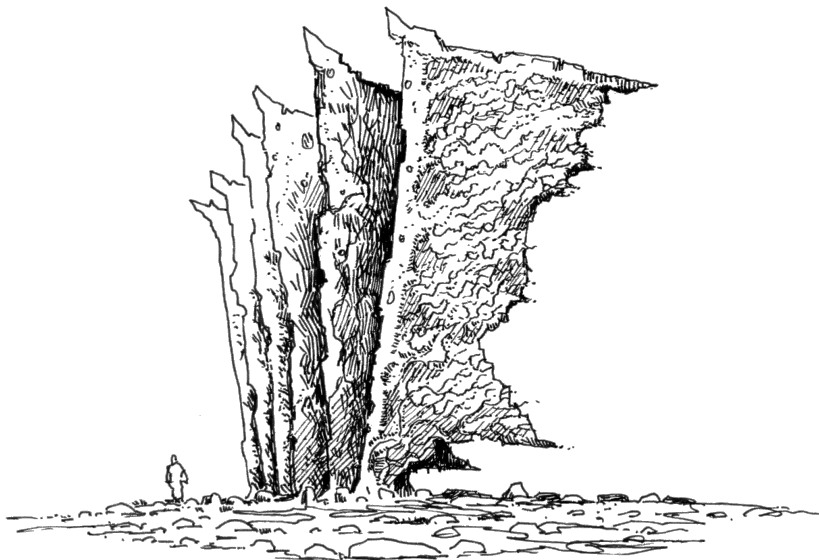
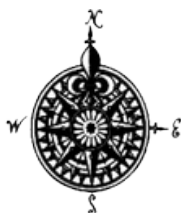


Gods of Air and Water



Johua De Santo



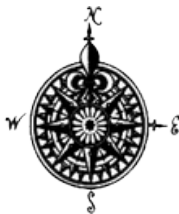
Genius Loci Games



For my Son and Daughters.
Someday we'll explore galaxies and dying worlds together.

Credits

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Introduction

Gods of Air and Water is a short Adventure meant to be played with **Barrel Rider Games'** *White Star* Sci-fi adventures roleplaying game and is completely compatible with **Mythmere Games'** *Swords & Wizardry White Box* roleplaying game.

Gods of Air and Water draw the players to the world of Valsuum. A dying world that was once the jewel of a solar system spanning empire. Now, however, Valsuum, is but a desolate rock whose people struggle under the "gods" who control the dying world's air and water creation and use advanced technologies and fear to subject the peoples who still call Valsuum home.

Races of Valsuum

Once long ago Valsuum was the jewel of a solar-system spanning empire. A world of wealth, knowledge and the study of The Way. During this time many different peoples and races called the shining world home. Now, however, Valsuum is home to but three races, each of who are in a consistent struggle over the scant resources the world still provides as well as the favor – and thus the air and water – of the gods.

Brumans

Small rat-like creatures, the Brumans have created vast underground networks and cities, drawing as much as they can from the depths of Valsuum. The Bruman are tradesman and merchants who are always looking for a deal and will trade nearly anything – including intelligent life – in the name of profit.

Level	XP	HD	BHB	ST
1	0	1	+0	17
2	1,500	2	+0	16
3	3,000	3	+1	15
4	6,000	4	+2	14
5	12,000	5	+2	13

Bruman Racial Class Abilities

Weapon and Armor Restrictions: Brumans are proficient with clubs, daggers, short bows, and light crossbows and are limited to light armor.

Fade into the Background: When not in combat, Bruman have an excellent ability to fade into the background and become almost unnoticeable and can move in near complete silence.

Hard Target: Due to their size and their natural speed, Brumans are typically very hard to hit and receive a defensive bonus to their AC[AAC] in combat (-1[+1] medium-sized attackers, -2[+2] Large-and-greater-sized attackers).

Missile Masters: Brumans are crack shots with missile weapons and receive a +2 when firing missile weapons in combat.

Languages: Brumans are able to speak their own tongue and can speak in the Trade Tongue.

Humans

Humans were once the masters of Valssum and have fallen the hardest of all the remaining three races. Humans, live in small semi-nomadic communities who roam the northern and western flatlands of Valsuum and are in a near consistent state of skirmishes with the other tribes of humans. Some humans, however, have broken free and struggle to become like the great cultures of the past.

Humans from the "Reborn" cities of Sulfur and Zandga are often at odds with one another. While the people of Sulfur are open to all the peoples and races of Valsuum and exalt education and philosophy above all else, the Zandgians are a militaristic culture that believes in discipline, order, and a human centric point of view. Only humans from Sulfur and Zandga can be **Pilots** and **Aristocrats**.

Tars

Large 10-foot tall, four-armed aliens with a vaguely reptilian visage. The Tars are a nomadic people who move from ruined city to ruined city, savaging for the technologies of the past and eking out a living away from the "gods" of air and water. Unlike the Brumans and the Humans, the Tars do not suffer the "gods" and would rather die than kneel before them. As such the Tars often attempt to take down the sky ships of Sulfur and Zandga for supplies of food and water.

The Tars follow the **Alien Brute** class featured in *White Star*.

Technology of Valsuum

Valsuum was once a place of grand and advanced technologies but with its fall much of that technology was lost to the sands of time. In recent years the Sulfurites and the Zandgians have rediscovered many technological trades and methods, but still the peoples of Valsuum are prisoners to their world and have no way to escape its harsh environments.

While many of the technological items found in *White Star* are not openly available, there are many ancient ruins and complexes that may still hold the technology of the lost ages. However, while most technology has been lost, some still exist in some way.

Firearms: Fire arms are the preferred range weapon of both humans and Tars. Tars have a race-specific fire arm known as a "Caster" a large energy projection weapon cobbled together from the remains of old Valsuumian technology. The Caster requires at least three hands to operate (1 on the trigger function, 1 on the bolt slider, 1 on the forward, secondary trigger function).

Caster — DMG 2d6+2; ROF 2; Rng 100 ft; Cost 15; Wt 150

Sky Ships: Sky ships operate much like the space ships in *White Star*. The big differences being a lack of shields, the inability to break atmosphere, and the ability to be boarded in grand swashbuckling style!

Star Swords: As in the *White Star* core book. These weapons are rare indeed and those few men and women who hold one are often treated with a respect usually reserved for the "gods".

Adventure Summary

Gods of Air and Water is a 1st level adventure. In the course of the adventure, the players will discover the truth of the gods who supply Valsuum with water and air. The adventure starts with a shooting star and the rocking of the earth. The players all of whom are nearby for whatever reason find that it was not a star but a small star-ship, a construction that none of them have ever seen. A lone figure emerges but is quickly set upon by strange humanoid beings in black shining metal armor and helmets.

The adventure continues as the players attempt to gain entrance into one of the Pillars of Air and Water. Once they gain entrance to the Pillar, a labyrinth of rooms and stations greet them until they come upon their "gods" a race of insect-like beings who are truly responsible to Valsuum's death as they have been for generations untold stealing the planet's life-force for unknown ends.

The Adventure

Shooting Star

It is possible that the players are all part of a group of tribal raiders or hunters, or possibly Tars savagers, or even Sulfurite surveyors when the sky breaks open and the shooting stars blazes toward the wasted land of Valsuum. It is also quite possible that each of the players are on their own, perhaps enduring some rite of adulthood or as an exile from their people due to some unknown and horrible crime. Whatever the reason for their presence in the wastelands read or paraphrase the following:

The sky splits with the sound of thunder as the red swirling clouds of Valsuum break – a first in your life – revealing for just a moment brilliant blue and white. The thunder cracks again, and spear of fire flings itself from the clouds and flies toward the earth. A moment, a heart beat and the ground shakes as the objects impacts, throwing you off your feet and before you have a chance to stand a great wall of dust and debris barrels toward you, breaking apart all in its path.

With the debris wall quickly moving toward the players no matter their location they will need to act fast. The landscape of the Valsuumian wastelands is littered with rock outcroppings, sudden depressions and the occasional cave. Time, however, is short and the wall of dirt and debris is deadly, dealing 6d worth of damage to anyone to foolish or to slow to escape it.

Once the dust clears and the ambient light of the cloud covered sky returns the players can investigate what caused the wall of dust and debris and the object from the sky. Since Valsuum is in a relatively stable solar system and its ancient lords had mined most asteroids to nothingness, shooting stars are incredibly rare, so much so that they are the stuff of legends. Locating the source of the disturbance is easy enough, as rock and dirt have been thrown up around the crashing object, creating a large cut in the land that smokes with small fires.

When the players approach within 500 yards of the crash site a long, flat sky ship descends from the sky, and several figures in black, armored body suits and helmets repel down the sides toward the cut. Read or paraphrase the following:

The ground crackles with fire around the cut as the sky ship hums above, lending a feeling of tension to the world. That tension is broken when a scream issues forth from the cut and a woman is dragged out of it by the black figures. You can barely make out her yells from you are: "Help me! Someone, help me!"

If the players act they are engaged by four of the black armored figures. If they win the day the sky ship will attempt to depart, however, the repel lines have been left down giving the players the option of attempting to board and overtake the ship. If the players decide to do nothing the Black Guard will capture the woman with ease and retreat to the east.

Black Guard (4) – AC 5 [14]; HD 1; HP 4, 3, 5, 5; ATK Pistol (1d6+1), Sword (1d6); Saving Throw 18; MV 12; HDE 1/15

If the players study the crashed object they find the badly burnt and mostly destroyed remains of an ancient Valsuumian single occupant space craft. Inside they will find a laser pistol and a crumbled note written in Trade Tongue and smeared with blood: The gods are a lie.

If the woman has been saved she will introduce herself as Dlaris before quickly succumbing to her wounds and collapsing to the ground. Any investigation will show that she is alive, but in need of rest and time to recover. The nearest settlement, a Broman trade outpost lay to the South about a half day's march. If the players decide to aid the injured woman. If they don't a question has been raised regardless and the sky ship either did or attempted to escape to the East, the only thing that way being some ancient ruins and a Pillar of Air and Water.

Broman Outpost

The Broman Outpost lay half day's march South of the crash site along the edges of the Thoris Crag. The outpost is a small but bustling place providing all the bare essentials needed for surviving in the harsh lands. News has already spread about the fire spear from the heavens and if the players come directly from that direction they will be assaulted with many questions about the object.

The only inn in town is a squat low-hanging place that charges a single credit a night. After a few hours of rest the woman will recover enough to wake and relate her story if the players wish her to.

She was a handmaiden to the Lord of Zandgia.

Her Lord gave her as a sacrifice to the gods.

She was taken to the Pillar of the East and left, bound and gagged at its base.

She was left like that for more than a week and eventually passed out on the verge of death.

She awoke, hale and healthy within the pillar but was contained to a single room.

She awoke one night to find the Black Guard in what she had come to consider her room.

The Black Guard informed her that she was to be a "feast" for the gods.

In a panic she escaped, found the strange sky ship (space ship) and escaped but not knowing how to pilot it soon crashed.

While in the Broman outpost the players have a 3 in 6 chance to run afoul a group of Mercenaries from the city of Zandgia who have been dispatched to retrieve and redeliver Dlaris to the Pillar.

Zandgia Mercenaries (3) - AC 4 [I5]; HD 1+1; HP 5, 4, 6; ATK Pistol (1d6+1), Sword (1d6); Saving Throw 18; MV 12| HDE; 1/15

If the player have run afoul the Zandgia Mercenaries they will be asked to leave in a rather forceful manner by the Bromans of the outpost.

The Way East

It is a six day march from the Broman Outpost to the Pillars. Once during this trek the players have a 4 in 6 chance of running afoul of one of the following:

Roll(2d6)	Encounter
1 – 2	Tars Salvage Band
3 – 4	Black Guard Sky Ship
5 – 6	Small Ruin
7 – 8	Broman Trading Caravan
9 – 10	Dust Storm
11 – 12	Sand Worm

Tars Salvage Band – While traveling East the players encounter a Tars Salvage Band either on the way to or on the way from a Valsuumian ruin. While hostile the Tars are not looking for a fight and may be able to be dealt with through more diplomatic means.

Tars (4) - AC 7 [I2]; HD 2+2; HP 8, 7, 10, 5; THB +2; ATK Rifle (1d6+2), Caster* (2d6); ST 17; MV 12; HDE 2/30; SPC *Only one of the Tars is equipped with a Caster

Black Guard Sky Ship – A sky Ship with the same markings as the one from the beginning of the adventure will appear in the distance. If the Ship sees the players (save to hide) it will circle around and four Black Guards will descend.

Black Guard (4) – AC 5 [I4]; HD 1; HP 4, 3, 5, 5; ATK Pistol (1d6+1), Sword (1d6)| Saving Throw 18; MV 12| HDE 1/15

Small Ruin – In the sands and desolation of the wastes the players come across a small, secure ruin of the lost age of Valsuum. Investigation of this ruin can uncover a single piece of high-technology (i.e. Star Sword, Energy Shield, etc). The ruin also provides a good place to rest for the night.

Broman Trading Caravan – The players come across a Broman Trading Caravan moving toward the Broman Outpost on the edges of the Thoris Crags. They are willing to sell any normally available supplies and equipment (but no weapons or armor) at a 5% mark-up from list price.

Sand Storm – As with the Beginning of the adventure. If the players are caught in it they will be dealt 3d6 damage and potentially be blinded for 1d6 hours if a Saving Throw is failed.

Sand Worm – A Giant Sand Worm burst from the ground and ingests any player who did not succeed their Saving Throw.

Tars Ruin

Near the end of the six day trek to the Pillar the players encounter a grand ruin of what was once one of the great cities of Valsuum. While the city appears abandoned it is the current home of a large band of Tars who have taken control of the southern half of the ruined city and a small band of Giant Hairless Apes who control the Western half and enjoy the taste of all the races of Valsuum.

Tars (200) - AC 7 [12]; HD 2+2; THB +2; ATK Rifle (1d6+2), Caster (2d6); ST 17; MV 12; HDE 2/30

Giant Hairless Ape (20) – AC 7[12]; THB +1 ATK head butt (1d6+2) or 2 fists (1d6); ST 17; MV 18; HDE 1/15

The Tars community is fiercely territorial and does not trust the other races of Valsuum (or indeed other clans of Tars). While they are hostile and quick to violent action it is possible to enter into more diplomatic talk with the four-armed nomads. Unfortunately, the same cannot be said for the brutish, dark-minded Apes. The creatures have intelligence but not on the level of any of the races of Valsuum and are prone to violence.

If the players are successful with the path of non-violence they will find the the Tars are a somewhat crude but good people and are willing to trade for supplies, offering many standard items at 5% less their market value. Of particular interest to the Tars are water and energy packs.

The Pillar

Approaching the Pillar

The Pillar is a tall thin object that resembles several blades of a paper fan jutting upwards from the barren earth. Their or no immediate entrances noticeable, however, investigation and patience reveal a hole nearly a hundred feet up that shimmers into existence to allow Sky Ships entry (Area 5). Further investigation finds a similar portal along the northern side at ground level that shimmers into existence twice per day and ejects noxious odor (Area 1).

Traveling in the Pillar

While traveling within the Pillar the players have a 2 in 6 chance of activating a security system in the hallways. Once activated this security system will fire bolts of energy (1d6+1 dmg) at the players until they are dead or exit the area. Once the players leave an activated area the system will reset.

Area 1

Entrance from the Northern Portal leads to a long tube with ladder rungs. After nearly a hundred yards the tube opens to a narrow, rectangular room encrusted with rot and debris. Pieces of meat, bone, and consoles litter the floor.

Whatever this room may have once been it has since become a refuge dump. Movement in this room is difficult and any player who does not succeed a saving throw becomes sickened for 2d6 rounds.

Area 2

A large squarish room with hundreds of pipes snaking along its walls, blowing jets of scolding steam and dripping water from millions of hairline cracks and fractures. Two large beings that resemble bi-pedal cockroaches are busily trying to repair one of the pipes.

These beings are the true "gods" of Air and Water. A collective of scum from across the universe hellbent on destroying planets and stealing away a world's living life-force in process. If they notice the players they will attempt to flee instead of fight.

Hoords (2) – AC 7[12]; HD 1+1; HP 4, 7; ATK Weapon (1d6+1); ST 17; MV 16; HDE 1/15

Area 3

Giant tubes filled with a strange multi-colored plasma line the walls of this room. If you get close enough you can almost hear a small musical hum coming from each of the tubes.

The tubes of Area 3 hold and store the Valsuumian life-force that the Hoords have thus far collected from this singular station. If destroyed the life-force will explode outward, killing all who fail a Saving Throw and completely healing all who succeed.

Area 4

Consoles and terminals fill the room, lights blinking crazily. In the center a giant holographic project of Valuum is displayed, slowly spinning in the nothing. Every so often a pillar of light can be seen rising from the planet. Two Hoord are busily working a station, adjusting dials and levers as a third speaks to a holographic representation of the Lord of Zendga. "Your sacrifice is lost. Another must be prepared!" The Hoord says in perfect Trade Tongue.

"It isn't that simple! I can't just toss every other handmaiden to you! People will get suspicious."

"Then you will lose or favor. The extra allotment of water and the thicker air your city breathes will be removed in the next three cycles."

"You can't do that!" The Lord of Zendga yells. "My people will die!"

"Yes, they will ... unless we get our sacrifice."

A pause from the holographic figure and then a look of sad resignation fills his shoulders. "Very well. How many?"

"Only one ... your daughter should do nicely."

The hologram vanishes just as the Lord of Zendga begins a force yell.

If the players are not noticed by the Hoord in this area they could easily surprise them.

Destruction of the consoles in this room, will cause the Pillar to self-destruct, giving any living thing within the Pillar a scant five minutes to evacuate.

Hoords (3) – AC 7[12]; HD 1+1; HP 6, 3, 5; ATK Weapon (1d6+1); ST 17; MV 16; HDE 1/15

The Hoords are typically cowardly and will attempt to run instead of fight.

Area 5

Several small Sky Ships rest in this room. From the inside it appears to be missing its outer wall revealing instead the landscape of Valsuum.

The room holds seven of the Black Guard, all of who are busily maintaining or rebuilding the skyships in the large bay. If the players have set off the self-destruct in Area 4 this room will be in a panic as Black Guard attempt to flee aboard the Sky Ships.

Black Guard (7) – AC 5 [14]; HD 1; HP 4, 3, 5, 5, 2, 4, 6; ATK Pistol (1d6+1), Sword (1d6) Saving Throw 18; MV 12 HDE 1/15

Area 6

A small square shaped room with tightly packed double bunks. A locker rests on wither side hanging open.

This area is the Black Guard quarters and is thankful empty of any Black Guard. A Search of this room uncovers 100 credits, 2 medkits, a star sword, and a sharpeners stone.

Area 7

Empty

Concluding the Adventure

If the players destroyed the Pillar the area around where the Pillar once stood begins to fill with water. While not immediate, within the next year the majority of the Valsuumian waste lands between the Broman Outpost and Zendga will flood, creating the first ocean seen on Valsuum in nearly ten generations.

If the players do not destroy the Pillar they should be confident to know that their harsh gods are false and can be easily removed. Unfortunately with a lose of the gods in the East a power vacuum appears and soon the Broman and the Zendgians are warring over rights of the Pillar with the Tars under xenophobic leadership begin to raid both sides in the way.

No mater the outcome, it is a great and dangerous time to be an adventurer on Valsuum after this.

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