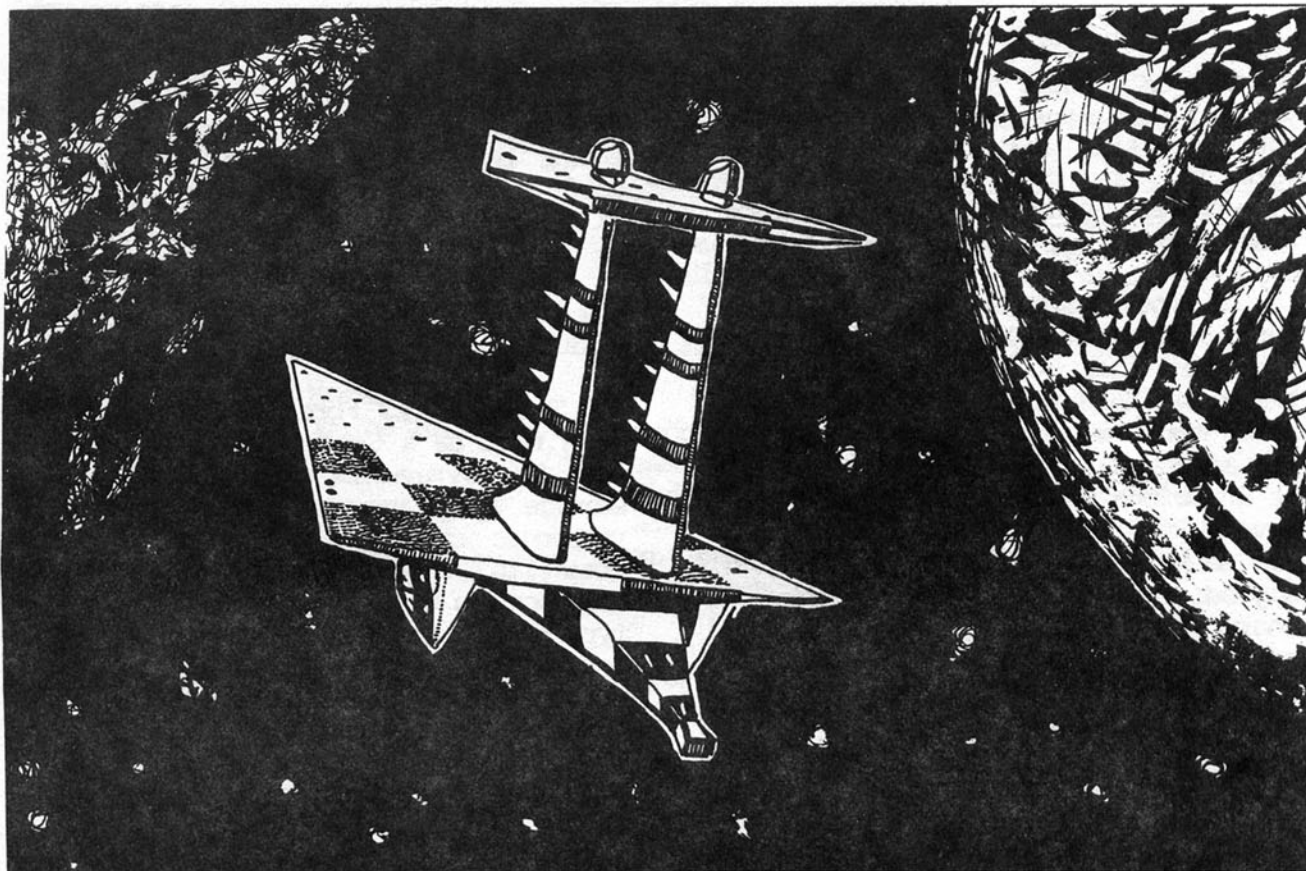




In this booklet you will find an introductory adventure for Midnight at the Well of Souls®. It is a short scenario that will allow you to become familiar with the operation of the basic game system. The encounters detailed in the booklet will allow you and your players to gain a feel for how the Skill system and the Combat system of the game operate.

The adventure has been designed for four players and a Game Master. There are four beginning characters included in the adventure for you to use, or you can generate beginning characters using the character generation system in the game book.

**IF YOU INTEND TO PLAY IN THIS ADVENTURE, PLEASE
STOP READING NOW!! PRIOR KNOWLEDGE OF THE
ENCOUNTERS IN THIS ADVENTURE WILL LESSEN YOUR
ENJOYMENT OF THE ADVENTURE!**

Notes for the Game Master

This is a short adventure to allow you and your players to become familiar with the skills and combat system of Midnight at the Well of Souls® Role-playing System. It is an adventure based around a team of scientific explorers.

If your players are going to generate their own beginning characters, be sure that at least one character has the skill Mountain Climbing, as that some mountain climbing is involved in the adventure. It is also important for at least one member of the party to have Medical skill. If you have not read the section on Medical skill, I would suggest that you do so now. Without a character with Medical skill in the party, any character whose END score is brought to zero will die.

It is also suggested, if your players are going to create their own characters, that you prohibit the use of blaster type weapons. The damage done by these weapons will tend to unbalance the scenario.

Before running this adventure, read it through several times to make sure that you understand how all the encounters are set up. This will make your job much easier.

The Adventure

The party has been approached by agents who represent the Prosser Research Corporation. This corporation has hired the party to investigate and assay a number of deposits of communications grade crystal found on Helter's World.

The planetary survey group marked the deposits as rich, but did not have the equipment or expertise to go into the mountains where the deposits are located.

The Prosser Research Corporation will supply the party with a refitted Nova Class space yacht and any necessary equipment needed to survey the deposits. The PRC has also agreed to pay the party 1% of any profits made

on the sale of the crystals if the deposits prove minable.

To expedite the purchasing of team supplies, the PRC has supplied the acting party ship pilot with a trade card which has a balance of 15,000 TCr.

The Nova Class space yacht which has been given to the party has been modified in the following manner:

The Deck #2 Foreward Lounge has been refit as a Geology and Chemistry lab. The Gymnasium and the port lower storage space have been converted to passenger cabins to allow up to six crew to live aboard. The final modification is the installation of a bay type airlock door in the foreward lower main storage space and cargo mounts for an aircar have been installed. An aircar has been supplied with the ship.

A detailed ship floor plan of the modified Nova Class yacht is included at the end of this module.

Helter's World

The star system in which Helter's World is found was generated using the Stellar Generation System found in the gamebook.

System Name:	Argarn
Number of stars:	1
Star Size:	Medium
Star Color:	Yellow-White
Star Class:	F
Star Temp.:	7000 Degrees K
Number of Slots:	20
Number of Planets:	6
System Specials:	

Asteroid Belt in Slot A4

Asteroid Belt in Slot D2

Planet #1	Slot A2
-----------	---------

Type:	Planet
Size:	Small
Diameter:	5,500 Km.
Moons:	None
Class:	H3
Atmosphere:	None

Asteroid Belt	Slot A4
---------------	---------

Planet #2*

Slot B3

Adventure Encounters

Type: Planet
Size: Medium
Diameter: 7,500 Km.
Moons: 3
Class: M3
Atmosphere: Breathable
Temperature: -27 to +37 C
Water Surface: 48%
Water: filterable
Food: Contains inert
Materials which
can be Toxic
Continents: 4
Major Minerals:
Copper Gold/Silver
Iron Quartz
Aluminum Emerald
Diamond Sulfur

In the following sections, the basic encounters of the adventure are outlined. They are in the order in which they normally take place. I have attempted to make the descriptions as detailed as possible for ease of use.

Passage of time on Helter's World

Helter' World has a rotation of approximately 1.2 standard days. For ease of record keeping, each day is divided into 24 hours. In the area of the adventure, the sun rises at 8am and set at 7pm. These times vary during the year by +/-10%.

The following is a table of estimated times that certain actions take during the adventure. All action durations are in hours, or in the case of travel, hours per kilometer.

Planet #3

Slot C3

Type: Planet
Size: Small
Diameter: 6,000 Km.
Moons: 2
Class: F3

Landing and Air Test:
Unshipping and loading Air Car:
Overland travel to the Nest:
Travel to Canyon by Air Car:
Climbing the Tree:
Air Car travel through hills:
Foot travel through hills:
Foot travel through mountains:
Foot travel along fault line:
Sampling deposit:

Planet #4

Slot C6

Type: Gas Giant
Size: Small
Diameter: 20,000 Km.
Moons: 9

Asteroid Belt

Slot D2

Planet #5

Slot D3

Type: Gas Giant
Size: Medium
Diameter: 60,000 Km.
Moons: 17

Encounter #1:

The party will be able to land the starship in any open area shown on the map. At the nearest point, this will be 15-20 kilometers from the crystal deposits. There are no suitable landing sites any closer to the deposits.

Planet #6

Slot D5

Type: Planet
Size: Large
Diameter: 10,000 Km.
Moons: 1
Class: F

The party has access to the reports filed by the planetary survey team. This report indicates that there are no overly dangerous life forms and no signs of any intelligent life on the planet.

Day one will be taken up in unloading and testing the required equipment.

In the evening, short range sensors will indicate the presence of a number of medium sized creatures investigating the landing area. If the exterior ship lights are turned on, the creatures will fade from view. A recording picture

will show a cat-like creature that stands approximately 1 meter at the shoulder. The creature's most noticeable feature is that it has six legs.

Encounter #2:

When the party unships the aircar and begins travel to the site of the deposits, they will be attacked by a large flying creature. This creature is reptilian in nature with a wing span of 10 meters. The statistics for the creature are as follows:

Psudoteranodon

STR: 32 INT: 05
CON: 29 WPR: 15
FTG: 46 END: 40

Natural Armor: Heavy Hide

Attacks: 3

Beak: 10 Point/Skill level: 50

Claw(2): 6 Point/Skill level: 50

If both claw attacks hit in the same combat turn, the target creature will be held in the Psudoteranodon's claws and carried off.

The Psudoteranodon moves as a vehicle travelling speed 10. (15 Hexes per Combat Turn)

The creature's first attack will be by surprise at an attack bonus of -20 to each attack roll.

The creature will attempt to capture a member of the party and carry him off to its nest for food for the eggs in the nest. (The eggs are due to hatch any time soon!!)

If the first attack misses, the creature will continue to attack until it captures a party member, takes $\frac{1}{2}$ of its END total in damage, or the aircar begins to move faster than it can.

If a party member is captured, the Psudoteranodon will move toward its nest (as marked on the map). The creature's altitude will increase in the following manner:

Combat Turn #1	15 meters
Combat Turn #2	25 meters
Combat Turn #3	35 meters
Combat Turn #4	45 meters
Combat Turn #5	55 meters
Combat Turn #6	65 meters
Combat Turn #7	75 meters
Combat Turn #8	80 meters

After Combat turn #8 the creature will remain at an altitude of 80 meters.

If the creature takes damage over $\frac{1}{2}$ of its total END score it will drop its captive and attempt to escape. Damage from the fall is equal to 1 point per meter falling distance.

If the party member is dropped over water, a successful Dodge skill check will subtract $\frac{1}{2}$ the damage the character takes from the fall.

If the party member is dropped over land a successful Dodge skill check will subtract $\frac{1}{4}$ of the damage the character takes from the fall.

If the character is not dropped, the creature will deposit the character in a large nest in the top of a very tall (150 meters) tree. In the nest are two large (basketball sized) eggs. The eggs are very close to hatching, and the first will begin to hatch 15 minutes after the character is dropped into the nest. The sides of the nest are 3 meters tall, and it is completely possible for a character to lift/roll the eggs out of the nest.

There are branches on the tree to a level 55 meters from the ground. This will allow the character to climb at least partway down the tree. When climbing down, a Climbing Skill check is required for each 20 meters climbed. If a skill check is failed, the character will fall to the next lower branch taking 3 points of damage. If there are no lower branches, a successful Dodge skill check will allow the character to grab onto the last available branch.

When the party follows the captured member, they will be unable to take the aircar through the forest, although they will be able to travel on the river to within 2 kilometers from the location of the nest. When they reach the tree, Mountain Climbing skill can be used to climb the trunk. A skill check is required for each 20 meters climbed. Once the tree has been

climbed, climbing down will not require any skill checks.

Encounter #3:

According to the party's map, the easiest way to get close to the deposits is to follow the river in the aircar. As they follow the river into the canyon marked on the map, the river banks disappear and the sides of the canyon rapidly rise. Approximately 1.5 kilometers into the canyon, the party will begin to hear rushing water and will find a 60 meter tall waterfall that totally blocks their way. Their only possible course of action is to turn around and find another way to the mountains.

Encounter #4:

The party will find that there is enough room along the river bank where the terrain becomes hilly, to move the aircar off the river.

It is possible, but difficult, to travel across the hills in the aircar. To travel through the hills in the aircar will require three Pilot {GEV} skill checks per kilometer traveled.

A skill check that is failed by 40 or greater indicates that the forward edge of the aircar skirt has buried its self in the side of a hill. Further travel in the aircar will be impossible, and digging out the aircar will require at least four hours.

Encounter #5:

Once the party has reached the mountains, they will notice that the fault marked on their map breaks out into a high pass in the mountains. This pass is the easiest way to climb to where they have to go. The map of this area shows the layout of the climbing areas on the mountain side. A Mountain Climbing skill check is required for every 20 meters climbed.

It is the job of the character with the highest Mountain Climbing skill level to determine the order of each

character on the climbing ropes. The party is assumed to have all the necessary climbing equipment.

When a Mountain Climbing skill check is required, each party member on the rope is required to make a skill check. The order of the checks are made starting with the lead climber and then following down the mountain side. A skill check that is failed by more than 40 indicates that the character has fallen from his position. If there are party members below the character who has fallen, they each must roll less than 3 times their DEX score on a d100 or they will also fall.

The lowest climber who does not fall has a chance equal to 3 times his Mountain Climbing skill level of stopping a character's fall. This represents the fact that pitons and stoppers have been pounded into the rock face by the lead climber.

Encounter #6:

Once the party has reached the area of the fault, they will find that no more mountain climbing is required. The fault area consists of a 4 to 4.5 meter fairly flat area with the actual fault being marked by a cliff 12 to 15 meters in height (see the fault diagram†). At the top of the fault cliff is a fairly flat area 2 to 3 meters in width adjoining the higher mountain side. Travel along the fault is difficult, but not overly so.

Please note that any attempts to earthquake prediction will show no possibility of an earthquake occurring.

The following sections describe the three deposit areas as marked on the map. All core samples must be taken from the top of the fault cliff.

Area 'A':

The fault cliff is approximately 10 meters tall at this point. In the face of the cliff can be seen a vein of crystal material about half-way up the cliff and about 15 centimeters wide. The composition of this deposit is usable for communications purposes and is fairly rich as normal deposits go.

Area 'B':

The fault cliff is approximately 12 meters tall at this location. The crystal vein is 3 meters from the top of the cliff and 7 centimeters in width. Core samples will show that this deposit is unsuitable for communications purposes due to the fact that this quartz is a quartz-gold bearing ore. The deposit is neither large enough or rich enough to be worth mining.

Area 'C':

The fault cliff is approximately 17 meters tall at this location. The crystal vein is 8 meters from the top of the cliff and is 1.5 meters in width. Core samples from this deposit will not be absolutely necessary as that the size of the vein allows samples to be taken directly from the exposed areas of the deposit. Analysis of samples from this deposit show it to be of very high grade and easily mined. This area is the major find of the trip.

Cat Encounter:

This encounter is not numbered due to the fact that it has no set location. Once the party enters the mountains, they will be followed by three Mountain Cats. These cats tend to attack mainly at night or at dusk. If the party sets up camp any night without an open fire or artificial lights for the entire night, the camp will be attacked by the cats. If the party maintains lighted camps at all times, they will be attacked by the cats as they return to their aircar.

Mountain Cats

STR: 15	INT: 07
DEX: 24	CON: 20
WPR: 15	FTG: 24
END: 15	

Natural Armor: Heavy Fur
Attacks:

Bite:	6 Points/Skill level 40
Claw(2):	4 Points/Skill level 45
Rake:	6 Points/Skill level 90

The cat's rake attack can only be made if both claw attacks hit during a single combat turn.

Special Defenses:

These cats can blend into any surrounding terrain with a 90% chance of not being seen. This ability can be used even if the cat is in plain sight. The cats tend to use this ability to make an attack approach by surprise.

A Mountain Cat will continue to attack until it has sustained damage equal to $\frac{1}{2}$ of it's total END score.

Ending the Adventure:

After the party has taken samples and analyzed each deposit, they must return to their ship and lift off to take their reports back to their employers. During this return trip, they will have to climb down the mountain face and recross the terrain they crossed to get to the crystal deposits.

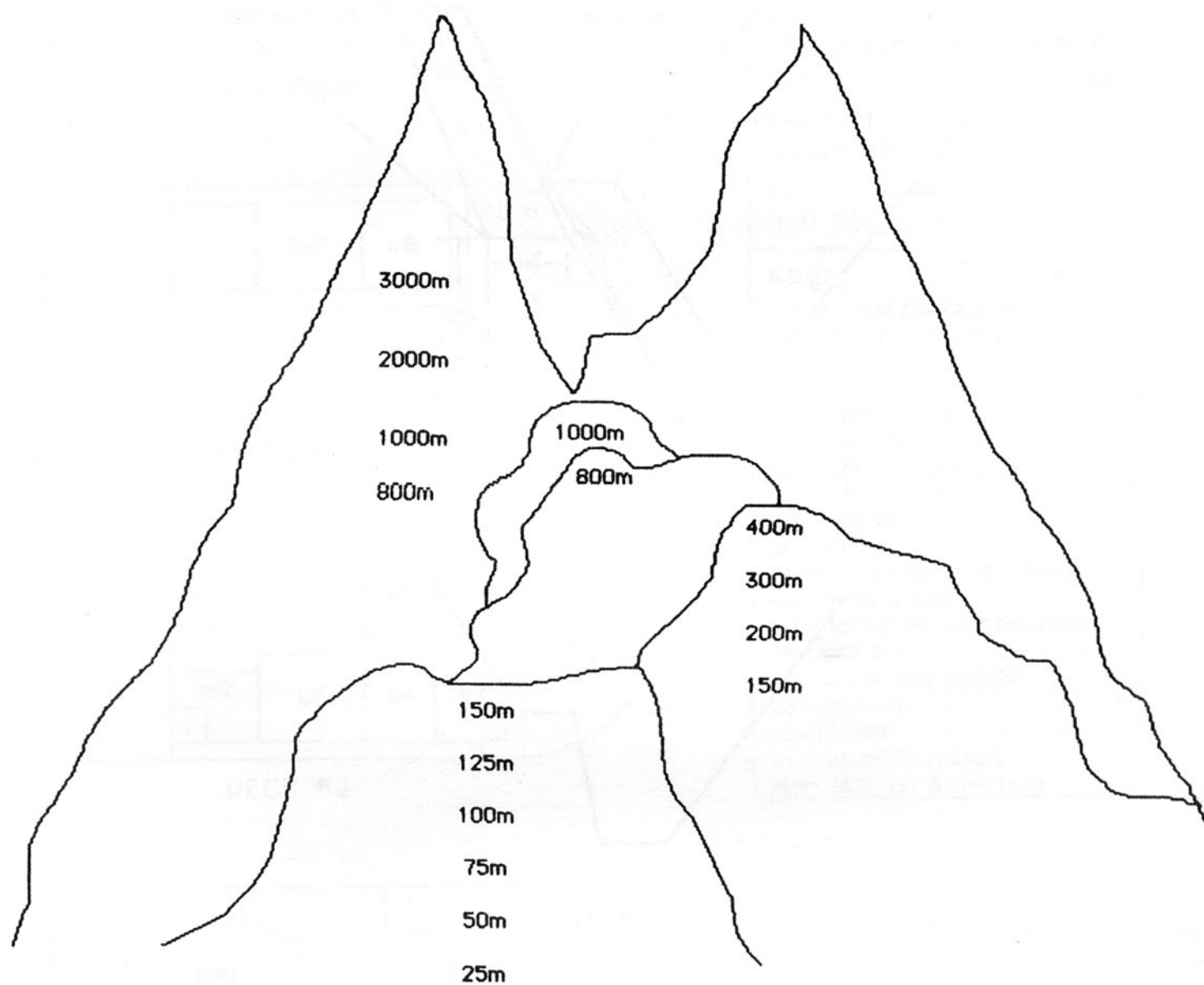
The party will have no new encounters, with the possible exception of an encounter with the Mountain Cats, on their return trip.

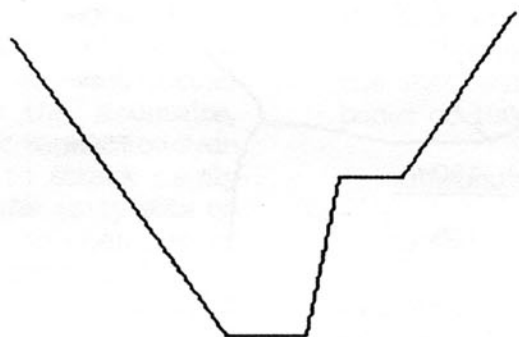
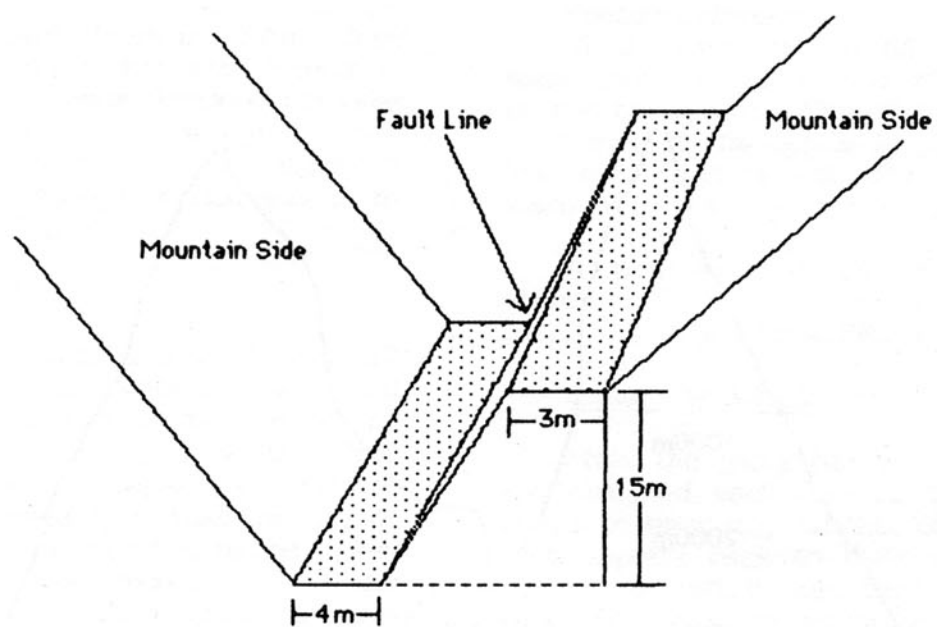
On return to their starting planet, the PRC will pay each party member a bonus of 1000 Tcr.

Continuing the Adventure

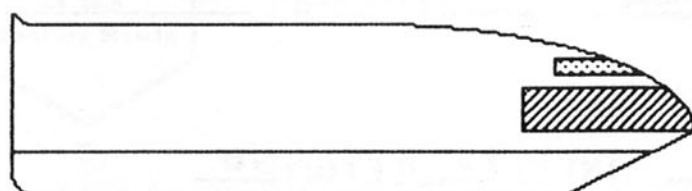
If this adventure is used as the start of a continuing campaign, the Game Master will have to determine the amount the party will be paid for their 1% of the profits for sale of the crystals.

It is suggested that the 1% be worth no more than 2000 to 3000 Tcr. per 3 month period. This will supply the party with some working capital, but not enough to live on.

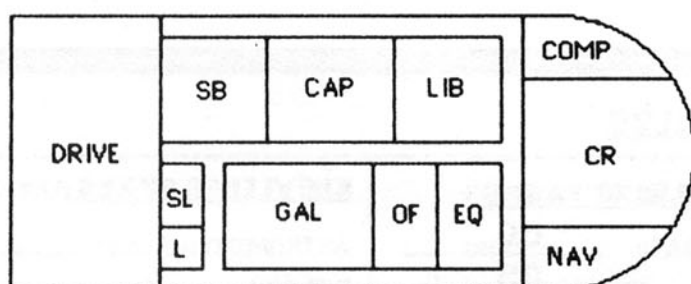




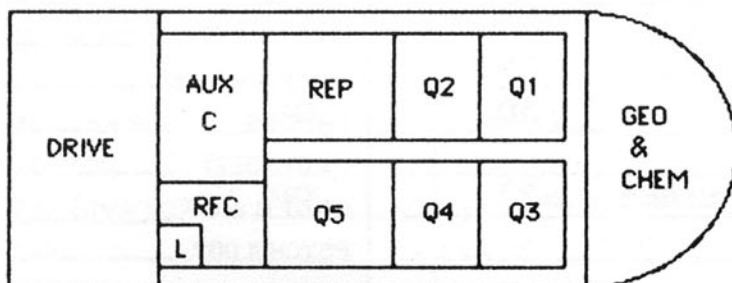
Side View



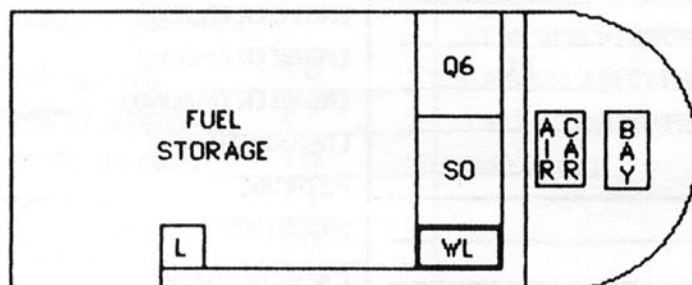
SIDE VIEW



DECK #1



DECK #2



DECK #3

**NOVA CLASS
PRIVATE SPACE YATCH
{MODIFIED}**

DRIVE:

Star Drive: COM Standard
Manuever Drive: Acc 5 Max

WEAPONS:

Lasers: None
Hull Rating: 1

Key:

AUX C - AUX CONTROL ROOM
CAP - CAPTAIN'S CABIN
COMP - MAIN COMPUTER
CR - CONTROL ROOM
EQ - EQUIPMENT SPACE
GAL - GALLEY
BAY - BAY AIRLOCK DOOR
L - ELEVATOR (LIFT)
LIB - LIBRARY
OF - OFFICE
Q1-Q6 - STATEROOMS {CREW}
REP - REPAIR SHOP
RFC - REFUELING CONTROL ROOM
SB - SICK BAY
SL - SPACE SUIT LOCKER
SO - STORAGE
LG - LOUNGE
WL - WEAPONS LOCKER
GEO - GEOLOGY & CHEM LAB

SHIP DATA:

LENGTH: 72 m CREW: 7
WIDTH: 26 m RANGE: 6 Months

Player Name: _____
Character Name: _____
Character Race: HUMAN

STATISTICS

STR: 18 CON: 11 INT: 19 FTG: 16
DEX: 22 WPR: 14 AGE: 37 END: 9
RESIST: 56

SKILLS

GENERAL SKILLS:

ADMINISTRATION _____
BRAWLING (5) 15
FIRST AID (15) 45
FORGERY (INT) 19
GAMBLING (5) 05
GENERAL REPAIR _____
MUSIC _____
READ (OWN 90) 90
READ _____
SPEAK (OWN 90) 90
SPEAK _____
TREAT POISON _____
VAC SUIT 20

PHYSICAL SKILLS:

CLIMBING (10) 10
DODGE (2 x DEX) 50
FIND HIDDEN (INT) 19
JUMP (DEX) 22
LISTEN (INT) 19
RIDE SM ANIMAL (5) 05
RIDE LG ANIMAL _____
SWIMMING (10) 10
ZERO GRAVITY 10

COMBAT SKILLS:

UNARMED COMBAT 60
HAND ROCK (5) 05
HAND CLUB (5) 05
HAND KNIFE 20
HAND _____
THROWN ROCK (5) 05
THROWN CLUB (5) 05
THROWN _____
THROWN _____
PROJ LT. PISTOL 23
PROJ _____
BEAM _____
BEAM _____
HEAVY _____
HEAVY _____
STARSHIP WEAPONS _____
CAMOUFLAGE (INT/2) 10
TACTICS/STRATEGY _____
EXPLOSIVES _____

KNOWLEDGE SKILLS:

ASTRONOMY _____
BIOLOGY _____
CHEMISTRY 30
COMPUTER OPS 40
GEOLOGY 75
MAP MAKING _____
MATHEMATICS _____
PHYSICS _____
PILOT (GEV) 50
PILOT (LAND) _____
PSYCHOLOGY _____

SPECIAL SKILLS:

COMPUTER REPAIR _____
ENGINEER (ATOMIC) _____
ENGINEER (ELECT) _____
ENGINEER (MECH) _____
ENGINEER (MINING) _____
LOCKSMITH _____
MEDICINE _____
MOUNTAIN CLIMBING 50
PILOT (SAILING) _____
PILOT (STARSHIP) _____
PILOT (SUBMERSIBLE) _____
VAC SUIT REPAIR _____

Player Name: _____

Character Name: _____

Character Race: HUMAN

STATISTICS

STR: 18 CON: 18 INT: 18 FTG: 42

DEX: 11 WPR: 22 AGE: 36 END: 16

RESIST: 88

SKILLS

GENERAL SKILLS:

ADMINISTRATION _____
BRAWLING (5) 05
FIRST AID (15) 25
FORGERY (INT) 18
GAMBLING (5) 05
GENERAL REPAIR _____
MUSIC _____
READ (OWN 90) 90
READ _____
SPEAK (OWN 90) 90
SPEAK _____
TREAT POISON _____
VAC SUIT 50

PHYSICAL SKILLS:

CLIMBING (10) 10
DODGE (2 x DEX) 22
FIND HIDDEN (INT) 18
JUMP (DEX) 11
LISTEN (INT) 18
RIDE SM ANIMAL (5) 05
RIDE LG ANIMAL _____
SWIMMING (10) 10
ZERO GRAVITY 50

COMBAT SKILLS:

UNARMED COMBAT _____
HAND ROCK (5) 05
HAND CLUB (5) 05
HAND _____
HAND _____
THROWN ROCK (5) 05
THROWN CLUB (5) 05
THROWN _____
THROWN _____
PROJ Hvy. PISTOL 50
PROJ _____
BEAM _____
BEAM _____
HEAVY _____
HEAVY _____
STARSHIP WEAPONS _____
CAMOUFLAGE (INT/2) 09
TACTICS/STRATEGY _____
EXPLOSIVES 60

KNOWLEDGE SKILLS:

ASTRONOMY _____
BIOLOGY _____
CHEMISTRY 25
COMPUTER OPS 25
GEOLOGY 25
MAP MAKING 20
MATHEMATICS _____
PHYSICS _____
PILOT (GEV) _____
PILOT (LAND) _____
PSYCHOLOGY _____

SPECIAL SKILLS:

COMPUTER REPAIR _____
ENGINEER (ATOMIC) _____
ENGINEER (ELECT) _____
ENGINEER (MECH) _____
ENGINEER (MINING) 50
LOCKSMITH 25
MEDICINE _____
MOUNTAIN CLIMBING 25
PILOT (SAILING) _____
PILOT (STARSHIP) _____
PILOT (SUBMERSIBLE) _____
VAC SUIT REPAIR 10

Player Name: _____

Character Name: _____

Character Race: HUMAN

STATISTICS

STR: 18 CON: 16 INT: 14 FTG: 27

DEX: 16 WPR: 16 AGE: 27 END: 14

RESIST: 64

SKILLS

GENERAL SKILLS:

ADMINISTRATION _____
BRAWLING (5) 05
FIRST AID (15) 100
FORGERY (INT) 14
GAMBLING (5) 05
GENERAL REPAIR _____
MUSIC _____
READ (OWN 90) 90
READ _____
SPEAK (OWN 90) 90
SPEAK _____
TREAT POISON 75
VAC SUIT 20

PHYSICAL SKILLS:

CLIMBING (10) 40
DODGE (2 x DEX) 32
FIND HIDDEN (INT) 40
JUMP (DEX) 16
LISTEN (INT) 14
RIDE SM ANIMAL (5) 05
RIDE LG ANIMAL _____
SWIMMING (10) 10
ZERO GRAVITY 10

COMBAT SKILLS:

UNARMED COMBAT _____
HAND ROCK (5) 05
HAND CLUB (5) 05
HAND _____
HAND _____
THROWN ROCK (5) 05
THROWN CLUB (5) 05
THROWN _____
THROWN _____
PROJ _____
PROJ 50
PROJ _____
BEAM _____
BEAM _____
HEAVY _____
HEAVY _____
STARSHIP WEAPONS _____
CAMOUFLAGE (INT/2) 07
TACTICS/STRATEGY _____
EXPLOSIVES _____

KNOWLEDGE SKILLS:

ASTRONOMY _____
BIOLOGY 50
CHEMISTRY 50
COMPUTER OPS 15
GEOLOGY 15
MAP MAKING _____
MATHEMATICS _____
PHYSICS 35
PILOT (GEV) _____
PILOT (LAND) _____
PSYCHOLOGY _____

SPECIAL SKILLS:

COMPUTER REPAIR _____
ENGINEER (ATOMIC) _____
ENGINEER (ELECT) _____
ENGINEER (MECH) _____
ENGINEER (MINING) _____
LOCKSMITH _____
MEDICINE 65
MOUNTAIN CLIMBING 25
PILOT (SAILING) _____
PILOT (STARSHIP) _____
PILOT (SUBMERSIBLE) _____
VAC SUIT REPAIR _____

Player Name: _____
Character Name: _____
Character Race: HUMAN

STATISTICS

STR: 17 CON: 15 INT: 16 FTG: 21
DEX: 14 WPR: 13 AGE: 33 END: 13
RESIST: 52

SKILLS

GENERAL SKILLS:

ADMINISTRATION 30
BRAYLING (5) 05
FIRST AID (15) 35
FORGERY (INT) 46
GAMBLING (5) 05
GENERAL REPAIR 40
MUSIC _____
READ (OWN 90) 90
READ _____
SPEAK (OWN 90) 90
SPEAK _____
TREAT POISON _____
VAC SUIT 40

PHYSICAL SKILLS:

CLIMBING (10) 10
DODGE (2 x DEX) 28
FIND HIDDEN (INT) 16
JUMP (DEX) 14
LISTEN (INT) 16
RIDE SM ANIMAL (5) 05
RIDE LG ANIMAL _____
SWIMMING (10) 10
ZERO GRAVITY 50

COMBAT SKILLS:

UNARMED COMBAT _____
HAND ROCK (5) 05
HAND CLUB (5) 05
HAND _____
HAND _____
THROWN ROCK (5) 05
THROWN CLUB (5) 05
THROWN _____
THROWN _____
PROJ LONG BOY 30
PROJ Med. PISTOL 50
BEAM _____
BEAM _____
HEAVY _____
HEAVY _____
STARSHIP WEAPONS _____
CAMOUFLAGE (INT/2) 08
TACTICS/STRATEGY _____
EXPLOSIVES _____

KNOWLEDGE SKILLS:

ASTRONOMY 40
BIOLOGY _____
CHEMISTRY _____
COMPUTER OPS 40
GEOLOGY _____
MAP MAKING _____
MATHEMATICS _____
PHYSICS _____
PILOT (GEV) 15
PILOT (LAND) _____
PSYCHOLOGY _____

SPECIAL SKILLS:

COMPUTER REPAIR 15
ENGINEER (ATOMIC) _____
ENGINEER (ELECT) 40
ENGINEER (MECH) _____
ENGINEER (MINING) _____
LOCKSMITH _____
MEDICINE _____
MOUNTAIN CLIMBING 25
PILOT (SAILING) _____
PILOT (STARSHIP) 55
PILOT (SUBMERSIBLE) _____
VAC SUIT REPAIR 40

