, you get the picture...).

If the characters choose to jump out of the path of the lava flow, they have a chance of finding a safe place (such as a low-hanging stalactite or a narrow rock shelf) by making a Notice Roll with a Raise. If the characters try to find cover and fail to make the 75% roll, assume they tried for cover, but discovered a round later this cover was not sufficient. They will return to the cavern floor one round after trying to find a safe place. They may try again for a safe place or run, at their option.

Even if the characters find a safe place, they must then make an Agility Roll. If they fail the roll, they will return to the cavern floor the next round.

If the characters succeed in jumping out of the flow's path, they must then wait three days for the lava to cool before walking on it. Unless they have found a sufficiently comfortable place to wait (use your own judgment), there is a chance they will fall into it several hours later, taking 1d6 damage from the cooling lava every round until they escape (make an Agility Roll).

If the characters run from the flow, it will follow them until they come to a branch in the corridor, and will then flow down the corridor sloping downward (choose one at random). If the characters are foolish enough to run into the corridor sloping down or there are no corridor branches, the flow will stop after chasing them for 1 kilometer.

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5.) RASTIE TRAP

Roll a secret Notice Roll for the two characters leading the party. If either character makes the check, he will see the rastie trap and neither character will fall into it. If neither character makes the check, both characters in the front will fall into a hidden 4-meter pit with sharpened stakes at the bottom. Each character takes 3d6 damage. (The pirate who lives in encounter area 18 set this trap to catch rasties.)

6.) FLITTERS

The party meets 10 flitters panicked by a gas explosion in another part of the cavern. All flitters will attack one character immediately, then fly away after two rounds of combat.



Flitters

Flitters are small winged mammals that enjoy dark places. They live in the caverns below the Burning Lands, eating insects, small mammals, and carrion. Flitters are generally passive, but loud noises, light, and smoke will cause them to attack.

Each flitter has a 3 in 6 chance of carrying a disease that will be transmitted to a bite victim. Eight hours after being bitten, the infected player will begin to suffer from a fever. The chills will soon follow this. Make a Vigor Roll at -2. With a success the victim will begin to recover. If they fail the fever will continue for three days, during which time the players Vigor will drop by one die per day until the character makes the roll or is treated. If the victim is not treated with antibody plus during this time, he will die. Even if the victim receives a dose of antibody plus, he must wait 24 hours before he feels healthy enough to do anything but rest.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d4, Vigor d6

Skills: Notice d6

Pace: 1; **Parry:** 6; **Toughness:** 3

Special Abilities

- **Bite:** Flitter Swarms inflict dozens of tiny bites every round to their victims, hitting automatically and causing 2d4 damage to everyone in the template plus an additional chance of a disease attack until the creature frees itself or kills the attacking Flitters (victims in completely sealed suits are immune).
- **Small Swarm:** This is a smaller group of Flitters so the Toughness of these smaller swarms is lowered by -2 (to 3 each).

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- **Swarm:** Parry +2; because the swarm is composed of dozens of creatures, cutting and piercing weapons do no real damage. Area-effect weapons work normally.

7.) SKELETON

The party finds the remains of a Human skeleton. They will find a laser pistol with an empty clip near the skeleton.

8.) SLEEP GAS

The characters hear a faint hissing from a crack in the cavern wall. This crack is releasing a gas into a 10-meter section of the corridor that causes characters to fall asleep for 1d6 hours. Players may avoid the effects of the gas by holding their breaths, using gas masks, or making a Vigor Roll.

9.) MAINTENANCE EQUIPMENT

The characters find a push broom, a bucket, and a mop.

10.) DEAD LOPER

The characters find a dead loper. The loper has obviously been dead only a few days.

PLANNED ENCOUNTERS

Start: CAVE-IN!

After spending 50 hours traveling through the caverns with the Ul-Mor, you are awakened by loud crashes and lopper screams. As you get up, you feel the cavern floor vibrating and see whole sections of the ceiling crashing down. You do not see any sign of the Ul-Mor, who had camped a considerable distance ahead of you. Three of the five exits from the room are now blocked.

The characters may run (checking for falls) to any of the three corridors not blocked by the cave-in. They cannot take any Ul-Mor or loppers with them, since all of the Ul-Mor are on the other side of the cave-in, and any loppers near them have been killed.

If the party attempts to dig out either passageway, let them dig for a few turns and then tell them they realize it would take many days to complete the task. The party can retrieve their equipment from the rubble, as well as enough food and water to last three days.

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1.) RASTIE LAIR

Read the following description to the characters as they approach area 1. If they do not turn toward area 1, but proceed straight through area 1 A, this encounter will not occur.

You hear chattering in the gloom ahead, such as a small mammal might make.

The sounds are coming from the lair of 100 rasties.

Ratsie Swarm

Attributes: Agility d10, Smarts d4 (A), Spirit d6, Strength d4, Vigor d6

Skills: Notice d6

Pace: 7; **Parry:** 4; **Toughness:** 7 (5)

Special Abilities

- **Bite:** Ratsie Swarms inflict dozens of tiny bites every round to their victims, hitting automatically and causing 2d4 damage to everyone in the template plus an additional 1d6 of damage every turn (automatically) until the creature frees itself or kills the attacking rastie (victims in completely sealed suits are immune).
- **Split:** Sometimes the swarm will split into two smaller swarms (Small Burst Templates) should their foes split up. The Toughness of these smaller swarms is lowered by -2 (to 5 each).
- **Swarm:** Parry +2; because the swarm is composed of dozens of creatures, cutting and piercing weapons do no real damage. Area-effect weapons work normally, and a character can stomp to inflict his damage in Strength each round.

If the party continues into area 1 after hearing these sounds the rasties nearest the party will squeal an alert to the rest of the pack. The entire pack will then attack. If the party retreats toward 1A after hearing these sounds, only 20 rasties will attack (use the Random Encounter Ratsie Swarm).

2.) FLITTER LAIR

The passageway gradually widens into a room. Your lights are not powerful enough to see across the room. A few high-pitched squeaks echo toward you from the room. You can also hear a faint fluttering.

There are 95 flitters asleep in this room. Five restless flitters are making the sounds as they move about the cavern ceiling. These five flitters will ignore the party unless the characters light a fire, shine a light on any of the flitters, make a loud noise, or touch any of the flitters.

If the party does any of these things, the five waking flitters will fly about the cavern

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squealing and screaming to wake the rest of the flitters. All flitters will then attack the party. More than five flitters will attack no character in any single turn. Players bitten by flitters must make Vigor roll or contract the deadly disease flitters carry (see Random Encounters above).

3.) CORRIDORS OF CONFUSION

You see several more of the mushroom-like fungi you see throughout the caverns in this area. These fungi, however, appear a little larger than most. The air in this area is difficult to breath because of the amount of dust in it.

The "dust" in the air is a concentration of spores from the giant fungi. Any character breathing without special precautions (gas mask, handkerchief over mouth and nose, etc.) will inhale many thousand spores. These spores cause hallucinations one hour after the characters enter the area. The referee should make up an appropriate hallucination, such as being attacked by a giant Ul-Mor, seeing a wall of water rushing down the corridor, finding a spaceship to take the party home, etc.

When they start to hallucinate, each character should make a Smarts Roll. If this check is successful, that character will realize he is having a hallucination. If the check is unsuccessful, the character will not realize he is having a hallucination. That character must then act as though the hallucination were completely real. You should temporarily take control of any character that is not acting as though the hallucination is real.

After two hours, the hallucinations will cease, but any character that breathed the spores will still be disoriented and confused for six hours (Fatigue Shaken Results). They will not be able to concentrate or remember where they came from, and will have their Smarts temporarily reduced by one die. After this six-hour period is finished, the characters will be immune to any further effects of the spores.

4.) DROPPER CAVERN

You have reached another large underground room. The ceiling here is only 3 meters high. You cannot see the other side of the room.

Each character stands a 2 in 6 chance of walking directly beneath a dropper. Once a character is attacked, 19 more droppers will arrive in 5 rounds. Refer to the Droppers listed under the Random Encounters.

5.) BURROWER SNAKE LAIR

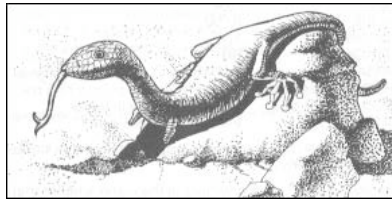
There is a faint glow near the ceiling of this huge room. The glow appears to be about 250 meters away.

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Upon closer inspection, the characters will see a deposit of phosphorescent minerals at the base of a 3-meter chimney extending upward farther than the characters can see. This chimney dead-ends in a burrower snake lair about 35 meters up.

If any character climbs the chimney, the two burrower snakes will attack immediately to protect the 23 eggs in their nest. If the characters do not climb the chimney, nothing will happen.

Burrower Snake



Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d4, Vigor d4

Skills: Fighting d8, Guts d6, Notice d12

Pace: 10; **Parry:** 6; **Toughness:** 2

Natural Tools: Bite (Str)

Special Abilities

- **Burrowing (5"):** These snakes can disappear and reappear on the following action anywhere within 5".
- **Poison:** This snake does little damage, but injects deadly venom. A character bitten by must make a Vigor roll at -2. With success, the bite area swells and becomes numb. The victim becomes Exhausted until healed. With a failure, the victim becomes incapacitated and must make a second Vigor roll or die.
- **Quick:** Snakes are notoriously fast. They may discard action cards of 5 or lower and draw another. They must keep the replacement card, however.
- **Size -2:** This snake is only 2 to 3 feet in length and is camouflaged to the color of the sand.
- **Small:** Anyone attacking a snake must subtract 2 from his attack rolls.

6.) VOLTURNIAN CAVE BEAR

You are entering a large cavern room lit by dim phosphorescent minerals when you see a 7-meter tall creature 60 meters from you. It looks like a hairless, white bear. It has shown no sign of noticing your party.

If the characters do not immediately back out of the room, the bear will attack until killed. If they back out of the room and wait for three hours, the bear will fall asleep. The party can then sneak by without harm. The bear will instantly awaken and pursue the party 1d10 meters (half for game inches) down the corridor if anyone

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passes within 30 meters of it.

VOLTURNIAN CAVE BEARS



Attributes: Agility d6, Smarts d6 (A), Spirit d8, Strength d12+4, Vigor d12

Skills: Fighting d8, Guts d10, Notice d8, Swim d6

Pace: 8; **Parry:** 6; **Toughness:** 10

Special Abilities

- **Bear Hug:** Bears don't actually "hug" their victims, but they do attempt to use their weight to pin their prey and rend it with their claws and teeth. A bear that hits with a raise has pinned his foe. The opponent may only attempt to escape the "hug" on his action, which requires a raise on an opposed Strength roll.
- **Claws:** Str+2.
- **Size +2:** These creatures can stand up to 8' tall and weigh over 1000 pounds.

7.) SHOVELMOUTH STAMPEDE

The corridor gradually widens into another large room. Phosphorescent mineral deposits dimly illuminate this room. It is more than half a kilometer long and 250 meters wide. You hear the sound of many running feet, and a number of grunts hisses, and squeals.

Twenty shovel mouths are stampeding from encounter area 8 into area 7 A. If the party stays in the room, each character has a 2 in 6 chance of being hit by a shovelmouth and falling to the ground. Any character that has fallen will be hit by at least one shovelmouth and has a 3 in 6 chance of being hit by two. Every time a character is hit by a shovelmouth, he takes 2d6 damage.

If the characters attempt to avoid the stampede, use your discretion to determine if they do so successfully. Players climbing the cavern walls, for example, will be safe from the stampede.

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Shovelmouth



Attributes: Agility d6, Smarts d4 (A), Spirit d4, Strength d4, Vigor d6

Skills: Fighting d6, Guts d4, Notice d8

Pace: 8; **Parry:** 5; **Toughness:** 5

Special Abilities

- **Stampede:** Each character has a 2 in 6 chance of being hit by a shovelmouth and falling to the ground when caught in a stampede. Any character that has fallen will be hit by at least one shovelmouth and has a 3 in 6 chance of being hit by two. Every time a character is hit by a shovelmouth, he takes 2d6 damage.
- **Bite:** STR damage.

The shovelmouth is a four-legged reptile with a long, flat snout resembling a shovel. It uses this snout to scrape moss and fungi off the walls and floors of the caverns it inhabits. Shovelmouths breed in great numbers, but their population is kept in check by rasties, which prefer them as food.

Shovelmouths are normally quite harmless, but if a herd panics, they will stampede. If a character is unfortunate enough to be caught in a stampede, he will take 2d6 damage from every shovelmouth that tramples him. You must use your discretion to determine the number of shovelmouths that may trample a character. In narrow, confined areas, the panicked shovelmouths will have a difficult time avoiding characters, while in a more open area, they will attempt to run around an object as large as a man.

A shovelmouth stampede may be diverted or stopped by a 1-meter high barricade, as long as the barricade blocks the entire corridor. A blockade that is too low or has a breach in it will not stop the stampede. The shovelmouths will destroy the barricade as they rush past or over it.

Despite their tendency to stampede at awkward times, shovelmouths are generally quite docile, and even affectionate. When a character meets a herd of shovelmouths, one of the reptiles will follow the character for several miles. If confronted, the creature will gaze at the character with its soulful, reptilian eyes and wag its scaly tail. It will not leave until force is used to chase it away.

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8.) EXPLOSIVE GAS FISSURE

As you round a bend in the corridor, you hear an explosion and see a sudden burst of light 300 meters ahead. Ten seconds later, another explosion follows. As you watch, several more explosions occur at random intervals. The bursts of light illuminate a circular room 500 meters or more in diameter.

As the characters try to cross the room, deal each player a card face down. Any player with a card under a 7 has some of the explosive gas escaping through the many fissures in the room will ignite near them. (Draw for each group of characters separately if they split up.) Any character caught in one of these explosions suffers 2d10 damage.

If any character strikes a match, fires a laser, or introduces any type of open flame into the room, there is a 5 in 6 chance all explosive gas in the room will ignite, causing 10d10 damage to those within the room. (Make Agility Rolls to see if the characters flung themselves to the ground in time to avoid part of the damage. If this check is successful, they will take only 1/2 damage.)

9.) SALT DEPOSITS

The walls and floor are becoming rough and loose as you walk down the corridor. A white, granular substance covers increasing portions of the cavern, until, when you enter a large room, it completely hides the floor and walls. Here, the cavern floor appears only in spots.

The white substance is common salt. The bare patches of cavern floor are actually flat rocks that have fallen onto the salt bed from the ceiling. These rocks are large enough for two people to stand upon, and it is readily apparent that the characters could cross the room by jumping from rock to rock.

If the party tries to cross the room, deal each character a card. On a card under 4, that character's rock that they stand upon will sink into the salt bed. If one rock sinks, there is a chance that any adjacent rock also sinks. Players will sink at a rate of 1/2 meter every turn (1/4 game inches). Players who sink completely before being rescued will suffocate in 20 rounds.

10.) WATER!

You are entering another room in this seemingly endless cavern. The air here is much cooler than other parts of the cavern.

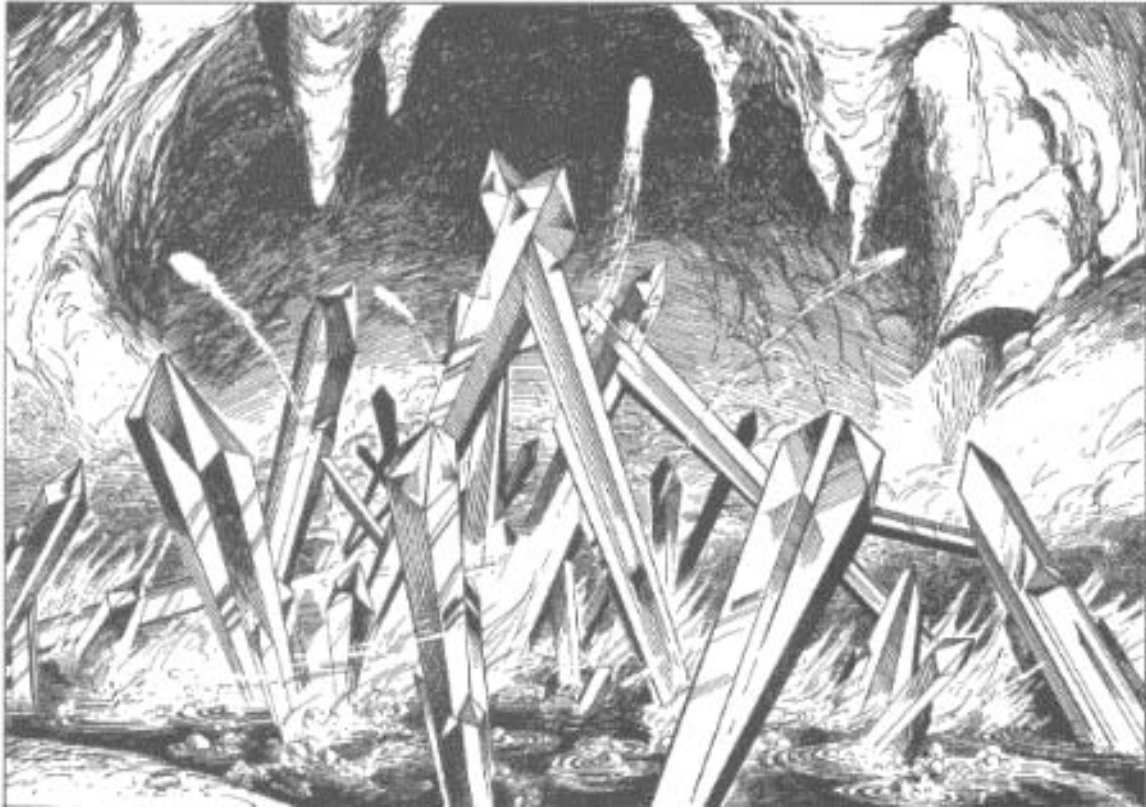
There is a spring of fresh water hidden behind a thin wall in this room. If they enter the room quietly, the characters will hear the sound of bubbling water. They can

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then locate the spring by going to the place where it seems the loudest and digging, blasting, or hacking through the soft wall.

They will then find plenty of fresh water for drinking, washing, and restocking canteens.

11.) THE LAKE OF FIRE



This passage is becoming increasingly hot as you advance. You round a narrow bend and see a large room ahead. A fiery, red glow illuminates this room, and you feel an intense heat coming from it. As you move on, your passage opens onto a narrow ledge overlooking a vast lake of molten rock.

Large pillars of crystal rise out of the lake to the height of your ledge, which is nearly 30 meters above the fiery surface. Near the middle of the lake, two or more of these crystals are fused at the top, forming narrow bridges. Many stalactites hang to within 3 meters of the crystal tops. Some of these stalactites are huge and well anchored; others appear thinner and shakily attached. As you watch, one of the thin stalactites falls from the ceiling into the lake below. While you study the scene, you notice that jets of flaming gasses and molten rock stream out of the lake, splashing against the crystal pillars and even the ceiling of the cavern.

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There doesn't appear to be any safe way across the lake, for your ledge runs only part way around the lake. On the other side, you can see a similar ledge, with a passage leading away from the lake. The distance between the two ledges appears to be about 200 meters.

Lay the map of the Lake of Fire on a flat surface where all may see it. Place the characters' counters directly on the map so that you may see the characters' locations as they attempt to cross the Lake of Fire.

The characters will probably try to use one or more of the following methods to move from pillar to pillar:

1. Jump from one pillar to the next where the distance is not too great (see map).
2. Rope the stalactites and swing from pillar to pillar.
3. Make bridges out of the trunks of the giant mushrooms growing throughout the caverns.

Players who jump must make successful Strength roll or fall several inches short of the next pillar. Players who fail these checks should make an Agility Roll to see if they grabbed the edge of the pillar as they fell. Any character that fails both of these checks falls into the Lake of Fire and dies instantly. (Here goes the Bennie Fest!)

Players attempting to swing from pillar to pillar must make Agility Rolls to see if they land on the pillar safely. Any character that fails the check misses the pillar; the character must hang from the rope until rescued by another character. (If the rope was not long enough to reach the pillar, the character should make an Agility Roll to see if he managed to grab the edge of a pillar as he fell. Any character that fails both checks falls into the Lake of Fire.)

Players will never have any trouble roping a stalactite, since they can keep trying until they are successful. In addition, at least one stalactite will always be within roping distance. There is a very small chance (a draw of a deuce from the deck), however, that a stalactite may break loose from the ceiling before the character completes the swing. If this occurs, the character should make an Agility Roll to see if he had completed enough of the swing to fly through the air to the pillar and grab its edge before falling into the Lake of Fire. Any character failing this check falls into the Lake of Fire. (See a pattern here?)

If the characters use the trunks of the giant fungi as bridges to cross the pillars, they should make an Agility Roll to see if they fall off the trunk while crossing it. Any character failing the Agility Roll should make another roll to see if he grabbed the trunk before falling into the Lake of Fire. Any character that fails both checks falls into the Lake of Fire.

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No matter how the characters cross the Lake of Fire, each character stands a large chance of being hit by a lava splash as it streams out of the lake. As the characters cross each dashed line on the map, roll a d6. On a four or better, that character takes 1d10 damage from a small burst of molten rock.

As the characters cross the lake, the referee should emphasize that the heat is nearly unbearable, and that the smoke and ash in the air make breathing nearly impossible. After completing the crossing, roll a Vigor Check for Fatigue damage for each character that did not take any precautions to protect him from the heat.

12.) THE MAGMA MONSTERS

You walk only 500 meters before the corridor widens into a room. The smooth rock floor of this room is littered with hundreds of small balls of hardened lava. Some of these lava-balls are lying quietly on the floor, but others are bouncing around like balls on a pool table. Occasionally, a lava-ball rolls into or out of a small hole in the wall.

The small balls of lava are baby magma monsters. They are harmless to the characters, even if they bump into them by accident.

A very old magma monster guards the babies. This adult appears to be a large black boulder lying against the wall 20 meters (10") away. The adult magma monster will remain motionless unless a character touches one of the small lava-balls, at which time it will attack.

Despite its slow movement, the magma monster is a deadly opponent. It spews a stream of hot lava up to 50 meters (25") in any direction, doing 4d6 damage. This attack, however, is not subject to ranged weapon modifiers because it is the creature's natural attack form.

The magma monster will cease attacking if the characters leave the chamber, but will immediately attack if they re-enter.

Magma Monster



A magma monster is usually indistinguishable from the pools of lava it inhabits. For most of its life, it remains immersed in the lava, feeding off the tremendous heat.

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When it has stored enough energy to stimulate reproduction, the magma monster enters its "female" cycle. During this cycle, it assumes a semi-solid shape and allows itself to be shot from the pool of boiling lava onto a shelf or shore of solid rock, where it cools over several decades and forms a hard crust.

When this happens, the magma monster is finally ready to reproduce. It opens a small hole in its outer crust and lays nearly 100 little round blobs of magma. Within 10 days of being laid, these blobs of magma form a hard outer crust, taking on the shape and size of billiard balls. After a century of further cooling (sometimes lying dormant, sometimes rolling around the cavern and hitting their siblings), the adult and the young return to the lava pool and begin this 1,000-year cycle again.

If a stranger is fortunate enough to wander into a cavern filled with magma monsters, the adult magma monster will take no action unless the stranger approaches the young. The magma monster will attack if any stranger touches its young (not if the young touch a stranger). It will open a small aperture and spew a stream of lava at its victim. This spurt may travel as far as 50 meters, and is shot with such force no modifiers for range is necessary.

Due to the magma monster's hard outer shell, it is not affected by tangier grenades, needler, or projectile weapons. Doze grenades and stun weapons of any sort will not affect it either, since the magma monster's life force is based on thermal energy and these weapons are designed to achieve their effects through big chemical manipulation. Magma monsters take only half damage from lasers and fragmentation grenades.

Attributes: Agility d4, Smarts d6 (A), Spirit d6, Strength d10, Vigor d8

Skills: Fighting d8, Shooting d8, Notice d8

Pace: 2; **Parry:** 5; **Toughness:** 10

Special Abilities

- **Magma Blast:** The creature may fire a blast of fiery magma up to 25' away (no range modifiers) and does 2d8 damage in a Small Burst Template. Anyone or anything hit must check to see if it catches fire. (SW, PG 97).
- **Armor:** Due to its rocky thick skin the creature receives a +4 to its Toughness score.
- **Slow:** This creature has a Pace of 2, and cannot run.

13.) THE UNDERGROUND SHORE

After wandering through more of the endless passages, you hear the sound of gently lapping water ahead. Soon, you round a corner in the passage and see an underground sea.

This sea, more than 1.5 kilometers wide and 6.5 kilometers long, is nearly a

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kilometer deep in places; even along the shore the depth is more than 10 meters. The ceiling above the sea is 50 meters high. Large deposits of phosphorescent minerals illuminate the entire area.

The shoreline is simply a rocky ledge covered with giant mushroom- like fungi. From any area along this ledge, the characters will see the island (encounter area 14 A). They will also see the opposite shore (encounter area 15) in the far distance.

13 A: This shoreline is exactly like the one described above.

13 B: As the characters enter this area, they will see an Ul-Mor sitting at the water's edge. He is totally absorbed in his own thoughts, and will take no notice of the party's approach. If spoken to, he will slowly turn around, revealing that much of his face and two of his tentacles are covered with a pasty white growth. He will introduce himself as Throm the Banished.

Throm the Banished (Insane Ul-Mor)

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Guts d8, Intimidation d8, Notice d6, Shooting d6, Stealth d6, Throwing d6

Pace: 6; **Parry:** 6; **Toughness:** 7

Gear: Leather armor (+1), Spear (Str+2)

Special Abilities

- **Mind Link:** The Ul-Mor has a special ninth tentacle that allows them to communicate telepathically with anyone they have "linked" to. It requires a touch attack and the communication only lasts as long as they have a touch link.
- **Extra Limbs:** The Ul-Mor receives two attacks per round, four if they wish to take the -2 off hand penalty.

Throm will give the following account of himself:

"I was once a powerful Ul-Mor, who stole many things from our enemies and divided these things many ways. My fellows envied me, and, indeed, I believed they had reason to do so. I had been chosen as the tribe's next leader, and this made me feel as though no risk were too great for me to take. But, alas, the One will not tolerate such foolishness.

"I was riding herd on a large flock of kwidges when a burrower snake startled them, and they stampeded. Many of the kwidges ran under my loper; alas, I was not quick enough to control the noble beast. Left solely to his own direction, my loper panicked and ran into the tribe's egg cache, destroying several of our young. The elders immediately banished me, forever denying me the rights of an Ul-Mor.

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"Since that time I have wandered these caverns, where I have learned the secret of joining the One without the cold sleep. Perhaps the One has sent you to me, so that I may redeem myself by showing you his secret."

Throm is slightly deranged, and believes the mutating fungus on the island is the key to eternal life. He will make every effort to convince the characters to go to the island, and will not speak of anything else. He does not desire to leave, and could not remember the way out of the caverns if he did. He does remember that his loper wandered off and joined the One some time ago.

Throm will attempt to convince the party to journey to the island, but he will not use force to do so. If questioned about how to get to the island, he will say that he swims, but this is very dangerous because there is something evil in the lake. If the characters attack Throm for some reason, he will defend himself with his spear.

14.) ACROSS THE UNDERGROUND SEA

The characters may cross the underground sea by constructing a raft of fungi trunks or swimming. The characters will need oars or similar devices to steer the raft, or the current will draw them toward the island at the rate of 1 square per minute.

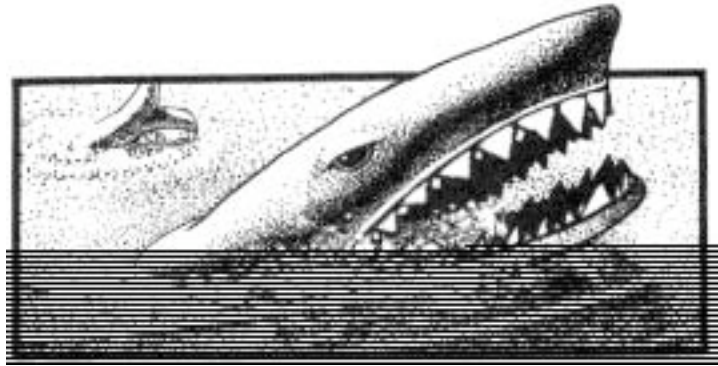
Halfway across the lake, the party will be attacked by a jawfish. They will see a fin 90 meters (45") away. One turn later, the jawfish will attack. It will continue to attack once every third turn, circling the raft for two turns between attacks. The jawfish will circle 60 meters (30") away for purposes of ranged weapons. Consider the jawfish to have light cover (-1 to hit), unless it is attacking a character.

The jawfish will normally attack the raft. Roll a d10 each time the jawfish attacks; on a roll of 3 or less, the jawfish lifts itself out of the water and attacks a randomly determined character. The first time the jawfish attacks, it will destroy the raft. Once the raft is destroyed, it will be useless, but there is still a roll of 1 to 7 on a d10 roll the jawfish will attack it rather than the characters.

The jawfish will make four attacks after destroying the raft. It will then lose interest and swim away.

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Jawfish



The jawfish is a large predatory fish similar to a shark. Its jaws, more than a meter wide, are filled with thousands of razor-sharp teeth.

The jawfish will attack anything in the water smaller than 10 meters long. If the players are aboard any type of craft, the jawfish is 70% likely to attack it rather than the players. Anytime the jawfish attacks a craft, it will overturn the craft, tossing the players into the water. Note, however, the jawfish will still attack the craft 70% of the time as long as the craft remains afloat. If the jawfish attacks a player, it will attack one of them at random.

The jawfish will attack only once every three turns, circling its intended victim for two turns between attacks. After making four attacks, the jawfish will lose interest and swim away.

Jawfish

Attributes: Agility d8, Smarts d4 (A), Spirit d8, Strength d12+4, Vigor d12

Skills: Fighting d10, Guts d8, Notice d12, Swim d10

Pace: —; **Parry:** 7; **Toughness:** 12

Special Abilities

- **Aquatic:** Pace 10.
- **Bite:** Str+3.
- **Large:** Attackers add +2 to their attack rolls when attacking a Jawfish due to its large size.
- **Size +4:** Jawfishi (?) can grow up to 25' in length.

14 A.) THE ISLE OF MUTATING FUNGUS

When you reach the island, you see several stands of mushroom-like fungi on its shores. A pasty, white growth covers the ground on the entire surface of the island.

As the characters explore the island, they will notice the fungi resemble some animals

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they have seen. Many clumps resemble rasties, shovelmouths, and other bizarre creatures. If the characters observe any of these strange formations carefully, they will notice the shapes are moving very slowly. This movement is nearly unnoticeable.

These odd-shaped clumps were once animals. The bizarre fungus, which covers the island, attaches itself to other living creatures and gradually replaces their cells with its own.

The only living thing the mutating fungus has not devoured is an isolated stand of giant mushroom fungi. (This stand of fungi has not been mutated because it is less than eight hours old. The lifespan of giant fungi is only 36 hours; it grows to its full size in one 12 hour period, fertilizes in the second 12 hour period, and dies by the end of the third 12 hour period.)

Any character who stays on the island for eight hours or more or who sleeps on the island for any period of time, will find a white, pasty growth covering parts of his body. This growth is identical to the white growth on Throm's face and tentacles. Any character remaining on the island for more than three days turns completely into fungus.

If the characters notice the fungus on their body within three hours, a medic must correctly diagnose the disease (Knowledge: Medical) and treat it with antibody plus. This will destroy the fungus already diseasing the body, but the characters will not be immune to further attacks. Any body part not treated within three hours of a fungus attack must be amputated, or the entire body will turn into fungus.

Throm is convinced being turned into fungus is a form of eternal life. No amount of pleading will persuade him to leave the island; in fact, he will try to persuade the party members to stay on the island and rest.

15.) THE FAR SHORE

This area is identical to area 13 A.

16.) THE PLACE OF HEALING

If any characters enter this area, read the following description to them:

You have just awakened. Apparently, you fell asleep after entering this area. You have no memory of anything after stepping into this area. Those of you who were wounded notice you have healed a great deal. You notice two large, indistinct footprints leading out of the room.

In fact, each character has completely healed (No Wounds, Fatigue or Shaken). The

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characters met an Eorna in this area, who used his medical knowledge to heal the characters. The Eorna did not wish the characters to know of the presence of his race, so he hypnotized them and erased any memory of the encounter. (It is very important that no hint of the Eorna be given to the characters.)

If some characters remained outside the room, they will be affected as though inside the room.

17.) THE DERANGED ROBOT

You hear many crashes in the room ahead, as if several objects of various sizes are being tossed about a small room.

A deranged maintenance robot brought into the caverns by the pirate in area 18 is cleaning the cavern room. The robot lost its broom and mop some time ago and has become deranged. It throws the rocks, boulders, and gravel from one section of the floor to another and attempts to sweep the dirt with its metallic hands.

It will continue sweeping until the rock floor is bare and smooth, then move to another section and repeat the process.

Though the robot will not attack the characters, it is still dangerous. Make Fighting Rolls vs. Random Characters, for 2d6 point's damage. The rocks cannot hit players more than 15 meters away from the robot.

The robot is a level 1 maintenance robot that will ignore the characters unless they attack it or attempt to change its programming. It will attack any character attempting to do either of these things with its hands (1d6 damage).

It requires one turn to open the safety release catch on the robot's instrument panel.

Level 1 Maintenance Droid

These are typical Mechanical Constructs used for general maintenance on starships.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Notice d6, Shooting d6, Stealth d6, Throwing d8

Pace: 6; **Parry:** 5; **Toughness:** 9

Special Abilities

- **Size +1:** L1 Droids are slightly larger than humans.
- **Armor +2:** External Armor and redundant systems cause the Robot to be harder to damage.

- **Construct, Level 1:**

Constructs add +2 when attempting to recover from being shaken.

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Constructs do not suffer additional damage from called shots (unless otherwise specified in their description).

Arrows, bullets, and other piercing attacks do half damage, as constructs generally have no vital organs.

Constructs do not suffer from disease or poison.

- **Fearless:** Robots feel no fear effects.

18.) THE MAD PIRATE

From the gloomy passage ahead, you hear a Human voice singing,

*"Oh, we hijacked the ship and we took us guns,
Li-dee-di-dee, li-dee-di-dee day-o.
Came to Volturnus and drank some rum,
Li-dee-di-dee, li-dee-di-dee day-o.*

*"Now I'm lost in the caverns, no place to run,
Li-dee-di-dee, li-dee-di-dee day-o.
Anything moves, I shoots it with me gun,
Li-dee-di-dee, li-dee-di-dee day-o."*

Read the following description to the characters as they investigate:

You see a lone Human figure about 30 meters ahead, squatting next to a small fire in the center of the room. He appears to be roasting a skinned rastie, though you can't be certain since he is turned sideways to you and his body hides part of the fire. A red splotch on his left arm barely shows through his tattered shirt. A laser rifle attached to a power pack lies on the cavern floor next to him. The floor is littered with rastie bones, a large pile of moss, and a pile of rastie furs the man uses as a bed.

The pirate, Phalen the Black, will attack the characters on sight, using the setting for the three round burst on his laser rifle. When he drains the fresh pack attached to his rifle, he will fight with his bare hands. (The pack was his last supply of power.)

If captured alive, Phalen will reveal only his name. Like the maintenance robot he brought into the cavern, Phalen is now slightly deranged, and anything else he says will be gibberish. From time to time he will whisper that he is greatly afraid of turning into a fungus.

Careful inspection of Phalen's arm will show that the red blotch is a tattoo of a red devil surrounded by white stars. Phalen will escape as soon as he can.

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Phalen the Black

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, and Vigor d6

Pace: 6"; **Parry:** 5; **Toughness:** 5

Guts d6; **Notice** d6; **Stealth** d6

Intimidation d6; **Persuasion** d6; **Taunt** d6

Skills:

Knowledge Skills: Streetwise d6, Tracking d6, gambling d6

Talent Skills: (Driving d6, Fighting d6, Repair d6, Shooting d6 and Throwing d6)

Common Knowledge: Looting, Pillaging, Pirate Stuff, Star Law Routines

Edges: Danger Sense

Hindrances: Quirk (Slightly Deranged)

Gear: Laser Rifle Damage 1-3d6, Range 30/60/120, RoF 3, Shots 10

Notes Fully automatic or single shot, has a three round burst selector.

19.) EXITING THE CAVERNS

As you stumble along the passageway, you see a beam of light far ahead. The air is warm and fresh, almost overwhelming after the days of breathing the dank cavern air.

This is the exit from the caverns. As the characters stumble out into the daylight, they will find they are once again in the desert. A large party of Ul-Mor are camped not more than 250 meters away, and, as the characters come out of the cavern, Athru will ride up to them on his loper. After greeting them, Athru will explain that after the cave-in, the Ul-Mor continued through the safe caverns and camped here, hoping the characters could find a way through the Forbidden Caverns. He is very glad to see them, and, after they have rested, he will take the characters to the Place of True Warriors.

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THE RITUAL OF THE QUICKDEATH!



Part Three The Ritual

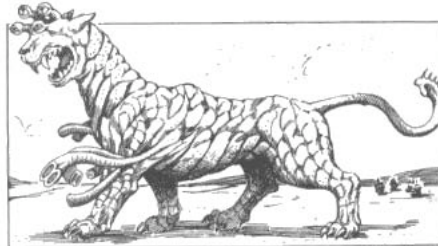
The maps to Volturnus can be downloaded from the most excellent <http://www.StarFrontiers.com>.

THE RITUAL OF THE QUICKDEATH

Any creature, male or female, wishing to become an UI-Mor tribe-member must pass the ceremonial test all UI-Mor males take upon entering adulthood: the Ritual of the Quickdeath. Those who survive become UI-Mor tribe-members.

This section outlines the encounter between the party and a quickdeath. Study the description of the quickdeath below carefully before playing this encounter.

QUICKDEATH



The quickdeath is the ultimate land carnivore. This creature can propel itself at 100 kilometers per hour with its great legs, which resemble those of a jaguar. Quickdeaths

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keep the claws on these legs razor sharp, using them to attack prey as well as for climbing. Three sets of smaller, tentacle-like limbs ending in suction cups are attached to the quickdeath's sides. It uses these limbs to catch unwary prey and stuff the unfortunate creatures into its digestive maw. Any creature in the maw takes 2d6 points of damage until it frees itself (as if breaking free from a hold).

The quickdeath has a long, flexible neck that ends in a snout and large mouth. Its four eyes are mounted on retractable stalks atop the head, while its brain is located at the base of its neck. (The quickdeath is nearly blind when it strikes its prey because it retracts these eyes.) The creature has a long, whip-like tail that can fling a poisonous dart once every four rounds. The outer hide of the creature is covered by a moist, reflective armor, which provides such good camouflage that the creature is nearly invisible until it approaches within 120 meters. Quickdeaths are constantly on the move, seeking to appease their hearty appetites. They are found in all areas of Volturnus except the mountains, frequently traveling in mated pairs.

The female lays hundreds of eggs each year, burying them deep in the sand or soil. These caches sometimes contain as many as 50 eggs. The first of the young to hatch eats the remaining eggs for his or her first meal, and immediately begins its lifelong search for more food.

Quickdeaths are not native to Volturnus. The Sathar used an advanced form of DNA manipulation to create these hideous beasts from a common type of housecat found throughout the universe. On the "Day of Death," they released thousands of quickdeaths on the surface of Volturnus to terrorize its inhabitants.

QuickDeath

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d12, Vigor d10

Skills: Climbing d8, Guts d8, Fighting d8, Intimidation d8, Shooting d8 and Notice d6

Pace: 12; **Parry:** 6; **Toughness:** 11

Special Abilities

- **Tail Darts:** Once every four rounds this creature can fire a poisonous dart from its tail. This dart has a range of 5/10/15 and does 2d6 damage plus the victim must make a Vigor Roll at -2 or lose one die of Strength per round until the victim cannot move (0 STR).
- **Camouflage:** The outer hide of the creature is covered by a moist, reflective armor, which provides such good camouflage that the creature is nearly invisible until it approaches within 120 meters.
- **Claws:** Str+2
- **Grab:** The QuickDeath makes a regular Fighting roll. If it wins, it has entangled its foe. With a raise, the foe is placed in the creature's maw for an additional 2d6 acid damage per round. Once entangled, the defender may attempt to break free on his

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next action. This is an opposed Strength roll. If successful, the defender is free but the attempt consumes his action. If they do so with a raise, they are free and may act normally. Failure means they are still entangled.

- **Bite:** Str plus 2d6 for digestive acids.
- **Appendage Lash:** A QuickDeath can sweep all opponents in its side facing in a 3” long by 6” wide rectangle. This is a standard Fighting attack, and damage is equal to the creature’s Strength -2.
- **Size +2:** This is a large creature, weighing about 350kg (about 800 lbs).
- **Armor +2:** A Tough and Reflective Armor cover this creature.
- **Immunity:** Immune to needler weapons; damage from laser or projectile weapons.
- **Fleet-Footed:** QuickDeaths roll d12’s instead of d6’s when running.
- **Vulnerability:** The Quickdeath has no natural defenses against puncturing weapons, such as spears. Half the Toughness score of the creature against such weapons or attacks.

CHARACTER EQUIPMENT

The party may use any equipment they have with them. In addition, the Ul-Mor has prepared a straw dummy for each character. The quickdeath retracts its eyes as it attacks, and is nearly blind when it strikes its prey. The creature will often strike a dummy rather than a person, provided the dummy is directly beside the person when the quickdeath attacks. Though the Ul-Mor will not object to the characters’ use of their own equipment during the ritual (for they feel the One has given the characters these strange devices to compensate for their lack of limbs), they will give each character a spear.

SET-UP

When the characters reach the Place of True Warriors, they may place their miniatures anywhere they desire on the map. Give each character an extra counter to represent his dummy. Place the quickdeath miniature at the edge of the map, as far as possible from the party members.

PLAYERS DESCRIPTION

After meeting you outside the caverns, the Ul-Mor has taken you three day's journey south to the Place of True Warriors. (At this point, let the characters map the area they travelled through.) The Place of True Warriors appears to be an unremarkable section of desert.

Athru comes to you on the morning of the fourth day and says, "It is now time for the Ritual of Manhood. Those who survive will become Ul-Mor. Those who do not will become a different form of the One. Take spears." (Athru offers each character a spear.) "It is time."

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Athru leads you to the ritual area. The other Ul-Mor has withdrawn to a safe distance. Athru gives each of you a straw dummy, shaped roughly like yourself. Athru says, "May you fare well against the quickdeath." He mounts his loper and withdraws to join the other Ul-Mor.

Any attempts by the characters to learn more about the ritual will fail.

PLANNED ENCOUNTERS

1.) Battle at the Place of True Warriors

Suddenly, you see a tiger-sized creature covered with some sort of reflective armor running toward you. It has a long neck and hideous head. You can see that its gaping jaw is filled with sharp teeth, and that it has four eyes mounted on stalks above its head. Three small tentacles ending in suction cups dangle from each of its sides. This hideous beast is running toward you at an unbelievable speed, and is apparently going to attack.

The QuickDeath will attempt to kill all characters as quickly as possible. As it rushes into combat, it will fire its tail-dart at a character it does not intend to melee immediately. It will then attack the closest character. If more than one character is within melee distance, it will use its special attack and attempt to grab one character, pulling him into its digestive maw. It will continue to attack until it has killed all characters, or until they have killed it.

Any character next to the quickdeath stands a 50/50 chance of avoiding the quickdeath's attack for one turn. If the monster's initiative card is Black it will attack the character, if it is Red the quickdeath will attack the character's dummy, totally destroying it.

2.) The Last Encounter?

Use the entry 2 A if you plan to continue the adventure on Volturnus using the sequels to SF 0: CRASH ON VOLTURNUS. These sequels, SF 1: VOLTURNUS, PLANET OF MYSTERY, and SF 2: STARSPAWN OF VOLTURNUS, will be available at my earliest convenience. If you do not plan to continue the adventure on Volturnus with T\$R modules, use entry 2 B.

2 A.) Ending 1:

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As you stare at the body of the hideous beast, you hear the approach of a looper. Looking up, you see Athru riding toward you. When he reaches you, he dismounts and says, "You have done well. We are now One, for you are Ul-Mor."

Athru now reveals he has seen creatures similar to the characters living with the Kurabanda, a race of foolish creatures that dwell in trees. Athru will agree to provide an Ul-Mor escort to the edge of the Kurabanda's home.

SF 1: VOLTURNUS, PLANET OF MYSTERY, begins with this journey.

2 B.) Ending 2:

Read the boxed section in ending 2A above. Athru will then reveal that there are others of the characters' kind living in the main Ul-Mor tribe. He will then take the characters to the other "strange" tribe- members, who happen to be Lieutenant Colonel Louis V. Jameson and Grod the Dralasite, two members of the original exploration team.

Jameson and Grod will explain that a group of space pirates hijacked their starliner as they approached Volturnus. The other members of their expedition were killed, but Jameson and Grod escaped. The Ul- Mor found them, starved and nearly dead from the lack of water, and invited them to take the Ritual of the Quickdeath. They have lived with the Ul-Mor since that time.

Jameson has almost pieced together a radio. He needs a part found in any poly-vox to complete the radio. If the characters give Jameson a poly-vox, he will take the part he needs, contact Truane's Star and receive word that a rescue ship will be launched immediately. The Ul- Mor will treat Jameson, Grod and the characters as tribe-members until the rescue ship arrives.

EXPERIENCE POINTS

This is the end of this encounter section and the module. Award each player character 1-3 experience points as before. Any "6" rolled on 1d6 for each Bennie left over awards 1 XP.