

MAIL CALL

AN EXTENDED WHITE BOX SCI FI ENCOUNTER

ADVENTURE LOCATIONS - SCIENCE FICTION



BY
ANTHONY C. HUNTER

SLEEPING GRIFFON PRODUCTIONS



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Mail Call - An Adventure for White Star

This adventure setting is designed with 4 to 6 3rd to 5th level characters in mind. The referee may wish to adjust the encounters accordingly to properly challenge a weaker or stronger group.

INTRODUCTION - "HI, MY NAME IS BOB AND I'LL BE YOUR ADVENTURE TONIGHT!"

When traveling through the fringes of civilized and settled space, many spacers make extra money by delivering mail along their planned route. It gives them extra Credits, a chance to meet new people and possibly garner new opportunities for adventure and commerce.

The player characters can either be passengers aboard a ship traveling the fringes of space, or the crew of such a ship (perhaps one of them even is the captain of this ship), and the ship is about to make port for a few days on a sparsely settled frontier world known as Bahalle. There is a rudimentary landing area with refueling and minor repair capabilities at a small settlement named Havensport where the ship is scheduled to land, refuel, drop off mail and take on any local mail or cargo as needed. The ship is scheduled to be in Havensport for four standard days.

The ship sets down in the late afternoon and the captain informs the crew and passengers that per their tradition, the Mayor of Havensport and his wife, The Griffons, will serve a complimentary home-cooked dinner to all who wish to partake to give them a break from eating deep space cuisine.

Havensport is a fairly low tech settlement, with the exception of the rudimentary space port and some odds and ends of equipment, most of the settlement operates at a level about equal to early 20th century earth. There is electricity and running water, but the computers that are found locally are dedicated to running the local government and the port itself and have limited access beyond that, and access is limited to local officials.

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The food is very tasty and wholesome, and consists of real meats and vegetables that are grown in local gardens, as opposed to synthetic substitutes that are typically used in space or on over-crowded planets. Of special note is the cheese, a variety made locally in the Griffon Creamery, it is a very delicious tasting cheese, with a slightly sharp flavor and goes well with many different dishes. The Griffon's ship their cheese to several different planets and have a few regular distributors among their space-faring visitors.

The people of Havensport are very friendly as long as the visitors are well-behaved, and those visitors who start trouble will find themselves either confined to their quarters aboard ship or cooling their heels in the local jail until time for the ship to leave or until they may be 'drafted' to assist with local problems as 'community service.'

During the first night in Havensport, about three hours after midnight, alarms begin to sound and shots are fired from outside the ship. If the characters investigate, they will see a number of structures on fire and it is apparent that someone or something is attacking the settlement from the forested area to the west.

WHO'S DISTURBING MY SLEEP?

Lady Kyree Myluss, a Void Knight, has found an ancient ruin deep in the forest a few kilometers from Havensport, but it is blocked by more rubble than her lieutenant and his locally-recruited alien thugs can manage to clear by themselves, so she has sent her Lieutenant, Rarrkoo, an Alien Brute and his thuggish hirelings to obtain some locals to assist in the heavy labor, whether they wish to assist or not.

Rarrkoo's crew have set fire to several of the buildings to draw attention to one side of the settlement while the main body of them break into the dormitories of the unmarried workers on the other side of the settlement and are making off with as many people as they can force to come with them. By the time the

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player characters can react, at least a half dozen kidnappers have made their way into the dark forest, herding at least two dozen citizens with them.

If things being going badly for the attackers, Rarrkoo will order them to charge the defenders, quietly making his own escape during the confusion of battle.

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Alien Thugs (12) AC: 5 [14] (reinforced leather armor) HD: 1+1
Total Hit Bonus: +1 Saving Throw: 17 HDE/XP: 1/15
Hit Points: 3, 4, 4, 5, 7, 2, 4, 4, 3, 5, 3, 4
(this does not include those who have taken prisoners already)

Attacks: Sonic Stun Rifles (Save -2 or be stunned for 1d6 turns) -
No additional damage

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AFTERMATH OF THE ATTACK

After all the reports roll in to the mayor, he will find that several buildings were damaged (possibly a couple destroyed) and at least one dozen citizens are missing, as well as several dead, most of the dead being from the settlement security forces. As the security forces are needed to protect against possible return attacks and to guard the space port itself, the mayor will ask for volunteers to go after the alien kidnappers to see about returning the missing citizens to the settlement. If any player characters were jailed or confined to quarters earlier, they will be conscripted into helping in return for charges against them being dropped.

The Mayor will allow any characters that need equipment their choice of one laser pistol or laser rifle and one melee weapon from the settlement Armory as well as an armored vest (light armor) and a tactical pack for each containing: First Aid Kit, three days concentrated food supplements, 50' grapple cord with launcher, thermal blanket (it gets cool at night here), and a

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locator compass that will enable them to find their way back to the settlement should they get lost or turned around.

The mayor also assures them that if the ship they arrived on has to leave before they return, he will guarantee them a berth on the next ship that stops by, that there is usually one every month or so.

WHAT THE LOCALS KNOW

The Mayor and the other locals will identify the alien attackers as natives of the planet, and indicate that they have a small village at a fork in the river a few kilometers to the west, but that they have always been peaceful, just the occasional troublemaker or rowdy drunk when they have come into the settlement.

They will also indicate that there is some type of ruined building off to the southwest a few kilometers, at the base of the mountains, which is the direction the abductors were traveling when they left the village.

MOUNTING A RESCUE ("THEY WENT THATAWAY!")

Following the trail of the raiders into the forest will not require any special skill from the adventurers. With at nearly two dozen people tramping through the forest, with two-thirds of them being unwilling participants in the trek, they have left a wide trail that someone who has never seen a forest before could follow.

The raiders and their prisoners are not moving very quickly, and are not traveling all that far into the wilderness, just a few kilometers to the southwest of the settlement. It will take the raiders and their prisoners about four hours to reach the ruins, and a couple of hours to get the prisoners sorted and started digging and hauling debris.

THE ALIEN VILLAGE "A BIG STRANGER HIRED SOME OF OUR LOCAL BULLIES"

Investigating at the Alien Village will result in an audience with the villiage elder. She will reveal that a large, knobby skulled

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stranger came recently and offered work to a number of the villagers, primarily the local bullies and trouble makers. The elder of the village will readily admit that she was happy to see the back of those who left and hopes that they do not return after whatever undoubtedly questionable job they were hired for is complete. If asked about the ruins to the south, she will tell them that long ago, a handsome, but troubled mystic made his temple there and that he left several generations ago, and that several landslides have left the place in ruin.

THE CAMP

Lady Kyree and her henchbeings have set up camp at the edge of the ruins. She is staying aboard her ship, The StarRider, which sits in a clearing just outside the camp, while her thugs are camped in tents around the area where the prisoners are being held. The routine is to have one guard at the ramp of the ship at all times, and two patrolling along the prisoner's compound, with another two overseeing the work while the prisoners are being worked. They will be working from just after dawn until just before sunset every day, with a half hour break mid-day for food. The prisoners will be fed upon awakening and just before they turn in for the night as well.

Assuming the 12 thugs who were attacking the settlement earlier are all dead (if not, use the hit points from the earlier encounter for any who survived), Lady Kyree still has Rarrkoo and another 12 thugs at her command. (all of his 'soldiers' are aliens indigenous to the planet, hired and equipped by Rarrkoo). The aliens are all armed with Sonic Stun Rifles, as Kyree wants to take as many prisoners to use as workers as possible. Should the rescue party wind up captured, this could wind up being an escape and take your fellow prisoners with you type scenario.

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Alien Thugs (12) AC: 5 [14] (reinforced leather armor)
HD: 1+1 Total Hit Bonus: +1 Saving Throw: 17 HDE/XP: 1/15
Hit Points: 4, 4, 5, 7, 2, 4, 4, 3, 5, 5, 6, 7
Attacks: Sonic Stun Rifles (Save -2 or be stunned for 1d6 turns) -
No additional damage
Rifles as Clubs: 1d6 damage

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Rarrkoo Level 3 Alien Brute Saving Throw: 11
AC: 3 [16] Heavy Armor (Battle Armor)
S: 16 (+1) I: 12 W: 14 Cn: 16 (+1) D: 11 Ch: 10
Total Hit Bonus: +3 HD: 3+3 Hit Points: 16
HDE/XP: 3 / 175 Alignment: Law

Class Abilities: No Armor Restrictions, Combat machine, Keen Senses (40'), Unarmed Combat 1d6+1, Save Bonus +2 resist poisons and death effects,
Attacks: Unarmed 1d6+2 • Laser Pistol 1d6+2 100 ft RoF: 2
Sonic Stun Rifle (Save -2 or be stunned for 1d6 turns) - No additional damage
Stunnades (6) Range 30' 15 foot Radius - Electrical damage Save or be stunned for 1d6 turns

Rarrkoo is dedicated to protecting Lady Kyree, and if things look like they are beyond salvaging, he will force her to retreat, to come back and try on another day. If it looks like the two of them cannot get to the ship, he will insist she go without him and he will fight to the death if necessary to ensure her escape, only surrendering once her ship is off the ground.

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Lady Kyree Myluss - Void Knight AC: 3 [16] Heavy Armor HD: 5
Total Hit Bonus: +3 Saving Throw: 14 Hit Points: 22
Movement: 12 HDE/XP: 7/1,100 Alignment: Chaos
Attacks: Star Sword 1d6+2 or Corrupted Energy (5d6)

Special Abilities: Star Knight Abilities (2 first level meditations),
Corrupted Energy [3x/day], Force of Will [1x/day], +1 to hit with
Star Sword, +2 all saving throws vs Meditations and Gifts

Kyree is a disgraced Star Knight who went renegade after stabbing her mentor in the back with her Star Sword in a fit of anger over a poor review of her technique. Taking his ship and accompanied by her one true friend, Rarrkoo, who she saved from slavers when they were both younger, Kyree has traveled the galaxy spreading fear and seeking Star Knight artifacts that she hopes will increase her power. She has yet to find any, but is certain that the ruins she has found on this backwater world is the ruins of the School of Ana-Kyan, a powerful Star Knight who also fell to disgrace after being betrayed by his mentor. It is said that he possessed an alien crystal from beyond the outer reaches of the galaxy that would greatly increase the power of any Star Sword it was mounted to.

Typical Meditations: While exploring the ruins, Kyree is typically prepared to use the *Healing Meditation* and the *Read Languages* meditations

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The StarRider - Kyree Myluss' Ship AC 3[16]
Hit Points: 30 Shield Strength: 3 Movement: 14
Targeting: +1 Attack: 4d6 Laser Cannons [Pilot-Linked]
Modifications: Faster Than Light Drives

This small, but fast ship has two cabins on board, comfortable for four, but capable of sleeping up to six individuals (3 fold-in bunks per cabin).

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THROUGH THE WILDS “DID YOU HEAR THAT?”

Optional encounters for the Referee to throw at the rescuers as they follow the trail to retrieve the citizens of Havensport.

Roll a 1d6 as the group moves through a hex on the map. On a 1-2, choose an encounter from the list below, or feel free to throw something different at them (or ignore the encounter entirely if you so desire). There are six encounters listed if you wish to roll randomly.

1 • A wild grunting and thrashing is heard in the nearby underbrush. Stopping and carefully listening will reveal that it sounds like two people getting passionate. Rushing into the brush will likewise reveal two people from the settlement who had come out into the forest the afternoon before to get away from their friends and family for a bit of privacy. They will complain that far from private, that the past few hours have been like a convention with all the people tramping about the forest. (they heard the abductors and their ‘work crew’ heading from the port and moving farther into the forest, in the direction of the old ruins to the South.)

2 • Space Monkeys (x6) (*as found on page 91 of the White Star Book, reproduced here for simplicity*) AC: 7 [12] Total Hit Bonus: +1
HD: 1+1 (HP: 3, 7, 4, 6, 3, 5) Saving Throw: 18
Attacks: Bite (1d6) or Scream (1d6) Movement: 12
Special: Scream HD/XP: 1/15

This small family of Space Monkey’s are out scavenging for food and are a bit worked up over all of the noise and traffic in their territory. They will bounce up and down in the trees or on the ground and throw seed pods from the trees (think pinecones) at the rescue party, but will not seriously attack unless attacked with lethal force. They will scatter and flee if two or more of their number are incapacitated or killed.

3 • Have each party member make a Saving Throw. The person who fails it by the largest margin finds a hole in the ground and trips and falls, landing painfully, but without injury.

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4 • A bumble dog (page 84 of the White Star Book) will follow the party and try to make friends with one or more of the group. The only phrases the bumble dog currently knows are "Hey Stupid!" and "Go Away Blast You!", as that was what he heard from the last group he tried to befriend (Workers from Havensport who were looking for a place to slack off from their duties).

Bumble Dog AC: 6 [13] Hit Dice: 1+2 Hit Points: 6
Total Hit Bonus: +1 Saving Throw: 18 Movement 12
Attacks: Bite (1d6-2) Special: Mimicry HDE/XP: 1/15

5 • Bahalle Forest Dragon AC: 3 [16] Saving Throw: 14
Total Hit Bonus: +7 Hit Dice: 7 Hit Points: 26
Movement: 8 /16 (moving through the treetops)
Attacks: Bite 1d6+3 or Poison Sting (1d6-1 + Poison)
HDE/XP: 9/1,100
Special: Arboreal Movement, Poison Sting

The Bahalle Forest Dragon is not very intelligent, but is cunning enough to stalk it's prey by taking advantage of it's ability to move through the treetops with speed and agility. Forest Dragons have a poisonous sting at the end of their tails, but are only able to attack with both their bite and sting in a single round once every four rounds.

Forest Dragon Poison - (Saves are made at -2, this is a powerful poison). If a save is successful, the poison has no effect other than to leave an area that will be sore and irritated for 1d3 days (roleplaying only, no mechanical effects). If the save is failed, the poison does an immediate 1d3+1 damage, and slows the movement and reactions/attacks of the victim by one half (round down). This includes reducing attack rolls by 2 unless a successful saving throw (at -2) is made for that round. The poison will affect the victim for 1d6 hours, and will leave the aforementioned irritated and sore aftereffect as noted on the successful save.

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6 • The group stumbles across a thief's hidden cache. A shovel lies on the ground between the roots of a large tree just off the 'path.' If the characters investigate, there are obvious signs of recent digging in the area between the roots. Digging in the area (1 hour of digging) will uncover a synth-metal lockbox (locked). Inside the box are 400 loose Credits, a datapad containing plans for a large, spherical space station (almost looks like a small moon) and a set of 6 keycards that are identified as various businesses in Havensport and for the spaceport itself.

THE DIG SITE "PUT YOUR BACKS INTO IT!"

Unless they come upon the dig site after dark, the group will hear the activity from the site well before they reach it. At night, they will be able to see the portable lights that have been set up at the four corners of the prisoners compound and the two at the entrance to the ruin, as well as the running lights from the StarRider.

A round, domed building can be seen, built into the mountainside, with large amounts of rubble from what was apparently a landslide piled atop the dome and scattered about the lower areas. There are three outbuildings, two on the North side and one on the South Side of the main building, apparently from the same time period, as the building material and design are similar. To the north of the ruins is a large, rectangular fenced area with a dozen tents erected inside of the fence and three crude wooden structures along the outside edge of the fence, two on the East side and one on the West. To the Southeast of the Domed building is a small space ship, with its boarding hatch open and someone apparently on guard at the base of the ramp.

If it is daytime, all of the activity is centered on the ruin, with prisoners hauling rubble out of the main building and depositing it inside the smaller buildings. The guards occasionally yell verbal abuse at the prisoners, but don't seem to be inclined to physically abuse them unless the prisoners move to attack, at which time, the Stun Rifles come into play.

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As mentioned above, the routine is to have one guard at the ramp of the ship at all times, and two patrolling along the prisoner's compound, with another two overseeing the work while the prisoners are being worked. They will be working from just after dawn until just before sunset every day, with a half hour break mid-day for food. The prisoners will be fed upon awakening and just before they turn in for the night as well. The guards are rotated out every four hours and are typically in or around their barracks (the larger building attached to the prisoners pen) when off duty. Rarrkoo and Lady Kyree will usually be observing the excavation while it is going on, with the occasional instruction to concentrate upon a certain area. Both of them will be wandering around the site, taking a close interest in how the work is being done.

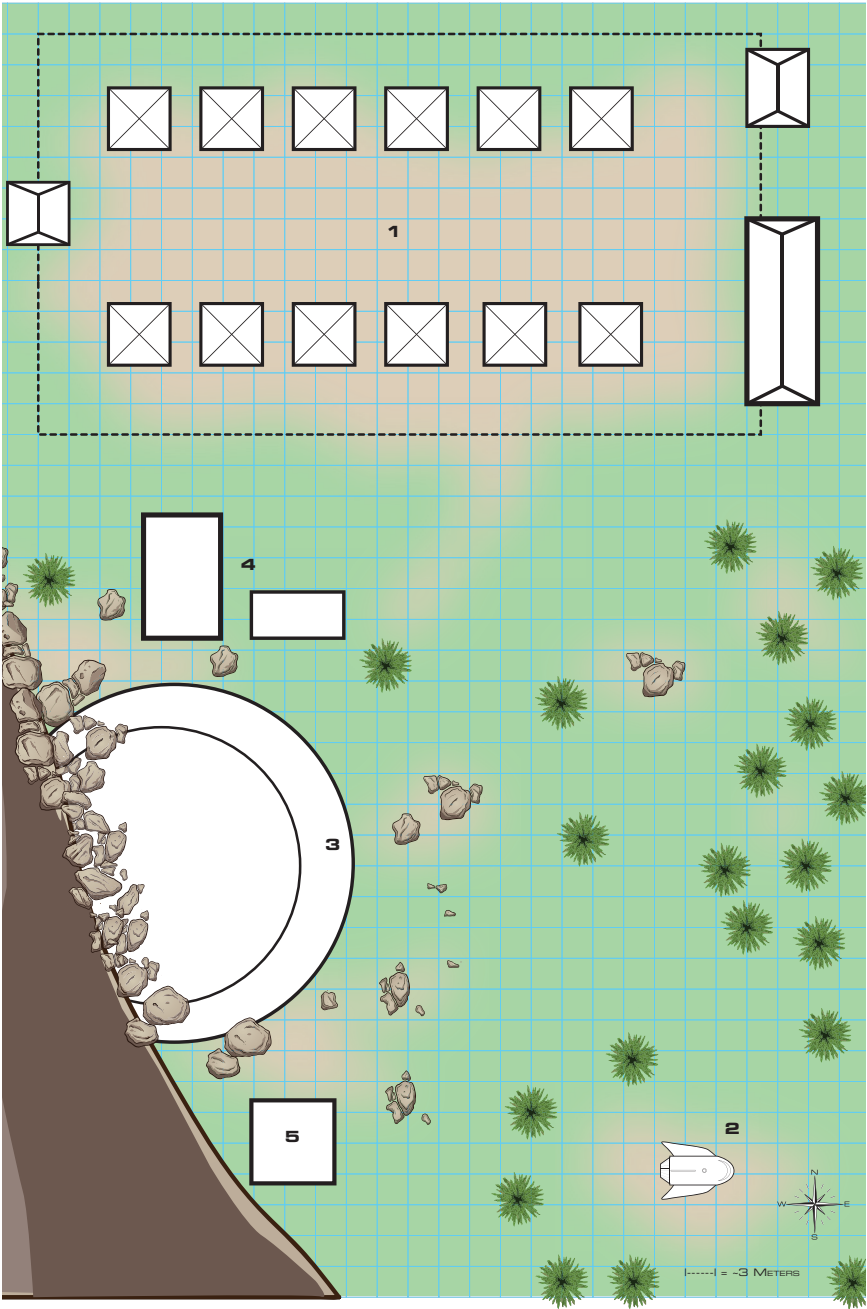
As of the morning after the raid, it will take two full days of rubble removal to get the entry to the crystal chamber cleared. Kyree knows where she wants to go, as she has read descriptions of the School of Ana-Kyan and all she wants should be located within that chamber. Should the characters dally about until she has time to get the rubble cleared and she gets what she wants, she will kill all of the workers, and the alien thugs that Rarrkoo has hired, and she and Rarrkoo will board the StarRider and take off for deep space.

The Maps on the following pages show the areas that will be detailed in the adventure. Your download should include both layered PDFs of these maps and jpg files that can be used with virtual tabletop programs.

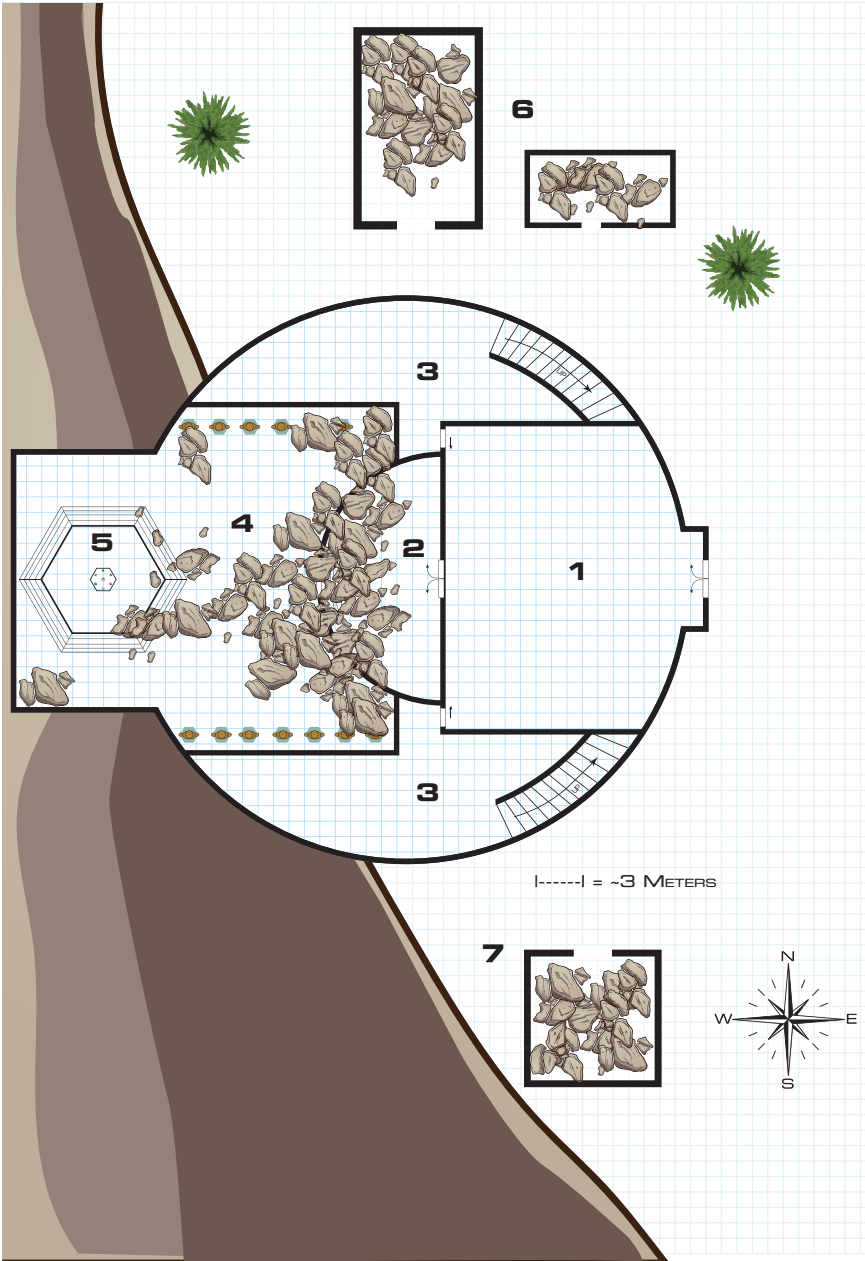
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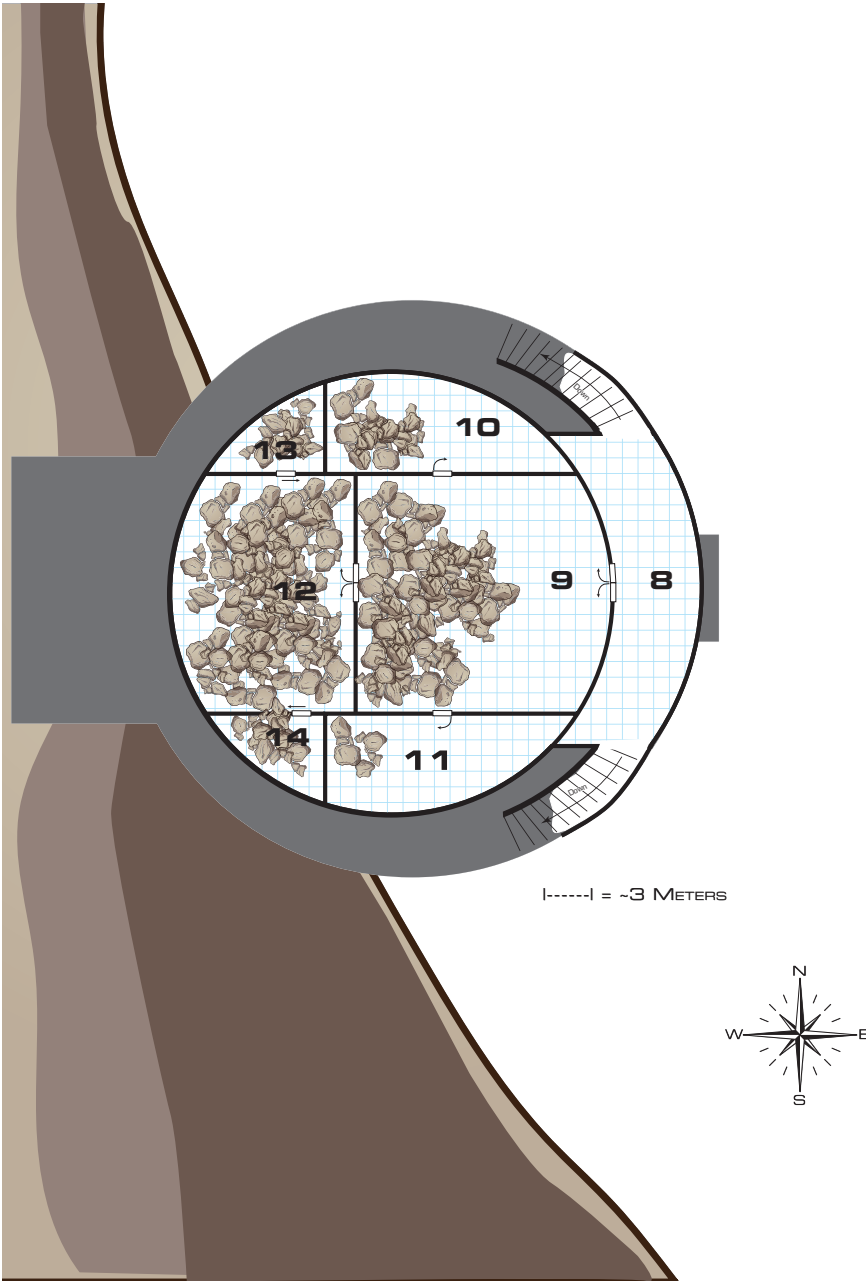
The Dig Site



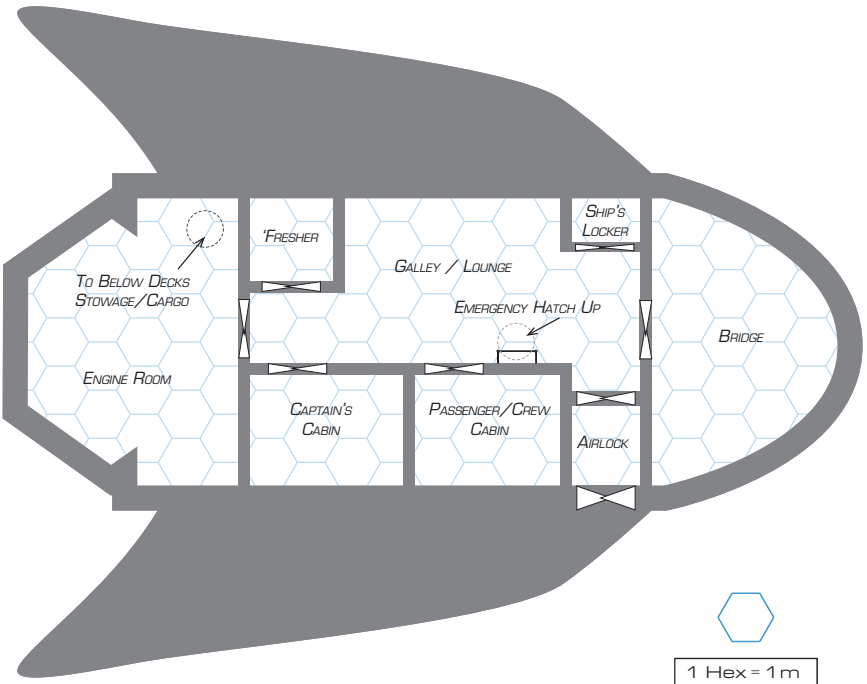
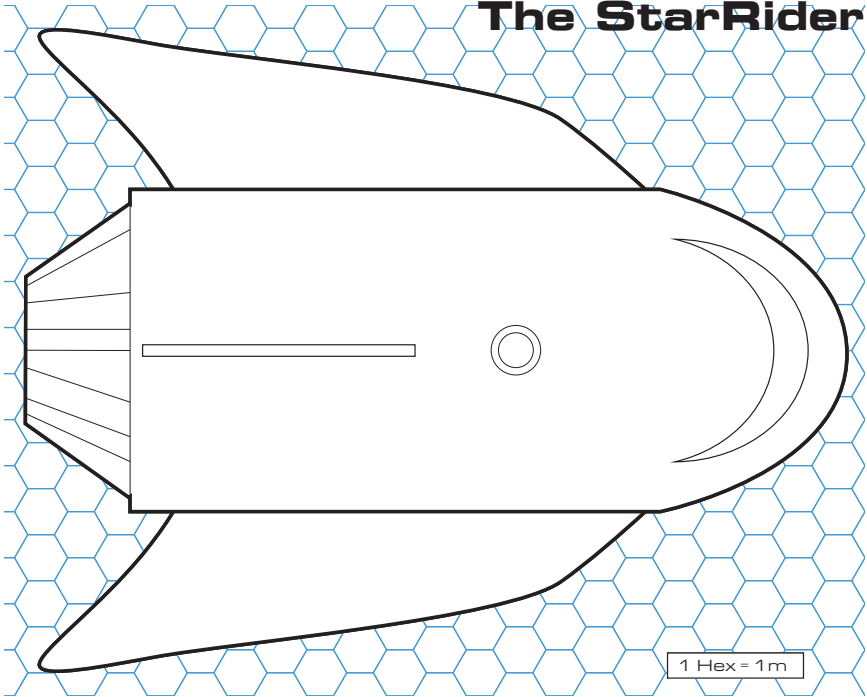
Ruin Interiors - Ground Level



Ruin Interiors - Second Level



The StarRider



MAP LOCATIONS - THE DIG SITE

1. Prisoners Compound

A crude wooden fence, laced with barbed wire encompasses the area containing a dozen campaign style tents. From a distance it is difficult to tell, but the tents are crudely stitched up from animal hides (it's easier to tell if the characters are downwind from the tents, due to the smell, the hides have not been properly cured). At the east end of the compound is a large, roughcut log cabin, which is used as a barracks by the guards, and beside it and on the west side of the compound are smaller cabins, which are used by the guards on watch. Powerful portable, solar powered lights on stanchions stand at each corner of the compound, brightly lighting the area for a good 20 meters or more around the light.

The only entrance to the compound is through a gate built into the fence between the two eastern buildings.

There are four large campfires in the center of the cleared area, where the prisoners are allowed to heat up the stew they are served for their daily meals.

2. The StarRider

Sitting in a small clearing, the spaceship, about the size of a single wide manufactured home, albeit with wings, has the exterior landing lights on at night, illuminating an area up to 12 meters away from the ship. One guard is always on duty at the base of the ship's ramp. Rarrkoo and Lady Kyree sleep and eat aboard the ship, and if not on board, are either supervising the dig or patrolling the area. The interior of the ship is detailed farther along in this adventure.

3. Ruins of The School of Ana-Kyan

A large, round and domed edifice is built into the side of the mountain. It's majestic profile somewhat diminished due to the rockslide that obscures portions of the building and has obviously broken through the domed roof. The main building and the smaller outbuildings are all fashioned from a gleaming

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gold marble with green and red veins running through it. There is an open balcony on the second story of the main building and a pair of large double doors at the main entrance, but no windows are apparent in the building. During the day, prisoners are carting out rubble and piling it in and around the outbuildings, and at night, two of the same type of lights used at the prisoners compound illuminate the entrance to the school. Kyree is often in here for a few hours after the excavation stops, examining the interior of the building.

4. Northern Outbuildings

The purposes of these two buildings are lost to time and rubble. They are built of the same marble as the main building and show similar design in their construction, but the doors are long gone and there are no windows in the buildings.

5. Southern Outbuilding

As with the northern buildings, this square building is of similar style and the same material as the main building. The roof of this building was domed in a similar fashion to the main building, but the dome is mostly destroyed by the rubble that fell upon it some time in the past.

Should the characters be spotted, the guards will attempt to stun them and if successful, relieve them of their equipment and put them into the prisoners compound to join the work crews upon their awakening.

MAP LOCATIONS - GROUND FLOOR OF THE RUIN

All of the floors of the main building of the school are covered in a dark green tile, interspersed with golden lines that appear to have no value beyond the aesthetic, but a Star Knight will recognize that the pattern is designed to facilitate meditation. When resting and meditating within a pattern such as that in this building, Star Knights and Void Knights recover their meditations in half the normal time. All of the walls of this building are covered with murals and glyphs depicting the virtues expected of a Star Knight and the Benefits of the Power of a Void Knight. The PDF maps for the interior allow for the rubble layers to be turned off if the referee wants to use the interior as an undamaged location.

1. Entry Hall

This large room has been cleared of most of the rubble and debris, revealing a single door on the northern and southern end of the western wall, as well as a pair of ornate double doors in the center of the western wall. Great effort has apparently been made to clear the floor of this room, as it has even been swept and mopped, from all appearances.

2. The Antechamber

This room is mostly filled with rubble, at least a full day of effort will be required to clear a path to the doorway and another half day to clear enough space that someone could enter the Meditation Chamber beyond, which is Lady Kyree's goal. The beautiful walls of this room and the floor have both been damaged beyond immediate repair. No meditation bonuses are gained in this room in it's current condition.

3. Waiting Rooms North and South

The main feature of these rooms is a large curved staircase, leading up to the second level. These rooms are mostly cleared of debris, and have been cleaned in a similar fashion to the Entry Hall, to allow for the full benefit of the patterns on the floor.

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These rooms both contains a number of benches around the base of the walls, giving the impression of a waiting room for those desiring audience.

4. The Meditation Chamber

Even with the large holes in the ceiling above and all of the rubble piled about the room, this room manages to have an aura of power radiating through it. Along the north and south walls of this chamber are robots. Those which are not crushed by the rubble (i.e., in the clear on the map; eight of them in total) will react according to the somewhat damaged programming in their memory cores to protect the room from all intruders (anyone not accompanied by Ana-Kyan or bearing his sigil). These robots will attack any who enter the room immediately, but will cease attacking if the intruders retreat from the room.

=====
Guard Robots (*Robot 2*) [8] AC: 4 [15] Saving Throw: 11
Total Hit Bonus: +3 Hit Dice: 2 Hit Points: 8, 11, 7, 9, 10, 4, 6, 9
Movement: 12 HDE/XP: 4/175
Attacks: Mono-Sword (1d6+2) or Internal Laser (1d6+1)
Special: Robot Abilities
=====

At the western end of this room is a raised, hexagonal dais, with a pedestal from which a multi-hued glow emanates.

5. The Star Crystals

this dais is raised about 2 meters above the rest of the floor, with steps all the way around it. In the center is a gleaming metal pedestal, upon which rests 7 crystals, placed in sockets worked into the pedestal top.

The Star Sword Crystals. Each of the outer six crystals is a standard crystal used to power a star sword. The colors of the crystals, starting on the north side of the hexagon are: green, orange, red, purple, blue and yellow. Whether the color has any effect upon the star sword other than the color of the blade will

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be left up to the individual referee. The center crystal is a bit larger than the others and is a reddish orange with what appear to be lightning running across it's surface at random. This is the fabled Crystal of Ana-Kyan. If placed into a Star Sword hilt, this allows the wielder to create a blade of a desired length from half a meter long to a full meter and a half in length. The damage from the Star Sword using this stone is increased by +2 and it gains a +1 bonus to attacks as well.

If Kyree gains this chamber and gets the crystals, she will order Rarrkoo to 'clean up,' meaning to kill all of the prisoners and the local alien thugs that were hired, before abandoning the site. If they are being attacked by the characters when she gains the chamber, she and Rarrkoo will abandon the thugs and the prisoners in an attempt to make their escape from the planet. Should they escape, they would make an excellent recurring villain pair to cause the characters headaches in the future. Should the character prevent her from obtaining the crystal and she escapes, she will definitely become a thorn in their sides, especially if one of them is using the Crystal of Ana-Kyan.

6. Northern Outbuildings

These two buildings are filled with rubble and debris that was cleared from the main building. Should the characters begin poking around in here, they may disturb a nest of Kydrexian Spiders that are nesting under the rubble.

=====

Kydrexian Spiders (6) AC: 6 [13] Saving Throw: 17 HD: 2+2
Total Hit Bonus: +1 Hit Points: 5, 8, 4, 10, 8, 12
Attacks: Bite 1d6-1 + Poison Movement: 16
HDE/XP: 3/75 Special: Poison

The poison of a Kydrexian Spider is designed to immobilize it's victim to allow the spider to cocoon it and lay eggs inside of it so its young have food upon hatching. Save +2, failure results in paralysis for 1d6+2 rounds

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7. Southern Outbuilding

This building is devoid of anything other than debris.

MAP LOCATIONS - SECOND FLOOR OF THE RUIN

8. Stair Landing / Viewing Balcony

This landing is where both sets of stairs from below terminate. The entire front of this area has a low railing and is open to the elements. The floor patterns from below are repeated on this level as well. A pair of ornate double doors lead into the building to the west.

9. Sitting Room / Lounge

This room is mostly filled with rubble and most of the domed ceiling is missing. A doorway to the north side of the room is accessible through the rubble in the room, the edge of a door to the south can be seen, but it appears that it would take about an hour to clear the debris from the doorway.

The Rubble in this room can be cleared with about a day's worth of concerted effort. The floor is weakened from the heavy rubble, but appears to be solid enough to support moving the rubble and exploring further. A set of battered double doors are buried beneath the rubble in the center of the western wall of this room. The remains of what was once very nicely made and comfortable looking furniture is scattered around the room. A few pieces could be salvaged and refinished, if anyone were so inclined.

10. Library

The mostly empty bookcases in this room indicate that it once served as a library. The western side of the room is filled with rubble and the ceiling on that side of the room is open to the sky. There are three books on a shelf in the eastern corner that have not been overly damaged by the elements and animals. Two are standard treatises on the philosophy of the Star Knight, while the third is a hand written journal of Ana-Kyan. This would

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likely fetch a good price from a collector, somewhere in the neighborhood of 200 to 400 credits, depending upon where it was sold.

Inside the journal is a silver medallion on a chain. The medallion bears a symbol of the Void laid over that of the Star Knights and has small chips of what appear to be Star Sword crystals embedded around the edges. This is a Sigil of Ana-Kyan, and if this is in a person's possession when entering the Meditation Chamber on the ground level, the robots will not attack the bearer, and will obey his commands.

11. Kitchen

There is a bit of rubble on the western side of this room, crushing the stove, as this appears to have been the kitchen and dining area of the building. There is nothing of value here, however, a family of Kydrexian Spiders have made a nest in the remains of the oven.

=====

Kydrexian Spiders (4) AC: 6 [13] Saving Throw: 17 HD: 2+2

Total Hit Bonus: +1 Hit Points: 4, 11, 9, 13

Attacks: Bite 1d6-1 + Poison Movement: 16

HDE/XP: 3/75 Special: Poison

The poison of a Kydrexian Spider is designed to immobilize it's victim to allow the spider to cocoon it and lay eggs inside of it so its young have food upon hatching. Save +2, failure results in paralysis for 1d6+2 rounds

=====

12. Sleeping Chamber

This room is completely filled with rubble, except what has fallen through to the chambers below as the rubble there was cleared. Nothing of value remains here and what floor exists is treacherous at best. A one meter ledge around the edges exists if someone wishes to check out the doors on the north and south side of the room. There is a 1 in 6 chance per meter of

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movement along the ledge of the floor giving way. A successful Saving Throw (Dex applies) will keep the climber from falling to the level below, otherwise, a fall to the chamber below, and the chance of disturbed rubble falling upon them is likely.

13. Fresher

This chamber is completely filled with rubble, although most of it has not fallen through to the floor below. What can be seen of the chamber indicates that it was the refresher chamber.

14. Wardrobe

The southernmost chamber of this level appears to have been a wardrobe closet, although the clothing that remains is in rags, having been exposed to the elements from the broken ceiling and used as nesting material for the large, agitated Grumph Rat that is hissing at you from atop a nest that appears to be made from rubble, rags and an assortment of loose credit chips.

=====

Grumph Rat AC: 7 [12] Saving Throw: 17 HD: 1+1

Total Hit Bonus: +1 Hit Points: 7

Attacks: Bite 1d6-1 Movement: 11

HDE/XP: 2/30 Special: Disease

A Grumph rat is about the size of a wildcat. The Bite of a Grumph Rat is filled with filth and prone to carry disease. 1 in 6 bites from a Grumph rat will transmit disease if a Saving Throw is failed. The effects of the disease are decided upon by the Referee.

=====

Digging through the nesting material of the Grumph Rat will reveal a total of 2000 credits in loose credit chips.

MAP LOCATIONS - INTERIOR OF THE STARRIDER

The decks of the StarRider are patterned in a similar fashion to those of the school, granting Star Knights and Void Knights faster meditation recovery (half the normal time).

Each Cabin has three bunks that fold up into the bulkheads, as well as a small desk that folds down from the bulkhead and three small lockers for clothing.

The following equipment is currently aboard the StarRider, should the characters gain access to the ship.

Ships Locker: 3 Space Suits; 4 breathing masks; 1 Star Sword without a crystal; 1 laser rifle (2d6); 2 sonic stun rifles (Save -2 or be stunned for 1d6 turns) - No additional damage; 6 stunnades Range 30' 15 foot Radius - Electrical damage Save or be stunned for 1d6 turns; 1 tool kit

Galley / Lounge: fully stocked with enough food and drink for two individuals for 6 months

Engine Room:

RstBckt-95 Engineering and Astrogation Robot

'Rust Bucket' is designed to maintain the ship's systems and to plot astrogation courses as needed. In a pinch he can act as a stand in pilot. 'Rust Bucket' has no weaponry, although his tool prod can be used to bash if necessary (1d6-1) or he can deliver a mild electric shock (1d6)

=====
RstBckt-95 Engineering and Astrogation Robot AC: 6[13]
HD: 1 Hit Points: 4 Movement: 12 Saving Throw: 12
Attack Bonus: +0 HDE/XP: 1/15
Attacks: Improvised bash (1d6-1) or shock (1d6)
=====

Aftermath of the Rescue Attempt

Depending upon whether the characters rescued the prisoners or not will determine the reward available to them.

- ***Rescuing more than half of the prisoners:*** +200 XP

This will also result in the characters gaining several positive contacts in Havensport, and possibly beyond as word of their deeds is spread through travelers. The mayor gives the group a reward of 500 credits each

- ***Rescuing some but less than half of the prisoners:*** +50 XP

This will result in the characters gaining some favor with the Mayor of Havensport, and others will be favorably inclined towards them, but not to the degree if they had been more successful. Family of prisoners who were killed are likely to hold a grudge against the characters and blame them for the deaths of their loved ones. The mayor gives the group a reward of 500 credits (total for the group)

- ***No prisoners rescued:*** +0 XP

The mayor thanks the group for their efforts, but no additional reward is offered. Most of the locals ignore the group or are openly hostile towards them, blaming the group for the deaths of the prisoners.

- ***Lady Kyree Captured and Returned to Havensport:*** +150 XP

The mayor will give the group the 2500 Credit bounty for the capture of Lady Kyree. She will be held in the local jail to await trial. (She will attempt to escape at a later date, and if Rarrkoo is still free, her escape is guaranteed, as he will spare no effort to free her). She will make a point to remember each of the characters and they will have gained an enemy who may come back to plague them in the future. If they killed Rarrkoo, she will dedicate herself to utterly destroying the group in return for the death of her only friend.

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- ***Lady Kyree Killed and proof of her demise presented:*** +100 XP

If presented with proof of the demise of Lady Kyree, the Mayor will pay the group the 1500 Credit bounty for her confirmed death. Should Rarrkoo remain alive after her death, he will dedicate the remainder of his life to hunting down and killing those who killed his friend.

- ***Rarrkoo Captured and Returned to Havensport:*** +100 XP

- ***Rarrkoo Killed and proof of his demise presented:*** +50 XP

The mayor will pay a 500 credit bounty for the capture or confirmed death of Rarrkoo for his part in the assault on the spaceport and the kidnapping of the citizens of the settlement. If Rarrkoo is captured and Kyree escapes, she will return before or during his trial and effect his escape with a veritable bloodbath of carnage.

Referees should feel free to expand upon the area or the world in general if their players wish to explore here. Make this your own and have fun with it.

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