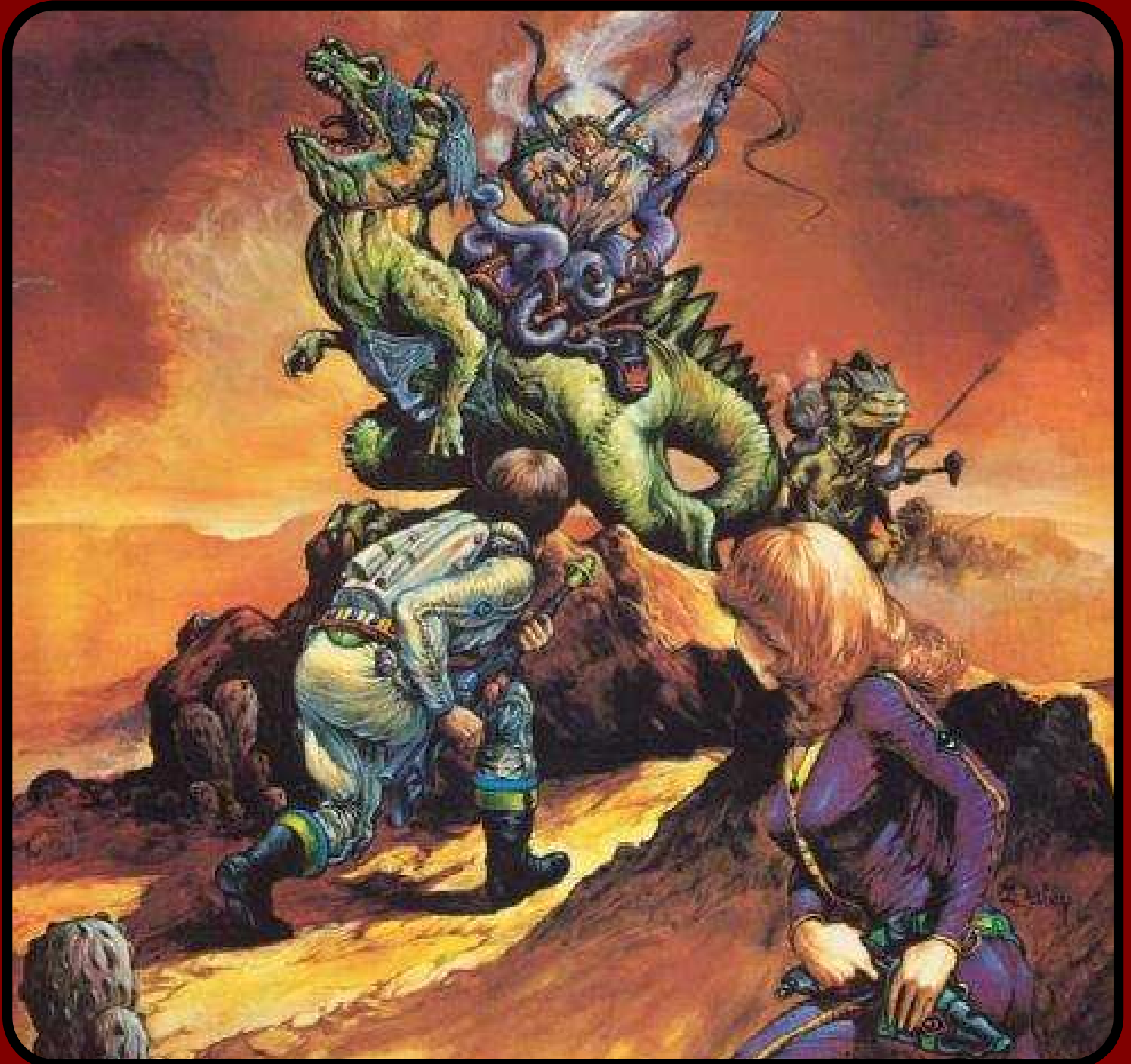


AN ALPHA DAWN ADVENTURE MODULE

STAR FRONTIERS

Science Fiction Role-Playing Game



VOLTURNUS, PLANET OF MYSTERY

SF1: THE VOLTURNUS ADVENTURE, Part 2

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INTRODUCTION

ALPHA Section



Marooned on Volturnus, your party must have luck and intelligence to survive. The Kurabanda might know how to find the lost explorer you seek, but this planet of mystery is hazardous for even the best adventurers. Are you equal to the challenge?

This module is the second in the Volturnus series of modules for the STAR FRONTIERS™ game. It can be played separately or as a sequel to CRASH ON VOLTURNUS. For the best in adventure gaming products, look for the TSR logo on games, modules, and playing aids.

STAR FRONTIERS

This is the second in a three-part series of adventure modules for STAR FRONTIERS™ science-fiction role-playing game. This module continues the adventure begun in the module CRASH ON VOLTURNUS included in the STAR FRONTIERS boxed set. To play this module, you must have one set of the rules for STAR FRONTIERS role-playing game. It is strongly recommended that CRASH ON VOLTURNUS be played before this module is played.

STOP! If you are going to be a player in this module, do not read any farther. The rest of the information in this booklet is for use by the referee only.

ALPHA SUBSECTION 1: REFeree's NOTES

Before beginning play, the referee should read this module thoroughly, becoming familiar with the overall outline of the adventure and the details concerning the intelligent races encountered. The referee should spend extra time reading the "STAR FRONTIERS Briefing Update" so that he or she can fully play the parts of the alien NPCs the player characters will meet.

During the play of this adventure, the counters and maps included in the STAR FRONTIERS game, as well as the large map of Volturnus included in SF0, will be used.

This module is designed to be played by four to eight characters. If at all possible, these should be the same characters used by the players in the module CRASH ON VOLTURNUS.

Two sections of the module have been bound into the center of the booklet as special pull-out sections. These sections can be removed by gently bending back the staples in the center of the booklet, removing the sections, and reclosing the staples. The "Alien Creature Update File" is a complete listing of all creatures introduced in this module. The "STAR FRONTIERS Briefing Update" contains a summary of new intelligent alien races encountered in the module. This summary is a supplement to the data in the STAR FRONTIERS System Brief in module SF0: CRASH ON VOLTURNUS. The rules in ALPHA SECTION of SF0 concerning survival and movement on Volturnus are used throughout this module.

ALPHA SUBSECTION 2: PLAYER'S BACKGROUND

If your players have not played module SF0, read them this background section:

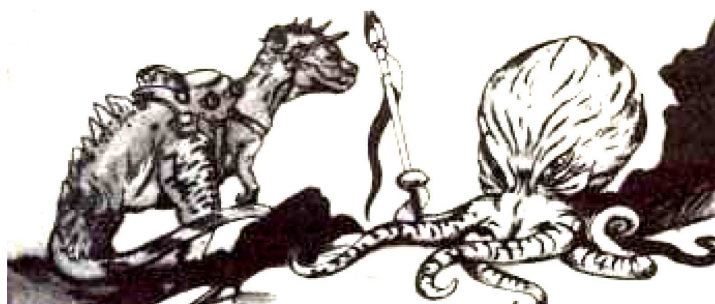
Some months ago, you were contracted by the government of Truane's Star to journey to Volturnus, a newly claimed planet in the Zebulon star system. Your mission was two-fold; to explore the planet, and, if possible, to rescue the original exploration team, which had disappeared shortly after entering the Zebulon system. Since then, your lives have been anything but dull. Your starliner was hijacked by space pirates as soon as it entered the Zebulon system.

You barely managed to escape with your lives by boarding a lifeboat and riding in it to Volturnus. Volturnus is a hot, inhospitable world, and your lifeboat crash-landed in the barren Volturnian desert. You wandered through the desert for days, nearly dying of hunger and thirst, before a band of UI-Mor found you. (An UI-Mor resembles an octopus with nine tentacles. The UI-Mor are an intelligent race of desert nomads who ride a dinosaur called the loper.) After a brief, difficult attempt at verbal communication, the UI-Mor demonstrated their primary means of communication. An UI-Mor inserted its ninth tentacle into the base of your spine, and you found yourself in direct mind-link with a member of an alien race!

The UI-Mor explained that although you and your people were obviously starving, tribal law prohibits the sharing of food and water with those who are not tribe members. However, if you were willing to undergo the Ritual of Manhood and become tribe members, they would save you. You accepted their offer, and journeyed across the desert into the vast Forbidden Caverns. Shortly after entering the caverns, a cave-in separated you from the UI-Mor. After a perilous Journey through the caverns you escaped and found the UI-Mor camped nearby, waiting for you.

After allowing you to rest and recuperate for several days, the UI-Mor led you to The Place of True Warriors, where you would undergo the Ritual of Manhood. Though they did not take your weapons, the UI-Mor gave each of you a spear and a straw dummy, then retreated to a safe distance to watch the ritual. Not long after, a tiger-sized creature moving at incredible speed approached you. This creature was a quickdeath. It had a long neck ending in a hideous head with four eyes mounted on stalks. Three small tentacles with suction cups hung from each side, and its whole body was covered with a natural reflective armor. Even as you studied the creature, it attacked you.

The creature was a terrible opponent, moving and striking with incredible speed and viciousness. Despite the quickdeath's ferocity, you killed it and were accepted as The UI-Mor then told you that they have seen people like yourselves living with the Kurabanda, a foolish tree-dwelling race. The UI-Mor offered to guide you to the home of the Kurabanda.



THE KURABANDA

BETA Section

This part of the module concerns the party's meeting and adventures with the Kurabanda, a tree-dwelling race living in the bachanda forests of Voltumnus.

BETA SUBSECTION 1: THE SHARD GRASS PLAINS

The journey to the Kurabanda village will be made in three stages. The Ul-Mor will escort the party from The Place of True Warriors to the fertile area (oasis) on the south side of the Burning Lands. The party will be guided through the caverns beneath the Burning Lands, as well as through the Burning Lands, but they will have no encounters on this part of the journey, which will take 12 days.

The Ul-Mor will escort the party in the second stage of the journey from the oasis to the edge of the shard grass plains. The route goes seven hexes southeast from the oasis, then straight east for six hexes, then northeast for four hexes to the edge of the shard grass plains. This part of the journey will take eight and one-half days. During this part of the journey, normal random encounter checks should be made.

The third stage of the journey requires crossing the shard grass plains in the directions indicated by the Ul-Mor. The Ul-Mor will not accompany the party on this part of the journey, and the party will have to choose its own direction across the plain.

BETA SUBSECTION 2: RANDOM ENCOUNTERS

During the journey from the oasis to the shard grass plain, roll once each day and once each night for a random encounter. An encounter is indicated by a roll of 1 on 1d10. When an encounter is indicated, use the Random Encounter Table for the desert included in the module CRASH ON VOLTURNUS to determine the exact type of encounter.

BETA SUBSECTION 3: PLANNED ENCOUNTERS

The following are the planned encounters for the shard grass plains. Should your player characters take a completely different route or do something completely unexpected, use your own judgment to handle the situations that arise.

1. INTO THE SHARD GRASS

Athru and his Ul-Mor have led you to the edge of a great plain covered with a strange-looking grass. Athru now tells you that he and his followers are needed elsewhere. He says that the Kurabanda can be found by traveling across the plain in an east-northeast direction. He wishes you luck and bids you farewell.

Player characters who question Athru about the Kurabanda will learn that the Kurabanda are an apparently intelligent race whom the Ul-Mor dislike. The Ul-Mor say that the Kurabanda are frivolous, wasteful, arrogant and ugly.

The shard grass grows to a height of 1-1.5 meters and has a glass-like sheath around the main stalk. This sheath is razor sharp, and characters who attempt to walk through the shard grass will automatically take 1d10 points of damage for every day's travel (eight hours, or fraction thereof) that they spend in it. The referee may decide that the characters take less damage if they carefully clear a trail or take precautions against getting cut. Characters who fall into or on the shard grass will take 1d10 points of damage immediately. Characters wearing skein suits will take half damage.

The shard grass is extremely dense. Movement through it even if party members use knives or improvised machetes to cut a path, is at the rate of one-half hex per day.

2. A ROLLER PATH

Eventually the party will find a roller path in the shard grass. When they do, use the following encounter and begin by reading this description:

As you push aside and work through the next strands of the shard grass, you see a clearing before you. The shard grass has been completely flattened, as if by a huge weight. There are broken shards all over the ground, and a few stalks as well. This clearing is about 6 meters wide, and extends in two directions like a corridor through the shard grass.

Movement along a roller path is at the rate of three hexes per day. No damage is suffered for moving along such paths. Note that the map shows the general location of existing roller paths; the paths themselves are not perfectly straight; they in fact are several little paths that wander through the grass in the general direction shown on the map.

If the party travels along any roller path for more than half a day, they will encounter a small herd of 15 rollers (MV Fast; IM/RS 4/38; STA 300; ATT 80; DM 8d10; SA See below; SD See below). If a party member comes within 20 meters, the rollers will panic and stampede toward the party. Any character hit by a roller must make a Reaction Speed check. Success means that the character has avoided the attack; failure means that the character suffers normal damage.

If the party attempts to follow the rollers from a distance, they will move through the shard grass in random directions at a rate of one hex per day.

SA: Can expel shards as ranged weapon to defend hind-quarters (ATT 60; DM 1d10; Range 5/10/15/20/30)

SD: Immune to needlers; half damage from projectile weapons)

3. A SPITTER HERD

One day after first encountering the rollers, the party will encounter a herd of 50 spitters (MV Medium; IM/RS 7/65; STA 120; ATT 20; DM 1d10; SA See below; SD None). The spitters are grazing in a large clearing. The ground of the clearing is covered with the acid used by spitters to dissolve the shards on shard grass. The spitters will graze peacefully and not attack unless one or more of the party comes within 10 meters or makes any loud or frightening noise. If the spitters attack, 10 will fight while the remainder attempt to run away through the shard grass.

SA: Spits acid (ATT 80; DM 2d10; Range 2/5/10/15/20)

4. FIGHT IN THE TREES

This encounter will take place in the first forest hex reached by the party.

At last you can see before you the dense forest spoken of by the Ul-Mor as the home of the Kurabanda. The trees are huge, often 50 meters tall. The trees have broad, flat limbs from which sprout tendrils and smaller roots that anchor the trees to the ground far below. At ground level the roots and tendrils of the trees are so tangled together that it is impossible to pass between the trees.

As you work your way through the last patches of shard grass barring your way to the edge of the forest, you see the searing blast of a laser pistol and hear a scream of agony! Immediately the air is filled with the sounds of battle coming from the trees directly ahead of you. As you look around, high in the trees you see the body of what appears to be a monkey fall from one of the trees to the ground far below. Among the many shouts and screams, you hear a deep voice rasping, "Take that, you furry little creep." The voice comes from a Human who is standing high in the trees near the spot where the monkey fell. Even at this distance, (about 10 meters) you can see that the Human bears the unmistakable red tattoo which indicates membership in the Star Devil's band of space pirates!

The party has just stumbled onto a raging battle between ten of the Star Devil's men and the Kurabanda. Five Kurabanda are defending part of the large forest from space pirates who are out on a destructive raid.

The forest here is composed mainly of bachanda trees. The forest floor is impassable; to enter the fight the player characters will have to climb the trees, using some of the numerous vines and tendrils which are hanging from all the trees near them.

This encounter uses the color forest map included on the large map sheet in your STAR FRONTIERS game set. The map scale is 10 meters per square. The elevation shown for each tree is the highest elevation from which someone in the tree can shoot. Tree elevations are 10, 20, 30, and 40 meters. At the start of the encounter the Kurabanda are all huddled in the tall tree adjacent to the right (east) edge of the forest map. Place the Kurabanda counters in this tree, one per square. Place ten pirates at any location in the forest except the Kurabanda tree, one per square. Be sure to spread the pirates among several trees. The party will enter the map from the right (east) edge after climbing the vines which hang down from the trees on the right edge.

If the party goes immediately to the aid of the Kurabanda, they will reach the trees without being spotted by the pirates. If the party does not get into the fight the pirates will spot them and open fire on them as the party tries to get away or hide in the shard grass plain. The shard grass does not provide effective cover against fire from a higher elevation.

A character in trees can move one square or climb up or down a distance of 10 meters per turn. He cannot move and climb in the same turn. A Kurabanda can move three squares in one turn and climb up or down 10 meters. A character may move from one tree to a directly adjacent tree if the difference in elevation is no more than 10 meters. Climbing the vines into the trees takes one turn per 10 meters vertical distance climbed and requires a Dexterity check each turn; failure means that the character has fallen. More than one character can be in a square, but there is a 10% chance per turn for each counter after the first that the branch the characters are standing on will break, dropping the characters to the forest floor. Characters who fall suffer 1-5 points of damage, plus one point per meter of distance fallen.

A target must be sighted before it can be shot at. A character can sight any character in an adjacent square. A character can sight characters at greater ranges as long as the line of sight does not pass through an empty square filled with a green tree color.

All characters in the trees are considered to have soft cover.

During the battle the nine pirates will fire at the party with laser pistols set at 4 SEU while the officer moves closer to use the sonic disrupter at point blank range.

BETA 3.1: THE PIRATES

Name	STR/ STA	DEX/ RS	INT/ LOG	PER/ LDR	PS	IM	RW	M
Swag Raston	40/65	70/50	55/75	50/70	4	5	35	35
Skills:	Beam Weapons-3; Gyrojet Weapons-1							
Gear:	Sonic disruptor, frag grenade, tangle grenade, albedo screen, power backpack							
Pirate 2	25/50	55/35	55/55	45/45	2	4	28	28
Pirate 3	60/85	40/20	35/35	55/55	3	2	20	30
Pirate 4	35/60	40/20	50/50	70/70	2	2	20	20
Pirate 5	25/50	65/45	30/30	55/55	2	5	33	33
Pirate 6Y	15/35	45/25	60/80	55/55	1	3	23	23
Pirate 7V	20/40	50/30	70/70	40/40	1	3	25	25
Pirate 8D	55/75	65/45	45/65	35/55	3	5	33	33
Pirate 9	20/45	30/30	50/50	45/45	1	3	15	15
Pirate 10	30/55	65/45	40/40	60/60	2	5	33	33
Skills:	Beam Weapons-2; Melee Weapons-1							
Gear:	Laser pistol, one powerclip							
Notes:	Y=Yazirian; V=Vrusk; D=Dralasite							

BETA 3.2: THE KURABANDA

Name	STR/ STA	DEX/ RS	INT/ LOG	PER/ LDR	PS	IM	RW	M
Lomonada	30/50	45/25	45/45	60/80	2	3	23	23
Moloashu	35/55	45/25	35/35	50/50	2	3	23	23
Kurmanada	20/40	60/40	50/50	35/35	1	4	30	30
Juramanu	50/70	65/45	40/40	40/40	3	5	33	33
Ermorada	30/50	75/55	80/80	60/80	2	6	38	38
Skills:	Projectile Weapons-2							
Gear:	Bow, 20 Arrows, Knife							
Notes:	Remember to add +20 to the RW score with Bows. Ermorada is the leader of the Kurabanda group. He is the son of Monorada, one of the local elders.							

If the party is in serious danger of being defeated by the pirates, you may have 20 Kurabanda enter from the east edge of the map as reinforcements. These Kurabanda will also appear if the original Kurabanda fighting the pirates are all killed. These Kurabanda have the same statistics and weapons as Lomonada.

The Kurabanda will fight to the death. They seem to be in some sort of battle frenzy, and are filled with hatred for the pirates. The pirates had come to raid the Kurabanda and kill some of them for sport; the pirates will fight until five pirates are dead, and then attempt to flee through the forest. Any pirates who get off the edge of the map opposite the edge entered by the payer characters have succeeded in getting away, even if pursued by the player characters. Tell the player characters they have lost sight of the pirates in the dense forest. The pirates will not allow themselves to be captured alive, as they know the Kurabanda would torture them to death. Any pirates who elude pursuit will get away in an explorer that lies

camouflaged nearby. (If all the pirates are killed, the party will not find the explorer, regardless of how hard they search.)



Once the battle is over the Kurabanda will be busy tending their wounds and wondering who the strange new beings might be.

5. MEETING THE KURABANDA

The fight is over. The surviving Kurabanda approach the party cautiously, with weapons at the ready. You see that they are monkey-like folk with furry torsos, who stand 1.5 meters tall. Each of them is wearing some type of amulet or necklace. They are extremely cautious, but not hostile.

The Kurabanda will stare in stony silence at the party for several minutes, studying their appearance and equipment, but without touching anything. Finally one of them will speak. If Ermorada is still alive, he will be the speaker. If not, any of the other Kurabanda may be the speaker. The party will probably be surprised to find that the Kurabanda speaker addresses them in a simple form of Pan Galactic. He will ask questions such as "Who you? Why you come? Where you come from?" After a few questions, he will ask the party to come with him to the village. None of the Kurabanda will answer questions about themselves or their people.

If the referee has not used the 20 Kurabanda reinforcements in the battle with the pirates, they will arrive now and take positions in the surrounding trees. They will not show themselves unless the party refuses to come to the village.

The Kurabanda village is located two hexes northeast of the northeasternmost extension of the shard grass plain. The village hex contains an unusually tall tree and borders the desert. The village itself is built in the treetops. It consists of about 50 huts, open buildings of various types, and one "long house" where the men of the tribe spend much of their time working on weapons and telling stories about great hunts or battles of the past.

The party will be taken to a special hut, one with several bow-armed Kurabanda staying outside to "protect" them. These guards will watch the player characters carefully

until they can be presented to the Kurabanda chief. The party will be kept here for about five hours. They will be given water and some roasted meat, and if wounded they will receive a visit from a Kurabanda shaman who will perform various ineffective magical ceremonies to heal them. Otherwise, no one will speak with the party.

Any escape attempt will be dealt with harshly. There are over 100 Kurabanda warriors in the village, and all would immediately pursue the party with the intention of killing them.

6. THE KURABANDA CHIEF

After a five-hour wait, you are taken to a large open platform, built on several bachanda branches. You see that there are several hundred Kurabanda gathered in almost silent attention in two large groups, one on each side of the platform. Many are warriors, but there are also women and children. You are led by two guards through the center of this crowd toward a large chair in the front center of the platform. Seated on this chair is an obviously old Kurabanda. He is resplendent in a headdress made of hundreds of colored feathers, and his chest is covered with at least a dozen amulets, pendants and other pieces of jewelry. His chair has numerous little wooden idols carved in the sides and at the top. Around him are a dozen female Kurabanda.

This is Auramanda, Chief of the Kurabanda. He is chief only of this village, but the players have no way of knowing that at this time. In the past few hours he has consulted the warriors who brought the party to the village, his elders and the shaman. He is now ready to speak with the party members and decide what to do with them. In very broken Pan Galactic, he will ask the party members who they are, what they are doing in the forest, where they came from, what they are after, etc. He will ask why they fight the "Demon from the Sky," which is what the Kurabanda call the space pirates.

The referee will have to improvise much of this conversation based upon the answers given by the players to Auramanda's first questions. Remember that Auramanda will be favorably impressed already; after all, the party did help his warriors fight the pirates. However, he will not give out any useful information until he is completely convinced that the party is trustworthy. Read the information on The Kurabanda in the pull-out section for more details on how Kurabanda will react to various statements and actions by player characters. Also remember that Auramanda is in public in front of all his people. This will make any insult, intentional or not, much worse in his eyes. Finally, the referee must decide whether Auramanda is favorably impressed by the party and trusts them or not. Auramanda's next actions can be determined by consulting the following chart and picking the action which seems most appropriate under the circumstances:

1. Complete trust: Auramanda will order a large feast to be given in honor of the party. He will present party members with small gifts (large gifts would be considered insulting) and give them the freedom of the village. He will also reveal that there were two other people like the party members, who once stayed with the Kurabanda but were captured in a raid several weeks ago by the "Demons from the sky." (The others are two members of the original exploration party.) Auramanda will tell the party that the two others are being held prisoner in a "Demon" outpost, and will offer the party a guide to take them to the outpost should they wish to rescue their friend.
2. Partial trust: Auramanda wants to know more about the party before giving them any information. He will invite the party to join him in a hunt. Use the encounter "Hunt in the Air" at this time.
3. Insulted: Auramanda will offer the party many, many gifts of furs, arrows, and wives. The marriages must take place immediately. If the party members refuse, Auramanda will have them tortured to death.
4. Greatly insulted: Auramanda will have the player characters tortured to death.
5. Distrustful: Auramanda will have the player characters killed immediately by his warriors.

7. HUNT IN THE AIR

This encounter is used if Auramanda wants to test the trust- worthiness of the party. It may also be modified and used as an additional interesting encounter at anytime the party is with the Kurabanda.

In this encounter the Kurabanda, with Auramanda leading them, will take the party to the edge of the forest by the shard grass plains. They will have the party climb to a height of 40 meters in a large bachanda tree, and then will ask the party to join them as they hunt rollers with bows and arrows from their hang gliders! The Kurabanda will have prepared special hang gliders for any human or Yazirian party members. Vrusk and Dralasites will be expected to help work the safety nets the Kurabanda have set up in the trees to catch any persons using hang gliders who "miss" when they attempt to land in the bachanda branches.

Player characters are supposed to land in the lower branches of the bachanda trees near the edge of the shard grass plain. In order to land successfully, a character must make a successful Dexterity check. Yazirians have a +10 modifier to their Dexterity due to their gliding ability. If the roll is unsuccessful, the character will fall. There is a 75% chance the character will land safely in the Kurabanda safety nets. Characters who do not land in the nets will fall in the shard grass at the edge of the trees.

The Kurabanda hang glider is similar to an unpowered glijet. Characters will take off from an altitude of 40m. Each turn they will normally glide 50m and lose 10m of altitude. Each turn, a glider can make one 45 degree turn.

There is a 60% chance per turn that the party will hit an updraft or downdraft (equal chance for either). If it is an updraft, the party will immediately gain 50m of altitude. The maximum altitude possible is 500 meters. If they hit a downdraft, they will immediately lose 10m of altitude. If anyone is forced to the ground, treat this as a normal landing with no safety nets and no Reaction Speed check. Characters who fail the Dexterity check when landing will suffer 4d10 points of damage. Yazirians have a +10 modifier to their Dexterity score, due to their gliding ability.

Characters who make a deliberate or forced landing on the roller path will suffer no damage.

While airborne, characters will sight a herd of 50 rollers (MV Fast; IM/RS 4/38; STA 300; ATT 80; DM 8d10; SA See below; SD See below). Airborne characters may fire weapons as they pass above the herd. If the rollers are fired upon, they will stampede away from the direction of fire. Characters who crash in front of the herd will be trampled unless other characters land and drive the rollers away with their weapons.

SA: Fires shards as ranged weapons (ATT 60; DM 1d10; Range 5/10/15/20/30)

SD: Immune to needlers, half damage from projectile weapons

If the party members kill a roller on this hunt, Auramada will be most impressed and will trust them completely. If they fail, but treat even the most serious accidents as at least partly funny (the Kurabanda will find the crashes and falls of the player characters hilarious), Auramada will be favorably impressed by their sense of humor and will trust them. If Auramada decides to trust the party, he will give them the feast and information described in the previous encounter.

BETA SUBSECTION 4: EXPERIENCE POINTS

Characters who did extremely well in this part of the adventure receive three experience points. Characters who were active in the adventure receive two points. Characters who did not contribute much to the adventure receive one point.



RAID ON THE PIRATE OUTPOST

GAMMA Section

This adventure consists of a journey to the pirate outpost (red location 1 on the color map in the module CRASH ON VOLTURNUS), a raid by the party on the pirate outpost, and the party's return to the Kurabanda village.

GAMMA SUBSECTION 1: JOURNEY THROUGH THE FOREST

A Kurabanda guide (Ermorada, if he is still alive) has been assigned to guide the party to the pirate outpost. The guide will lead the party three hexes east through the bachanda forest. Movement is at the rate of one hex per day.

GAMMA SUBSECTION 2: FOREST RANDOM ENCOUNTERS

During the journey, roll for random encounters once per each day and once each night. A random encounter occurs on a roll of 1 or 2 on 1d10. When a random encounter happens, use the following table to determine the type of encounter:

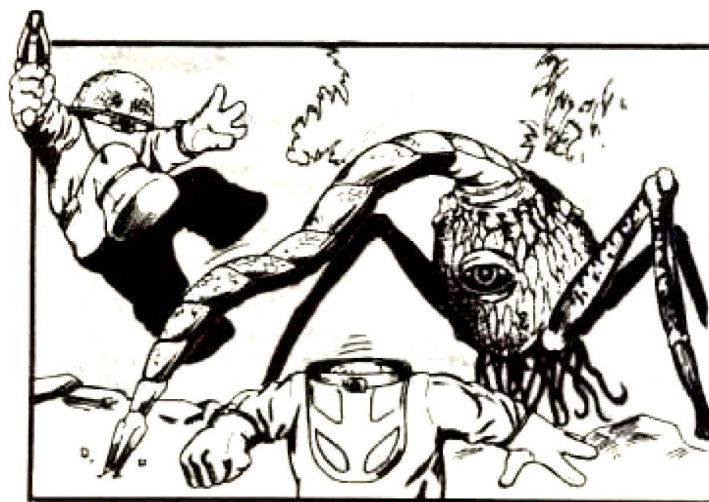
GAMMA 2.1: FOREST RANDOM ENCOUNTERS

Die Roll	Encounter
1-3	1-10 scraaks attack the party
4-6	2-20 strangler chutes begin grazing in the treetop areas occupied by the party
7-9	1-5 queequegs attack the party.
10	The party is walking on a bachanda branch infested with hollowers.

1. Scraaks (MV Medium; IM/RS 7/68; STA 40; ATT 75; DM 2d10; SA 10m vertical leap, screech; SD None). These flightless birds will leap from trees upon the party and attack with beak and claws.

2. Strangler Chutes (MV Slow; OM/RS 3/25; STA 150; ATT None; DM 3 points/turn; SA Accidental attack; SD Electrified tentacles). Everyone in the party will take damage each turn from acid. Everyone must also make a Reaction Speed check or be stunned for 1d10 turns.

3. Queequeg (MV Fast; IM/RS 6/60; STA 180; ATT 50; DM 3d10; SA Harpoon can strike at 5m distance; SD Treat exoskeleton as skeinsuit). The queequeg pulls victims to its mouth once the harpoon hits. Characters take 2d10 points of damage per turn from bite.



4. Hollowers (MV None; ATT None; SA Causes fall from tree; SD None). The infested branch cracks when the first player character steps on it. The character must make a Reaction Speed check or else fall, suffering 1d5 points of damage, plus one point per meter fallen.

Each encounter on the table can occur only once. If an encounter is indicated twice, re-roll until a different encounter is obtained.

GAMMA SUBSECTION 3: JOURNEY TO THE OUTPOST

The party's guide has led them to a place where the forest and desert meet at the shore of the large lake. The guide explains that he can go no further with the party. He says that the pirate outpost is about two days' journey in a southeasterly direction, along the shore of the lake.

If the party tries to force the Kurabanda guide to accompany them, he will explain that Kurabanda hate to travel in the desert and that their action will cause Auramanda to be very angry with them. If they still insist

on forcing the guide to accompany them, he will go with them, but will run away if he can.

The party can reach the outpost by traveling overland, or by water, after building a raft or boat from the forest materials. Both methods of travel are detailed below.

TRAVEL BY DESERT

The referee handles the desert journey as in the standard rules. Water from the lake appears to be normal, but actually has a high petroleum content. Any character who drinks the lake water will become mildly ill. Treat the lake water as a mild poison (S2/T5). As the party follows the lakeshore, they will eventually reach the dry canal. Careful inspection will reveal that it is probably not a natural phenomenon. The canal is too large and too regular in structure to have been made naturally by the action of flowing water. The canal is about 5 kilometers wide.

TRAVEL BY WATER

Travel on the lake by raft or boat is at the rate of two hexes per day. Near the shore, submerged rocks and debris make sailing too hazardous; the party must stay at least 100 meters from shore to be safe. Have the party specify at all times the distance they are staying from the shore.

GAMMA SUBSECTION 4: JOURNEY RANDOM ENCOUNTERS

IN THE DESERT

The referee should roll for random encounters once each day and once each night. A random encounter occurs on a roll of 1 on 1d10. Use the Desert Random Encounter Table from the module CRASH ON VOLTURNUS.

ON THE LAKE

The referee should roll for a random encounter once in each lake hex the party enters. An encounter occurs on a roll of 1-3 on 1d10. Each encounter will occur only once. Use the following table to determine each encounter.

GAMMA 4.1: BLACK LAKE RANDOM ENCOUNTERS

Die Roll	Encounter
1-2	Whirlpool
3-4	Storm and Fire
5-6	Flopper Leeches: 10-200 flopper leeches will begin swarming aboard the party's raft or boat.
7-8	Jawfish: The party will be attacked by a jawfish
9-10	Winged Rippers: The party will be attacked by 4-40 winged rippers.

1. Whirlpool There is a 50% chance that the craft will capsize and sink. If it stays afloat, the craft will be dragged off-course one hex in a random direction.

2. Storm and Fire There is a 25% chance that the craft will be blown two hexes toward the center of the lake. At some time during the storm, the petroleum on the lake

will be ignited by lightning. The referee must decide how long the lake will burn and the amount of damage suffered by the craft and passengers. The storm will last eight hours.

3. Flopper Leeches (MV Slow; IM/RS 5/45; STA 5; ATT 40; DM 1d5; SA Attachment; SD None). A leech attaches itself to its victim. Damage is automatic until the leech is killed.

4. Jawfish (MV Fast; IM/RS 5/50; STA 100; ATT 80; DM 3d10; SA None; SD Soft cover while in water).

5. Winged Rippers (MV Fast; IM/RS 5/50; STA 30; ATT 60; DM 1d5; SA None; SD None). If more than one-tenth of the flock is killed. The rest will flee.

Note that the water in the Black Lake is slightly poisonous (S2/T5), due to the natural petroleum in the water.

GAMMA SUBSECTION 5: PLANNED ENCOUNTERS

The pirate outpost is located inland two kilometers from the Black Lake. It is surrounded by desert terrain.

The outpost is a group of cheap modular construction units put together to form a single structure. The outpost is surrounded by a high fence topped with barbed wire. There is one gate, located in the northeast side of the fence.

OUTPOST PERSONNEL

The outpost is inhabited by four Human space pirates and two robots. The pirates have been specially selected by the Star Devil to do secret research on the Edestekai and on the resources of Volturnus.

GAMMA 5.1: OUTPOST PIRATES

Name	STR/ STA	DEX/ RS	INT/ LOG	PER/ LDR	PS	IM	RW	M
Willy Malone	30/55	55/55	50/70	50/70	2	6	28	28
Skills:	Beam Weapons-2, Computer-5							
Gear:	Sonic Stunner, two 20-SEU powerclips, anti-shock implant, albedo suit, 50-SEU power backpack							
Notes:	Nickname "Whiz Kid" – outpost leader							
Kurt Sandovar	55/60	50/30	70/70	55/35	3	3	25	28
Skills:	Environmental-5, Medical-3							
Gear:	Sonic disruptor, one 50-SEU power backpack, albedo screen, anti-shock implant.							
Joey Wilson	45/70	50/30	45/45	25/45	3	3	23	23
Skills:	Robotics-4, Technician-4							
Gear:	Laser Pistol, one 50-SEU power backpack, gauss screen, anti-shock implant.							
Notes:	Nickname "The Wrench"							
Wally Jones	40/65	60/40	30/30	35/35	2	4	30	30
Skills:	Beam Weapons-3, Thrown Weapons-3, Melee Weapons-2							
Gear:	Laser Pistol, one 50-SEU power backpack, one frag grenade, one doze grenade, military skinsuit, sonic screen.							
Notes:	Nickname "Red Eye".							

The robots are 4th level combat robots with Attack/Defense and Search and Destroy programs. Their

missions and functions are given in the encounter key. The robots are armed with laser rifles and each has a 50 SEU belt powerpack. Each robot normally moves 30 meters (15 squares) per turn, but can move at up to double this speed.

Combat Robot (MV Slow; IM/RS 7/70; STA 100; ATT 70; DM 2d10; SA Laser rifle; SD None).

SECURITY DEVICES

The security devices that protect the outpost are shown on the referee's map. Technicians who are searching for security devices can spot them with the Detect Alarms/Defenses subskill. All of these devices are explained in detail below. Those listed as "obviously visible" do not need to be detected; they can be seen by anyone looking at the area where they are located.

ELECTRIFIED FENCE (Obviously Visible, Level 1): This fence appears to be a typical strong chain-link fence 3 meters high and topped with barbed wire. Any character touching the fence takes 4d10 points of damage. Technician characters can deactivate the fence by successfully using the Deactivate Alarms/Defenses subskill when working on the small control box located on the northeast corner post of the fence.

CONTACT RECOGNITION LOCK (Obviously Visible, Level 6): A lock that will open only when one of the four pirates or the Star Devil places his right thumb on a scanner panel on the front of the door or gate. If an unauthorized thumbprint is presented, a warning appears on the computer screen in the Computer Room inside the outpost. Technician characters have a chance to deactivate the lock without setting off the warning. Doors with contact recognition locks are noted on the referee's map.

DOOR LOCKS (Obviously Visible, Level 3): Each door in the complex without a contact recognition lock is fitted with one of these. Locked doors are noted on the referee's map.

VISUAL SCANNERS (Obviously Visible, Level 4): The visual scanners are cameras that continuously transmit television pictures to whoever is on duty in the Computer Room. The camera can "see" everything between the two arrows marking its location, out to a maximum distance of 20 meters. Each camera is protected by a jury-rigged albedo screen with 10 SEUs of power. Any damage not blocked by the albedo screen will destroy the camera.

INFRA-RED SCANNER (Level 3): This is an "electric eye", a beam of infra-red light which sets off an alarm in the Computer Room if it is crossed or broken. The system is not obviously visible. There is a hidden control panel for this device in the north wall of the Garage. Use of this panel allows the device to be turned off for two turns.

ARMED SCANNERS (Obviously Visible, Level 5): These are cameras with laser rifles mounted on swivels. The cameras are identical to the VISUAL SCANNERS described above. The laser rifles hit on a roll of 60 or less and cause 5d10 points of damage. Their IM is 6. The lasers are

powered by the main powerplant and have unlimited SEUs available.

PRESSURE PLATES (Level 2): These are hidden in the floor. They respond to any weight of 1 kg or greater by sounding a warning in the Computer Room.

INTERCOMS (Obviously Visible, Level 3): An intercom system makes it possible to talk to any other location in the outpost. Voices over the intercom can be clearly heard at a distance of up to 10 meters (5 squares). Individual intercom units can be turned off by a switch on the unit.

REACTIONS TO INTRUDERS

One of the combat robots is always on duty in the Computer Room while the second robot patrols the hallways and the outside perimeter of the outpost. Regardless of when the party approaches the outpost, the patrolling robot will be exiting the door to the garage and moving outside to patrol.

The patrolling robot's mission is to guard the complex and repel all intruders. Guard the complex is defined as a continuous cycle of two clockwise patrols of the exterior of the complex, followed by two patrols of the interior corridors. Repel is defined as sounding an alarm by intercom (if inside the building) and then shooting to kill. Intruders are defined as anyone without a visible Star Devils tattoo or insignia.

"Whiz Kid" Malone will be on duty in the Computer Room. Upon receiving any alarm regarding intruders, he will send the second robot to attack and use the intercom system to alert the other three pirates. Kurt Sandoval and "Red Eye" Jones will be in the Common Room (Room 3), while "The Wrench" Wilson will be working in the Radio Room (Room 5). If any of the pirates are encountered before any alarm is sounded, those pirates will attempt to defend themselves, kill the intruders, and alert the other pirates via the intercom system.

In any fight, the pirates will at all costs defend the lab (Room 6) and the computer room (Room 7). They will attempt to force the intruders to fight as many of the automated defenses as possible.

None of the four pirates will surrender. If captured, they will not give the party any information and will not cooperate in any way, regardless of the threats the party may make. If the party keeps prisoners, the Kurabanda will, upon learning of this, ask to have the prisoners turned over to them for torture and execution.

OUTPOST ENCOUNTER KEY

This section contains detailed descriptions of each room in the outpost. These descriptions include the presence of pirates and robots; it is assumed that the party has made it to each room without previously setting off any alarms. If the party does set off alarms and the pirates are aware of their presence, the referee should keep track of what the pirates are doing and modify the room descriptions according to the pirates' and robots' movements.

1. GARAGE

As you look into this area, you see a jetcopter in the middle of the garage area. You notice that the ceiling is hinged; obviously it can be opened to allow the copter to take off. There are numerous tools and parts from the jetcopter scattered about the room, and there is a work bench along the north wall. There is an intercom mounted over the workbench.

The tools are standard tools from a techkit. There is also a robcom kit on the workbench. The jetcopter can be flown if a Technician character successfully completes some minor repairs. The copter's parabattery has just been recharged using the facilities in the garage. The jetcopter has 150 structure points. The jetcopter is not outfitted with a radio.

2. STORAGE ROOM

This area contains shelves along both the north and south walls, and several small tables scattered about the center of the room. There are many large crates on the tables.

Most of the crates contain food. However, the smaller boxes contain common supplies or valuable equipment. For each 5 turns the party spends searching the room they may find one item of valuable equipment from the following list. The specific items found are left to the referee's discretion.

20 powerclips	5 ropes (15 meters ea.)
1 power beltback	4 sunglasses
12 frag grenades	4 all weather blankets
12 doze grenades	3 vials solvaway
2 incendiary grenades	4 bottles vitasalt pills
5 charges of TD-19 (50g, ea.)	1 medkit
	1 envirokit

3. COMMON ROOM

You see a couch, a small stove, three chairs, a large round table with cups, glasses, a deck of cards and a pair of dice on it. Two pirates are in the room; one is seated facing the door; the other is lying on the couch. As you enter, they swear and attack you.

The two pirates are Kurt Sandovar and "Red Eye" Jones. They will try to alert the other pirates via the intercom system as quickly as possible. If the fight seems to be going against them, these pirates will retreat toward Room 6 by the shortest possible route. There is nothing here of particular value to the party.

4. LIVING QUARTERS

There are four unmade bunks in this room. There are numerous beverage cans and books scattered around on the floor. There are two chests of drawers against the north wall.

This room is the pirates' living quarters. The drawers contain clothing and personal items of no real value.

5. RADIO ROOM

You see a desk with a radiophone on it against the north wall of this room. There are three chairs in the room. A man with a techkit is repairing the partially dismantled radiophone. His back is toward you as you enter.

The man is Joey "The Wrench" Wilcon. There is a chance he will be surprised by the party. If he is not surprised, he will immediately turn on his gauss screen, attack the party, and try to reach the intercom to call for help.

This room is used only for radio communications between the outpost and the pirate mining town far off to the northeast. The radiophone is obviously not working. Characters who inspect the log book will find that one transmission is made every day at sunset from the outpost to someplace called "Slave City One." The last log entry reads, "Problems with primary radio circuitry - will repair tomorrow. Star Devil pleased with latest experimental surgery results."

6. LAB AND SURGERY

As you enter this room you see in front of you a surgical table with lights, instruments trays, and other medical paraphernalia. Lying on the surgical table is the strangest creature you have ever yet seen on Voltornus. It has a human-sized peanut-shaped body covered with a hard shell, rather like a lobster. From the lower end of the body three shell-encased limbs with three joints extend, ending in tentacles apparently useful for grasping. The center of the creature's shell has been cracked, just above the large eye near the middle of the body. The creature is not moving.

In the northern half of the room you see several tables covered with laboratory apparatus, notebooks, and a computer terminal. There are a large number of rocks of various kinds on the work tables. The room also contains sanitary and washing facilities.



The creature is an Edestekai who died while undergoing experimental brain surgery. The rocks on the work tables are geological samples which the pirates are analyzing. After studying the notebooks for 15 minutes, characters will learn that the pirates appear to have found good deposits of vibrillium and tomarium, precious rare minerals, somewhere on Volturnus. Characters with Computer skills can use the computer terminal to gain more information; this information is detailed in the Computer Room description. There is a complete envirokit on one of the work tables. Note that entrance to this room is possible only through one door with a contact recognition lock.

7. COMPUTER ROOM

As you step in the door you see a large table with a computer about the size of a large suitcase, a computer terminal, and a printing machine. Along the north wall are a file cabinet and several shelves with various books. Seated behind the computer terminal, facing the door, is a Human space pirate. Standing directly behind the pirate is a combat robot.

The pirate is Willy "Whiz Kid" Malone. Malone will immediately order the robot to attack, then alert the other pirates by intercom.

The robot's mission is to attack intruders on command. Attack is defined as going to a specified location and shooting to kill the intruders. Intruders is defined as persons designated as hostile by the pirate directing the robot. On Command is defined as after receiving verbal instructions from the pirate on duty in the Computer Room.

The robot will not attack if the pirate is killed before he has a chance to give it its orders. In addition, it will not attack anyone with a Star Devils tattoo or insignia unless specifically ordered to do so by the pirate in the Computer Room.

The computer is a level 3 model with the following programs: Computer Security, Installation Security and Information Storage, all level 3; Life Support, level 1, and Analysis, level 5. Characters with Computer skills who successfully attempt to get information from the computer can learn that the pirates have discovered rich deposits of vibrillium and tomarillium in the hills of Volturnus. They have discovered an intelligent race, the Edestekai, living in the hills and have taken advantage of their religious beliefs to enslave them. They accomplish this by capturing priests, planting radio receivers in their brains, and convincing them that the voices they then hear are the voices of the gods. Of course, the voices are the pirates, telling the, that they must serve and obey the Star Devil and his men.

The computer also contains information on the fate of the original expedition to Volturnus. Their ship was hijacked by the space pirates, and all passengers aboard were killed or enslaved, except for Lt. Col. Jameson and Grod, the Dralasite. They escaped and lived for a time with the Kurabanda. They were captured by pirates during a raid on the Kurabanda village, and are currently held prisoner at the pirate mining town in the hills. The computer contains a map and instructions for reaching the mining town.

8. POWER GENERATOR ROOM

This room contains a type 1 power generator and a small reactor which powers the generator itself.

GAMMA SUBSECTION 6: EXPERIENCE POINTS

Characters who did extremely well in this part of the adventure receive three experience points. Characters who were active in the adventure receive two points. Characters who did not contribute much receive one point.

ASSAULT ON THE PIRATES

DELTA Section

This section of the adventure covers the actions of the characters from the time they finish their raid on the pirate outpost to the (probable) destruction of the pirate mining town known as "Slave City One."

DELTA SUBSECTION 1: JOURNEY TO THE EDESTEKAI VILLAGE

After repairing the jetcopter, the party may either go to the pirate city using the information in the outpost computer, or return to the Kurabanda village to gather more information. If they return to the village, there is a clearing nearby where they can land. The party will be welcome to stay with the Kurabanda for several days, during which the referee can improvise adventures using Kurabanda hunts and feasting rituals.

During their visit, Chief Auramada will tell the party about the Edestekai, a strange intelligent race with a settlement to the east-northeast. The Edestekai have a strange religion and worship many gods and demons. Recently, this settlement was enslaved by Demons from the Sky, who force them to work in tunnels underground.

DELTA SUBSECTION 2: RANDOM ENCOUNTERS

If the characters journey on foot, use the Random Encounter Tables provided in this module for the forest and shard grass plains sections of their journey.

The jetcopter has a maximum speed of 580 meters per turn. The jetcopter carries fuel for approximately 1,000 kilometers of flight at this top speed.

DELTA SUBSECTION 3: PLANNED ENCOUNTERS

Characters traveling by jetcopter will have the following two encounters.

1. ATTACK OF THE AIR WHALE

(MV Slow; IM/RS 5/50; STA 500; ATT 50 (as laser), 45 (10 tentacles); DM 18d10 as laser, 2d10 per tentacle; SA See below; SD See below)

As your jetcopter makes good speed over the bachanda forest and you gaze at the terrain ahead, you notice far ahead and lightly below you what appears to be a mass of vegetation floating in the air! It is moving slowly, and as you draw closer, it maintains a position below and in front of you.

The "mass of vegetation" is an air whale. The party will spot it at a distance of 5 kilometers (9 turns of flight if the jetcopter is at top speed.) If the party travels toward the air whale, it will close with them and try to remain below them. The air whale will fire a single "laser" type attack as the jetcopter passes above it. Note that in this case, the air whale will always use all potential damage as a single shot. It will fire once per turn as long as the jetcopter is in range.

Each time the jetcopter takes damage from the laser, the referee should roll on the Flying Vehicle Damage Table for damage to the copter. In addition, if the copter's 150 structure points are reduced to zero the copter crashes.

If the jetcopter should crash as a result of this encounter, the crash site picked by the referee should be any hex in the bachanda forest adjacent to the rocky barrens and north or northeast of the Black Lake.

If the party maneuvers the jetcopter to avoid the air whale, the greater speed of the jetcopter will keep it safely ahead of the whale.

SA: Can fire 1-6 laser shots per turn at targets above; ATT 50; DM 18d10, divided among all attacks; Range 5/20/50/ 100/200.

SD: +10 to be hit, due to size.

2. HAILSTORM

After the encounter with the air whale, the party will encounter a violent electrical storm with hail and extremely high winds. The exact location of the storm is left to the discretion of the referee. The storm will cover two hexes (16 kilometers) in the direction of the party's flight. Flying time through the storm at top speed will be 28 turns or 2.8 minutes.



While in the storm, the pilot of the jetcopter must make a Reaction Speed check once every 8 turns to retain control of the copter in the high winds. Failure of the check indicates loss of control and loss of d100 meters of altitude. Also, there is a 15% chance every 8 turns that the copter will suffer 10d10 points of damage from hailstones.

DELTA SUBSECTION 4: SLAVE CITY ONE

There are two separate but related installations in the hex containing the pirate mining town. The first is the town itself, referred to as Slave City One by the pirates. The second is a small Edestekai village about 500 meters northwest of Slave City One. Both will be visible to a party approaching by air from a distance of 4 hexes (32 kilometers).

Tell the party that they see areas where the jetcopter can land safely near both the village and Slave City One. Allow them to choose which they will go to first.

The party may either visit the Edestekai village to learn information and gain allies for an attack on the pirates, or try to assault Slave City One immediately. A party that visits the Edestekai first will have a much easier time fighting the pirates provided they can make the Edestekai understand that they have been tricked and enslaved. The referee may choose to give the party hints along this line. The party can expect trouble from the Edestekai if they attack the pirates while the Edestekai are still loyal to the Star Devil.

DELTA SUBSECTION 5: PLANNED ENCOUNTERS

THE EDESTEKAI VILLAGE

The following encounters will take place if the party goes first to the Edestekai village.

1. THE RITUAL OF WELCOMING

As you step out of your jetcopter, you see about 20 Edestekai, armed with spears, forming a ring around your party. They are not attacking or making any hostile gestures. One steps forward from the group. This Edestekai is wearing a red, purple and white scarf wrapped in a complicated way around the upper part of his body. It throws a handful of grain at your feet. The remaining Edestekai begin chanting, clicking their limbs together, and apparently dancing in a complex pattern around you.

This is the Edestekai ritual for greeting strangers. The ritual dance and chanting lasts for about 10 minutes. At the end of this time the Edestekai with the scarf (a priest) will lead the Edestekai toward the center of the village. The other Edestekai will form a column with the party in the center. Tell the party that it is obvious to them that the Edestekai want them to go somewhere. The column will march to the temple in the center of the village.

2. THE EDESTEKAI TEMPLE

The Edestekai temple is a three-sided pyramid about 10 meters tall. There are no solid walls; the sides are all made of columns of crystal and rock, leaving the entire building open to the air. As the procession approaches the temple, another scarred figure appears in the top story and waves the procession off toward a small dwelling carved into the nearby hillside. The party is taken here and given some bread, a dish that looks something like spinach, water, and straw pallets covered with linen-like cloth.

A priest will remain with the party and attempt to communicate with them. After a short time, the party's polyvox will translate Edestekai speech. The priest will give the party brief instructions on proper conduct among the Edestekai. He explains that this is done for all strangers, so that they will not offend the gods or the Servant of the Gods (their name for the Star Devil). At this point, the referee should give the party the information about the Edestekai contained in the Briefing Update. The referee must be careful to present this information as if the Edestekai priest were telling it to the characters.

If the party questions the priest about the Star Devil, the priest will explain that many of the priests in the village have had True Visions concerning the Star Devil, and have heard the voices of the gods ordering the Edestekai to serve the Star Devil and obey him and his followers. The priest will add that this is very puzzling to the Edestekai, for they are the chosen people, not the races who are with the Star Devil. Furthermore, the Star Devil is very cruel. He forces the Edestekai to perform hard labor removing worthless dirt from deep inside the earth. Many Edestekai have died from the bad treatment he gives them. Furthermore, the crops are failing as all those able to do hard labor are dragged off to the mines every day. The priest will conclude that the gods must be testing their chosen ones, and that some day this torment will end.

REVEALING THE PIRATE'S TRICK

The party will probably try to convince the priest that the Star Devil has tricked the Edestekai into slavery. This will

not be easy, because the Edestekai have no knowledge of electricity, radio or electronics, and almost no knowledge of surgery. However, a persistent party should be able to slowly convince the Edestekai priests using demonstrations of how radio works, and perhaps even a demonstration of minor surgery. The party may also think to fly some Edestekai to the pirate outpost, if the evidence of surgery on Edestekai was not destroyed by the fighting there. The party must show that the True Visions regarding the Star Devil are false without insulting Edestekai religious beliefs or the belief in True Visions. The party will be seized and imprisoned if they mock the Edestekai religion.

If the party successfully reveals the Star Devil's plot to enslave the Edestekai, the priests will denounce the pirates as blasphemers and devils, and will sentence them to death. The priests will offer to mobilize the village in an effort to destroy the pirates, if the party will lead the attack. Armed with spears, or whatever weapons the party provides, 100 enraged Edestekai fertilizers will join the attack to exterminate the pirates.

Name	STR/ STA	DEX/ RS	INT/ LOG	PER/ LDR	PS	IM	RW	M
Edestekai	50/50	75/65	70/50	40/40	3	7	38	38

SPECIAL NOTES FOR THE REFEREE

1. The party may try to do exactly what the pirates have done; use technology to take advantage of the Edestekai religious beliefs and gain control over the society. Should the party attempt this, the Eorna will intervene to prevent it. The Eorna are willing to let the pirates do what they are doing for a time; it is a test of the strength of Edestekai civilization. However, two conflicting sets of faked True Visions could cause the total collapse of Edestekai culture.

The Eorna will use their hypnotic powers to prevent the party from exploiting the Edestekai. An Eorna group will suddenly arrive, instantly or as a group (depending on circumstances) and plant in the mind of each character a total repugnance to the idea of exploiting the Edestekai. The hypnotized characters will awaken feeling very refreshed, but will have no memory of what happened. Simply tell the characters that they find themselves waking up and that they suddenly find that they simply cannot bring themselves to abuse the Edestekai in the manner planned.

2. In some cases the party may come to the Edestekai village only after fighting the pirates at Slave City One. The Edestekai will be very confused if the party has won the battle. They will still believe that the Star Devil is the Servant of the Gods. If the party is losing the fight, the Edestekai will reluctantly help the Star Devil's men capture or kill the party.
3. The referee may improvise other encounters or adventures among the Edestekai using the information provided in the Briefing Update to provide ideas.
4. If the party attempts to attack the installation directly, without help from the Edestekai, they will be able to

land safely within the complex. The pirates will assume that their comrades from the outpost are in the jetcopter. The party will be able to make a surprise attack, but they will probably be destroyed by superior numbers.

THE PIRATE BASE

The large installation map included in the STAR FRONTIERS game is used as the map of Slave City One. Tactical play and combat take place on this map. The module contains a smaller referee's map that identifies all the buildings and shows the anti-aircraft defenses of the city.

Slave City One is inhabited by 32 space pirates, 8 pirate officers, 8 security/combat robots, 10 prisoners of player character races and 50 Edestekai slaves. For convenience the statistics of all these NPCs are given together here.

DELTA 5.1: THE PIRATES OF SLAVE CITY ONE

Name	STR/ STA	DEX/ RS	INT/ LOG	PER/ LDR	PS	IM	RW	M
OFFICERS:								
Capt. Straub	45/70	80/60	45/45	50/70	3	6	40	40
Skills:	Beam Weapons-4, Medical-1							
Gear:	Laser rifle and 50-SEU power backpack, sonic knife, albedo screen							
Blackie O'dell	35/60	40/20	45/45	50/70	2	2	20	20
Pearl Jones	25/25	55/35	45/45	40/60	2	4	28	28
"Goldtooth"	35/60	55/35	70/70	60/80	2	4	28	28
Smokie Jo	50/75	60/40	55/55	40/60	3	4	30	30
Rummie Bill	45/70	50/30	35/35	40/60	3	4	30	30
Bull Blackman	60/85	55/35	65/65	30/50	3	4	28	30
Mister "M"	45/70	65/45	30/30	50/70	3	5	33	33
Skills:	All officers (except Captain Straub) have: Projectile Weapons-3, Martial Arts-1							
Gear:	All officers (except Captain Straub) have: Gyrojet Pistol, 2 pistol Jetclips, stunstick, military skinsuit							
OTHERS:								
Avg Pirate	40/65	55/35	45/45	30/30	2	4	28	28
Skills:	Beam Weapons-2 or Gyrojet Weapons-2							
Gear:	Laser or gyrojet pistol, two appropriate clips, one doze grenade, civilian skinsuit.							

THE PIRATE'S ROBOTS

All eight robots are 4th Level combat robots. They have the following programs: Attack/Defense, Search and Destroy, and Computer Link. Their statistics are:

Combat Robot (MV Slow; IM/RS 7/70; STA 100; ATT 70; DM 2d10; SA Laser rifle; SD None)

Each robot is armed with a laser rifle set at 5 SEU, and a power beltack. Each robot normally moves 30 meters (15 squares) per turn but can move up to double this speed. A robot takes one turn to climb up or down a guard tower ladder.

The combat robots are controlled by the computer, which can activate or deactivate them as needed. However, a robot that is deactivated manually by use of the Activate/Deactivate Robots subskill cannot be reactivated by the computer.

STAR FRONTIERS

SLAVES AND PRISONERS

Statistics are not needed for the slaves and prisoners, as they have been so ill-treated that they are unable to join in the fight. In fact, most are barely able to move around. All need food, water and medical attention.

SECURITY DEVICES

Slave City One uses an electrified fence, as well as contact recognition locks and door locks similar to those found in the pirate outpost. Refer to GAMMA SUBSECTION 5 for a description of these devices.

SLAVE CITY ONE: REACTION TO ATTACK

The encounter key lists the normal day and night locations for the pirates in the outpost. If the party manages a surprise attack by day or night, the referee will have to improvise the pirates' defense of the city.

If the party launches a coordinated daytime attack with the help of the Edestekai, the pirates will concentrate on defending key locations. The locations and their defenders are:

GATE: Blackie O'Dell, Smokie Jo, 6 pirates
GARAGE: Rummie Bill, 3 pirates
ARMORY: Captain Straub, 4 pirates
MAIN HEADQUARTERS: Pearl Jones, Bull Blackman, 3 pirates
COMPUTER CENTER: Mr. M, 2 pirates, 4 combat robots
MINING RECORDS OFFICE: Goldtooth, 3 pirates
LASER: 2 pirates
RECOILESS RIFLE: 2 pirates
GUARD POST: 1 combat robot each

The edstekai can identify the garage, the stockade, the cells, and the building in which the main headquarters is located. They are not sure of the purpose of the other buildings. The gate guards will be in position when the party attacks. The others will be on position in five turns.



The remaining seven pirates will be killed quickly by the Edestekai once they enter the city. The Edestekai will capture their assigned targets in 5 to 15 minutes, so the referee needs to run only the battles involving the player characters. If an officer is killed, all pirates in that location

will surrender. If all officers are killed, the entire complex will surrender.

SLAVE CITY ONE ENCOUNTER KEY

1. PERIMETER AND GATE:

The perimeter is a 3meter high electrified fence. The fence is a Level 2 security device and can be shut down from any guard post or the Computer Center. The main gate has a Level 6 contact recognition lock that will open the gate for any pirate. Use by unauthorized personnel sets off the alarm in the Computer Center.

If the party attacks the city in cooperation with the Edestekai, the Edestekai will not be able to enter the city until after the player characters deactivate the electric fence. The Edestekai cannot deactivate it themselves.

2. GUARD POSTS

These are towers above each corner of the fence. Each is occupied at all times by one combat robot. The robot's mission is to defend the complex and destroy all intruders upon command of the computer. *Defend* is defined as sounding an alarm and then going to an assigned area under attack. *Destroy* is defined as shooting to kill escaping slaves, or anyone designated as hostile by the computer. The robots will not shoot at anyone bearing a Star Devil's tattoo or insignia, except on direct orders from the computer.

3. BARRACKS

This is one of the barracks for the pirates. If the player characters attack at night, there will be 16 pirates sleeping in this barracks. It will take them 5 turns from the time they are awakened to be dressed and ready for combat. During daylight hours there will be no one here.

ANTI-AIRCRAFT LASER MOUNT

There is a heavy laser mounted on a platform on the roof of the barracks, in the square marked "L" on the referee's map. The weapon has a 360 degree field of fire. It is manned by an average pirate, during daylight hours only.

4. STAR DEVIL'S PERSONAL QUARTERS

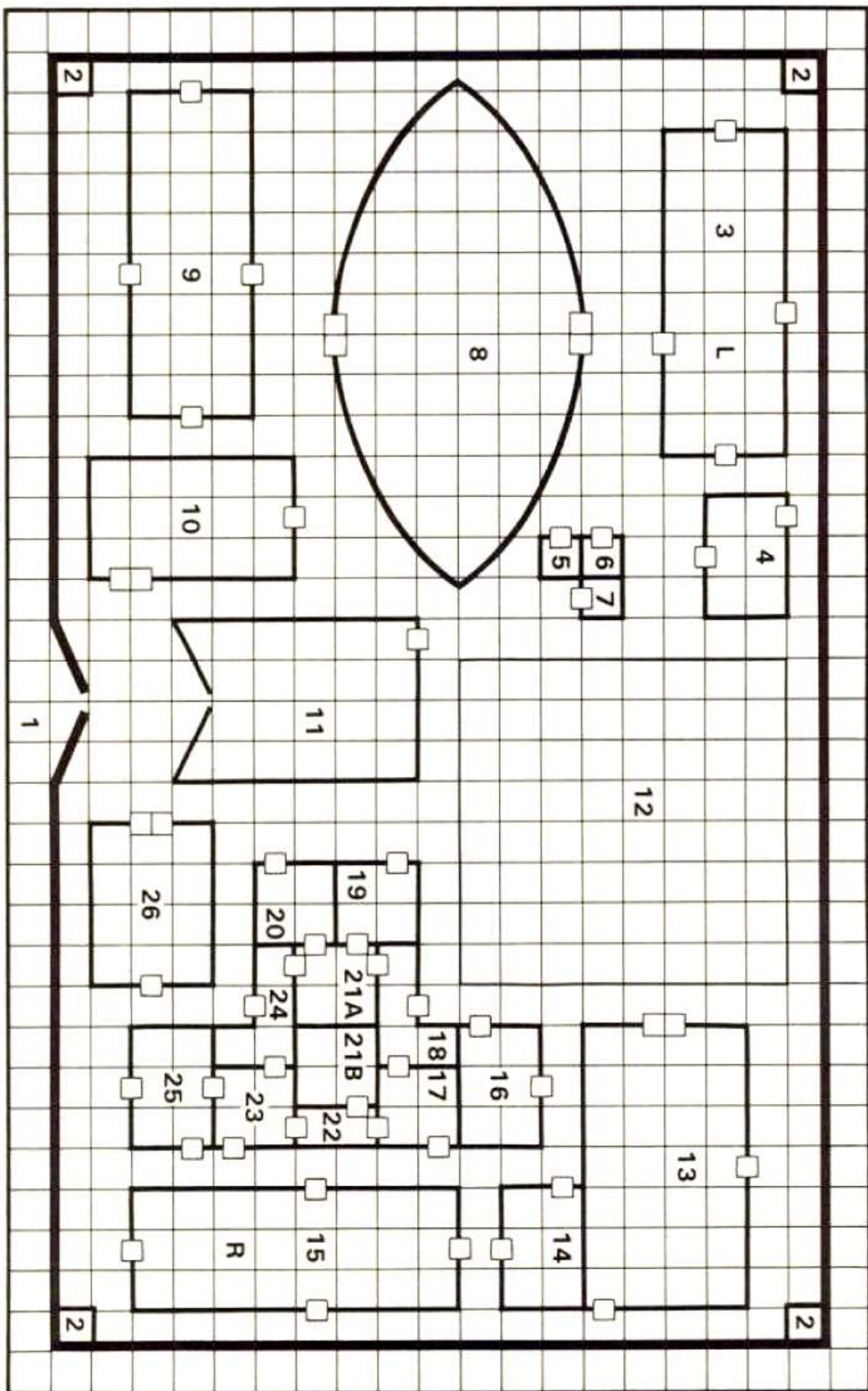
This lavishly furnished small one-room building contains a bed, bath, bar, holovision projector, several art objects (worth a total of 5,000 Credits), and numerous cheap books, mainly adventure novels. There is a shield mounted over the bed with the Star Devil's personal insignia on it.

5. 6 AND 7. PUNISHMENT/ TORTURE CELLS

These barren rooms are secured by Level 6 contact recognition locks. Room 5 is empty. Inside Room 6 is the corpse of a Dralasite. Unknown to the party, this is Grod, dead after weeks of torture by the Star Devil's men. Room 7 contains nothing but some blood stains on the floor and the torn remains of a military shirt. One of the strips of cloth has a nametag on it, with the lettering which reads "JAMESON."

SLAVE CITY ONE

- | | | | |
|-----------------------------------|------------------------------|-----------------------|----------------------|
| 1. Main Gate/Electrified Fence | 8. Prisoner Compound | 15. Officer Barracks | 22. Corridor |
| 2. Guard Post | 9. Barracks | 16. Sick Bay | 23. Radio Room |
| 3. Barracks | 10. Galley/Food Storage | 17. Armory | 24. Corridor |
| 4. Star Devil's Personal Quarters | 11. Garage/Vehicles | 18. Corridor | 25. Computer Center |
| 5. Cell | 12. Shuttle Landing Pad | 19. Lab | 26. Power Generator |
| 6. Cell | 13. Ore Storage and Shipping | 20. Robot Maintenance | L = Laser |
| 7. Cell | 14. Mining Records Office | 21. Main Headquarters | R = Recoilless Rifle |



8. PRISONER COMPOUND

This large oval stockade contains 50 Edeskekai slaves and 10 prisoners from ships raided by the space pirates. The stockade fence is a simple hardwood fence with a Level 1 lock on each gate. The prisoners are so weakened from malnutrition and overwork that they are unable to assist in combat even if freed.

9. BARRACKS

This barracks is identical to Building 3. During the day 4 pirates will be asleep here. At night, there will be 12 pirates sleeping here.

10. GALLEY AND FOOD STORAGE

This building contains enough canned and fresh foods for 3 months, a kitchen area, and a dining area for the pirates. During daylight hours there will be two average pirates here.

11. GARAGE AND VEHICLES

This building houses one jetcopter and one explorer. During daylight hours there will be 3 pirates working on vehicles and performing miscellaneous duties here. Other items here include enough jet fuel to fill a jetcopter twice, three parabatteries of each type, equipment for recharging power packs, and two techkits.

12. SHUTTLE LANDING PAD

This flat, concrete landing pad is used when space shuttles occasionally land at Slave City One.

13. ORE STORAGE AND SHIPPING

This area contains raw ore of vibrillium and tomarillium being prepared for shipment. The total value of the ore here is 250,000 Credits.

14. MINING RECORDS OFFICE

This office contains records pertaining to ore shipments. The records show that the ore is shipped monthly to agents of the Star Devil who occupy offices in the mining bureaucracy on Truane's Star. Returning this information to Truane's Star will qualify the party for a large bonus. There are four average pirates and officer "Goldtooth" here during daylight hours. At night there will be one average pirate here on guard.

15. OFFICER BARRACKS

This is a more luxurious barracks for the officers in the town. All the officers are here at night; none are here during daylight hours.

RECOILLESS RIFLE MOUNT

A recoilless rifle on a platform mount is on the roof of the Officer's Barracks, in the square marked "R" on the referee's map. The gun is manned in daylight hours only, by an average pirate with 2nd Level Projectile Weapons skill. There are 10 rounds of ammunition beside the gun, and one round already loaded in the gun.

16. SICK BAY

This facility contains a complete medkit and 10 doses of each of the available drugs usable by characters with Medical skills. There are also two beds and sufficient

facilities to qualify as a hospital for purposes of performing surgery.

17. ARMORY

The pirates store extra weapons here. The two doors to this area have Level 6 contact recognition locks which will open only for a pirate officer or the Star Devil himself. Stored in the room are:

24 frag grenades	24 doze grenades	24 tangler grenades
10 stunsticks	10 laser rifles	100 powerclips
100 recoilless rounds	2 needler rifles	1 holo screen
30 power backpacks	20 needleclips	

Normally, no pirates are on duty here. One or more officers will try to get to this room if the town is attacked.

18, 22, 24. EMPTY CORRIDOR

19. LAB

This lab contains equipment and tools necessary for simple experiments and analysis of geological samples. There is one geoscanner here as well. During daylight hours there are two average pirates here at all times.

20. ROBOT MAINTENANCE

Two average pirates and Rummie Bill work here during day- light hours. This room contains four deactivated combat robots and two robcomm kits. In the event of an attack, the robots will be automatically activated by the computer. The programming and mission of these robots is the same as that of the robots in the guard towers.

21A, 21B. MAIN HEADQUARTERS

This large area looks much like a business office with desks, files, and computer terminals. This is the central office of the mining operation where reports are made, orders issued, etc. There is an open doorway in the wall between 21A and 21B. Working here during daylight hours are seven average pirates and Captain Straub, Pearl Jones and Bull Blackman. At night, one average pirate is on guard duty here.

23. RADIO ROOM

This room contains a subspace radio and the logs of recent transmissions and messages received. Blackie O'Dell and two average pirates work here in the daytime. The logs show numerous conversations with the Star Devil, who is currently aboard a spaceship somewhere near Volturnus, and with various corrupt government agents on Truane's Star. These are the same officials mentioned in the files in room 14.

25. COMPUTER CENTER

This room houses the main computer for Slave City One. It is a Level 4 computer containing the following programs and program levels: Computer Security 5; Installation Security 2; Analysis 4; Commerce 3; Industry 2; Information Storage 1; Language 3; Robot Management 4.

Mr. M and two pirates with Level 5 Computer sills work here in the daytime. At night, one average pirate is on guard.

The location of the Star Devil's main base is NOT listed in the computer. However, the computer does contain a list of several planets on which he has operations. (The exact planets are chosen by the referee. This provides a basis for the referee to design some additional exciting adventures.)

26. POWER GENERATOR

This building houses a Type 3 power generator, run by two average pirates and Smokie Jo. At night, one average pirate is on duty here to maintain the generator.

THE FINAL ENCOUNTER

At the conclusion of the battle, assuming the party wins, read the party the following description:

As you stand amid the ruins of Slave City One, you see in the distant desert a solitary figure surveying the wreckage of the pirate town. This creature is a tall fur-covered animal with a large tail, large hind legs, and small forelimbs or arms. The creature has a long, slender neck and a small head with large eyes. In its arms, the creature is carrying the unconscious Lieutenant Colonel Louis V. Jameson.

The creature is an Eorna who has rescued Jameson from the carnage of the attack and from the torture of the space pirates. If the party attempts to follow the Eorna, it will rapidly disappear over the horizon and escape.

The Edestekai will tell the party that this creature is one of the messengers of the gods. The messengers of the gods are very mysterious; they come and go rapidly and secretly, and are rarely seen. They are known to live beneath the Ruined City, somewhere near the Pool of Pure Water. The purpose of this encounter, of course, is to cause the party to go and explore the ruins in hopes of finding Jameson alive.

FINAL REFEREE'S NOTES

Any space pirates taken prisoner during the battle will be claimed by the Edestekai and executed in the traditional fashion reserved for blasphemers.

Pirate prisoners will be able to give the party details about the pirate mining operation, and will state that the ores stored in building 13 is the fifth shipment which has been prepared. They will not be able to give any information about the Eorna or about the current location of the Star Devil.

If the party should lose the battle at the pirate town, they will be held prisoner by the pirates and tortured for information. Tortured prisoners will take 2d10 points of damage per day; the rest will take 1d10 points of damage from general maltreatment; Let the party remain as prisoners until they either find a way to escape or are all dead.

DELTA SUBSECTION 6: EXPERIENCE POINTS

At this point, the party should be awarded experience points. Characters who did extremely well receive three experience points. Those who took an active part should each receive two experience points. Those who did not play well at all should receive only one point.

RUINS OF VOLKOS

EPSILON Section

This section of the adventure is concerned with the party's exploration of the ruins of the Eorna city and their contact with the Eorna civilization.

EPSILON SUBSECTION 1: THE EORNA CITY

If the player characters are flying in their jetcopter and take care to avoid air whales, they will have no difficulty in flying to the ruins. If for some reason the player characters journey overland to the ruins, the referee must improvise, using the encounter table in this module and the ones in the module CRASH ON VOLTURNUS.

THE MAP

The referee should use the small map of the ruins shown on the large color map in the STAR FRONTIERS boxed set. The scale is 10 meters per square. If the party is flying over the area they will find an open area a short distance off the map where the jetcopter can be landed safely. As the party approaches the center of the area they will see the oval pool in the center. This is the Pool of Pure Water mentioned by the Edestekai.

SEARCHING THE RUINS

The player characters have learned from the Edestekai that there is an entrance to the underground complex nearby, but they do not know exactly where. The player characters can search the ruins to find the entrance. It will take all of them to search one square per turn. The chance of finding the entrance is 1 on 1d10 per turn. Only squares that are at least half full with part of a building can contain the entrance. If the player characters have not found the entrance by the time they search the last possible square, the referee should allow them to find the entrance in this last square.

EPSILON SUBSECTION 2: RANDOM ENCOUNTERS

In each square they search, there is a chance that the party will have a random encounter. The chance is 1-2 on 1d10. If an encounter is rolled, the encounter takes place before the party is told the results of their search. There are four possible random encounters. They will occur in order. Thus, the first random encounter will be 1, the

second will be 2, and so forth until all four have taken place.

EPSILON 2.1: VOLKOS RANDOM ENCOUNTERS TABLE

1. Tangler Vines (MV None; IM/RS 5/50; STA 40; ATT 50; DM 1d10; SA sleep thorns; SD age retardant fruit) Most of the buildings are covered with usually harmless vines. However, the tangler vines look just like the harmless vines. The building being searched is covered with tangler vines. The tangler vines will attack with surprise.
2. Mordax (MV Medium; IM/RS 7/65; STA 10; ATT 45; DM 1d2 sting; SA S5/T5 poison; SD None) Five Mordax will attack the player characters.
3. Slither (MV Slow; IM/RS 5/45; STA 400; ATT 30; DM 6d10; SA surprise, two attacks in same round) The player characters are searching a building near a plant-covered mound. The mound is a slither and will attack them with surprise.
4. Burrower Snake (MV Slow; IM/RS 8/80; STA 15; ATT 75; DM 1d5; SA S5/T10 poison) The party has stepped too close to the burrow of a burrower snake. It will attack a member of the party chosen at random.

EPSILON SUBSECTION 3: PLANNED ENCOUNTERS

THE VOLTURNUS BABOONS

(MV Medium; IM/RS 6/60; STA 100; ATT 50; DM 2d10)

If the player characters move toward the water pool, read them the following description:

The large pool is filled with clear, fresh water. As you approach it, a large, hairy, ape-like creature runs out from a crack in the wall of the large circular building near you. He begins to jump up and down, howling madly, and beating the ground with a large club!

A pack of Volturnian baboons live in the round building on the map. They enter and leave through the rubble-strewn crack in the wall. The water pool is part of their territory. Anyone who enters the map area will be considered a threat. The large baboon is the strongest male. If his

challenge does not frighten away the player characters, 10 more baboons will run out of the building on the next turn. The other baboons are armed with clubs and stones. They will form a rough semi-circle around their leader, facing the player characters.

The baboons will do their best to frighten away the player characters. As long as the player characters do not attack the baboons or try to drink the water from the pool, the baboons will only threaten, not attack.

Large Baboon (MV Fast; IM/RS 8/80; STA 150; ATT 70; DM 3d10; SA None; SD None)

EPSILON SUBSECTION 4: THE UNDERGROUND COMPLEX

Once the player characters have found the hidden trap door, they can enter the complex beneath the ruins. The complex consists of a number of rooms and caverns. The rooms were built at the same time as the ruins above. The caverns look as though they were recently constructed. The rooms and caverns are connected by corridors, some with stairways. At first the rooms will be in sad shape, partially ruined, with walls and ceiling covered with lichen, fungus, and mold. The further the player characters go, the better the condition of the rooms.

A referee's map of the underground complex is included. The scale is 1 square = 10 meters. Note that the complex has six levels, each 30m below the previous one. Level 6 is 180m underground. The ceilings of the rooms and regular corridors are 10m tall. The ceilings of the cavern and its dug out corridors are only 5m tall. Rooms 6-17 and the corridors between them are lit mechanically by crystal lamps. The cavern (7) and its connecting corridors, as well as room 1-5, are unlit.

Level 6 is the Eorna commands center, the area from where the Great Mission is coordinated. The Eorna manage to keep the deeper levels of the complex functioning. The further underground the player characters go, the more they should begin to suspect that there is a culture on Voltarnus able to build and maintain advanced technology. The technology, however, is alien. Eorna science makes great use of crystals. Any technician trying to understand Eorna technology will have a -20 modifier on all rolls for dealing with alien machines.

EPSILON SUBSECTION 5: RANDOM ENCOUNTERS

While the party is in the underground complex, roll each turn for a random encounter. An encounter occurs on a roll of 1 on 1d10. Roll 1d5 on the Random Encounters Table for the exact encounter.

EPSILON 5.1: RANDOM ENCOUNTERS TABLE

Die Roll	Encounter
1	1 Dropper
2	10 Flitters
3	1 Korrvarr
4	3 Rasties
5	4 Shovelmouths

1. Dropper (MV Very Slow; IM/RS 2/18; STA 20; ATT 80; DM 2d10; SA attract 2d10 droppers in 1d10 turns; SD immune to projectile weapons). One dropper will attack a player character chosen at random.
2. Flitter (MV Medium; IM/RS 7/70; STA 10; ATT 40; DM 1d2 bite; SA disease; SD None). Ten flitters fly near the party. They will only attack if they are attacked.
3. Korrvarr (MV Slow; IM/RS 5/45; STA 150; ATT 50; DM 4d10; SA None; SD None). One Korrvarr is roaming the corridors hunting for food. It will not fight unless it is attacked.
4. Rastie (MV Medium; IM/RS 7/65; STA 75; ATT 75; DM 2d10; SA lock jaws and rend for 1d10 points per turn; SD None). Three Rasties will attack the player characters.
5. Shovelmouth (MV Medium; IM/RS 3/25; STA 60; ATT 45; DM 1d10; SA stampede for 2d10 turns per shovelmouth; SD None). The player characters encounter four Shovelmouths searching for lichen to eat. The Shovelmouths will attack only if they are attacked.

EPSILON SUBSECTION 6: PLANNED ENCOUNTERS

KEY TO THE EORNA COMPLEX

1. PROGRAMMED INSANITY MACHINE

As you enter the underground passageways, you note that they appear to be old and decaying, with lichen and fungus growing on the walls. Bizarre abstract crystal sculptures are scattered through the corridor.

After walking a short distance, you come to a large dilapidated room filled with these strange crystals. Some of the crystals are fused or joined together in some way you do not immediately understand.

Eorna technology emphasizes mental control and the study of the mind, and the Eorna use technology to support their natural hypnotic abilities. A mind-controlling machine guards the underground complex. To anyone except the Eorna, the machine cannot be distinguished from the hundreds of crystal sculptures that fill the ruins and the underground complex. The Eorna have studied Humans, Dralasites, Yazirians, and Vrusk long enough that Eorna mind machines will affect the player character races. The machine will drive a player character insane unless the player character makes a successful Intuition check.

Characters who fail the check are affected by one of five types of insanity. The effect will last 3d10 turns unless cured by a character with Psychosocial skills. The insanity type is determined randomly by rolling 1d5. Consult the following table:

Die Roll	Type of Insanity
1	Paranoia
2	Catatonia
3	Psychosomatic Disease
4	Manic Depressive Personality
5	Split Personality

Paranoia Disorder causes the victim to suffer from a persecution delusion. The victim is convinced that harmless individuals or objects are out to get him or her. The victim believes that one other player character is actually a Sathar in disguise who is trying to kill the other player characters. The victim will suddenly see one of his or her friends turn into a Sathar, as if the victim had accidentally seen through a holo disguise. The victim will attack the "Sathar" in an attempt to save the party.

Catatonia Disorder is a total inability to respond to events or stimuli. The victim will stand unmoving in the same position he or she was in when the Intuition check failed. If someone else changes the victim's position, the victim will stay in the new position. The victim will not respond to danger or pain. The victim will be unable to move or talk until successfully treated or until the programmed insanity wears off.

Psychosomatic Disease is the victim's belief that he or she is physically ill when in fact he or she is not. The victim's belief is so strong that he experiences symptoms. The victim is feverish and suffers cramps as if due to a -10/D1 disease. Since the disease is psychosomatic, normal treatment will not relieve the symptoms. The victim will be -10 to hit until successfully treated or until the programmed insanity wears off.

Manic Depressive Disorder is a change in the basic personality of the individual. Fits of mania will alternate with fits of depression. When manic, the victim will be hyperactive. The victim talks faster and more loudly than usual and runs when only walking is necessary. He or she is always in a hurry, and is overenthusiastic about everything, exerting more energy than is necessary. When in a fit of depression, the victim is quiet and slow to react. He or she becomes completely wrapped up in his or her own feelings of futility and tends toward extreme self-pity. The victim's Reaction Speed is halved to reflect this general slowness.

Split Personality Disorder causes the victim to display several separate and distinct personalities rather than just one. Each personality will act differently from the others. The various personalities will struggle for control of the individual as long as the programmed insanity lasts. Thus the victim's personality will change from turn to turn, possibly becoming completely different each time.

2. ROGUE CRYSTALS

(MV Slow; IM/RS 4/35; STA 110; ATT 50; DM as weapon; ATT 60; DM 5d10; SA See below; SD See below)

This 20m by 30m chamber contains a large number of weirdly shaped crystals.

Two rogue crystals will fire energy beams when the party comes within point blank range. The attack will be as if with a sonic disruptor pistol. If a rogue crystal's attack is nullified by a sonic screen, it will switch to a different type of energy and attack again. Note that rogue crystals have different chances of success for ranged weapon attacks (50) and melee attacks (60).

SA: Attack as electrostunner, laser pistol or sonic disruptor; ATT 50; DM 5d10). SD: Takes half damage from weapons affected by albedo, gauss, and sonic defenses.



3. CRYOGENIC STORAGE AREA

You have entered a chamber 30m long by 20m wide. There is nothing remarkable about the room except that it contains more than the usual number of shaped crystals.

The crystal statues are actually cryogenic machines. Five turns after the player characters enter the room, the machines will activate automatically. The entire room will become a cold storage area. The process will take 10 turns. Any player characters still in the room when the process is completed will be in cryogenic sleep.

A Technician character can identify the function of a piece of alien technology by using the Operate Machinery subskill. The -20 modifier for dealing with alien technology applies to all attempts to identify alien technology.

4. EMPTY ROOM

This room is completely empty.

5. PROGRAMMED ILLUSION MACHINE

This room contains an illusion generation machine. Anyone entering the room must make a Logic check at -20 to avoid its effect. Those who fail will see an illusion of an endless corridor. In reality, victims walk

around the room in a circle. Once they have failed their Logic check, the victims will see only the endless corridor, no matter which way they look, until they manage to leave the room. Victims will immediately return to normal once they are outside the room. Those who make a successful check are unaffected by the illusion. However, each player character must make a Logic check each time he re-enter the room, even if the first check was successful. Those who fail the Logic check should be read the following description:

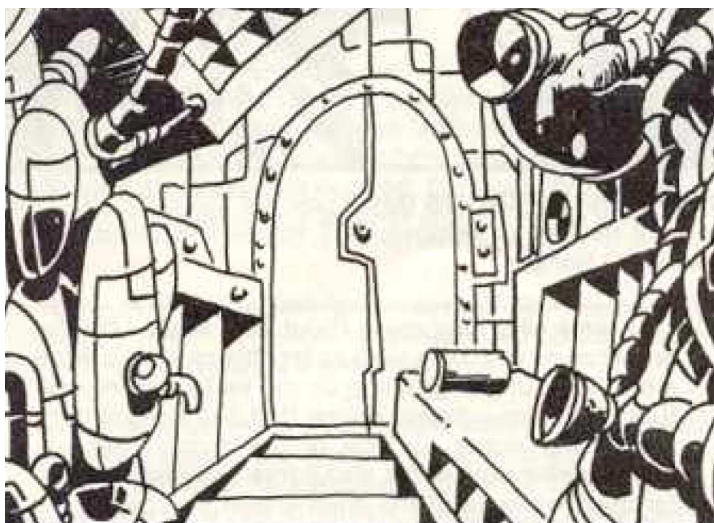
The doorway you have passed through leads to another identical corridor that continues in a straight direction as far as you can see.

Those who pass the Logic check should be told the following:

You are in a 30m by 30m room. Along the left wall are large numbers of shaped crystals that are pulsing with light and perhaps some other forms of energy.

6. THE EMPTY LIVING QUARTERS

Eorna living quarters are equipped with machines that will change the furnishings and even the shape of the room to suit different functions. An Eorna can program the furnishings of his quarters at will, but these quarters are empty because the machinery is defective. The machinery here follows its last programmed cycle and cannot be turned off. While the party is in the room, the west wall will move 10m eastward, making the room 30m square. An Eorna double bed will slide out of the north wall. A clothes closet will slide out of the east wall. The lights will recede into the ceiling and soothing music will play. If the player characters stay here long enough, they will see the room change into a kitchen, then an entertainment room, then finally, a bedroom once again. The room will be different if they return later.



7. KORRVARR LAIR

(MV Slow; IM/RS 5/45; STA 150; ATT 50; DM 4d10; SA None; SD None).

You have entered a very large cavern of irregular shape which is dark, cool and seems to extend before you as far as you can see. In the nearby darkness you hear animals snarling.

Three Korrvarr live in the cavern. They have dug out the passages leading to room 10 and the corridor between rooms 1 and 3. The Korrvarr will snarl at the player characters but will not attack unless they themselves are attacked. If the player characters follow the tunnel leading off the map, they will find themselves above ground, in the desert at the edge of the ruins after 30 turns.

8. HYPNOTIC ROBOTS

(MV Medium; IM/RS 6/60; STA 100; ATT 60; DM 2d10; SA See below; SD None)

As you enter this chamber, you see two strange devices that look like combinations of crystal and metal moving slowly toward you. There are blinking lights of all the colors of the rainbow shining from the front of these devices.

These are 3rd level Eorna combat robots with a built-in hypnotic device. The device has a 45% chance of hypnotizing each player character in one turn. If the attempt fails, the character has realized what is happening and cannot be hypnotized. The robots are armed with sonic disruptors powered by backpacks of Eorna design. Devices made by player character races will not fit the energy ports of the backpacks.

The robots' mission is to prevent intruders from passing. Intruders are defined as all non-Eorna. Prevent is defined as using hypnosis, or attacking intruders if hypnosis is not sufficient to stop them. From passing them is defined as leaving by the door that leads to room 9. If the robots can stop intruders without harming them, the robots will do so. They will not hesitate to attack if necessary.

The referee must give hypnotized characters hypnotic suggestions that will fulfill the robot's mission.



9. NEURAL FUNGUS

(MV None; IM/RS 0/0; STA Minor surgery needed to remove; ATT None; DM None; SA See below; SD None)

You see a very long room about 20m wide. Like the other rooms you have seen so far, this one has a large amount of fungus growing on the walls, ceiling and floor. You immediately notice that the fungus here covers the entire surface of the room. There is nothing else noticeable about this chamber, except for the doorway(s) at the other end of the room.

The walls, ceiling, and floor of this room are covered by neural fungus. The neural fungus cannot be distinguished from other types of fungus growing on the walls of other rooms. Anyone who touches the fungus with bare flesh becomes infected and suffers extreme pain. It is impossible for the infected person to move, fight, or speak coherently. The infected victim will need anesthetic to relieve his or her pain. Minor surgery is necessary to remove the fungus infection.

The fungus was created by the Eorna to allow direct mindlink between two individuals by linking their nervous systems. An unexpected side effect is that contact between the fungus and the nervous system causes such pain that the mind-link is useless.

SA: Intense pain. Physical contact between infected victims allows direct mind-link.

10. HYPNOTIC ROBOTS

(MV Medium; IM/RS 6/60; STA 100; ATT 60; DM 2d10; SA Hypnosis; SD None)

Two robots have been set to guard this room. They are identical in type, programming, and purpose to the robots in room 8. Use the encounter description given there for this encounter.

11. ROGUE CRYSTALS

(MV Slow; IM/RS 4/35; STA 100; ATT 50; DM as weapon; ATT 60; DM 5d10; SA See below; SD See below)

More of the strange crystals so common throughout these rooms seem to fill the sides and walls of this room.

Two rogue crystals will fire energy beams when the party comes within point blank range. The attacks will be as if with sonic disrupters. If a rogue crystal's attack is nullified by a sonic screen, it will switch to a different type of energy and attack again. Note that rogue crystals have different chances of success for ranged attacks (50) and melee attacks (60).

SA: Attack as electrostunner, laser pistol or sonic disrupter; ATT 50; DM 5d10 SD: Takes half damage from weapons affected by albedo, gauss, and sonic defenses.

EORNA INSANE ASYLUM

Rooms 12-15 are an automated facility for Eorna suffering from various mental disorders. The care, feeding and treatment of the inmates is handled by automation because the labor of all normal Eorna is devoted to the

Great Mission. The inmates and their activities are usually not supervised or controlled.

12. ASYLUM STOREROOM

This 30m x 30m room is some sort of storage area. There are a large number of boxes and jars piled around the room, as well as some bolts of shimmering cloth and what appear to be strange cubical devices. The walls have a strange porous texture unlike the previous levels of the complex.

This storeroom is filled with a number of items. Both doors are open. After the player characters enter the room, but before they exit by the door to room 13, a trap rigged by the inmates is triggered. Both doors will close and lock with level 1 locks. Technicians trying to open the locks will have a -20 modifier, due to the alien design of the locks. Soon after the doors lock shut, the player characters will hear the air being pumped out of the room through the walls of porous tiles.

The player characters will not be able to detect the trap in this room. The encounter is intended to challenge the ingenuity of the players. The air is pumped out slowly and the characters will have time to examine the contents of the room and decide on a plan of action.

The items stored in the room are:

Boxes of crystal bolts	Boxes of rubber hoses
Electrical batteries	Spools of insulated wire
Spools of plastic tape	Boxes of crystal lights
Boxes of crystal spheres	Boxes of plastic squares
Boxes of putty	Jars of saltpeter
Jars of iron filings	Jars of powdered calcium
Jars of powder sulfur	Jars of powdered charcoal
Large jars of water	Jars of fermented fruit juice
Boxes of protein cubes	Bolts of shimmering cloth

The exact amount of each item is unimportant; they are simply resources that the characters can use to escape the trap.

There are at least four ways the player characters can get out of the room alive: 1) pick the door lock; 2) blow down the door with weapons, grenades, or tornadium explosive; 3) mix sulfur, charcoal, and saltpeter into gunpowder and blow down the door; 4) electrolyze the water for its oxygen and wait until the doors are opened in an hour.

The first method uses the Open Locks subskill. If the second method (blowing down the door) is used, the reinforced door has 70 structural points. If gunpowder is used, it will have special effects in this encounter: 1) The attempt will automatically succeed. 2) In this situation, characters without Demolition skills can use the gunpowder. These are special conditions of this encounter and do not apply to other situations where gunpowder or other explosives may be used. The fourth method of escape is more complex.

When an electric current is passed through water, it separates into hydrogen and oxygen. The hydrogen can then be vented through the wall while the oxygen is kept inside the room (using the rubber hoses). For this method to work, the large jars of water, the electrical batteries,

the insulated wire, and the rubber hoses should be used. This method will maintain breathable air until the doors are opened in an hour.

If the player characters create gunpowder, or electrolyze the water for its oxygen, the referee should award any player character who helped come up with the idea an extra experience point. If a player character uses the materials in the storeroom to create a different reasonable means of escape, the character should be awarded an experience point.

The door trap was set up by some of the more functional inmates in the asylum. It is meant to stop intruders and protect the inmates. Usually, the corpses of those who died of suffocation are collected after an hour.

13. ASYLUM BEDROOM

As you open the door to this room, you see 10 two-legged creatures with huge tails, their bodies covered with fine fur. The creatures are draped over various pieces of weird furniture. Most of them appear to be asleep, but three of them see you, let out loud screams, and run toward you!

Three of the Eorna will attack the player characters on sight, four will attack only if attacked, and three will not attack even if attacked. The three that will attack on sight are paranoids or manics. The three who will not attack even if attacked, are suffering from depression or catatonia. The other four are suffering other types of mental disorder.

Name	STR/ STA	DEX/ RS	INT/ LOG	PER/ LDR	PS	IM	RW	M
Eorna who will attack on sight:								
Eorna A	85/95	50/50	95/70	70/70	5	5	25	43
Eorna B	70/80	45/45	70/70	60/60	4	5	23	35
Eorna C	90/90	70/70	60/60	80/80	5	7	35	45
Eorna who will attack if attacked:								
Eorna D	65/80	50/50	70/70	60/60	5	5	25	33
Eorna E	70/70	40/40	50/70	80/70	4	4	20	35
Eorna F	80/70	60/50	50/50	70/70	5	5	30	40
Eorna G	80/80	50/50	95/70	70/70	5	5	25	40

Note: The other three Eorna are not given statistics since they are totally non-functional and will ignore the party. None of the Eorna are armed.

This room is filled with cots and beds suitable for Eorna. Eorna sleep standing up, leaning at a comfortable angle (it would be impossible for them to sleep on their backs because of their tails). The walls of this room have the same porous texture as the walls of the previous room.

14. ASYLUM COMMON ROOM

This room is very large, 40m x 40m, and is filled with a variety of structures made from both metals and crystals. There are also some pieces of furniture, similar to those in the previous room. The walls are made of the same porous tile you have seen throughout this level.

The inmates usually spend most of their waking hours in this room. However, there is no one in the room right now. The room is filled with chairs and tables appropriate for Eorna. On one wall is a holovision. A radio is on

another wall. On a third wall is a machine that dispenses therapeutic drugs and provides soothing hypnotic treatment for patients. The holovision, radio, and therapy machine have crystalline structures. A technician character can identify their functions with the Operate Machinery subskill, although there is a -20 modifier on the chance to identify.

15. FINAL DEFENSIVE BARRIER

Opening the door, you peer into what appears to be an empty room, 20m across and 30m long. There is a door in the northeast corner of the room, across from the door you have just opened. The walls are of the same construction as the other rooms on this level.

This room at first appears to be empty. Technicians who successfully detect for security devices will notice that the entire floor of the room is a pressure plate.

One turn after anyone enters the room, doze grenade gas will be pumped through the porous walls and ceiling. Every character must make a successful Stamina check or lose consciousness for d100 minutes. During the time the party is unconscious, a group of Eorna will arrive equal to twice the number of characters who passed their Stamina checks. The Eorna are armed with electrostunners and needler pistols with anesthetic needles. The Eorna were alerted by the pressure plate alarm system.

If the conscious characters surrender to the Eorna, they will be disarmed and conducted through the Eorna museum. If they fight the Eorna, they will eventually be destroyed by superior numbers.

If the entire party is knocked out by the needles, they will awaken in room 16 unharmed but without their weapons.

The pressure plate is a level 2 security device. The doze gas injection system is a level 6 security device which can be deactivated only from room 16.

16. EORNA HISTORY MUSEUM AND CULTURAL CENTER

You see before you a truly huge chamber filled with a wide variety of crystal and metal gadgets, as well as numerous paintings and murals of a large number of different creatures. Some of the paintings and murals appear to be of dinosaurs, while others resemble the type of fur-covered creatures you have encountered earlier in this area of the ruins.

This large chamber is filled with displays including mural paintings, holograms, and voice recordings explaining Eorna history and culture. There are numerous Eorna sculptures, and a particularly interesting display showing how the Eorna evolved from primitive dinosaurs. Characters who spend 30 minutes or more studying the displays will gain knowledge of Eorna culture roughly equivalent to that provided in the STAR FRONTIERS Briefing Update. The referee may read such characters selections from the file at his own discretion.

The Eorna will allow the player characters to see Lt. Col. Louis V. Jameson. Jameson is in fair medical condition but is suffering from exhaustion, and even if healed will be

unable to accompany the player characters on any further adventures. Jameson will confirm the Eorna story, and fill in details about the hijacking of his expedition's ship by the Star Devil and his men. Jameson will also urge the party to explore the Sathar artifact in order to prevent the feared Sathar attack.

17. ENTRANCE TO THE MAIN COMPLEX

This chamber appears to be in very good repair. There are several of the bizarre items of furniture noticed earlier scattered about, as well as a large number of shaped crystals. Four of the fur-covered animals with large tails are approaching you as you enter. These creatures have their front limbs extended in front of them with their palms turned up.

This is the first in a series of rooms that leads to the large underground Eorna complex. Included in the complex are the Eorna command center, central computer banks, information storage, cold storage, hospital and living areas.

Characters who enter this room will immediately see four Eorna who approach in a friendly manner, as if expecting the party. These Eorna are unarmed and will attempt to make friendly contact.

A party that does not act hostile to the Eorna will be well received. If the party has killed the insane Eorna or has fought with the Eorna in Room 15, they will be imprisoned until they can convince the Eorna of their peaceful intentions.

At that time, the Eorna will provide medical attention, food, shelter and information. The Eorna will tell the player characters about the Day of Doom (the original Sathar attack which almost completely destroyed Eorna civilization). They will explain their plan for evolving an intelligent life form to succeed themselves and oppose the Sathar, and any other aspects of Eorna history, culture or philosophy that the player characters care to discuss.

Most importantly, the Eorna will tell the party that the arrival of the pirates and other space travelers at Volturnus has seriously disrupted their plans. The Sathar left on Volturnus an artifact that would summon a Sathar battle fleet if space traveling beings are detected within the Zebulon star system. Already, the Eorna fear, the artifact may have alerted the Sathar. There is a chance, however, that the device has not yet sent for the battle fleet. The Eorna will gladly show the party where the artifact is located if the party will attempt to prevent it from calling the Sathar fleet. The Eorna will not attack the artifact themselves because it is almost certain to have both internal and external defenses. Excessive Eorna casualties would jeopardize the Great Mission should the attack on the artifact fail.

The referee should point out to the party that a Sathar attack on the planet would almost certainly mean death to any living being on Volturnus, including themselves!

EPSILON SUBSECTION 7: EXPERIENCE POINTS

At this point, the party should be awarded experience points. Characters who did extremely well receive six experience points. Those who took an active part receive four experience points. Those who did not play well should receive only two points.

SATHAR ARTIFACT

ZETA Section

This section of the module covers the journey to the Sathar artifact and the details of what can and will happen once the party gets inside the artifact.

ZETA SUBSECTION 1: MAPS AND MAPPING

The Sathar artifact is located near the extreme western edge of the color hex map of Voltumnus included in the module CRASH ON VOLTURNUS. A diagram of the interior of the artifact is included in this module for use by the referee. The players will have to make their own diagram of the interior, if they want to have one, from the referee's descriptions.

ZETA SUBSECTION 2: RANDOM ENCOUNTERS

If the characters fly to the artifact in the jetcopter, they will not have any encounters until they reach the artifact. If the characters travel overland to reach the artifact, the referee may improvise appropriate encounters, and use numbers 2 and 3 below when the characters get near the artifact in the dry plains.

ZETA SUBSECTION 3: PLANNED ENCOUNTERS

1. ATTACHED BY THE ARTIFACT!

As you approach the artifact by air, you see that it is a 20 meter tall metallic pyramid standing in the midst of a dry, grassy plain. At the top of the pyramid is a bowl-shaped device rotating at high speed. There are various protrusions on the device. As you prepare to land the jetcopter, you can see some herd animals grazing in the plain.

The bowl-shaped device on top of the artifact is a combination of several devices: a radio-telescope, a transmitter, and an automated anti-aircraft laser. The weapon draws power directly from the power generator inside the artifact. The laser has a range of one kilometer

and will fire as soon as the jetcopter is in range. Its base chance to hit is 60%. The laser is set at 20 SEU for 20d10 points of damage. It will fire once each turn and will cease fire if the jetcopter moves out of range.

Referee's Note: The next two encounters assume that the party will land the jetcopter safely out of range of the artifact's laser (1 km) and approaches on foot. However, if the party flies up to the artifact and lands near it, they will avoid encounters 2 and 3.

2. TOMAR'S HORSES

MV Fast; IM/RS 6/60; STA 120; ATT 40; DM 3d10; SA See below; SD None)

Assuming the party lands safely at a distance from the artifact, they will spot about 200 meters away a herd of 30 animals that look something like horses. The Tomar's horses will begin to stampede the party as soon as the party moves 60 meters or more away from the jetcopter.

SA: Stampede, ATT 70, DM 8d10

3.MEGASAUROS

MV Fast; IM/RS 5/45; STA 350; ATT 50; DM 7d10; SA None; SD None)

At a distance of 200 meters, you spot a huge dinosaur-like creature nearly 10 meters long, 5 meters tall at the shoulders. It looks like a giant reptilian cat with a thick tail.

The megasaurus will attack the party immediately and continue to attack until killed.

ARTIFACT ENCOUNTER KEY

1. ENTRANCE

As you near the artifact, you see that it is quite large; a 20 meter tall tapering pyramid with four sides, each 40 meters long. It is constructed from an unknown metal. There are no entrances or openings to be seen.

There is no entrance in the walls of the artifact. Entrance is through a hidden tunnel 10 meters in front of the north wall of the artifact. Characters who walk over the general area of this hidden tunnel will notice that the ground is soft and sinking in this area. Some digging will cause the ground cover to collapse into a tunnel which goes straight

down about 20 meters and then leads horizontally toward the artifact.

The tunnel is circular, made of the same metal that covers the outside of the pyramid. The tunnel is 4 meters in diameter. The metal is covered with a harmless substance that is cold, slick, and slimy to the touch.

2. SECRET PANEL

There is a secret panel in the wall of the tube at the location shown on the referee's map. The panel is a level 3 security device. Technician characters that are actually searching the tunnel for security devices have normal chances of detecting the panel. The panel can be easily removed once it is detected. Removing the panel opens the way into tunnel number 3.

3. TRUE ENTRANCE TUNNEL

This tunnel leads to the actual entrance to the interior of the artifact.

4. THE ENDLESS ROTATING CORRIDOR

This is a trap designed by the Sathar. On the map, there are two dashed lines running down two of the corridors in this area. Whenever the party crosses these dashed lines and proceeds another four squares or more, the two sections of corridor on either side of the dashed lines rotate 180 degrees. Characters inside the rotating corridors will take 1d10 points of damage each from being thrown around in the tubes as they rotate. Note that characters will also be traveling back toward the direction they were coming from after the corridor rotates.

5. CYBOSLUGS

(MV Very Slow; IM/RS 4/35; STA 80; ATT 40; DM 3d10; SA See below; SD See below)

There are 7 cyboslugs in the corridors of area 5, one in each lettered square on the referee's map. The cyboslugs will attack the party at the first opportunity, surrounding them if possible.

SA: Attack is by a surgically implanted flamethrower; Range 10/20/30/40/50

SD: Takes half damage from lasers and flame

6. EMPTY CORRIDORS

7. QUICKDEATH TRAP

MV Very Fast; IM/RS 8/75; STA 180; ATT 70; SA See below; SD See below)

As you inspect this area you see a large, oval-shaped room. There is another doorway diagonally across the room from the doorway you entered. The room is about 15 meters across at its widest point.

This room is a massive trap. As soon as the party enters, both doors will automatically close and lock shut. The floor panels will slowly recede into the walls, revealing a huge pit, 10 meters deep, beneath the entire room. In the pit are three hungry quickdeaths, who will become frantic at the sight of the party. After

five turns the walls will disappear and the party will be thrown into the pit.

Technicians who successfully use the Detect Alarms/Defenses subskill before opening the door have the normal chance to spot the automatic closing mechanism. The closing mechanism and the door locks are level 4 security devices.

Inside the pit, there is a doorway at location 7A on the referee's map. This doorway is locked with a level 4 lock. The doorway leads to area 11.

SA: Poisonous tail dart; ATT 70; Range 10/20/30/40/50; DM 1d10 and S10/T3 poison; grapple with tentacles and maw; ATT 70; DM 10 points per turn.

SD: Immune to needler weapons, half damage from projectiles and laser weapons; -25% on ranged weapon attacks due to speed.

8, 9, 10. SLAVEBOT CHAMBERS

(MV Medium; IM/RS 7/65; STA 80; ATT 50; DM By weapon type; SA See below; SD None)

As you look into this chamber, you see three horrid-looking Eorna who gaze back at you blankly for a moment. You immediately see that there are strange assemblies of wires protruding from their heads, and that their flash has a strange discolored appearance.

Each of these chambers contains three slavebots armed with sonic disruptors. Each slavebot carries one extra clip. The slavebots will attack the party on sight. Additionally, as soon as the party is sighted, the slavebots from the other chambers will move toward the party as fast as possible to join in the attack.

In each chamber the party will find three cots and a supply of food. There is nothing else of value in these chambers.

SA: Punching score +10

11. POWER GENERATOR ROOM

This room contains a type 4 power generator that uses geothermal energy.

12. FREEZE CHAMBER

As the door to this chamber opens, you are hit with a blast of cold air. Inside you see piles of Eorna bodies and large stacks of frozen raw meat.

This freeze chamber serves as food storage for the quickdeaths in room 7 and as storage for extra slavebot bodies. Characters who remain in this room more than two turns will take 2d10 points of damage from the extreme cold.

13. THE SATHAR BRAIN

As you peer into this dimly lit chamber you see a huge flask in the center of the room. The flask is full of fluid, and has numerous tubes leading into it. These tubes connect to other flasks in various locations about the room. There are also wires leading into the large central flask. The wires connect to a complex-looking device on a shelf at the back of the room. Floating in the center of the large flask is the brain of some creature.

This is the disembodied brain of a Sathar, kept alive perpetually by this apparatus. Its function is to direct the slavebots by radio control. The brain will attempt to summon any remaining slavebots to its defense when the party enters. It is helpless otherwise.

14. COMPUTER AND TRANSMITTER ROOM

If you plan to continue the adventure on Voltumnus with TSR module SF2: STARSPAWN OF VOLTURNUS, use Ending 1 at the conclusion of the encounter. If you do not plan to continue the adventure with module SF2, use Ending 2.

This chamber contains some bizarre machinery, shaped like huge bulbs. The machinery is activated and a horrid-looking robot is working with it. As you enter the chamber, the robot grabs weapons and moves to attack you.

The robot is a Level 4 Sathar attack robot. Its snake-like metal body is 2 meters long, supported by treads. The robot carries a weapon in each of its four limbs. Each front limb carries a laser pistol with powerclip, at a setting of 4 SEU. The rear limbs each carry a doze grenade. Its mission is to kill all intruders. *Kill* is defined as attacking until either the intruder or itself is destroyed. *Intruders* are defined as all non-Sathar life-forms or robots. The robot carries Attack/Defense and Search and Destroy programs. Characters with Robotics skills may attempt to work on this robot, but suffer the usual penalties for working with alien robots.

The machinery is actually two separate devices, shaped like huge bulbs. The two devices are connected by a glass-like tube filled with light. Buttons and lights cover the surface of the two devices. The machines are a Sathar computer and a subspace radio transmitter.

Sathar Attack Robot (MV Slow; IM/RS 7/70; STA 200; DM 4d10; SA By weapon type; SD None)

ENDING 1

Characters with Computer skills can attempt to identify and work on the computer, with the normal modifiers for dealing with alien machinery. However, the characters will obtain only one item of information from the computer. The information must be translated by polyvox. The translation is:

Transmission received. Attack fleet heading Voltumnus at full operational readiness. Attack on planet will begin in two weeks standard time. Initiate standard procedures.

Characters with Operate Machinery subskill may attempt to use the subspace transmitter, with the usual modifiers for dealing with alien devices. Characters will presumably contact Truane's Star to inform the government that Voltumnus is about to be attacked by a Sathar battle fleet. The government of Truane's Star will promise to send warships as soon as possible, but doubt that any ships can arrive before the Sathar attack begins.

ENDING 2

Allow a technician character to operate the transmitter and contact Truane's Star. The government will send a ship to pick up the party and Lt. Col. Jameson. The contacts with the alien races of Voltumnus, as well as the information on the Star Devil's activities will be of great value.

At the time the party contacts Truane's Star, the Truane's Star battle fleet is already mobilized as part of a periodic test of its personnel, equipment, and combat readiness. Since it is already in space, the Truane's Star battle fleet can reach Voltumnus in time to intercept the Sathar. After a long battle with heavy losses, the Truane's Star battle fleet defeats the Sathar, who fight to the death to prevent the location of their bases from becoming known.

ZETA SUBSECTION 4: EXPERIENCE POINTS

This concludes the final adventure section of this module. Characters who did extremely well receive three experience points. Those who took an active part receive two experience points. Those who did not play well at all should receive only one point.

BRIEFING UPDATE

Creatures

AIR WHALE



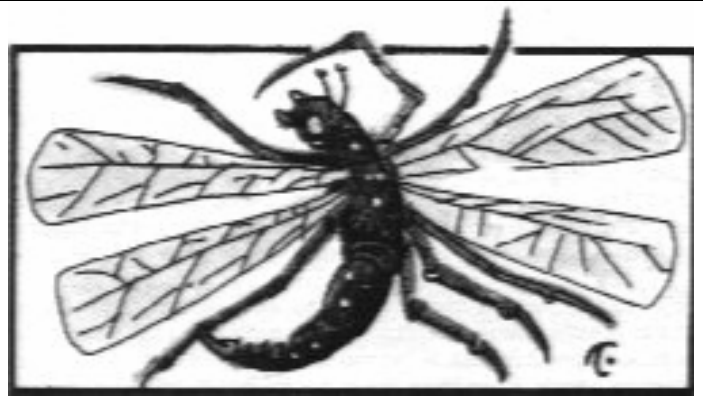
Type	Giant Omnivore, partial plant
Number	1
Move	Slow
IM/RS	+5/50
Stamina	500
Attack	50 (focused light), 45 (tentacle)
Damage	3d10-18d10 focused sunlight, or 2d10 tentacle
Special Attack	See below
Special Defense	None
Native World	Volturnus - Anywhere in the air

DESCRIPTION: Air whales are part plant and part animal. The top of the air whale is covered with plant life which converts sunlight directly into food and energy. The giant creature also eats plants and animals. It feeds on floating plankton, drifting spores, and swarms of flying insects, plus anything else it manages to capture. It produces hydrogen as a by-product of feeding. The hydrogen is stored in hundreds of inner membrane sacs. The hydrogen provides the lift which lets the air whale float. Compressed hydrogen, vented through tubes scattered around the air whale's body, lets the creature maneuver.

Crystal-based life forms have a symbiotic relationship with the air whale. These crystals focus sunlight into a beam, much like a laser. The crystals can fire up to six shots per turn, with damage divided as desired among the attacks. The damage allotted to each shot must be decided before the combat result is rolled. The crystals also store solar energy, and can fire two shots when direct sunlight is not available. An albedo screen or albedo suit will reduce

damage suffered by half. From the bottom of the creature hang hundreds of razor-sharp tentacles 10 meters long. The air whale can make 10 attacks per turn with tentacles. Tentacle attacks must be rolled separately. Note that the air whale has two different attack forms depending on whether the victim is above or below the creature.

MORDAX



Type	Small Omnivore
Number	2-20
Move	Medium
IM/RS	+7/65
Stamina	10
Attack	45
Damage	1d2 sting
Special Attack	S5/T5 Poison
Special Defense	None
Native World	Volturnus - anywhere

DESCRIPTION: Mordax are large flying insects about 10 cm long. Their sting is poisonous to all player character and NPC races. Mordax may be found anywhere on the planet Volturnus, but are particularly attracted to the flowers of tangler vines.

VOLTURNIAN BABOON



Type	Medium Omnivore
Number	1-10
Move	Medium
IM/RS	+6/60
Stamina	100
Attack	50
Damage	2d10
Special Attack	None
Special Defense	None
Native World	Voltturnus - anywhere

DESCRIPTION: The Voltturnian baboon is a shaggy, semi-intelligent primate found in various habitats on Voltturnus. Its fur varies in color from dark reddish brown to sandy tan. These primates organize themselves into primitive societies based upon battle prowess and display of ferocity. They will often engage even the most ferocious creatures because all baboons in the pack want to prove their ferocity. When hunting, they will often drive prey into some dead end, where dozens of baboons wait with rocks or clubs to kill it.

KORRVARR



Type	Large Omnivore
Number	1-5
Move	Slow
IM/RS	+5/45
Stamina	150
Attack	50
Damage	4d10 claw/bite
Special Attack	None
Special Defense	None
Native World	Voltturnus - caverns and ruins

DESCRIPTION: Korrvarr are burrowing animals about 2 meters long. They look something like a weasel with a mole-like snout. Korrvarr live in underground burrows,

often linked to existing caverns. Korrvarr hunt prey underground, or aboveground at night. They are nocturnal and are -10 to hit in full daylight. They often hunt by surrounding their prey, especially by using interconnected tunnel systems.

ROLLER



Type	Large Omnivore
Number	1-5
Move	Slow
IM/RS	+5/45
Stamina	150
Attack	50
Damage	4d10 claw/bite
Special Attack	None
Special Defense	None
Native World	Voltturnus - caverns and ruins

DESCRIPTION: A roller is a large herbivore named for its unusual "steam roller" type organ. This organ is actually a huge, cylindrical, hide-covered mass of bone and cartilage attached to two frontal limbs by ball and socket joints. The organ is used to crush the shard grass on which the creature feeds. The mouth of the roller is located on its underside. The crushed shards from the digestible shoots of grass are sucked up into this mouth. Internal organs of the creature separate the glass-like shards from the digestible shoots of grass. The indigestible shards are then stored in a special organ and used as missile weapons for the creature's rear defense. The roller has four normal limbs used for locomotion. The two eyes of the creature are located on the head near the large ears. The head does not have a mouth. A roller has a thick hide that protects it from being cut by shard grass.

Rollers are generally docile creatures, and will not attack unless frightened or attacked themselves. They are usually found grazing on the grassy plains of Voltturnus in herds of 5 to 50. If a roller scores a successful hit upon a character, the victim must roll his Reaction Speed or less. If the roll is successful, the roller attack is avoided; if not, the unfortunate character suffers 8-80 points of damage. (Note: if avoiding the roller means flinging oneself into the shard grass, the usual 1-10 points of damage will be taken.)

SLAVEBOT



Type	Cybernetic
Number	1-5
Move	Medium
IM/RS	+7/65
Stamina	80
Attack	50
Damage	By weapon type
Special Attack	Punching Score = 10
Special Defense	None
Native World	Voltumnus - The Artifact

DESCRIPTION: Slavebots were created to guard Sathar installations. Slavebots are cybernetic combinations of living beings and machines. The biological part of the slavebot is the remains of a captured enemy. Most of the brain has been replaced by a cybernetic implant. The slavebot is controlled by a disembodied Sathar brain kept in special liquid solution. The brain is almost immortal since there are no other body parts to age. The Sathar brain is linked to a radio transmitter that sends coded signals. These are then received by the slavebot so that direct control is possible. The slavebots on Voltumnus are Eorna captured in the battle that nearly wiped out the Eorna race. A supply of captured victims is kept in cryogenic storage to provide replacements for worn-out slavebots.

BACHANDA TREE

Type	Plant
Native World	Voltumnus - forests

DESCRIPTION: These trees are truly one of nature's triumphs on Voltumnus. Some of the oldest of these trees tower to heights of 200 meters or more and have diameters in excess of 15 meters.

At the base, long tangles of thistle-laden vines protect the lower reaches of the trunk from ground-dwelling creatures. Above heights of 12 or 15 meters, the trees produce long, broad braches. Supporting tendrils which from a secondary root system drop from the large branches to the ground. At the very top of these trees are the flowering and seed-producing elements.

Bachanda trees are sometimes infested with hollowers, a wood-boring insect. Hollowers lay eggs inside the branch and the newly-hatched young eat the branch from the inside out.

CYBOSLUG



Type	Large Omnivore
Number	1-5
Move	Very Slow
IM/RS	+4/35
Stamina	80
Attack	40
Damage	3d10 Flames
Special Attack	Flamethrower
Special Defense	lasers and flame
Native World	Voltumnus - Anywhere underground

DESCRIPTION: A cyboslug is a living nightmare created by the Sathar to attack all non-Sathar life forms on sight. A cyboslug attacks with a flamethrower which has been surgically implanted in its body. It can cling to walls and ceilings. Its body is covered with a reflective slime which reduces damage taken from laser or fire attacks to one half normal. The Sathar introduced cyboslugs to Voltumnus during their first attack. A stock of cyboslugs is kept in cryogenic storage in The Artifact and are periodically released to roam the caverns of Voltumnus.

ROGUE CRYSTALS



Type	Special, silicon-based life
Number	1-5
Move	Slow
IM/RS	+4/35
Stamina	110
Attack	50, Range as sonic disruptor, electrostunner, or laser pistol
Damage	As a sonic disruptor, electrostunner, or laser pistol set to 4 SEU
Special Attack	see below
Special Defense	see below
Native World	Voltumnus - Anywhere underground

DESCRIPTION: Rogue Crystals are another Eorna experiment gone wrong. The Eorna managed to foster silicon-based life, but failed at all attempts to make such life forms intelligent. At the point where semi-intelligence was reached, the silicon crystal life form invariably turned on its creator, as if it had an instinctive hatred for carbon-based life forms. The Eorna eventually gave up. Some of the creatures escaped, however, and still survive.

Rogue crystals are indistinguishable from Eorna crystal sculptures to anyone except an Eorna. The first time the player characters encounter rogue crystals, the rogue crystals will attack with surprise. Rogue crystals store energy which can be released as sound, light, or electricity. Treat the rogue crystals as if firing a sonic disruptor, a laser pistol, or an electrostunner. Only one attack per turn may be made. The first attack of a rogue crystal will be a random choice of energy. The creature will switch to other energy types if the first attack is negated by a defensive screen or suit. Rogue crystals also have a melee attack which will be used instead of an energy attack if an opponent closes to melee combat.

Rogue crystals take half damage from the following weapons: all laser weapons, all sonic weapons, electric swords, electrostunners, shock gloves and stunsticks. Rogue crystals are immune to gasses which affect carbon-based life forms, such as the gas in doze grenades, poison grenades, and the tear gas effect of smoke grenades.

SCRAAK



Type	Small carnivore
Number	1-10
Move	Medium
IM/RS	+7/68
Stamina	40
Attack	75
Damage	2d10 beak/claw
Special Attack	Vertical leap 10 meters to attack
Special Defense	None
Native World	Voltumnus - Forest

DESCRIPTION: A scraak is a flightless bird which typically nests in the upper branches of bachanda trees. It hunts by waiting quietly in the upper branches of the tree for small mammals or other prey to appear on lower branches. The scraak then leaps down upon the prey, frightening it into immobility with a fearsome screech. Scraaks still retain (from an earlier stage of their

evolution) a prehensile tail. They use the tail and their razor-sharp claws to climb to the higher branches of a tree.

SPITTER



Type	Medium Herbivore
Number	10-100
Move	Medium
IM/RS	+7/65
Stamina	120
Attack	Acid spit: 80%, range 2/5/10/15/20 Hooves: 20%
Damage	Acid spit: 2d10+1d10/turn until neutralized Hooves: 1d10
Special Attack	Acid spit (see description above)
Special Defense	None
Native World	Voltumnus - shard grass plains

DESCRIPTION: Spitters are reptilian herbivores found in herds on the shard grass plains of Voltumnus. The creatures feed on the grass by shooting a stream of highly corrosive acid from their mouths. This acid breaks down the hard outer shells of the shard grass in a few seconds. The spitter can then eat the shard grass safely. The spitter's thick hide protects it from being cut by shard grass. Spitters will not attack other creatures unless extremely frightened or attacked first.

TANGLER VINE



Type	Plant
Number	1-10
Move	None
IM/RS	+5/50
Stamina	40
Attack	50
Damage	1d10 devour
Special Attack	Anesthetic thorns
Special Defense	Flowers attract Mordax insects. Fruit is an age retardant which causes mental regression
Native World	Voltumnus – ruins

DESCRIPTION: Tangler vines are a carnivorous mutation of normal vines, created accidentally by Eorna experiments. They are normally found in the ruins of the Eorna city, clinging to ruined buildings like ivy.

The vines can attack victims within 10 meters. Tangler vines are covered with hollow thorns. The sap of the plant acts as an anesthetic for carbon-based life forms. A victim must roll his or her current Stamina or less on d100 or fall asleep. The sleeping are wrapped in the vines and then devoured.

The flowers of the vine attract mordax, a type of large flying insect whose sting is poisonous (S5/T5) to most species. At any time there will be 1-10 mordax hovering around the tangler vines. The fruit of the tangler vine has the unique property of slowing down the aging process. This effect has not been duplicated in the chemical laboratories. As a side effect of the age slow-down, the individual will mentally regress, acting like a two year old child for 20 hours. For every fruit eaten, the individual will physically age only one month in two month's actual time.

BRIEFING UPDATE

Intelligent Species

THE KURABANDA

PHYSICAL DESCRIPTION

A Kurabanda stands 1.2 meters tall and looks somewhat like a tarsier monkey. It has large round eyes and large pointed moveable ears. It can swivel its head around and look behind its back. A Kurabanda's hands and feet have special pads for better grasping. These pads are filled with blood storage vessels, and permit more blood to be kept in the fingers and toes, allowing for a better grip than any Human could manage, since the muscles are less subject to fatigue. A Kurabanda's tail is prehensile.

In the course of evolution, Kurabanda have lost some of the heavy fur which originally covered their bodies. A Kurabanda's torso is covered with fur, but its head, hands, feet and tail are bare. Its arms and legs are covered with fine hair that looks like soft down.

CULTURE

Kurabanda hold physical prowess and the glory of dangerous exploits as ideals. Their value system is based on the perceived image of honor. A respected Kurabanda is one who is a good hunter, a good fighter, and an individual who upholds the honor of the family. A Kurabanda who does not hold to these ideals or who does not take revenge for an insult is disgraced in the eyes of his family and his clan.

In Kurabanda society, if one Kurabanda is harmed, his or her entire family is considered to have been insulted. Blood feuds are not common, but do occur. To avoid feuds it is usually necessary to pay compensation to the injured parties. Clan blood feuds can also be avoided by a system of ritualized vengeance. The vengeance is aimed at forcing the victim to lose prestige. Kurabanda constantly try to outdo each other with showy displays of wealth. A family will put on an incredibly lavish feast to honor its ancestors and show its neighbors how successful the family is. Occasionally, the feast may be part of ritualized vengeance. A guest of honor may actually be mocked by an excessive display of wealth. It is difficult for outsiders to tell the difference between mocking a guest of honor and honoring the guest, but Kurabanda always know. An insulted guest can take revenge at the feast by presenting the host with even more lavish gifts. A blood feud can also be declared at a later time.

Kurabanda are also natural jokers. Practical jokes are common, usually played on non-tree dwelling guests.

Some typical practical jokes are: 1) The Fake Vine Joke: Non- Kurabanda guests are given a vine which will break when used to swing from limb to limb. Hidden below the area is a safety net to catch the victim. 2) Snipe Hunting: Guests are invited to hunt some mythical creature. They will be told to remain in one spot while the Kurabanda drive the creature into the trap. The Kurabanda will then go back to the village to have a good laugh while the victim waits in vain. 3) The Fire Joke: A group of Kurabanda will wave phosphorescent torches simulating a fire. They will yell that the forest is on fire and will lead guests on a harrowing escape which circles around only to end back at the original village. 4) Flea Joke: Kurabanda put small biting insects in the guest's bed so they can watch the victim itch.

The Kurabanda live in the bachanda tree forest. They hunt not only in the forest, but also in the adjacent fry plains and rocky barrens. Kurabanda often hunt in large packs and surround their prey. They also hunt with various types of traps, or by hiding at frequented spots, such as waterholes, and waiting for game to arrive. The Kurabanda increased the range of their hunt by inventing a type of hang glider.

Kurabanda live in tree-top villages. The villages consist of a number of large houses made of branches, leaves, and vines. Each house is that of a different extended family. Also in the village are the men's hut and women's hut, which are special buildings for one or the other sex. These two huts are something like club houses for each sex, and serve as places of relaxation outside the house. Each clan also maintains a special hut.

Kurabanda society is based on the family and kinship. Without understanding the importance of family ties, one cannot understand Kurabanda society. An individual's family relationship also defines that individual's rights and duties. Kin terms are exact. Instead of "cousin" a Kurabanda has Father's Brother's Sons, Mother's Brother's Daughters, etc. Each relationship is somewhat different. For example, a man could count on his Father's Brother's Sons to stand by him in battle but he could only count on his Mother's Brother's Sons for a small amount of financial support in times of extreme emergency.

The basic kin group is the extended family. An extended family would include a patriarch and his kin. A patriarch is usually the oldest married male. Living with him would be his wives, their adult sons, the sons' wives, the adult grandsons, the grandsons' wives, all unmarried adult

daughters, and all the children of the various marriages. An extended family averages 20-40 people, but could range from 10 to 100 individuals. A patriarch can order the family to be divided if the number or people living in his household become too large.

The next most important group is the clan. A clan is all the extended families with the same last name. All members of the clan are descendants of the one who gave his name to the clan. The actual descent is sometimes hard to trace since the clan founder is sometimes a mythical individual directly related to the gods.

All Kurabanda families who live in one forest form a tribe.

The final organization is that of the Kurabanda people, who are all descended from Kurabanda, "The First Ancestor".

Kurabanda have a strong sense of territoriality. The hunting area belongs to the tribe and other tribes may not trespass. Each clan and extended family also has their smaller hunting territories inside the Tribe's territory. One of the most prevalent types of cases in court is a suit involving boundaries between hunting territories.

Kurabanda trace their descent through the male line and all children have their father's last names. Married sons remain in the household of their father while married daughters join the households of their husband's fathers. It is illegal for anyone to marry a member of the same clan. A male may have as many wives as he can support. In fact, a male's social standing increases if he has many wives, but it is a great dishonor to have more wives than can be supported.

A marriage is not seen as primarily a love relationship between two individuals, but as an alliance between two families. The goods that are exchanged before a marriage ceremony are gestures of good faith on the part of both families.

Despite the rather formal method by which marriages are arranged, the concept of love is not unknown to the Kurabanda. In fact, a common theme throughout Kurabanda literature involves two lovers defying their families in order to remain together. Many long-running feuds have such situations at their roots.

Each Kurabanda tribe has a chief. When the old chief dies, his eldest son becomes chief, provided that he is willing to fight for the chieftainship. If no one in the tribe challenges the right of the candidate to be chief, the candidate automatically becomes chief for life. Any male who is the head of an extended family may, however, challenge the candidate to trial by combat. If several individuals challenge, there is a preliminary fight which eliminates all the challengers except one. That challenger then fights the candidate for the chieftainship. The winner is the new chief. All challenge matches are to the death.

If a chief possesses the Sacred Idol, he is proclaimed chief of chiefs and is entitled to lead all the Kurabanda if the need should arise. (At the beginning of the module, the Kurabanda do not possess the Sacred Idol.)

Kurabanda law is based on tradition and custom. Cases are tried by a council of elders chosen from the major families of a clan. The council interprets the traditional law for all cases.

Kurabanda religion is influenced by "magic", controlled by experts known as shamans. Shamans often try to shift the blame to innocent victims when "magic" doesn't work, accusing the scapegoat of being an evil witch.

The Kurabanda believe in the magic of "power objects". These ward off evil and give good luck. The objects may be anything: an odd shaped pebble, a dried leaf, and so forth. The most important power objects, however, are art objects left over from Eorna civilization. One such object is the Sacred Idol. The Keeper of the Sacred Idol is the only individual who can unite all the Kurabanda.

The closest thing to worship for the Kurabanda is the cult of the ancestors. Every Kurabanda house has its own shrine where the ancestors of the family and clan are honored. The chief is responsible for the care of the tribal shrine. Kurabanda consider that the ancestors can help the family after death, much as they did during life. If anything, ancestors will have increased power, since they now live in the realm of the spirits. Sacrifices are made to obtain the goodwill of the ancestors.

KURABANDA REACTIONS TO PLAYER CHARACTERS

Attitudes and behavior that will be likely to cause an unfriendly reaction in the Kurabanda include poor sportsmanship, an angry reaction to a practical joke, declining to accept a gift, and giving a valuable gift to a Kurabanda without allowing a good chance of paying it back. On the other hand, the Kurabanda will be unsure how to deal with Humans. Dralasites and Kurabanda have in common a rather overdeveloped sense of humor. Usually, the two races will get along fine. The Vrusks will seem so alien to the Kurabanda that they will be viewed with a mixture of suspicion and curiosity. The Yazirians will be well-received by the Kurabanda because of the physical similarities between the two races.

THE EDESTEKAI

PHYSICAL DESCRIPTION

The Edestekai are an intelligent race descended from Volturian arthropods. They are trilaterally symmetrical. That is, if their bodies were divided lengthwise into three equal parts, the parts would be mirror images of each other.

The body of an Edestekai is shaped like a giant peanut with three bulbous lobes on top. Three eyes are arranged in a circle around the narrowest part of the body, the midpoint or "waist". The eyes are arranged in such a way that the Edestekai have a 360 degree field of vision.

Edestekai have three lower limbs arranged like a tripod. The first and largest joint on each of these limbs is covered with a hard extension of shell and serves as a foot. The limb continues to second and third joint which

are roughly analogous to a Human elbow and wrist. Below the third joint are three tentacles which are used for grasping and manipulating objects.

Underneath their bodies, Edestekai have a number of special thick cilia, or hair-like filaments. These cilia are used as a base to support the body when the limbs are extended completely straight. Except for their tentacles, cilia, and eyes, Edestekai bodies and limbs are encased in an exoskeleton made of chitin, a hard shell-like material.

The mouth of an Edestekai is located near the base of the body and is hidden by the special cilia. The Edestekai communicate by means of a language composed of shrieks, whistles, groans, and other sounds combined with clicks of the limbs and signs with the grasping tentacles.

There are two physiological factors which have greatly influenced Edestekai culture: the fact that Edestekai are bilaterally symmetrical and the fact that they have three sexes. The three sexes of the Edestekai are the "Egg Layers" who produce eggs, the "Fertilizers" who fertilize the eggs, and the "Nurturers" who then carry the eggs internally and actually give birth to live young Edestekai.

CULTURE

The primary values of the Edestekai are order, fertility and abundance of lands and crops, and peace. Edestekai abhor killing and violence, and any act of violence except in self-defense is strictly punished and requires a lengthy ritual of purification. Edestekai will defend themselves if attacked, and have been known to fight with an almost insane fury when their religious principles are at stake.

Edestekai prefer to remain isolated from the other intelligent species on Volturnus, and would prohibit outsiders from their villages if this did not conflict with their values of non-violence and peace. Because of these values, they will tolerate outsiders provided the outsiders do not violate Edestekai law or interfere with the Edestekai religious rituals. If an outsider becomes completely accepted into Edestekai society, that individual's role in the rituals of the race is decided by the High Priest.

Edestekai believe that meat should be eaten only by the gods, and are thus vegetarians themselves. They intensely dislike the Kurabanda, who hunt for meat. Edestekai see the Kurabanda as ignorant savages. The Edestekai strongly hate the Ul-Mor, because the Ul-Mor manhood ritual involves trying to kill a quickdeath.

The Edestekai farm the hills of Volturnus. They cultivate fields of a tuber called morda and several varieties of a grain known as arbon. In addition, the Edestekai keep large numbers of blotes, docile amphibians about the size of a dog and similar in appearance to a salamander. Blotes are hosts for a parasitical fungus called krume. Krume looks something like shelf fungus, and grows profusely on the skin of blotes. The Edestekai cultivate this fungus on their blotes and harvest it about every six weeks. Edestekai also use irrigation to create stagnant ponds where they grow a green algae called squill.

Edestekai live in dug-out stone houses. Viewed from ground level these houses appear to be only a few feet high, but inside they are quite spacious. The houses often continue into the hillside for quite some distance.

The trisex family is the basic unit of Edestekai society. Nurturers are expected to remain in the household and perform child-rearing and maintenance duties. Egg Layers are expected to cultivate crops and assume general responsibility for maintaining the food supply. Fertilizers are free to become skilled workers, artisans, idol-makers or even priests.

Higher society organization is on the village level. a typical village contains about a thousand Edestekai. Organization above the village is in the hands of the elected High Priest and his immediate followers. They live in the holy city, near the Crystal Stonehenge. Also living in the holy city is "Justice", a captive quickdeath.

Religion is the strongest cultural force in Edestekai life. Religious rules, rituals and beliefs control almost all facets of daily life. There is no distinction between the government and the religious authorities; in Edestekai society, the priests are the government.

The Edestekai worship thousands of gods. The gods represent the forces of nature: sun, moons, stars, winds, creatures, oceans, etc. There are three gods which are most important among these. The Edestekai believe that Egarit ("Light") and Elenehet ("Darkness") created the world. Nothing could live or grow in this world; the sun and stars would not stay in place; the oceans would not keep to their boundaries, etc. But then the goddess, Edesti ("Order") intervened and the world in its present form came about to crown the creation, Edesti nurtured the "Chosen Ones", the Edestekai. These she made bilaterally to reflect nature of ultimate divine authority. The lesser gods were then given control of various areas of functioning in the universe.

The Edestekai believe that they have a special mission to magically assist the gods in the constant struggle against chaos. The gods receive their power from magical rituals which the Edestekai perform. Most of these rituals take place on special consecrated grounds, and involve group singing, chanting and very intricate patterns of dancing. There are rituals for almost all aspects of Edestekai life: a ritual of rain, a ritual of planting, a ritual of harvesting, a ritual to prevent or cure disease, a ritual for protection from enemies, etc.

Nothing is allowed to interfere with the performance of these rituals at the proper time, for the Edestekai believe that if the rituals are not performed at the proper time, there is a chance the gods will lose too much power, causing the world to end as stars fall from the skies, oceans flood the world, and all life ends. Non-Edestekai are not allowed to participate in these rituals. The sacred grounds where rituals are performed may not be touched or walked upon by any non-Edestekai.

All religious teaching and ritual is under the control of priests. These are each equal in authority and power. The supreme ruler of the Edestekai is a High Priest who lives

in the supreme temple near the Crystal Stonehenge. This High Priest is elected for life by vote of all the other priests.

Sometimes priests see visions or hear unknown voices. The Edestekai believe these revelations have been sent to reveal the will of the gods. Such revelations are called True Visions. There is NO appeal from any judgment made by a priest who has had a True Vision concerning the case in question. However, the people as a whole must agree that the priest/ judge's hallucination is in fact a True Vision, and not merely a fantasy of the priest's own creation. Priests who have seen an authentic True Vision are regarded as living saints.

Each year a certain number of individuals from each village are sent to the holy city to labor for the High Priest. The pilgrimage and work time are considered holy. Any individual who has worked in the holy city is held in special reverence.

Edestekai villages and houses are filled with idols of the various gods. Each idol must be given proper reverence. It is a crime punishable by death to steal an idol belonging to any Edestekai.

The Edestekai legal system is based upon belief in oracles, communications from the gods. Accused persons are put on trial before judges who are also priests. Evidence and testimony are taken, but the final decision is left to the priest, based upon what the priest believes to be the will of the gods. If the accused does appeal, the priest picks a sheaf of arbon grain at random and counts the number of kernels on it. If the number is odd, this is believed to be a special sign from the gods that the accused is innocent. If the number is even, the accused is not only guilty of the original crime, but has offended the gods by appealing to them to cover up his or her guilt!

The Edestekai believe that their god of justice takes the physical form of a quickdeath. To the Edestekai, these animals are messengers of the god of justice and are holy animals. Priests always wear a shawl of quickdeath hide when hearing a case. A live quickdeath is always kept (in captivity) in the main Edestekai temple near the Crystal Stonehenge.

Punishments for crimes require the offender to pay back to the person he or she harms something of equal value to the harm done. In extreme cases, the punishment may be legalized slavery. Death is administered by staking the criminal out with three stakes to be eaten alive by a quickdeath.

EDESTEKAI REACTIONS TO PLAYER CHARACTERS.

Edestekai will react with great anger and hostility to any show of force, violence, or sacrilege by any characters. Player characters will find it difficult to make suggestions to Edestekai; the Edestekai will see all player characters as obviously inferior creatures who must be tolerated. Edestekai will react favorably to evidence of sustained, peaceful hard work, artistic craftsmanship, great wealth, or extreme religious piety.

THE EORNA

PHYSICAL DESCRIPTION

The Eorna are a race of intelligent creatures descended from bipedal Volturian dinosaurs. Most Eorna stand about 3 meters tall. The thick hide of the reptile has been replaced with a coat of fur that serves as insulation in cold temperatures. They have a rather large tail which is used for balance in walking. Their smaller forelimbs have developed hands that are somewhat human in appearance and function. Their vocal sounds are very different from those made by Humans due to the different structure of the Eorna palate.

Eorna are warm-blooded omnivores who evolved to build an advanced technological civilization. The Eorna are natural hypnotists. Their technology stresses mental control, often reinforcing the natural abilities of the Eorna.

CULTURE

The Eorna worship beauty. They believe that the purpose of life is to come to know true beauty, which can take many forms; it can be physical, moral, intellectual, historical, etc. Of course, the Eorna idea of beauty is not necessarily the same as that of Humans or other player character races.

The Eorna have no priests or spiritual leaders. As a form of worship, the Eorna create magnificent sculptures of crystals and light, high technology items, great works of music, logical systems of thought, and other objects of beauty. To an Eorna, creative work is in itself a religious experience. Anything which tends to destroy life and beauty should be discouraged, or if necessary, totally eliminated.

The Eorna now see the Sathar as the ultimate enemy of all that the Eorna believe in. To meet the Sathar challenge, the Eorna have undertaken what they call the Great Mission. The Eorna long ago realized that their numbers were too few to survive as a race. The Eorna have artificially interfered with evolution on Volturus to produce the Edestekai, the Kurabanda, and the UI-Mor. The Eorna hope one of these races will eventually achieve a high level of civilization, dedicated to beauty, but with sufficient technology and military skill to defend against, and eventually destroy the Sathar.

The efforts of most surviving individual Eorna are given wholeheartedly to the Great Mission. The original survivors of the Sathar attack have undergone cryogenic sleep. Only 10 of the original survivors are awake at any given time. When one of these individuals dies, a sleeper is awakened to replace the dead Eorna. Forty-six individuals remain in cryogenic sleep. Those who are awake are aided in their efforts by the most capable of their descendants (many of whom have inbred genetic defects).

The number of Eorna is so small that they no longer need a formal society. There are no social organizations other than the family. Eorna society thus maximizes individual freedom of choice and minimizes social control of the individual. Criminal behavior is handled by a

computerized/robotic legal system. This system works for the Eorna because they all share the same basic goals and ideals (the Great Mission).

The Eorna legal system remains the one that was used before the Sathar attack which nearly destroyed their race. All laws have been codified and entered into special computers. Computers run the robot police and serve as ultimate judges in all civil and criminal cases. Eorna law recognizes that there may be extenuating circumstances involved in a criminal act. The system tries to evaluate a person's intentions and motives when considering guilt or innocence.

The usual punishment for serious violations is imprisonment in a mental hospital. In some cases convicted criminals may be required to provide some type of restitution to the victims of their crimes. Finally, Eorna law recognizes a special appeal based upon the criminal's value to society.

The prison and mental hospital systems have largely broken down. Some criminal or insane Eorna do exist and wander free in a few areas of the planet. The robot police frequently malfunction due to neglect.

EORNA REACTIONS TO PLAYER CHARACTERS

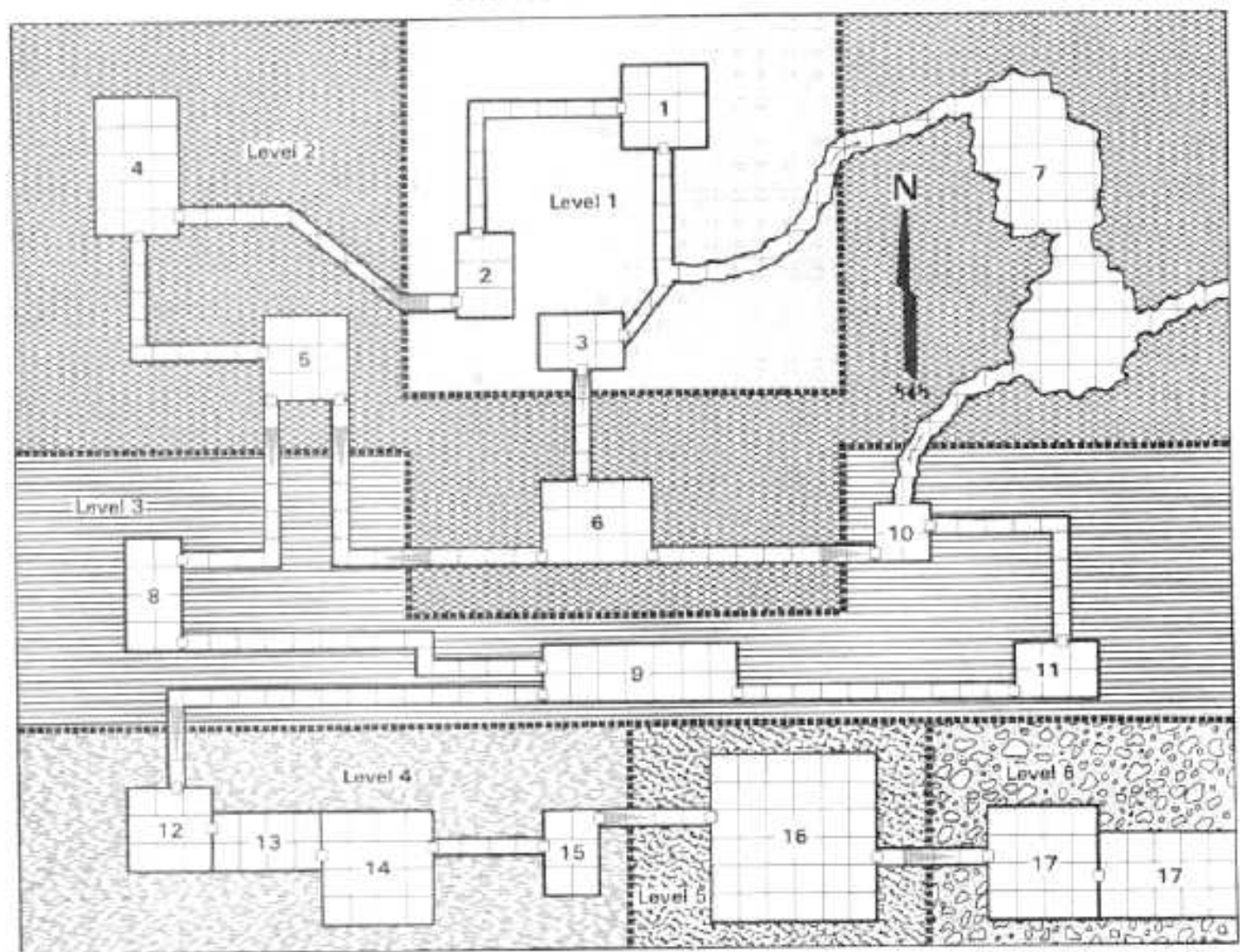
The Eorna will be impressed by any player character who shows an interest in beauty, and the Eorna are likely to discuss the finer points of beauty with these characters for hours. The Eorna will at first be wary about explaining the Great Mission to the player characters, but will eventually take the player characters into their confidence.

Any form of unnecessary violence, any destruction or vandalism of works of art or intellect, or any similar behavior on the part of a player character will cause an unfriendly reaction from the Eorna.

Regardless of a player character's behavior, all sane Eorna will recognize an obligation to provide food, water, and medical attention to any other intelligent creature, no matter how repulsive. Extremes of bad behavior may result in an Eorna calling the robotic police by means of the computers found in most Eorna dwellings and work places.

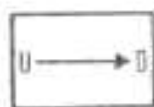
It is important that the referee eventually allow the player characters and the Eorna to become allies. Without such an alliance, there will be no hope of defeating the Sathar armada which is already en route to Voltumnus.

THE RUINS OF VOLKOS



Scale: 1 square = 2 meters

KEY



Slope Down



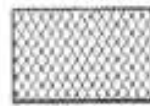
Level 1



Level 4



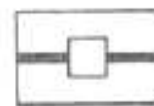
Stairs



Level 2



Level 5



Door














Level 3

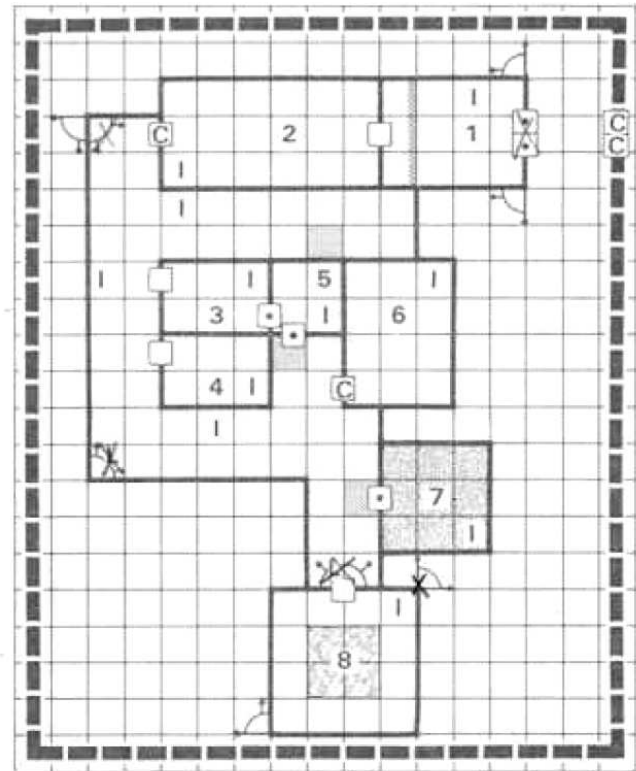


Level 6

PIRATE OUTPOST MAP

KEY

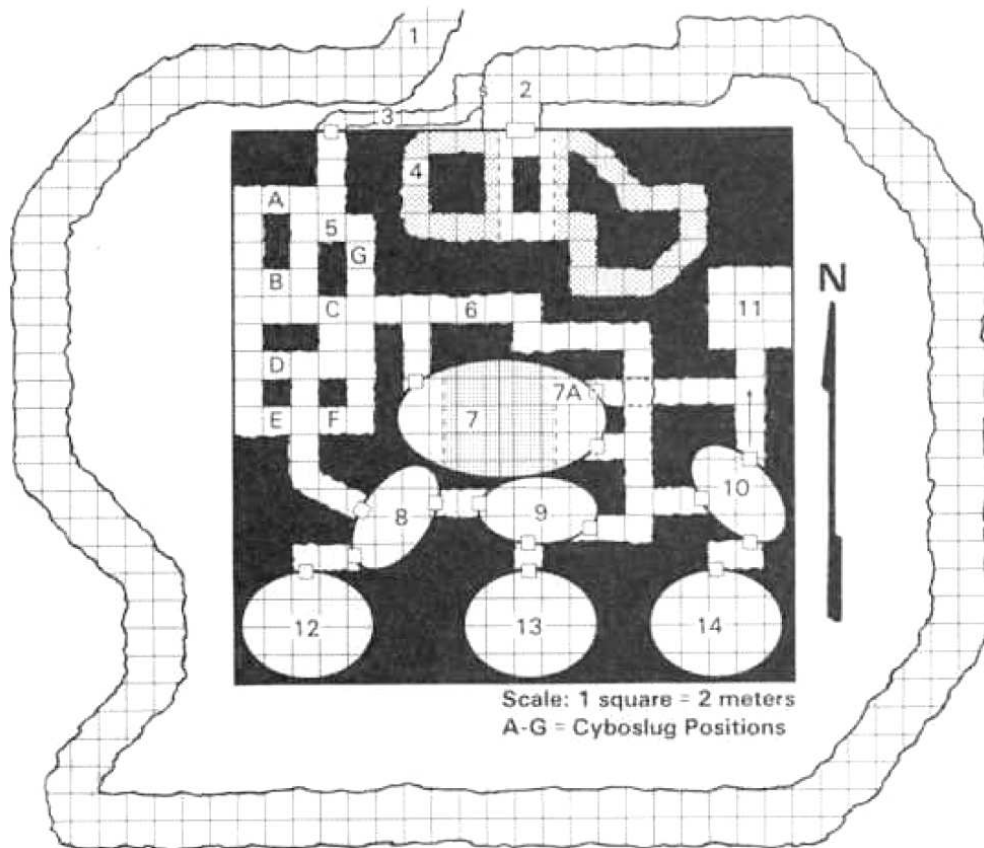
-  Electrified Fence
-  Gate or Door with Contact Recognition Lock
-  Unlocked Door
-  Locked Door
-  Infra-red Beam
-  Pressure Plate
-  Visual Scanner
-  Visual Scanner with Laser Weapon
-  Intercom
-  Power Plant
-  Underground Room



Scale: 1 square = 2 meters

NOTE: The COMPUTER ROOM is underground. The access shaft will be discovered if the pressure plate above it is deactivated.

THE SATHAR ARTIFACT



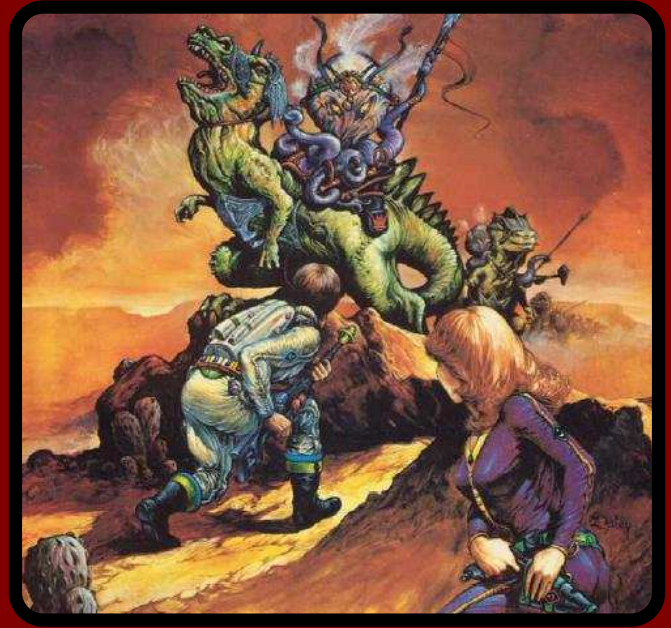
Scale: 1 square = 2 meters
A-G = Cyboslug Positions

AN ALPHA DAWN ADVENTURE MODULE

The adventure is explosive...

Volturnus: a barren, hostile world. When a pirate attack stranded your party of adventurers here, your luck and skill, and the help of the Ul-Mor, enabled you to survive.

The Kurabanda, a mysterious tree dwelling race, are your only hope of finding the lost explorers you seek. On this planet of mystery and danger, survival itself is doubtful. Are you equal to the challenge that lies ahead?



VOLTURNUS, PLANET OF MYSTERY is the second in the Volturnus series of modules for the **STAR FRONTIERS™** game. It can be played as a separate adventure or as a continuation of **CRASH ON VOLTURNUS**, included in the **STAR FRONTIERS** book. **VOLTURNUS, PLANET OF MYSTERY** contains maps and referee's notes, as well as full information on several creatures and intelligent races inhabiting the planet. The Volturnus adventure will be continued in **SF2: STARSPAWN OF VOLTURNUS**.

VOLTURNUS, PLANET OF MYSTERY

SF1: THE VOLTURNUS ADVENTURE, Part 2