

SHARDS OF URFKLIN



A White Star: Galaxy Edition adventure for
3-6 characters of 1st through 3rd level



WHITEBOX ONE•SHOTS
SCI-FI

SHARDS OF URFKLIN

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SHARDS OF URFKLIN

Someone is hiding aboard your ship. It's probably the fugitive the Galactic Consortium was searching for back on *Cala Lo'taris*. Can you find him before you reach the next starport and avoid being implicated in his crimes? Or will you try to profit from the sale of his stolen crystal shards?

Shards of Urfglin is a short, event-based **White Star: Galaxy Edition™** adventure designed for three to six characters of 1st-3rd level. The adventure begins aboard a luxury starcruiser named the *Cala Lo'taris*, but the action quickly moves to the characters' own starship.

Note: *Shards of Urfglin* assumes the PCs have their own starship, presumably a light transport or other small vessel. If this is not the case, the Referee may have to alter some of the following text. Additionally, since most of the adventure takes place aboard the PC vessel, a map or a clear idea of how the ship is laid out would be helpful.

ADVENTURE BACKGROUND

Cala Lo'taris is a luxury starcruiser that prowls the seedy reaches of the Galactic Edge, serving as a casino and resort for the wealthy. Its central promenade offers refueling, gambling houses, and cantinas to the public, allowing guests from the Galactic Center to experience a taste of life along the dangerous frontier. No laser weapons are allowed on the *Cala Lo'taris* without proper security clearance.

A Phasoid thief named Urfglin came to the *Cala Lo'taris* starcruiser to steal a rare set of three (3) crystal shards known as the Ice Gems of Wintros from the Sjurugga Art Gallery. The crystals were being auctioned off to the highest bidder in a private auction between three major Galactic Consortium corporations. When the military shipbuilding company Baggram-Odel Engineering bought the crystal shards for over one (1) billion credits, Urfglin knew he had to have them.

Using his Phasing ability, Urfklin slipped into the Baggram-Odel shuttle before it launched and stole the Ice Gems of Wintros from their refrigerated container. Unfortunately, opening the container tripped a silent alarm that puts the entire station on lockdown. . .

Urfklin Wheesht

The elusive Urfklin is a clever Phasoid burglar who is responsible for high-end thefts throughout the galaxy. Urfklin specializes in rare alien artifacts and works of art. He is Wanted by the authorities in the Galactic Center and has had several private bounties of 5,000 ic or more placed upon his head.

Urfklin has a taste for the finer things in life, but seldom overindulges for fear of attracting unwanted attention. When in public, he wears long brown robes and hides his face behind a cowl. Urfklin does not openly carry weapons and prefers to flee if threatened. He tries to hide his true nature and only uses his Phasing ability as a last resort. If asked, he claims to be a Gryoid, which is a race with similar features.

Urfklin Wheesht (3rd-level Phasoid Male Aristocrat): AC 7 [12] (energy cloak + Dex); HD 2; hp 9; AT 1 (weapon); BHB +1; SA Dex 15, Cha 15, Interaction 2, Larceny 2, Knowledge 1, Powerful Speaker, Silver Tongue, Phasing; ST 12; MV 12; XP 2/30; communicator, minicomputer.

BEGINNING THE ADVENTURE

The Referee is free to decide why the characters have come to the *Cala Lo'taris* pleasure cruiser. It may be to meet a contact, refuel their starship, or indulge in the resort's many vices. The PCs should have a little time to explore the vessel before the Lockdown begins.

LOCKDOWN

Alarms sound. Guests glance around nervously as armed retinues spring to action, ushering their wealthy employers to safety. Galactic Consortium shocktroopers suddenly appear, setting up checkpoints throughout the *Cala Lo'taris*.

SHOCKTROOPER CHECKPOINT

Any character on the *Cala Lo'taris* must pass through a shocktrooper checkpoint in order to return to their vessel. If asked, the shocktroopers tell the PCs they are looking for a thief, but will not say what was stolen.

The shocktroopers are rude and care nothing about individual rights. Unless the character is a wealthy aristocrat, they must present proper identification and submit to electronic and physical searches of their body and belongings. Once searched, the PCs are allowed to return to their vessel.

Lines form at the checkpoint and a few bounty hunters begin scanning the crowds. The shocktroopers are quick to help the bounty hunters arrest Wanted fugitives on unrelated warrants. A few fights break out during these arrests, and the PCs may try to use the distraction to slip past the checkpoint unseen. This requires a Larceny Check. Anyone caught is sent back into the line.

The PCs are likely unarmed or lightly armed. Even so, it is possible the characters take offense to the shocktroopers' gruff manner. If a fight breaks out, six (6) additional shocktroopers arrive in three (3) rounds to join in the attack. The shocktroopers have set their weapons to "stun", so characters are knocked unconscious if reduced to 0 Hit Points or less, waking up one (1) turn later with a nasty headache.

Shocktrooper (12): AC 5 [16] (medium shocktrooper armor); HD 1+1; hp 5; THB +1; AT 1 (weapon); SA none; ST: 18; MV 12; HDE/XP 1/15; laser rifle, communicator (in helmet).

SHIP INSPECTION

All starships are magnetically locked to the *Cala Lo'taris* spacedock. Galactic Consortium shocktroopers begin a systematic search of all docked vessels. Once searched, the vessel is allowed to leave. However, the characters may have unrelated reasons for not wanting their ship to be searched (such as if it is carrying illegal cargo).

If the characters refuse them entry, the shocktroopers attack. The shocktroopers defeat any locking mechanism in three (3) rounds and force their way into the airlock. Six (6) additional shocktroopers arrive every three (3) rounds to assist.

Shocktrooper (6): AC 5 [16] (medium shocktrooper armor); HD 1+1; hp 5; THB +1; AT 1 (weapon); SA none; ST: 18; MV 12; HDE/XP 1/15; laser rifle, communicator (in helmet).

CAPTURE

If the PCs are captured, they are transported to a *Cala Lo'taris* holding cell to await interrogation. The Referee should allow them to succeed at any reasonable escape attempt. Otherwise, the prisoners are freed by an activist group known as Uplift.

Uplift is a loose coalition of wealthy youths who resist the oppression of the major corporations of the Galactic Consortium (i.e. their parents). They are idealists who are well funded, but often naïve and misguided. Most of them abhor violence.

The *Cala Lo'taris* suddenly powers down. The cells grow dark, and then are lit by red emergency lights. All cell doors open and the startled occupants spill into the halls.

A female voice on the PA says: "Poor people of the Galactic Edge, you are now free! Leave this vessel before your oppressors can return. May you always uplift others, as we have uplifted you today!"

The way to the spacedocks is clear. The characters follow the stream of prisoners past locked doors, with angry shocktroopers banging on the other side. A few of the former prisoners stop to steal items from the promenade, but the PCs should have no trouble reaching the docks. The *Cala Lo'taris* powers back up just as the PCs enter their vessel, requiring them to make a Forced Launch.

FORCED LAUNCH

A Pilot or Mechanical Robot using Jury-Rig has a 3 in 6 chance of defeating the magnetic seals and freeing the ship. The Pilot may also try to forcibly detach the ship, causing 1d6 damage to the vessel.

If successful, the PC vessel is attacked by two (2) Galactic Consortium stunt fighters. An additional two (2) stunt fighters join the fight every three (3) rounds.

BOE-class Stunt Fighter (2): Starship; AC 3 [16]; hp 25; SS 0; TAR +2; AT Laser Cannon (4d6) [pilot-linked]; MOD none; MV 15.

FASTER-THAN-LIGHT

It is assumed that the PCs engage their FTL Drives soon after leaving the vicinity of the *Cala Lo'taris* starcruiser. Depending on how this adventure has unfolded, this may be a continuation of their journey or it may be an emergency maneuver to escape Consortium stunt fighters. Once FTL is reached, the PCs may sit back and relax. For now.

URFKLIN ABOARD

Unbeknownst to the PCs, Urfklin Wheesht has stowed away aboard their vessel. He planned to hide until they reached the next port. However, a short time after launch, one of the Ice Gems of Wintros suddenly hatched. The surprised Urfklin watched the plant-based lifeform slither its way into an air duct in search of a power source on which to feed.

Urfklin realized the remaining two crystals had to be refrigerated and hid them in a medical freezer (if one is available) or a cooling unit (if one is not). Urfklin then began moving about the ship, trying to find out more about the Ice Gems.

DETECTING URFKLIN

After a few days of travel, the PCs realize someone has stowed away aboard their vessel. How they realize this depends on their Class. The Referee can use these examples for other Classes as well.

Aristocrat: The Aristocrat notices someone has rummaged through his belongings. Nothing is missing. Urfklin was just admiring the character's style.

Mercenary: The Mercenary is missing one of her weapons. It is not her primary weapon. Urfklin took the weapon for protection from the Podlings, thinking its absence would not be noticed, but a Mercenary knows her weapons. If Urfklin engages in combat, he is armed with the Mercenary's weapon.

Pilot: The Pilot discovers that someone has been in the cockpit skimming the ship's navigation logs. Urfklin slipped in while the character was using the refresher and tried to discover where the ship is heading. He also checked for records for the ice planet Wintros in the Balazar System, which is located deep in the Galactic Beyond.

Robot: A Combat Robot notices strange scratch marks around a ventilation shaft that has been pried open. If opened, it finds a few dead white leaves from a Podling. A Diplomacy Robot hears strange chattering in an unknown language coming from a shaft near the main engines (this gibberish is from two Ice Plant Podlings). A Mechanical Robot notices that the ship's power supply is being drained. A Medical Robot discovers the two remaining Ice Gems of Wintros in the back of its medical freezer.

Star Knight: The Star Knight senses a resonance in The Way coming from the Ice Plant of Wintros. The Star Knight can locate the source (near ship's engines) with a Wisdom Check.

THE SEARCH FOR URFKLIN

Once the stowaway's presence is detected, the PCs likely begin searching the vessel. Urfklin uses his Phasing ability to avoid them as much as possible, but there is a 1 in 6 chance per turn they catch him by surprise and Urfklin allows himself to be captured. Urfklin does not use his Phasing ability in their presence unless attacked. If this happens, the PCs might come up with some interesting ways to locate and contain him (modifying forcefields, lowering cabin pressure to drive him into certain areas, etc.). Otherwise, if play stalls, skip immediately to the Podling Attack.

PODLING ATTACK

At some point during the search for Urfklin, the PCs encounter four (4) Ice Plant Podlings that attack on sight. The Podlings are guarding a growth of vegetation that extends along a power conduit. The Podlings flee back to the Ice Plant if a Star Knight ignites his Star Sword. The vines can also be followed back to the Ice Plant, which has attached itself to the ship's engines.

Ice Plant Podling (4): AC 8 [11] (natural); HD 1 hp; hp 1; AT 1 (spikes and leaves for 1 Dmg); THB +0; SA attack can cause temporary blindness; ST 19; MV 3; XP 1/5.

MEETING URFKLIN

If the PCs have not discovered Urklin by the time they encounter the Podlings, he reveals himself after the fight. Urklin admits to stealing the Ice Gems of Wintros and apologizes for stowing away aboard the PC vessel. He tells them of the hatching of the plantlike growth and how he hid the other two Ice Gems in the ship's medical freezer. He does not know anything about the Ice Gems except that they are worth millions of credits. He offers to share the proceeds of any sale of the crystal shards with the PCs.

ENCOUNTERING THE ICE PLANT OF WINTROS

A Knowledge Check with a -1 penalty is required to uncover information about the Ice Plant of Wintros from the ship's databanks (a Star Knight suffers no penalty to the Check). Only one (1) Check is allowed. Success enables the PCs to learn that the Ice Plants are sentient beings who once served alongside Star Knights, inhabiting robots, mecha, and other vessels for various mystical orders.

The Ice Plant of Wintros has flooded the engine compartment with coolant, making the air poisonous to most lifeforms. The PCs begin choking and coughing as they approach the compartment and should realize that opening the door releases the gas. Anyone exposed to the gas must make a Saving Throw or die.

The Ice Plant grows larger, stronger, and more intelligent by the hour. During this time, the ship is subject to minor power fluctuations as it feeds. These fluctuations are harmless and do not affect normal systems.

If a Star Knight is present, the Ice Plant tries to communicate with the PCs in rudimentary fashion. It means no harm and only wants to survive. If left alone, it takes control of the entire starship in approximately two (2) weeks. It defends itself if attacked, using its Podlings to wear down opponents first.

The Ice Plant encountered here has not reached its full size and strength. It can be defeated by killing the main growth in combat. At this stage, it does not have control of the ship's systems so it

can also be killed by raising the temperature (to the equivalent of 110 degrees Fahrenheit) or placed into a dormant state by powering the ship down for several days.

Ice Plant of Wintros: AC 6 [13] (natural); HD 2; hp 10; AT 2 (vines 1d2) or 1 (spikes 1d6); THB +2; SA Regeneration, Vine Attacks; ST 17; MV 3; XP 2/40.

Ice Plant Podling (4): AC 8 [11] (natural); HD 1 hp; hp 1; AT 1 (spikes and leaves for 1 Dmg); THB +0; SA attack can cause temporary blindness; ST 19; MV 3; XP 1/5.

CONCLUDING THE ADVENTURE

This adventure can lead to a number of other adventures down the road.

If the PCs had to fight their way free of the *Cala Lo'taris*, their ship may be Wanted by the Galactic Consortium. The characters might decide to hand Urklin (and any remaining Ice Gems) over to the authorities in order to clear their names. Urklin uses his Phasing ability to flee at the first opportunity if he suspects a double cross.

Urklin has black market contacts on a seedy spaceport called Tathkee Station, which is currently orbiting an unexplored world in the Rul System, deep in the Galactic Beyond. If the PCs take him there, he offers to split the profits of the sale. This option can be used to introduce the PCs to the *Heart of Varrul* sourcebook and adventure setting by Small Niche Games. Unfortunately, the Ice Gems of Wintros are so "hot" right now, that the best price he can secure is 100,000 Imperial Credits.

The PCs may allow the Ice Plant to grow and take control of the ship. If this happens, the Ice Plant learns to speak via the comms, develops its own personality, and eventually becomes a valued crewmember. The Ice Plant is a bit sassy and likes to keep the ship cold, which may provide some comic relief. It does its best to uphold the values of the Star Knights and should be treated like a loyal NPC.

NEW ALIEN

The following new alien race is encountered in *Shards of Urfklin*.

PHASOID

ARMOR CLASS: 9 [10]

HIT DICE: 1

HDE/XP: 1/20

SAVING THROW: 18

TOTAL HIT BONUS: +0

MOVEMENT: 12

SPECIAL: Phasing

ATTACK: By weapon

Phasoids are ephemeral alien creatures that resemble a cross between humans and Gray aliens. They are slender humanoids with long, thin digits and spindly arms and legs. Their skin is slightly translucent, revealing a network of blood vessels and shadowy internal organs.

Phasoids have the ability to become insubstantial at will. This allows them to pass through gases, liquids, and solids unharmed. The effect lasts as long as the Phasoid can hold its breath (usually about 2-3 minutes). A Phasoid's ability is negated by energy barriers such as forcefields or shields. If a Phasoid materializes inside a solid object, it dies instantly.

The few Phasoids left in the galaxy are shunned on most civilized planets because of their race's history of hiring out as assassins, bounty hunters, and spies. Phasoids are required by law to tell the authorities of their presence in a system and most worlds in the Galactic Center still offer rewards for reporting unregistered Phasoids. Rumor has it that Phasoids who are turned over to Consortium authorities are given a choice—serve the Consortium or vanish. Permanently.

NEW CREATURES

The following new creatures are encountered in *Shards of Urflkin*.

ICE PLANT OF WINTROS

ARMOR CLASS: 6 [13]

HIT DICE: 6

HDE/XP: 6/400

SAVING THROW: 18

TOTAL HIT BONUS: +6

MOVEMENT: 3

SPECIAL: See below

ATTACK: Vines x4, Spiky Thorns

The Ice Gems of Wintros are actually eggs housing intelligent, plant-based lifeforms from the ice planet Wintros, which lies in the Balazar System of the Galactic Beyond. These lifeforms feed on energy and grow quickly in size and intelligence.

Once hatched, Ice Plants seek out the nearest large power source and actually bond with technological devices such as robots, vehicles, mecha, and even starships. This process can take minutes (robots), hours (vehicles), days (mecha), or weeks (starships), depending on the size of the device.

Once the plant gains control of the device, it begins to learn by observing lifeforms, absorbing data files, and eventually communicating with those around it.

An Ice Plant is gray-green and white in color. It consists of a central cluster of vegetation, with vinelike growths that extend throughout its device. When threatened, the Ice Plant animates these vines to attack. The vines have AC 9 [10], 2 Hit Points (not part of the central plant), and do 1d2 damage on a successful attack. The central plant contains an array of retractable spiky thorns that are also used to attack.

An Ice Plant can regenerate 1 Hit Point per round, as long as its surroundings are near-freezing cold.

The Ice Plants of Wintros were once valued allies of the Star Knights and fights a Star Knight only in self-defense. The plants were thought to have been destroyed long ago in a planetary bombardment orchestrated by Void Knights of the Sleeping Desert Cabal, but a few survived.

ICE PLANT PODLING

ARMOR CLASS: 8 [11]

HIT DICE: 1 hp

HDE/XP: 1/5

SAVING THROW: 19

TOTAL HIT BONUS: +0

MOVEMENT: 3

SPECIAL: See below

ATTACK: Spikes and Leaves (1 Dmg)

As the Ice Plant grows, it produces spiky podlings to help defend itself. These podlings have only animal-like intelligence. They exist only to defend the central plant with their lives.

Ice Plant Podlings are gray-green and white in color, and measure approximately one (1) foot in diameter. They look like small, spiky humanoids with a few protruding leaves and branches. They move by scrabbling across the ground and attack by balling themselves up and bouncing into enemies of their host plant. On a roll of "20", this attack causes temporary blindness for 1d3 rounds as the spikes and leaves brush against the target's eyes.

Ice Plant Podlings speak to each other in gibberish, but refuse to communicate with other lifeforms. An Ice Plant can grow four (4) podlings per Hit Die, once every week.

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