

LEGACY OF THE ANCIENTS™

#9106

A **Space
Master**™ Adventure Module



**SURVIVORS OF A FORGOTTEN
COLONY SHIP**

LEGACY OF THE ANCIENTS™

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1.0

GUIDELINES

The **Space Master** Adventure Series is designed for Gamesmasters who want to run adventures which can be set up in a few minutes and played in a few hours. The adventures require little or no preparation. Although set on the Churg planet Thurzaj in the Imperial time period Imp. 470-480, with some modification these adventures could take place anywhere in the Imperium.

Legacy of the Ancients has five parts. Section 1.0 deals with guidelines regarding the use of the module. Section 2.0 provides pre-generated characters for the players (which can also be used as non-player characters if so desired).

The third part, Section 3.0, offers a description of the journey of the *Azyr Nebula* and the planet upon which it lands. The fourth part of the module (Sections 4.0 through 8.0) contains five adventures. Each adventure can stand on its own. The fifth part of *Legacy of the Ancients* (Section 9.0) is an encounter table for the colony ship.

1.1

HANDLING PLAY

The adventures are divided into five standard parts: (1) The Tale, which describes the setting and covers the background and plot; (2) The NPCs, a person-by-person description of the prominent non-player characters, including their stats; (3) The Settings, a description of the adventure sites, complete with diagrams, floor plans, and illustrations; (4) The Task, a discussion of how to start the adventure, along with the aids, clues, obstacles, and rewards awaiting the adventurers, and (5) Encounters, which cover typical or probable meetings between the adventurers and the NPCs.

The GM should skim each section of an adventure before beginning play, making a few notes and roughing out the adventure possibilities. Then he can have the players pick pre-designed characters from those provided in Section 2.0, or he can permit the players to design their own PCs. (Of course, this module can serve as a continuation of a campaign, where PCs who have already adventured in **Space Master** find themselves on Thurzaj.

1.2

ADAPTING THE MODULE TO YOUR GAME

Like the rest of the series, this module is designed for use with the **Space Master** (SM) Role Playing System, but is adaptable to most other major SFRP games. Statistics are expressed on a closed or open-ended scale, using a 1-100 base and percentile dice (D100). No other dice are required.

1.21 CONVERTING HITS AND BONUSES

Bonuses: When converting percentile values to a 1-20 system a simple rule is: for every +5 on a D100 scale you get a +1 on a D20.

Hits: The concussion hit numbers found in this module only represent general pain and system shock. They cover bruises, general pain, and small cuts rather than 'wounds'. Critical strike damage is used to describe serious wounds and fatal blows. The hit figures shown here are less important than those used in game systems where death occurs as a result of exceeding one's available hits. Should you use a game system that employs no specific critical strike results (e.g., TSR Inc.'s *Star Frontiers*® or GDW's *Traveller*®), simply double the number of hits your characters take or halve the hit values found in this module.

1.22 CONVERSION CHART

If you use something other than **Space Master** and do not normally use a percentile scale, use the following chart to convert the 1-100 numbers to figures suitable for your game.

1-100 STAT	D100 BONUS	3-18 STAT	D20 BONUS	1-12 STAT	2D6 BONUS
102+	+35	20+	+7	17+	+4
101	+30	19	+6	15-16	+4
100	+25	18	+5	13-14	+3
98-99	+20	17	+4	12	+3
95-97	+15	16	+3	11	+2
90-94	+10	15	+2	11	+1
85-89	+5	14	+1	10	+1
75-84	+5	13	+1	9	+1
60-74	0	12	0	8	0
40-59	0	10-11	0	7	0
25-39	0	9	0	6	0
15-24	-5	8	-1	5	-1
10-14	-5	7	-1	4	-1
5-9	-10	6	-2	3	-1
3-4	-15	5	-3	3	-2
2	-20	4	-4	2	-3
1	-25	3	-5	2	-3

1.3

ABBREVIATIONS AND DEFINITIONS

A number of important game terms are defined here for easy reference.

1.31 ABBREVIATIONS

Abbreviations are listed alphabetically:

GAME SYSTEMS:

RM **Rolemaster**
SM **Space Master**

PROFESSIONS/CHARACTER CLASSES:

Adm Administrator
Arm Armsman
ArT Arms Technician
Cri Criminologist
EIT Electrical Technician
Eng Engineer
Ent Entertainer
Exp Explorer
Med Medic
Pil Pilot
Phy Physician
Pla Planetologist
Res Researcher
SyT Systems Technician
Tel True Telepath
Thl Theologist
T Semi-Telepath of Class

GAME AND TECHNOLOGICAL TERMS:

AT Armor Type (a range of 1-30; see "CAT")
AT(DB) Armor Type with Defensive Bonus given
CAT Construction Armor Type (AT 21-30)
cumet cubic meter
D10 A die randomizer for a range of 1-10
D100 A die randomizer for a range of 1-100

DB	Defensive Bonus
EI	Elmonits (Cost in Electric Monits)
FTL	Faster Than Light
GCH	The Galactic Court of Humanity
GEM	Ground Effect Movement; Hovercraft or Turbofan Type
Grav	Gravitic movement or control
GM	Gamesmaster (game referee)
K	1000 (a quantity of one thousand)
km	kilometers
LS	Light Second (300,000 km)
Lvl	Level (experience, attack, or Psion level)
LY	Light Year (the distance light travels in one year)
m	meters
M	Monits (hard currency denomination)
MA	Martial Arts
M/A	Matter/Antimatter
MERLOGH	MERCantile League of Greater Houses
Mk.#	Mark number (measures an item's size, strength or power)
Mod	Modifier or Modification
NPC	Non-Player Character
OB	Offensive Bonus
PC	Player Character
PP	Power Points (for Psions)
Rd	Round (10 seconds of game time)
RR	Resistance Roll
SFRP	Science Fiction Role Playing
Stat	Statistic or characteristic
TBD	Tachyon Beam Dictor

WEAPONS:

ASG	20mm Autoshotgun
AsBlS	Assault Blaster
BlSPl	Blast Pistol
BlSRI	Blast Rifle
FKnf	Force Knife
LsrPl	Laser Pistol
LsrRI	Laser Rifle
MLAPI	Magnetic Linear Accelerator Pistol
MLARI	Magnetic Linear Accelerator Rifle
NdlPl	Needle Pistol
PSwd	Power Sword
SHG	15mm Shotgun
StnPl	Stun Pistol
StnRI	Stun Rifle

PRIMARY SKILLS:

AdrDf	Adrenal Defense
AdrSp	Adrenal Moves (speed)
AdrSt	Adrenal Moves (strength)
AE:UW	Alien Environments/Underwater
AE:ZG	Alien Environments/Zero Gravity
AFV	AFV Crewmember
Ambsh	Ambush
Anthr	Anthropology
ASrv	Arctic Survival
Astrn	Astronomy
AtmPt	Atmospheric Pilot
CbtPt	Combat Pilot
CompE	Computer Engineering
CompT	Computer Technics
CrimT	Crime Technics
Cyber	Cybernetics
CybT	Cybernetic Technics

DSrv	Desert Survival
ElecT	Electronics Technics
Electro	Electronics
EW/C	Electronic Warfare/Communications
FAid	First Aid
Genet	Genetics
HAstr	H-Space Astrogation
HEP	Heavy Energy Projectors
Hist	History
HPt	H-Space Pilot
JSrv	Jungle Survival
Locks	Pick Locks
MA1St	Martial Arts Striking (Rank 1)
MA2Sw	Martial Arts Sweeps/Throws (Rank 2)
Math	Advanced Math
MdDia	Medical Diagnosis
MdPrc	Medical Practice
MdScn	Medscanner
MechE	Mechanical Engineering
MechT	Mechanical Technics
MedT	Medical Technics
Metall	Metallurgy
MIScn	Multiscanner
MsArt	Missile Artillery
MWAmb	Mounted Weapons Ambush
NAstr	N-Space Astrogation
NPt	N-Space Pilot
OrbPt	Orbital Pilot
Percp	Perception
Phys	General Physics
Pltgy	Planetology
PowSThy	Power Systems Theory
PowT	Power Systems Technics
Psych	Psychology
RpScn	Repair Scanner
Sensr	Sensor Analysis
TchPhys	Tachyon Physics
Traps	Disarm Traps
USrv	Urban Survival*
WpnD	Weapons Design
WpnT	Weapons Technics
Zoo	Zoology
* Governs attempts to scrounge for food, shelter or protection (while staying out of trouble) in a metropolitan environment. Usually rolled once per game day.	

SECONDARY SKILLS:

Acrob	Acrobatics
Act	Acting
Admin	Administration
Apprs	Appraisal
Diplo	Diplomacy
DsArm	Disarming
Forag	Foraging
Frnz	Frenzy
Gmbly	Gambling
Intrg	Interrogation
Medit	Meditation
Propg	Propaganda
PbSpk	Public Speaking
QDraw	Quick-draw
Seduc	Seduction
Signl	Signalling
Star-gz	Star-gazing
Subd	Subduing
Track	Tracking
Trade	Trading
Trick	Trickery
VART	Visual Art
WthrW	Weatherwatch

1.32 DEFINITIONS

A few crucial concepts of the module are detailed below:

Churg: A race of humanoids created as a Sianetic Harbinger seeding experiment. These beings inhabit the Phi Iupetus system. They possess an outstanding reasoning ability and have near-flawless memories, but they are unimpressive physically.

Colos: An Inner Provincial Major House (or "Royal Family"), the Colosians control several star systems near Devon Province, and the two families are frequently at odds. As of Imp.471 the ruler of House Colos is Lord Alexander Telax Colos IV; their Homeworld is Gamma Vulpeculae IV ("Orpheus").

Construct: Anything artificially produced. Most larger constructs have an Armor Type of 21-30 in the Space Master system.

Devon: A powerful Major Family, one of the Inner Provinces. Currently Lord Yama Pythagor III Devon rules the Province from Delta Cassiopeiae VI ("Karoline").

Dia Khovaria: (or "The Church") That vast and immensely powerful quasi-religious organization which controls the majority of the Empire's TBD network through its component corporation, Access Tachyon Technology. Officially sanctioned by the Emperor, The Church wields a great deal of influence as well as the largest data archives in the Empire. Church Diocese Chapterhouses can be found on most Provincial Homeworlds, much to the consternation of many Planetary Governors.

Durandrium: Unlike Andrium, this Hyperdrive fuel can be found in nature and does not decay. Thus Durandrium may be stored indefinitely and is not subject to the 100-day shelf life that Andrium possesses.

Empire: An astropolitical jurisdiction encompassing every stellar system known to be inhabited or claimed to Terran Humans as well as those systems harboring indigenous sentients who have come into the Terran fold. The Empire consists of a central territory, known as the Imperium, and a multitude of Provincial territories governed by Families who pledge fealty to the Emperor, who keeps his seat of power on Terra (also known as Old Earth).

Family: Political connotation. An almost intangible representative cultural essence which denotes a society of people, practically separating them from the rest of humanity as a specific race. In practice, the administrators of a given Province take on the Family name, behind which the citizens of the Province can rally. Synonymous with "House", "Major Family", "Royal Family", "Greater Clan", etc.

Frontier: The vast region of unconquered space which surrounds the sphere of the Empire. There are over 100 Frontier Provinces (territorial possessions of Minor Clans or Inner Provincial colonies) within TBD range of the Imperium. Beyond that range lies the "Backnet"; the infinite sea of unexplored space. The Frontier is divided into twenty-four zones.

Galactic Court of Humanity: (or "GCH")

Technically independent of Imperial control, it is the function of the GCH to hear all cases of diplomatic, economic and criminal dispute amongst the Imperial territories, as well as all Imperial Crimes (crimes against the Emperor). The Court's use of the impeccable female Telepaths called the Order of the Truthsibyls insures valid testimony - the Truthsibyls have never been found to have been wrong. The GCH is located on Vega IV ("Valhalla").

Hypershunt: The act of crossing the speed-of-light barrier and propelling one's craft into Hyperspace, protected by a Relative Inertial Field. Controlled Hypershunts have allowed Humans to colonize known space at a rate far exceeding predictions based on the limitations of "N-Space".

Hyperspace: (or "H-Space") The vernacular term for the Tachyon Universe, where (it has been determined) the speed of light is the lower boundary of a radiative propagation spectrum quite unlike our own. Human technological achievements have allowed travel through H-Space, but as of this time actual occupation, and action within, the Tachyon Universe is an impossibility.

Hyperspace Sickness: Despite the effects of the Relative Inertial Field generator, some hominoids react quite strongly when in H-Space, experiencing a diverse array of somatic symptoms such as nausea, shakiness, vertigo, hysteria or even (in very rare cases) hallucinations. Although "Hyperspace Sickness" affects one out of twenty Humans to some degree (usually minor disorientation), the physiological explanations for these reactions remain unknown. Most cases will quickly subside if Hyraval is administered.

Imperial Fleet of Starmadas: The largest fleet of starships in the known galaxy, armed and equipped with the most advanced hardware available in the Empire. The Imperial Marines are the Planetary Assault and General Defense Division of the Fleet, and set the standard which all Provincial Marine Corps struggle to approach. They are the largest, most well-equipped body of soldiers ever assembled.

Imperial Intelligence Directorate: Quite simply the most feared agency in the entire galaxy. The IID is the field arm of the Imperial Intelligence Ministry, whose job it is to spy on virtually everyone else in the Empire (including the other Ministries).

Imperial Science Institute: Officially in charge of monitoring and maintaining a smooth, steady rate of technological progress throughout the Empire, the ISI is not as harmless an agency as it may seem. A branch of the Imperial Technology Ministry, their primary objectives seem more along the lines of acquisition than dispensation. They are rumored to have arranged "accidents" for those who refused to permit their developments to be "managed" by ISI personnel.

Imperial Senate: Imperial Senators are the Noble or Upper class representatives of their Provinces in the Legislative branch of the Empire. They (with the Emperor's cooperation) make the laws that the GCH and VegaPol enforce, and supervise the operation of these agencies (as well as MERLOGH). Each Greater House has a number of votes based on its size and power within the Imperium, and the Senate meets yearly for a twenty-day session on Sol II ("Venus").

Imperium: The Imperium is that area of space which encompasses every stellar system colonized or claimed by humans, which is not governed by a Province or a Minor Clan. The leader/figurehead of the Imperium is the Emperor himself, who defers many of his responsibilities to Planetary Governors or lesser Nobles. These Governors are prevented from taking too many liberties with their assigned systems due to the omnipresent Imperial Fleet. Cosmographically, the Imperium is situated centrally in the Terran Empire with Old Earth maintained as the territorial Homeworld of all Humankind.

Inner Province: A major cosmographic territory, often containing upwards of ten stellar systems. The Inner Provinces are all located within, or border on, Imperial space, and are ruled by Royal Families (each of which can trace its roots back to the original leaders of the Province). As such, Inner Provinces maintain their own military forces and mint their own hard Monits.

Instation: Akin to Orbital stations, Instations are much larger, and are set into "planetary" orbits around stellar primaries. They function as military fleet bases and communications backup for the inhabited planets in the system.

Jade-London: A Royal Family, one of the Inner Provinces. The Jadists, who have a reputation for devious and underhanded schemes, are generally on good terms with the Devonians and poor ones with the Colosians. They are quite clever, however, and usually manage to set some other party up to take the fall for their subterfuge. Count Matthew Daniel Jade-London VI rules his far-flung territory from Alpha Volantis III ("Lamaraine").

Kashmere: Formerly a coalition of Minor Clans, the Kashmere Families have formed a commonwealth directly under Imperial supervision.

League of Merchants: A loose, Empire-spanning association of "Free Traders", pirates, crimelords and independent merchantmen. A few of The League's reputed activities include drug smuggling, gunrunning and interProvincial espionage, and they supply a number of Greater Houses with vital intelligence findings (this last in exchange for the Province's "looking the other way" as regards League business).

MERLOGH: (MERcantile League Of Greater Houses) The economic monitor, central board of trade and stock exchange of the Empire, MERLOGH sets the value of the Imperial and Provincial Monits. Local offices oversee all aspects of personal and corporate banking, including Provincial tax assessment and Imperial subsidies. MERLOGH's headquarters is located in the Vega system.

Minor Clan: An extended familial society designated by the Emperor as Minor Royalty. Minor Clans often rule their own stellar systems (under Imperial and/or Provincial supervision), and may even possess colony systems (although this usually only occurs in the Frontier Zones). They are forbidden to mint their own currency or keep their own soldiery, and must rely on the Empire for both of these.

N-Space: (Normal space) The normal universe of human occupation; the Einsteinian space-time continuum.

Orbital Station: Large environmentally controlled constructs set into "lunar" orbits around most major planets in the Empire. Above Homeworlds, Orbital stations are used for the handling of communications and personnel, while above resource worlds, they usually serve as heavy cargo transport terminals. Depending on their function, they can often sustain 20 to 200 people. Their Orbital maneuverability is severely limited.

Outstation: (or Deep Space Outstation, as they are more properly called) The interstellar counterpart of the Instation, these massive structures are set into "stellar" orbit around the galactic core (that is, they do not move relative to the Star Map). Outstations serve as supply bases for the fleets of the political entities which constructed and staffed them, and often contain TBD relays which tie them into the Imperial communications net. Some Outstations are operated as joint ventures by two or more concerns.

Sianetic Harbingers: That legendary spacefaring race which purportedly spread Hominids from Earth to many other worlds in this area of the Milky Way, giving rise to many of the known Humanoid and Xeno-human races. They are known by many other titles (the Forerunners, the Ancients, Old Ones, The Klattu, etc), and created many beautiful and powerful artifacts (which fetch quite a price in the scientific, telepathic, and collectors communities).

Snee: Large, powerful creatures of insectoid/reptilian appearance, the Snee are simply the most frightening and hostile race yet to be encountered. Little is known of their background and origin, but their Homeworld is thought to be located in Frontier Zone 15, and they are slowly moving closer to Imperial borders. Snee starships are small and powerful, and seem to possess a "cloaking" technique superior to any yet developed by Humans.

Spacefaring Port: (aka "Starport" or "Downport") Planetside installations containing maintenance and repair facilities for military and/or civilian starships, Spacefaring Ports are staffed by customs officers and garrison troops who try to uphold the laws of the system. Larger Ports boast all varieties of secondary facilities, such as traders' co-ops, recreational areas, shopping malls, living accommodations, hospitals, Dia Khovaria Chapterhouses, etc.

Tachyon Beam Dictor: (TBD) A nearly instantaneous communications system, crucial to the unity of the Empire. Data is transmitted in the form of pulsed tachyon streams, and often must be relayed through a number of stations (the maximum effective range for one transmit is about 50 light years). Although there is no "TBD monopoly", the Dia Khovaria controls the largest and most complete network.

VegaPol: An interstellar police force which operates independently of Imperial or Provincial jurisdiction, and is linked to the GCH. Known to be terrifyingly efficient and sometimes brutal, VegaPol investigates cases of Elmonit fraud, interProvincial smuggling, and conspiracy. In addition, all evidence used in the GCH must be authenticated independently by VegaPol officers.

1.4

TASK ABBREVIATIONS

For the purposes of this explanation, a "Task" is any game situation which requires that the Player (or the GM, depending on circumstances) make a modified die roll to determine the degree of success/maneuver result. There are six types of Tasks (barring combat and "Special" bonuses). These types, and their respective charts, are as follows:

CN = Construction Project (CONSTRUCTION AND RESEARCH CHART)

MM = Moving Maneuver (PERSONAL MANEUVER CHART)

RP = Repair Project (MALFUNCTION/REPAIR CHART)

RS = Research Project (CONSTRUCTION AND RESEARCH CHART)

SM = Static Maneuver (STATIC MANEUVER TABLE or modified 101+)

VM = Vehicular Maneuver (VEHICULAR MANEUVER AND ASTROGATION TABLE)

The exact nature of any given Task can be recorded in a convenient, abbreviated fashion. These abbreviations consist of three parts:

- 1) The first two letters indicate the Task Type, as above. They are followed by a slash (/).
- 2) After the slash comes the abbreviated name of the skill or stat(s) which will modify the die roll. This is followed by a colon (:).

- 3) The last letter indicates the Difficulty Level of the Task. It is always the initial letter of the Difficulty Level "name", except that "X" is used for "Extremely Hard", MMs, SMs, and VMs (for which "E" means "Easy"). Some examples:
 SM/Hist:H = a *Hard* (-10) Static Maneuver modified by History skill
 RS/ASTRN:E = an *Easy* Research Project modified by Astronomy skill
 VM/AtmPt:X = an *Extremely Hard* (-30) Vehicular Maneuver on the Atmospheric Pilot column; etc.

THE BASIC DLs ARE:

ROUTINE	(+30)
EASY	(+20)
LIGHT	(+10)
MEDIUM	(+0)
HARD	(-10)
VERY HARD	(-20)
EXTREMELY HARD	(-30)
SHEER FOLLY	(-50)
ABSURD	(-70)
INSANE	(-100)

2.0

PRE-DESIGNED CHARACTERS

The following chart provides the GM with twelve characters of varying race, profession and experience level. Their stats and mods have all been calculated, and all they need now is a little personalization. The GM may wish to assign PCs to the Players, or simply allow them to select their own PC from the chart (of course, these characters might also be used as NPCs). Regardless of how the Players acquire their PCs, it should be remembered that each Adventure in this module is geared toward characters of specified professions and experience level ranges. These characters have been created such that their professions and levels are appropriate for *Legacy of the Ancients*, so the GM can use them as a guideline for the players if they wish to create their own characters for this module.

If these characters are to be used as PCs, a few steps should be taken to complete and personalize them. Such details as origin, languages known, physical appearance and personality/motivations should be decided upon, and the player should be allowed to make Background Picks (the number depends upon the PCs race). Finally, the GM should allow the Players to "go shopping" before beginning play (after all, these characters are assumed to have been doing something before you came along...) In addition to the equipment noted on the chart, each character will possess an Ident Disc and an Elmonit Card, and will have 10-1000 (1d100 X 10) Elmonits on account.

NOTE: Characters with Psionic abilities have had their Prime Field of Telepathy selected, but not their Psion lists. The number which accompanies the abbreviated Psion Field (in the "Psi/L#" row) is the number of "Pick Sets" that the PC possesses. These Pick Sets should be allotted as the Player desires, before beginning play.

MOTIVATIONS FOR PCs

The following are some suggestions as to why the PCs (either pregenerated or not) would visit the planet Thurzaj, the setting for *Legacy of the Ancients*.

1. The PCs ship is attacked or suffers a malfunction, and it crashes on the planet.
2. The characters learn that Durandrium (see Definitions) has been found on Korulg, Thurzaj's moon. Perhaps the planet is rich with the mineral as well!
3. The PCs ship sensors find a huge ship orbiting Thurzaj. As they scan, the ship collides with a smaller vessel, and both crafts crash on the planet. What might the characters find in the wreckage?
4. One of the PCs' old enemies, 'Torch' Zerrim (see Section 4.21) has been followed to Thurzaj. Finally the characters can exact payment for the wrongs that Zerrim has done.
5. One (or all) of the characters is a League of Merchants operative (see Section 5.0), eager to plunder the colony ship.
6. The PCs are in the military; their superiors' choice of Thurzaj as a site for practice maneuvers will lead to trouble for the unsuspecting characters.
7. The characters have been chased by a ruthless band of pirates for many days. As the belligerents finally close the gap, their ship collides with the *Azyr Nebula*. The PCs follow the ruined vessel down to the planet's surface, hoping to extract treasures from the wreck.

Race	Human	TrIII	Churg	Neo-Human	TrX	Human	Repl	Neo-Human	TrIX	HumII	Android
Prof/L	Arm9/T	Res 8	Eng8	Exp 10	EIT9	Phy10	Arm8	Pla9	SyT8/T	Pil10	Exp6
Hits	88	39	42	91	55	45	84	37	54	86	220
AT/DB*	6/10/V	2/5/—	5/0/D	12/10/A	6/5/—	2/0/A	20/10/B	5/10/V	1/5/A	16/10/D	4/35/A
PP	18	—	—	—	—	—	—	—	8	—	—
CO	93/+10	70/-5	76/-10	80/+ 10	68/+5	60/0	86/+ 15	82/+10	70/0	96/+15	100/+ 30
AG	98/+20	81/+5	85/+5	90/+15	92/+30	75/+5	90/+ 30	79/+10	90/+10	100/+35	100/+ 55
SD	90/+15	70/-5	82/0	89/+10	85/+10	88/+10	82/- 5	76/+ 10	100/+55	88/-15	90/+10
ME	54/+0	86/+20	78/ +75	51/+5	94/+25	54/0	71/0	89/+10	93/+40	59/0	95/+ 20
RE	68/+0	99/+35	90/ +50	71/+5	90/ +30	100/+25	58/0	94/+15	79/+ 25	80/+5	95/+ 20
ST	90/+15	55/-5	58/ -15	91/ +15	78/+15	85/+10	100/+45	63/+5	72/+5	85/-5	100/+ 35
QU	92/+10	77/+5	70/0	98/ +25	81/+15	69/0	96/+35	86/+10	88/+ 5	96/+25	100/+ 35
PR	95/+5	49/+ 0	75/+5	82/ +10	55/+ 5	77/+5	73/0	71/+5	89/+15	68/-5	90/+ 10
IN	76/+5	90/+15	97/+35	60/+5	89/+ 35	80/+5	49/0	92/+15	90/+30	90/+ 10	100/+ 35
EM	67/+0	60/0	83/ +10	51/+5	76/+5	90/+10	36/0	90/+15	58/+ 20	79/+ 5	95/+30
APP	91	75	59	75	87	70	80	78	97	88	100
1st OB	MLARI115	LsrPI50	StnPI38	ASG87	FImPI55	TnglPI 43	PlasRI120	DisrPI60	LsrRI50	BlsPI87	BlsRI90
2nd OB	MA1Sw68	MA1Sw22	—	FKnf67	MA2Sw 45	—	MLAPI128	MA3Sw38	FKnf27	MA4Sw57	RcktRI80
3rd OB	—	—	—	NdlPI35	—	—	FKnf85	—	—	—	MA4St77
Climb	30	-20	10	45	5	-20	60	30	15	60	90
Traps	23	15	30	15	63	-20	20	18	25	38	70
Locks	13	-7	35	18	82	-13	-15	-12	52	22	57
Stalk	38	-22	-22	43	30	-17	23	25	38	40	53
Hide	35	-30	-25	40	20	-15	5	25	60	15	30
Percp	53	42	85	60	82	42	30	65	73	60	65
Drive	Grav45	-20	GEM18	Grav72	Grav33	Wheel13	Grav78	GEM40	Grav38	Grav124	Grav90
AtmPt	55	-20	-22	70	28	-22	53	20	18	102	92
Surviv	Desert35	Urban40	Urban30	Desert80	Urban33	Desert23	Desert38	Desert30	Urban33	Desert62	Desert72
First Aid	10	25	63	25	25	77	5	28	50	23	45
Scanner	Mult23	Mult55	Rpr83	Mult30	Rep83	Med67	Mutl25	Mult103	Rep58	Mutl60	Mult63
	CbtPt53	Phys81	MechE125	AE:ZG65	ElecT126	XMedDia102	AdrSt42	Sensr85	MechT118	CbtPt115	CbtPt92
	AdrSp50	Math81	Electro125	CbtPt70	CompT116	MdPrc102	AFV60	EW/C65	ElecT99	AE:ZG82	HEP80
	Ambsh6rnk	Metall73	CompE125	MsArt35	CybT116	MedT108	AE:ZG58	Pltgy113	PowT107	EW/C80	Sensr98
	AFV33	Pltgy98	PowSThy125	HEP50	PowT78	Psych82	MWAmb9rnk	Astrn85	CompT99	NPt110	AE:ZG103
	EW/C23	TchPhys63	Phys108	Sensr45	CrimT83	Biochem70	WpnT60	Metall85	WpnT81	NAstr99	MWAmb7rnk
	WpnT40	Astrn93	Math108	NAstr77	EW/C83	XBotany70	MsArt72	Chem85	AFV30	HPt100	EW/C63
	ElecT20	PowSThy70	ElecT129	Pltgy57	Cyber63	XZool70	Frnzy27	XAnthr83	AE:UW55	HAstr100	Astrn63
	Trick38	Star-gz48	MechT129	GambIlg38	Music58	Subd43	Acrob99	Caving60	Signl93	Sensr80	Pltgy98
	Diplo25	Apprs45	CompT129	Acrob72	Advert73	DrugTol35	QDraw99	WthrW65	Falsif70	HEP75	NPt85
Equipment	ExtFlakVest	EnvSuit	FlakVest	ABS Full Plate	FlakVest	EnvSuit	FullArmExoskel	FlakVest	RprScanr	ABS BtlMesh	BlsRI
	MLARI	MtScanr	RprScanr	ASG	FImPII	MedScanr	PlasRI	MtScanr	Toolkit	BlsPI	MtScanr
Psi/L#	Visions/6	—	—	—	—	—	—	—	Visions/7	—	—
* = Shield	A = Absorption	D = Deflection	V = Velocity	B = Barrier	DB listed does not include a bonus for Shield.						

3.0

GENERAL INFORMATION, THE AZYR NEBULA

Over thirty thousand years before the formation of the Imperium, a massive colony ship left the Milky Way, bound for a distant galaxy. This vessel was created by an ancient race known as the *Azyrri* for an experiment that would take thirty millennia to run to completion. Unfortunately the *Azyrri* scientists who created the ship — dubbed the *Azyr Nebula* — could not foresee the accident that would ruin their experiment only a few months before its scheduled termination. While the *Azyrri* did not survive to witness the fate of the craft that was their only legacy to future races, a few would encounter the ship and attempt to divulge its secrets.

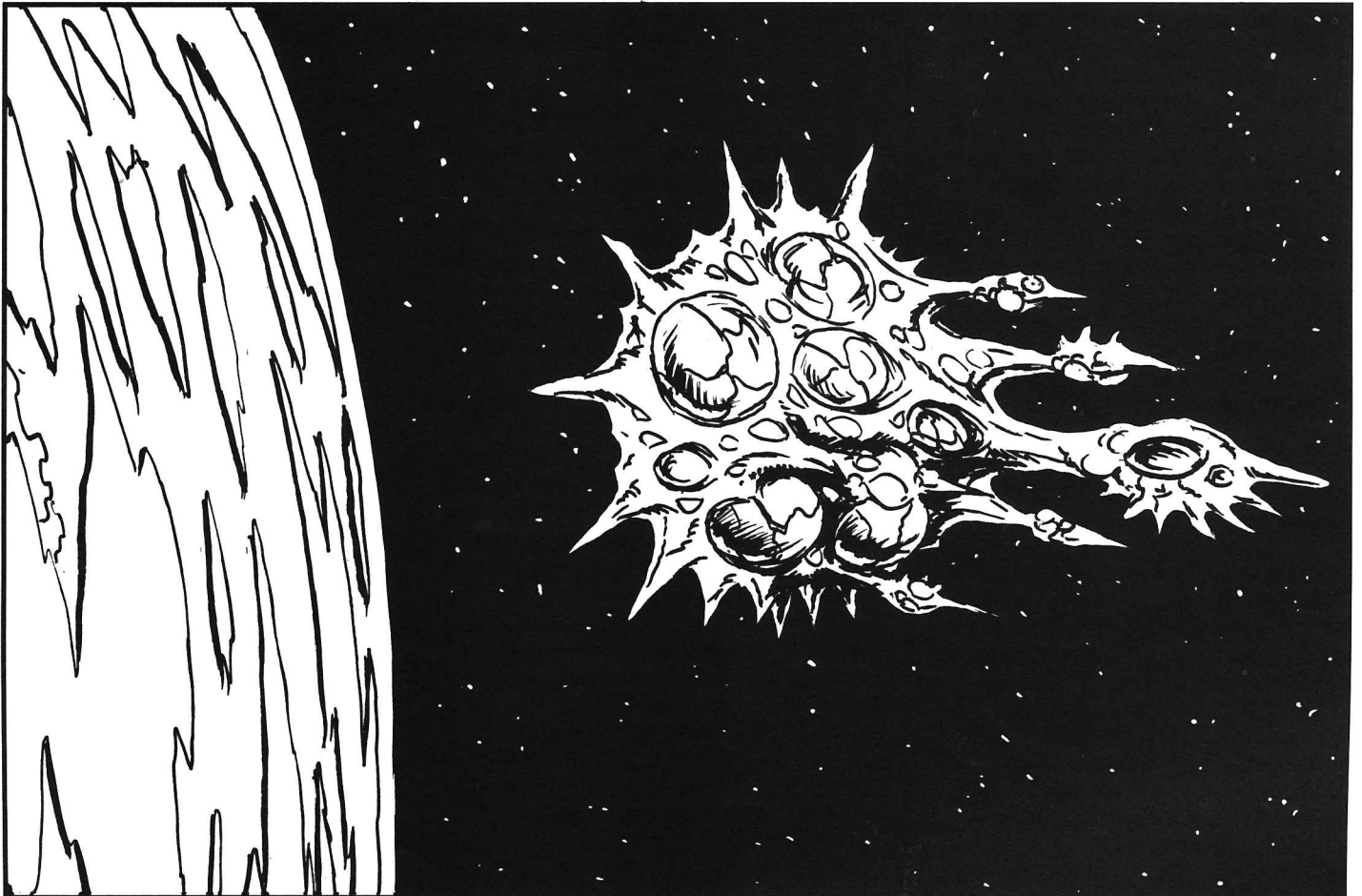
3.1 THE AZYRRI

Sixty thousand years before the Imperium's inception, the *Azyrri* entered the Milky Way and settled in the Phi lupetus III (-29 X, -53Y, -57Z) system. Like many of the mysterious races known as the Sianetic Harbingers, the *Azyrri* seeded several systems with genetically-engineered sentient life, hoping that the beings might someday develop into a sophisticated race intent on making a contribution to the galaxy at large. While several of the *Azyr* seedings failed, they achieved great

success with one race: the *Churg* (see Section 3.3). After seeding the *Churg* on Phi lupetus III (Dhurg'haa), the *Azyrri* left the system to explore other parts of the Milky Way. Over the next twenty millennia, *Azyr* scientists returned to monitor the progress of the *Churg* colony. The *Churg* developed quickly despite their inability to tame their Homeworld's environment, and the *Azyrri* were pleased. The success of the *Churg* inspired their creators to launch another race on Thurzaj (Phi lupetus IV).

Realizing that a *Churg*-like race would succumb to the harsh environment of Thurzaj, *Azyr* scientists engineered a more physical, aggressive race called the *Urygan* (see Section 3.4). These hardy beings quickly learned to survive in their hostile home, and the *Azyrri* watched with fascination as the two races developed on adjacent planets, unaware of each other. Sadly, after ten thousand years the *Urygan* died out warring for control of the few habitable regions that Thurzaj offered.

The *Azyrri* were quite disappointed, for the Seeding had become an interesting experiment. *Azyr* scientists and philosophers wanted to see which race would be more successful; the unambitious, contemplative *Churg*, or the dynamic, aggressive *Urygan*. Dyzhann, an respected *Azyr* philosopher, argued to the Assembly (a group of prominent *Azyrri* who shared sovereignty over the race) that Thurzaj's unstable environment had tainted the experiment by accelerating the *Urygan*'s extinction and that a new experiment would be scientifically and philosophically profitable. The following is an excerpt from Dyzhann's speech to the Assembly, which became legendary in the *Azyr* scientific community.



"Masters, when we endeavor to objectively appraise the value of a race of beings, we must not restrict our scrutiny to the hereditary traits which establish the identity of the beings. We must also consider the environment in which the sentients developed. Though our own race has some foibles, we are certainly worthy of respect given our arduous journey from our distant Andromedan home. The Urygan also faced the challenge of flight from a doomed environment; constant seismic and meteorological activity forced them to move regularly, often leaving decades or even centuries of progress behind with only the brief forewarning that their stunted technology would allow them. As the Churg never faced such hardship, their prosperity cannot be compared with the failure of the Urygan.

"Thus I suggest another experiment with an improved level of control. I propose the construction of a colony ship which will take members of each race to the Nirgaath system in our own galaxy for seeding on Rhazhim and Jarkigg, the system's two habitable planets. On these worlds, whose environments are in all important ways identical, the two races will advance simultaneously. If the Urygan survive, then after twelve millennia the ship will take members of each race back to this system for our examination and possible seeding in a suitable environment. If the Urygan develop into a noble breed, we will have evidence that their failure here was caused by their environment. If they fail once again, then perhaps the Urygan are truly unfit for seeding, and further, this might suggest something about the value of aggression and energy versus that of forethought and ingenuity. We must record the terms of this experiment carefully, so that our descendants may benefit from its results. Your audience honors me, Masters."

3.2 THE JOURNEY TO NIRGAATH

Dyzhann's words were appreciated by the assembly. While it is certainly true that his speech aroused the scientific curiosity of his rulers, the orator's most clever point was his mention of Nirgaath. The Azyrri harbored strong feelings of nostalgia for their ancient birthplace, and the idea of a mission there excited them. Though the Azyrri Assembly members were highly rational beings, they suffered a near-constant barrage of rational arguments in their daily agenda, so Dyzhann's rather emotional ploy (a break in the monotony of more rigid arguments) succeeded.

Within two (Terran standard) years, the plans for the *Azyr Nebula* (named after a Nebula close to Nirgaath) were complete. As soon as the Assembly released the news of the experiment to the Azyr public, an explosion of complaints from the Phryaan, a large group of conservative scientific lobbyists, nearly cancelled the project. However, after sixteen years of political battles and design problems, the *Azyr Nebula* was ready to make its journey. Azyr genetic engineers created four hundred Urygan using design specifications that had been perfected long before. Rather than spend a great deal of time and effort creating an equal number of Churg, the Assembly decided to abduct several Churg (of varying genetic 'quality' to avoid biasing the experiment) and take samples for in vitro growth of four hundred of the species. After a four day ceremony, the Azyrri launched the colony ship, and its journey began. During the long voyage, android instructors taught each of the colonists basic skills, but they never mentioned the existence of the other race of colonists. This teaching occurred at periodic intervals, when the *Azyr Nebula* computer would automatically revive the colonists from cryo-suspension. The colonists stayed awake for only six days before reentering suspended animation, with time allotted for instruction, exercise, recreation, eating, and exposure to others (i.e., socializing). By the time the eight thousand year journey was over, the colonists had reached adulthood. Fortunately, there were no casualties during the trip, and the *Azyr Nebula* landed on Rhazhim without incident.

After depositing the Churg on their new home, the colony ship traveled to Jarkigg, where the Urygan left the ship. For the next twelve millennia, the *Azyr Nebula* surveyed various parts of the Andromeda galaxy, acquiring *Durandrium*, a hyperdrive fuel that does not decay, from various uninhabited planets, moons and asteroids. Meanwhile, the Churg and Urygan progressed on their separate planets. The Urygan quickly forgot the agricultural skills that they learned aboard the *Nebula* and turned to hunting and fishing for survival. The Churg relied heavily on farming and thus found it easier to survive on their untamed world, but technological progression was slow. When the colony ship returned to abduct 'samples' of each race, the Churg did not object, for they had kept careful record of their origin and awaited the return of the "Creators" with curious anticipation. However, the Urygan were not as friendly. Thinking the *Nebula* a hostile threat, they savagely attacked it with the projectile weapons and explosives that

they had developed, and they actually managed to slightly damage the vessel's main sensor array (The ship's remaining functional sensors could partially, but not completely, compensate for the damaged one, and this would prove significant much later). Of course the *Nebula*, armed with plasma cannon, anti-personnel artillery, etc. quickly suppressed the Urygan's attempt and left with an abundant supply of "samples"

THE MISHAP

The trip back to the Milky Way was similar to the voyage to Nirgaath, except that the original abductees, rather than their offspring, were kept in cryo-suspension for future examination. On the return trip, the *Nebula* was programmed to stop several times and send mining probes to extract *Durandrium* from known locations (these locations were stored in the ship's computer) along the scheduled route. One of these stops was Korulg, a small moon that orbits Thurzaj (see ICE's *Durandrium Find* for more information). When the *Azyr Nebula* approached Korulg, scans indicated that the moon was inhabited, so the ship prepared to leave the system to find another fuel site that would allow it to return to its final destination in the far reaches of the galaxy, where the Azyrri had relocated almost sixty thousand years earlier (and from which they inexplicably disappeared only fifteen thousand years ago). However, as the *Nebula* passed Thurzaj, a large survey vessel — actually a pirate ship, see Section 6.1 — suffering power failure approached the colony ship from the minute angle covered solely by the sensor that the Urygan had damaged eight millennia earlier. A severe collision occurred, and the *Nebula* computer temporarily lost control. After the vessel drifted for several thousand kilometers, the gravity well of Thurzaj gripped the ship, and it plunged toward the planet's surface. Fortunately, the ship's computer regained control in time to find a suitable landing site and avoid total destruction, but the ship landed at a rather high velocity, and the main drive units (necessary for escape velocity) were damaged beyond the *Nebula*'s repair capabilities. (See Section 4.4 for details concerning repair attempts). Thus ended the journey of the *Azyr Nebula*, which now sits stranded in the Murhag Basin on the planet Thurzaj. The ship's computer was programmed that in case of such a drastic mishap, it should release the four hundred Urygan and four hundred Churg aboard to spare them the slow death that imprisonment in an environmentally-sealed ship (with quickly draining fuel reserves) would certainly bring.



3.3 THE CHURG

While a wealth of information concerning the Churg is available in ICE's *Durandrium Find*, certain details are presented here to aid the GM in handling Churg/ Player Character contact. (The GM can find a brief description of the Churg on page 53 of the *GM Book* as well.). The Churg are a race of very rational, orderly beings whose primary interests are challenging arguments and expanding theoretical knowledge. Put simply, the Churg are great thinkers but poor "doers". Perhaps the most interesting psychological characteristic of the Churg is their ability to recall virtually any event they have experienced. This ability is both an asset and a hindrance, for while the Churg are typically unemotional, their inability to forget tragedy often leads them to turn to artificial means of forgetting; drug and alcohol abuse is common on Dhurg'haa, the Churg Homeworld.

The Churg that recently emerged from the *Azyr Nebula* are somewhat different from their ancient relatives on Dhurg'haa; these Churg retain the near-perfect memory, but they are given more to emotional expression of pain and less to substance abuse. Further, these 'new' Churg, who evolved on a distant Andromedan world, are physically stronger and more ambitious than their sedentary cousins. The hostile environment on distant Rhazhim required a considerable degree of physical resilience as well as intuitive minds. The Andromedan Churg developed a different social structure as well; family ties are strong, and individuals tend towards friendliness rather than intellectual arrogance. These traits arose from a need to work as a group. The Churg on Dhurg'haa faced a less challenging environment, and individualism became commonplace. The colonist Churg's language is similar to that of their cousins, for the *Nebula* androids taught the original colonists three of the ancient Churg tongues. Finally, the colonist Churg are more spiritual, and they believe that some benevolent force known as "The Creators"

was responsible for bringing them back to their original home. Of course, the Azyrri had no intention of returning the Churg 'home', but the Churg do not know that a freak mishap was responsible for their arrival on Thurzaj. When the pirate vessel struck the *Azyr Nebula*, all of the colonists were still in cryo-suspension.

RUNNING THE CHURG COLONISTS

The four hundred (there is an equal number of males and females) Churg from Andromeda average 1.75m in height and 75 kg in mass (For female Churg, both figures are approximately 5% less; note that these figures indicate a somewhat more impressive physique than that of the Churg of Dhurg'haa). They are quite intelligent and remember 95%+ of the events that they witness. Including subconscious memory (accessible only with hypnosis, certain Psions, etc.), a Churg memory contains approximately 99.998% of the information that the individual's senses perceive. The Churg stats are as follows: as Humanoid III, with the following changes: St +0, In +25, Co +0, SD -10, Me +70, Re +30. Colonist Churg receive two background picks. These Churg are somewhat frightened, but they trust that there is some purpose for their arrival on Thurzaj. They are shocked the Creators brought the Urygan along, and they do not believe the Urygan's claim that the ship attacked them (See Section 3.4). They will try to avoid the Urygan, but after some initial distrust, they will likely be friendly to other visitors to Thurzaj, guessing that the Creators have a purpose for their presence as well. Still, the Churg are not completely naïve, and they are extremely adept at seeing through a shallow argument or ruse. If they discover a trick or any attempt at manipulation, they will become defensive and perhaps hostile. The Churg are led by Swenn Eddur, an arrogant but capable ex-physician (See Section 4.2).

Several days have passed since the *Azyr Nebula* landed, and the Churg are managing to survive under Eddur's leadership. They have learned to utilize the ship's artificial farm, and a large supply of water accumulators enable them to persevere on Thurzaj's dehydrated surface. Although the Urygan have occasionally demanded a portion of the Churg's harvests, the industrious farmers have some surplus produce; enough to last for about 20 days. The Churg have kept the location of this supply (See Section 8.0) secret.

3.4

RACIAL DESCRIPTION: THE URYGAN

Homeworld: None (There is a large population — c. 4,800,000 — of Urygan on Jarkigg, a planet in the Andromeda galaxy.)

Basic Type/Form: Humanoid I

Racial Statistics: As per Humanoid I, (See *Player Book*, pg. 31) with the following changes: St +15, Qu 0, Pr -5, Em -5, Co +20, Ag +5, Me -10, Re -10, Ap -10, RecMp .5x, MxHts 170, Poison +20, Disease +40

Background Picks: 3

Racial Origin: Originally created by the Azyrri, a Sianetic Harbinger race, the Urygan underwent few evolutionary changes and are much the same at present as they were when they were created almost thirty thousand years ago.

Political Structure: Military Dictatorship. A Urygan ruler rules by might. There are few formal rules that govern the Urygan chain of command. While many Urygan have gained power by assassinating superiors and taking their position, this method is sometimes futile and always dangerous. On several occasions a Urygan assassin has killed his commander, only to watch with frustration as another powerful figure usurped the station. Such influential generals/politicians often kill the assassin to prevent future attempts. Wise Urygan periodically purge their ranks of would-be assassins and publicly torture them as a deterrent. Progression in the Urygan ranks is almost impossible via formal challenge. The Urygan believe that such acts are foolish; only the weak-minded would give away their ambitious intentions freely. Those who pose such a straightforward contest usually 'disappear' long before the event would take place.

Social Structure: Tribal and patrilineal (The family line is traced through the father). The Urygan are not careful recorders of history, but virtually all Urygan can trace their family line back six or seven generations. Urygan are extremely loyal to members of their immediate family (tribe), and they show considerable respect to the most distant relatives. However, this does not mean that the Urygan are obedient in the strict sense.

A Urygan child will not obey his or her father, for example, if the father contradicts a previous command or shows weakness. Still, no sane Urygan would ever intentionally harm his or her mother or father. (Nor a sibling except in the most extreme circumstances). They have no respect for the elderly (except for the greatest scientists, who are tolerated), as those who are too old to fight cannot further the tribe's interests. Urygan females are treated as equals only when they can fight as equals. Since Urygan women are somewhat smaller and less hardy than their male counterparts, they rarely achieve political/military power. However, they are no less ambitious than the males, and some of the Urygan's greatest technological feats (e.g. the first wheeled vehicles, the first guided missiles) were accomplished by dynamic females.

Military: The Urygan have a military whose structure relies upon the whim of its leaders. Urygan tribal leaders often assume the title "Virnam" which translates roughly to "General." Each leader decides which of the tribe's prominent warriors will become leaders on the basis of their fighting ability and cleverness. A Urygan military commander cannot simply be an efficient killer; he or she must also possess the acumen to avoid assassination attempts and sabotage by rival tribes. There is no word in the Urygan language for prisoner. A helpless Urygan warrior should be honored with a quick, merciful death, unless he or she is so cowardly as to beg for clemency (this is VERY rare — see the Worship section below), in which case a commander usually instructs the warrior who found the coward to torture him or her before termination.

Language: The Urygan have only one rather unsophisticated language called Synghat. While the language offers only c. 40, 000 words, it is practical. The Urygan have few luxuries, so they will have no word for such things as "vacation," "leisure," or "love." Still, Synghat includes many impressive battle oaths, such as "Nuurth Syjaffaaaagh!" which means "I am cleansed in my enemies' blood!" and "Shad 'aaaaah!," which translates as "For my glory!," and is thus adequate for the uncreative Urygan's linguistic needs.

Currency: The Urygan exchange round tokens of iron or platinum for less important items (e.g. hygienic supplies, home furnishings), but any products that have military uses — including medical supplies — are bartered for other such commodities..

Housing: Urygan warfare leads to a nomadic lifestyle, so houses are typically small and nondescript. The Urygan display little pride in their homes and often build them of inexpensive wood or plastic when available. These houses are built in clusters which promote the security of the tribe.

Diet: The Urygan are omnivorous, yet they prefer meat to vegetation. A Urygan stomach can withstand almost any animal protein, but they have trouble digesting many plants. While the Urygan rarely cook their meat, there are few cases of intestinal disease, as only the most stalwart bacteria can gain a foothold in the resilient Urygan system. The Urygan are almost never cannibalistic, and they would never resort to this with a member of their own tribe.

Worship: Most of the Urygan share a vague belief that those who achieve glory in battle will have a temporary, pleasant afterlife of some sort prior to the ultimate cessation of being, though there is little agreement as to what form this afterlife might take. Even more common is the notion that cowardly behavior will be rewarded with prolonged torture followed by nonexistence. There is virtually no belief in eternal life among the Urygan; their transient nature allows them little faith in permanent things.

Tech: Urygan technology is unimpressive when compared to the Imperial Standard (Use a -50 misc. mod — see the *GM Book*, pg. 16), but their scientists and engineers have created some efficient weapon systems. The Urygan use fusion power, but they do not have microfusion reactors and have not achieved space flight.

Media/Art: The Urygan media is limited to no-frills reports of battle results and weather predictions. The Urygan have no holovision or even television, and most radio broadcasts are often encoded. What little art (usually taking the form of battle music) that the Urygan have produced is brutal and uninspired. The Ancients did not breed the tenacious race to excel at such luxuries.

Xeno Acceptance: *Sheer Folly* (-50) The Urygan only tolerate members of their own tribe, and since members of other races could not be in such a tribe (interbreeding is a severe taboo), the Urygan offer them only suspicion and hostility.

When the Azyrri created the Urygan, they designed a simple but dynamic race that could adapt to adverse surroundings and survive great hardships. Thus the Urygan possess a mental strength which allows them to accept pain, hunger, and war as a normal part of life. Though the prospect of such a life seems grim to most, a Urygan swells with pride each time he or she overcomes a challenge; this is perhaps the only savage nobility of this aggressive race. A Urygan has no concept of leisure. When there are no chores to be done or battles to be fought, the Urygan spends time plotting a daring political assassination or planning the construction of a new weapon that will protect the tribe. Thus the Urygan revere technology, and though only a scant few of their scientists display true genius, thousands of years of warring have perfected the Urygan "Anyaaq," or "science of battle." While the Urygan love conflict, they are not suicidal, for they believe that existence is finite and do not wish to waste their short lives. As Virnam (General) Wurymhag once stated "Much honor can be gained in life. Do not relinquish the wealth of glory that your meager existence offers."

The Urygan are truly impressive physical specimens. They average 2.2m in height and 165 kg in weight (Females average 1.9m and 110 kg.). They are not particularly attractive by human standards, and both male and female Urygan often sport long hair, beards, and moustaches. Their skin is dark and eyes are always brown or black (the recessive trait). Hair color ranges from reddish brown to black. Obesity is rare in Urygan, for the rigors of battle demand great strength and stamina. Their voices are quite loud, such that a Urygan adult using a normal speaking voice would cause a Terran to wince. Even a wailing Urygan infant can be heard for at least four to five hectometers. Urygan are likely to bully smaller races, and they will certainly show no respect for anyone who disdains violence.

RUNNING THE URYGAN COLONISTS

The four hundred Urygan on Thurzaj (as with the Churg there is an equal number of males and females.) are angry and confused. When the *Azyr Nebula* landed on Jarkigg to capture the Urygan specimens, Dremm Arynaj, the leader of the Hyvadd tribe (whose territory included the landing site) ordered an all-out attack. After several hours most of the Hyvadd warriors were dead, and the Nebula had its four hundred Urygan, including Arynaj (see Section 5.2 for details about the General).

The ship computer used a simple tactic: as soon as four hundred warriors managed to reach and enter the vessel, the outer airlocks sealed, and the hapless tribesmen were trapped. The computer then activated four Combat Bots and twenty androids to subdue the reluctant guests with stunner fire. General Arynaj actually managed to destroy one of the androids before succumbing to the superior weaponry. When the Urygan disembarked on Thurzaj, they frantically searched for their captors (i.e. the androids) who were, of course, safely stored away (see Section 4.3), and instead they found the startled Churg. General Arynaj asked to speak with their leader, and Swenn Eddur came forth to discuss their predicament. Arynaj attempted to intimidate Eddur, but the crafty Churg easily tricked the tribe leader into revealing the fact that his tribe had no idea how to use the Nebula's artificial farm. Thus when the huge warrior asked the diminutive physician why the Urygan shouldn't crush the Churg, Eddur coolly asked the General how his kinsmen would like starvation, and a tense hate-hate relationship was born. At the present time, the Urygan allow the Churg to survive in exchange for part of the vegetable harvest, about which the meat loving warriors complain incessantly. If the Urygan meet outworlders, they will certainly attempt to coerce them into helping the tribe learn the 'secrets' of the farm and/or stealing extra crops. If the outworlders do not cooperate, then General Arynaj will order them killed.

3.5 TIMELINE

- c. Prelmp 60,000 – The Azyrri complete their journey from the Andromeda galaxy to the Milky Way and settle in the Phi Lupetus system. Soon after their arrival the Azyrri seeded the Churg on Dhurg'haa and moved to a distant part of the galaxy. For the next twenty thousand years, Azyr scientists visit Phi Lupetus to monitor the Churg's progress.
- c. Prelmp 40,000 – After the success of the Churg seeding, the Azyr Assembly decides to begin another race, the Urygan, on Thurzaj. The Urygan fight for survival on the hostile world, but after ten millennia the last of them perish in territorial conflicts.

- c. Prelmp.30, 000 – The Azyr Assembly meets to determine whether additional seedings are feasible. Due primarily to the eloquent speaking of Dyzhahn, the Azyrri launch a complex seeding experiment. The *Azyr Nebula* leaves for the planets Rhazhim and Jarkigg in the Andromeda galaxy.

Prelmp. 22,000 – The *Azyr Nebula* lands on Rhazhim and deposits the Churg seedlings. From here the ship proceeds to Jarkigg, where it leaves the Urygan, and on to the sites of various Durandrium deposits.

Prelmp. 15,000 – A race of hostile aliens — suspected by some scholars to have been relatives of the Snee — launch a massive assault against the Azyrri. While the Azyr technology is superior, the alien numbers prove overwhelming, and the Azyrri evacuate their home system. Unfortunately the Azyrri took with them the ability to use extra-dimensional gates. One such gate provided their primary escape from this galaxy to an unknown destination. No contact with an Azyrri has been made since this time.

Prelmp. 10,000 – After twelve millennia in space the *Azyr Nebula* returns to the Nirgaath system to pick up its experimental samples. The Churg volunteer four hundred of their number, believing the ship to be the product of a revered, ancient race called the "Creators." The Urygan do not go peacefully, and General Arynaj, a tribal leader, orders an assault on the vessel. Thousands of Urygan warriors perish, and the Nebula suffers minor damage. Still, the ship gets its four hundred specimens, who fight within the confining walls until a task force of Combat bots and androids subdue them.

Prelmp. 7700 – A minor malfunction aboard the Nebula causes three cryo-suspension units to open prematurely. Urygan warriors emerge and attempt to destroy the Repair Bot that the ship computer dispatches to fix the problem. After a brief struggle and the arrival of four androids armed with assault stunners, the three colonists are sleeping peacefully again.

Present – The *Azyr Nebula* collides with a pirate ship and executes a forced landing on Thurzaj. The colonists exit the Nebula and explore their immediate surroundings. The Churg begin to make use of the ship's artificial farm, while the Urygan find some barely-edible fauna to eat. By threatening the Churg, the Urygan gain a share of the farm harvest.

3.6 SYSTEM LISTING

The Phi Iupetus system consists of a single class K star orbited by four rock planets. The system is rich in minerals, though the Churg who inhabit Phi Iupetus III (Dhurg'haa) have done little to exploit this abundance. The Churg have made no attempt to colonize planets or moons in the system, but they do have a mining outpost on Korulg, the only satellite that orbits Phi Iupetus IV (Thurzaj).

3.61 THURZAJ

System: Phi Iupetus

Planet: Phi Iupetus IV "Thurzaj"

Province: None; possessed by the Churg, who have minor clan status

Status: Protectorate of minor clan

Population: None (except for 800 colonists)

Productivity: 0%

Production Emphasis: N/A

Rating: Prospecting

Circumference: 44,000

Gravity: 1.3g

Natural Satellites: 1

Day: 29.2 hrs

Year: 460 Terran standard days

Atmosphere: Oxygen/Nitrogen/
Carbon dioxide and contaminants

Hydrosphere: World is predominantly desert

Climate: Hot

Mean Temperature: 33°C

Biosphere: Complex flora and non-sentient lower life forms (primarily proto-organisms).

Thurzaj is a volcanic wasteland with extreme geological activity. Lava flows openly on its barren surfaces, and the few patches of land that feel the occasional touch of water support a limited variety of plants and a few bizarre animal species. Two notable species are the Giant Phlunge and the Ahrsavv (as they have been named by Churg planetologists surveying Thurzaj's surface). The Giant Phlunge is not an actual relative of the phlunge, which is native to Dhurg'haa (see ICE's *Durandrium Find* for more info), but its anatomy is similar. This abominable creature is discussed thoroughly in Section 7.2. The Ahrsavv are snake-like vertebrates with large pincers. Statistics for these reptiles are in Section 4.2. There is no rain on Thurzaj, and water does not collect in rivers or lakes on its surface. However, there is an adequate supply of ground water to sustain the planet's few organisms, and the poles feature small ice caps (c. 800km in diameter).

Explorers of Thurzaj face many natural hazards; erupting volcanos, treacherous lava fields, merciless deserts, and voracious fauna are all examples. Most of the planet's volcanos are unimpressive in stature, averaging only 20m in height, but the lively underground geology triggers frequent eruptions. Thus much of the world's surface is covered with igneous rock, giving Thurzaj its reddish glow. Those few parts of Thurzaj's exterior that are not covered with volcanic ash and rock are deserts, where nothing but the Ahrsavv and a few rugged species of plants survive. Here even ground water is hard to find (Allow characters a *Very Hard* (-20) DSRv roll to find ground water, or perhaps an *Extremely Hard* (-30) Forag roll to find plants with drinkable water reserves), and occasional windstorms drive huge volumes of sand against any obstacle. Agriculture is practically impossible on this barren planet, and hunting brings only tough, inedible game. Any extended stay on Thurzaj by a humanoid race would have to involve a great deal of provisions and equipment. Precious metals and gems are rare on the planet's surface, but large deposits of gold, platinum, and fissionables are available deep below. High pressures, resulting from volcanic activity, have created a considerable quantity of rough diamonds only an average of 10 to 50m deep, but such deposits exist in widely separated patches, as carbon is rare on Thurzaj. Rumors that the planet holds a fortune in Durandrium are false.

The Churg government on Dhurg'haa has ordered two planetary surveys of Thurzaj, and both of these indicated that the planet was barren and worthless, for the Churg have no interest in Terraforming (Their home planet does not suffer from overpopulation.). ThrynGalaag, the Churg's largest mining corporation, has expressed some interest in prospecting on Thurzaj, but recent events on Korulg (Thurzaj's only moon) have kept their workload heavy. So for now, the few treasures and perils that the world offers remain undiscovered. One area of Thurzaj that exemplifies these dangers and rewards is the Murhag Basin — the landing site of the *Azyr Nebula* — which is described below.

3.62 THE MURHAG BASIN

This depression was originally named by the Churg planetologist Emduzz Murhag orbiting Thurzaj in the Iupetus Star, and while it is only 30km wide at its broadest point, it is an impressive 700km long. At its lowest point, the Basin dips 2.4km below the level of the surrounding desert plateaus. Early in Thurzaj's formation,

extensive volcanic activity gouged a path in a bed of soft minerals, and the Murhag Basin took shape. Daytime temperatures reach as high as 40° C, and at night the temperature drops to as low as -20° C. The map on the following page shows a 20km wide section of the Basin. This portion harbors the *Azyr Nebula*, a crashed pirate ship, and many interesting geological features, including an extinct volcano. Following are descriptions of some of the Basin's most intriguing locations. The Churg colonists gave names to all of the various sites.

INGHRUZZ PLATEAU

Name: Derived from the Churg colonist word for "Observer."

Appearance: Not actually within the basin, this plateau is a rocky desert that towers 1.8km over the eastern edge of the Syrnhimm Ridge. It is flat and free of lava flows.

Merits: No valuable minerals, flora or fauna, but one of the 'safest' places near the Basin, with a good view of its eastern section.

Hazards: Occasionally patrolled by groups of Ahrsavv (See the Murhag Basin Encounter Table.)

Population: None.

KIG RIDGE

Name: Named after Sygguzz Kig, one of the Churg colonists.

Appearance: This ridge rises to 400m and breaks at the Mughrom Canyon. Its hills are *Very Hard* (-20) to climb since the volcanic rock that forms the ridge crumbles easily. Still, there are a few vantage points from which one may view most of the surrounding terrain for 3 to 4 kilometers.

Merits: The ridge contains a few rough diamond deposits (*Extremely Hard* (-30) to find) and one edible plant, as yet undiscovered by the colonists. It is a moss-like growth that thrives in the ridge's shaded crevices.

Hazards: Lava occasionally bursts from these hills, and some of the ridge's cooler spots are frequented by the Giant Phlunge.

Population: None, except occasional forays by Churg and Urygan colonists.

MUGHROM CANYON

Name: From the Churg word for "tower."

Appearance: The orange-red rock walls of this canyon reach a height of 120m above the floor of the Kig ridge. The sheer cliffs, separated by 40-60m at any given point, rise at approximately 80°, and a few small outcroppings jut from their rough sides. There is some sparse vegetation on the cliffs, and they are *Medium* (+0) to climb.

Merits: The Canyon makes an outstanding ambush site and vantage point.

Hazards: The Urygan are aware of the Canyon's merits, and they sometimes take positions among its cliffs to monitor the Churg (and anyone else who happens along).

Population: 40% of the time there are from 5-50 (5D10) Urygan here. The Churg avoid the Canyon because of the Urygan's patrols.

NHAGG RIDGE

Name: From the Churg word for "shield."

Appearance: This ridge runs north to south and provides an excellent landing site. As its name implies, the Nhagg ridge blocks dust storms from the west that would otherwise batter the *Azyr Nebula*. Lava flows run freely on the southern slopes, and trails of steam can be seen from 2km.

Merits: The ridge offers wind protection for those on its eastern side, and ground water is more common here than in most of the Murhag Basin (Found with only a *Hard* (-10) DSrv roll).

Hazards: Sudden lava flows are the greatest danger, though the Nebula computer landed the ship in a relatively stable area. See the Murhag Basin Encounter Table for details concerning lava bursts and steam blasts. Further, daytime temperatures here reach an above-average 45-50° C.

Population: 800 colonists total, though many (3D100) colonists are in other areas of the Basin at any given time.

NHURRS PLATEAU

Name: From the Churg word for "desert."

Appearance: Like the Inghruzz Plateau, this area is a desert, but as it stretches north, c. 2km above the Syrnhimm Ridge, it is far less hospitable than its southern neighbor.

Travelers in this wasteland will soon need a *Sheer Folly* (-50) DSrv to find ground water, and the orange sands, while unscathed by lava flows, allow no vegetation to survive.

Merits: None except its role as a vantage point.

Hazards: This area supports no flora or fauna and has very little water.

Population: None

OGHRIIS VALLEY

Name: Named after Dregg Oghris, one of the exploring Churg.

Appearance: This valley serves as the floor of the section of the Murhag Basin that the map depicts. It is a broken, rocky plain of reddish-brown soil with abundant but primarily inedible flora, and the Ahrsavv are most common here. This is the coolest area on the map due to the shade provided by the Nhurrs and Inghruzz plateaus and the Phrulg Ridge, with daytime temperatures of 30 to 33° C and nighttime temperatures of -30 to -25° C.

Merits: This is the most comfortable place to be in the daytime, and there is some edible vegetation.

Hazards: There are freezing temperatures at night, and the carnivorous Ahrsavv are abundant.

Population: None

PHRULG RIDGE

Name: From the Churg word for "Shelved."

Appearance: Similar in content to the Kig Ridge, this hilly area rises an average of 250m above the Oghris valley. Its eastern side terminates in a 30-35m shelf of red rock striated with black (a shale-like mineral with some carbon).

Merits: The Phrulg Ridge has the highest diamond content — *Very Hard* (-20) to find — of the areas on the map.

Hazards: The Giant Phlunge sometimes makes its home in this area.

Population: None, except for the deceased occupants of a crashed spaceship situated at the base of the southern portion of the shelf.

SYRNHIMM RIDGE

Name: From the Churg word for "serpent."

Appearance: This ridge got its name from its the serpentine manner in which its western edge twists above the Oghris valley. The red rock ridge rises 50m above the valley below, and its shape is altered by occasional violent bursts of lava.

Merits: These hills allow a good view of the Oghris valley, and it is relatively free of dangerous fauna.

Hazards: Lava threatens those who travel here, and there is very little plant life. Occasional rock slides provide an added concern.

Population: The only occupants are a small group of prospectors hunting for Durandrium (see Section 4.1).

TYNN PASS

Name: From the Churg word for "valve."

Appearance: This 150m wide interruption in the Phrulg Ridge allows travelers to reach the Oghris Valley from the west; one may also use this pass to access the lower edge of the Phrulg Ridge from the east. From here explorers can reach the Mughrom Canyon. The floor of the pass is relatively smooth compared to its rocky surroundings, and movement through this area is barely hindered, so the pass makes a poor ambush site.

Merits: The pass allows access to Phrulg Ridge and the Oghris Valley.

Hazards: Observers in the Phrulg Ridge could easily monitor activities here.

Population: None

ZHINS PLATEAU

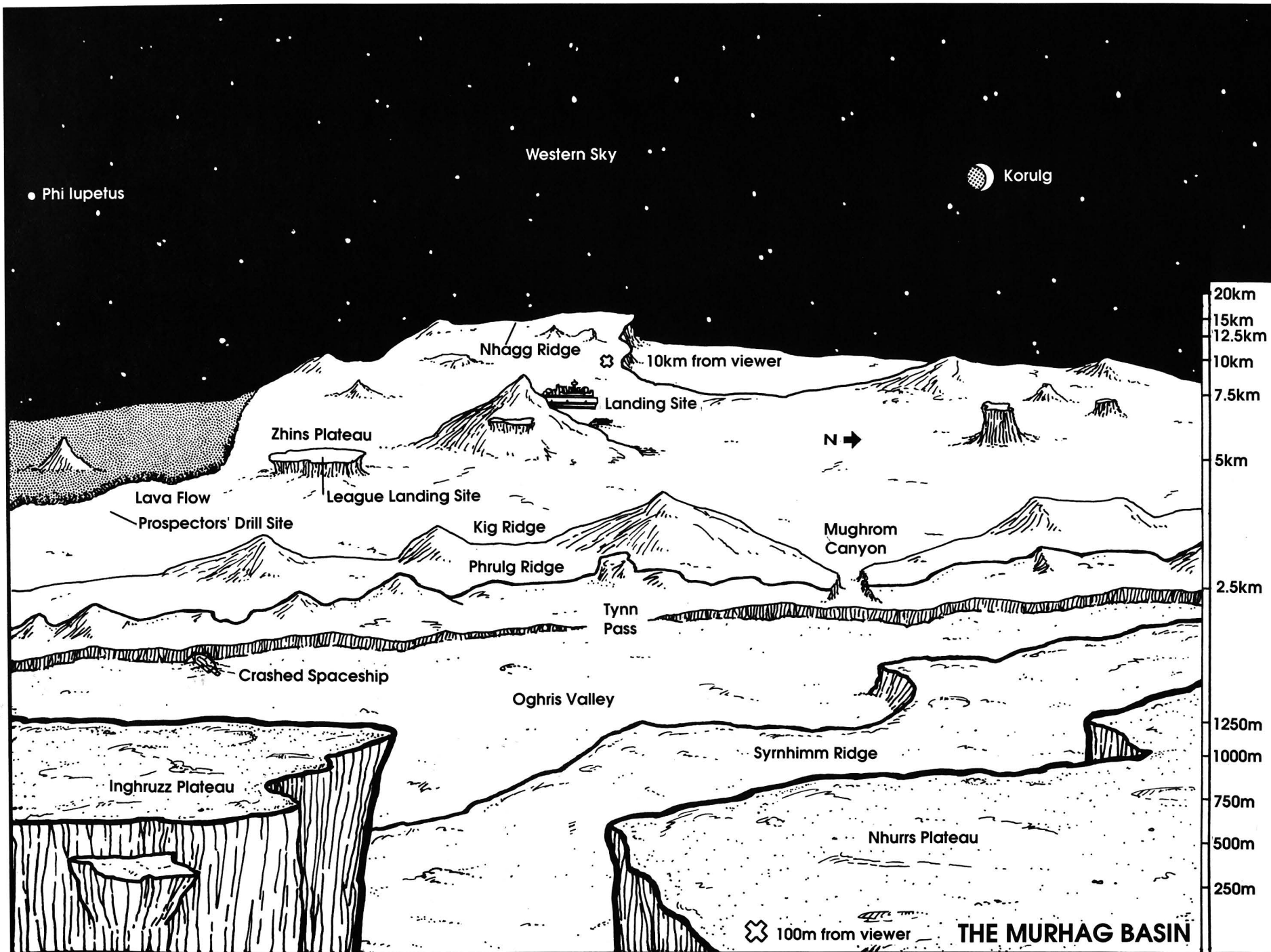
Name: From the Churg word for "wheel."

Appearance: This plateau is a 30-35m high platform positioned on the eastern side of the Nhagg Ridge. Its top is rough but basically flat, so it makes an ideal landing site for a small to medium vessel. There is no life on this platform, as occasional dust storms that top the Nhagg Ridge have severely blasted its surface. This dust has accumulated in various places on the western side of this 1.1km diameter butte.

Merits: The plateau is a good landing site, and there are no threatening fauna.

Hazards: There are dangerous dust storms, and scaling its sheer walls is *Extremely Hard* (-30).

Population: None, except a League of Merchants vessel (see Section 5.0) that stays temporarily.



3.63 MURHAG BASIN ENCOUNTER TABLE

This table allows the GM to generate random encounters in each important section of the Murhag Basin. Across the top of the table are locations, and persons, creatures, and hazards are listed down the left side.

One roll should be made as soon as the PCs enter an environment, and followup rolls at specific intervals (sixty minutes is the suggested standard) while the PC's remain in a given spot, or whenever they enter a new one. The GM should also keep in mind the logistics of the situation: in any area two or more rolls could be made, as several groups could be present at once. Also, an encounter as indicated on this table does not necessarily mean combat, or even interaction. Each party must roll to perceive the other, even if they are in the same place. The GM should modify perception rolls accordingly. 'Other' is the GM's discretion, and may indicate an interesting encounter with some person(s) having nothing to do with the adventure. Or it can mean no encounter.

Chance (%) is an indication of whether there is an encounter at all; Distance is an additional factor to indicate the need for a roll, used when the PCs are travelling; Time is the time interval between rolls for encounters.

Encounter	Inghruzz Plateau	Kig Ridge	Mughrom Canyon	Nhagg Ridge	Nhurrs Plateau	Oghris Valley	Phrulg Ridge	Syrnhimm Ridge	Tynn Pass	Zhins Plateau
Chance (%)	30%	70%	80%	90%	20%	60%	70%	50%	30%	40%
Distance	20km	10km	3km	5km	30km	10km	15km	10km	2km	5km
Time	120 min	60 min	60 min	45 min	150 min	60 min	60 min.	90min	60min	60min
Sentients										
Churg Foraging Party	—	01-10	01-05	01-20	—	—	01-07	—	01-10	—
Churg Explorers	01-05	11-15	—	21-30	—	01-03	8-10	01-05	11-15	—
Prospectors	06-15	16-20	06-10	31-40	—	04-10	11-20	06-15	16-20	—
Urygan Hunting Party	16-20	21-30	—	41-45	—	11-13	21-30	16-17	21-30	01-02
Urygan Ambush	—	31-32	11-60	46-50	—	14-15	31-35	18-19	31-32	—
Urygan Explorers	21-30	33-35	—	51-55	—	16-20	36-40	20-25	33-35	03-10
Creatures/Plants										
Ahrsavv	31-60	36-40	—	—	—	21-60	—	26-30	—	—
Giant Phlunge	—	41-50	—	—	—	61-65	41-50	—	—	—
Edible Insects, Grubs	—	51-55	61-70	56-57	—	66-70	51-60	31-35	36-40	—
Edible Plant	—	56-60	71-85	58-60	—	71-75	61-65	36-37	41-50	—
Hyngazz Plant	61-62	61-65	—	61-70	—	76-85	66-70	38-40	51-55	11-12
Poisonous Plant	63-65	66-75	86-90	71-72	—	86-99	71-80	41-45	56-65	13-15
Hazards										
Lava Burst	—	76-90	—	73-90	—	—	81-83	46-65	66-75	16-20
Steam Blast	—	91-95	—	91-99	—	—	84-85	66-75	76-85	21-22
Rock slide	—	96-99	91-99	—	—	—	86-99	76-99	86-99	—
Sandstorm	66-99	—	—	—	01-99	—	—	—	—	23-99
Other	00	00	00	00	00	00	00	00	00	00

Notes:

Churg Foraging Parties consist of 3D5 beings with digging tools and weapons (clubs, knives, etc.)

Churg Explorers (2D5 in number) have weapons, climbing equipment, and primitive distance lenses.

Prospectors come in groups of 1D5 members and have much better equipment than the colonists, including energy and projectile firearms, environmental suits and armor, multiscanners, etc.

Urygan Hunting Parties consist of 2D5 beings with spears, clubs, and knives

A **Urygan Ambush** consists of 2D5 tribesmen with spears, clubs, and knives, waiting to pounce on the unsuspecting PCs. See NPC Stats for Section 4.0 for info about Urygan combat and Ambush capabilities. For the special case of ambush in the Mughrom Canyon, see Sections 3.62 and 8.52.

Urygan Explorers (1D5 in number) have weapons and climbing equipment.

Ahrsavv roam in packs of 2-5, and details about these beasts can be found in Section 4.25. 10% of Ahrsavv encounters are in the creatures lair, where there will be a nest of 2-20 eggs as well as the Ahrsavv.

Giant Phlunges (see Section 7.23) are always encountered alone in their lair.

Edible Insects/Grubs provide 1D5 man-days worth of nourishment

Edible Plants provide 1D5 man-days worth of nourishment.

The **Hyngazz Plant** (mentioned in Section 4.25) provides 1d5 man-days worth of water after its tough (AT 4) shell is pierced.

Poisonous Plants will cause sickness or death, as the GM desires; a suggested effect is -50 to activity for 3 local days unless a RR (modified by Co bonus) vs. a 10th level attack is made.

Treat **Lava Bursts** as a Mk.III plasma grenade with a 50 OB. Roll the attack on the Grenade Attack Table (*Tech Book*, pg. 70); the burst occurs 2D5 meters from the PCs.

Steam Blasts should be treated as a Mk. III flamer attack with a 70 OB, but ignore secondary criticals. The blast originates 3D5 meters from the PCs.

Rockslides could be handled in several ways; a suggestion is that any PC within the slide area of effect should take 1-2 Mk. II Melee Attacks per round with a 30 OB (-40 for Mk.II Melee attack already subtracted); criticals are rolled on the Crush Critical Strike Table (*Tech Book*, pg. 90)

Sandstorms obscure vision (-50 to Percp) and could bury/suffocate immobile PCs. They could also foul up high-tech gear, at the GM's option.

ADVENTURE: THE DURANDRIUM RUSH

The lure of a priceless mineral has proved too strong for some to resist, and the three prospectors presented in this adventure are certainly members of this group. News of the Durandrium Find on Korulg has spread quickly, and the PCs may want to search for the mineral on Thurzaj. However, the prospectors whose ship now rests on the planet's surface have staked their claim and will not give it up willingly. Further, they have seen the *Azyr Nebula* and its former passengers from their vantage point on the Syrnhim Ridge, and they plan to investigate more closely..

4.1 BACKGROUND DATA

Twenty-one days ago a small survey vessel (named the *Altair Star*) assumed an orbit around Thurzaj and began scanning the surface for a good landing site proximate to valuable minerals. The leader of this ship, known as "Torch" Zerrim, had heard that a priceless mineral called Durandrium was found on Korulg, Thurzaj's only moon, and he decided that the Churg planet might merit investigation. What Zerrim did not expect to witness was a collision between the pirate ship *Alscepius* — almost certainly following Zerrim to catch up on some unpaid debts — and the largest vessel (or was it a city?) that he had ever seen. Zerrim alerted his two fellow prospectors of the crash and all three men watched as both ships plummeted towards the planet's surface. His eyes gleaming with thoughts of looting the demolished ships, Zerrim followed the vessels down (at a much more controlled pace) and landed only a few kilometers from the rising smoke plume that marked the wreck of the *Alscepius*. Strangely, there was no sign of the decimated city-ship.

After he powered down the *Altair Star* to conserve fuel reserves, Zerrim and his companions set out in a Gravitic Explorer to investigate the *Alscepius*. Zerrim discovered that the ship was completely destroyed, and nothing of value remained except the fuel reserves, but Zerrim knew that he would need sophisticated equipment to retrieve it, so the prospectors left the ruined vessel, knowing at least that the pirates would harry them no more. A few more hours of searching yielded a surprise for which Zerrim had not dared hope; the city-ship had landed and was intact! Then with some dismay the prospector watched hundreds of humanoids spill out of various exits. There would be no easy pickings, he realized, as some of the beings were extremely large and aggressive; still, perhaps he could reason with them...

Subsequent to contacting the Urygan and narrowly escaping with their lives, the three explorers decided to deal with the Churg, who were eager to communicate with the strange visitors. Zerrim spoke with Swenn Eddur, and the Churg leader decided to help the outworlders, who wished to visit the "marvelous vessel" that the Creators had provided. What Eddur does not realize is that Zerrim plans to steal whatever he can from the *Nebula*, or even better, repair the ship and steal it. While this latter hope is mere fantasy given the damage to the craft, the prospectors will not leave the planet without either finding Durandrium, stealing a valuable artifact from the ship, making off with the *Nebula* itself, or being driven away. If the PCs wish to learn anything about this ship or find Durandrium on Thurzaj, they will clash with the prospectors, who will avoid the Urygan and attempt to turn the Churg against the characters.

4.2 THE NPCs

Each of the following NPCs could hinder the characters' progress on Thurzaj, though some could prove an invaluable aid if handled carefully.

4.21 "TORCH" ZERRIM

This prospector is a middle-aged neo-human idealist with an eye for what he calls the "Big Return". Someday, brags Zerrim, he will be repaid for his hard work; he will uncover a fortune in precious minerals or metals. Unfortunately the aging dreamer would make a much better living if he concentrated on smaller, more plausible goals. Zerrim has passed up many lucrative opportunities on the basis of their cost in his 'precious time'. He will not, however, pass up an easy score, so he is taking time to extract some rough diamonds on Thurzaj while waiting for the Churg to let him board the *Nebula*.

"TORCH" ZERRIM



Zerrim is a large, forty-six year old Devonian (1.85m in height and 125 kg in mass), and he acquired the name "Torch" after mounting a Heavy Flamer (for 'protecting his claims') to the underside of his ship, the *Altair Star*. His black hair is often dirty, and he sports an ill-kept beard. He has never bothered to replace the two front teeth that he lost in a fight, and he sometimes points out that they only obstructed the flow of liquor that a canteen, always visible in one hand, provided anyway. The prospector is quite addicted to alcohol, as it provides solace for his continued disappointments. He is friendly with other prospectors and almost anyone who will listen to him ramble on about his lofty plans, but if his schemes are mocked or threatened, he will become angry and violent, and may show the offender how well he has learned to use his Autoshotgun.

4.22 FARI AMHAD

Fari Amhad is a brilliant Kashmerean Trans II Tech with a strong loyalty to Torch Zerrim. He makes sure that the *Altair Star*, the Gravitic Explorer, and the Mineral Extractor are all in good working order. Fari is aware of Zerrim's foibles, but he believes that the aging prospector may still realize his dreams, and he hopes for a share of the take. Further, Zerrim has saved Fari's life twice, so the young Tech will support his employer even in life-and-death situations. Fari is tall (2.1m) and thin (90 kg), with black hair and blue eyes and has no facial hair. His high voice and quick wit tend to annoy Jakk Ermanus, but others find the thirty-four year old entertaining. He particularly loves to regale listeners with anecdotes about Olympus, his place of birth. Fari is a fair martial artist, but in combat he prefers to use his MLA Pistol.

4.23 JAKK ERMANUS

Jakk Ermanus is the human name given to Torch Zerrim's Jakk VI android. The Jakk VI is a warrior android with additional programming for simulated human behavior and some Tech skills. Jakk's primary orders are to protect Zerrim from harm and carry out dangerous prospecting functions, such as using explosives, exploring treacherous areas, etc. Jakk is 2.4m tall and masses 200 kg. He has black hair and grey-green eyes and speaks somewhat monotonously. Like Zerrim and Amhad, he is unkempt and dirty (to blend more easily with his companions), and he even has an artificial (use an *Absurd* [-70] MedScan to detect as false) scar to enhance the image. Since Zerrim has owned Jakk, no one who has threatened the crafty prospector has survived the android's Force Knife, Plasma Repeater Rifle, and PML Autofeed Grenade Launcher.

4.24 SWENN EDDUR

The leader of the Churg colonists seems a pompous individual, but he attempts to be fair, and he is a competent physician. Swenn Eddur's most pleasant memory is of boarding the *Azyr Nebula*, the ship of the Creators, to find his purpose in what otherwise seemed a meaningless existence. Harried by the ever-vivid memories of the very few patients he has lost, Eddur is meticulous in his practice of medicine; unsterilized instruments and sloppy procedure are not acceptable, so the physician will refuse to serve as a 'field' physician. This makes many of his Churg brethren think him pompous, but such behavior is merely a manifestation of Eddur's fear of failure. Still, this rigidity carries over into the area of argument,

so the leader rarely fails to prove his correctness in dispute. It is this rationality that allowed him to easily outwit the Urygan leader and save the Churg colonists from genocide. Eddur is not socially skilled, and he is unlikely to relate to outworlders on anything other than a formal level.

Swenn Eddur dresses neatly if somewhat blandly, and his brown hair is short and tidily kept. He measures 1.7m in height and masses 80 kg, so he is a bit stocky for a Churg. His thirty years wear heavily in his features, and careful toil is visible in his brown eyes. The Churg leader is not very capable in combat; in fact, if he is attacked, he will not strike and will use what little skills he possesses for defense only. Of course the other Churg are loyal to him and will defend Eddur savagely if he is threatened.

4.25 THE AHRSAVV

These omnivorous beasts look like huge brown snakes (8-12m in length) with four legs — two on each side — near the three-eyed head. The foremost pair of legs ends in sharp pincers, and the reptiles mouth is filled with broad, multi-faceted teeth. The creature uses the pincers for defense and to reach the moist centers of the Hyngazz plant, which has a tough, spiny outer shell. The Ahrsavv approaches the plant and extends the rear pair of legs to raise its head and the pincer legs off of the ground. It then clips at the plant's rugged shell with its pincers until it can drink the moisture that runs from its pierced side. The Ahrsavv has a rather different method for obtaining meat. The creature eats small invertebrates that hide within the cool crevices of volcanic rock. Relying on its extremely acute sense of smell, the

Ahrsavv locates a mound of rock containing its dinner-to-be and crawls on top of it. Again it uses its rear legs to lift its head and pincers, but it does not lash out with the sharp claws; instead it anchors them firmly to outcroppings of rock and opens its toothy maw wide. It then jerks with all its might and snaps its neck down such that its nearly indestructable teeth slam into the brittle rock with incredible force. Invertebrates begin to slither in every direction, but it is too late, and the Ahrsavv scoops them up in its mouth.

An Ahrsavv encountering a humanoid might use either of the two methods above depending on the being's armor. Beings in environmentally-sealed armor will foil the beast's sense of smell, so it will leave the wearer alone unless there is any external moisture on the person (i.e., any moisture that the GM rules the Ahrsavv can smell, for its 'nose' can detect water). The Ahrsavv will attack any being without this seal as a rock outcropping, for it can smell the meat 'within'. It will first attempt to grab the victim with its claws, and if this is successful, it will drive its bony mouth into the victim's armor and wait for the invertebrates to scuttle out. If none come out, it will try a few more times in case they were deeply hidden...

Ahrsavv travel in groups of 2-5, and females lay 2-20 (2D10) eggs twice per year. These large (.3m diameter) eggs are laid in isolated beds of soft rock where the hatchlings will have a good chance of finding food. These eggs might be valuable to researchers, and their tough shells (treat as AT4 with an "A" critical needed to puncture) easily survive rough transport. Unfortunately, both the Ahrsavv and their eggs are poisonous to humans — though the Urygan find them edible.



4.3 THE SETTINGS

The following section details various significant locations and includes some general information about the *Azyr Nebula*.

4.31 THE ALTAIR STAR

Torch Zerrim's ship is a survey vessel that has seen better days (use the layout for the *Flying Merino II* on page 54 of the *Tech Book*). One of its two turret-mounted laser cannons is damaged (a *Severe* malfunction), and its landing gear are somewhat unreliable. To compensate for the damaged laser, Zerrim attached a heavy flamer to the underside of the ship directly beneath the helm, and he will not hesitate to use it on anyone who approaches the vessel without stopping to identify him or herself. The ship rests on the Synrhim Ridge (see Section 3.62) with an excellent view of the Oghris Valley, and its outer hatches are protected by palm recognition locks (-70 total to open), which Zerrim leaves locked at all times. Two cabins and a lab have been removed for greater cargo space so that the ship can carry a Grav Explorer. A mineral extraction machine is fixed beneath the Star's hull during voyages, but the prospectors are presently using it in the southern portion of the Nhagg Ridge.

4.32 THE DRILLING SITE

Two weeks ago scanners aboard the *Altair Star* indicated the presence of a diamond deposit in the Nhagg Ridge near a large magma flow. Zerrim and his companions took the Mineral Extractor and Grav Explorer to investigate the area, and the group struck diamond within two local days. The drilling site is dangerous (see the Murhag Basin Encounter Table) because of abundant magma bursts and steam blasts, but still Jakk Ermanus drills tirelessly throughout the scorching day while Zerrim and Fari Amhad spend their time either in the shade of rocky bluffs or making forays to nag the Churg for a visit on the *Nebula*. The Extractor removes about .5 kg of rough diamond per day, but Fari Amhad warns that it will last for only a week or two more in the unfavorable environment. Zerrim remains optimistic, and even the presence of the *Nebula* has not diluted his desire for Durandrium. As of yet the prospectors have found no signs of Durandrium on the planet.

4.33 THE AZYR NEBULA

The *Azyr Nebula* is really more of a city than a ship with its six vertical levels and many buildings. It is approximately square and measures approximately four kilometers in breadth and an average of 1.4 kilometers in height. As the layout on page 19 shows, the *Nebula* features two geodesic domes, many skyscraper-like structures and a massive (almost 400m across!) observation window. Due to its ancient, alien design, it has a sort of 'organic' look.

THE GEODESIC DOMES

* The larger of the two domes houses an artificial farm and is discussed in detail in Section 8.3. The smaller dome houses a huge water generation device that provided water for the entire ship. The generator perished the ship's crash and is impossible to repair, but its elegant, alien design should intrigue science-oriented characters. Each dome has two entrances with palm recognition locks (-50 to defeat), but the locks in the smaller domes doors are no longer functional, and the airlocks remain ajar.

BUILDINGS AND EXTERNAL AIRLOCKS

Each of the buildings on the topmost layer of the *Nebula* has at least two external airlocks, but most (70% chance for any given door) are stuck closed, as the ship computer seals them during emergencies. When the vessel power went down, the ship was in such an emergency state. Due to the size of the *Azyr Nebula*, it would be impractical to discuss the contents of each building. However, the chart on pg. 20 should help the GM determine the function of any building that the PCs wish to investigate. The chart is categorized by vertical level, as each level serves a general purpose. Simply roll a D100 for each building to determine its function, contents and who controls it. The Urygan presently claim about 70% of the ship as thier own.

THE OBSERVATION WINDOW

The Observation Window is the vantage point that will provide Torch Zerrim an opportunity to watch those who approach the *Nebula* if the Churg allow him to investigate the ship. The window is composed of a strange plexiglass-like material and automatically tints when facing direct sunlight, so that viewers can gaze in awe at sunspots, solar flares, etc. Because of the ship's present facing, a position behind this window allows the observer a commanding view of the Kig Ridge and the Zhins Plateau.

4.4 THE TASK

The PCs' task in this adventure is twofold:

1. Prevent Torch Zerrim and his companions from boarding the *Azyr Nebula*.

If the characters are hunting for Durandrium, they might want to spy on Zerrim to see if he has made any progress, but of course the only Durandrium on Thurzaj is in the *Nebula*'s reactor. What neither the characters nor Zerrim know is that the ship computer contains star charts giving the locations of several Durandrium deposits. It would be a shame if Zerrim discovered this before the characters. Further, if Zerrim boards the ship, he will instantly begin looting it of valuable items which might otherwise belong to the PCs.

2. If Zerrim loses his Churg escort and boards the *Nebula*, force him to leave.

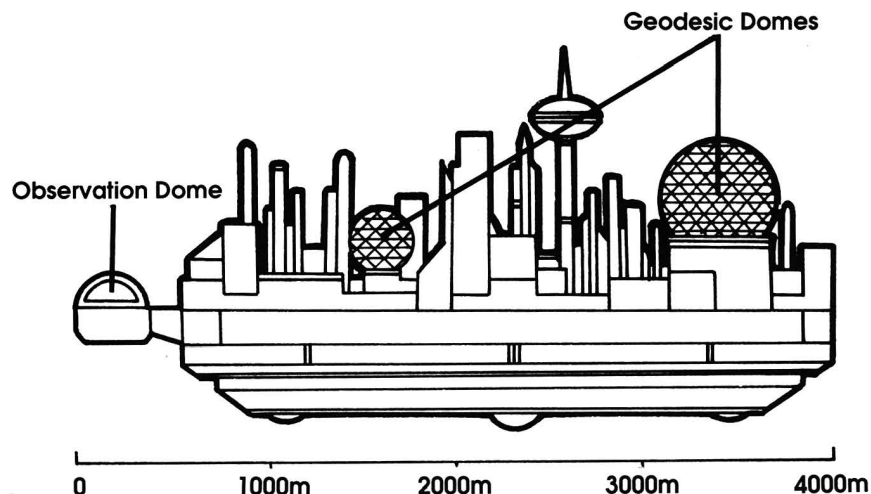
Zerrim will take instantly begin stealing various items, and he will instruct Fari to attempt to repair the ship. This task is nearly impossible for Amhad, whose resources are poor and whose understanding of the vessel is flimsy, requiring at least 6-10 (D5+5) *Insane* (-100) rolls in each Tech skill. Materialistic PCs will hate to see Zerrim and his friends plunder all of the ships wealth and might go for a piece of the action (or take it all for themselves by removing the prospectors). If Swenn Eddur finds out that Zerrim is abusing the privilege of a visit, he will ask the PCs to help extract the thieves. See Aids and Rewards below for more information.

4.41 STARTING THE PLAYERS

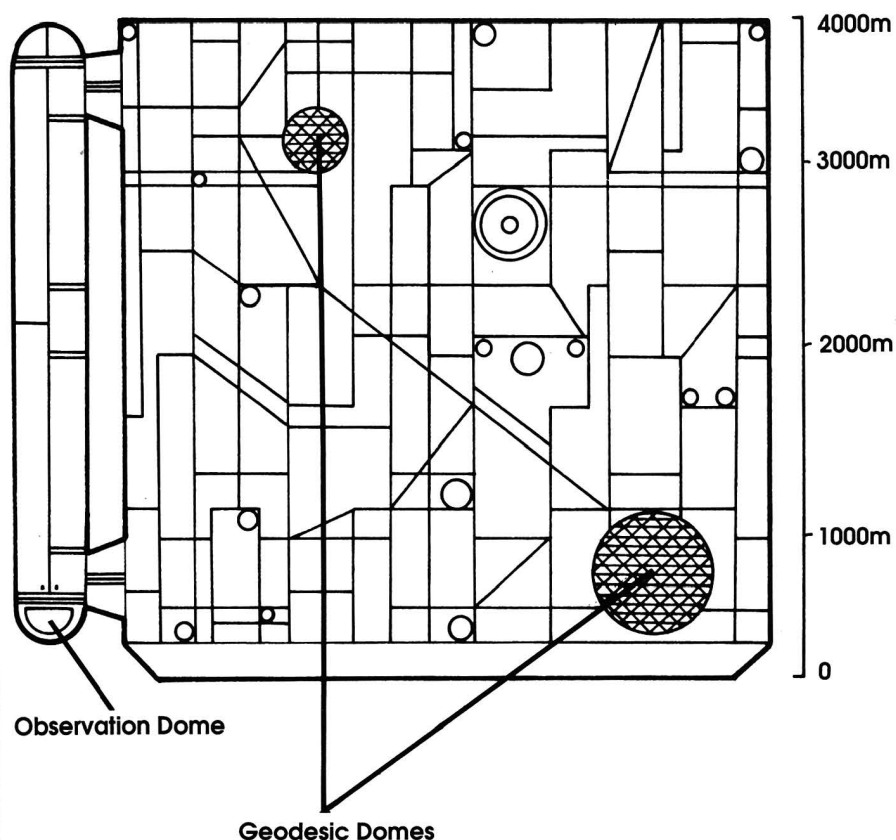
Once the GM has given the PCs a reason to land on Thurzaj (see Section 2.0), it is a simple task to get them involved with the prospectors. Ship scans can easily detect the *Altair Star*, and the players may wish to investigate further. The PCs might detect the Mineral Extractor drilling on the Nhagg Ridge (this requires only a *Light* (+10) *Sensr* or *MtScn* roll) and attempt to spy on the other Durandrium rushers. Another way to handle this adventure is have the characters enter the scene after Zerrim has boarded the *Azyr Nebula*. The players meet the Churg, who warn them to steer clear of the Urygan and after seeing the PCs' weaponry, etc. ask them to get Zerrim out of the ship. Perhaps the PCs find the colony vessel and ask to explore it. The Urygan flatly refuse to let any outworlders investigate their territory, but Swenn Eddur says he will allow a visit only after another party of outworlders is done examining the ship. This should make the characters jealous enough to seek out these 'other' outworlders.

THE AZYR NEBULA

FRONT VIEW



TOP VIEW



4.42 AIDS

If the characters attempt to remove the prospectors from the ship, Swenn Eddur will offer them an armed (slings and clubs) escort of three Churg who remember the route to the Observation Window perfectly. Eddur reasons (correctly) that Zerrim will stay near the Window because of its view of the surrounding terrain. If the PCs need them, the Churg leader will provide them with medical supplies (one Medkit each consisting of a Medtab applicator, one 10-tab cartridge of Korteline, one 10-tab cartridge of Fir-Queline, and 2 Instascasts) and weapons. Since there were no firearms available on the ship, Eddur can only offer the characters crude clubs and slings. If the PCs try to conspire with Zerrim to take advantage of the Churg, he may be cooperative if the characters seem competent, but he will only aid them directly if a PC manages to become his friend. This would require the use of Seduction, Diplomacy, Acting, etc. with modifiers based on how much the character has in common with Zerrim. E.g., a wisecracking entertainer who poked fun at the prospector might receive a *Sheer Folly* (-50) modifier, while an out-of-work soldier-of-fortune who wants to lead his own mercenary organization someday could get a *Light* (+10) adjustment to his roll.

4.43 OBSTACLES

Swenn Eddur could be an obstacle in this adventure if the PCs attempt to take advantage of him, but the most likely obstacle is Torch Zerrim. Zerrim will instruct Jakk Ermanus to kill the characters if they try to hinder his exploitation of the Churg. If there is any question as to which party, Zerrim's or the PCs, will get to visit the *Nebula*, the prospectors will attempt to discredit, intimidate, and finally eliminate the characters. The Urygan are a constant obstacle; they have no patience with outworlders, and if the PCs do not offer the brutes something of value or prove themselves powerful warriors, they will not survive. If the Urygan find the characters in their territory on the ship, the Urygan will attack. If the Urygan find out with certainty that one of the outworlders (including the prospectors!) is an android (under duress, the Churg explained to the Urygan that the warriors that captured them were called 'androids' and were in fact complex machines rather than living organisms), they will launch a massive, high-suicidal assault on the unfortunate being and anyone associated with him or her. If the android behaves bravely, he or she will die swiftly and thoroughly; otherwise the Urygan will torture the victim for several hours before termination.

BUILDING CONTENTS CHART

LEVEL 1			Education Level (top level)		
D100 Roll	Purpose	Notable Contents	D100 Roll	Territory	
01-15	Wilderness Simulator	Artificial Soil, Trees, Wildlife etc.	01-75	Churg	
16-30	Food Preparation	Vegetable garden or Aquarium, Tilling or fishing tools	76-00	Urygan	
31-60	Instruction Hall	Holotables, Study Booths			
61-70	Recreation Bulding	Athletic Equipment, Swimming Pool			
71-85	Observatory	Telescopes, Observation Port, Holotables			
85-95	Control Center*	Sensor Arrays, Weapon Mounts and Fire Control Computers			
96-00	Android/Robot Storage†	1D10 Robots of various types, 3D10 Instructor Androids			
LEVEL 2			Skill Aquisition Level		
D100 Roll	Purpose	Notable Contents	D100 Roll	Territory	
01-15	Machinery	Machines that provide power, control airlocks, etc.	01-40	Churg	
16-30	Construction	Building materials & tools, Holotables	41-00	Urygan	
31-60	Arts building	Holotables, Art supplies, hologram tapes of artwork			
61-70	Recreation Bulding	Athletic Equipment, Swimming Pool			
71-80	Auditorium	500 seats, podiums, large-Holotable, viewscreen			
81-90	Control Center*	Sensor Arrays, Weapon Mounts and Fire Control Computers			
91-00	Android/Robot Storage†	1D10 Robots of various types, 3D10 Instructor Androids			
LEVEL 3			Society Level		
D100 Roll	Purpose	Notable Contents	D100 Roll	Territory	
01-15	Auditorium	50 seats, 1 podium, viewscreen	01-35	Churg	
16-30	Entertainment Building	Stage, 500 seats, musical instruments, viescreen	36-00	Urygan	
31-50	Recreation Bulding	Athletic Euiptment, Swimming Pool			
51-65	Park**	Gardens, Artificial Trees, Light Winds			
66-75	Food Preparation	Vegetable garden or Aquarium, Tilling or fishing tools			
76-85	Control Center*	Sensor Arrays, Weapon Mounts and Fire Control Computers			
86-00	Android/Robot Storage†	1D10 Robots of various types, 4D10 Interaction/Protocol Androids			
LEVEL 4			Suspension Level		
D100 Roll	Purpose	Notable Contents	D100 Roll	Territory	
01-60	Cryogenic Storage	Suspension Units, monitors			
61-70	Machinery	Machines that supply power and regulate Cryo-units	01-15	Churg	
71-80	Storage	Extra parts for Cryo-units, extensive medical supplies	16-00	Urygan	
81-90	Control Center*	Cryogenic Monitoring computers, viewscreens, intercom tranceivers			
91-00	Android/Robot Storage†	2D10 Robots of various types, 4D10 Tech Androids			
LEVEL 5			Ship Systems Level		
D100 Roll	Purpose	Notable Contents	D100 Roll	Territory	
01-25	Machinery	Machinery that provides power, produces parts fo repair	01-10	Churg	
26-50	Storage	Extra parts for androids, robots, and computers	11-00	Urygan	
51-60	Data Aquisition	Sensor Data processing computer, 1d10 Tech androids (inactive)			
61-70	Navigation Building	Astrogation computers, sensor array			
71-85	Weapon Center*	Weapon Mounts and Fire Control Computers, 1d10 Tech/Warrior androids (inactive)			
86-00	Android/Robot Storage†	4D10 Robots of various types, 5D10 Tech/Warrior Androids			
LEVEL 6			Propulsion Level (bottom level; number of each building type is listed in parenthesis)		
D100 Roll	Purpose	Notable Contents	Territory		
01-50	Engine Room (11 total)	Engines and regulation equipment, 1D10 Tech androids (inactive)	All Urygan-controlled except 1 machinery room and 2 engine rooms		
51-59	Machinery (2)	Fuel regulation equipment			
60-68	Storage (2)	Engine parts, other ship repair materials			
69-81	Weapon Center* (3)	Weapon Mounts and Fire Control Computers, 1d10 Tech/Warrior androids (inactive)			
82-95	Generator Building (3)	Power generators, 4D10 Tech androids, 1D10 repair bots (both inactive)			
96-00	Propulsion Control (1)*	Main Computer, 3D10 Tech androids, 2D10 Warrior androids (inactive)			

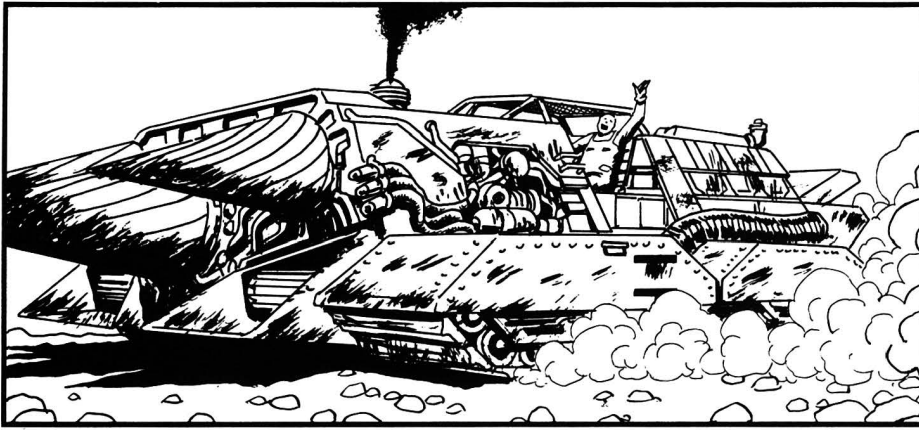
Key:

* — All portals (including airlocks) have retina-scan locks (-100 total modifier to defeat) keyed to androids

** — All Parks occupy at least 22, 500 square meters, and have a mild breeze when the ship's power is operational

† — All portals are stuck shut unless the Main Computer is reactivated or if artificial power is supplied (completing this task will require a power source and a successful *Extremely Hard* (-30) ElecT roll), when one may attempt to bypass the Voice-recognition lock (-50 total modifier to defeat) keyed to certain android voices

Notes: To use the chart, roll a D100 for each building you wish to check and cross index the result with the building purpose and contents listed. Roll another D100 to determine who 'controls' the building in question. Neither Churg nor Urygan have successfully entered retina-scan locked buildings or any building whose doors are stuck shut. Note that the Propulsion level has a limited number of each type of building.



4.44 REWARDS

If the PCs become friends of Zerrim's and help him mine the rough diamonds, they will receive .1kg of diamonds each day. If they help the prospectors steal from the *Nebula*, he offers them a 70-30% split in his favor. If the characters somehow manage to repair the colony ship and help Zerrim escape, he will give them all of the raw diamonds that he has and will let them have the *Altair Star*. Of course this feat should be nearly, if not completely, impossible.

Swenn Eddur will allow the characters to investigate the ship with an armed Churg guard if they remove Zerrim from the *Nebula*. Further, he will offer to share the Artificial Farm harvest with them during their stay on Thurzaj and occasionally provide medical supplies. This could be very valuable if the characters stay to search for Durandrium. Unfortunately the Durandrium in the *Nebula*'s reactor is almost gone since some was lost in the

crash (there are only 5 units of fuel left), and it is *Insane* (-100) to extract without Azyrri know-how. Eddur will not mention the star charts with the location of Durandrium deposits unless his own life is saved. The Churg might offer various minor services in exchange for practical knowledge, including methods of water accumulation and survival on Thurzaj, etc.

4.5 ENCOUNTERS

During the course of this adventure the characters might have several encounters as indicated by the Murhag Basin Encounter Table. The following are two additional encounters that should prove interesting for the PCs.

4.51 AT THE DRILL SITE

As the PCs are traveling along the southern Nhagg Ridge, they hear the hum of machinery over a nearby hill. When they top the bluff, they see a large humanoid

riding a tracked Mineral Extractor (a successful *Medium* (+0) Metallurgy roll will reveal the machine's purpose). This is Jakk Ermanus. If the characters approach and Jakk notices them, he will stop the machine a snatch up the plasma repeator rifle that sits next to his seat on the extractor and glare at them challengingly. If PCs attack immediately, the android will fight back, to be joined in 1-5 (D5) rounds by Torch Zerrim and Fari Amhad, who were resting on the opposite side of a nearby hill. If the characters wait for a round or two, Jakk will lower his weapon and call for his employer, who will arrive in 2 rounds. Zerrim will attempt to divulge the PCs' purpose on Thurzaj. This encounter will allow the characters to meet Zerrim in a neutral setting and is thus the best time for them to try to befriend the prospectors.

4.52 AHRSAVV ATTACK

While the characters rest in the shade of an outcropping of rock, they notice a slithering sound. The sound increases in volume quickly, and in a few seconds a horrible sight meets the PCs' searching eyes. Three huge snake-like beasts slither over the outcropping and rear up on their two hind legs. These creatures are Ahrsavv (see Section 4.25), and they are very hungry. The explorers' best defense is to throw any meat or water they have toward the monsters, which will pounce upon the appetizing offering. Otherwise the Ahrsavv will have to obtain another meal... What better way to introduce the PCs to the dangers the Thurzaj?

STATS FOR NPCs: THE DURANDRIUM RUSH

Name	Lvl	Hits	AT(DB)	Weapon:OB	Skill:Add	Skill:Add	Notes
"Torch" Zerrim Prospector, has piloting skills have a bonus of 70	12	96	8(0)A	85ASG	100Metall	90Pltgy	Neo-human Pilot
Fari Amhad Can use other Tech skills with an 80 bonus	10	65	4(5)V	70MLAPI	65MA4St	105PowT	Trans II System Tech
Jakk Ermanus Warrior/Bodyguard (Armsman) Owned by Torch Zerrim; arms PML Autofeed with MKV point-defense plasma grenades — has 2 clips of 6 each	8	220	11(50)	150PlasRI	100FKnf	80Launcher	Android
Swenn Eddur Leads the Churg colonists on Thurzaj, 60Admin bonus	7	50	1(5)	20MA1Sw	80MdDia	90MdPrc	Churg Physician.
Typical Urygan Have 5 ranks of Ambush; these weapon adds apply to firearms with which the Urygan are familiar, but colonists on Thurzaj have none, so their adds with clubs, etc. will be 40-50	5	90	1(15)	75Weap	50Weap	70DSrv	Usually Armsmen
Typical Churg Most are Technicians or Research scientists; these weapon adds apply to firearms with which the Churg are familiar, but colonists on Thurzaj have none, so their adds with clubs, etc. will be 15-20	5	30	1(5)	35Weap	60Science	75Tech Skill	Professions vary
Ahrsavv Both pincers may attack in one round; † this attack only takes place if both pincers deliver at least an "A" critical in the previous round of combat. For <i>Rolemaster</i> owners, use the appropriate <i>Arms Law</i> & <i>Claw Law</i> charts to resolve the pincers and bite; otherwise treat the pincers as a Mk.3 Melee Attack (without the -30 OB subtraction), and treat the Bite as a Mk.4 Melee Attack (without the -15 modifier)	10	150	8(20)	2X110Pincer	120Bite†	80Per (smell)	
A = Absorption shield V = Velocity Shield							

ADVENTURE: THE LEAGUE INTRUDES

When Lorg Villit, a League of Merchants Trader Lord, hears rumors of the *Azyr Nebula*'s crash on Thurzaj, he decides that it might contain a wealth of artifacts with which he might bolster his weapons smuggling business. (see ICE's *League of Merchants* for background on this sinister organization). Unfortunately, between Villit and his prize stand eight hundred colonists and the PCs. The Trader Lord's emissary is powerful and well-equipped, so the characters must be alert and cautious if they plan to challenge him.

5.1 BACKGROUND DATA

Fifty Terran Standard days before the *Azyr Nebula* hurtled through Thurzaj's atmosphere, Werym Hammas, a League of Merchants mole (i.e., an undercover operative embedded in a society for the purpose of espionage) in the employ of Lorg Villit arrived on Korulg, a small moon that orbits Phi Iupetus IV. Hammas assumed the guise of a Churg mining official and began monitoring the processing of Durandrium. Hammas hoped to inform his employer of the mineral's value and availability, but before his report was ready, Hammas' agents (orbiting the small moon in the *Aldebaran Monitor*) secretly communicated a surprising sensor reading;

a small survey vessel had collided with a massive ship — at least four kilometers in diameter! The League imposter immediately left the planet, only loosely explaining the sudden departure to his Churg superiors, and instructed the Monitor's pilot to assume an orbit around Thurzaj. After a thorough sensor scan, the pilot informed Hammas that both ships had crashed on the planet's surface, and the larger vessel seemed relatively undamaged. The scan gave no evidence of the *Altair Star* — see Section 4.1. Hammas notified Lorg Villit the gargantuan ship, and the response came in three hours: investigate, assimilate data, and if possible, acquire. After landing on the planet, the LOM operative managed to form a loose alliance with the Urygan.

5.2 THE NPCs

The NPCs described below are likely to be hostile to the PCs, and each has no qualms about the use of deadly force.

5.21 GENERAL DREMM ARYNAJ

The leader of the Urygan colonists on Thurzaj knows nothing of mercy or compromise. His expertise in combat and feral cunning allow him to retain leadership of his tribesmen and avoid assassination. On his Andromedan home Arynaj wrested control of the Hyvadd tribe from its formal leader at the age of twenty-eight Terran Standard years. Few Urygan leaders reach such a respected position before the age of thirty, but Dremm Arynaj is special.

When he was only fifteen, Arynaj received a grievous wound in battle; he lost his right forearm and hand and suffered extensive burns on his chest and abdomen. The young warrior's mother, who had achieved some notoriety as a biomedical researcher, nursed the tribesman back to health. However, Dremm's massive injuries required certain modifications that allowed his mother to put some of her biomedical theory into practice. She replaced his right forearm with a steel rod,

60 cm long and 6 cm in diameter. At the end of the rod she placed a module that would allow the attachment of various devices, including a blade, a cutting torch, various tools, etc. Further, she inserted a large (50 cm X 75 cm) steel and titanium plate in his torso to support the damaged muscles. This process resulted in considerable scarring, so Arynaj's normal appearance (Ap: 80) is halved when his chest or abdomen is exposed.

Dremm Arynaj learned to use his arm device and to maneuver with the added mass of the steel plate, such that the additions are now more advantageous than deleterious. He stands an impressive 2.3m tall and masses 180 kg of battle-hardened muscle. His flashing black eyes and reddish-brown hair combine with his ear-splitting voice to make him a commanding presence. The prosthesis that replaced his right arm is not repulsive to his fellow Urygan, for they respect its capabilities in combat. In the attack on the *Azyr Nebula*, Arynaj lost several attachments, but he retains a cruelly-bitted 40 cm blade, a powerful flashlight (25m range, 30 std. hours of use left), and a grappling claw for use in climbing.

5.22 WERRYM HAMMAS

This League of Merchants mole is impatiently waiting for an opportunity to advance in Lorg Villit's ranks. Thus he wasted no time leaving Korulg when his agents reported a collision over Thurzaj. Hammas hopes that the crash of the *Azyr Nebula* will provide him with the chance he needs to impress Villit; the huge artifact might contain advanced weapon or propulsion systems! The thirty-six year old operative is rather annoyed with having to impersonate a Churg, so he will lack patience when dealing with members of this race. After landing on Thurzaj, Hammas abandoned his Churg persona, and he now wears his flowing cloak, epaulettes, and Blaster Pistol proudly.

Hammas is a tall (2m) and fit (98 kg) Neo-human with black hair and blue eyes. Though not overly handsome (AP: 72), the LOM operative carries himself confidently and has little trouble leading his agents. He used his persuasive ability to convince General Arynaj that if the Urygan agreed to remain idle while he used his ship to exterminate the Churg, he would give them a fair share of the Churg's holdings. While on Thurzaj, Hammas is almost always flanked by two of the guards from the *Aldebaran Monitor*.



GENERAL ARYNAJ

WERRYM HAMMAS AND BODYGUARDS



5.3 THE SETTINGS

The *Aldebaran Monitor* rests on the Zhinns Plateau, though Hammas and guards are rarely there (20% of the time). Most of the time Hammas is at or near a large Urygan campsite near the *Nebula*. Still the PCs may wish to investigate or attack the League of Merchants vessel, so use the statistics for the *Colbura Morann* (*Tech Book*, pg. 52-53) if necessary. The ship's crew consists of two Pilots, one Explorer, two Systems Techs, two Elec Techs, and one Arms Tech. Hammas and his two guards are passengers. The ship stores include medical supplies, scanners, and extra weapons for each crew member. The Urygan campsite harbors about 50 tribesmen, led by General Arynaj. Basically it is a loose array of low huts with fires during the night and Urygan constantly milling about. The site is only 5km southeast of the *Azyr Nebula*, and the colony ship is clearly visible during daylight hours. At night the ship can be seen as a myriad of reflections in the distance.

5.4 THE TASK

Since Werrym Hammas has several goals, the PCs are likely to attempt various tasks as well. If they wish to keep the secrets of the *Azyr Nebula* away from Hammas, they must prevent him from boarding the colony ship or eliminate him (and any data he has managed to acquire) before he leaves the planet to report to his LOM superiors. Hammas' acquisition of data might not perturb the characters greatly, but his other mission almost certainly will; the operative plans wipe out both the Churg and the Urygan and seize control of the *Azyr Nebula*. Further, if Hammas becomes aware of the PCs' presence on Thurzaj, he will not let them leave the planet alive once the colonists are destroyed.

Therefore the players must do at least one of the following:

- 1) Kill Hammas and his agents (either before or after they extract data from the colony ship)
- 2) Kill or drive off Hammas and drive off his agents
- 3) Disable the *Aldebaran Monitor* so that Hammas cannot use it to murder the colonists
- 4) Convince General Arynaj that Hammas is double-crossing the Urygan
- 5) Arm the Churg against Hammas
- 6) Destroy the *Azyr Nebula* so that Hammas can neither get data from it nor possess it

Note that this last task is quite foolhardy; though it would frustrate Hammas, it would be a deplorable waste of such a valuable artifact.

5.41 STARTING THE PLAYERS

After the PCs get to the Murhag Basin (reasons for their being there are available in Section 2.0), they will soon find out about the presence of the *Aldebaran Monitor*, via sensor scan, direct sighting, or word-of-mouth from the Churg or Urygan. From here they can decide how to handle Hammas.

5.42 AIDS

The only aid available to the PCs in this adventure comes from the Churg. They are suspicious of Hammas' intentions and will welcome any help the characters offer. Helpful players will receive food, primitive lodgings, and some wisdom concerning the dangers of the Murhag Basin, provided by scouts. If the characters prevent Hammas from taking the ship, the (surviving) Churg will offer much greater compensation—see Rewards below.

5.43 OBSTACLES

The most important obstacles in this adventure are Werrym Hammas and General Arynaj. If the General realizes that the PCs are aiding the Churg, he will instruct his tribesman to harass and eventually kill them. Hammas is planning to ascend to an altitude of 3km in the *Aldebaran Monitor* and use the vessel's four MK.15 lasers to lay waste to any exposed Churg and Urygan encampments. He will then land and board the *Azyr Nebula* with his men, killing anyone (including characters) who resists his seizure of the ship. Hammas is heavily armed and will prove a formidable opponent to the PCs.

STATS FOR NPCs: THE LEAGUE INTRUDES

Name	Lvl	Hits	AT(DB)*	Weapon:OB	Skill:Add	Skill:Add	Notes
General Arynaj Leader of the Urygan colonists on Thurzaj	15	180	1(25)**	135falchion†	80Leadshp	95Climb	Urygan "Armsman"
Werrym Hammas Works for the League of Merchants; Belt Barrier Shield	13	98	18(5)B	95BlsPI	75MA4St	85Diplo	Neo-human Criminologist
Hammas' Guards(2) Agents working for Werrym Hammas	10	90	20(0)A	100BlsRI	80FKnf	60Percp	Neo-human Armsmen
Chief Pilot Working for Werrym Hammas	10	80	8(0)V	65LsrPI	70CbtPt	65Npt	Human Pilot
Auxiliary Pilot Working for Werrym Hammas	5	50	8(0)V	30LsrPI	40CbtPt	35Npt	Human Pilot
Explorer Working for Werrym Hammas; acts as main gunner aboard the Aldebaran Monitor	10	90	12(0)V	60MLARI	75HEP	55DSrv	Human Explorer
Chief Systems Tech Working for Werrym Hammas	10	60	1(5)A	35StnPI	70MechT	55PowT	Human Systems Tech
Auxiliary Systems Tech Working for Werrym Hammas	5	40	1(5)D	25StnPI	65MechT	40PowT	Human Systems Tech
Chief Elec Tech Working for Werrym Hammas	10	80	1(5)A	35StnPI	70ElecT	55CompT	Human Elec Tech
Aux. Elec Tech Working for Werrym Hammas	5	80	1(5)D	25StnPI	55ElecT	40CompT	Human Elec Tech
Arms Tech Working for Werrym Hammas; acts as auxiliary gunner aboard the Aldebaran Monitor	10	70	8(0)A	55DisrRI	80WpnT	55HEP	Human Arms Tech
Typical Urygan Have 5 ranks of Ambush; these weapon adds apply to firearms with which the Urygan are familiar, but colonists on Thurzaj have none, so their adds with clubs, etc. will be 40-50	5	90	1(15)	75Weap	50Weap	70DSrv	Usually Armsmen
Typical Churg Most are Technicians or Research scientists; these weapon adds apply to firearms with which the Churg are familiar, but colonists on Thurzaj have none, so their adds with clubs, etc. will be 15-20	5	30	1(5)	35Weap	60Science	75Tech Skill	Professions vary

* — A = Absorption shield B = Barrier Shield V = Velocity Shield D = Deflector Shield

** — Because of the steel plate in his torso, treat all puncture, slash, and automatic/shrapnel crits to the chest or abdomen as one less severity level; i.e. "A" crit becomes no crit, "B" crit becomes an "A" crit, "C" becomes "B", etc.

† — Treat the General's blade attachment (see Section 5.21) as a falchion, using the Master Weapons Chart 3: Melee Weapons on page 66 of the *Tech Book* and the Melee Weapon Attack Table (*Tech Book*, pg 75) to determine the effects of this attack; note that the OB listed above does not yet include the -30 modifier that accompanies a MK.3 melee stack, so this must be figured in; the above OB was provided for GMs who have *Arms Law* and wish to use the Falchion chart to resolve the attack.

5.44 REWARDS

If the PCs stop Hammas from killing the Churg, Swenn Eddur, the leader of the peaceful colonists, (see Section 4.24 for a description of this physician) will offer them star charts (hardcopy) providing the location of sixteen deposits of Durandrium in the Milky Way. In addition to this near-priceless gift, many Churg (70% of the

survivors) will offer the characters personal items of varying value to collectors, etc. For each such token roll 10D10. This number is the item's approximate value in Imperial Elmonits. If the PCs save some of the Urygan by warning them of a double-cross, the tribesmen will consider them friends (i.e., not kill them) and may (50% base chance) offer Martial Arts training to aggressive, physically impressive characters.

5.5 ENCOUNTERS

At some point in this adventure, the characters will certainly encounter Werrym Hammas and/or his agents. This could occur at his landing site, the Urygan encampment, or anywhere in between. PCs will find the Urygan and Churg in many places, including the *Azyr Nebula*, various campsites, and wandering in the Murhag Basin. These and other encounters can be handled via the Murhag Basin Encounter Table and the *Azyr Nebula* Encounter Table.

ADVENTURE: COUNTDOWN

When three curious Churg find the crashed *Alscepius*, the Azyr Nebula and the eight hundred colonists on Thurzaj face possible annihilation. Only those with strong technical ability have a chance of averting the disaster, as the wreck's self-destruct mechanism is protected by a complex security system. If the PCs help the Churg, they could receive a prize of great value: a sizable cache of refined platinum and titanium.

6.1 BACKGROUND DATA

Six days after the crash of the Azyr Nebula, a young Churg female named Istyngg decided to measure the devotion of two admirers with a contest. Phornn and Dygham, the competing males, would have to accompany Istyngg into the wilderness of the Murhag Basin. Whoever found something beautiful or valuable for her first would win her favor. Both contestants agreed, and the group left the *Nebula* the following morning. By late afternoon the Churg were tired and had narrowly avoided a hungry Ahrsavv. Further, neither Phornn nor Dygham had found anything that Istyngg deemed worthy of victory. Frustrated, the wanderers headed back toward the colony ship.

After only a few minutes of travel, both of the competitors gesticulated and shouted, each proclaiming himself winner. When Istyngg topped the hill over which Phornn and Dygham had recently passed, she gasped in surprise. Only fifty meters ahead of the group a crashed spaceship rested in a blackened crater! As the two Churg boys gaped at the craft in awe, Istyngg cried "Well, there's your chance. I hope it contains a precious treasure!" Phornn led the charge down the rocky slope nearly losing his footing as the quicker Dygham accelerated past him. Istyngg watched impatiently as the rivals rummaged through the ruined vessel. As Phornn wriggled through a small hatchway, he noticed a flashing light at the top of a bulkhead. Beneath the bulkhead was a console with many other flashing lights and several levers and buttons. Fascinated, Phornn began pressing buttons and pulling levers; before long the console and in fact the entire ship emitted a dull hum which slowly grew in intensity. After a few minutes the hum subsided and a steady beeping replaced it, but by now the frightened Churg had fled the scene.

PHORNN'S MISTAKE

The ship that the curious Churg entered was the *Alscepius*, the pirate ship that collided with the Azyr Nebula while subtly pursuing the *Altair Star* (see Section 4.1).

When the ship went down, its critically-wounded captain decided that if he couldn't enjoy the plunder that his ship contained, then neither Torch Zerrim (who probably witnessed the accident) nor anyone else would either. With his remaining strength, he began a self-destruct sequence that would release the antimatter in his fuel tanks. No explosion occurred, however, for before the countdown terminated, the *Alscepius* impacted with the surface of Thurzaj, and the shock of the crash halted the countdown with six hours remaining. When Phornn tinkered with the main computer console, he inadvertently reactivated the sequence. In six hours the *Alscepius* and everything else within a 350km radius will be vaporized...

6.2 THE NPCs

It is unlikely that any of the NPCs will cooperate willingly with the characters, but any of them could greatly simplify the PCs' task by telling the story presented in the Background Data section above.

6.21 ISTYNGG

Istyngg is a vain, opportunistic twenty-three year old Churg colonist. Although she was somewhat shaken by her abduction from her Andromedan home and the sudden landing on a hostile planet, she has recovered quickly, and now she spends her time deciding how she might enjoy her stay on Thurzaj. This problem was solved by Phornn and Dygham, two young Churg who find her strength appealing. She has little real romantic interest in the rivals, but their attention is certainly entertaining. Istyngg rarely needs to search for her own food; at least one of her admirers brings her this and other gifts each day. She will be somewhat intimidated by outworlders, and if they ask her to yield information about the crashed spaceship, she will refuse to give it unless, for example, the inquirer offers to take her off-planet or for a ride in some snazzy vehicle (e.g., Grav Car, Exploration Walker, but not a dingy, damaged wheeled sedan).

Istyngg is tall (1.7m) for a Churg female and masses a slender 58 kg. Churg males find her straight black hair, brown eyes, and 'snubbed' features attractive (Ap: 89), but outworlders used to more sophisticated looks are likely to deem her homely. Still, Istyngg's near-perfect Churg memory does not contain any great tragedy as of yet, and her fresh, idealistic outlook can be quite charming (35 Seduc) to those who do not see through her ploys; the PCs might be the ideal victims.



6.22 PHORNN

Phornn is a true Churg: at age nineteen he already displays a mastery of several theoretical sciences, and he is quickly becoming a skilled Tech. The inquisitive youth is captivated by mechanical devices; Swenn Eddur has scolded him twice for probing restricted areas in search of interesting gadgets. Phornn is not sure what damage he caused to the *Alscepius* and will be evasive if the PCs (or Eddur) question him about the wreck. Still, the young Churg does not yet possess the mental strength that maturity brings (SD: 58), so a harsh interrogation will probably get him to tell the story of the accident. Further, if the PCs ask Phornn's help in disarming a complex device (i.e. the self-destruct mechanism), he will give them all the aid they desire — see section 6.42.

Phornn is unattractive even by Churg standards (Ap: 33), and his flimsy, 1.6m-tall, 50 kg body brings jeers from Dygham. Phornn's hair is an unappealing rust-brown, and his eyes are green. Though Istyngg remains indifferent towards Phornn, she enjoys his witty comments and clever, inventive gifts.

6.23 DYGHAM

Dygham is an unusually energetic Churg of twenty-one who finds the challenge of survival on Thurzaj exciting. He is very opinionated and often launches into a tirade decrying the apathy of his brethren. If any Churg is a Urygan-sympathizer, then Dygham is that Churg. He admires the savage race's strength and courage; he even dared to approach a group of Urygan warriors once to try to become friends. Luckily the tribesmen did not consider the "scrawny glare-head" worth slaying, and Dygham escaped with merely a severe beating. Still Dygham maintains his respect for the Urygan, and he now wears a small hat to cover his rapidly-expanding bald spot. Dygham despises Phornn, and he will gladly offer anyone who cares to listen a version of the "accident story" about which word is spreading quickly. Unfortunately, his rendition is packed with exaggeration and untruthful, derisive remarks about Phornn and will thus be of little use to those interested in the true story.

Dygham is a tall (1.75m), heavy (75kg) Churg with black hair and blue-green eyes. He is good-looking by Churg standards (Ap: 77), but he has a growing bald spot. Istyngg favors him over Phornn, but she keeps this secret so she will not have to endure Dygham's boasting.

6.3 THE SETTINGS

Most of the action of this adventure takes place at the *Alscepius* crash site on the Phrulg Ridge (see Section 3.62), but the PCs will also spend some time near the *Azyr Nebula* where some Churg spend the day searching for plant life.

6.31 THE ALSCEPIUS

Use the layout of the *Manta Ray Explorer* on page 44 of the *Tech Book* as an approximation of the pirate ship's design. The ship contains three blackened skeletons (the pirates), a confused jumble of demolished machinery, the intact main computer console, and the cargo hold.

MAIN COMPUTER CONSOLE

Phornn effectively disabled the abort function of the Self-Destruct mechanism, but a character who makes a successful *Sheer Folly* (-50) CompT roll can halt the countdown. There are three other ways to defeat the Mechanism. First, a PC who succeeds in an *Extremely Hard* (-30) Elect roll followed by a *Very Hard* (-20) PowT roll can cut power to the reactor, and safety backups will engage, breaking the connection between the Self-Destruct Mechanism and the magnetic bottle containing Andrium. Second, a successful *Absurd* (-70) MechT will allow a character to safely disassemble the Mechanism. Finally, a PC who can complete a *Severe* PowT repair project can set up a timed hyperspace jump, such that the *Alscepius* will shunt directly from the planet's surface to a location in space. This last method is very dangerous; if a character attempts it, use the *Malfunction/Repair Chart* (*Tech Book* pg. 62), and if the total roll is -50 or below, ignore the result listed and tell the players the following: 1) you managed to rupture the magnetic bottle, and everything within a 350km radius just disintegrated; and 2) create new characters. Note that the GM should not suggest any of these methods; let the PCs come up with them for themselves. If the characters convince Phornn to describe exactly which levers he pulled and which buttons he pressed (Churg have virtually flawless memories), then the *Sheer Folly* (-50) CompT roll suggested above will become merely *Medium* (+0).

CARGO HOLD

The Cargo Hold contains approximately 450 cumets of platinum and titanium ore, worth c. 10,000 Imperial Elmonits. The drawback here is that the hold is buried under several tons of rubble; clearing a pathway to the Hold without proper tools should take at least four or five hours.

Since this leaves little time to stop the destruct sequence, wise PCs will postpone their greed until the area is safe; this could provide an excellent method for the GM to teach the characters a lesson in patience.

6.32 THE CHURG ENCAMPMENT

During the hot daylight hours, some Churg search among rocky outcroppings for edible plant life. The group that includes Istyngg, Phornn, and Dygham numbers about thirty. Each Churg has a water flask and some vegetables to eat while resting. The gatherers will be wary of outworlders, but they will speak with characters if they do not behave violently.

6.4 THE TASK

The task in this adventure is simple; either prevent the completion of the *Alscepius*' Self-Destruct Sequence or relocate. Note that the players might simply want to leave the area and ignore the fate of the Churg, but this is unlikely given the wealth available on the *Alscepius* and the *Azyr Nebula*. Further, friendship with the Churg could become an asset — see Rewards below.

6.41 STARTING THE PLAYERS

In Section 2.0 there are some suggestions for why the PCs would be on Thurzaj. Once this is determined, the adventure starts when the players encounter a group of Churg foraging among the volcanic rocks of the Kig Ridge in the waning hours of daylight. Soon after the characters arrive, three young Churg arrive and begin chattering excitedly. When they notice the PCs, they become quiet and nervous. The outworlders must quickly establish communication with the shy beings, for the six-hour countdown aboard the *Alscepius* is already beeping towards holocaustic ruin. The crash site is approximately 12km away, so the characters' chances are much better if they have a vehicle.

6.42 AIDS

Istyngg might offer the PCs some useful information if she receives some sort of compensation, and Dygham's story is practically useless. The most valuable aid in this adventure is Phornn; with his honest account of the events at the crash site, the players have a reasonable chance of averting disaster. Further, if the players help the Churg, any of the foragers will volunteer to serve as a guide, porter, etc. This could be particularly useful if a massive relocation effort is attempted. The Urygan will not cooperate, believing the story to be a ruse concocted by Swenn Eddur.

6.43 OBSTACLES

RELOCATION

The greatest obstacles to massive relocation of the Churg are the lack of vehicles and the disorganization among them. In order to escape the blast radius, a vehicle must average 60km/hr for six hours, 120km/hr for three hours, etc. It could take three or four hours just to round up 80-90% of the Churg (it is almost impossible to gather more than 90% given their variety of locations) using vehicles! Without vehicles there is no escape unless the characters can move the Azyr Nebula. See Section 4.4 for details concerning the difficulty of such an attempt. The GM might wish to add a few hours to the countdown time if the adventure seems too difficult for the characters.

THE DESTRUCT MECHANISM

Section 6.31 has information about defeating the Self-Destruct Mechanism. If the PCs are foolish enough to let the Urygasn know of the valuables aboard the *Alscepius*, the tribesmen will travel to the ship in force (5D5) to claim the cargo. If the PCs attempt to prevent this, the Urygan will attack them. At best the Urygan will be milling about the *Alscepius* disrupting repair attempts, so the characters should keep their knowledge of the cargo quiet.

6.44 REWARDS

The primary reward in this adventure is the platinum and titanium ore aboard the *Alscepius* (see Section 6.31). If the PCs are aiding the Churg, the colonists will

share food, water and medical supplies with them. If relocation is successful or if the Destruct Sequence is halted, the Churg will give the each character a trinket (timepiece, jewelry, precious metal coin, etc.) from their home on Andromeda. These items could be extremely valuable (5000 IE + each!) to a collector, Xeno-Anthropologist, or Xeno-Historian.

6.5 ENCOUNTERS

Other than the initial meeting with the Churg foragers and the trip to the crash site of the *Alscepius*, there are no planned encounters for this adventure. The GM can use the Murhag Basin Encounter Table (pg. 15) to determine other encounters.

STATS FOR NPCs: COUNTDOWN

Name	Lvl	Hits	AT(DB)	Weapon:OB	Skill:Add	Skill:Add	Notes
Istyngg	3	24	1(5)	25MA1Sw	35Seduc	45Navig	Churg 'Administrator'
Phornn	6	42	1(0)	35MA1St	90Phys	80MechT	Churg Systems Tech
Dygham	5	65	1(10)	50MA3St	60DSrv	25AdrSt	Churg Explorer
Typical Urygan	5	90	1(15)	75Weap	50Weap	70DSrv	Usually Armsmen
Have 5 ranks of Ambush; these weapon adds apply to firearms with which the Urygan are familiar, but colonists on Thurzaj have none, so their adds with clubs, etc. will be 40-50.							
Typical Churg	5	30	1(0)	60Science	75TechSkill	65Forag	Professions vary
Most are Technicians or Research scientists; these weapon adds apply to firearms with which the Churg are familiar, but colonists on Thurzaj have none, so their adds with clubs, etc. will be 15-20.							

7.0

ADVENTURE: THE LOST CHURG

This brief adventure is ideal for lower (c. 2-4th) level PCs who are not ready to face the challenge of a powerful League of Merchants operative or a group of ruthless, heavily-armed miners. If the players are using the sample characters given in Section 2.0, the GM should either tone those characters down or boost the already formidable abilities of the Giant Phlunge; otherwise the players may complete the task too quickly and easily. It will be difficult indeed to defeat the monstrosity that captured a curious Churg boy.

7.1 BACKGROUND DATA

Just a few days before the characters make their first contact with the Churg (for further information about this meeting, see Section 7.41), a young colonist called Dranigg wandered away from his home, a small campsite c. 3km north of the *Azyr Nebula*, in search of herbal medicines. Dranigg is a pupil of the Churg leader Swenn Eddur, and though he is only eighteen standard years of age, he already displays great ability as a healer. Unfortunately the budding physician is rather impetuous, and unless the PCs help him, this flaw will be his undoing. About two hours after Dranigg left the camp, he came upon a natural cave which looked like an

ideal place to find some valuable plant life. The boy was correct, for after only a few minutes of searching, he had procured several interesting specimens. Suddenly, the youth heard a horrible sucking, squishing noise behind him. He tripped, fell down, and almost fainted as he turned and beheld a ghastly sight: looming over him was a black, rubbery blob oozing purplish slime from countless pores. Dranigg attempted to flee, but the beast enveloped him as he began to stand. The monster then dragged the unconscious Churg to the back of its cave for consumption and (ugh!) egg-laying. Back at the colonists' encampment, Phynn — Dranigg's father — waits worriedly for the return of his son.

7.2 THE NPCs

The two humanoids detailed below are typical, intelligent-but-naïve seeming Churg. Though they pose no direct threat to the PCs, dealing with them is certainly annoying. The Giant Phlunge is both annoying and deadly.

7.21 DRANIGG

This Churg boy is much more idealistic and energetic than most of his brethren, and he hopes to someday become as accomplished a physician as Swenn Eddur. He is well on his way toward this goal, and his peers mock his ambition, remarking that his hormones must be imbalanced. Dranigg ignores these taunts, for his dedication to healing comes from a powerful source. Just after Dranigg and his father disembarked from the *Azyr Nebula*, Phynn fell from a 10m precipice and sustained a near-mortal injury. Swenn Eddur rushed to the wounded Churg's aid and with several hours of close attention, Dranigg's father survived. Now Dranigg is committed to helping those who are wounded.

The young Churg is of average height (1.75m) and is pudgy (80 kg), and he has black hair and brown eyes. He is shy when meeting new people, but when he feels that they accept him, Dranigg becomes boisterous and friendly. He knows nothing of combat, and if characters expect him to fight he will refuse and possibly even run away. The boy is presently unaware of his latent psionic talents (see NPC Stats).

7.22 PHYNN

The worried father of Dranigg will beg the PCs or anyone else who seems capable to find his lost son. Despite the Churg's tendency to shun strong family bonds, Phynn cares for his son, especially since he heard that the boy stayed by his side for hours while Eddur tended his injury. Phynn is tall (1.82m) for a Churg, and his fifty-three years show in his features and physique (he masses a portly 91 kg).

7.23 THE GIANT PHLUNGE

This disgusting creature averages 3.5m in diameter and due to a high liquid content masses over 800 kg! It uses a ponderous rolling motion to move along (Rate: 2m/rnd), but it is capable of occasional bursts of energy. When the Giant Phlunge senses prey, it extends vertically so that its diameter is 2m and its height is 4m. As it stretches, its many pores ooze a noxious purple fluid, and the beast pounces on the victim. After the sickening juices render the unfortunate unconscious, the Giant Phlunge completely envelopes the captive and drags it to the coolest, most damp recesses of its cave. Then another fluid oozes from the skin of the monstrosity to cover the prey. This liquid preserves the

prisoner until the Giant Phlunge's next egg-laying cycle completes. Each cycle takes five days; at the end of this cycle the creature lays its eggs (via short spines that project from several pores) in the victim after consuming a portion for its own nourishment. The Giant Phlunge's hide is very tough and resistant to attack, and the monster does not bleed, as its skin is self-sealing (not unlike a rubber tire). See NPC Stats for more details.

7.3 THE SETTINGS

The Giant Phlunge lives in a cave in the northern portion of the Kig Ridge, near the Mughrom Canyon (see Section 3.62 for details of these locations). The cave is *Extremely Hard* (-30) to find; an overhang of rust-hued rock conceals and protects it from the harsh rays of Phi lupetus. The Giant Phlunge normally resides near the mouth of the cave, but the comatose Dranigg is in the back, 30m from the entrance around a gradual bend. The floor is covered with a sticky trail of slime in varying stages of dryness.

7.4 THE TASK

If the PCs wish to obtain any rewards from this adventure, they must rescue Dranigg. Killing the Giant Phlunge will bring some formal words of appreciation from the Churg but the loss of the youth will prevent them from offering aid or compensation.

7.41 STARTING THE PLAYERS

The characters should meet the Churg at their campsite near the *Azyr Nebula*. If he sees their high-tech equipment (and probably their sizable egos when they encounter the unimpressive Churg), Phynn will nervously ask the PCs to find his son. He offers a reward for the service (see Section 7.44).

7.42 AIDS

Phynn will tell the characters Dranigg's last known direction of travel (N-N/W), and he will offer them food, water and primitive weapons — knives, spears, and clubs. If pressed, he will go with the PCs, but he has not fully recovered from his fall yet, and he would prefer to stay at the camp. In any case, Phynn's knowledge of the Murhag Basin is limited.

7.43 OBSTACLES

The only obstacles in this adventure are the Giant Phlunge and any chance encounters the characters have while seeking its lair (see Encounters below).

7.44 REWARDS

If the PCs save Dranigg's life, Phynn will give them a family heirloom that he has kept with him since before he boarded the *Azyr Nebula* in the Andromeda galaxy. It is a large timepiece of platinum and silver, and it is extremely valuable to collectors, historians, and anthropologists (worth at least 20,000 Imperial Elmonits). Further, the Churg colonists will befriend the characters, offering them food, crude tents, water, and a guide if needed.

7.5 ENCOUNTERS

The PCs will encounter the Giant Phlunge at some point if they are successful, and this will certainly take place in its cave. When the characters meet Phynn, there are still three days left before the completion of the beasts presents egg cycle, so the players should not stall. Once the eggs are imbedded in Dranigg, he cannot be saved without a *Very Hard* (-20) MdPrc roll, assuming the surgeon has proper surgical tools (Laser Scalpel, others as the GM deems appropriate). Without such tools the roll is *Sheer Folly* (-50). Other encounters can be generated with the Murhag Basin Encounter Table (Pg. 15).



STATS FOR NPCs: THE LOST CHURG

Name	Lvl	Hits	AT(DB)	Weapon:OB	Skill:Add	Skill:Add	Notes
Dranigg Has Empath list to 10th level, but has never used it and will only do so accidentally, under great stress; 6 Power Points	3	28	1(5)	5club	50MdPrc	40MdDia	Churg Physician/Semi-Telepath
Phynn Father of Dranigg	5	39	1(0)	30spear	15DSrv	10Track	Churg Researcher (Historian)
Giant Phlunge Slimy, blob-like, hermaphroditic monster; drags stunned prey to lair for later consumption	9	150	8(0)†	85Stun**	50Stalk	55Percp	

** — the Giant Phlunge must touch its target to deliver this attack, which should be treated as a Mk. IV stun attack; once the victim is stunned, the creature will try to envelop it (with a 70 OB Entangle/Envelop attack); once the target is enveloped, it suffers the 85Stun attack each round with an extra +50 OB until it loses consciousness.

† — the Giant Phlunge takes concussion damage from all attacks, but only the following types of criticals affect it: Heat, Stun, Internal Disruption, Radiation, Electricity, and Cold; further, even these Criticals usually only increase concussion damage, for the Giant Phlunge is immune to the following critical effects: bleeding, knockout, broken bones, subtractions to activity, and rounds of stun.

8.0

ADVENTURE: WAR OF THE COLONISTS

If the GM plans to use the other adventures in this module, then he or she should run this adventure last. After a few months of holding their hatred for the Churg in check, the Urygan attack. If the PCs become involved, their lives may be endangered, but if they aid the winning side, they will be rewarded.

8.1

BACKGROUND DATA

After forty standard days of disappointing hunting forays and sharing crops with the Churg (see Section 3.4), the Urygan leader (General Arynaj if he has survived previous adventures) ordered his tribesmen to attack the Churg and seize control of the Artificial Farm and Artificial Lake. No more would the proud warriors rely on the puny weaklings for sustenance! Though the Urygan have little skill at farming, and surplus stores (when located) would soon run out, the tribesmen are skilled fishermen, so the Artificial Lake might allow survival for months. The Churg cannot hold long against the Urygan onslaught, and without aid, they will lose both of the strategic areas.

8.2

THE NPCs

While this adventure highlights no new NPCs, surviving figures from the other adventures could prove important.

General Arynaj: The Urygan leader will direct the assault on the Artificial Lake. He will not remain in the rear of the fighting; rather, he will join the fighting, causing grievous damage with his artificial arm (see Section 5.21).

Swenn Eddur: Unlike the Urygan commander, Eddur will stay away from the fighting; he commands the Churg from a position in the Artificial Farm, as noted below in Section 8.3 (see Section 4.24 for details concerning the Churg leader).

Torch Zerrim and Companions: If the GM

wishes to involve the prospectors, the unsavory crew will aid the Churg in hopes of obtaining the favor of Swenn Eddur. Zerrim will avoid fighting himself, but he will loan Jakk Ermanus to the Churg if they offer him free run of the *Nebula* after the war (see Section 4.21–4.23).

Werrym Hammas and agents: If they are still on the planet alive, the League of Merchants operatives will aid the Urygan until the war is over. Then they will choose an opportune moment to strike while the fierce tribesmen are weakened from casualties. (see Section 5.22).

8.3

THE SETTINGS

Each of the following locations is a strategic point in the war. They will be protected and assaulted by each race's most capable warriors.

8.31 ARTIFICIAL FARM

The farm is housed in a geodesic dome and has two airlocks. Both airlocks have been forced open by Urygan tribesmen, and they can no longer be closed. The farm supports twenty-four varieties of edible plant life, and most of the plants grow to a height of 1 to 1.5m. Thus the many rows of crops provide cover for combatants. Following is a key to the farm layout.

Building. Originally used for food and equipment storage, this massive structure measures 200m in length and 120m in width. Its ceiling rests a lofty 30m above the ground, and there are two entrances (both locked with Palm Recognition locks keyed to the Churg colonists, -60 to defeat) on opposite sides of the structure. There are no windows. In this chamber 140 Churg wait nervously for another Urygan assault. They have repelled three such attacks so far, but Swenn Eddur and his 'troops' may not withstand another; the Urygan have weakened the door nearest the crops, and it will not stand long. Soon the 90 Urygan warriors will pile in, slaughtering anything in their path. Unbeknownst to the tribesman, there is an unlocked hatchway near one corner of the building leading to another large storage area below. This is where Swenn Eddur has hidden the surplus harvest. The Churg will guard this hatchway more closely than any other area of the structure.

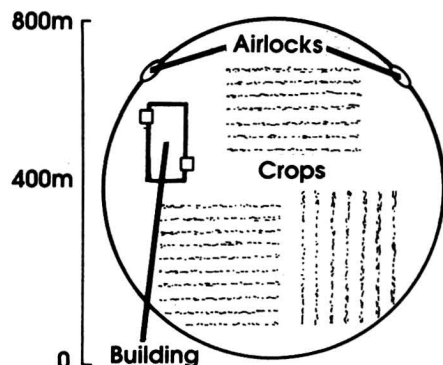
Crops. The 90 Urygan warriors crawl amongst these plants, waiting for another order to charge from their sub-commander. The savages have created trenches and foxholes in the soft soil for concealment, and they are arranged in groups of three. These crops are crucial to the Churg's survival, for though the Murhag Basin offers some edible plant life, there is not enough available to support all of them without a farm harvest.

8.32 ARTIFICIAL LAKE

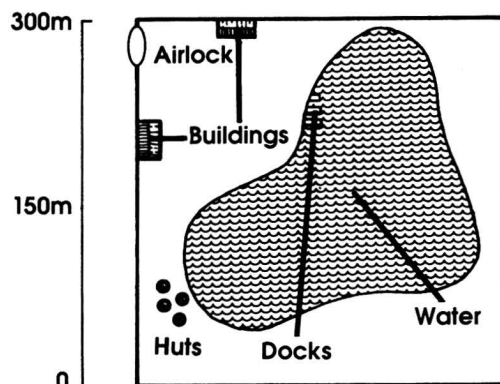
The Artificial Lake building has one large airlock, temporarily jammed open with some broken beams and timbers. If these obstacles are removed, the doors will slam shut. At this point, one must defeat the Palm Recognition lock (-60) or force the door open with a *Sheer Folly* (-50) St roll.

MULTIPLE VIEW OF AZYR NEBULA INTERIOR

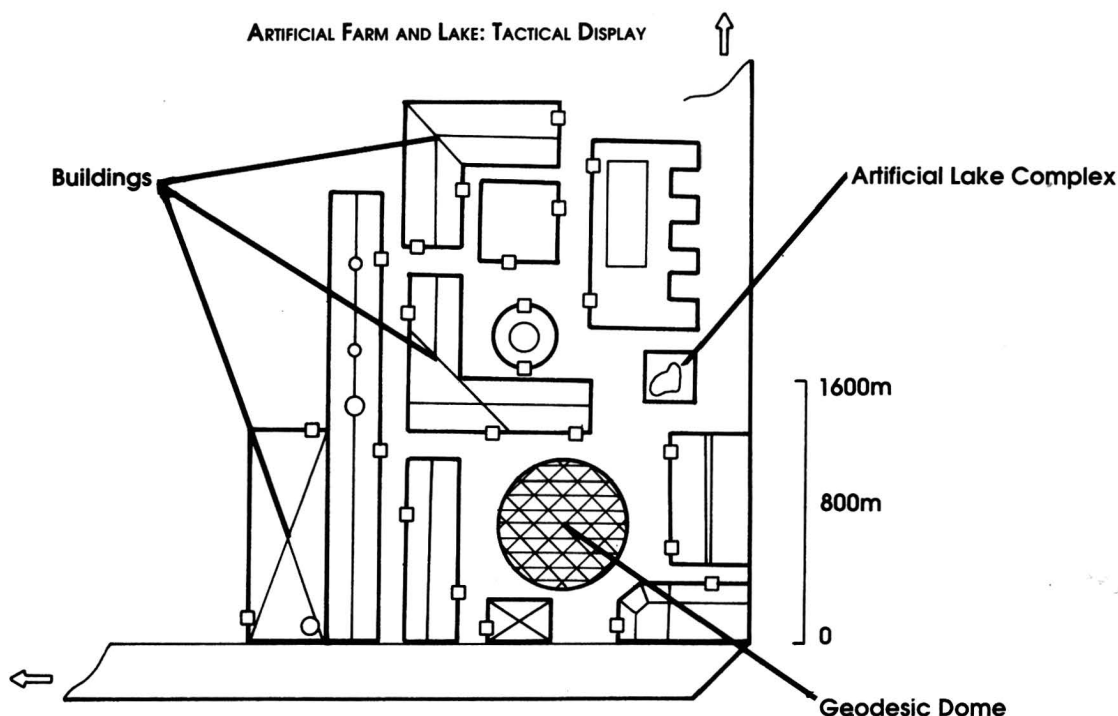
GEODESIC DOME FARM INTERIOR



ARTIFICIAL LAKE COMPLEX



ARTIFICIAL FARM AND LAKE: TACTICAL DISPLAY



Buildings. These buildings are 45m long, 20m wide, and 7m high. They once contained several rafts and fishing equipment, but the Urygan have looted them of anything valuable. The tribesmen control these buildings, and when he is not fighting, there is a 40% chance that General Arynaj will be in one of the buildings with several sub-commanders making plans.

Docks. At the docks there are two large (10m) smashed rafts and some rope. 90% of the time there are 2-10 (2D5) Urygan lookout here as well.

Huts. A large collection of huts house the 150 Urygan warriors who control the lake. Each unattractive but functional hut houses 8-10 Urygan, and the loud chatter of tribesmen can be heard dekameters away. The huts also typically contain a few personal effects, several crude weapons (clubs, spears, etc), and extra food and water. General Arynaj's hut (or his replacement's) is over twice the size of the others.

The Water. In the center of the (drinkable) fresh water lake is a large floating platform where 40 Churg are making a last stand.

Tied to the platform are two long rafts, each capable of holding 15 Churg or 7 Urygan. The Urygan have no working rafts, but they have managed to launch two successful assaults by swimming to the raft under the cover of night. The Churg on the platform do have some fishing equipment, and there is plenty of water, so they will not starve or die of thirst. However, the daylight hours on the exposed raft are grueling. Sadly, the Urygan have informed the stranded colonists that surrender is not an option.

STATS FOR NPCs: WAR OF THE COLONISTS

Name	Lvl	Hits	AT(DB)	Weapon:OB	Skill:Add	Skill:Add	Notes
Urygan Subcmdr (5)	8	120	1(20)	95Weap	70Weap	90DSrv	Usually Armsmen
Have 9 ranks of Ambush; these weapon adds apply to firearms with which the Urygan are familiar, but colonists on Thurzaj have none, so their adds with clubs, boulders, etc. will be 55-70.							
Churg Subcmdr (10)	7	55	1(10)	50Weap	85Science	95Tech Skill	Professions vary
Most are Technicians or Research scientists; these weapon adds apply to firearms with which the Churg are familiar, but colonists on Thurzaj have none, so their adds with clubs, etc. will be 25-35.							

8.33 TACTICAL DISPLAY: ARTIFICIAL FARM AND LAKE

This display shows the spatial relationship between the Artificial Farm and Lake. Both buildings are on the top level, and there are several neighboring buildings which could provide a base for the PCs and their allies (either the Churg or Urygan), if any. After casualties, there are approximately 170 Churg and 140 Urygan outside of the Farm and Lake. Use the Building Contents Chart (Section 4.33) to determine who controls a given building that the players intend to use.

8.4 THE TASK

The PCs can help the Churg by performing one of the following tasks:

1. Eliminate/distract the Urygan in the Artificial Farm so that the Churg trapped there can escape and/or go to help their brethren in the Artificial Lake.
2. Eliminate/distract the Urygan in the Artificial Lake Complex so the Churg can leave the floating platform and escape.
3. Lead Churg reinforcements (who might otherwise fail to organize in time) to either the Artificial Farm or Lake to save the colonists there.

Of course the players are welcome to come up with their own ideas as well. If they wish to help the Urygan, they might simply slow the Churg reinforcements or actually join the tribesmen in battle to eliminate the Churg. They could also blow the door at the Artificial Farm building or provide the Urygan with transportation to the floating platform in the Artificial Lake.

8.41 STARTING THE PLAYERS

The characters approach the *Azyr Nebula* and witness a scene of carnage: towering Urygan are beset by two or three Churg at a time, bodies lay sprawled about the colonists' campsites, and the cries of wounded Churg are piercing. Injured Urygan suffer in silence, writhing to take the pain.

8.42 AIDS

The aid available here is straightforward; the PCs will receive weapons, shelter, food and water by whichever side they intend to

help. Note that the Urygan will not accept help unless they deem the characters powerful warriors. If the PCs approach the Urygan and do not impress them, the tribesmen will try to kill them. Both sides have scouts who can show the outworlders strategic locations.

8.43 OBSTACLES

If the PCs choose a side, the main obstacle here is the opposing faction. If the characters do not choose a side, then both factions will view them with suspicion and mistrust, and neither will aid them.

8.44 REWARDS

If the PCs are on the winning side, the victors will offer them permanent shelter, food, and water aboard the *Azyr Nebula*. They will be allowed to explore the ship with only a modest escort (a very surly escort if the Urygan are triumphant), and any skills that the colonists have will be taught freely to those wishing to learn them. Further, the colonists will honor requests for information about their Andromedan home. If the characters help neither side, the Urygan will almost surely win. Their victory could be short lived if Werrym Hammas is involved and survives (see Section 8.2). The PCs will obtain no rewards (except threats and perhaps death) if the Urygan win without their help.

8.5 ENCOUNTERS

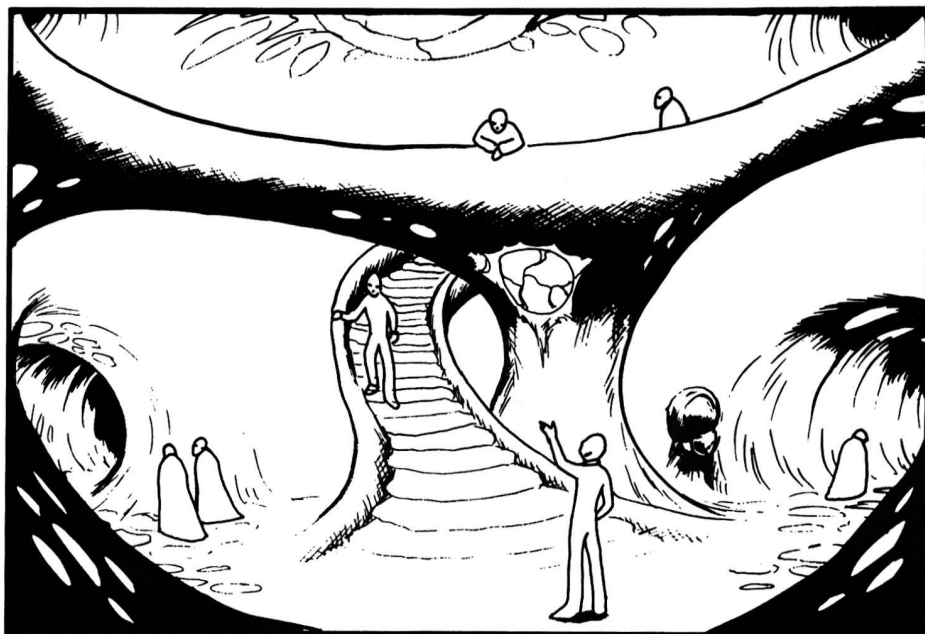
The following encounters should provide interesting action during the conflict.

8.51 ERUPTION

As battles aboard the *Nebula* rage, the PCs and all of the combatants hear a thunderous roar as a volcano on the Nhagg Ridge erupts. Lava surges downhill toward the colony ship landing site, and ash begins to cloud the sky. The Urygan would prefer to die in battle than from a less-honorable natural disaster, so those outside the ship charge toward the vessel for safety. The PCs have only minutes to board the *Nebula* before the lava engulfs them!

8.52 AMBUSH

As the characters pass through the Mughrom Canyon (see Section 3.62) in search of edible plants, Urygan warriors ambush. After depositing a barrage of boulders and spears on the characters, the tribesmen descend to slay them with clubs and knives. If the PCs are on the Urygan's side in the conflict, they will not apologize, claiming ignorance of their allies' identity.



9.0 AZYR NEBULA ENCOUNTER TABLE

This table allows the GM to generate random encounters in each important section of the *Azyr Nebula*. Across the top of the table are locations, and sentients, creatures, and hazards are listed down the left side.

One roll should be made as soon as the PCs enter an environment, and followup rolls at specific intervals (thirty minutes is the suggested standard) while the PC's remain in a given spot, or whenever they enter a new one. The GM should also keep in mind the logistics of the situation: in any area two or more rolls could be made, as several groups could be present at once. Also, an encounter as indicated on this table does not necessarily mean combat, or even interaction. Each party must roll to perceive the other, even if they are in the same place. The GM should modify perception rolls accordingly. 'Other' is the GM's discretion, and may indicate an interesting encounter with some person(s) having nothing to do with the adventure. Or it can mean no encounter.

Chance (%) is an indication of whether there is an encounter at all; Distance is an additional factor to indicate the need for a roll, used when the PCs are travelling; Time is the time interval between rolls for encounters.

Encounter	Level 1 (top)	Level 2	Level 3	Level 4	Level 5	Level 6 (bottom)
Chance (%)	90%	75%	60%	50%	30%	40%
Distance	300m	300m	300m	300m	300m	300m
Time	30 min	30 min	30 min	30 min	30 min	30 min
Sentients						
Swenn Eddur	01-02	01	—	—	—	—
Churg Subcommander	03-05	02-03	—	—	—	—
Churg Explorers	06-10	04-06	01-02	01	—	—
General Arynaj	11-15	07-10	03	—	—	—
Urygan Subcommander	16-18	11-12	04	—	—	—
Urygan Explorers	19-25	13-17	05-08	02-03	01	—
Urygan Ambush	26-27	18	—	—	—	—
Instuctor Androids	28-50	19-40	09-20	04-05	02	—
Tech Androids	51-52	41-43	21-25	06-20	03-30	01-30
Warrior Androids	53	44-45	26-28	21-25	31-50	31-60
Repair Robot	54-60	46-55	29-40	26-40	51-60	61-75
Combat Robot	61-65	56-60	41-45	41-50	61-70	76-85
Medic Robot	66-70	61-65	46-50	51-60	71-75	86
Creatures						
Ahrsavv	71-75	66	—	—	—	87-88
Giant Phlunge	—	—	—	—	—	89-90
Hazards						
Live Wires	76-80	67-85	51-70	61-70	76-80	91-92
Unstable Floor	81-95	86-95	71-85	71-90	81-95	93-97
Fissure	96-99	96-99	86-99	91-99	96-99	98-99
Other	00	00	00	00	00	00

Notes:

When **Androids** are encountered, they are inactive 20% of the time, dead (killed by Urygan tribesmen) 75% of the time, and active 5% of the time.

Robots are inactive 70% of the time.

The **Churg** and **Urygan Sentients** mentioned above have stats in the various NPC Stats charts throughout the module.

Ahrsavv and **Giant Phlunge**s occasionally wander onto the ship via the top surface or a crack in the bottom of the hull. Giant Phlunge's will be alone and will have set up a lair. Ahrsavv will be wandering in packs of 2-5.

Live Wires criss-cross across corridors, and if touched, roll a D10. If the result is 1-4, the wire delivers an 'A' Electricity Critical, 5-7: 'B' Critical, 8: 'C' Critical, 9: 'D' Critical, 10: 'E' Critical. The GM might wish to lessen or enhance this effect depending on how well the character is grounded.

Unstable Floors could collapse (base 40% chance if stepped upon), giving the victim a Crush Critical. Roll a D10 As with Live Wires to determine severity.

For **Fissures**, roll 3D5. This is the width of the chasm in meters. Crossing this gap in the corridor should be dangerous in conjunction with Live Wires or Unstable Floors.

Thirty thousand years before the formation of the Imperium, a massive colony ship left the Milky Way, bound for a distant galaxy. Created by an ancient race, the Azyrri, the *Azyr Nebula* would launch a genetic Seeding experiment that would take thirty millennia to complete. . . . Unforseen by the Azyrri, an accident on the ship's return to the Milky Way

cuts short the experiment just months before its scheduled termination. The mishap leaves the ship's passengers—two competing races—stranded together on the planet Thurzaj. The Azyrri vanish, unable to witness the fate of the craft or its cargo. . . . But a few bold travelers encounter the *Nebula* on its bizarre, suspended mission. What secrets lie sealed within the Legacy of the Ancients?



A **Space Master**™ Adventure Module

LEGACY OF THE ANCIENTS™



LEGACY OF THE ANCIENTS includes detailed descriptions of the massive colony ship *Azyr Nebula*, the barren planet Thurzaj, the belligerent Urygan race, and five adventures full of action and intrigue!

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- A party of exploring colonists accidentally triggers a crashed pirate ship's self-destruct mechanism. Can you stop the destruct sequence or relocate the colonists before they and the ship are destroyed?
- A young colonist is seized by the deadly blob-like phlunge. Can you rescue him?
- Racial tensions rise to a boil. Will you remain aloof, or take sides in the impending fight for control of the *Azyr Nebula*?

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