

Savage Star Frontiers
1/14/05

Adventure 2: ALIEN CREATURE ON THE LOOSE

Purpose

You are agents of Pan-Galactic Corporation relaxing at the trivid Gaming Hall after a dangerous mission. Suddenly there is a blaring alarm from your wrist communicators followed by an emergency public broadcast.

"An alien creature has broken out of confinement at the Zoological Park! Last seen headed north! The creature is reported to have attacked it's handler earlier this morning and should be considered dangerous! Stay inside! Police have been notified but a major accident on the Spaceport Expressway is occupying most of the patrols!"

You look at each other and nod agreement. The creature can not be allowed to run loose until the police can arrive. You must try to stop it.

Teams

In this adventure one player must be chosen to be the reader of the adventure and to play the part of the alien creature. Information on the creature is listed in a special section for the reader.

The rest of the players are working for Pan-Galactic. The players can roll up new characters or use their characters from the last adventure.

All new characters are armed with laser pistols. The pistols are fully loaded, but characters do not have extra ammunition and must keep track of how many shots they fire. Once their gun is empty they must look for another weapon or run away.

How To Play

The player characters always move first, until they attack the creature. The hydra will not attack until after the characters attack it for the first time. After this first attack, the game proceeds normally with players drawing for initiative at the start of each turn.

Borrowing Weapons. Once the player characters discover that their lasers are useless, the reader should ask: "What are you going to do? Your weapons don't seem to be hurting the hydra." When the players ask where they can get different weapons, tell them: "You can go to the Wilderness Outfitters, Weapons Shop, or the Security Building."

When a character enters one of these three buildings and asks for a weapon, the reader should determine if the shop owner will let them borrow one. Roll on the NPC reaction table (pg 114 of SWB) and add in the players Charisma modifier to determine if the shop owner will loan the character a gun. If the roll is Neutral, Uncooperative or Hostile, the shop owner will refuse and the character will have to try somewhere else.

Creature Information

THE HYDRA

For Reader's Eyes Only

The hydra is a strange creature that looks like a 10-meter tall silver tree with clusters of limbs around its mouth. The creature has a soft body and moves by slithering about on its trunk. It sees with many eyespots located just below the limbs on its head. Periodically the hydra goes through a reproductive cycle when it grows new branches with limbs and mouths which eventually mature and drop off to form new hydras. This hydra is undergoing that reproductive cycle and has grown several branches.

Earlier in the day, when the hydra started to bud, the creature's handler tried to move it to a larger pen. The sonic prod he used enraged the creature and it attacked the handler. The creature was finally penned and the handler taken to the medical complex. The zoo owners then brought a subsonic projector to soothe the creature with low-frequency sounds, but these only made the creature madder and it broke out. The creature now hunts for its handler, believing that if it can destroy him it will be freed of its torment.

The reader should run the creature so that it wanders through the town, giving the player characters a merry chase, leading eventually to the medical complex. Once at the medical complex it will slither in one of the doors and search for its handler. Each turn the creature is in the medical complex, the reader should roll 1d10; if a 1, 2, or 3 is rolled the creature has found and eaten its handler. If this happens Star Law will arrive and capture the creature.

Hydra (Nasty Alien Beast!)

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

Skills: Fighting d10, Notice d8, Intimidation d10, Tracking d8

Pace: 4 ; Parry: 7 ; Toughness: See below

Special Abilities:

In order for the hydra to be an equal challenge to the players, its Toughness and Number of Attacks will vary with the number of player characters.

The hydra starts with 10 Toughness per player character. Thus, if there are three characters, it will have a Toughness of 30.

The hydra also has as many heads as there are player characters. It gets one attack per head. It can attack a different target with each head. For example, if there are three characters, the hydra will have three heads and will get to attack three times every turn.

Darts

Description The creature attacks by firing nematocysts (muscle-fired darts) from its mouth at its prey.

Damage 1d10 (AP 2)

Range 10/20/40

RoF 2 per Head

Cost - (-1)

Weight -

Shots 10 per Head

Min Str -

Notes -

Immunity. Laser beams simply bounce off the creature's silvery hide without harming it. However, the heat of the beam excites the creature's cells and causes it to bud again, gaining +10 Toughness and another attack. If, for example, a hydra with a Toughness of 30 and three attacks was hit by a laser beam it would gain 10 points of Toughness and one attack for a total of 40 Toughness and four attacks.

Because the creature is so big, it is immune to the effects of a single doze grenade. At least three grenades must land in the hydra's square on the same turn to knock it out. The grenades will not effect the hydra if they are thrown on different turns.

If any single shot from a needler or gyrojet causes 15 or more points of damage to the hydra it will lose one of its heads and one of its attacks. This will happen only if the damage is caused by a single shot.

If the creature loses all its heads or if it receives three Wounds the hydra becomes unconscious and can be captured.

Movement. The hydra has a pace of 4" per turn. It does not need to stop before it crosses a road. Instead, the reader rolls 1d10; on a roll of 1, 2, or 3 a skimmer on the road has swerved to avoid the creature and crashed. One of the player characters near the crash must stop and spend one turn calling the medical complex on his or her communicator. That character may not fire that turn. The players decide which character must make the call.

How To Win. The Pan-Galactic team members win if they stop the creature. If the creature reaches the medical complex the reader should be sure to tell the players that the creature seems to be looking for something.

Set-Up

The player characters each choose a counter and place it in the Game Hall. The reader picks a piece with a picture of a giant creature on it and places it five spaces north of the Zoological Park exit.

Reward

At the end of the adventure the city will pay each character a reward for their brave actions. The following rewards will be given depending on the outcome of the adventure.

Players defeat Hydra before it devours handler 150 Cr each
Hydra devours handler (but players still stop it) 50 Cr each

1 XP if the Creature devours the Handler
2 XP if they save the Handler, but cant stop the creature
3 XP if they save the Handler and stop the creature

If the player characters borrowed any weapons during the adventure, they must return them afterward.

Playing The Adventure Again

Coming Soon!

There's Basic Adventure #2 from the basic game. Hope you enjoy.
Up next ... Playing the Adventure Again (Create your own monster!)
Then... Basic Adventure #3 Creating your own Adventures!

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