

SAVAGE STAR FRONTIERS!



CRASH ON VOLTURNUS

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



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SAVAGE STAR FRONTIERS CRASH ON VOLTURNUS! PART 4 THE RITUAL OF THE QUICKDEATH!

SF-0
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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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Proudly Created on a Mac!



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



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THE RITUAL OF THE QUICKDEATH!



Part Three The Ritual

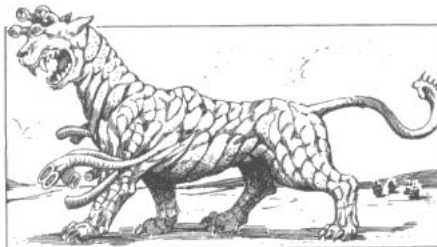
The maps to Volturnus can be downloaded from the most excellent <http://www.StarFrontiers.com>.

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 keep the claws on these legs razor sharp, using them to attack prey as well as for

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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 in 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 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

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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.

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."

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.

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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 monsters 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:

As you stare at the body of the hideous beast, you hear the approach of a loper. 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.

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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.

That's all! Next up on the Big Board...

Well, we'll see how this was received first.

cya

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