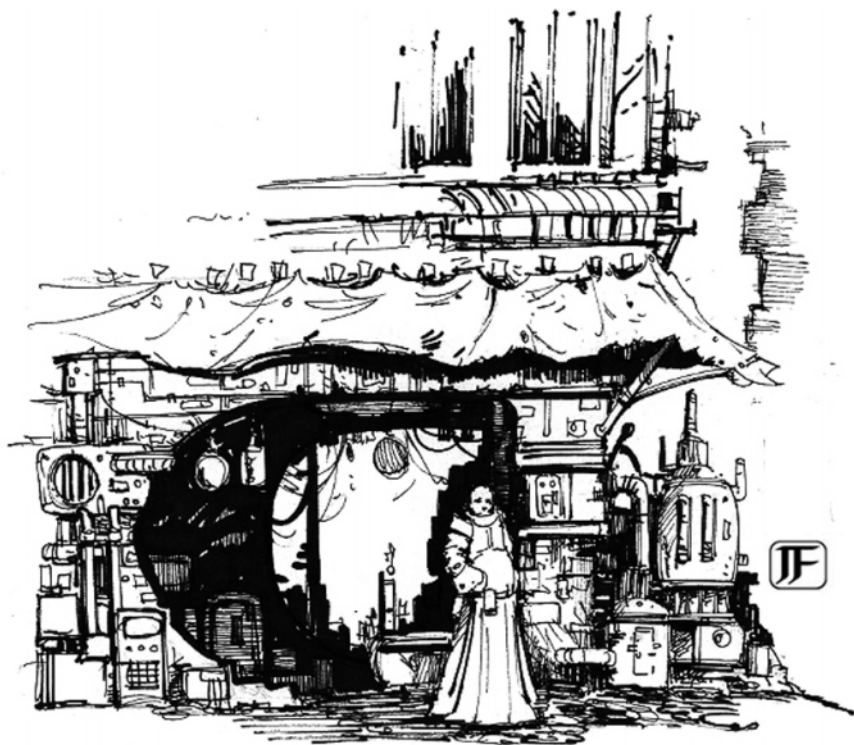


WARPSTAR!

OMORON



WARPSTAR! OMORON



A SETTING FOR THE SCI-FI ROLE PLAYING
GAME INSPIRED BY THE EARLY DAYS OF
BRITISH TABLETOP GAMING

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FIRE RUBY
DESIGNS

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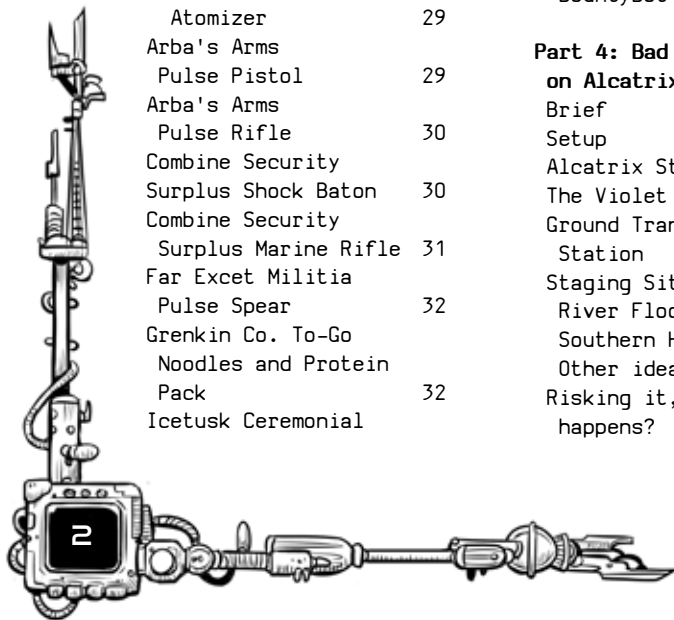
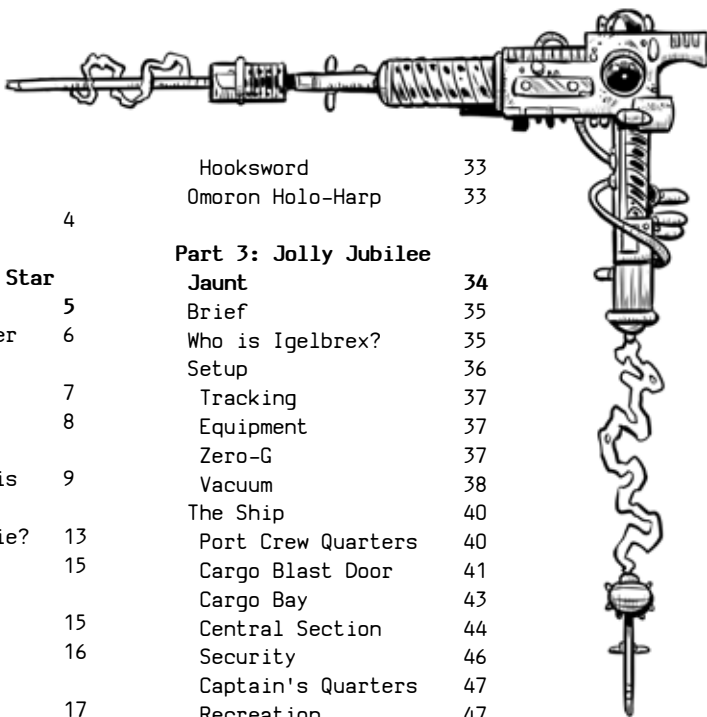
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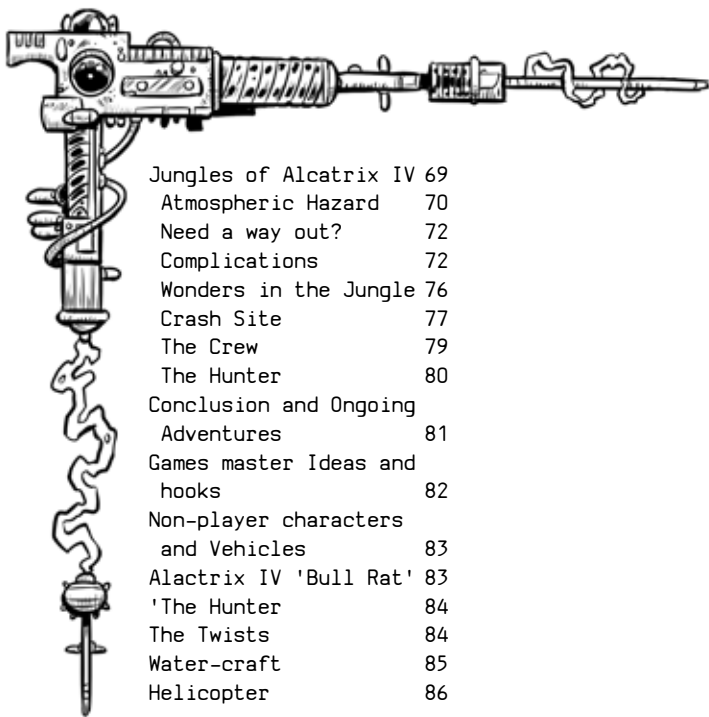
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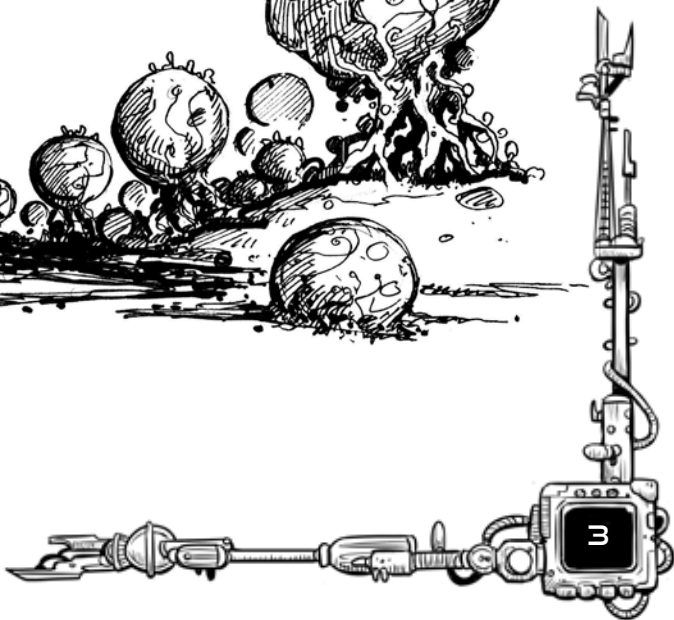
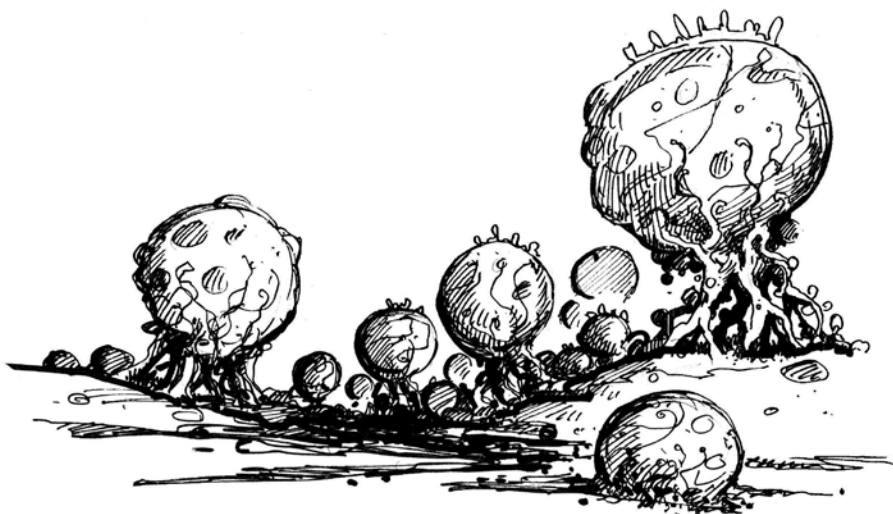
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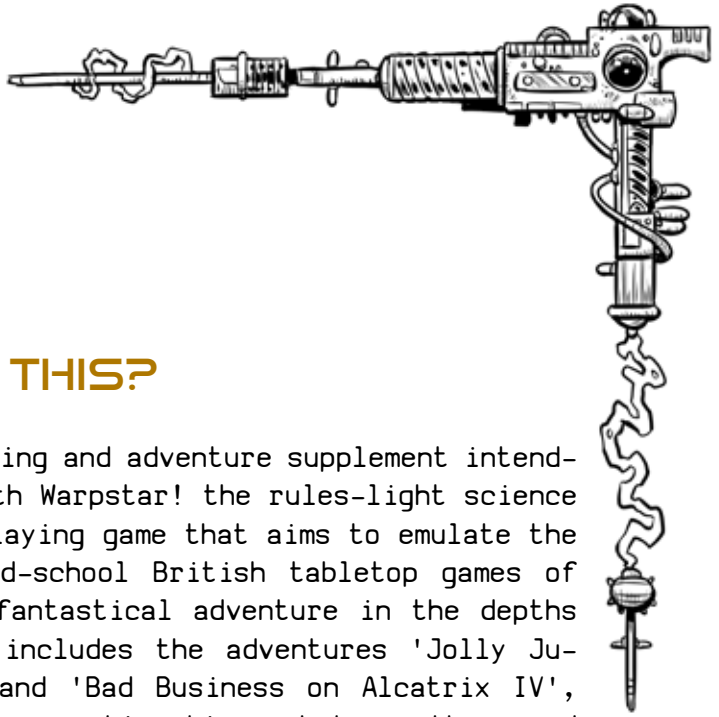
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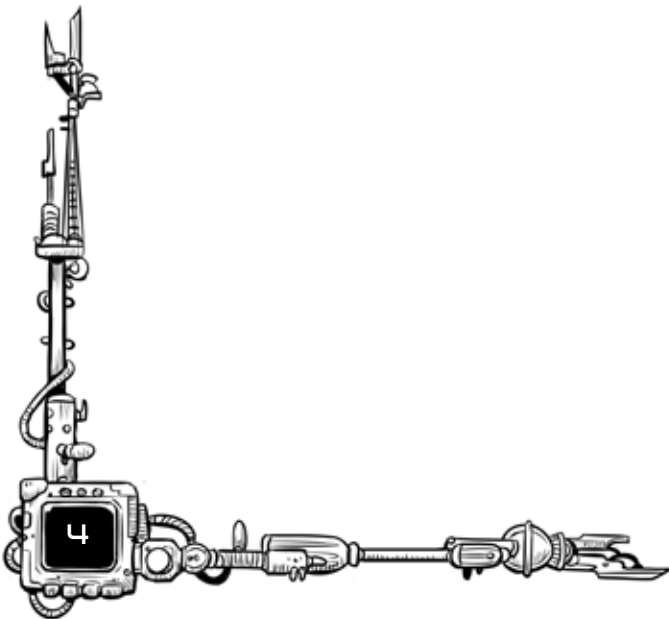
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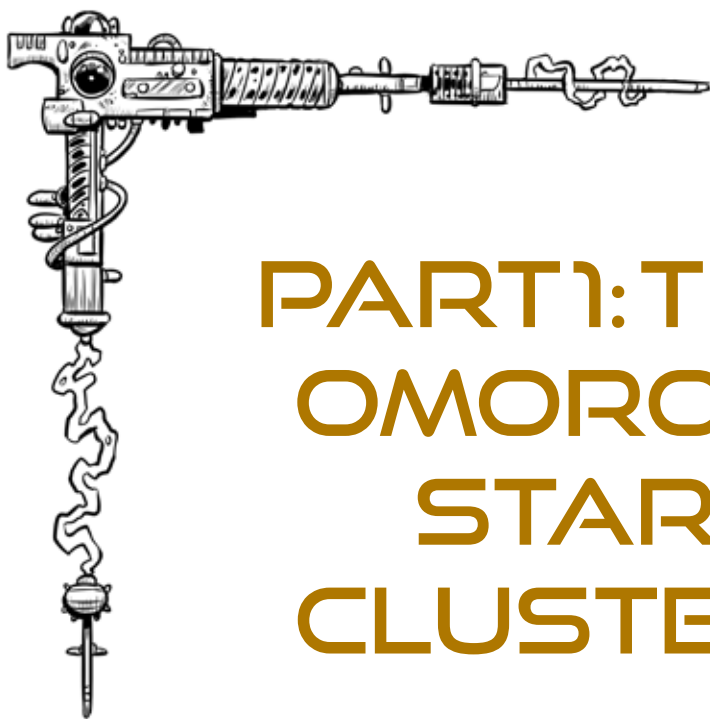




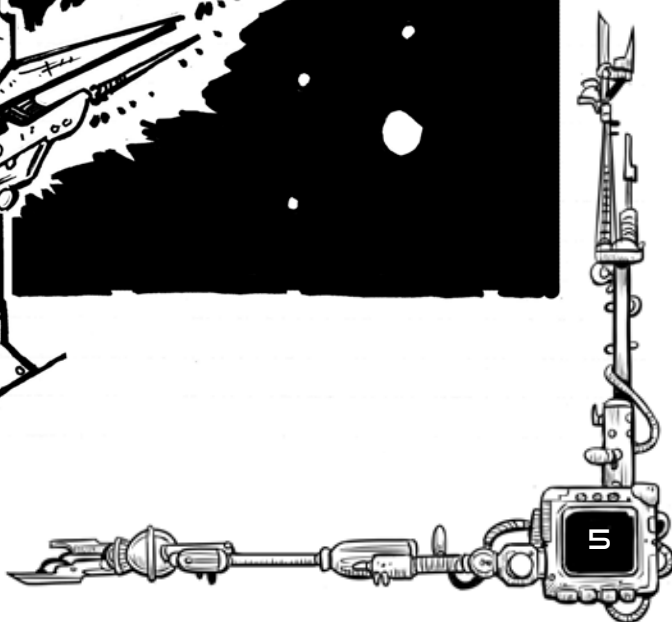
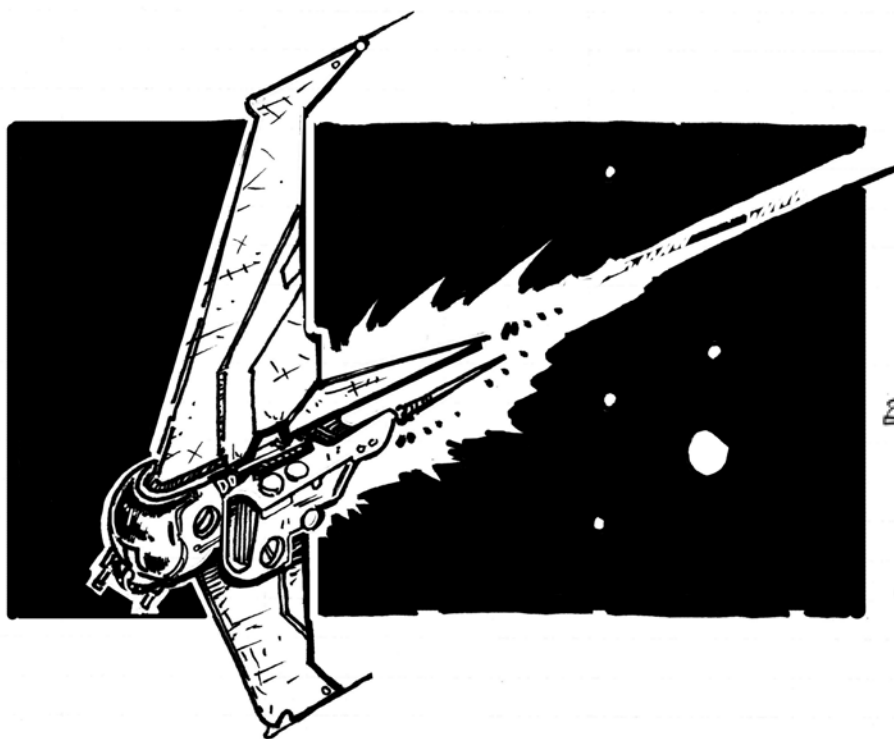
WHAT IS THIS?

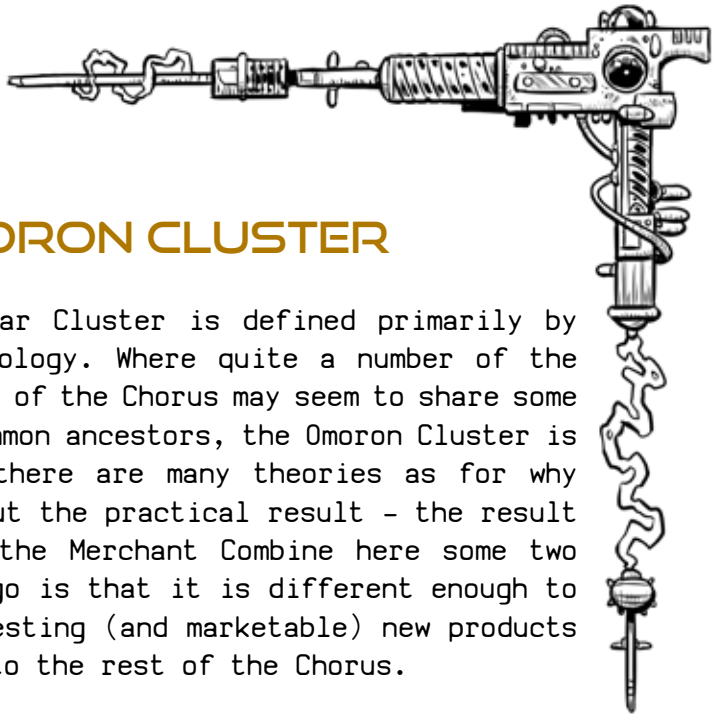
This is a setting and adventure supplement intended for use with Warpstar! the rules-light science fiction roleplaying game that aims to emulate the feeling of old-school British tabletop games of wondrous and fantastical adventure in the depths of space. It includes the adventures 'Jolly Jubilee Jaunt' and 'Bad Business on Alcatrux IV', provides some connective tissue between them, and aims to support further adventures in the Omoron Star Cluster where they both take place. Think of this as a set of tools to be used or altered as necessary to help you and your players create wondrous and fantastical adventures of your own.





PART1: THE OMORON STAR CLUSTER



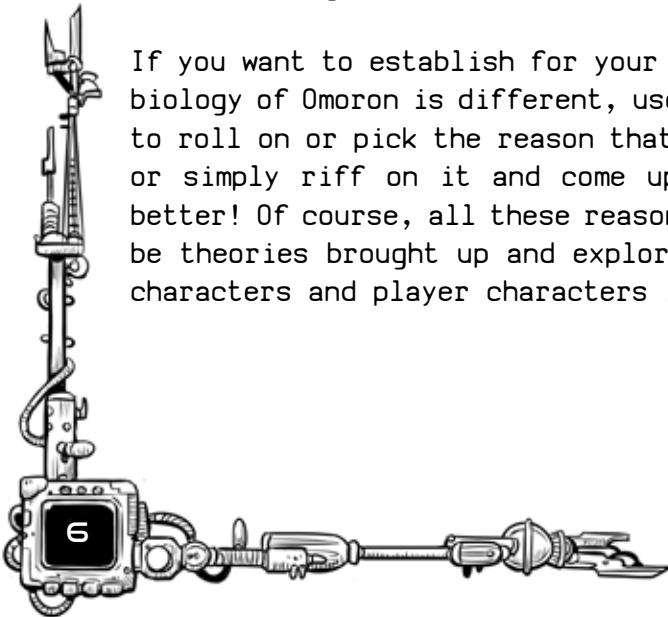


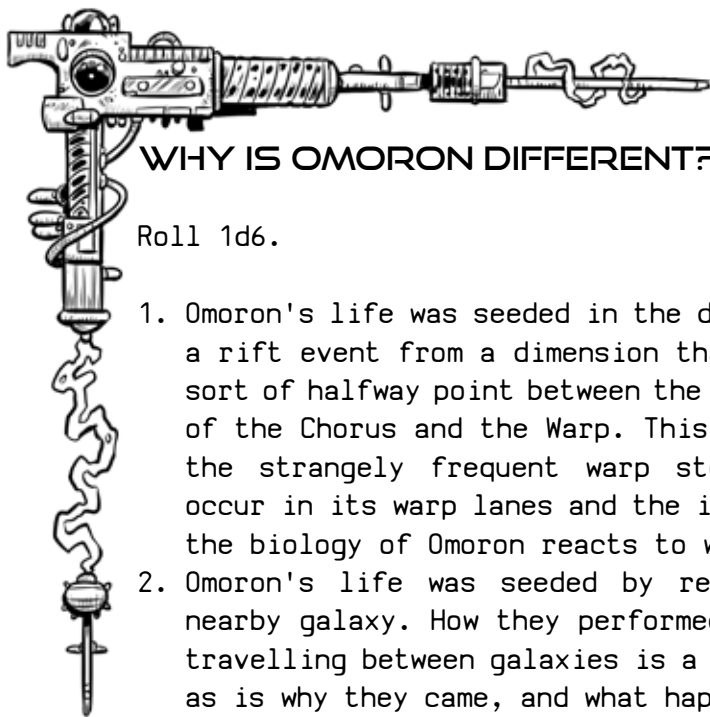
THE OMORON CLUSTER

The Omoron Star Cluster is defined primarily by its unique biology. Where quite a number of the million worlds of the Chorus may seem to share some biological common ancestors, the Omoron Cluster is 'different', there are many theories as for why this may be but the practical result - the result that brought the Merchant Combine here some two generations ago is that it is different enough to provide interesting (and marketable) new products and services to the rest of the Chorus.

The Omoron Cluster sits out on a spiral arm of the galaxy, not at the very fringes of the Chorus but far enough away from The Core that it only saw increased and vigorous interest in the last few decades. The chief instigator of this interest was the recently deceased Duke Petronius III, a Merchant Combine agent who saw the potential in these stars, and as a result saw himself awarded to such a high titled position for its actuation.

If you want to establish for your campaign why the biology of Omoron is different, use the table below to roll on or pick the reason that seems the best, or simply riff on it and come up with something better! Of course, all these reasons and more could be theories brought up and explored by non-player characters and player characters in your game.

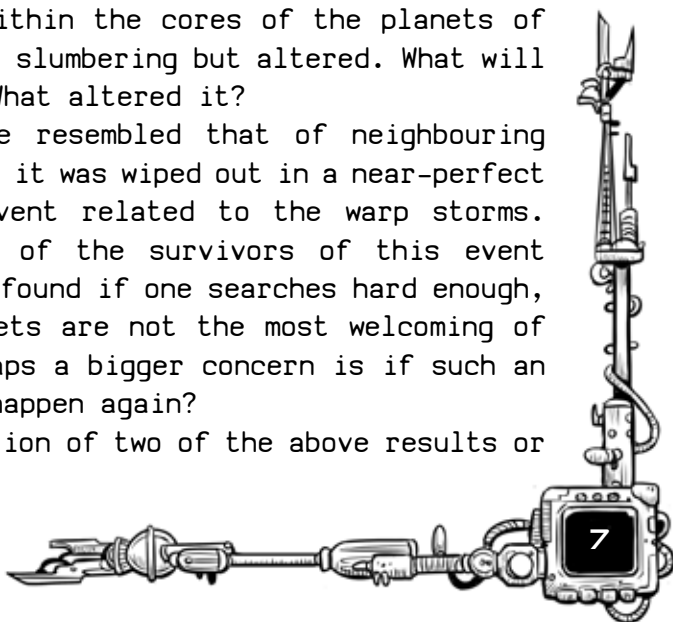




WHY IS OMORON DIFFERENT?

Roll 1d6.

1. Omoron's life was seeded in the distant past by a rift event from a dimension that serves as a sort of halfway point between the material world of the Chorus and the Warp. This is related to the strangely frequent warp storms that can occur in its warp lanes and the interesting way the biology of Omoron reacts to warp energies.
2. Omoron's life was seeded by refugees from a nearby galaxy. How they performed this feat of travelling between galaxies is a grand mystery, as is why they came, and what happened to them. But if you look close enough, there are traces to be found, here and there...
3. Omoron's life simply developed independently and was spread around the cluster by more mundane means. The galaxy is huge and wondrous and these things happen.
4. Omoron's life was created by a complex AI precursor civilization as an experiment to some unknown end. The AI that still exists in some form, deep within the cores of the planets of the cluster - slumbering but altered. What will wake it up? What altered it?
5. Omoron's life resembled that of neighbouring systems until it was wiped out in a near-perfect extinction event related to the warp storms. The evidence of the survivors of this event can still be found if one searches hard enough, but the planets are not the most welcoming of places. Perhaps a bigger concern is if such an event might happen again?
6. Some combination of two of the above results or



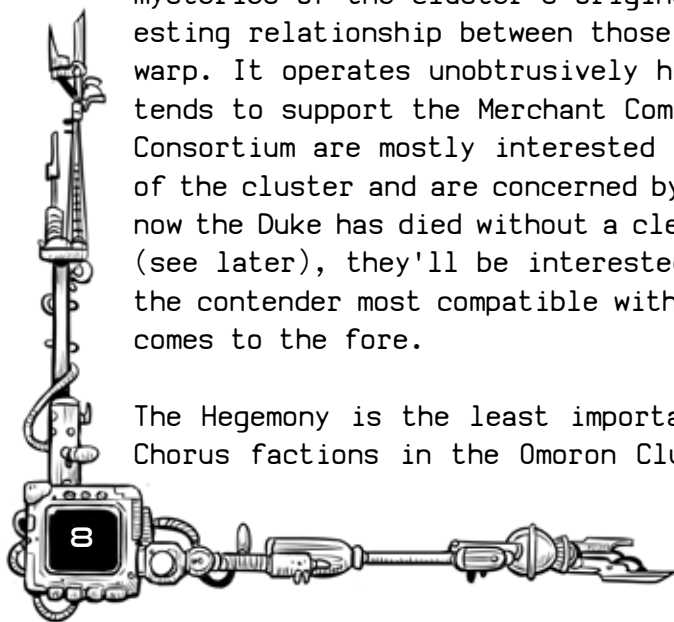
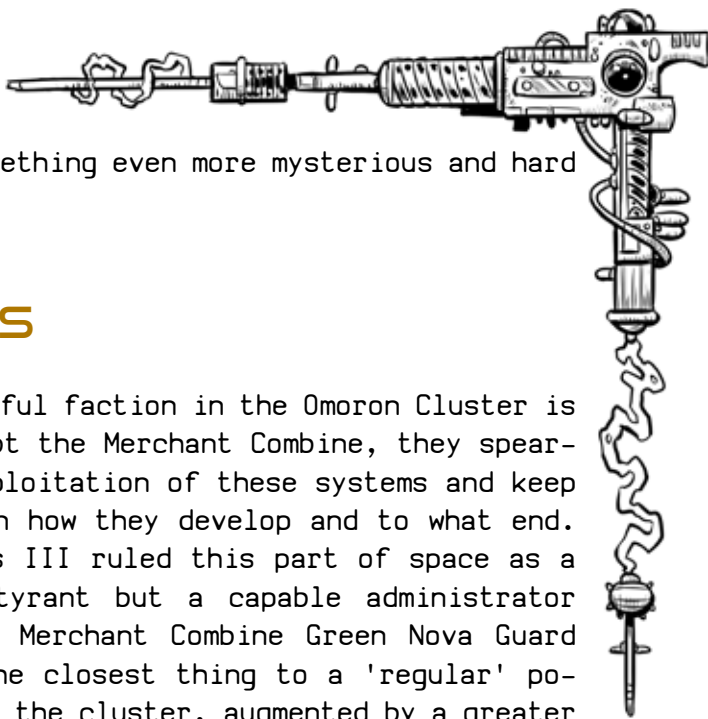
perhaps something even more mysterious and hard to fathom.

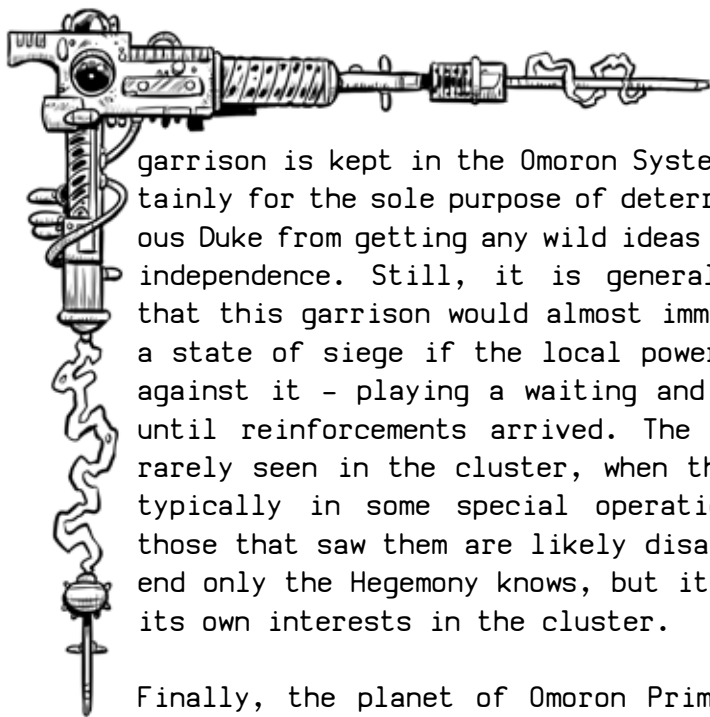
FACTIONS

The most powerful faction in the Omoron Cluster is without a doubt the Merchant Combine, they spear-headed the exploitation of these systems and keep a firm grip on how they develop and to what end. Duke Petronius III ruled this part of space as a near-perfect tyrant but a capable administrator all the same. Merchant Combine Green Nova Guard security is the closest thing to a 'regular' police force for the cluster, augmented by a greater number of freelancers and mercenaries that the Combine hires out on contracts to aid the effort, some of these are more dependable and reputable than others.

The Warp Consortium has quite a small but important presence in the cluster, mostly in research posts in its various systems related to uncovering the mysteries of the cluster's origins and the interesting relationship between those origins and the warp. It operates unobtrusively here, however and tends to support the Merchant Combine's aims. The Consortium are mostly interested in the stability of the cluster and are concerned by recent events - now the Duke has died without a clear heir apparent (see later), they'll be interested in seeing that the contender most compatible with their interests comes to the fore.

The Hegemony is the least important of the major Chorus factions in the Omoron Cluster. One small



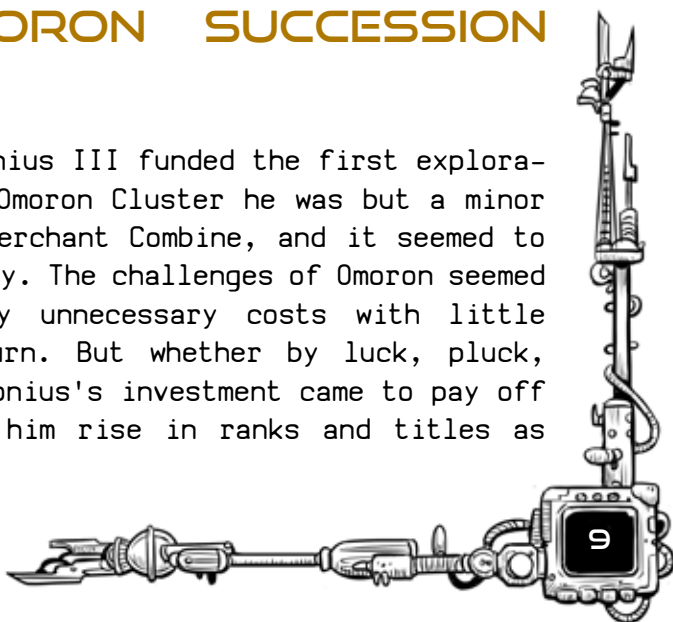


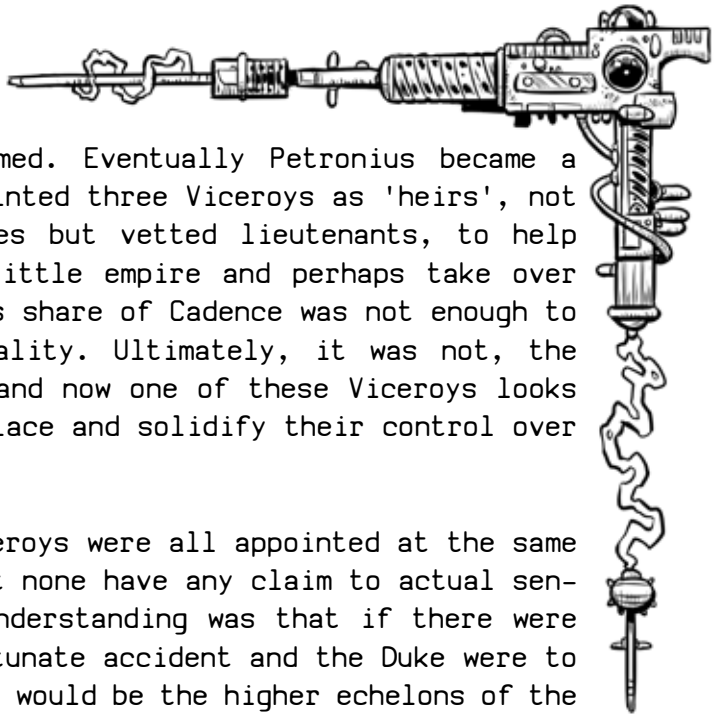
garrison is kept in the Omoron System, almost certainly for the sole purpose of deterring the previous Duke from getting any wild ideas about complete independence. Still, it is generally recognized that this garrison would almost immediately be in a state of siege if the local powers ever turned against it - playing a waiting and stalling game until reinforcements arrived. The Nova Guard is rarely seen in the cluster, when they are, it is typically in some special operations teams and those that saw them are likely disappear. To what end only the Hegemony knows, but it certainly has its own interests in the cluster.

Finally, the planet of Omoron Prime is the only planet in the entire cluster to have a local nobility; this is because it has been entirely terraformed to be compatible with human biology. This planetary nobility is the house Yestrov, hand-picked for their loyalty by the former Duke. The Duke is gone now, however, and perhaps the time for a power grab is at hand.

THE OMORON SUCCESSION CRISIS

When Duke Petronius III funded the first explorations into the Omoron Cluster he was but a minor player in the Merchant Combine, and it seemed to most like a folly. The challenges of Omoron seemed to present only unnecessary costs with little promise of return. But whether by luck, pluck, or acumen, Petronius's investment came to pay off in time seeing him rise in ranks and titles as

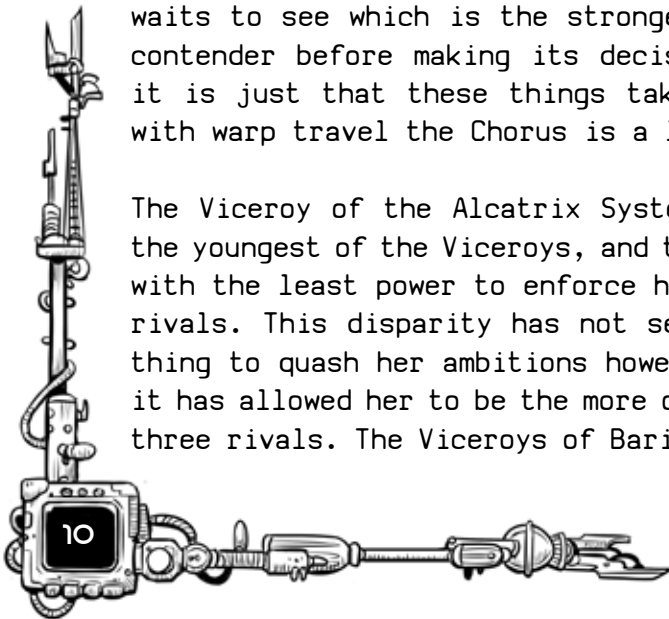


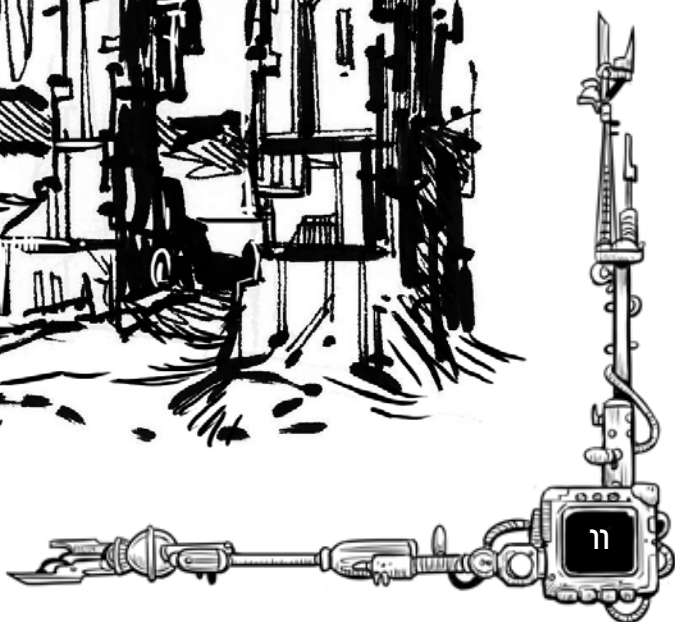
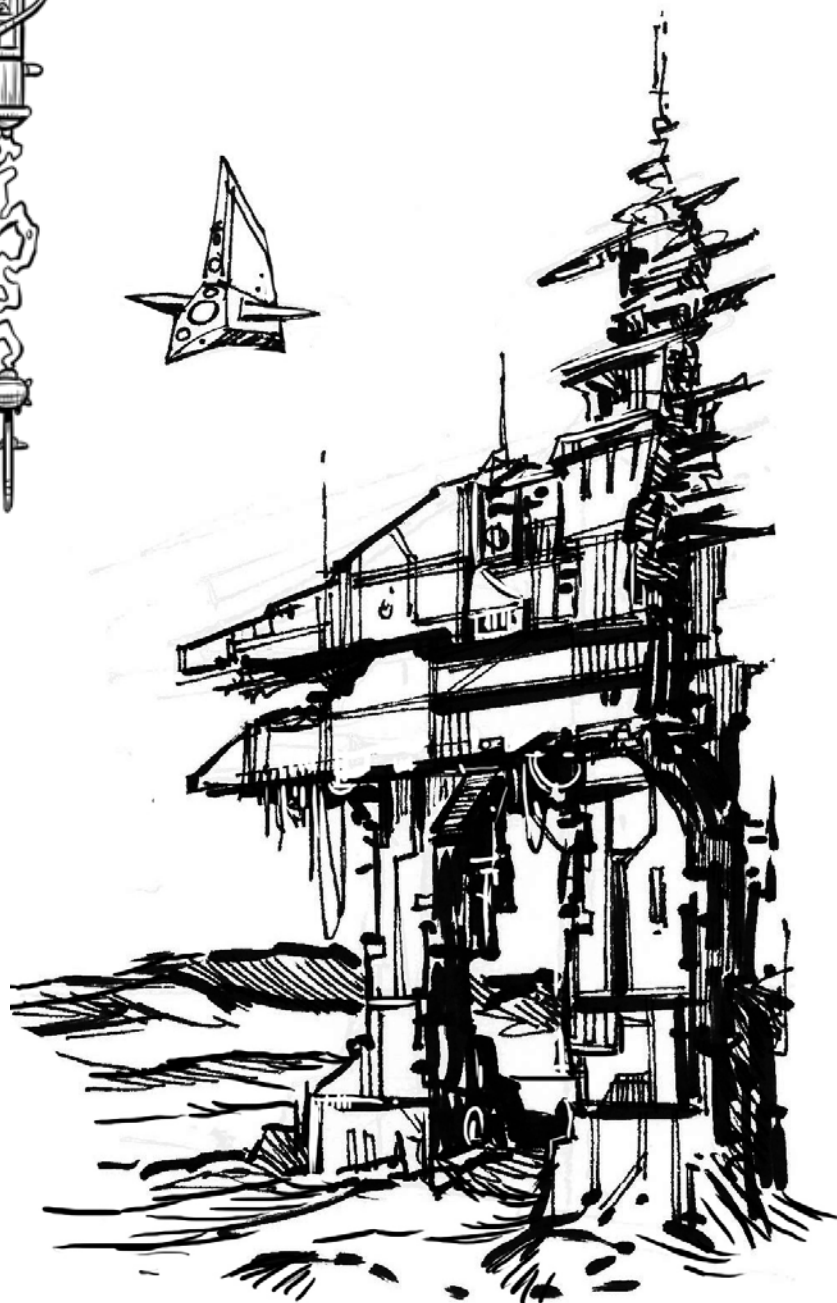
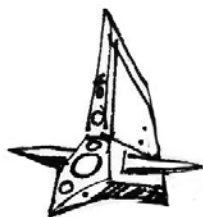
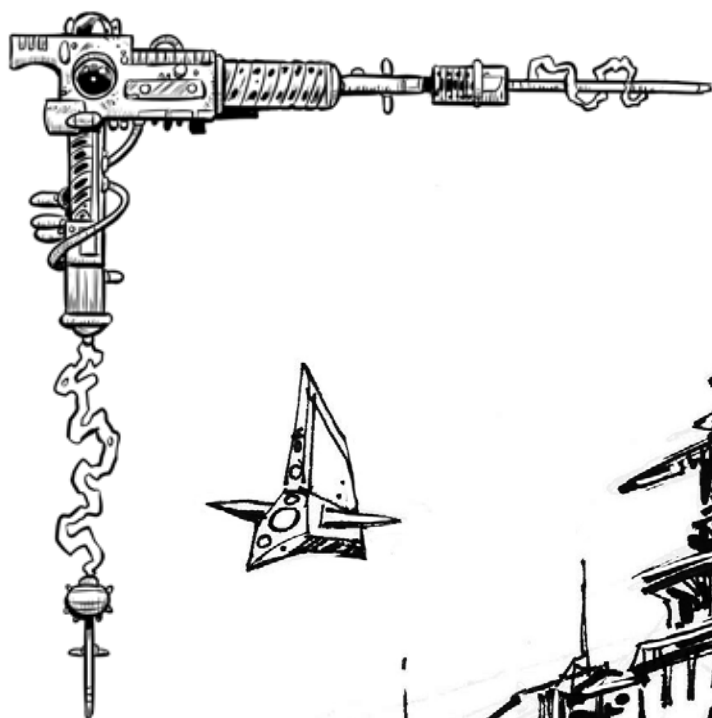


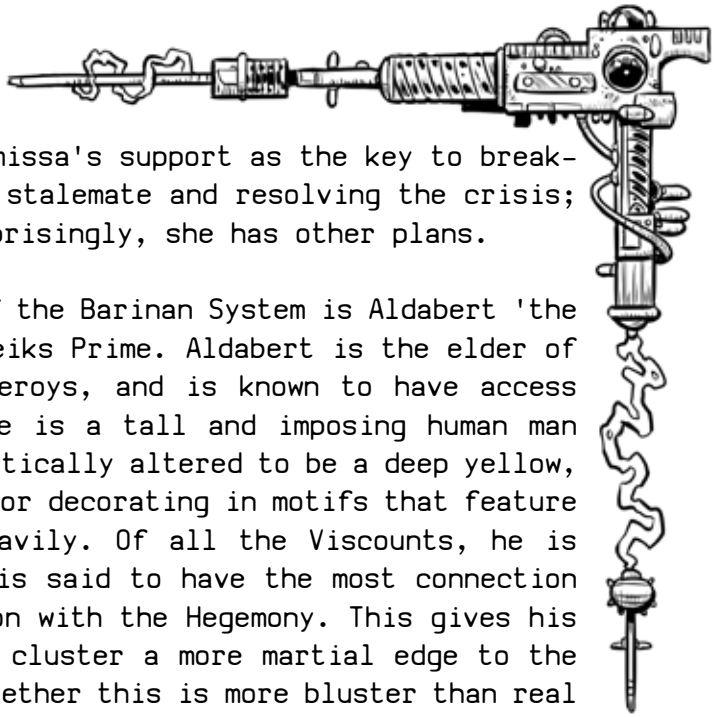
Omoron blossomed. Eventually Petronius became a Duke and appointed three Viceroys as 'heirs', not blood relatives but vetted lieutenants, to help him run his little empire and perhaps take over for him if his share of Cadence was not enough to attain immortality. Ultimately, it was not, the Duke is dead and now one of these Viceroys looks to take his place and solidify their control over the cluster.

The three Viceroys were all appointed at the same time such that none have any claim to actual seniority. The understanding was that if there were ever an unfortunate accident and the Duke were to be no more, it would be the higher echelons of the Merchant Combine itself that decided which heir would become the next Duke, with the understanding that it must be one of the appointed Viceroys. The Duke hoped this arrangement would act as some damper on the potential scheming between them within the systems themselves, at least while he was still alive. Perhaps it did, but he is alive no longer and the Merchant Combine has interests of its own. Now the Combine is strangely silent - maybe it waits to see which is the stronger and more able contender before making its decision, or perhaps it is just that these things take time and even with warp travel the Chorus is a large place.

The Viceroy of the Alcatrinx System is Charmissa, the youngest of the Viceroys, and the one seemingly with the least power to enforce her will over her rivals. This disparity has not seemed to do anything to quash her ambitions however, and perhaps it has allowed her to be the more overlooked of the three rivals. The Viceroys of Barinan and Elderrun





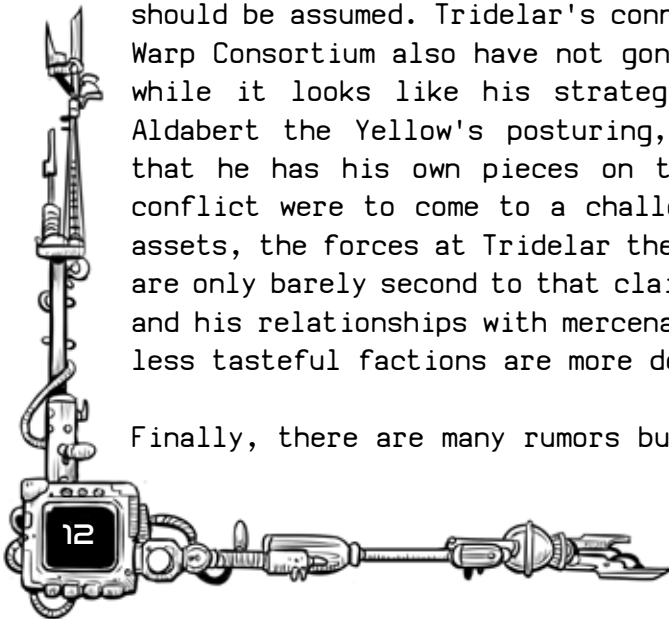


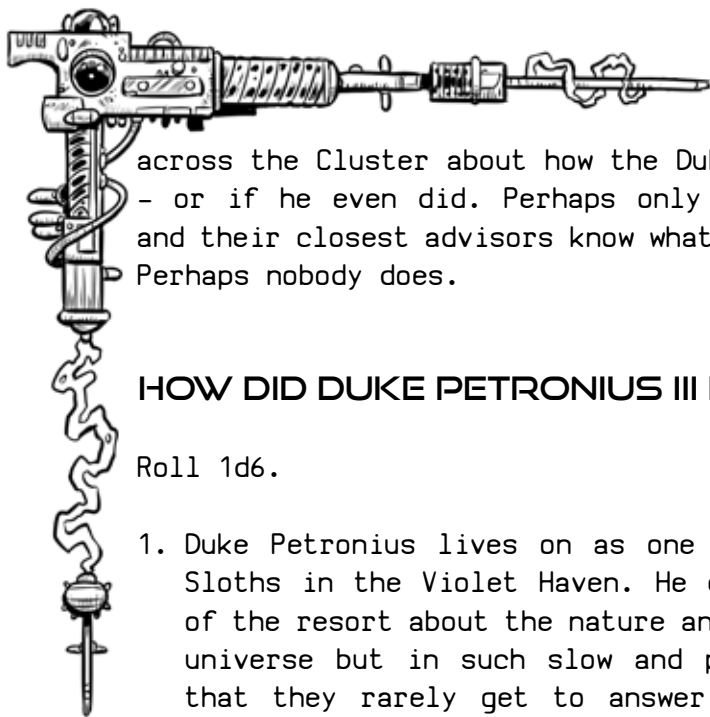
both see Charmissa's support as the key to breaking their own stalemate and resolving the crisis; perhaps unsurprisingly, she has other plans.

The Viceroy of the Barinan System is Aldabert 'the Yellow' of Vleiks Prime. Aldabert is the elder of the three viceroys, and is known to have access to Cadence. He is a tall and imposing human man with eyes genetically altered to be a deep yellow, and is known for decorating in motifs that feature the colour heavily. Of all the Viscounts, he is the one that is said to have the most connection and cooperation with the Hegemony. This gives his claims to the cluster a more martial edge to the others, but whether this is more bluster than real ability to call upon actual kinetic force, is a question still unanswered.

The Viceroy of the Elderrun System is Tridelar the Borr. The only non-human of the Viceroys, Tridelar is known for his patience and sharpness in diplomacy, mostly in the past for working out favourable contracts to his interests - no less useful for helping his position in the succession crisis it should be assumed. Tridelar's connections with the Warp Consortium also have not gone unnoticed, and while it looks like his strategy is to outlast Aldabert the Yellow's posturing, one may assume that he has his own pieces on the move. If the conflict were to come to a challenge of military assets, the forces at Tridelar the Borr's disposal are only barely second to that claimed by Aldabert, and his relationships with mercenaries and perhaps less tasteful factions are more developed.

Finally, there are many rumors but no certainties



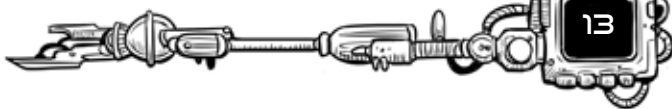


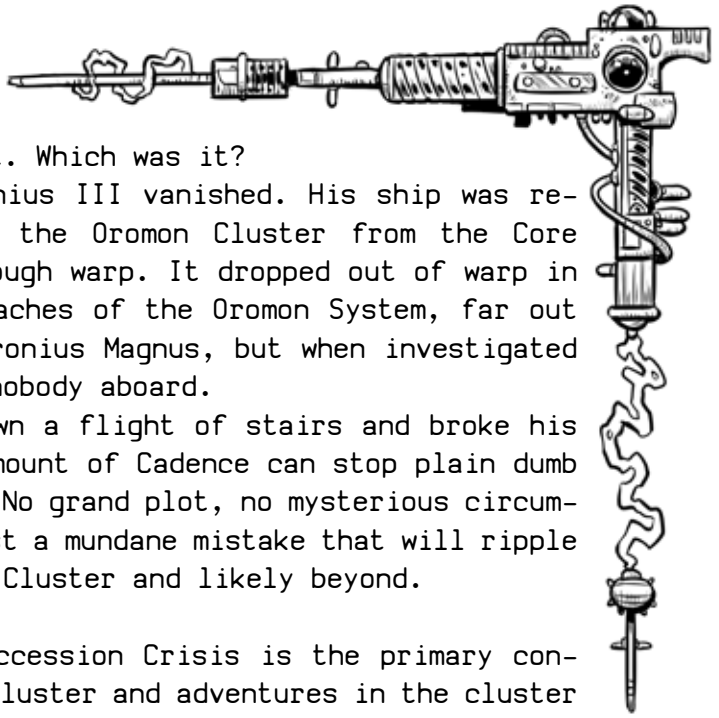
across the Cluster about how the Duke met his end - or if he even did. Perhaps only the Viscounts and their closest advisors know what the truth is. Perhaps nobody does.

HOW DID DUKE PETRONIUS III DIE?

Roll 1d6.

1. Duke Petronius lives on as one of the Violet Sloths in the Violet Haven. He quizzes guests of the resort about the nature and truth of the universe but in such slow and plodding tones that they rarely get to answer. A number of pupils have begun to gather around him, coming to see the 'sedate prophet' - it is unlikely either they or he know who he once was. Does anyone?
2. Duke Petronius lives but voluntarily surrendered his role before the Viscounts. He arranged for his closest circle to follow him and he left for The Jewel 'to conduct business with the Autarch'.
3. Duke Petronius had some incurable illness that was ultimately terminal. The rumors of a fourth Viscount are true but that fourth Viscount is Duke Petronius' clone, Duke Petronius IV, who will return to claim his position after watching how the Viscounts treat the succession process and have revealed their hands. The Merchant Combine waits for exactly this to proclaim the actual successor.
4. Duke Petronius III was assassinated in cold blood, as was the assassin. No side knows which was behind the plot, except the one that had it

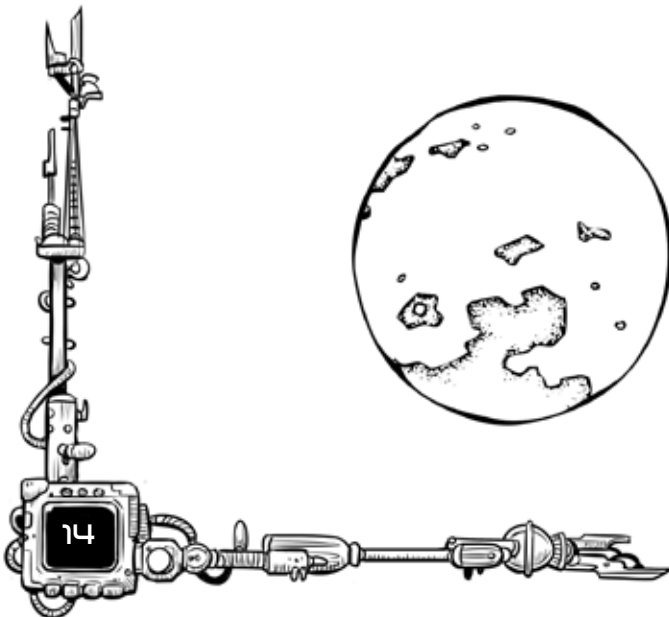


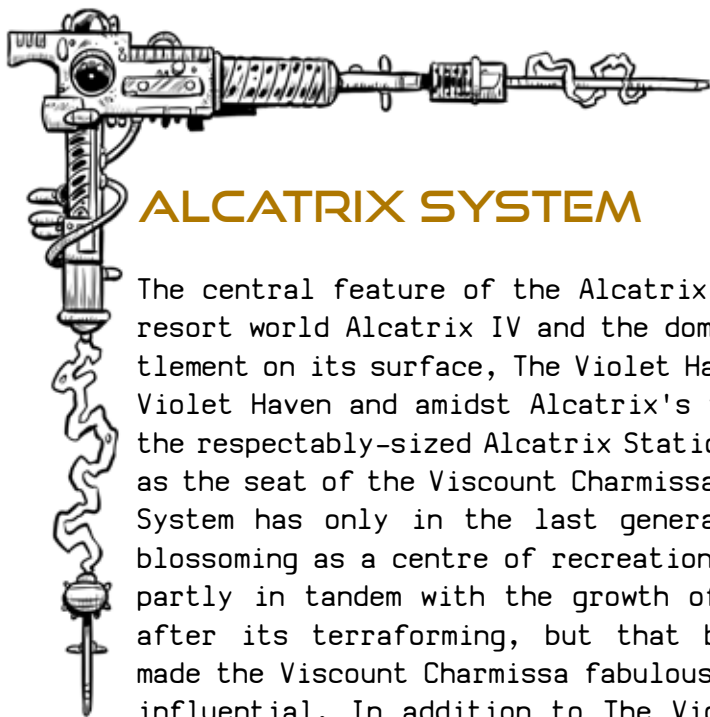


carried out. Which was it?

5. Duke Petronius III vanished. His ship was returning to the Oromon Cluster from the Core Worlds through warp. It dropped out of warp in the far reaches of the Oromon System, far out beyond Petronius Magnus, but when investigated there was nobody aboard.
6. He fell down a flight of stairs and broke his neck. No amount of Cadence can stop plain dumb accidents. No grand plot, no mysterious circumstance, just a mundane mistake that will ripple across The Cluster and likely beyond.

The Omoron Succession Crisis is the primary conflict of the cluster and adventures in the cluster will almost certainly involve in some way one of these players aiming for some advantage over their rivals. The resolution of it, to some end or another, is intended to be used as the climax and culmination of a series of adventures in the cluster. For more ideas of events and conspiracies to that end, take inspiration from the bundled adventures and the campaign suggestions on page 24.





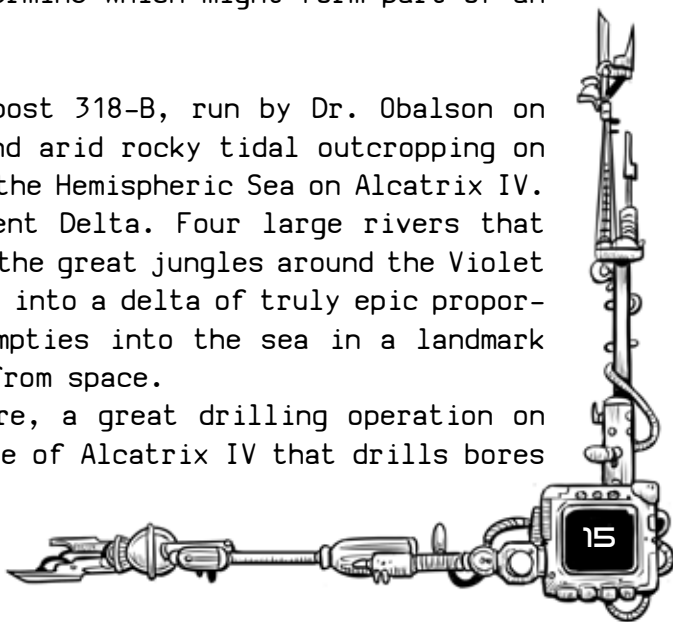
ALCATRIX SYSTEM

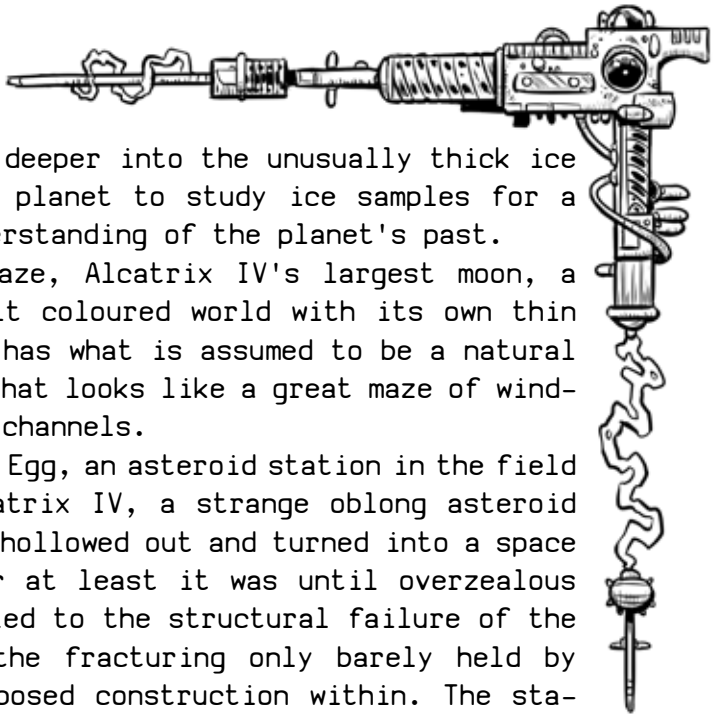
The central feature of the Alcatrix System is the resort world Alcatrix IV and the domed resort settlement on its surface, The Violet Haven. Above The Violet Haven and amidst Alcatrix's three moons is the respectably-sized Alcatrix Station which serves as the seat of the Viscount Charmissa. The Alcatrix System has only in the last generation seen its blossoming as a centre of recreation and pleasure, partly in tandem with the growth of Omoron Prime after its terraforming, but that blossoming has made the Viscount Charmissa fabulously wealthy and influential. In addition to The Violet Haven and Alcatrix Station the system is host to a number of smaller research outposts and mining concerns both on planetary surfaces and in the moons and asteroids of the system.

LOCATIONS IN THE ALCATRIX SYSTEM.

Roll 1d6 to determine which might form part of an adventure.

1. Research Outpost 318-B, run by Dr. Obalson on a dramatic and arid rocky tidal outcropping on the coast of the Hemispheric Sea on Alcatrix IV.
2. The Magnificent Delta. Four large rivers that pass through the great jungles around the Violet Haven convene into a delta of truly epic proportions that empties into the sea in a landmark easily seen from space.
3. The Polar Bore, a great drilling operation on the north pole of Alcatrix IV that drills bores



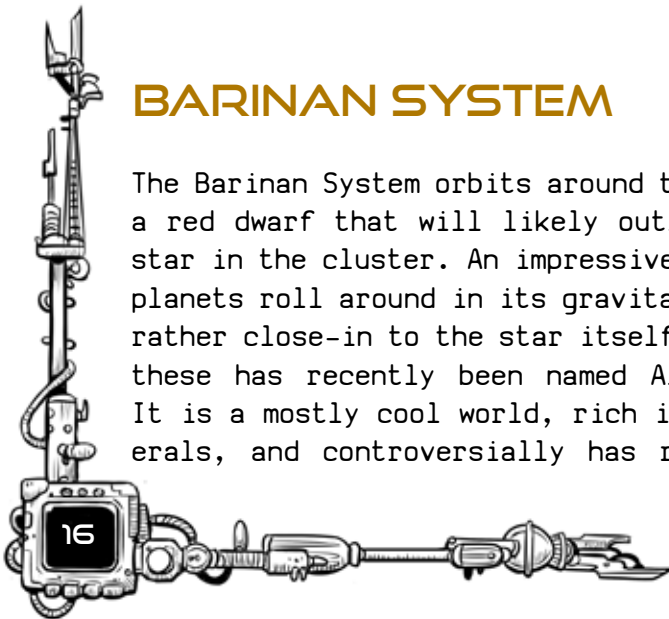


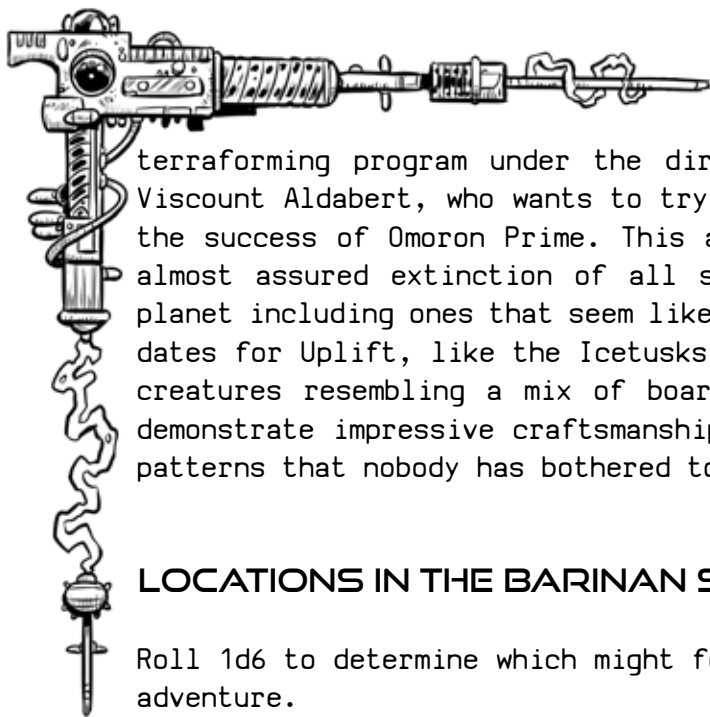
deeper and deeper into the unusually thick ice cap of the planet to study ice samples for a better understanding of the planet's past.

4. The Blue Maze, Alcatrux IV's largest moon, a great cobalt coloured world with its own thin atmosphere has what is assumed to be a natural formation that looks like a great maze of winding chalky channels.
5. The Cracked Egg, an asteroid station in the field beyond Alcatrux IV, a strange oblong asteroid long since hollowed out and turned into a space station. Or at least it was until overzealous hollowing led to the structural failure of the asteroid, the fracturing only barely held by the now exposed construction within. The station has since been abandoned - or has it? What ghosts (or pirates) may haunt the halls of this floating cautionary tale?
6. Listening Station 752-Delta, a tiny Hegemony-run monitoring station out on a moon of Alcatrux VII, said to be the worst posting in the cluster. It has a reputation for causing 'sub-optimal emotional instability' in those who spend any amount of time there.

BARINAN SYSTEM

The Barinan System orbits around the Star Barinas, a red dwarf that will likely outlive every other star in the cluster. An impressive ten small rocky planets roll around in its gravitational well, all rather close-in to the star itself. The largest of these has recently been named Aldabert's Prize. It is a mostly cool world, rich in some rare minerals, and controversially has recently begun a



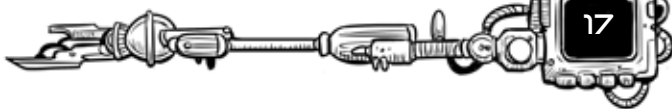


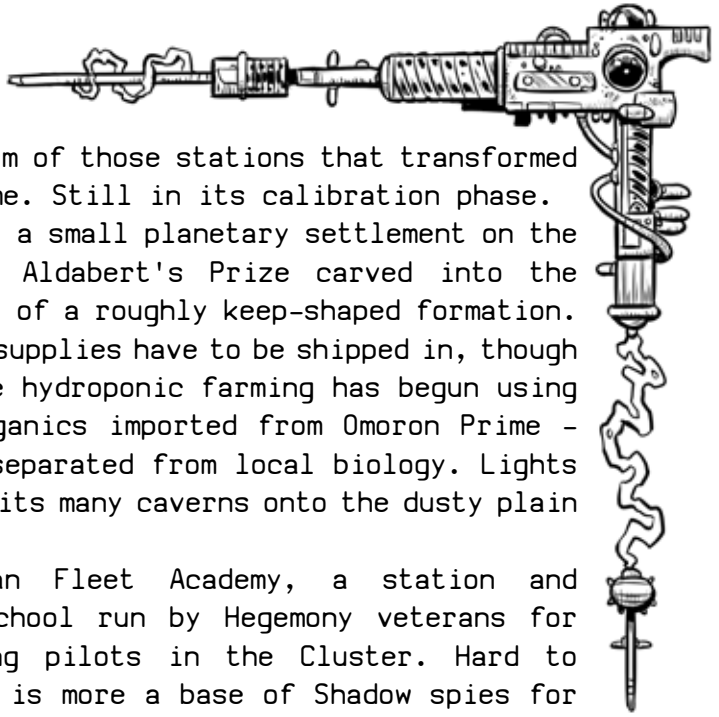
terraforming program under the direct orders of Viscount Aldabert, who wants to try and replicate the success of Omoron Prime. This also means the almost assured extinction of all species on the planet including ones that seem like viable candidates for Uplift, like the Icetusks - great burly creatures resembling a mix of boar and bear who demonstrate impressive craftsmanship and language patterns that nobody has bothered to decipher.

LOCATIONS IN THE BARINAN SYSTEM

Roll 1d6 to determine which might form part of an adventure.

1. The Den of Eternal Twilight. A resort on Barinan I, a planet locked in orbit around its sun such that a large swath of its northern hemisphere is forever in twilight and thus spared the worst heat of being so close to its sun. The array of deep colours in the sky are enhanced by the dim red burning of the sun, itself always just peeking in a massive burning sliver over the horizon.
2. The Icetusk Graveyard, on Aldabert's Prize, a massive monument created by generations of Icetusks bringing their dead to be buried in great earth mounds that break apart the tundra forests of that part of the planet. Normally a nomadic species, the Icetusks seem willing to travel vast distances to return to this same spot for the ritual.
3. Atmosphere Station Primus, the first and so far only finished atmospheric terraforming station built on Aldabert's Prize. It is modelled on an



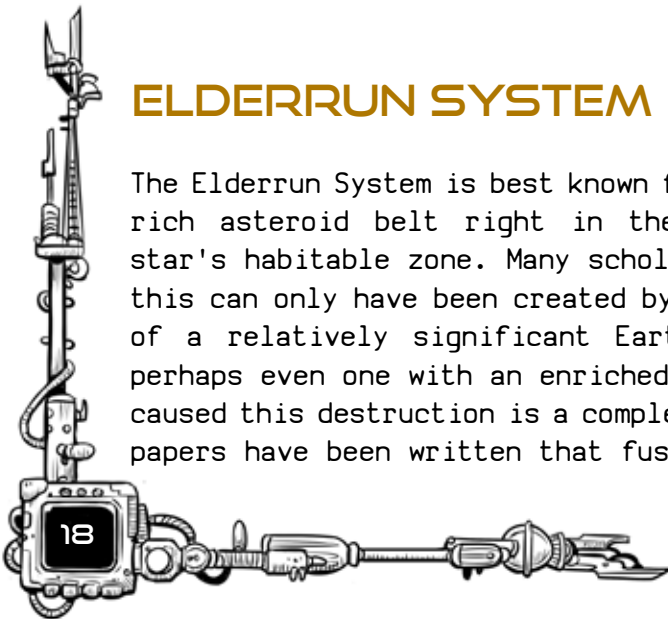


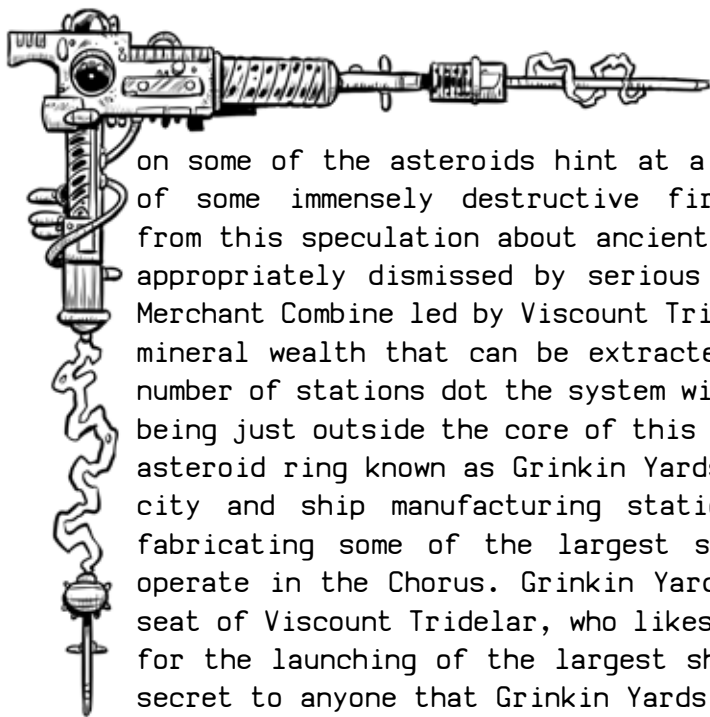
updated form of those stations that transformed Omoron Prime. Still in its calibration phase.

4. The Castle, a small planetary settlement on the surface of Aldabert's Prize carved into the living rock of a roughly keep-shaped formation. Almost all supplies have to be shipped in, though small scale hydroponic farming has begun using complex organics imported from Omoron Prime - carefully separated from local biology. Lights shine from its many caverns onto the dusty plain below.
5. The Barinan Fleet Academy, a station and military school run by Hegemony veterans for enterprising pilots in the Cluster. Hard to tell if it is more a base of Shadow spies for the Hegemony or a convenient place to drop off troublesome youth so they can become someone else's problem.
6. The Ice Cascades of Barinan V, a strange trick of nature has it that geothermal heated liquid water rushes off massive waterfalls on the southern hemisphere of this planet and freezes in the frigid air such that it hits the ice below and shatters in a constant rain of shards.

ELDERRUN SYSTEM

The Elderrun System is best known for an incredibly rich asteroid belt right in the middle of the star's habitable zone. Many scholars believe that this can only have been created by the destruction of a relatively significant Earth-sized planet, perhaps even one with an enriched iron core. What caused this destruction is a complete mystery. Some papers have been written that fusing and glassing



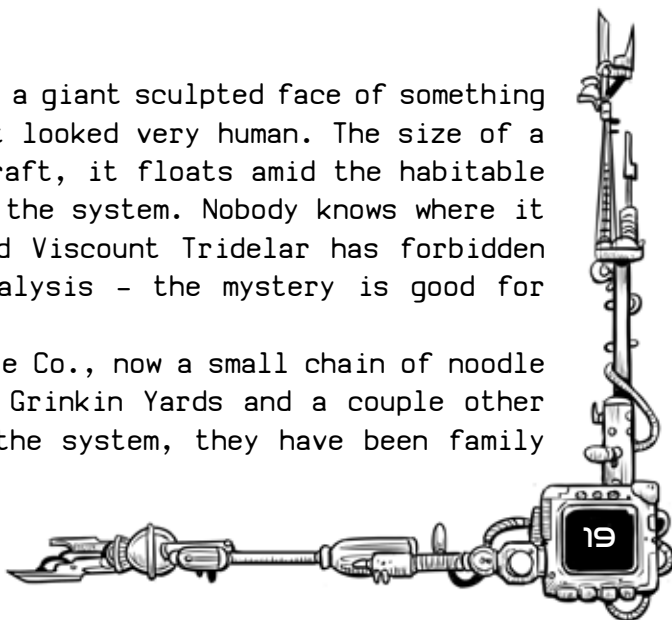


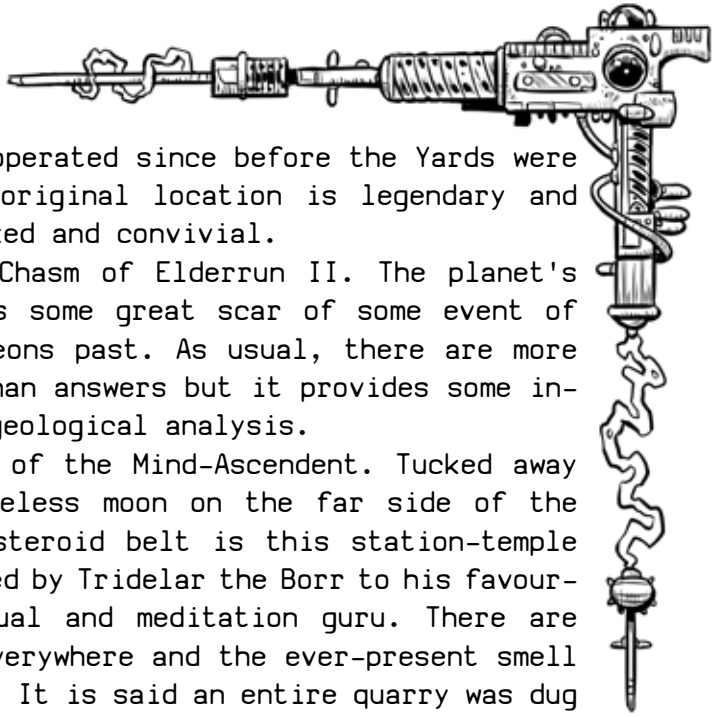
on some of the asteroids hint at a force capable of some immensely destructive firepower. Aside from this speculation about ancient superweapons, appropriately dismissed by serious scholars, the Merchant Combine led by Viscount Tridelar mine the mineral wealth that can be extracted the belt. A number of stations dot the system with the largest being just outside the core of this habitable zone asteroid ring known as Grinkin Yards - a combined city and ship manufacturing station capable of fabricating some of the largest ships known to operate in the Chorus. Grinkin Yards is also the seat of Viscount Tridelar, who likes to be present for the launching of the largest ships. It is no secret to anyone that Grinkin Yards is one of the most important strategic assets in the cluster, as it can create truly formidable warships if ever it were turned to that purpose. There are rumors that one is already being made...

LOCATIONS IN THE ELDERRUN SYSTEM

Roll 1d6 to determine which might form part of an adventure.

1. Izara's Face, a giant sculpted face of something that at least looked very human. The size of a small spacecraft, it floats amid the habitable zone belt of the system. Nobody knows where it came from and Viscount Tridelar has forbidden any close analysis - the mystery is good for business.
2. Grinkin Noodle Co., now a small chain of noodle shops aboard Grinkin Yards and a couple other stations in the system, they have been family



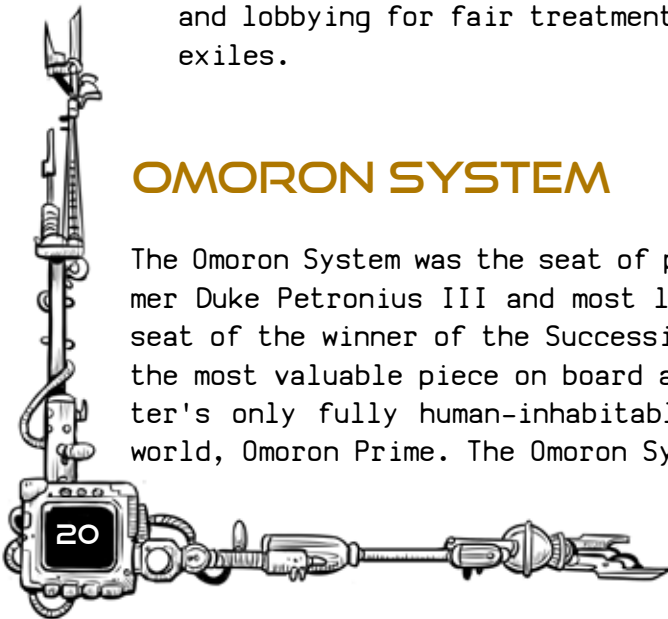


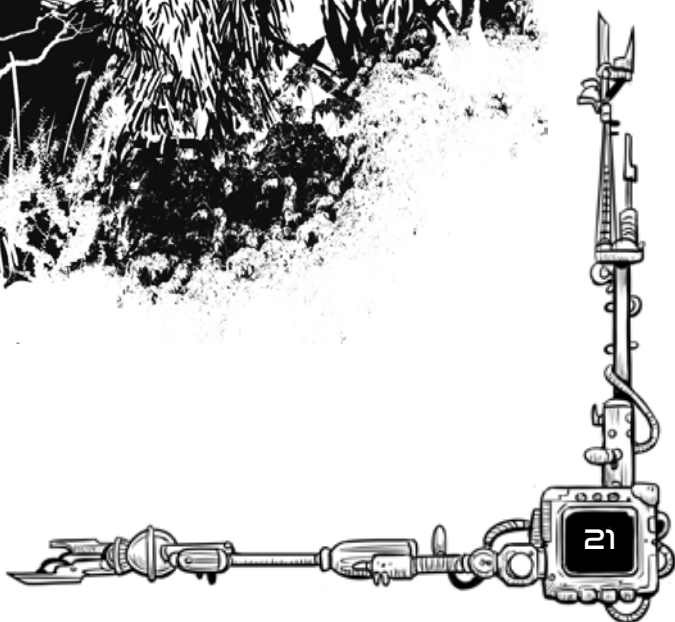
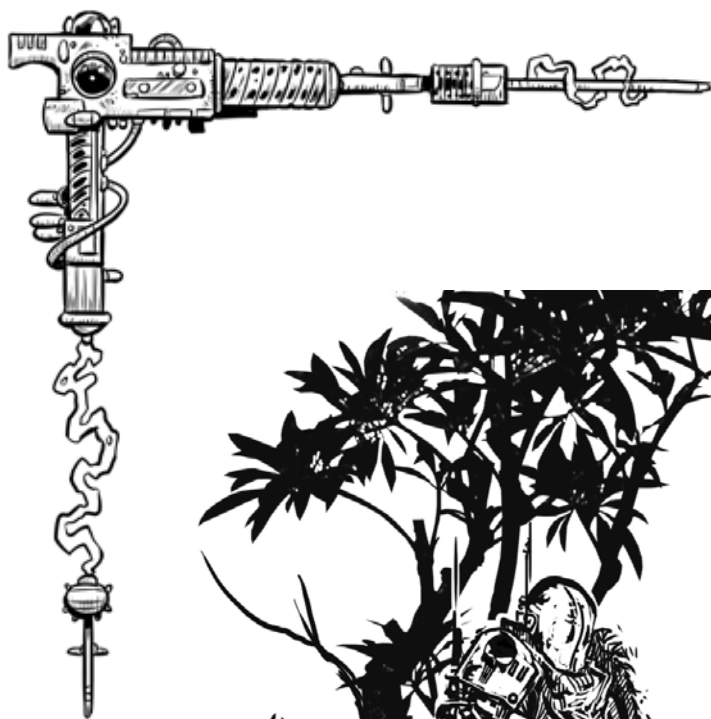
owned and operated since before the Yards were open. The original location is legendary and always packed and convivial.

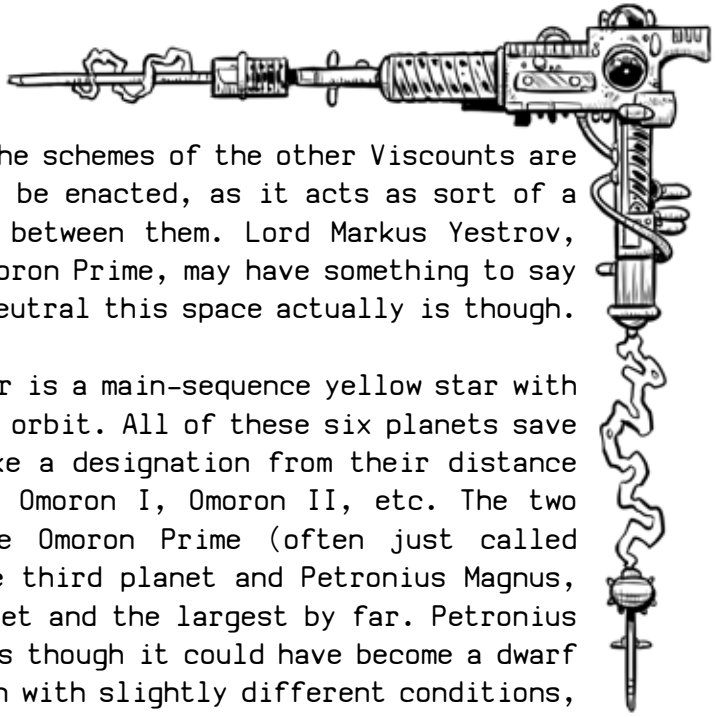
3. The Great Chasm of Elderrun II. The planet's crust bears some great scar of some event of magnitude eons past. As usual, there are more theories than answers but it provides some interesting geological analysis.
4. The Temple of the Mind-Ascendent. Tucked away near a lifeless moon on the far side of the system's asteroid belt is this station-temple commissioned by Tridelar the Borr to his favourite spiritual and meditation guru. There are pyramids everywhere and the ever-present smell of incense. It is said an entire quarry was dug to obtain the marble for its inner structures.
5. Listening Station 752-Alpha, another tiny outpost of the Hegemony at the fringes of the Elderrun system. It is commonly accepted that this is a spy station, but on whom and for what?
6. Far Excet, a small Vornin colony station and community that operates a gas harvesting operation from orbit around Elderrun VI. Committed to showing the productive side of their people and lobbying for fair treatment of other Vornin exiles.

OMORON SYSTEM

The Omoron System was the seat of power of the former Duke Petronius III and most likely the future seat of the winner of the Succession Crisis. It is the most valuable piece on board and has the cluster's only fully human-inhabitable and inhabited world, Omoron Prime. The Omoron System is also the



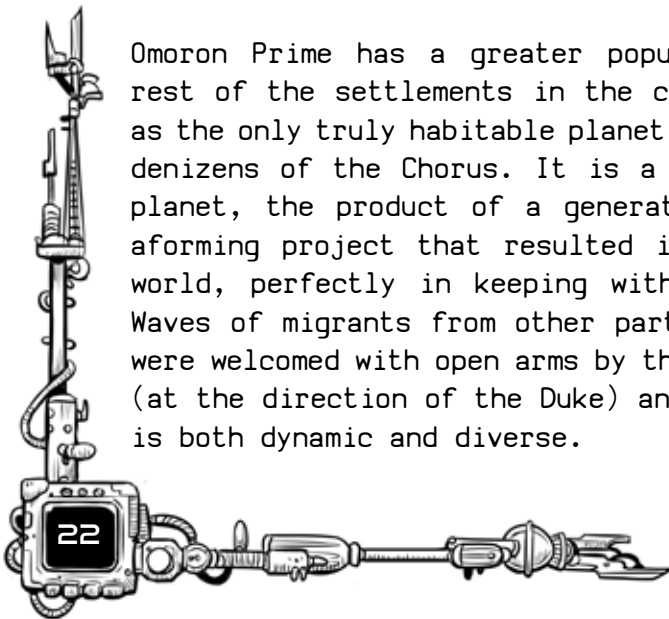


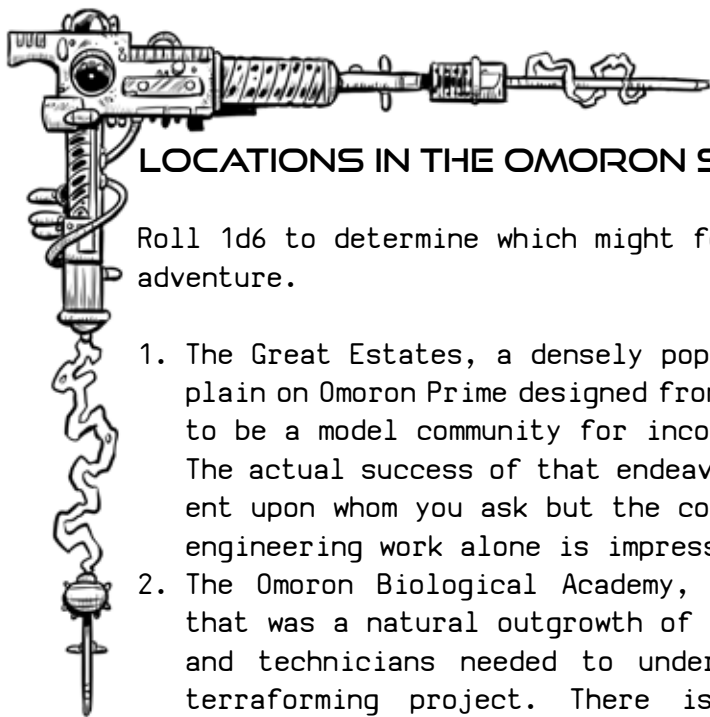


system where the schemes of the other Viscounts are most likely to be enacted, as it acts as sort of a neutral space between them. Lord Markus Yestrov, the lord of Omoron Prime, may have something to say for just how neutral this space actually is though.

The Omoron Star is a main-sequence yellow star with six planets in orbit. All of these six planets save two simply take a designation from their distance to the sun as Omoron I, Omoron II, etc. The two exceptions are Omoron Prime (often just called 'Omoron'), the third planet and Petronius Magnus, the fifth planet and the largest by far. Petronius Magnus seems as though it could have become a dwarf star on its own with slightly different conditions, making the Omoron System potentially a twin-star system. Still, Petronius Magnus's immense gravity has collected hundreds of moons and other smaller satellites that play host to a number of colonies and stations in orbit of the massive Purple Giant. This is also where one can find the second largest settlement in the cluster, Petronius Station, the former Ducal Seat and the largest market in the cluster.

Omoron Prime has a greater population than the rest of the settlements in the cluster combined, as the only truly habitable planet to most sentient denizens of the Chorus. It is a blue jewel of a planet, the product of a generations long terraforming project that resulted in a true garden world, perfectly in keeping with human biology. Waves of migrants from other parts of the Chorus were welcomed with open arms by the Yestrov family (at the direction of the Duke) and its population is both dynamic and diverse.

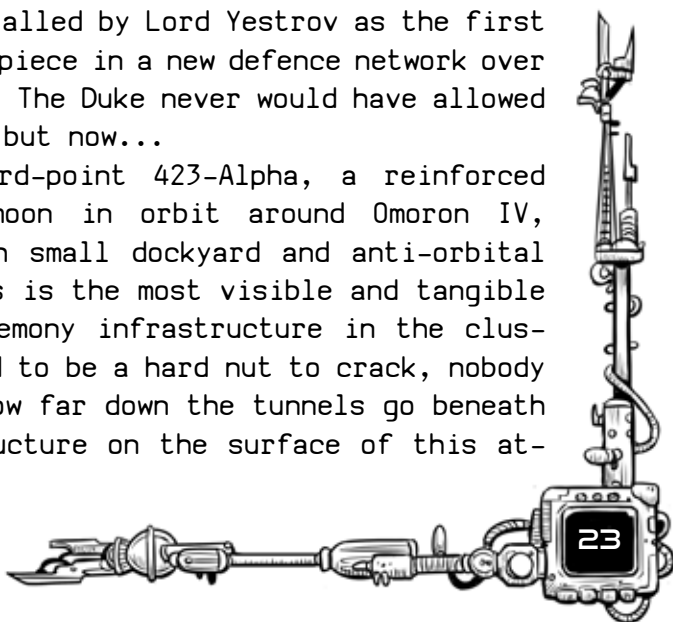


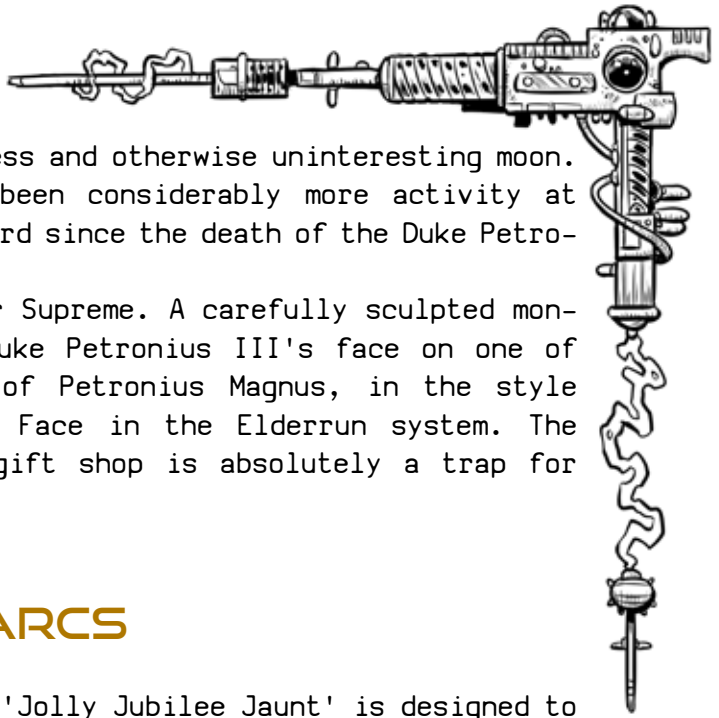


LOCATIONS IN THE OMORON SYSTEM

Roll 1d6 to determine which might form part of an adventure.

1. The Great Estates, a densely populated coastal plain on Omoron Prime designed from the ground-up to be a model community for incoming migrants. The actual success of that endeavour is dependent upon whom you ask but the construction and engineering work alone is impressive.
2. The Omoron Biological Academy, a vast campus that was a natural outgrowth of the scientists and technicians needed to undertake Omoron's terraforming project. There is considerable tension and disagreement recently with the new terraforming project on Aldabert's Prize.
3. The Dirt Plantations. Considerable amounts of arable land on Omoron is turned over to simply producing human biology-compatible organic compounds that can be used for hydroponics and even terrestrial farming in other parts of the cluster and even further afield.
4. Orbital Command Central. A brand-new orbital platform installed by Lord Yestrov as the first and keystone piece in a new defence network over Omoron Prime. The Duke never would have allowed such a thing but now...
5. Logistics Hard-point 423-Alpha, a reinforced base on a moon in orbit around Omoron IV, complete with small dockyard and anti-orbital cannons. This is the most visible and tangible piece of Hegemony infrastructure in the cluster. Designed to be a hard nut to crack, nobody knows just how far down the tunnels go beneath the superstructure on the surface of this at-





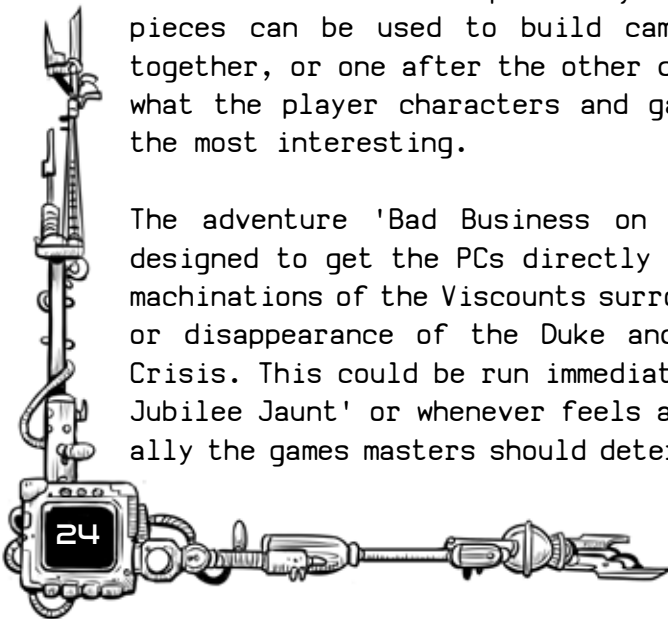
mosphere-less and otherwise uninteresting moon. There has been considerably more activity at this dockyard since the death of the Duke Petronius III.

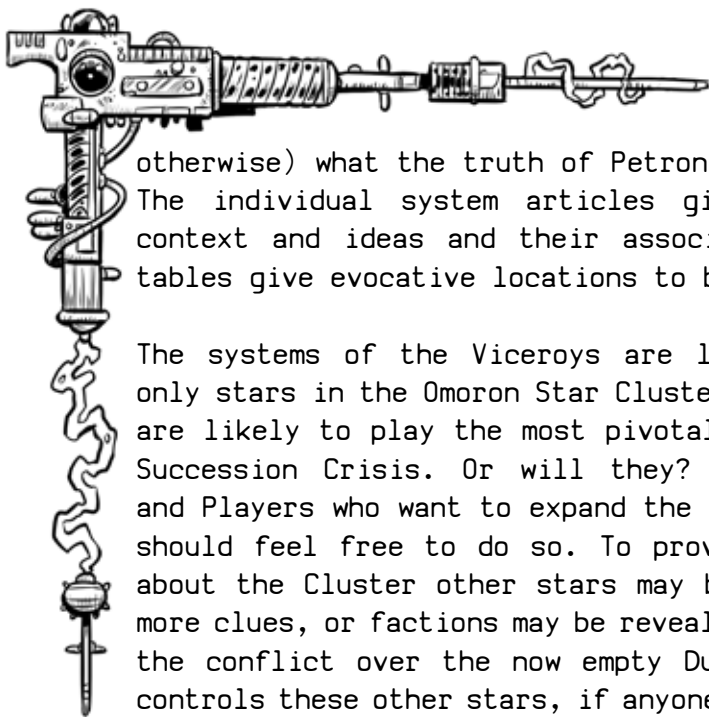
6. The Founder Supreme. A carefully sculpted monument of Duke Petronius III's face on one of the moons of Petronius Magnus, in the style of Izara's Face in the Elderrun system. The adjoining gift shop is absolutely a trap for children.

STORY ARCS

The adventure 'Jolly Jubilee Jaunt' is designed to not just be an introduction to Warpstar! for new players and games masters, but can be an excellent introduction to the Omoron Cluster itself. This star cluster invites the games master to play among its stars, with its systems, and the major factions therein. Ideas are given in table form for two of the central themes of the Cluster on pages 7 and 9, dealing with the Cluster's biology and the fate of Duke Petronius respectively. Either of these pieces can be used to build campaign arc, both together, or one after the other depending even on what the player characters and games master find the most interesting.

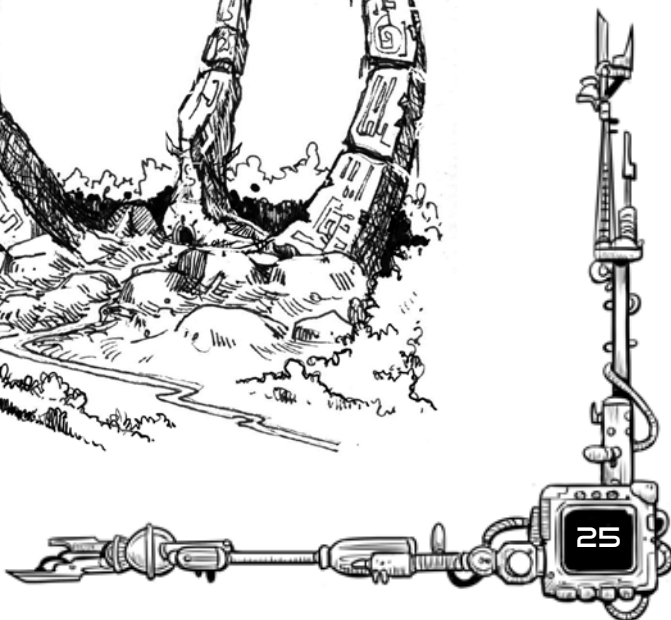
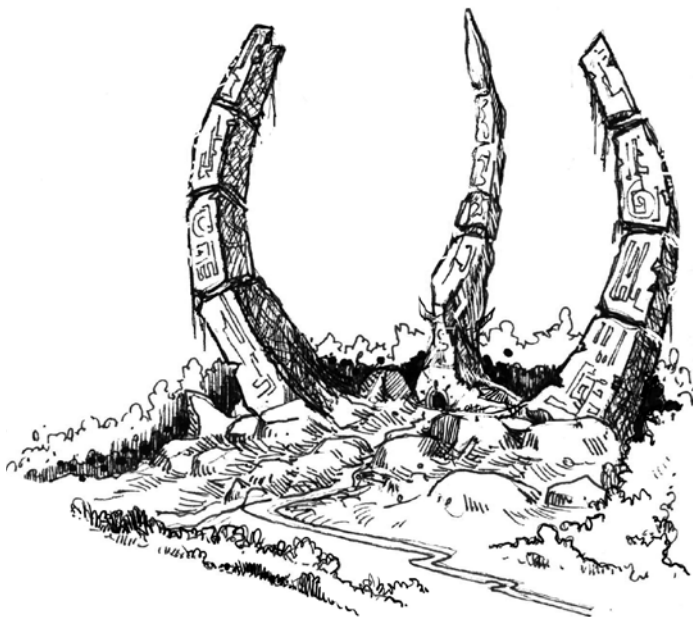
The adventure 'Bad Business on Alcatrrix IV' is designed to get the PCs directly caught up in the machinations of the Viscounts surrounding the death or disappearance of the Duke and the Succession Crisis. This could be run immediately after 'Jolly Jubilee Jaunt' or whenever feels appropriate. Ideally the games masters should determine (by dice or



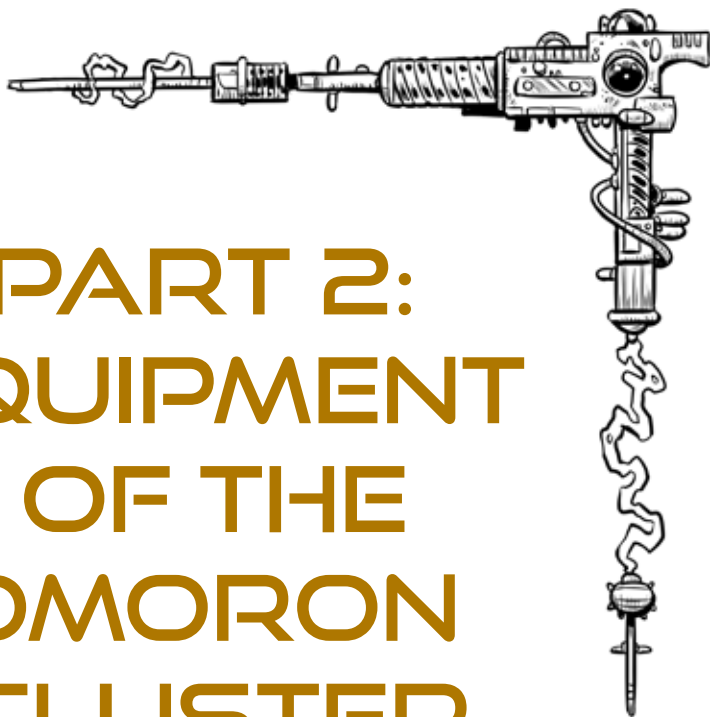
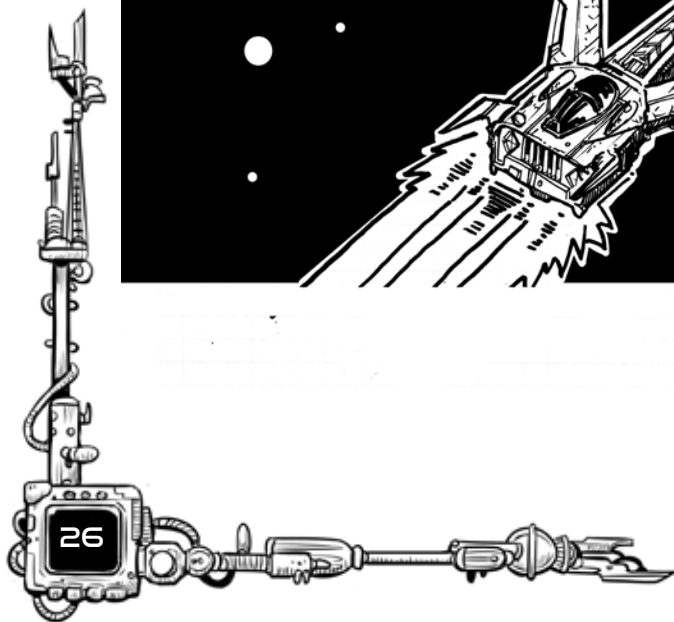
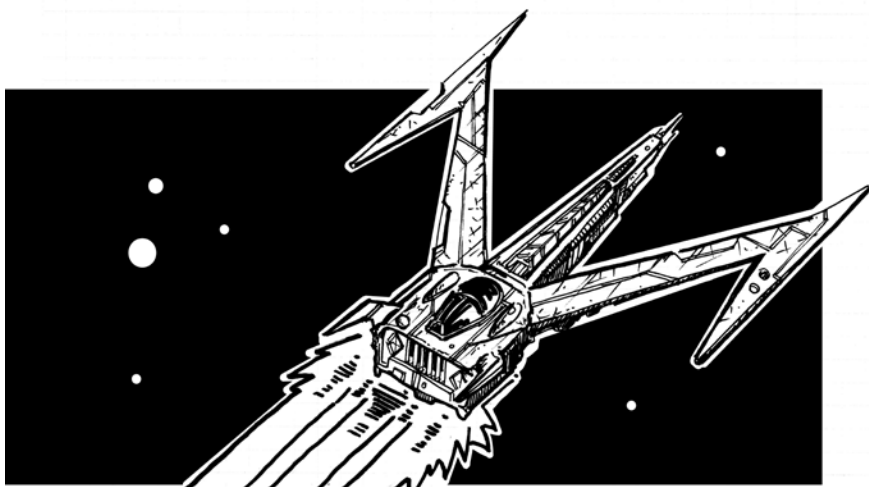


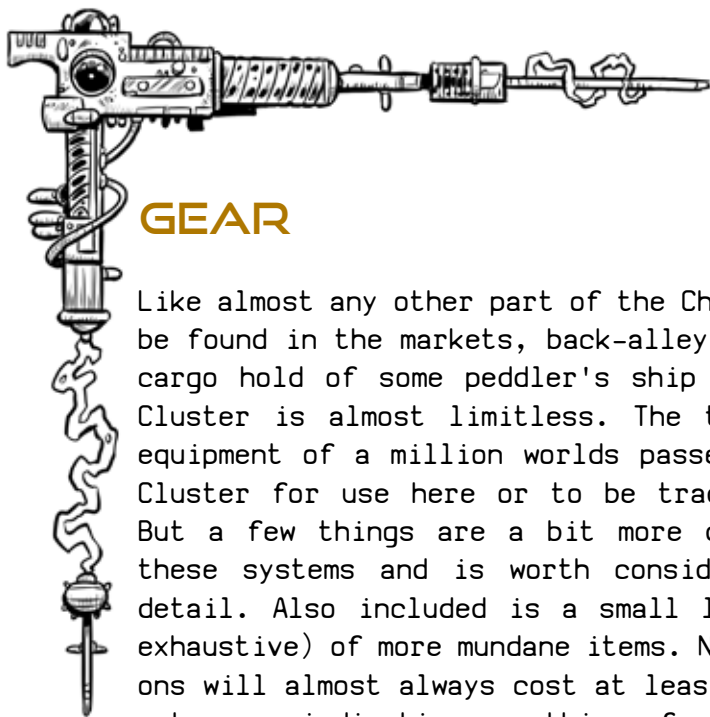
otherwise) what the truth of Petronius' fate was. The individual system articles give additional context and ideas and their associated location tables give evocative locations to build plots.

The systems of the Viceroy's are likely not the only stars in the Omoron Star Cluster, though they are likely to play the most pivotal roles in the Succession Crisis. Or will they? Games Masters and Players who want to expand the Omoron Cluster should feel free to do so. To prove some truths about the Cluster other stars may be needed with more clues, or factions may be revealed that affect the conflict over the now empty Ducal seat. Who controls these other stars, if anyone? Do they fall under the purview of the Viceroy's or do other factions hold sway here? What hints about the origins of the Cluster can be found?



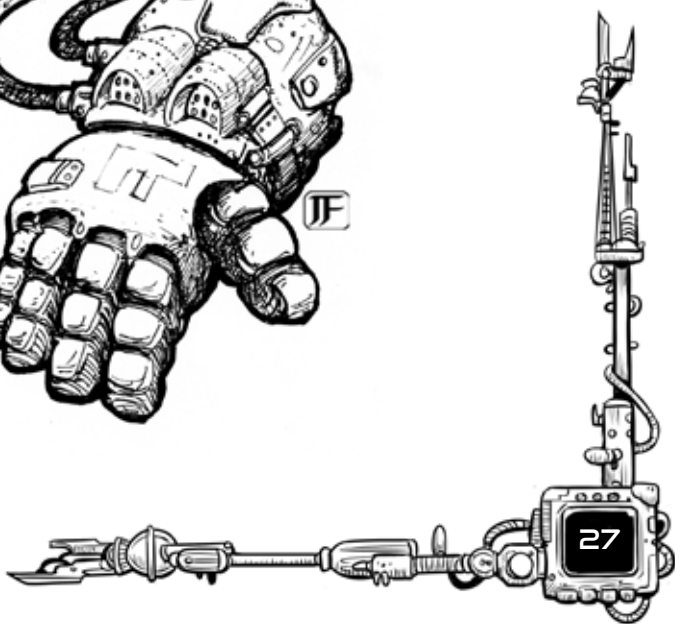
PART 2: EQUIPMENT OF THE OMORON CLUSTER

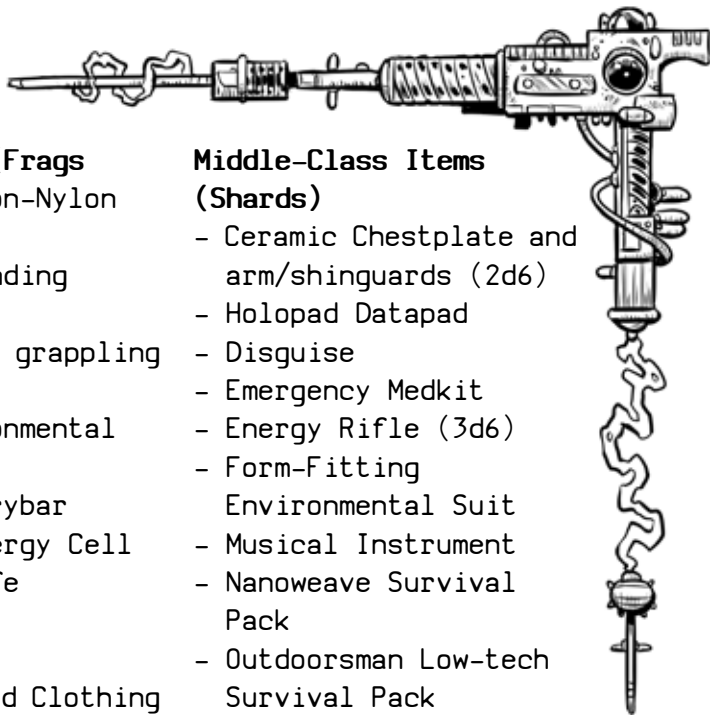




GEAR

Like almost any other part of the Chorus, what can be found in the markets, back-alley shops, or the cargo hold of some peddler's ship in the Omoron Cluster is almost limitless. The technology and equipment of a million worlds passes through the Cluster for use here or to be traded elsewhere. But a few things are a bit more distinctive to these systems and is worth considering in more detail. Also included is a small list (far from exhaustive) of more mundane items. Note that weapons will almost always cost at least 2d6 of their category, indicating something of questionable or second-hand quality, 3d6 being a new or modern version, 4d6 indicating customized production or a piece of considerable aesthetic value. Higher quality distinctive Omoron items should also cost more for higher quality or customized pieces.





Common Items (Fragments)

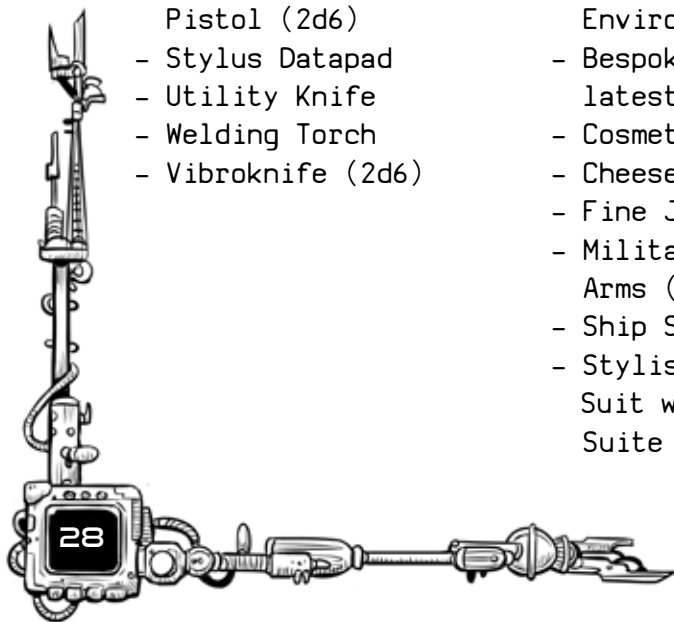
- 50 ft. Carbon-Nylon Cable
- 10 ft. Extending Polypole
- Auto-release grappling hook
- Bulky Environmental Suit
- Densalite Prybar
- Civilian Energy Cell
- Extended-Life Rationpack
- Hand Torch
- Mass-Produced Clothing
- Nanofiber Courier Bag
- Portable Fuel Cell Stove
- Portable Water Purification Unit
- Simple Tools
- Small Spare Parts
- Slug Ammunition
- Slug Thrower Pistol (2d6)
- Stylus Datapad
- Utility Knife
- Welding Torch
- Vibroknife (2d6)

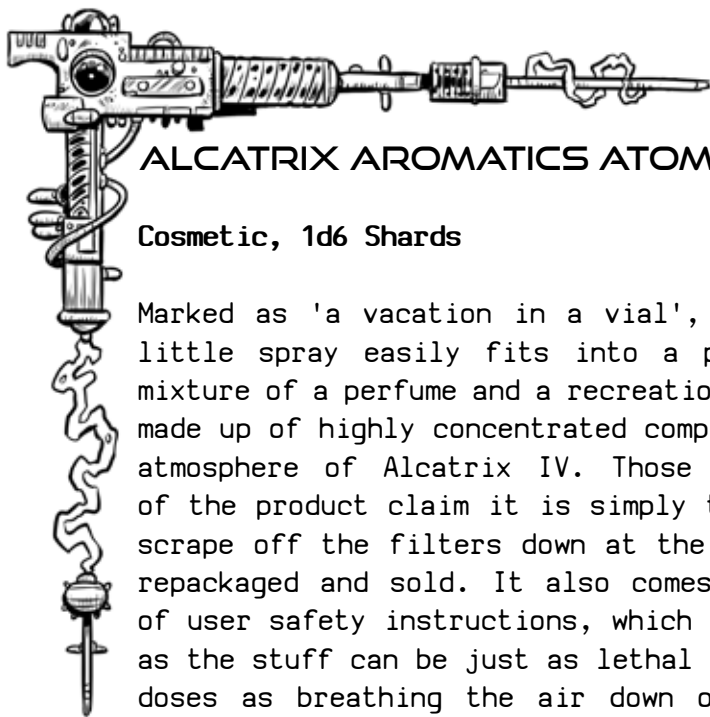
Middle-Class Items (Shards)

- Ceramic Chestplate and arm/shinguards (2d6)
- Holopad Datapad
- Disguise
- Emergency Medkit
- Energy Rifle (3d6)
- Form-Fitting Environmental Suit
- Musical Instrument
- Nanoweave Survival Pack
- Outdoorsman Low-tech Survival Pack
- Professional Tools
- Slug Rifle (2d6)
- Tailored Clothing
- Vehicle Spare Parts
- Weapons Grade Energy Cell

Upper Class Items (Jades)

- Ablative Hazardous Enviro Armour (2d6)
- Bespoke Clothing of latest Fashion
- Cosmetic Alteration
- Cheese from real cows
- Fine Jewellery
- Military-Grade Small Arms (2d6)
- Ship Spare Parts
- Stylish Environmental Suit with Life-Support Suite





ALCATRIX AROMATICS ATOMIZER

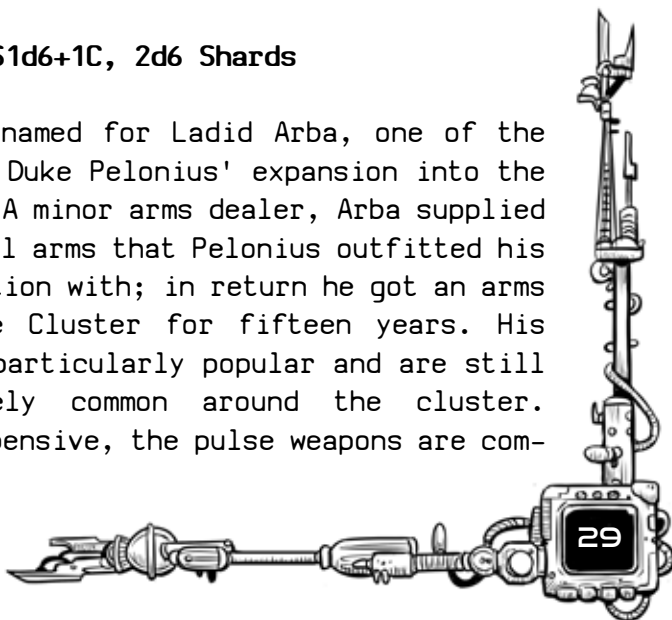
Cosmetic, 1d6 Shards

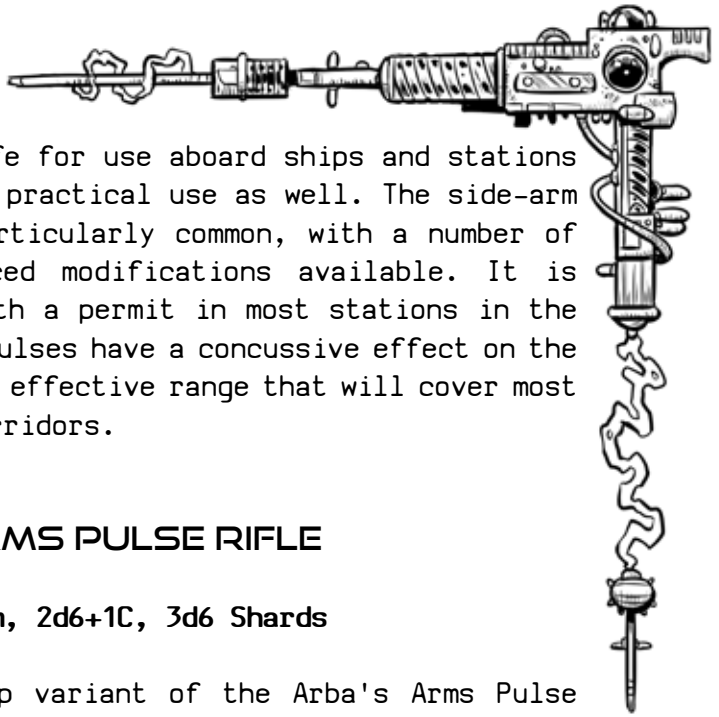
Marked as 'a vacation in a vial', this discrete little spray easily fits into a palm. It is a mixture of a perfume and a recreational intoxicant made up of highly concentrated compounds from the atmosphere of Alcatrrix IV. Those more critical of the product claim it is simply the stuff they scrape off the filters down at the Violate Haven repackaged and sold. It also comes with no sort of user safety instructions, which is unfortunate as the stuff can be just as lethal in significant doses as breathing the air down on the planet. Direct inhalation of the ingredients can lead to either Phase 1 or Phase 2 of exposure (see Page 70), depending on whether the inhaler succeeds on a Luck test. Exposure is cumulative and days are needed to clear the compounds from the body, so use with discretion!

ARBA'S ARMS PULSE PISTOL

Ranged, Small, S1d6+1C, 2d6 Shards

Arba's Arms is named for Ladid Arba, one of the few sponsors of Duke Pelonius' expansion into the Oromon Cluster. A minor arms dealer, Arba supplied many of the small arms that Pelonius outfitted his original expedition with; in return he got an arms monopoly in the Cluster for fifteen years. His pulse line was particularly popular and are still disproportionately common around the cluster. Relatively inexpensive, the pulse weapons are com-





paratively safe for use aboard ships and stations and so have a practical use as well. The side-arm version is particularly common, with a number of locally-produced modifications available. It is also legal with a permit in most stations in the Cluster. The pulses have a concussive effect on the target with an effective range that will cover most small ship corridors.

ARBA'S ARMS PULSE RIFLE

Ranged, Medium, 2d6+1C, 3d6 Shards

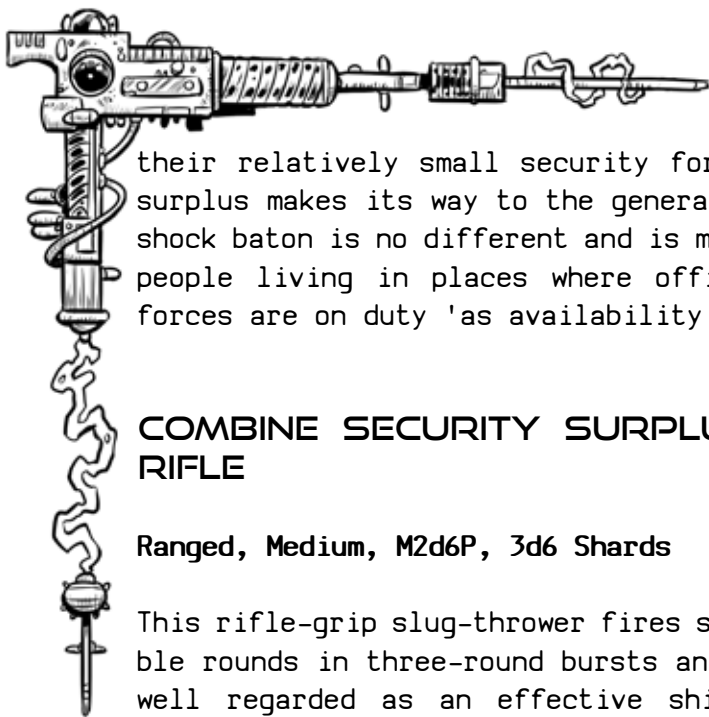
The rifle grip variant of the Arba's Arms Pulse Pistol shares the same history of its smaller sibling but packs considerably more punch and a greater effective range. They are generally more tightly controlled aboard stations, restricted to the mercenaries that the Merchant Combine so often use to bolster their security forces. But as these mercenaries often rotate in and out of service, the weapons generally are common around the cluster. It is not hard to find a seller if one is willing to dip into the grey market. These compact weapons are reasonably concealable for a rifle-grip variant, so sneaking it back to your ship should be simple!

COMBINE SECURITY SURPLUS SHOCK BATON

Melee, Medium, M1d6-1C, 2d6 Frags

The best in self-defence! Merchant Combine Security has an interesting habit of over-ordering gear for



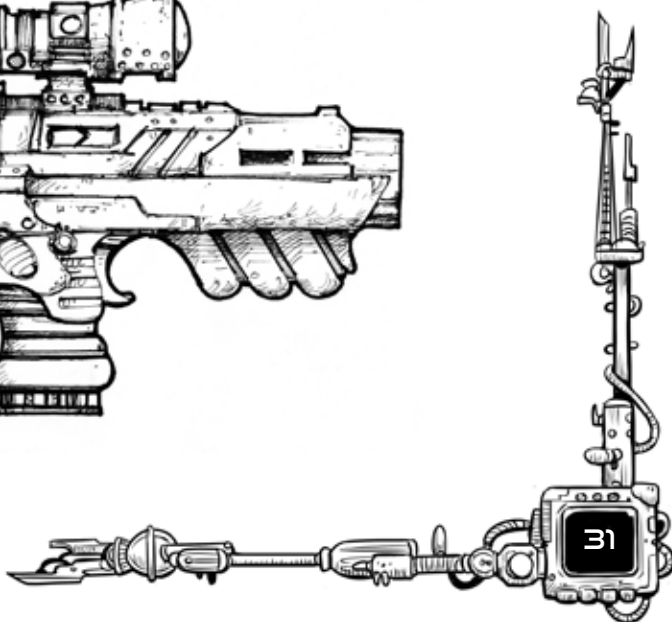
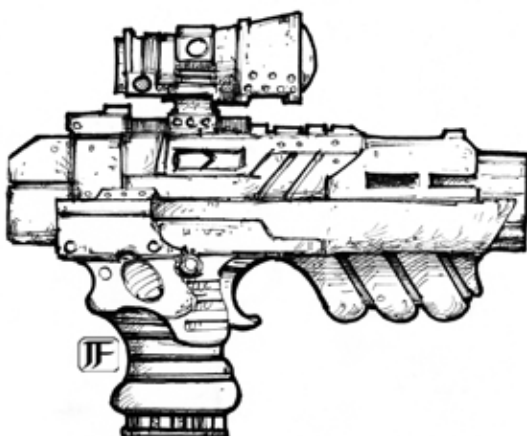


their relatively small security forces, then the surplus makes its way to the general market. This shock baton is no different and is marketed toward people living in places where official security forces are on duty 'as availability allows'.

COMBINE SECURITY SURPLUS MARINE RIFLE

Ranged, Medium, M2d6P, 3d6 Shards

This rifle-grip slug-thrower fires small collapsible rounds in three-round bursts and is generally well regarded as an effective ship-board weapon. While not allowed to be carried around most stations without a very difficult (expensive) to obtain permit, these weapons are marketed to small-time ship crews who ply routes also frequented by pirates. It will not put a hole through your own hull, guaranteed! In addition, the ammunition is cheap.





FAR EXCET MILITIA PULSE SPEAR

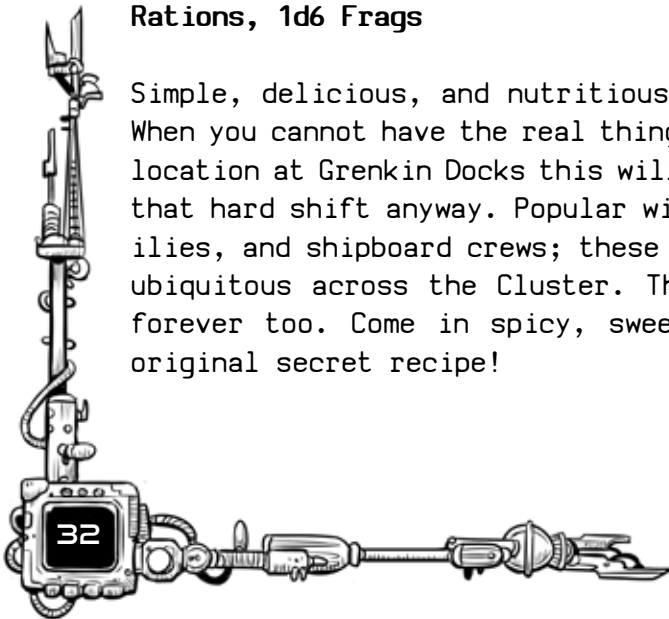
Melee, Large, 2d6+1P, 2d6 Shards

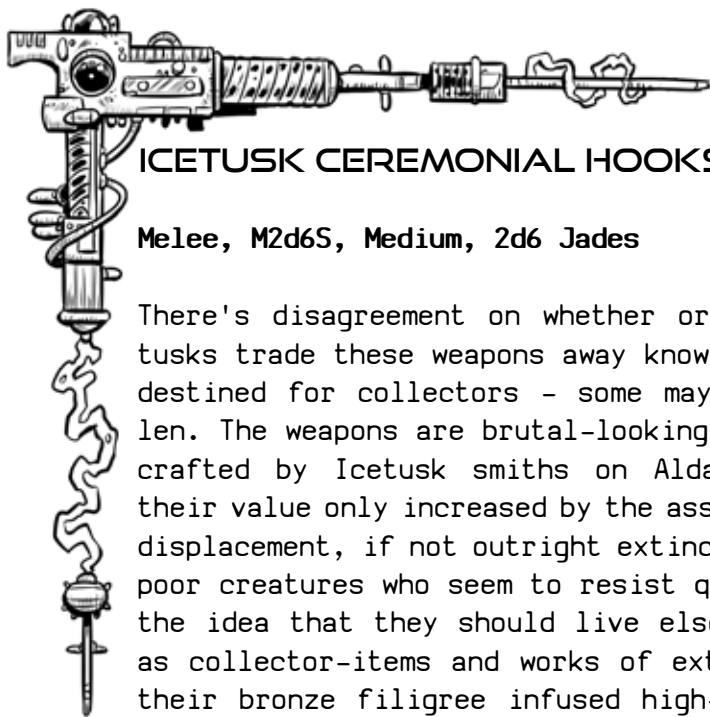
The Vornin Colony around Elderrun VI prides itself on being a peaceful and productive community in the Cluster, but people have funny ideas about Vornin and occasionally still try and hire them out as bodyguards. This is particularly true of the Cluster's Viscounts, who even if they can't get their own Vornin bodyguards, try and at least arm their more boring human bodyguards with these militia spears associated with the Vornin. The Vornin Colony produces a small batch of them every year simply for this purpose and a few make their way onto the common markets as well. The weapon emits a pulse when the head of the spear strikes something with sufficient force, which is particularly uncomfortable when that something is flesh.

GRENKIN CO. TO-GO NOODLES AND PROTEIN PACK

Rations, 1d6 Frags

Simple, delicious, and nutritious! Fork included! When you cannot have the real thing at the original location at Grenkin Docks this will get you through that hard shift anyway. Popular with workers, families, and shipboard crews; these noodle packs are ubiquitous across the Cluster. They seem to last forever too. Come in spicy, sweet and sour, and original secret recipe!





ICETUSK CEREMONIAL HOOKSWORD

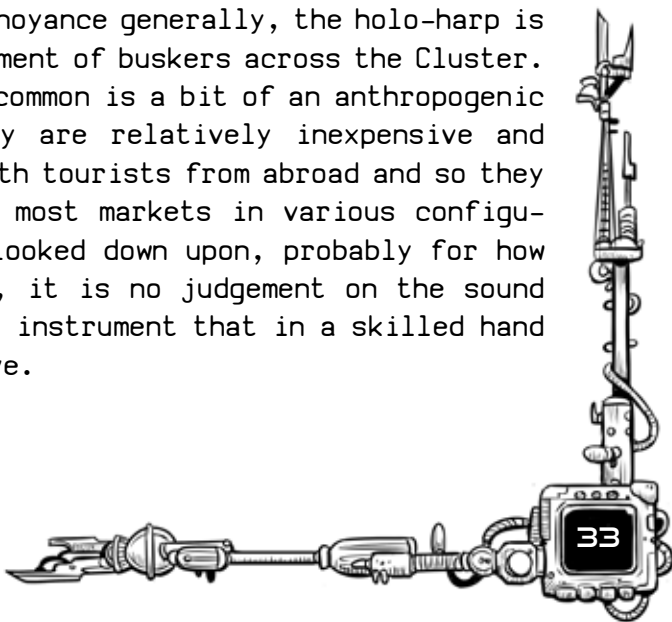
Melee, M2d6S, Medium, 2d6 Jades

There's disagreement on whether or not the Ice-tusks trade these weapons away knowingly as items destined for collectors - some may even be stolen. The weapons are brutal-looking hooked swords crafted by Icetusk smiths on Aldabert's Prize, their value only increased by the assumed impending displacement, if not outright extinction, of these poor creatures who seem to resist quite violently the idea that they should live elsewhere. Prized as collector-items and works of extreme art with their bronze filigree infused high-quality steel blades which flash with fire when wielded, if a collector took it off the wall, they'd find they have a pretty effective weapon.

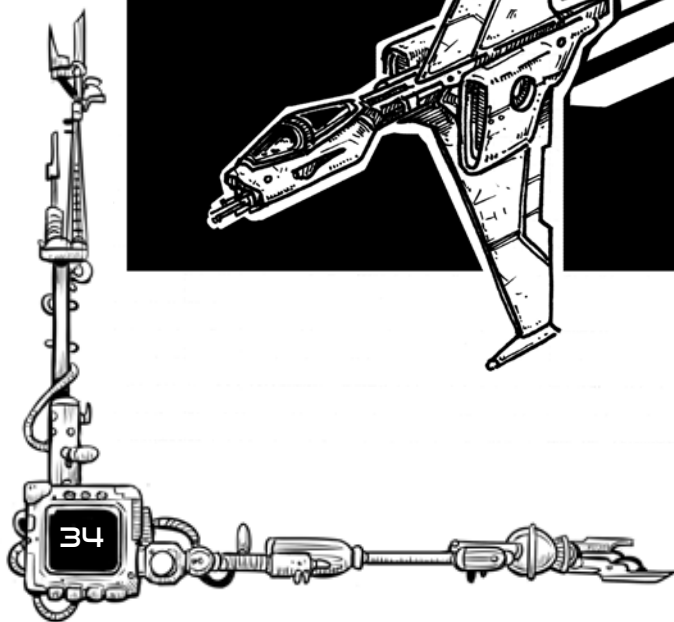
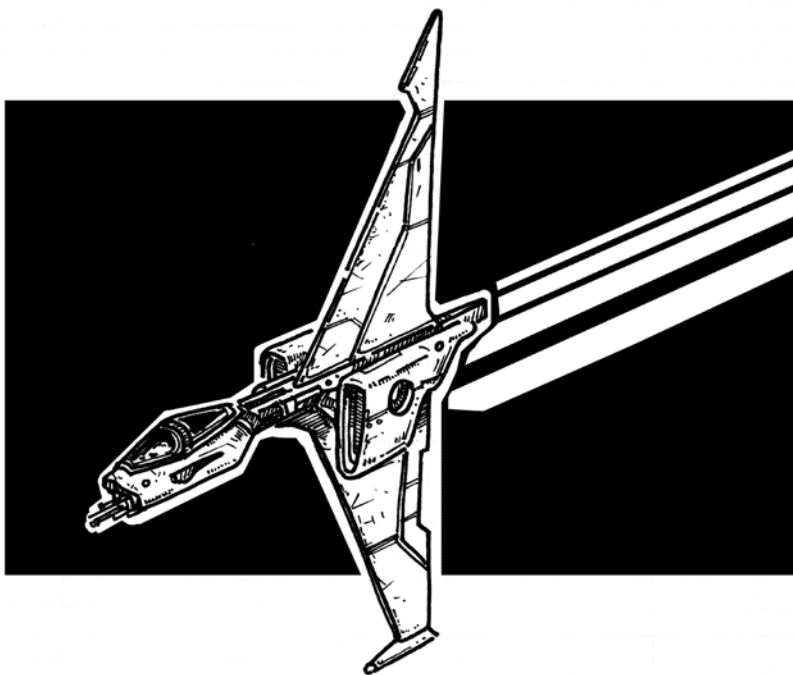
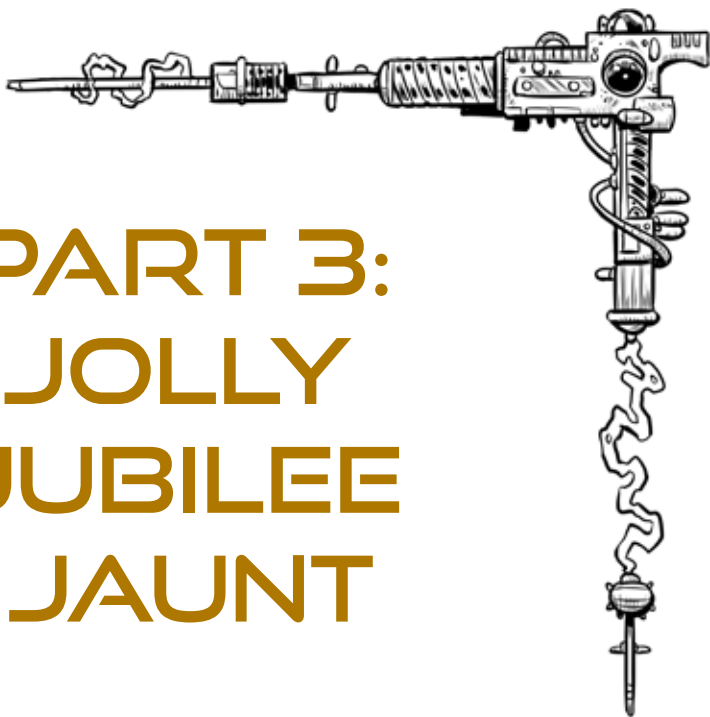
OMORON HOLO-HARP

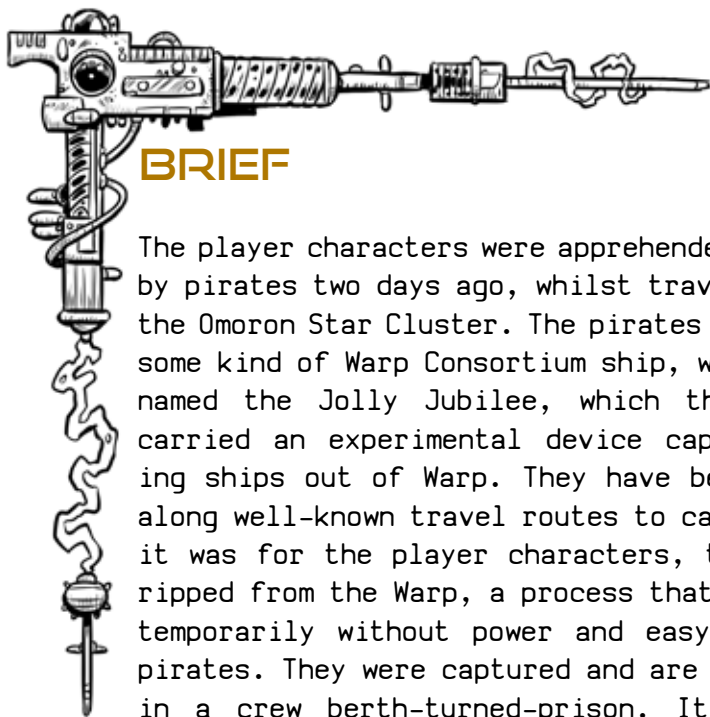
Instrument, 2d6 Shards

Considered an annoyance generally, the holo-harp is the go-to instrument of buskers across the Cluster. Why they are so common is a bit of an anthropogenic mystery but they are relatively inexpensive and pretty common with tourists from abroad and so they can be found in most markets in various configurations. While looked down upon, probably for how common they are, it is no judgement on the sound qualities of the instrument that in a skilled hand can be impressive.



PART 3: JOLLY JUBILEE JAUNT



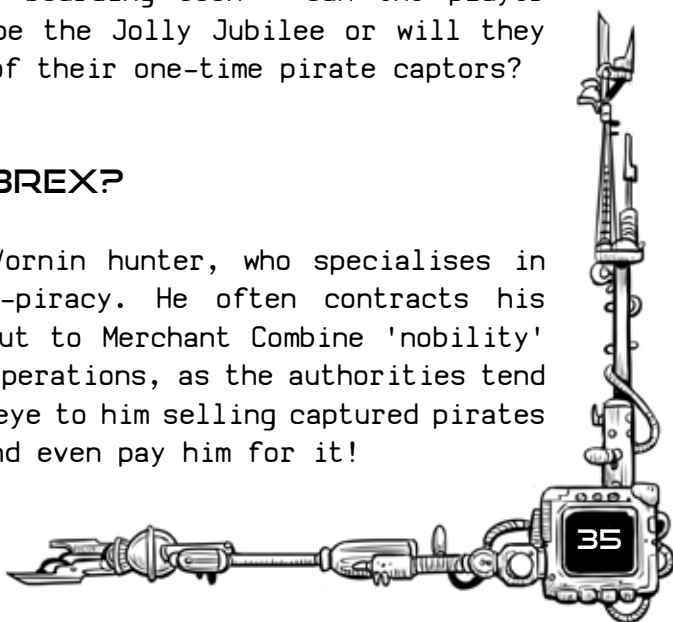


BRIEF

The player characters were apprehended and captured by pirates two days ago, whilst travelling through the Omoron Star Cluster. The pirates had 'salvaged' some kind of Warp Consortium ship, which they have named the Jolly Jubilee, which they discovered carried an experimental device capable of pulling ships out of Warp. They have been using this along well-known travel routes to capture prey. So it was for the player characters, their ship was ripped from the Warp, a process that left the ship temporarily without power and easy prey for the pirates. They were captured and are now being held in a crew berth-turned-prison. It seems things were as bad as they could get, but now things have taken a turn for the even worse! The legendary Vornin Corsair Igelbrex the Brazen and his slavers have hunted down the pirates, who find themselves now under attack! Igelbrex's ship is mounted with a massive railgun that put a shot right through the pirate ship's reactor, so it is now floating helpless, with only batteries for power. No doubt, the slavers are boarding soon - can the player characters escape the Jolly Jubilee or will they share the fate of their one-time pirate captors?

WHO IS IGELBREX?

Igelbrex is a Vornin hunter, who specialises in ship-based anti-piracy. He often contracts his ship and crew out to Merchant Combine 'nobility' in anti-pirate operations, as the authorities tend to turn a blind eye to him selling captured pirates off as slaves and even pay him for it!



SETUP

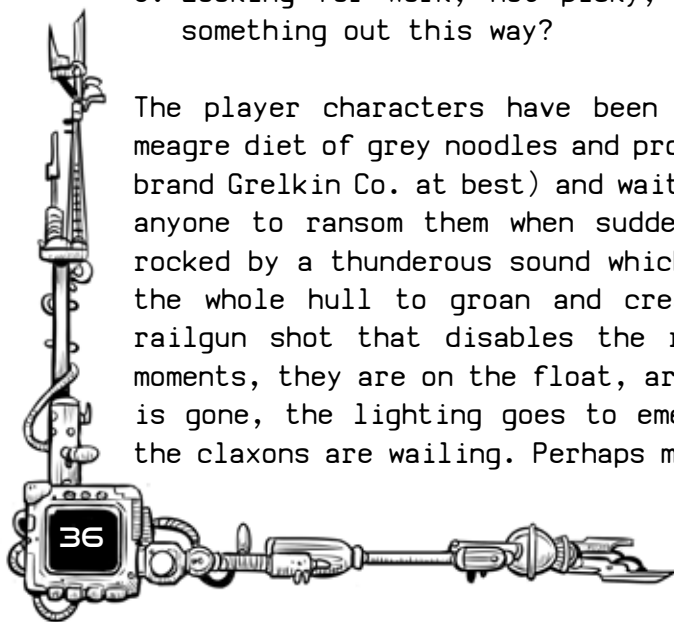
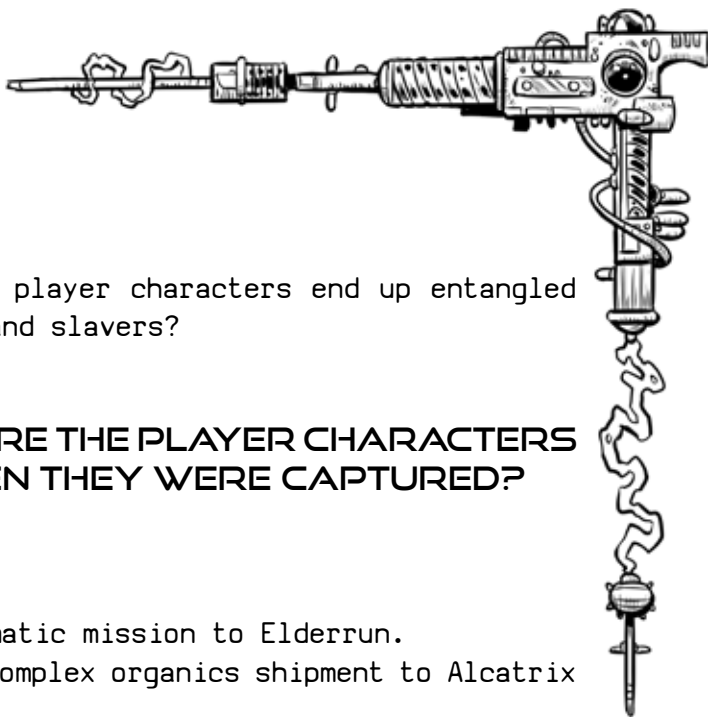
So how do the player characters end up entangled with pirates and slavers?

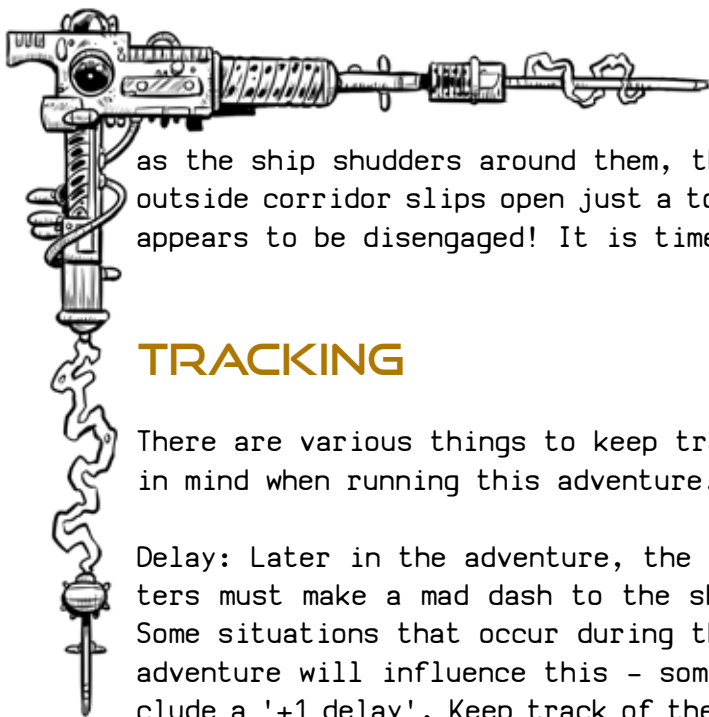
WHERE WERE THE PLAYER CHARACTERS GOING WHEN THEY WERE CAPTURED?

Roll 1d6.

1. On a diplomatic mission to Elderrun.
2. Hauling a complex organics shipment to Alcatrinx Station.
3. Fleeing the bounty hunter Rorkas. Why does he seek them?
4. Looking for some rumoured pirates in the Omoron Cluster as a bit of freelance work for the Nova Guard. Mission accomplished!
5. Delivering two crates of cheese, from actual cows, worth its weight in gold to the Viscount Insalus of the Barinan system.
6. Looking for work, not picky, maybe there was something out this way?

The player characters have been subsisting on a meagre diet of grey noodles and protein paste (off-brand Grelkin Co. at best) and waiting for someone, anyone to ransom them when suddenly the ship is rocked by a thunderous sound which seems to cause the whole hull to groan and creak (this is the railgun shot that disables the reactor). Within moments, they are on the float, artificial gravity is gone, the lighting goes to emergency red, and the claxons are wailing. Perhaps most importantly,





as the ship shudders around them, the door to the outside corridor slips open just a touch - the lock appears to be disengaged! It is time to escape!

TRACKING

There are various things to keep track of or bear in mind when running this adventure.

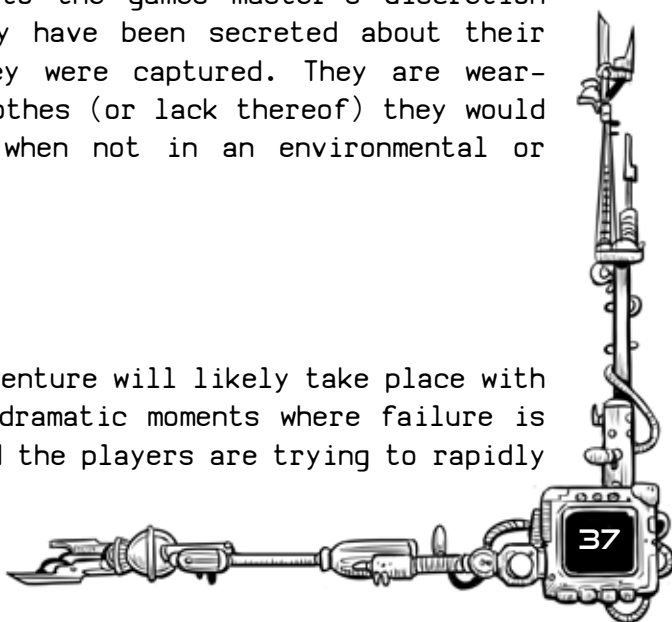
Delay: Later in the adventure, the player characters must make a mad dash to the ship to escape. Some situations that occur during the rest of the adventure will influence this - some sections include a '+1 delay'. Keep track of these during play as they determine the difficulty of the 'Get to the Ship' part of the adventure.

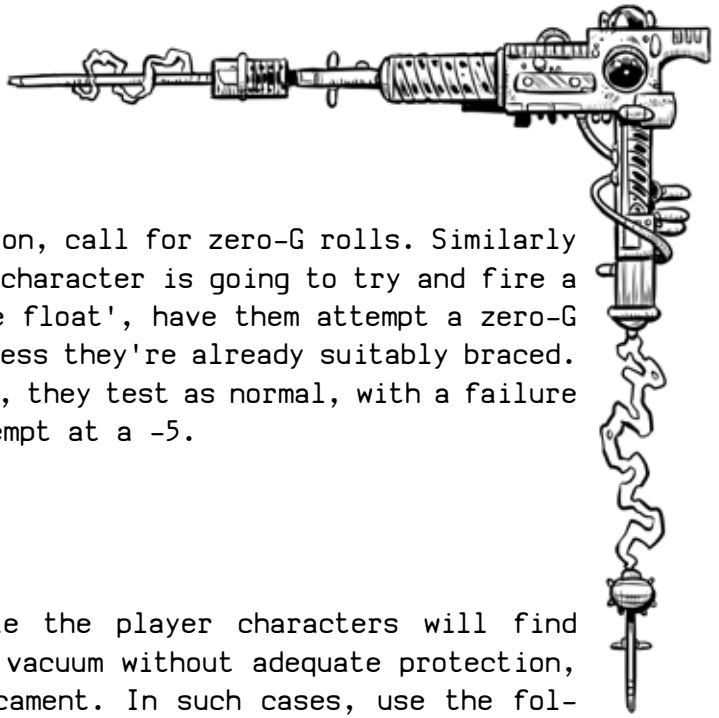
EQUIPMENT

All gear the player characters have is locked away aboard their ship unless it is something very tiny that according to the games master's discretion could reasonably have been secreted about their person when they were captured. They are wearing whatever clothes (or lack thereof) they would normally wear, when not in an environmental or 'vacuum' suit.

ZERO-G

Most of this adventure will likely take place with no gravity. In dramatic moments where failure is interesting, and the players are trying to rapidly





change direction, call for zero-G rolls. Similarly if the player character is going to try and fire a weapon 'on the float', have them attempt a zero-G test first unless they're already suitably braced. With a success, they test as normal, with a failure they must attempt at a -5.

VACUUM

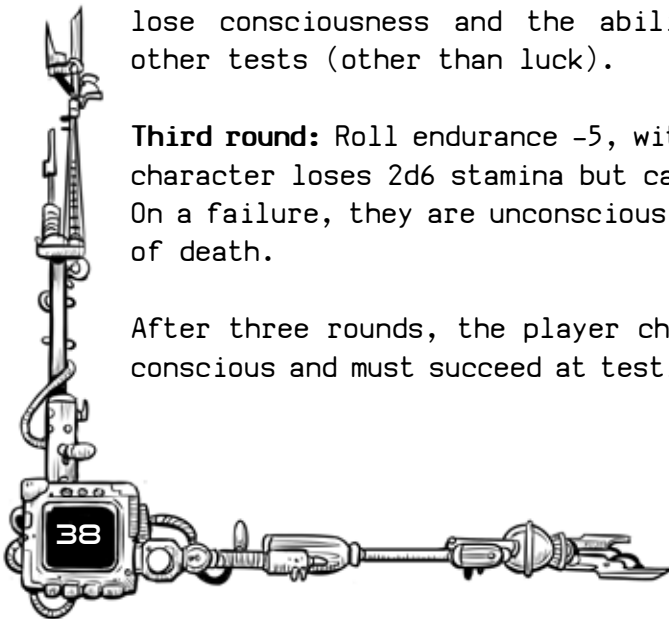
It is possible the player characters will find themselves in vacuum without adequate protection, a nasty predicament. In such cases, use the following as a guideline:

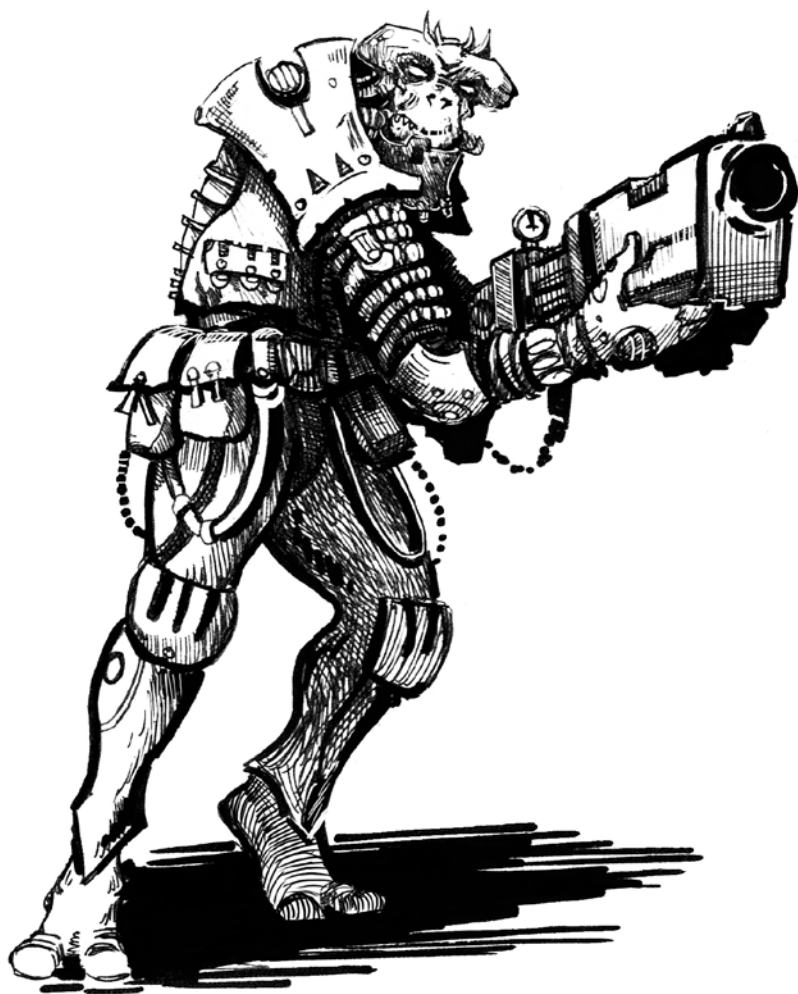
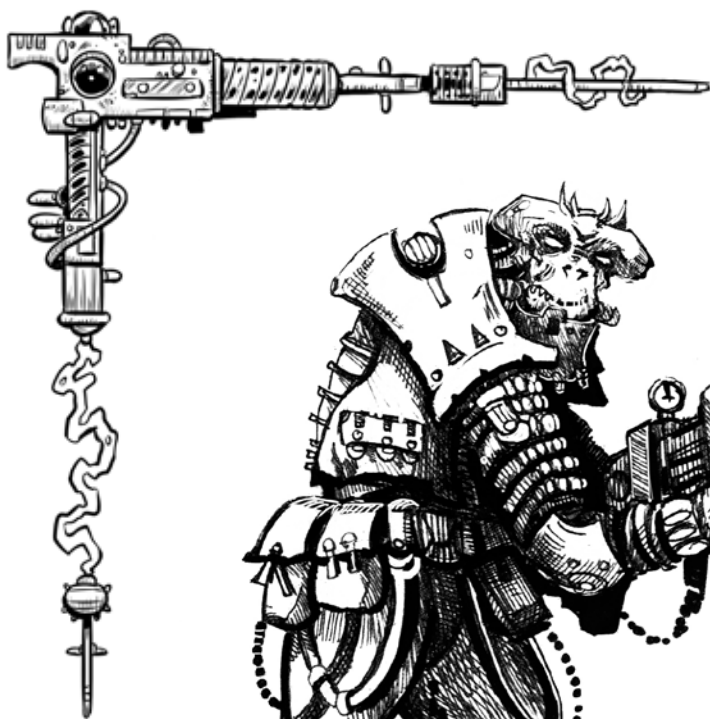
First round: Roll endurance, with a success, the character can act as normal. On a failure any test they attempt is at -5.

Second round: Roll endurance -5, with a success, the character loses 1d6 stamina but can act as normal. On a failure, they lose 1d6 stamina and lose consciousness and the ability to make any other tests (other than luck).

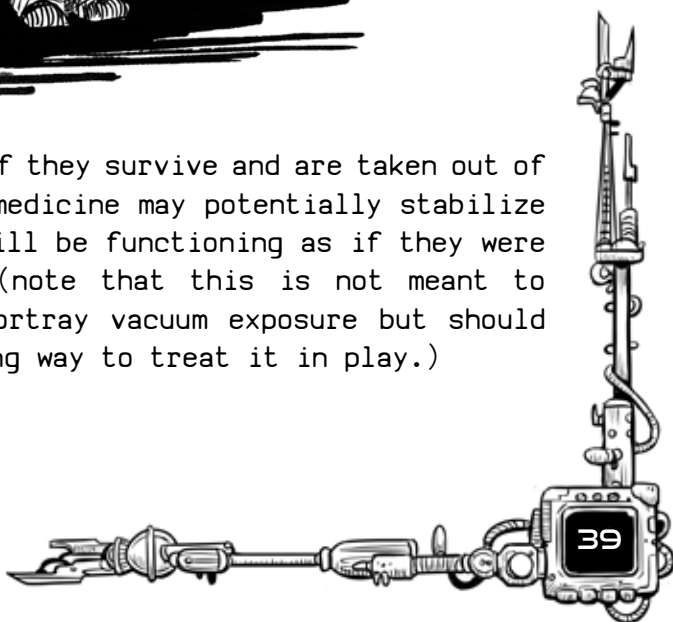
Third round: Roll endurance -5, with a success, the character loses 2d6 stamina but can act as normal. On a failure, they are unconscious and on the verge of death.

After three rounds, the player characters are unconscious and must succeed at testing their luck or





they are dead. If they survive and are taken out of the situation, medicine may potentially stabilize them but they will be functioning as if they were at -5 stamina (note that this is not meant to realistically portray vacuum exposure but should be an interesting way to treat it in play.)





THE SHIP

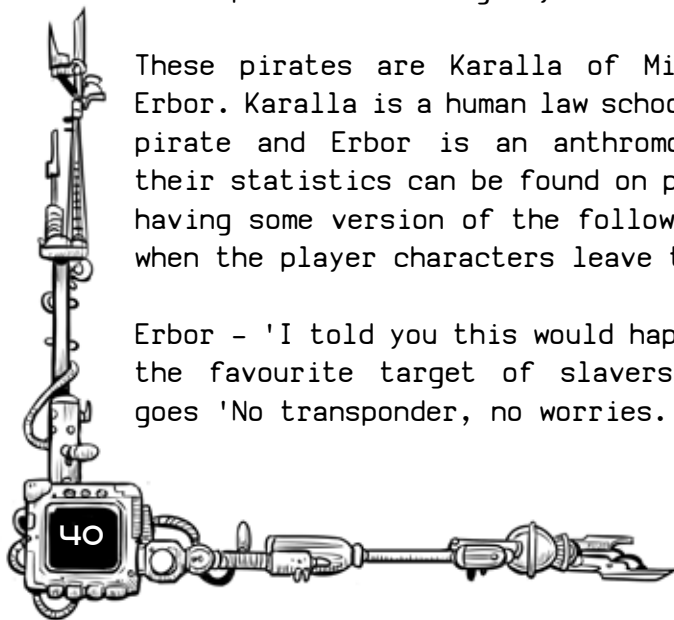
The player characters are now loose on the ship. They need to find a way off, and quick!

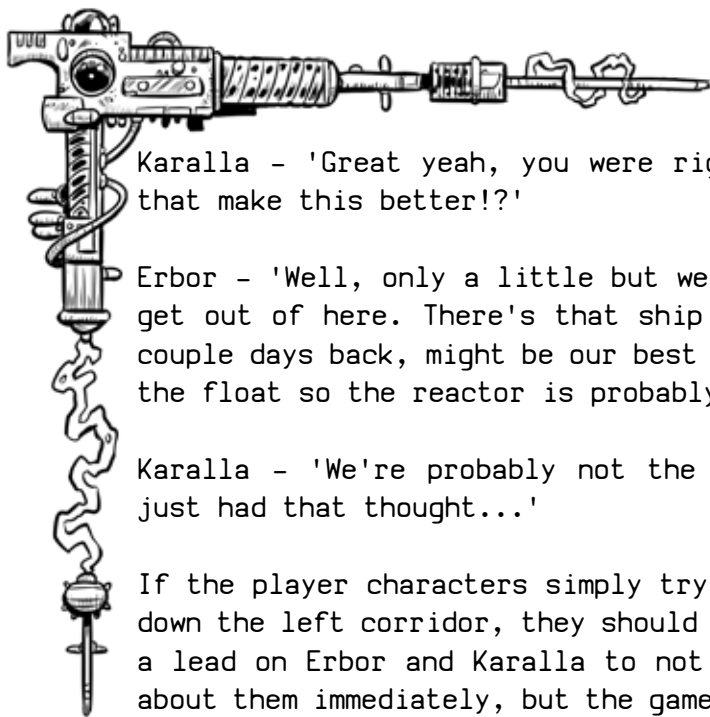
PORT CREW QUARTERS

This is where the player character's start, in the middle of three berths on the far port side of the Port Crew Quarters, one of two crew quarters wings aboard the Jolly Jubilee. The door is now open. There are five other crew berths on this wing, all empty of personnel but perhaps holding something of value, such as the pirates' personal effects. The left corridor leads down to the cargo bay blast door, which is shut and sealed. The right corridor leads down to the Port Galley where there are two pirates yelling at each other in alarm. The player characters can try and bypass them with stealth (the player characters will know that the way back to their ship is down the left corridor), try and negotiate with them, try to ambush them, or perhaps come up with something way more interesting!

These pirates are Karalla of Micselecs III and Erbor. Karalla is a human law school dropout turned pirate and Erbor is an anthromorph chimpanzee, their statistics can be found on page 51. They are having some version of the following conversation when the player characters leave their 'cell'...

Erbor - 'I told you this would happen! Pirates are the favourite target of slavers! Slaver saying goes 'No transponder, no worries.''





Karalla - 'Great yeah, you were right, okay does that make this better!?'

Erbor - 'Well, only a little but we still need to get out of here. There's that ship we captured a couple days back, might be our best shot, we're on the float so the reactor is probably toast.'

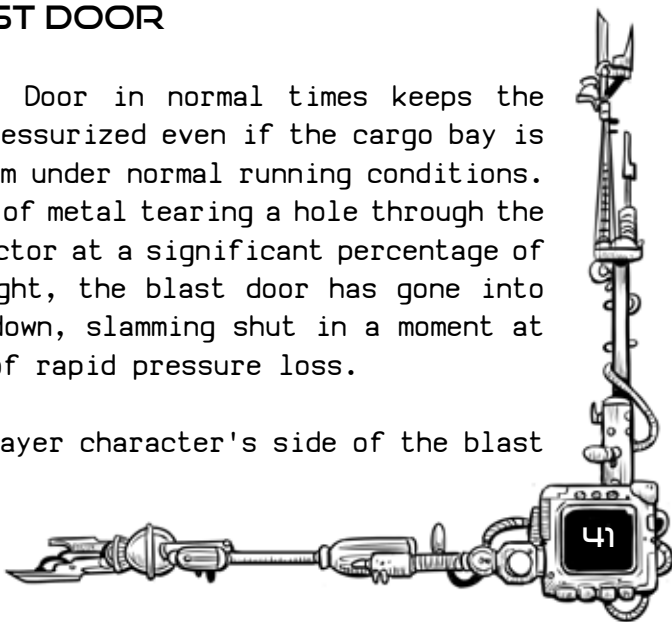
Karalla - 'We're probably not the only ones who just had that thought...'

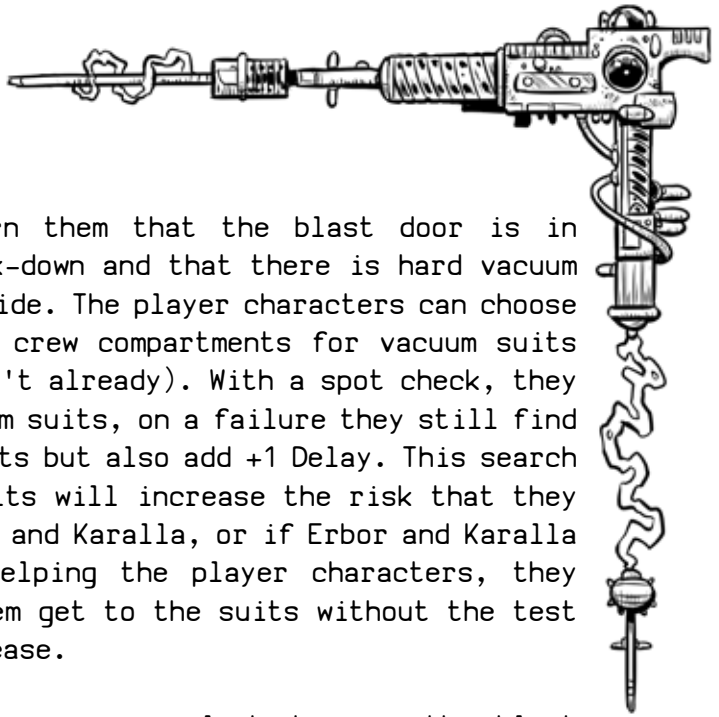
If the player characters simply try to sneak away down the left corridor, they should have enough of a lead on Erbor and Karalla to not have to worry about them immediately, but the games master could save them to use in a future scene to add dramatic effect as either a further complication or even unlikely allies. Indeed, it should be entirely possible for the player characters to convince Erbor and Karalla to help them in their escape with a good test result and the promise of a place on the player characters' ship.

CARGO BLAST DOOR

The Cargo Blast Door in normal times keeps the crew quarters pressurized even if the cargo bay is exposed to vacuum under normal running conditions. But, with a hunk of metal tearing a hole through the ship and its reactor at a significant percentage of the speed of light, the blast door has gone into emergency lock-down, slamming shut in a moment at the first sign of rapid pressure loss.

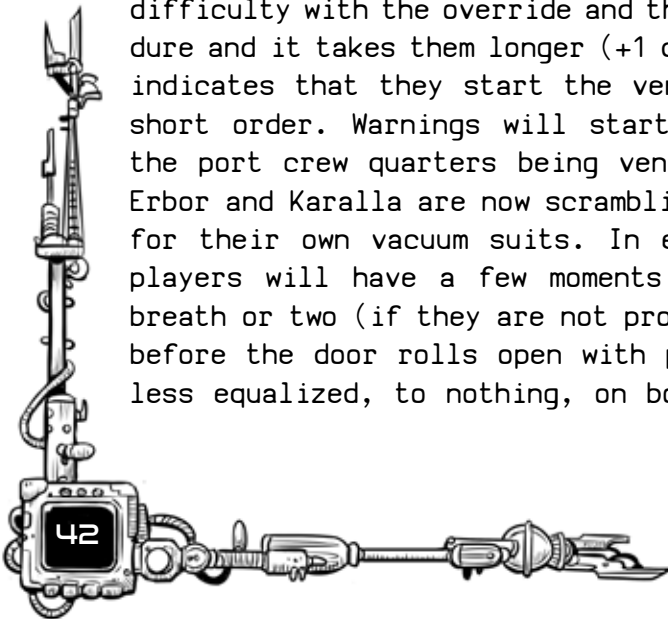
Lights on the player character's side of the blast

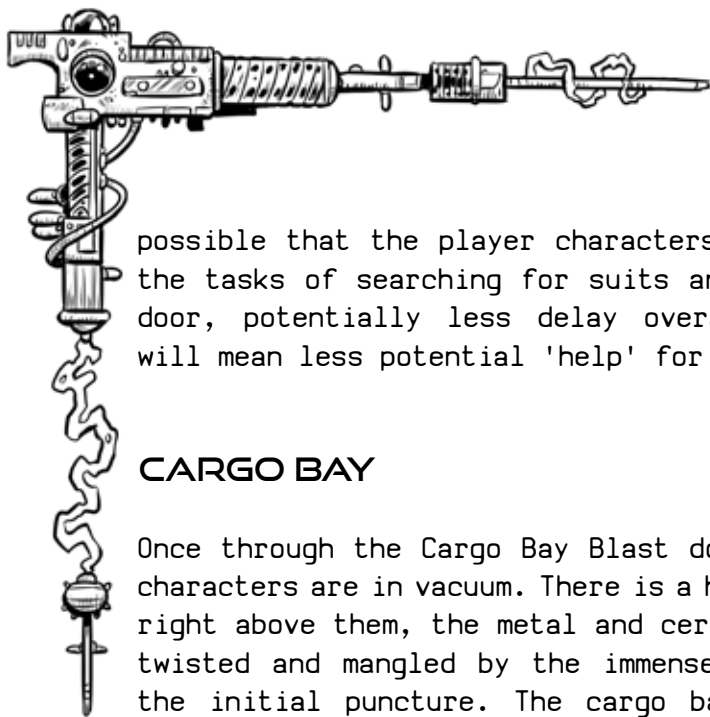




door will warn them that the blast door is in emergency lock-down and that there is hard vacuum on the other side. The player characters can choose to search the crew compartments for vacuum suits (if they haven't already). With a spot check, they find 1d6 vacuum suits, on a failure they still find 1d6 vacuum suits but also add +1 Delay. This search for vacuum suits will increase the risk that they run into Erbor and Karalla, or if Erbor and Karalla are already helping the player characters, they could help them get to the suits without the test or delay increase.

Overriding the emergency lock-down on the blast door and getting it to open involves both a manual override of the emergency lock and a quick (but not explosive) depressurization, handled by controls accessed in panels on either side of the door - this system isn't designed to be something people could do by mistake. To get this done both quickly and efficiently will require a repair test. A failure indicates that the player characters are having difficulty with the override and the venting procedure and it takes them longer (+1 delay). A success indicates that they start the venting process in short order. Warnings will start to sound about the port crew quarters being vented. Presumably, Erbor and Karalla are now scrambling in the galley for their own vacuum suits. In either case, the players will have a few moments to grab a last breath or two (if they are not properly protected) before the door rolls open with pressure more or less equalized, to nothing, on both sides. It is



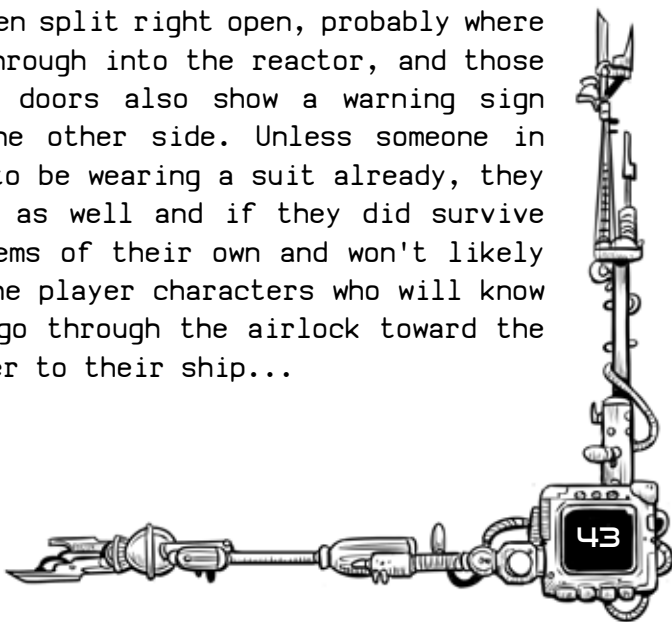


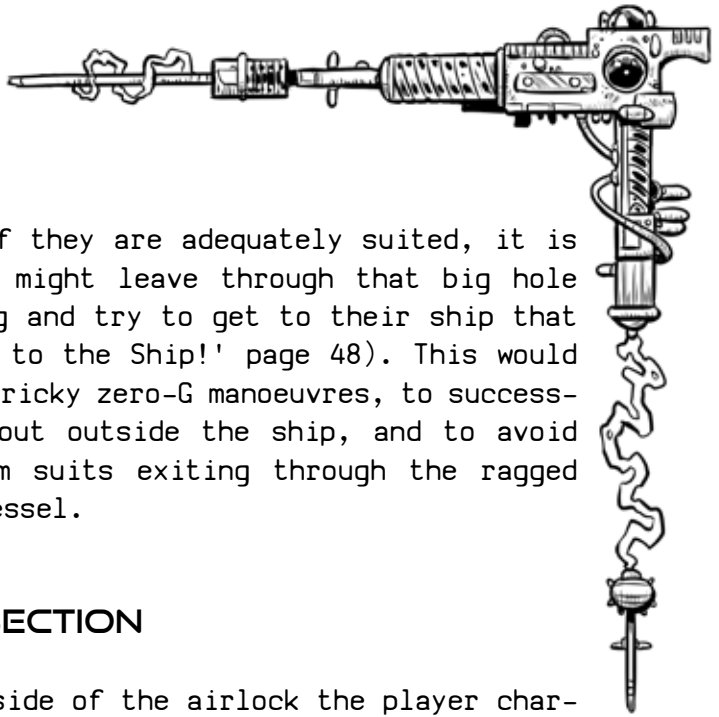
possible that the player characters can split up the tasks of searching for suits and opening the door, potentially less delay overall, but this will mean less potential 'help' for each task.

CARGO BAY

Once through the Cargo Bay Blast door the player characters are in vacuum. There is a hole into space right above them, the metal and ceramic around it twisted and mangled by the immense power behind the initial puncture. The cargo bay is a large rectangular space with two 'stories', the upper of which is formed by a grated metal platform that hugs the port, bow, and starboard walls.

In the centre of the cargo bay a couple lifeless pirates float weightless among the crates and cargo that hadn't been strapped down, no doubt killed when the railgun round vented the bay in an instant. The hull of the ship above the large engineering bay doors has been split right open, probably where the shot went through into the reactor, and those engineering bay doors also show a warning sign of vacuum on the other side. Unless someone in there happened to be wearing a suit already, they are likely dead as well and if they did survive they have problems of their own and won't likely interact with the player characters who will know that they must go through the airlock toward the bow to get closer to their ship...

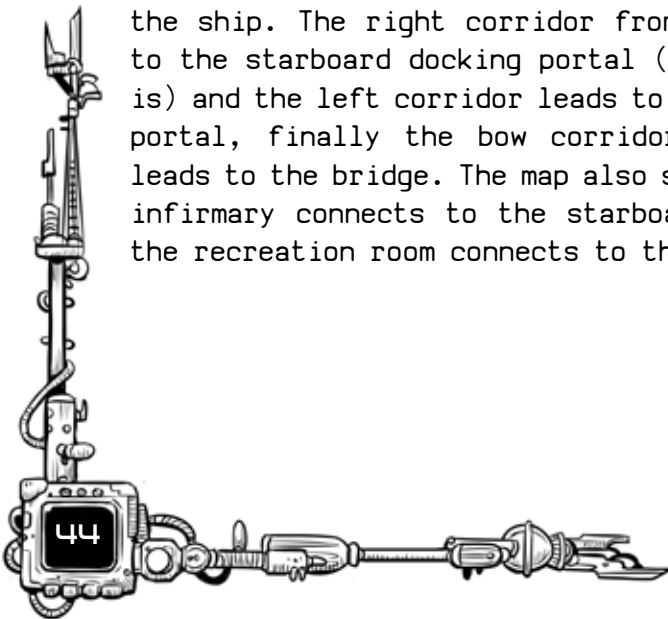


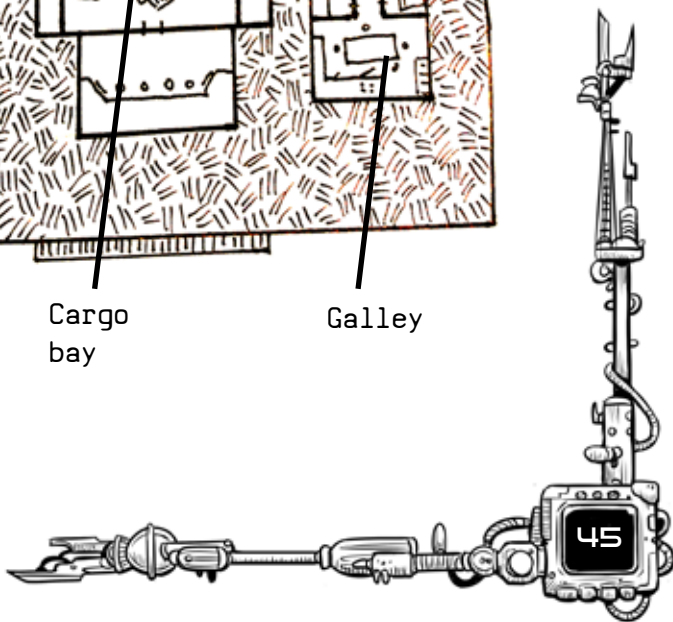
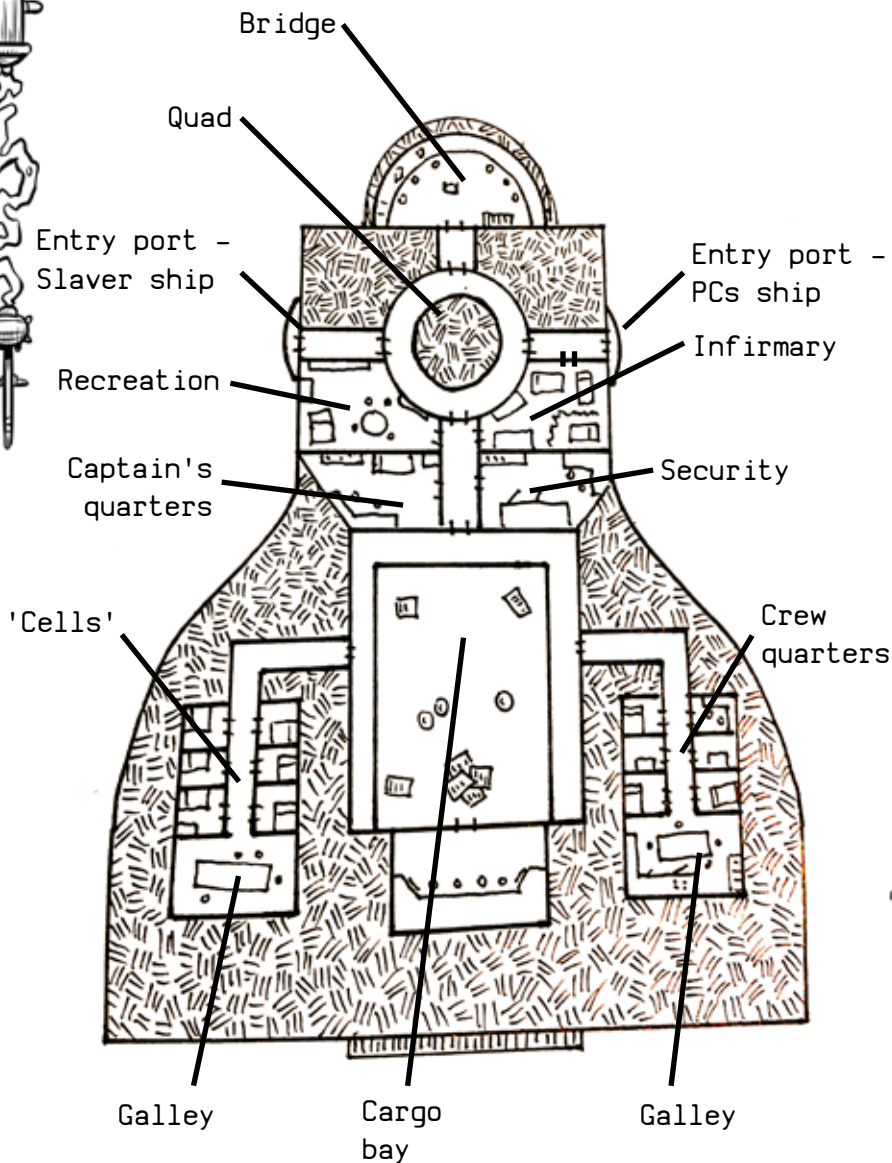
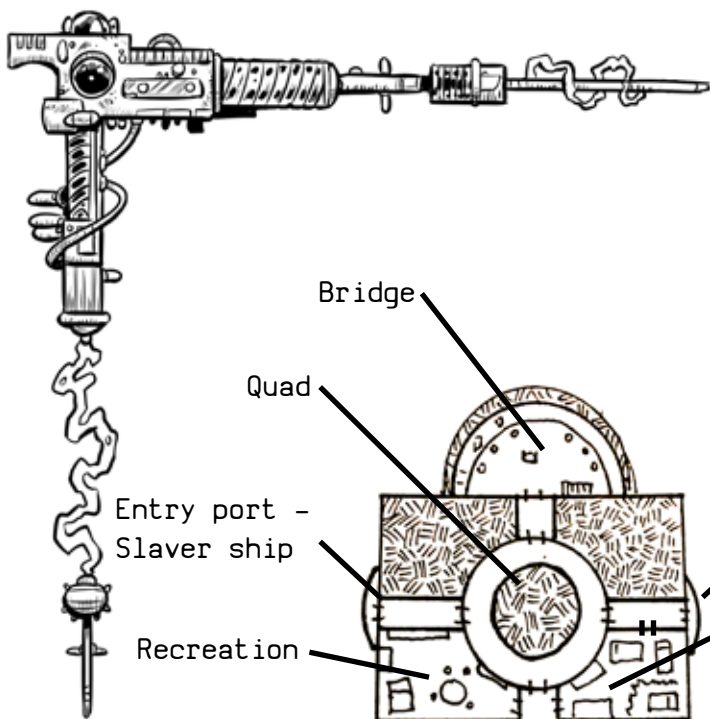


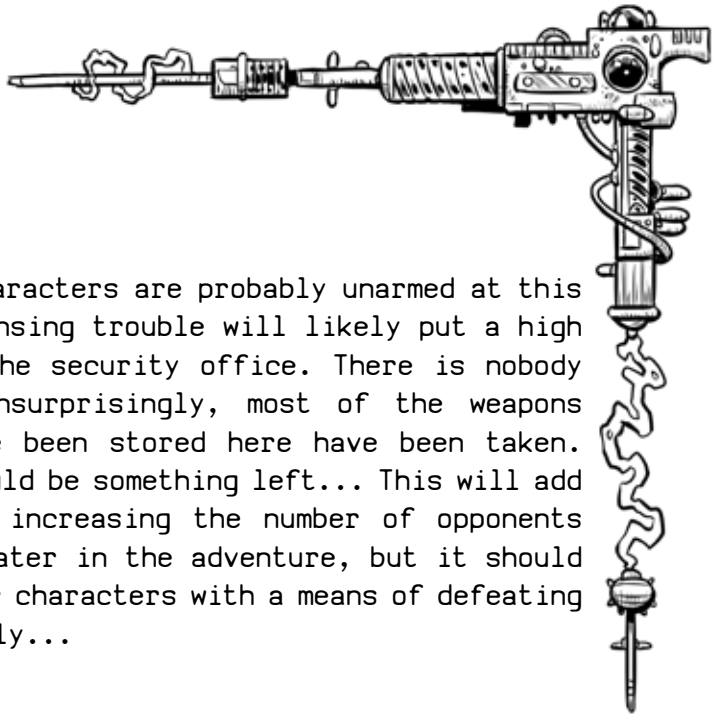
Or do they? If they are adequately suited, it is possible they might leave through that big hole in the ceiling and try to get to their ship that way (see 'Get to the Ship!' page 48). This would involve some tricky zero-G manoeuvres, to successfully move about outside the ship, and to avoid tearing vacuum suits exiting through the ragged hole in the vessel.

CENTRAL SECTION

On the other side of the airlock the player characters will find themselves in an eerily red lit corridor. Helpfully, there is a map of the ship immediately beyond the airlock, which tells them that to their right the first door leads to the Security, the second door to the Infirmary. To the left the first door leads to the Captain's Quarters, the second door to Recreation. Straight ahead is a blast door to the 'quad', a meeting area that connects all the corridors of this section of the ship. The right corridor from the Quad leads to the starboard docking portal (where their ship is) and the left corridor leads to the port docking portal, finally the bow corridor from the Quad leads to the bridge. The map also suggests that the infirmary connects to the starboard corridor and the recreation room connects to the port corridor.







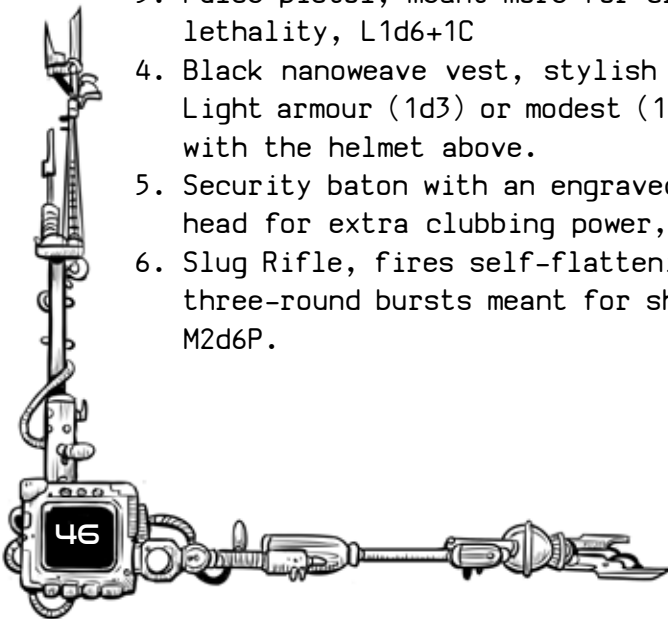
SECURITY

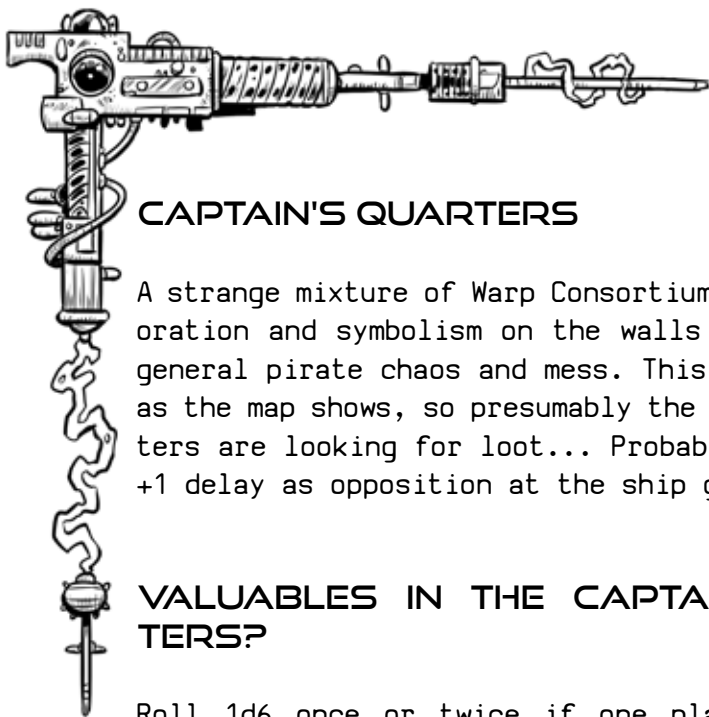
The player characters are probably unarmed at this point, and sensing trouble will likely put a high priority on the security office. There is nobody inside and unsurprisingly, most of the weapons that may have been stored here have been taken. But there should be something left... This will add +1 to delay, increasing the number of opponents encountered later in the adventure, but it should arm the player characters with a means of defeating them. Hopefully...

WHAT'S LEFT IN THE ARMOURY?

Roll 1d6 3 times or 4 times if one player character succeeds at a luck test.

1. Nothing
2. Standard-issue security helmet with cool red visor but dorky antenna, light armour (1d3)
3. Pulse pistol, meant more for crowd control than lethality, L1d6+1C
4. Black nanoweave vest, stylish and comfortable. Light armour (1d3) or modest (1d6) when combined with the helmet above.
5. Security baton with an engraved and dense eagle head for extra clubbing power, L1d6+1C
6. Slug Rifle, fires self-flattening ammunition in three-round bursts meant for ship-board action, M2d6P.





CAPTAIN'S QUARTERS

A strange mixture of Warp Consortium esoteric decoration and symbolism on the walls is mixed with general pirate chaos and mess. This is a dead end as the map shows, so presumably the player characters are looking for loot... Probably. This costs +1 delay as opposition at the ship grows, but...

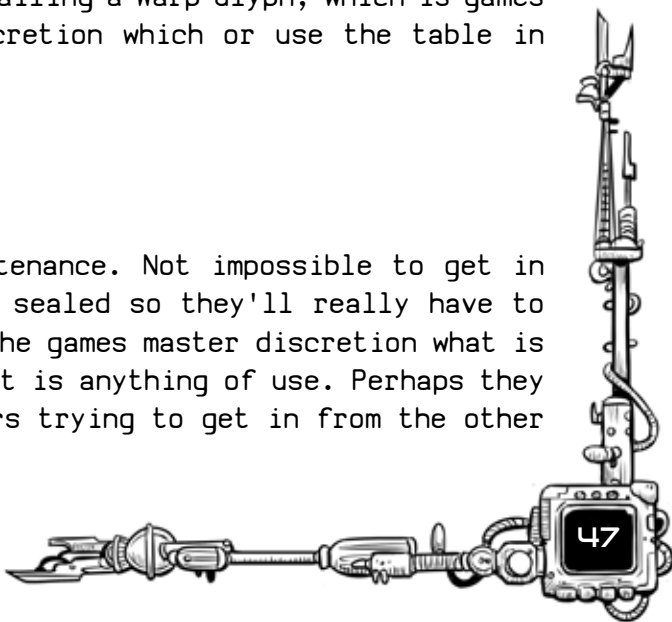
VALUABLES IN THE CAPTAIN'S QUARTERS?

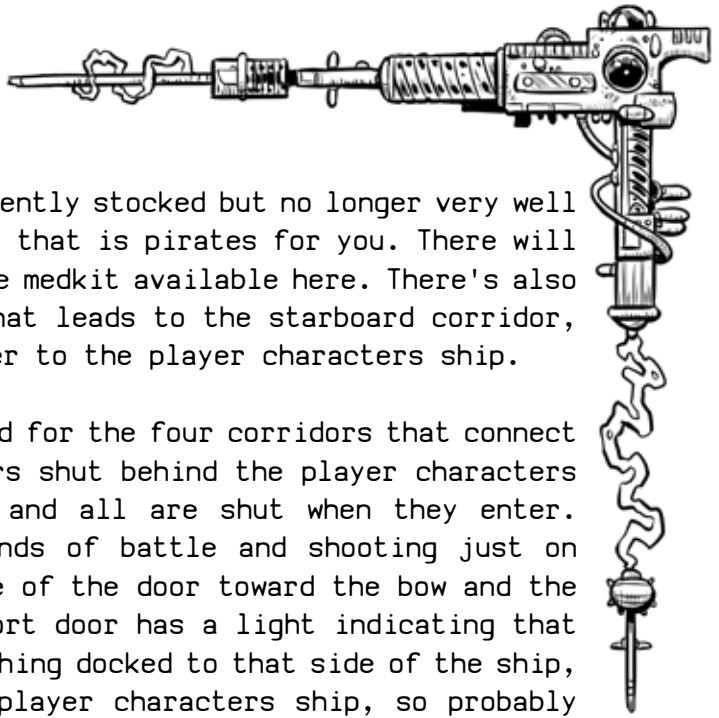
Roll 1d6 once or twice if one player character succeeds at a luck test.

1. Nothing.
2. 3d6 frags
3. 2d6 shards
4. 1d6 jades
5. A golden scarab of Micselecs III, valuable to someone, surely.
6. A holopad detailing a Warp Glyph, which is games master's discretion which or use the table in Warpstar!

RECREATION

Closed for maintenance. Not impossible to get in but the door is sealed so they'll really have to want in. It is the games master discretion what is inside, and if it is anything of use. Perhaps they have seen slavers trying to get in from the other door?





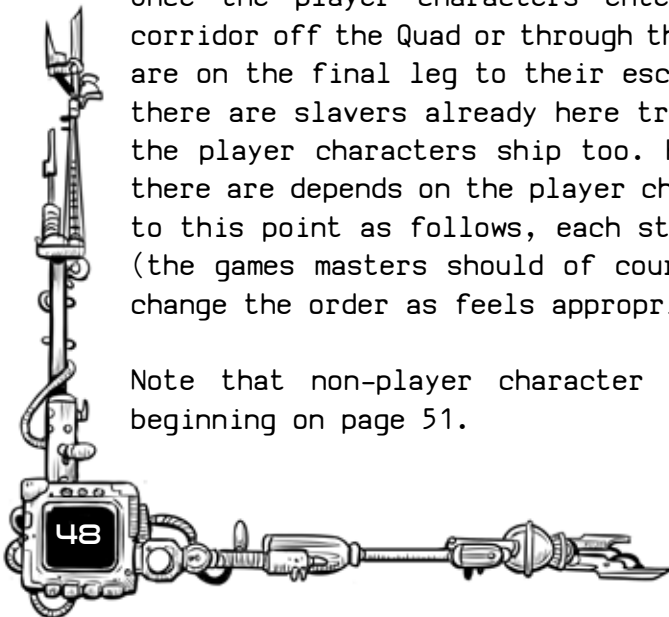
Infirmary: Decently stocked but no longer very well organized, but that is pirates for you. There will be at least one medkit available here. There's also a door here that leads to the starboard corridor, one step closer to the player characters ship.

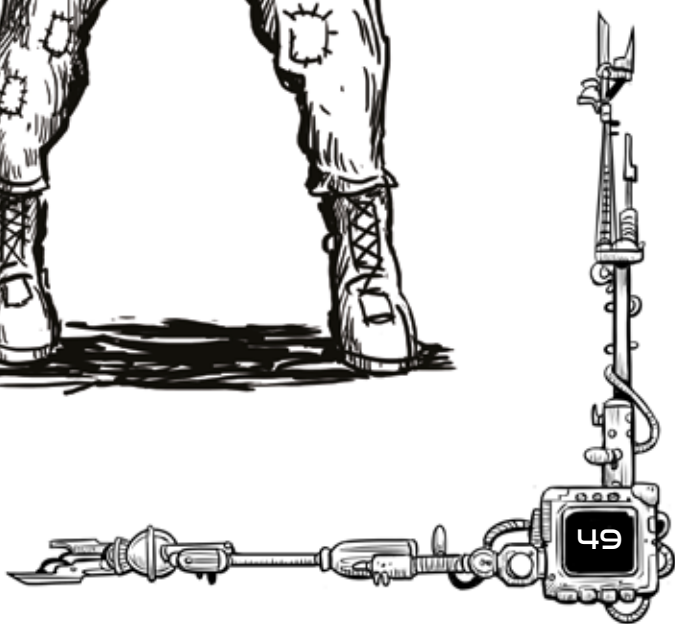
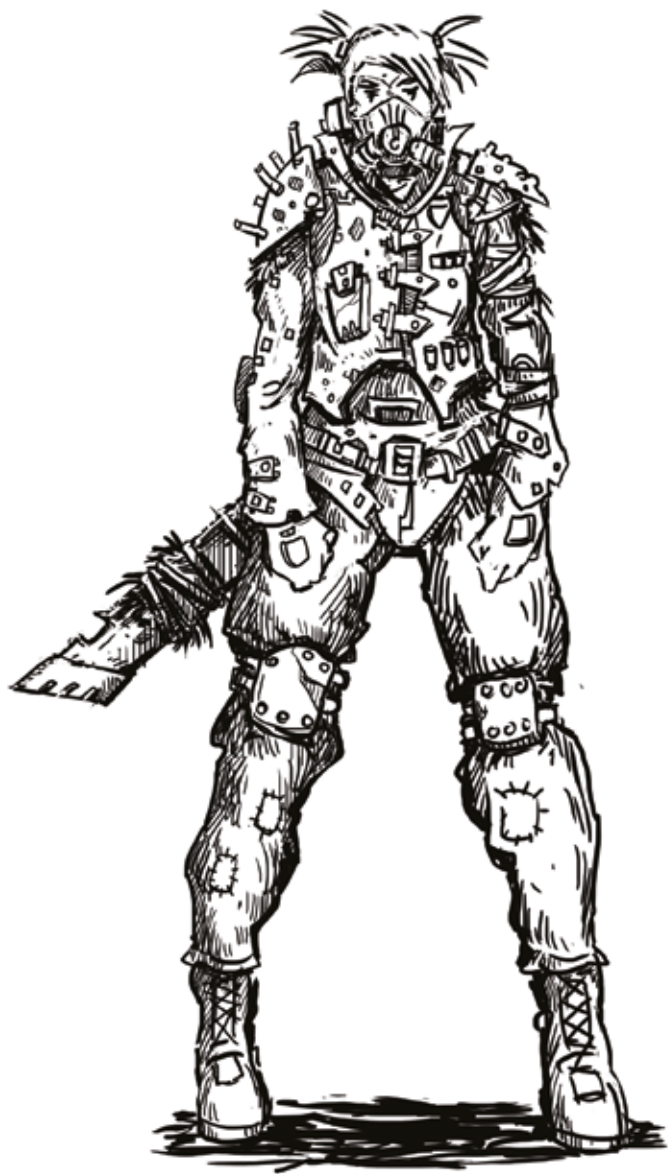
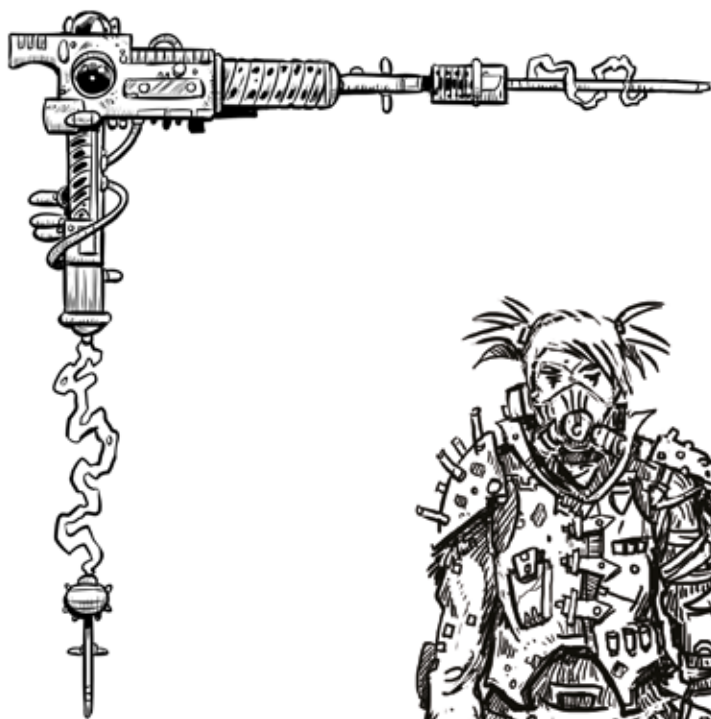
The Quad: Named for the four corridors that connect here, all doors shut behind the player characters automatically and all are shut when they enter. There are sounds of battle and shooting just on the other side of the door toward the bow and the bridge. The port door has a light indicating that there is something docked to that side of the ship, it's not the player characters ship, so probably bad news. The starboard door also has a light indicating there is something docked to that side of the ship, which is indeed the player characters ship.

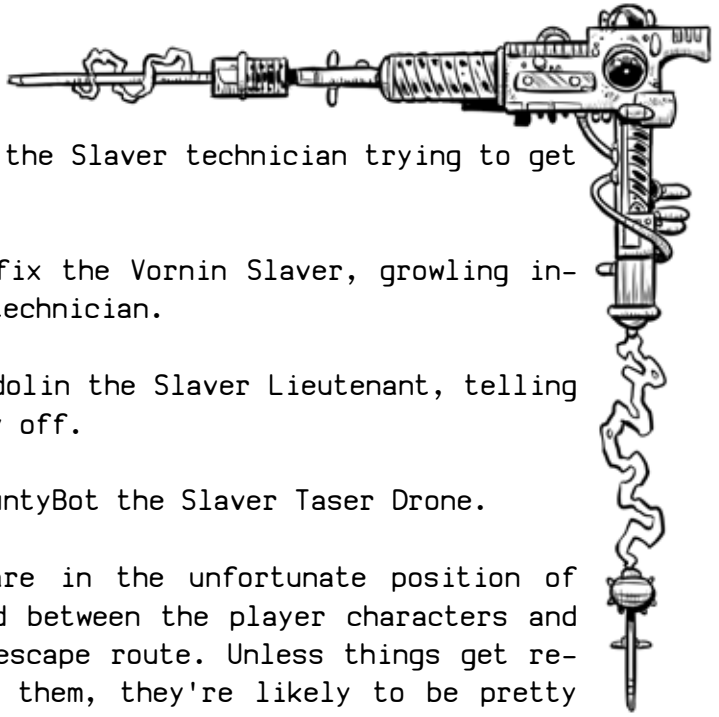
GET TO THE SHIP!

Once the player characters enter the starboard corridor off the Quad or through the infirmary they are on the final leg to their escape! Trouble is, there are slavers already here trying to get into the player characters ship too. How many slavers there are depends on the player characters actions to this point as follows, each step is cumulative (the games masters should of course feel free to change the order as feels appropriate).

Note that non-player character stats are shown beginning on page 51.







Base: Herbert the Slaver technician trying to get the door open.

1 Delay: Griffix the Vornin Slaver, growling insults at the technician.

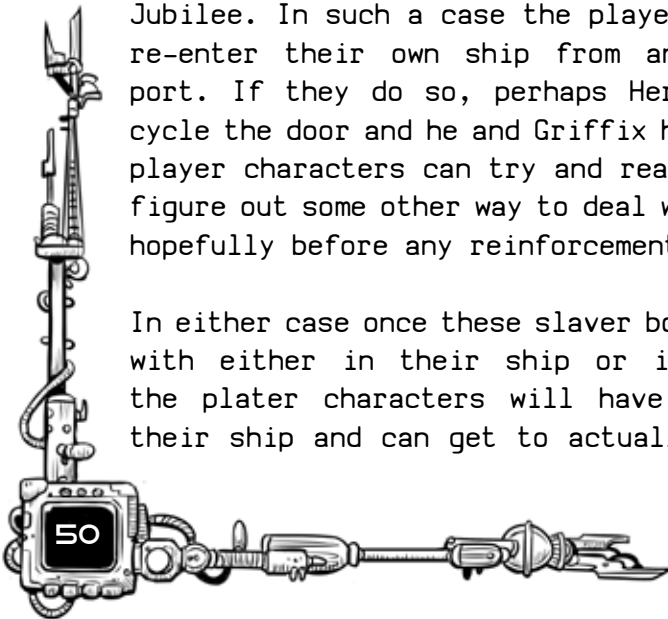
2 Delays: Wendolin the Slaver Lieutenant, telling Griffix to lay off.

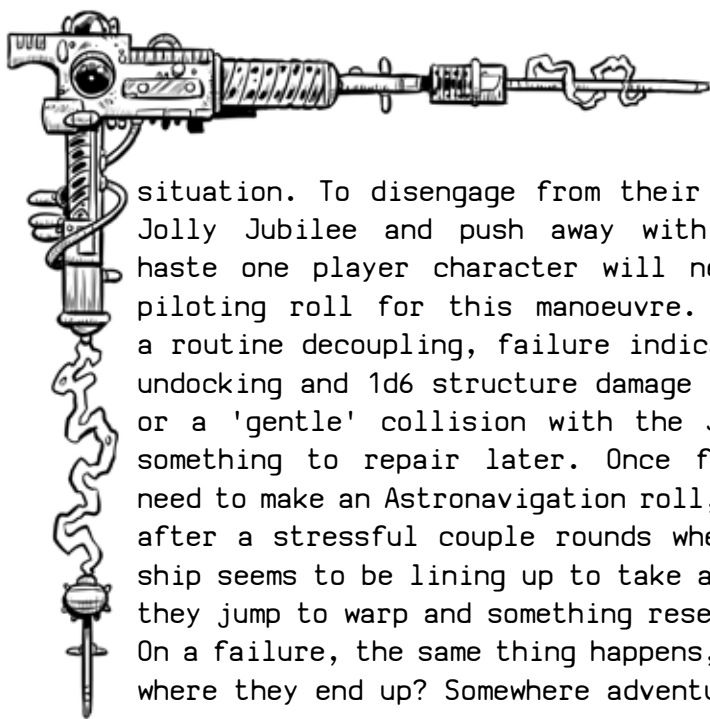
3 Delays+: BountyBot the Slaver Taser Drone.

The Slavers are in the unfortunate position of being cornered between the player characters and any possible escape route. Unless things get really dire for them, they're likely to be pretty resistant to efforts at diplomacy but aren't going to fight suicidally to the end either, well, except for BountyBot.

What if my player characters space-walked here? That was probably a lot of fun with some cool descriptions of the Slaver ship overhead and its massive railgun, an endless bounty of stars, and the two pirate skiffs coming to dock with the Jolly Jubilee. In such a case the player characters can re-enter their own ship from another emergency port. If they do so, perhaps Herbert managed to cycle the door and he and Griffix have boarded. The player characters can try and reach their gear or figure out some other way to deal with the slavers, hopefully before any reinforcements come.

In either case once these slaver boarders are dealt with either in their ship or in the corridor, the plater characters will have full access to their ship and can get to actually escaping this





situation. To disengage from their lock with the Jolly Jubilee and push away with all possible haste one player character will need to make a piloting roll for this manoeuvre. Success means a routine decoupling, failure indicates an unsafe undocking and 1d6 structure damage from blastback or a 'gentle' collision with the Jolly Jubilee, something to repair later. Once free they will need to make an Astronavigation roll, on a success, after a stressful couple rounds where the Slaver ship seems to be lining up to take a shot at them, they jump to warp and something resembling safety. On a failure, the same thing happens, but who knows where they end up? Somewhere adventurous, surely.

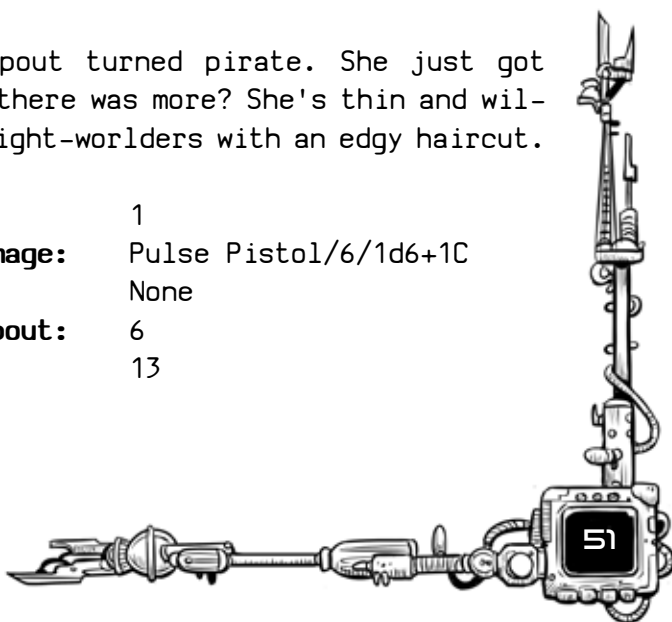
NON-PLAYER CHARACTERS

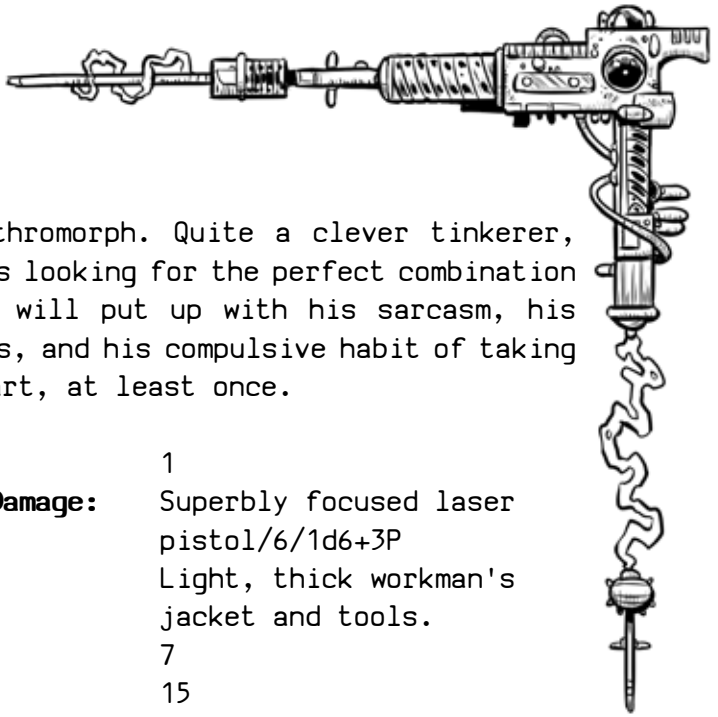
The following non-player characters can be found in the adventure.

KARALLA OF MICSELECS III

Law student dropout turned pirate. She just got bored. Or maybe there was more? She's thin and willowy like many light-worlders with an edgy haircut.

Actions/Round:	1
Weapon/Skill/Damage:	Pulse Pistol/6/1d6+1C
Armour:	None
Law student dropout:	6
Stamina:	13





ERBOR

Chimpanzee anthromorph. Quite a clever tinkerer, Erbor is always looking for the perfect combination of people who will put up with his sarcasm, his love of bananas, and his compulsive habit of taking everything apart, at least once.

Actions/Round:	1
Weapon/Skill/Damage:	Superbly focused laser pistol/6/1d6+3P
Armour:	Light, thick workman's jacket and tools.
Tinkerer:	7
Stamina:	15

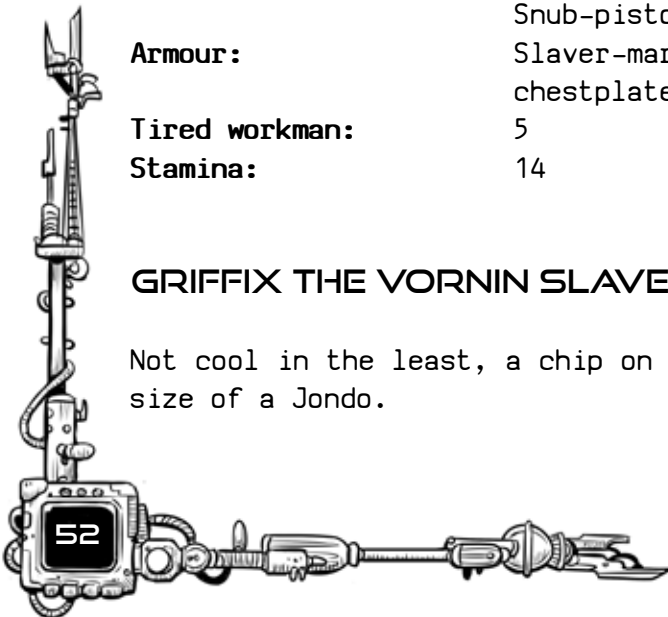
HERBERT THE SLAVER TECHNICIAN

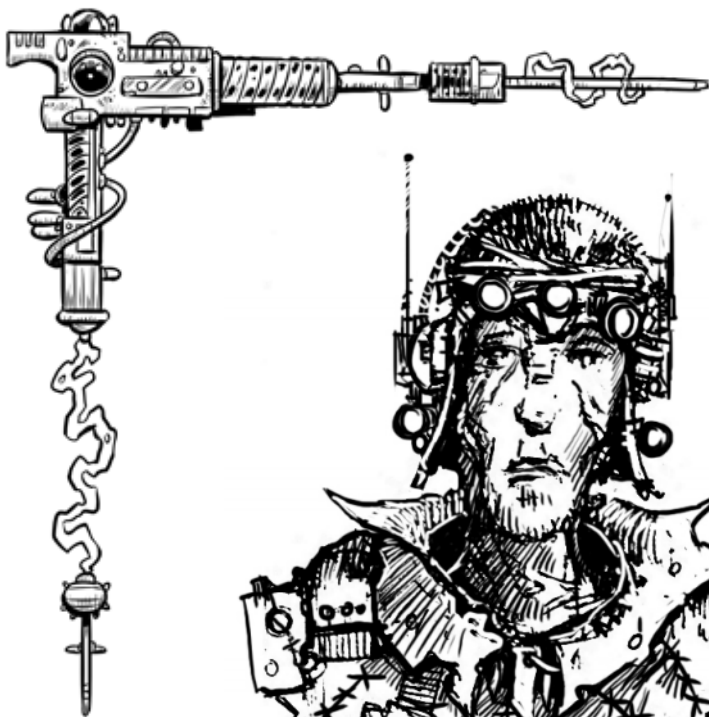
He never meant to do this for a living, but needs must...

Actions/Round:	1
Weapon/Skill/Damage:	Hyperspanner/5/1d6-1C Snub-pistol/4/1d6
Armour:	Slaver-marked ceramic chestplate 1d3
Tired workman:	5
Stamina:	14

GRIFFIX THE VORNIN SLAVER

Not cool in the least, a chip on his shoulder the size of a Jondo.



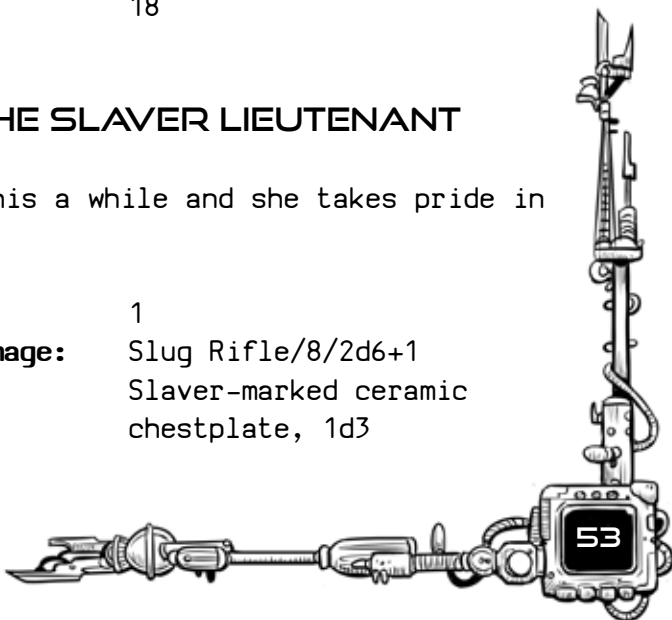


Actions/Round:	2
Weapon/Skill/Damage:	Pulse Spear/9/2d6+1
Armour:	Hide, 1d6
Vornin Slaver:	8
Stamina:	18

WENDOLIN THE SLAVER LIEUTENANT

She's been at this a while and she takes pride in her work.

Actions/Round:	1
Weapon/Skill/Damage:	Slug Rifle/8/2d6+1
Armour:	Slaver-marked ceramic chestplate, 1d3



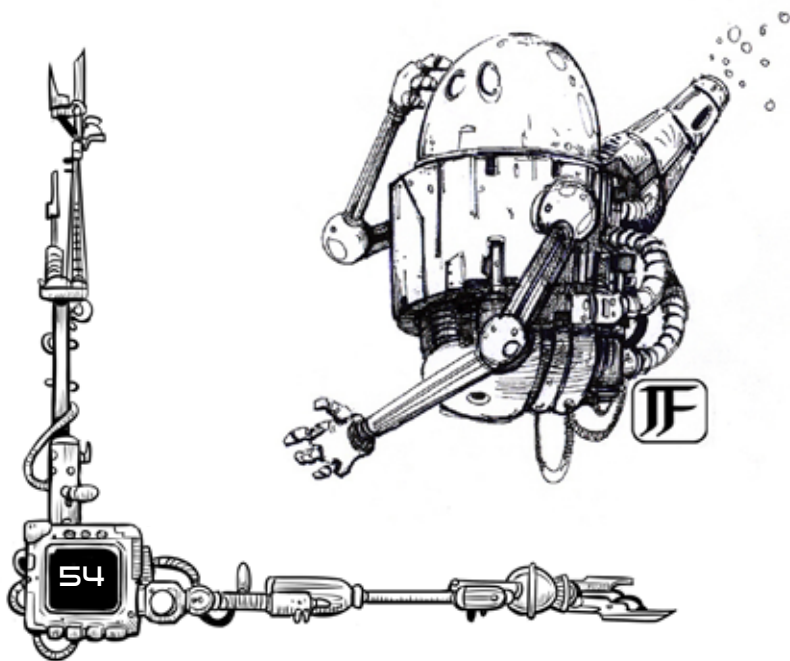
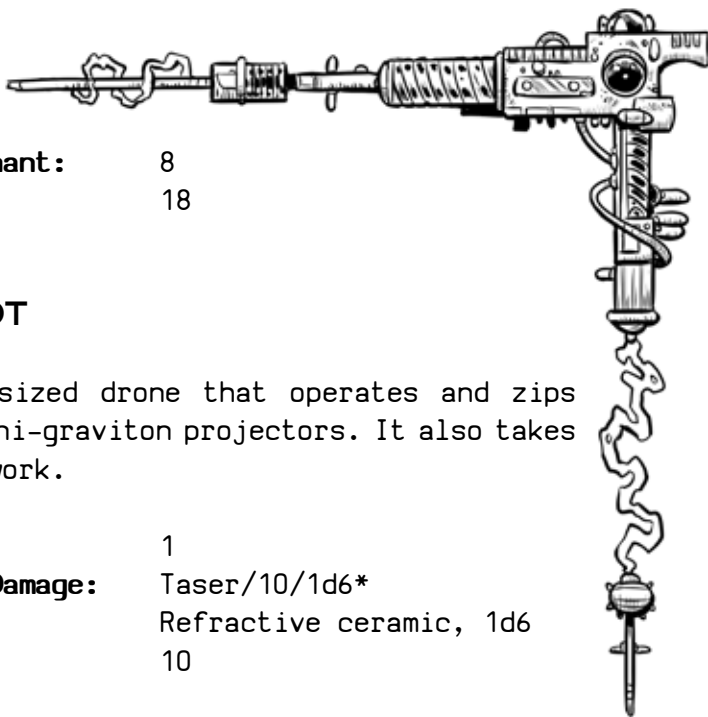
Slaver Lieutenant: 8
Stamina: 18

BOUNTYBOT

A watermelon sized drone that operates and zips about using mini-graviton projectors. It also takes pride in its work.

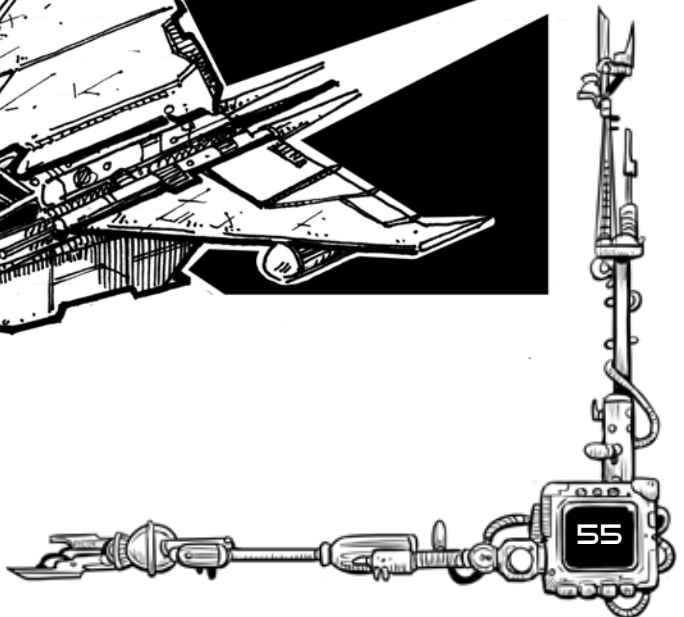
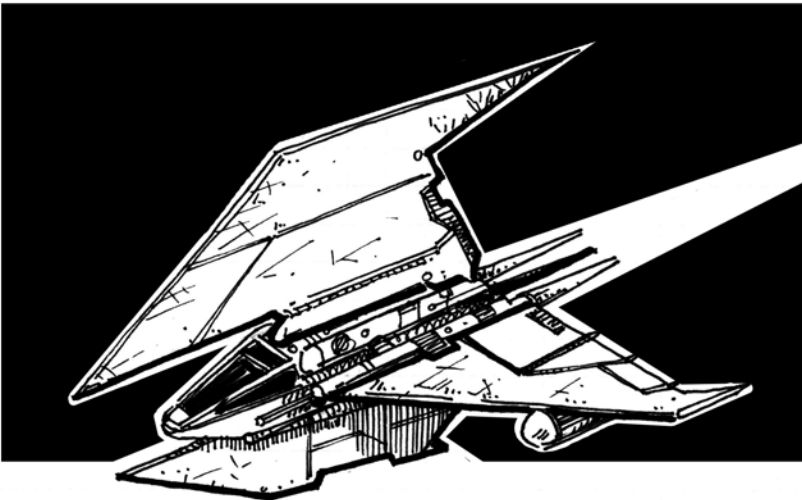
Actions/Round: 1
Weapon/Skill/Damage: Taser/10/1d6*
Armour: Refractive ceramic, 1d6
Stamina: 10

Description: BountyBot's taser only works against opponents that are close; however the speedy little drone can cover two range bands with a single movement action. The drone's gravitron projectors also give it impressive manoeuvrability; treat its dodge versus ranged weapon attacks as a skill level of 10.





PART 4: BAD BUSINESS ON ALCATRIX IV

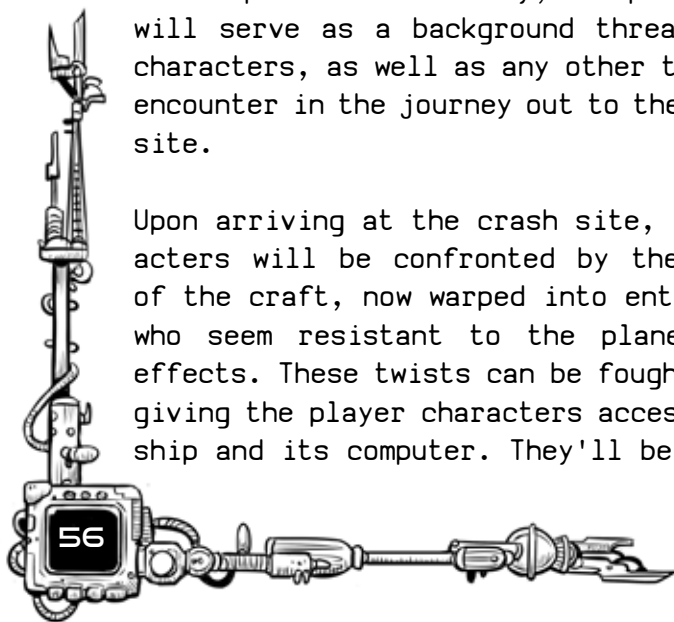
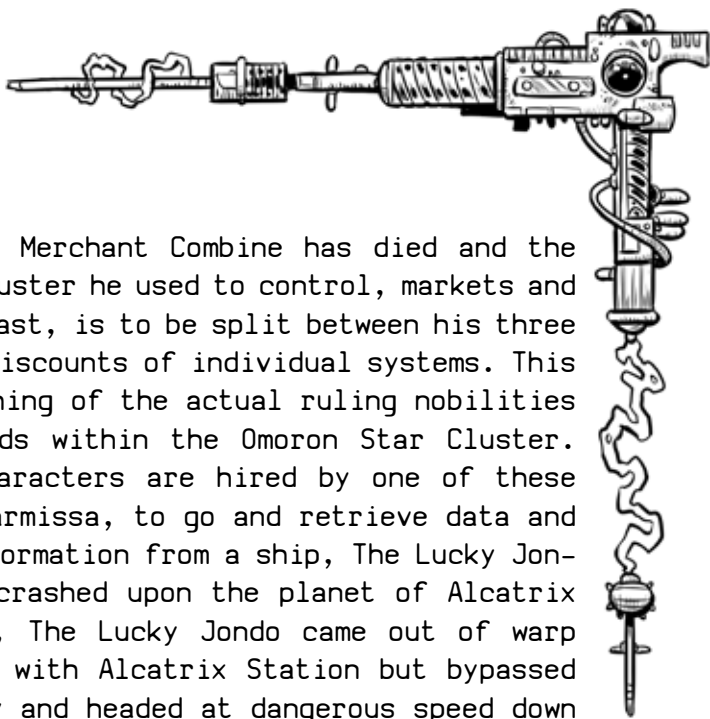


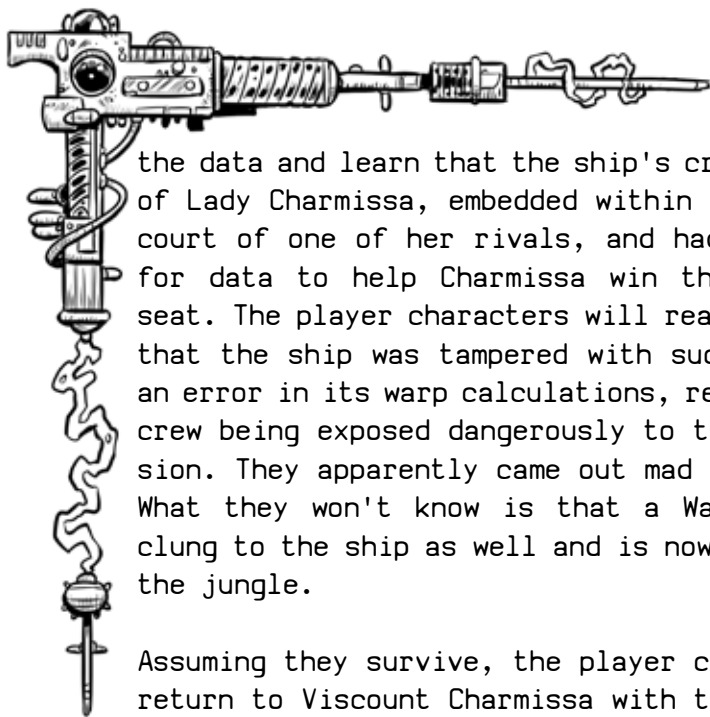
BRIEF

A Duke of the Merchant Combine has died and the Omoron Star Cluster he used to control, markets and trade in at least, is to be split between his three 'heirs', all Viscounts of individual systems. This is to say nothing of the actual ruling nobilities of these worlds within the Omoron Star Cluster. The player characters are hired by one of these viscounts, Charmissa, to go and retrieve data and any useful information from a ship, The Lucky Jondo, that has crashed upon the planet of Alcatrinx IV. Strangely, The Lucky Jondo came out of warp as if to dock with Alcatrinx Station but bypassed it immediately and headed at dangerous speed down through the thick atmosphere of that world and its expansive equatorial jungles.

The atmosphere of Alcatrinx IV is mildly toxic with a paralytic agent with some hallucinogenic qualities as well. With enough exposure, humans end up perfectly paralyzed, and out of their minds beneath the large purple flowers that dominate the jungles of the planet. Ultimately, the planet's atmosphere will serve as a background threat to the player characters, as well as any other troubles they may encounter in the journey out to the suspected crash site.

Upon arriving at the crash site, the player characters will be confronted by the remaining crew of the craft, now warped into entirely mad twists who seem resistant to the planet's atmospheric effects. These twists can be fought or driven off, giving the player characters access to the crashed ship and its computer. They'll be able to recover



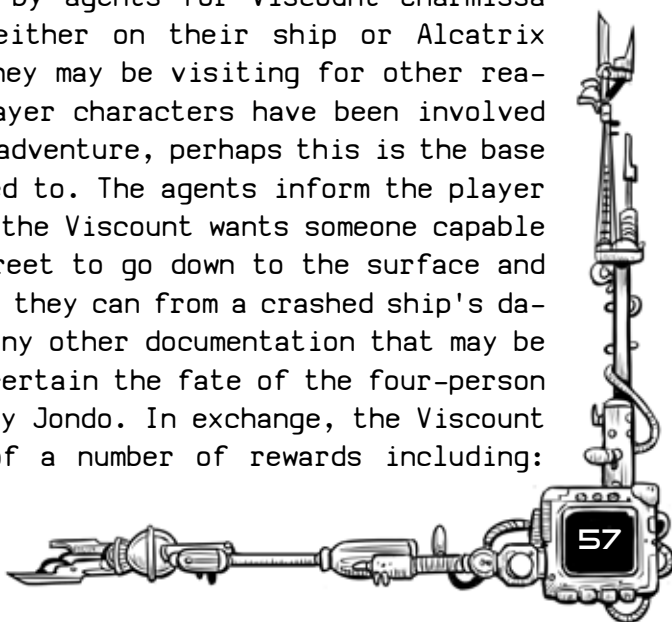


the data and learn that the ship's crew were agents of Lady Charmissa, embedded within the mercantile court of one of her rivals, and had been looking for data to help Charmissa win the empty ducal seat. The player characters will realize, however, that the ship was tampered with such that it had an error in its warp calculations, resulting in the crew being exposed dangerously to the warp dimension. They apparently came out mad and 'changed'. What they won't know is that a Warp entity has clung to the ship as well and is now active within the jungle.

Assuming they survive, the player characters will return to Viscount Charmissa with the information gathered from the crashed ship as well as the truth as to why The Lucky Jondo crashed - or at least part of it.

SETUP

The adventure begins with the player characters being contacted by agents for Viscount Charmissa with the job, either on their ship or Alcatraz Station which they may be visiting for other reasons. If the player characters have been involved in the previous adventure, perhaps this is the base they have escaped to. The agents inform the player characters that the Viscount wants someone capable who can be discreet to go down to the surface and recover whatever they can from a crashed ship's database, attain any other documentation that may be present, and ascertain the fate of the four-person crew of The Lucky Jondo. In exchange, the Viscount can offer any of a number of rewards including:

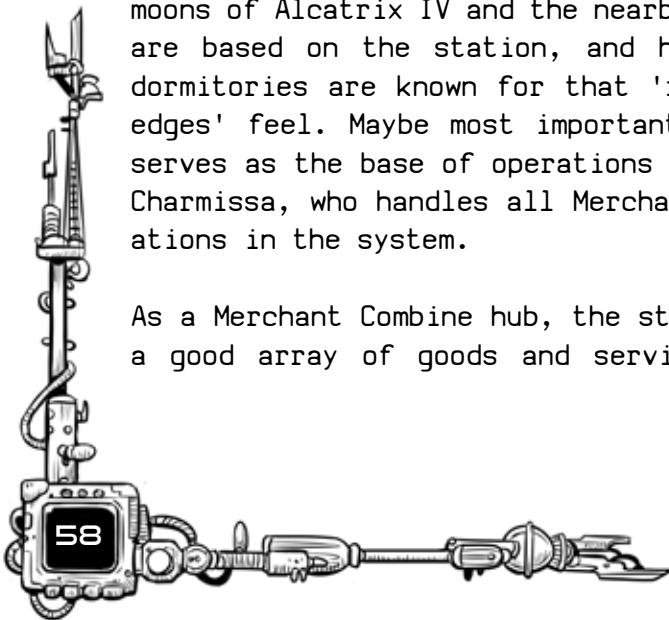
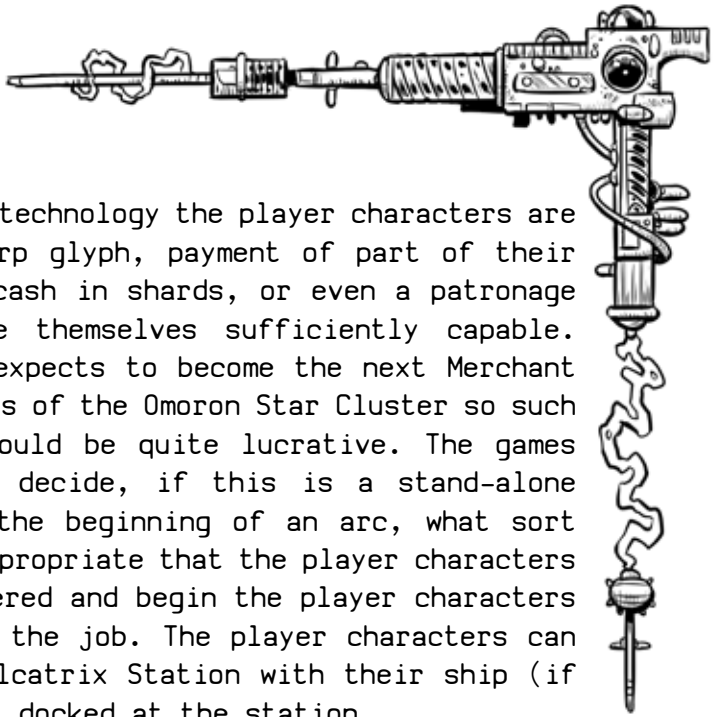


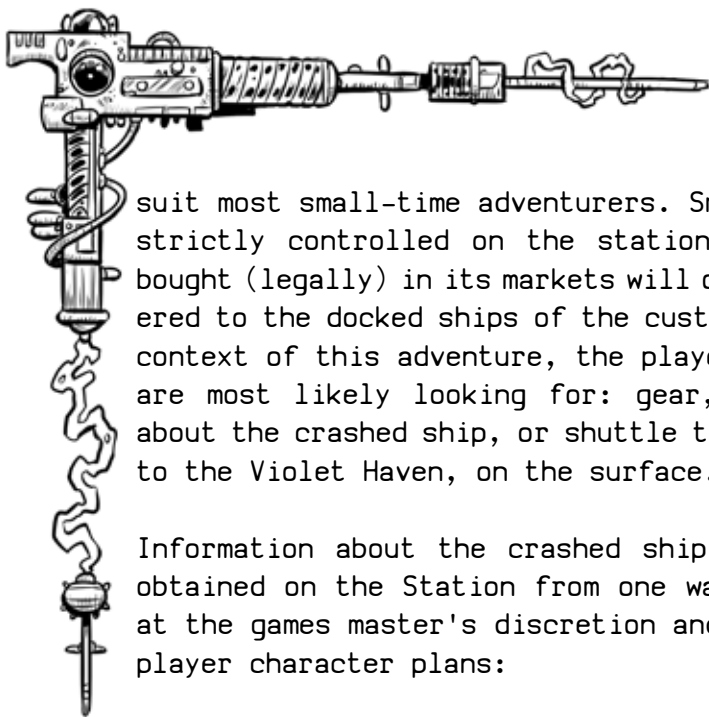
some piece of technology the player characters are seeking, a warp glyph, payment of part of their ship's debt, cash in shards, or even a patronage if they prove themselves sufficiently capable. The Viscount expects to become the next Merchant Combine Duchess of the Omoron Star Cluster so such a patronage could be quite lucrative. The games master should decide, if this is a stand-alone adventure or the beginning of an arc, what sort of prize is appropriate that the player characters have been offered and begin the player characters as already on the job. The player characters can begin as on Alcatrux Station with their ship (if they have one) docked at the station.

ALCATRUX STATION

Description: Alcatrux Station is the central hub of the Alcatrux System and hangs in synchronous orbit above the Violet Haven on the surface of Alcatrux IV. A number of mining operations that work the moons of Alcatrux IV and the nearby asteroid field are based on the station, and her cantinas and dormitories are known for that 'rough around the edges' feel. Maybe most importantly, the station serves as the base of operations for the Viscount Charmissa, who handles all Merchant Combine operations in the system.

As a Merchant Combine hub, the station will offer a good array of goods and services that should

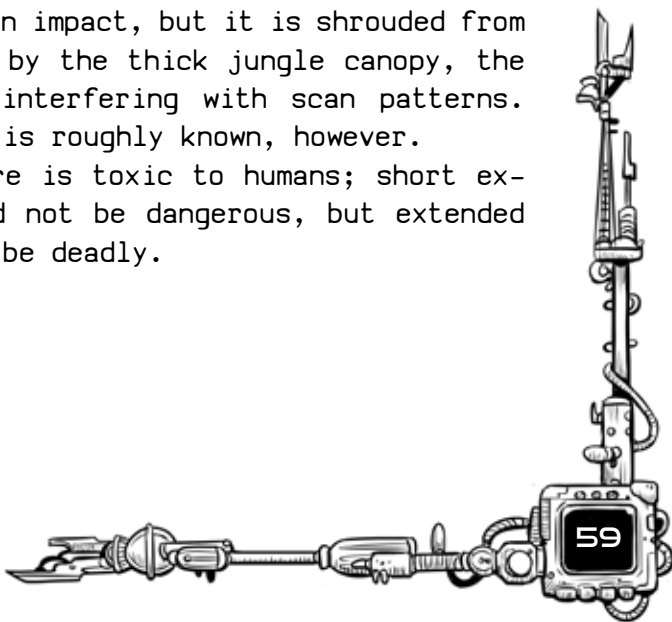


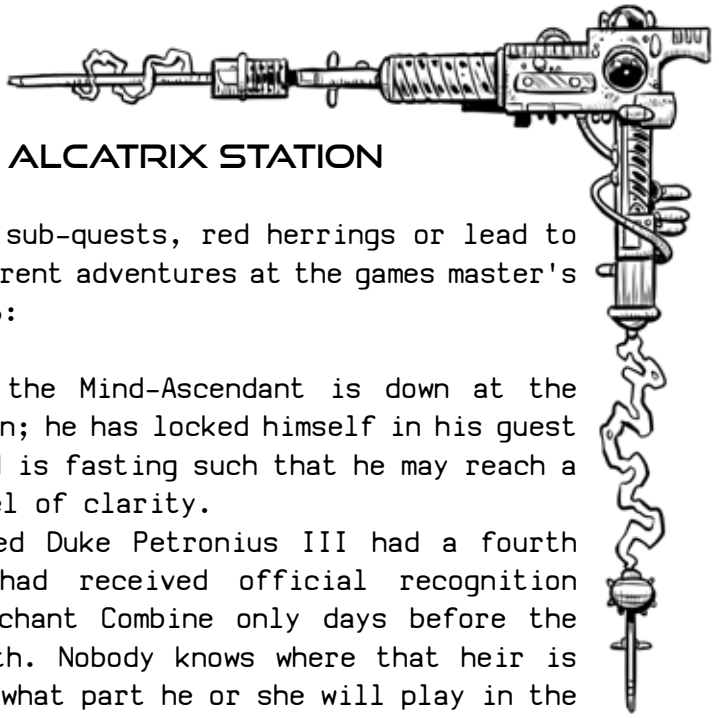


suit most small-time adventurers. Small arms are strictly controlled on the station and weapons bought (legally) in its markets will only be delivered to the docked ships of the customers. In the context of this adventure, the player characters are most likely looking for: gear, information about the crashed ship, or shuttle transport down to the Violet Haven, on the surface.

Information about the crashed ship that can be obtained on the Station from one way or another at the games master's discretion and to suit the player character plans:

1. Life signs were present on the ship as it crashed on the planet but there were no distress calls.
2. There were no obvious signs of damage on the hull as it passed the station.
3. There were exceptional levels of warp anomalies detected about the ship as it dropped out of warp.
4. The ship is not believed to have been entirely destroyed upon impact, but it is shrouded from scanner view by the thick jungle canopy, the local fauna interfering with scan patterns. Its location is roughly known, however.
5. The atmosphere is toxic to humans; short exposure should not be dangerous, but extended exposure can be deadly.

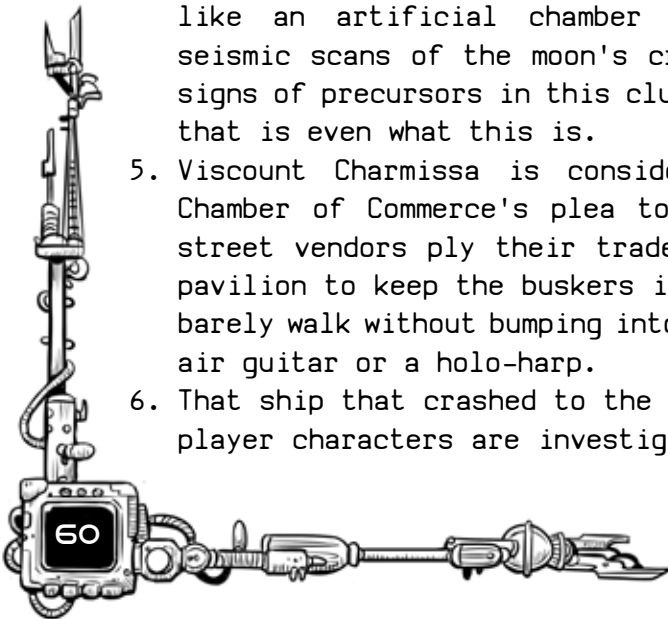


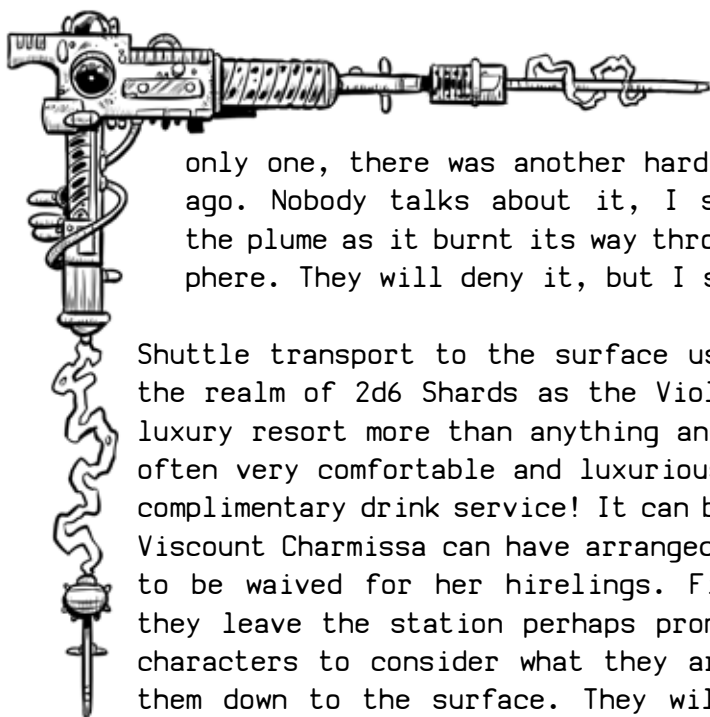


GOSSIP ON ALCATRIX STATION

These can add sub-quests, red herrings or lead to entirely different adventures at the games master's whim, roll 1d6:

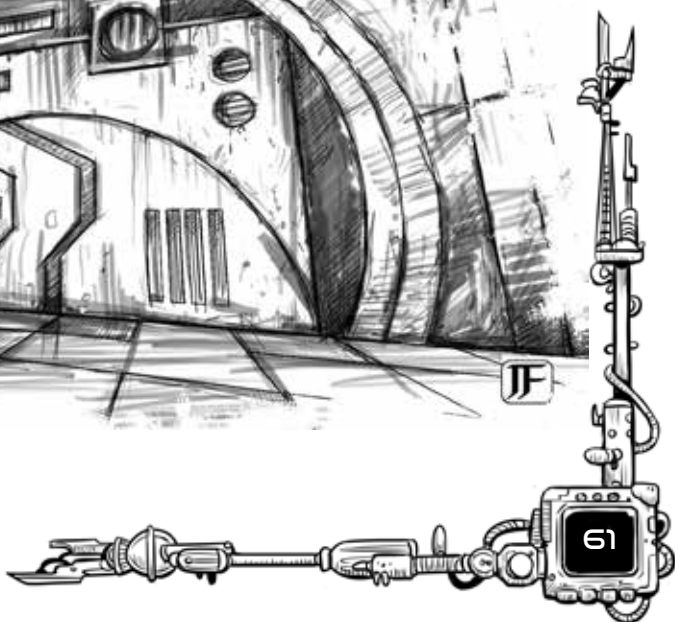
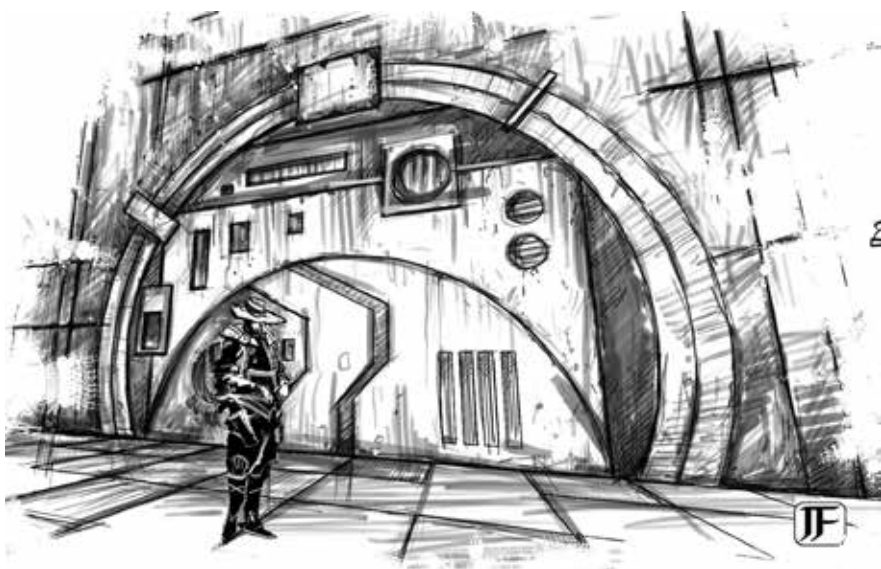
1. A Guru of the Mind-Ascendant is down at the Violet Haven; he has locked himself in his guest chamber and is fasting such that he may reach a higher level of clarity.
2. The deceased Duke Petronius III had a fourth heir who had received official recognition by the Merchant Combine only days before the Duke's death. Nobody knows where that heir is though, or what part he or she will play in the succession.
3. One of the research outposts on Alcatrix IV has gone quiet. The head researcher there, Dr. Orbalsen of the Warp Consortium had been working on making biological hybrids between native aquatic life on Alcatrix IV with human-compatible biological forms.
4. The Mining Union on the largest of Alcatrix's three moons have reported finding what looks like an artificial chamber after employing seismic scans of the moon's crust. Such clear signs of precursors in this cluster are rare if that is even what this is.
5. Viscount Charmissa is considering the local Chamber of Commerce's plea to once again let street vendors ply their trade in the central pavilion to keep the buskers in check, you can barely walk without bumping into someone playing air guitar or a holo-harp.
6. That ship that crashed to the surface that the player characters are investigating is not the

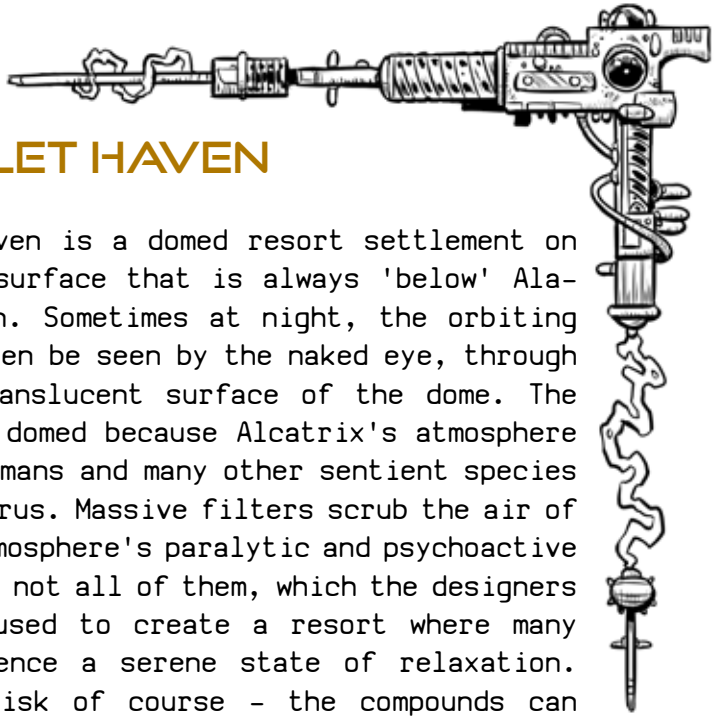




only one, there was another hardly a fortnight ago. Nobody talks about it, I saw it though, the plume as it burnt its way through the atmosphere. They will deny it, but I saw it!

Shuttle transport to the surface usually runs in the realm of 2d6 Shards as the Violet Haven is a luxury resort more than anything and shuttles are often very comfortable and luxurious affairs with complimentary drink service! It can be assumed that Viscount Charmissa can have arranged for this cost to be waived for her hirelings. Finally, before they leave the station perhaps prompt the player characters to consider what they are taking with them down to the surface. They will be entering the wilderness on an alien planet for this mission and what gear they have on hand may be important to note.

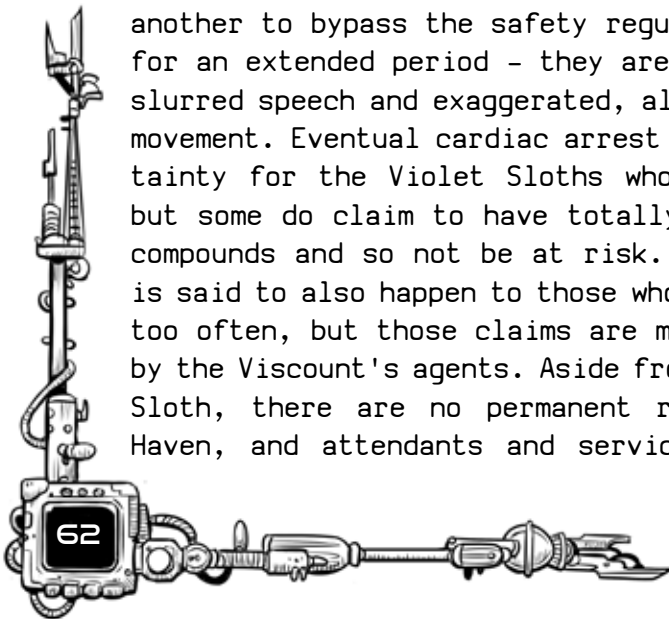


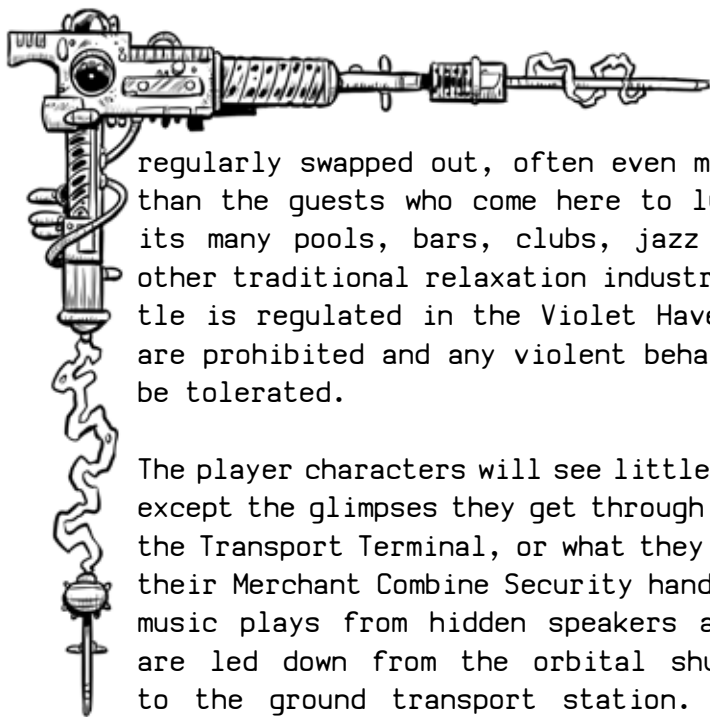


THE VIOLET HAVEN

The Violet Haven is a domed resort settlement on the planet's surface that is always 'below' Alcatratrix Station. Sometimes at night, the orbiting station can even be seen by the naked eye, through the mostly translucent surface of the dome. The settlement is domed because Alcatratrix's atmosphere is toxic to humans and many other sentient species within the Chorus. Massive filters scrub the air of most of the atmosphere's paralytic and psychoactive compounds, but not all of them, which the designers purposefully used to create a resort where many humans experience a serene state of relaxation. Not without risk of course - the compounds can still build up in the system over the course of days and become dangerous, and so permits to visit the Violet Haven are restricted to no more than three out of every ten days, the rest being spent off-world and free of the intoxicant compounds. This of course doesn't stop people trying to find ways around this restriction, usually by bribery.

'Violet sloths' are those who manage in one way or another to bypass the safety regulations and stay for an extended period - they are known for their slurred speech and exaggerated, almost slow-motion movement. Eventual cardiac arrest is almost a certainty for the Violet Sloths who stay too long, but some do claim to have totally adapted to the compounds and so not be at risk. The same effect is said to also happen to those who visit the Haven too often, but those claims are mostly suppressed by the Viscount's agents. Aside from the odd Violet Sloth, there are no permanent residents at the Haven, and attendants and service providers are





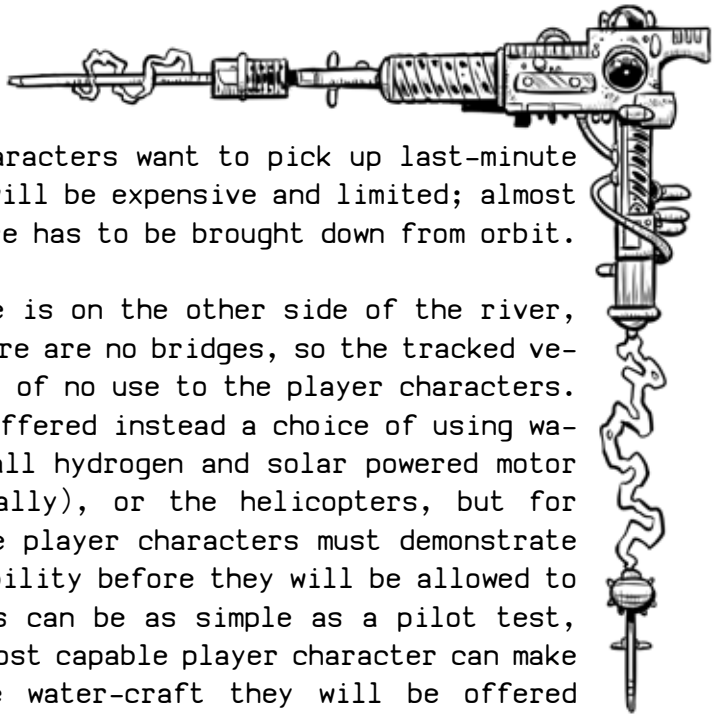
regularly swapped out, often even more frequently than the guests who come here to luxuriate among its many pools, bars, clubs, jazz parlours, and other traditional relaxation industries. Very little is regulated in the Violet Haven but weapons are prohibited and any violent behaviour will not be tolerated.

The player characters will see little of this though except the glimpses they get through the windows of the Transport Terminal, or what they can glean from their Merchant Combine Security handlers. Relaxing music plays from hidden speakers as the players are led down from the orbital shuttle platform to the ground transport station. The Transport Terminal is kept in good order and a small group of passengers wait below in a lounge to take the shuttle back up to orbit.

GROUND TRANSPORT STATION

The Violet Haven is located near the banks of a large river, its width a kilometre across in some places, especially further downstream with many small islands. The Ground Transport terminal includes a small marina where a number of water-craft are stored, mostly used by research crews and the occasional tourist river boat. The terminal also includes a few tracked vehicles for ground transport and sleek rotor propelled aircraft like helicopters. All vehicles are kitted with small portable solar-powered water purifiers, emergency rations for two adults for one day, flares, radio communicators, and simple first-aid kits. Stats for these vehicles can be found on page 85. If

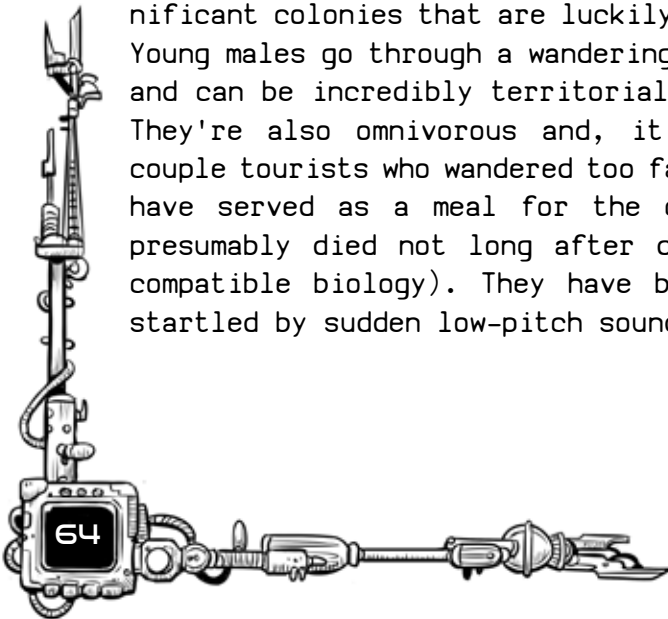


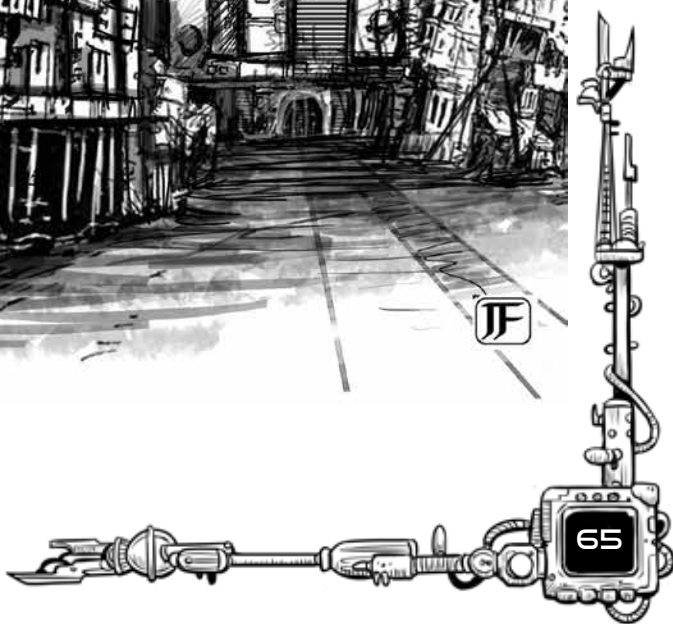
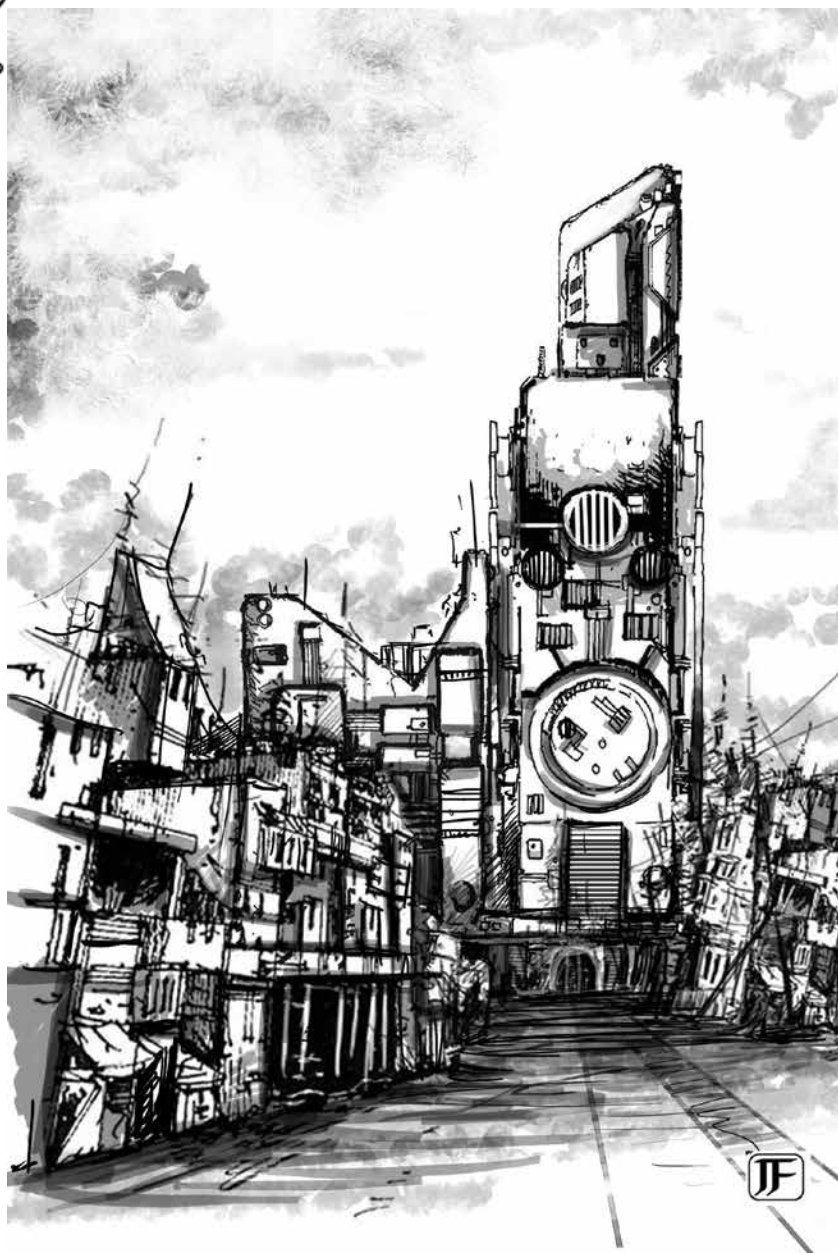
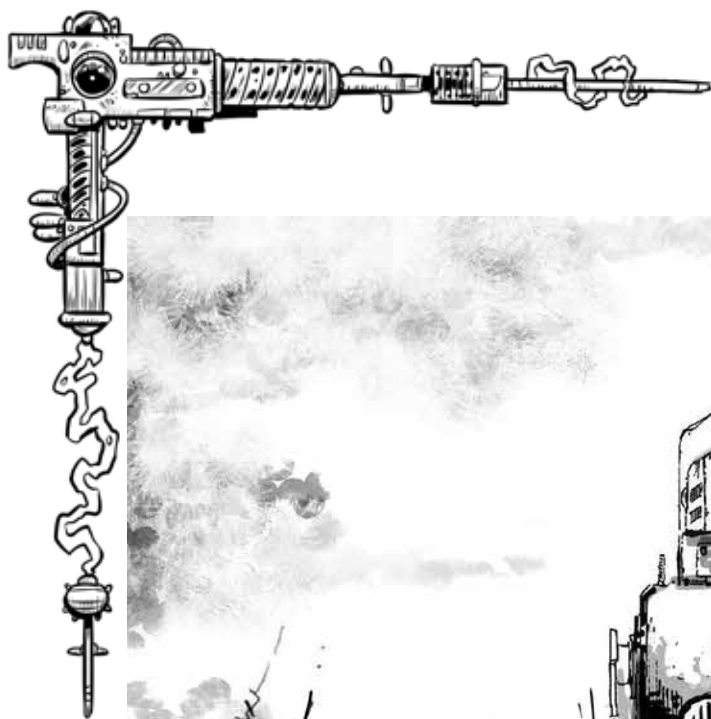


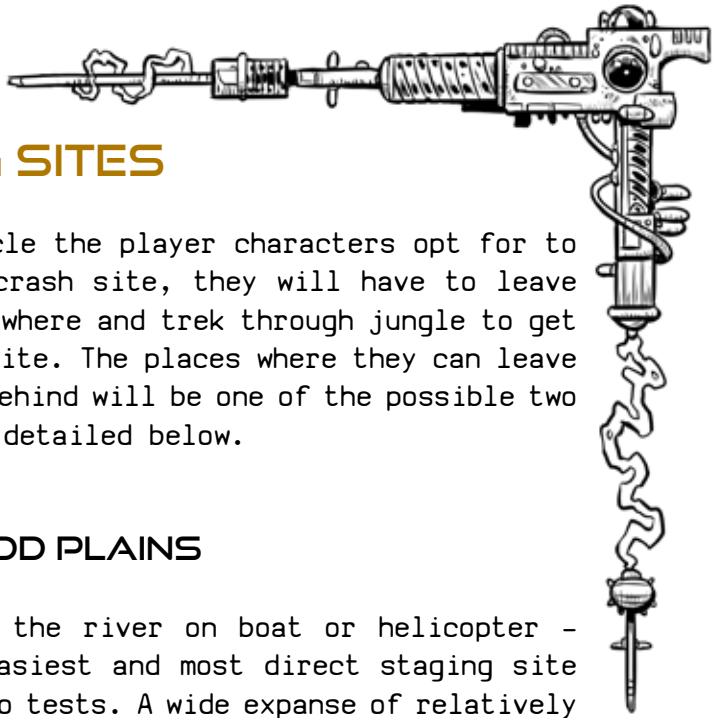
the player characters want to pick up last-minute supplies, it will be expensive and limited; almost everything here has to be brought down from orbit.

The crash site is on the other side of the river, over which there are no bridges, so the tracked vehicles will be of no use to the player characters. They will be offered instead a choice of using water-craft (small hydrogen and solar powered motor boats essentially), or the helicopters, but for the latter the player characters must demonstrate piloting capability before they will be allowed to use them. This can be as simple as a pilot test, but only the most capable player character can make the test. The water-craft they will be offered freely as per the Viscount's orders.

None of the vehicles have weapons. The player characters will be warned about the largest fauna in the area, 'Bull Rats', so named because of their rodent-like appearance and their bull-like horns. These creatures are known to dig massive burrows with their long and sharp digging claws particularly beneath large trees, and live in significant colonies that are luckily easily avoided. Young males go through a wandering phase, however, and can be incredibly territorial and aggressive. They're also omnivorous and, it is rumoured, a couple tourists who wandered too far from the river have served as a meal for the creatures (which presumably died not long after due to their incompatible biology). They have been known to be startled by sudden low-pitch sounds.







STAGING SITES

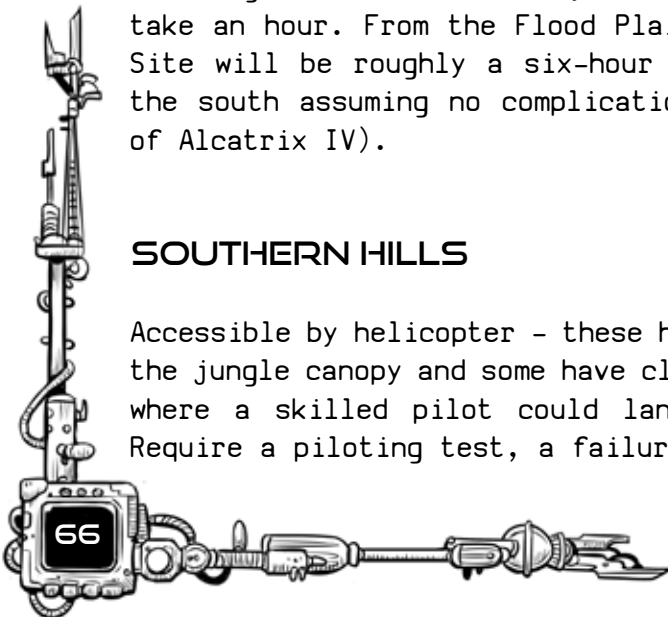
Whatever vehicle the player characters opt for to approach the crash site, they will have to leave it behind somewhere and trek through jungle to get to the crash site. The places where they can leave the vehicles behind will be one of the possible two staging sites detailed below.

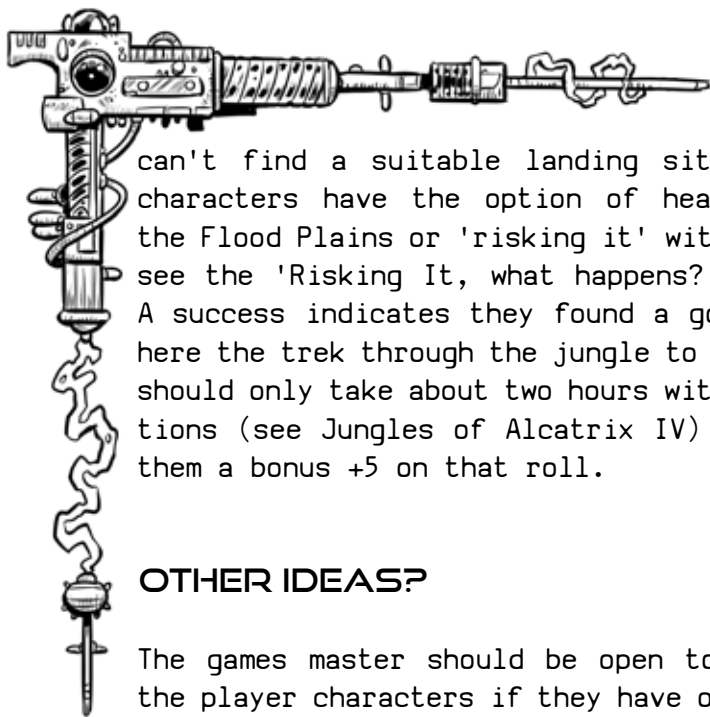
RIVER FLOOD PLAINS

Accessible by the river on boat or helicopter - this is the easiest and most direct staging site and requires no tests. A wide expanse of relatively flat flood land between the jungle and the massive river, dangerous only in certain seasons when the river will burst its banks and flood. Marshy in places but suitable and safe to leave a vehicle for a day or two, right? Reaching the Flood Plains by boat will take about 12 hours from the Violet Haven assuming there are no complications on the river (which is of course up to the games master). Reaching the Flood Plains by helicopter will only take an hour. From the Flood Plains to the Crash Site will be roughly a six-hour trek on foot to the south assuming no complications (see Jungles of Alcatraz IV).

SOUTHERN HILLS

Accessible by helicopter - these hills rise out of the jungle canopy and some have clear enough space where a skilled pilot could land a helicopter. Require a piloting test, a failure indicates they

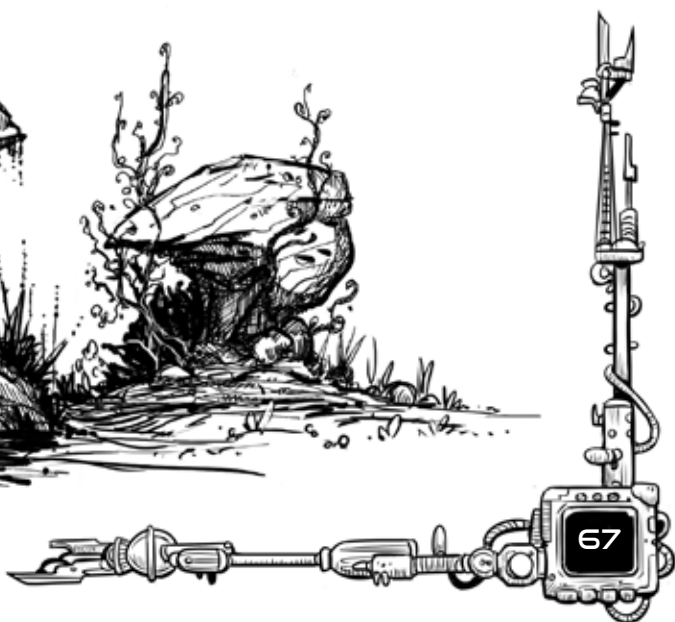


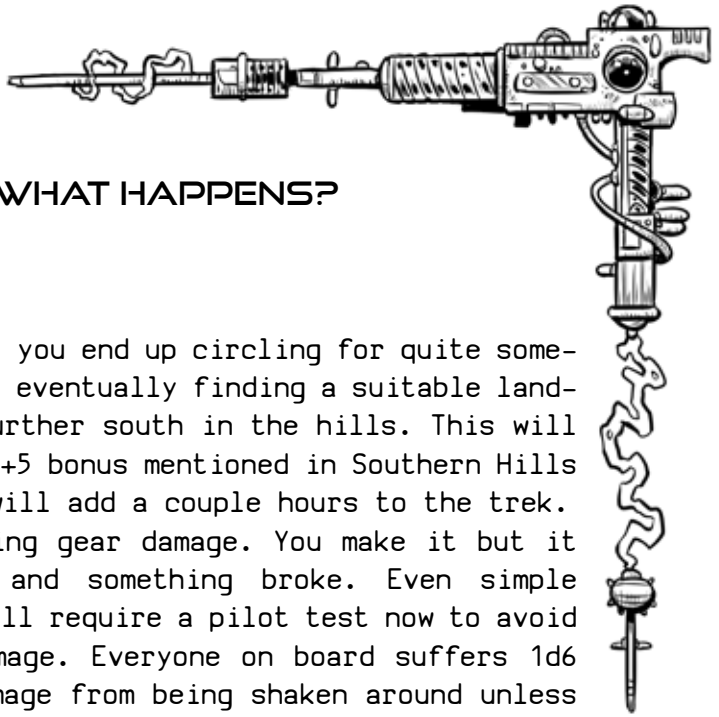


can't find a suitable landing site. The player characters have the option of heading north to the Flood Plains or 'risking it' with the vehicle, see the 'Risking It, what happens?' table below. A success indicates they found a good spot, from here the trek through the jungle to the Crash Site should only take about two hours without complications (see Jungles of Alcatraz IV) and will give them a bonus +5 on that roll.

OTHER IDEAS?

The games master should be open to working with the player characters if they have other ideas for how to approach the crash site. One perhaps obvious option might be to fly directly to the crash site and have some player characters rappel down ropes through the canopy while a pilot keeps the vehicle hovering overhead - it does mean 'splitting the party' however, and there's virtually no visibility through the canopy, so who knows what's down there?

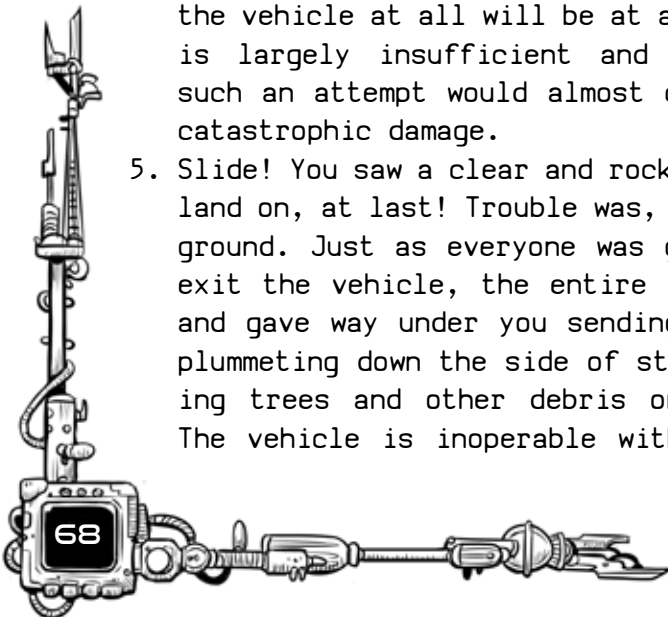


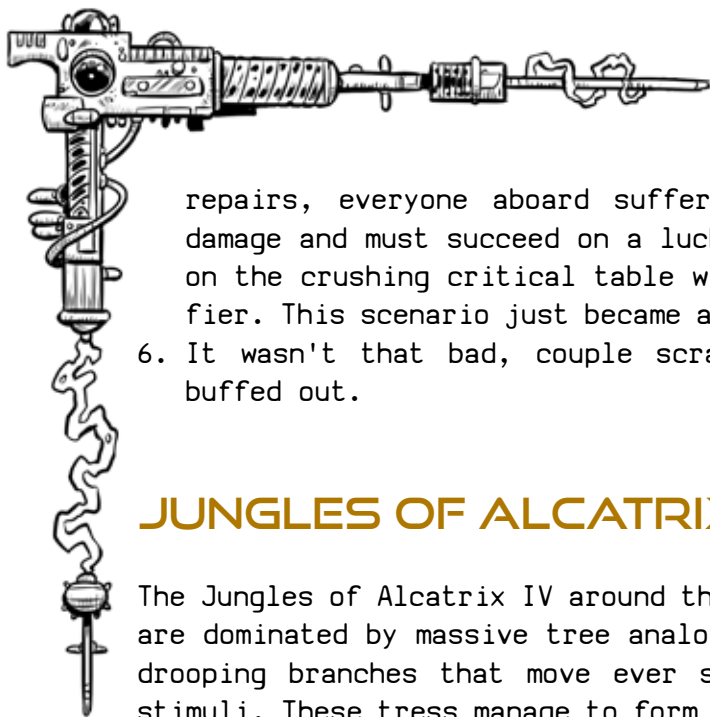


RISKING IT, WHAT HAPPENS?

Roll 1d6.

1. Ultimately, you end up circling for quite some time before eventually finding a suitable landing site further south in the hills. This will negate the +5 bonus mentioned in Southern Hills above and will add a couple hours to the trek.
2. Minor landing gear damage. You make it but it was rough and something broke. Even simple landings will require a pilot test now to avoid further damage. Everyone on board suffers 1d6 stamina damage from being shaken around unless they successfully test their luck.
3. Major landing gear damage. The approach was all wrong, and the bits that keep the belly of the vehicle off the ground are gone. Even simple landings will require a pilot test at -5 now to avoid further damage. Everyone on board suffers 1d6+2 stamina damage from being shaken around unless they successfully test their luck.
4. Rotor smashed and splintered. Trying to operate the vehicle at all will be at a -5 as the power is largely insufficient and uneven. Failing such an attempt would almost certainly end in catastrophic damage.
5. Slide! You saw a clear and rocky outcropping to land on, at last! Trouble was, it wasn't steady ground. Just as everyone was getting ready to exit the vehicle, the entire surface crumbled and gave way under you sending the helicopter plummeting down the side of steep hill, smashing trees and other debris on the way down. The vehicle is inoperable without substantial



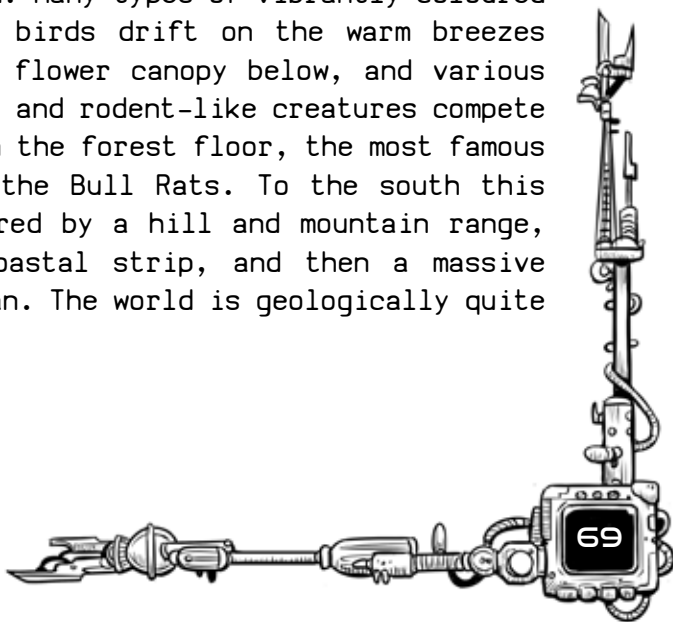


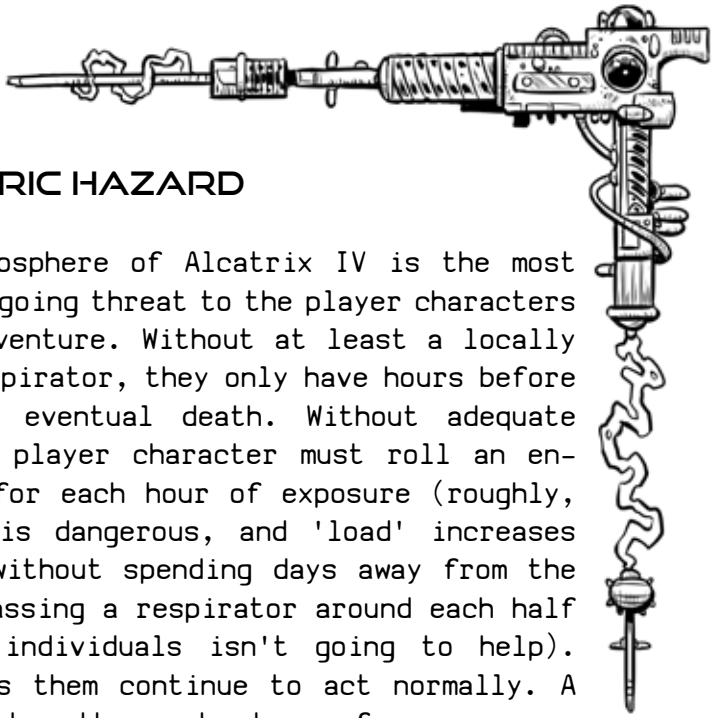
repairs, everyone aboard suffers 2d6 stamina damage and must succeed on a luck test or roll on the crushing critical table with a -2 modifier. This scenario just became about survival!

6. It wasn't that bad, couple scratches, easily buffed out.

JUNGLES OF ALCATRIX IV

The Jungles of Alcatriz IV around the Violet Haven are dominated by massive tree analogues that have drooping branches that move ever so slightly to stimuli. These tress manage to form a complete and impenetrable canopy at almost all times, keeping the forest floor in a state of near constant darkness, and their unique biosignature masks traditional scanner penetration. In their uppermost branches the trees sprout immense violet flowers (the source of the paralytic spores), that bloom for seasonal cycles and then fall to the forest floor as another flower sprouts to take its place on a different branch. Many types of vibrantly coloured and long-beaked birds drift on the warm breezes that rustle the flower canopy below, and various types of reptile and rodent-like creatures compete for resources on the forest floor, the most famous of these being the Bull Rats. To the south this jungle is bordered by a hill and mountain range, a short arid coastal strip, and then a massive hemispheric ocean. The world is geologically quite young.





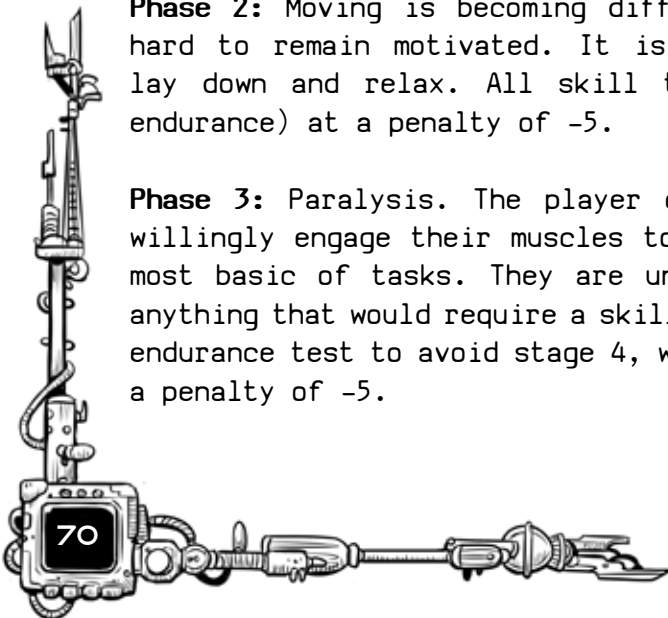
ATMOSPHERIC HAZARD

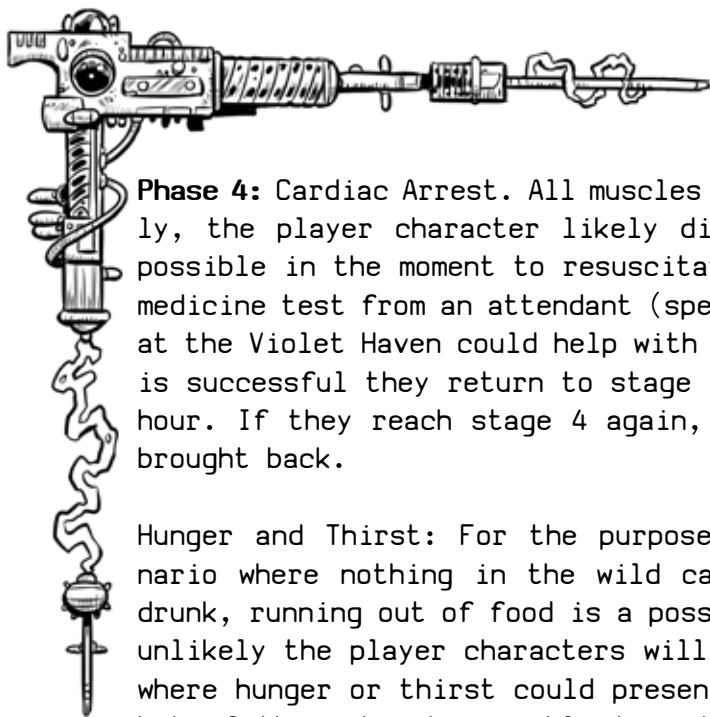
The toxic atmosphere of Alcatrrix IV is the most significant ongoing threat to the player characters during the adventure. Without at least a locally calibrated respirator, they only have hours before paralysis and eventual death. Without adequate protection, a player character must roll an endurance test for each hour of exposure (roughly, any exposure is dangerous, and 'load' increases cumulatively without spending days away from the compounds - passing a respirator around each half hour between individuals isn't going to help). A success lets them continue to act normally. A failure indicates the next stage of exposure as below:

Phase 1: The player character is feeling happy and at peace, slightly numb but tingly all at the same time. They temporarily gain 1d6 more stamina even beyond their normal maximum. All skill tests (including endurance) are at a penalty of -2.

Phase 2: Moving is becoming difficult and it is hard to remain motivated. It is easier to just lay down and relax. All skill tests (including endurance) at a penalty of -5.

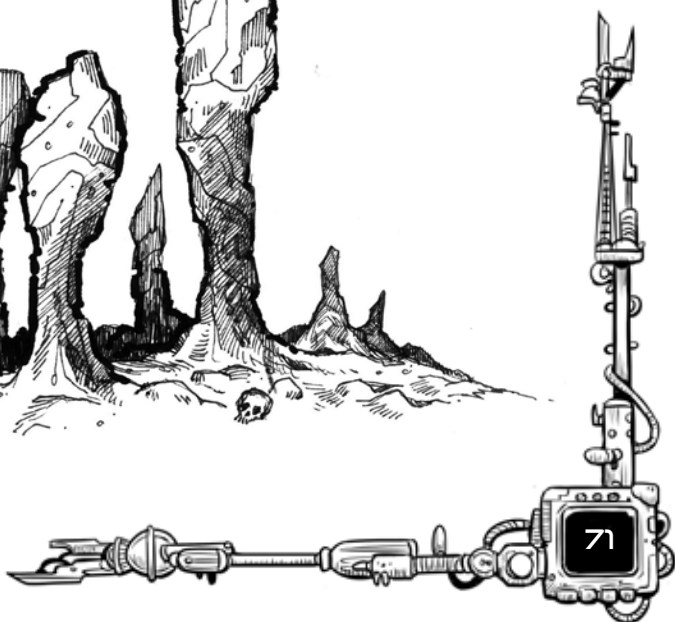
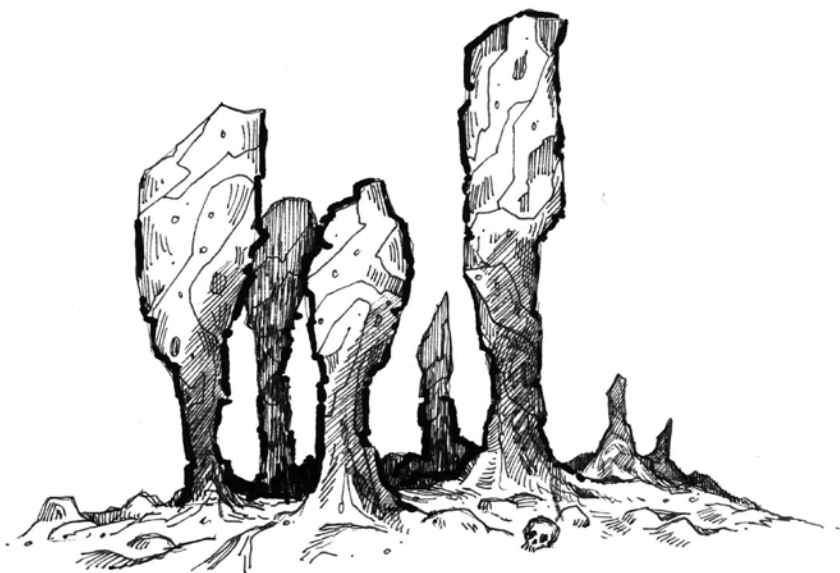
Phase 3: Paralysis. The player character cannot willingly engage their muscles to do all but the most basic of tasks. They are unable to attempt anything that would require a skill test except the endurance test to avoid stage 4, which is still at a penalty of -5.

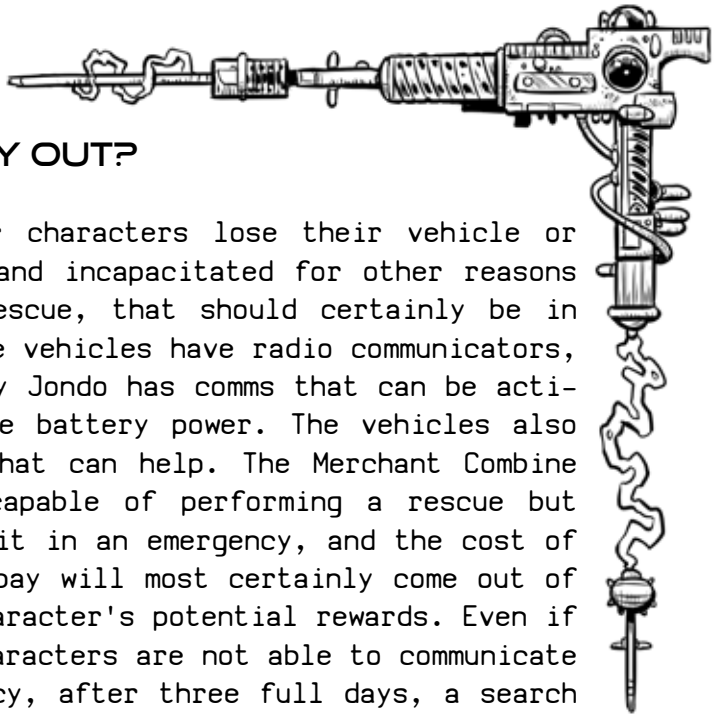




Phase 4: Cardiac Arrest. All muscles stop completely, the player character likely dies. It may be possible in the moment to resuscitate them with a medicine test from an attendant (special equipment at the Violet Haven could help with this). If this is successful they return to stage 3 for the next hour. If they reach stage 4 again, they can't be brought back.

Hunger and Thirst: For the purpose of this scenario where nothing in the wild can be eaten or drunk, running out of food is a possibility. It is unlikely the player characters will reach a point where hunger or thirst could present mortal peril but if they stop being able to eat or drink the games master could either stop all stamina recover entirely (until they can eat, drink, and rest), or cap recovery at half the maximum value.



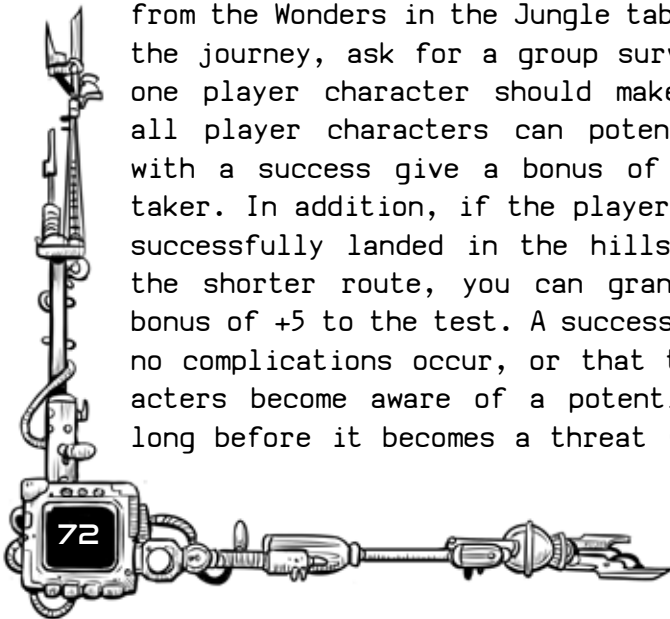


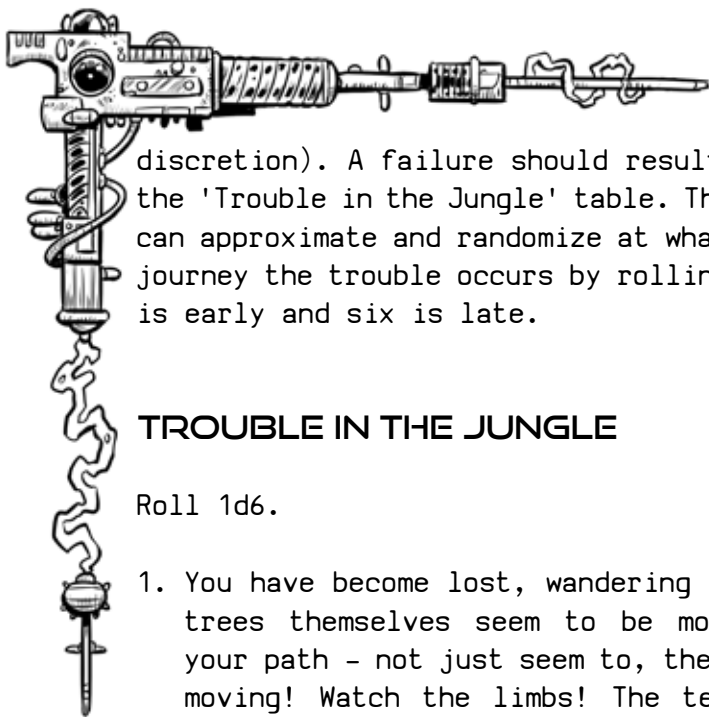
NEED A WAY OUT?

If the player characters lose their vehicle or become stuck and incapacitated for other reasons and need a rescue, that should certainly be in the cards. The vehicles have radio communicators, also The Lucky Jondo has comms that can be activated from the battery power. The vehicles also have flares that can help. The Merchant Combine Security is capable of performing a rescue but will only do it in an emergency, and the cost of their hazard pay will most certainly come out of the player character's potential rewards. Even if the player characters are not able to communicate their emergency, after three full days, a search party will be sent looking for them. If for nothing else, to make sure they were not double-agents who have escaped with the data... Were they?

COMPLICATIONS

As the player characters begin their journeys through the jungle, feel free to roll or pick from the Wonders in the Jungle table below. During the journey, ask for a group survival roll. Only one player character should make the test, but all player characters can potentially roll and with a success give a bonus of +1 to the test taker. In addition, if the player characters have successfully landed in the hills and are taking the shorter route, you can grant an additional bonus of +5 to the test. A success suggests either no complications occur, or that the player characters become aware of a potential complication long before it becomes a threat (at games master



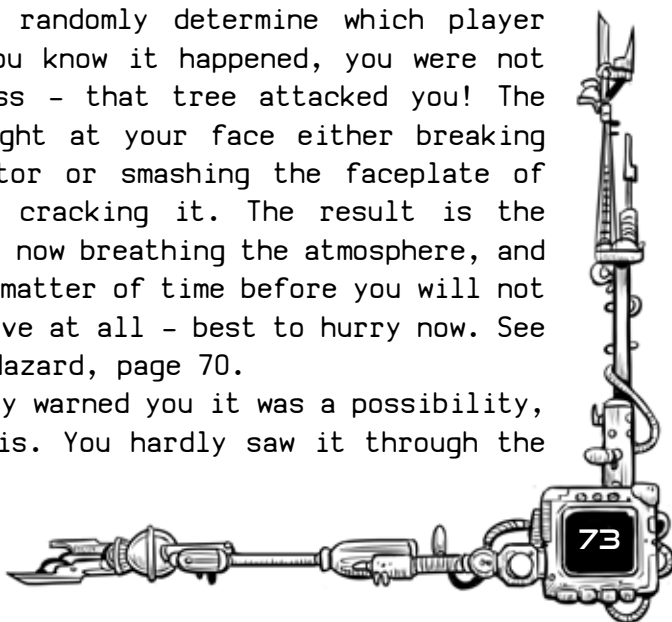


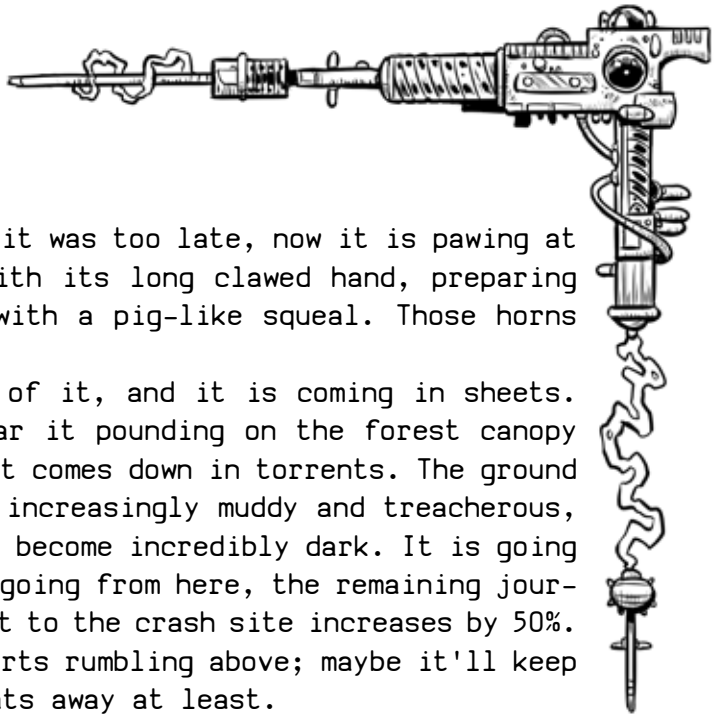
discretion). A failure should result in a roll on the 'Trouble in the Jungle' table. The games master can approximate and randomize at what point in the journey the trouble occurs by rolling a d6 where 1 is early and six is late.

TROUBLE IN THE JUNGLE

Roll 1d6.

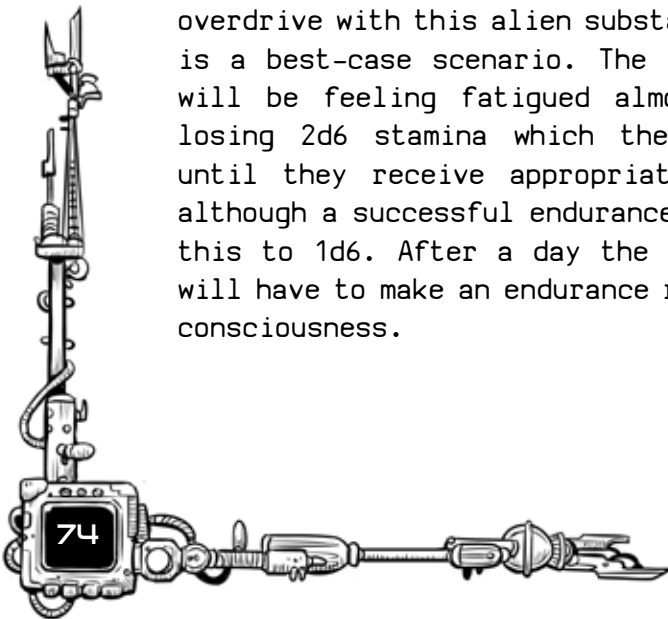
1. You have become lost, wandering aimlessly, the trees themselves seem to be moving to block your path - not just seem to, they are actually moving! Watch the limbs! The terrain is more difficult than it seemed before too. The journey to the crash site is going to take another couple hours at least.
2. A bad fall, that is all it took, and that ankle is in bad shape. One of the player characters, randomly determine which, loses 1d6 stamina and can only hobble for the next 1d6 days. They are going to slow down the rest of the group, what to do with them?
3. Branch slap, randomly determine which player character. You know it happened, you were not being careless - that tree attacked you! The limb came right at your face either breaking your respirator or smashing the faceplate of your helmet, cracking it. The result is the same, you are now breathing the atmosphere, and it is only a matter of time before you will not be able to move at all - best to hurry now. See Atmospheric Hazard, page 70.
4. Bull Rat, they warned you it was a possibility, and here it is. You hardly saw it through the

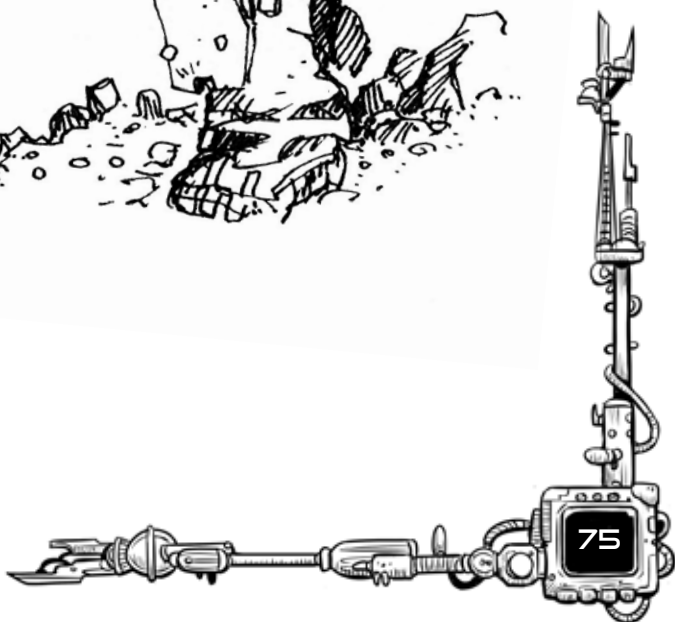
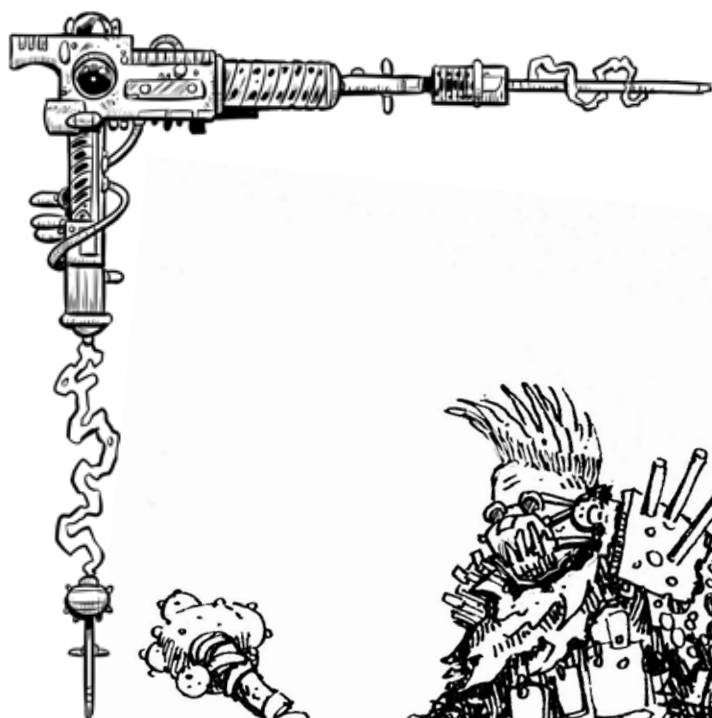




dark until it was too late, now it is pawing at the dirt with its long clawed hand, preparing to charge with a pig-like squeal. Those horns look nasty.

5. Rain, lots of it, and it is coming in sheets. You can hear it pounding on the forest canopy above and it comes down in torrents. The ground is getting increasingly muddy and treacherous, it has also become incredibly dark. It is going to be slow going from here, the remaining journey time out to the crash site increases by 50%. Thunder starts rumbling above; maybe it'll keep the Bull Rats away at least.
6. Blade Leaf, you're not sure if that's the scientific term for this plant but it'll do for now. And it just cut a nasty gash across one player character's leg (probably the one with the least armour) as they were passing through a bit of tight terrain. To make matters worse, the leaves are coated in green goo, some of which is almost certainly now in the wound. The injured character's immune system is going to go into overdrive with this alien substance, and a fever is a best-case scenario. The player character will be feeling fatigued almost immediately, losing 2d6 stamina which they can't recover until they receive appropriate medical care, although a successful endurance roll can reduce this to 1d6. After a day the player character will have to make an endurance roll just to keep consciousness.

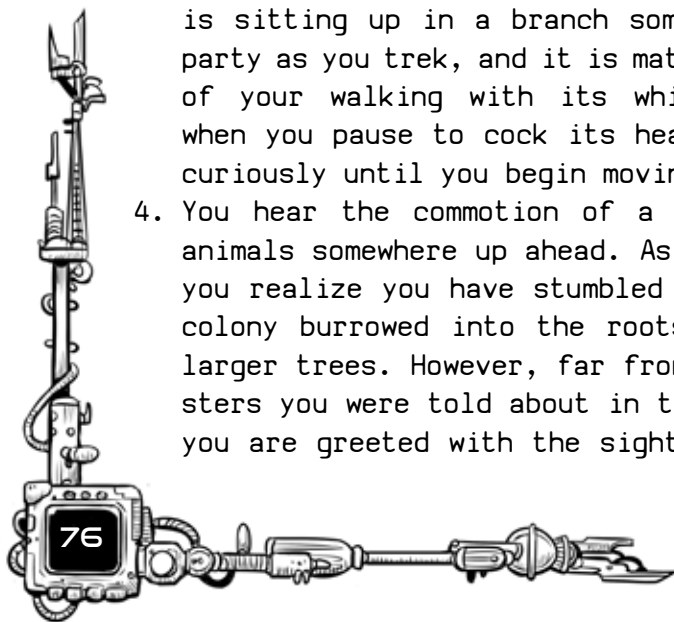
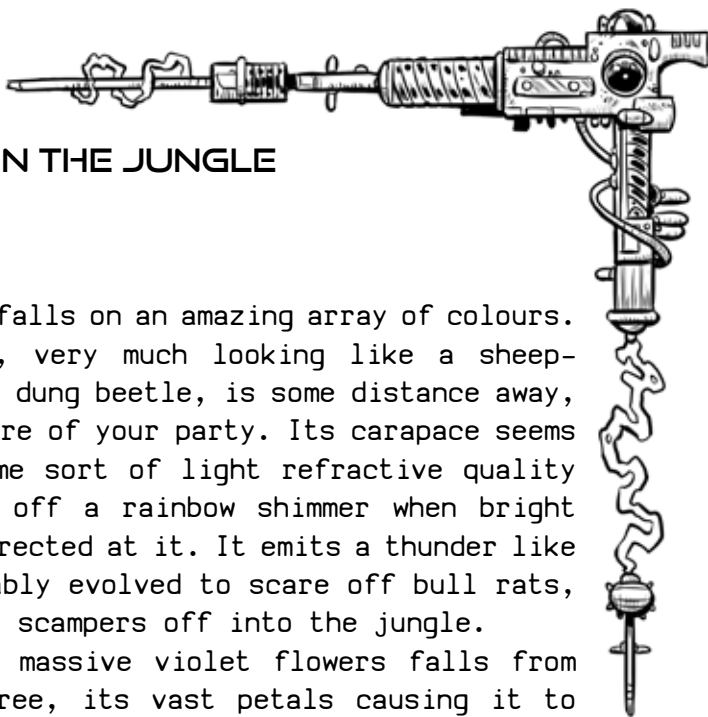


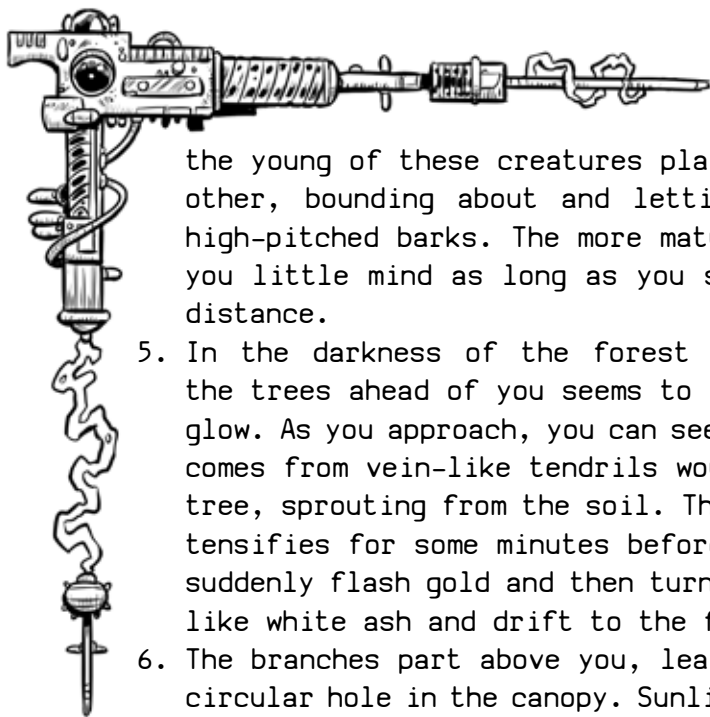


WONDERS IN THE JUNGLE

Roll 1d6.

1. Your light falls on an amazing array of colours. A creature, very much looking like a sheep-sized giant dung beetle, is some distance away, clearly aware of your party. Its carapace seems to have some sort of light refractive quality that gives off a rainbow shimmer when bright light is directed at it. It emits a thunder like boom, probably evolved to scare off bull rats, and then it scampers off into the jungle.
2. One of the massive violet flowers falls from a nearby tree, its vast petals causing it to softly glide to the forest floor. Almost immediately, there is a rush and it feels like the forest floor itself is moving as a great tide of ant-like insects scurries up to the flower and begins breaking it up and taking it away piece by piece.
3. You hear what must be the cry of a bird-like creature up above, but their long-slender beaks create more of a whistling tune. You realize it is sitting up in a branch some way above the party as you trek, and it is matching the rhythm of your walking with its whistling, pausing when you pause to cock its head and watch you curiously until you begin moving again.
4. You hear the commotion of a number of large animals somewhere up ahead. As you get closer, you realize you have stumbled upon a bull rat colony burrowed into the roots of one of the larger trees. However, far from being the monsters you were told about in the Violet Haven, you are greeted with the sight of a number of



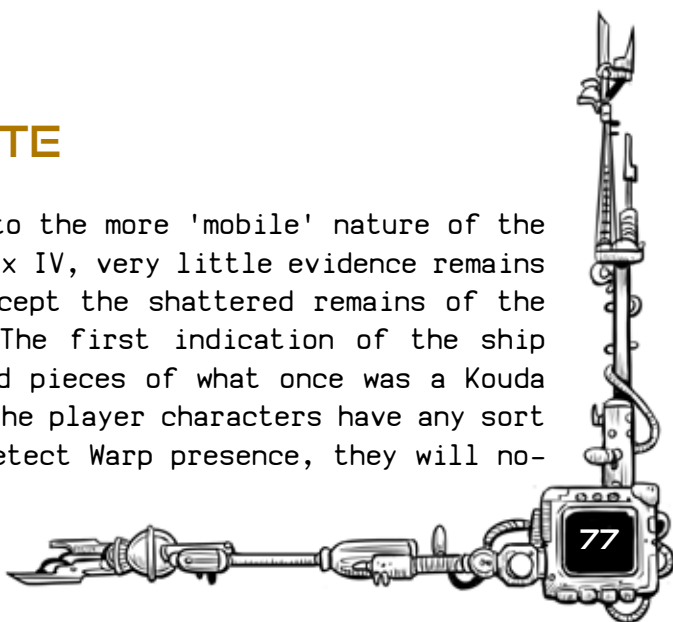


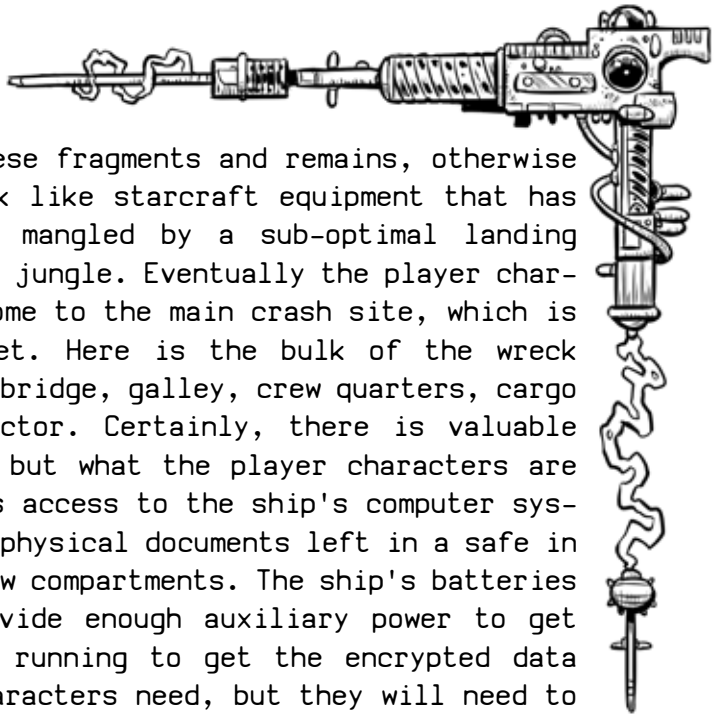
the young of these creatures playing with each other, bounding about and letting out little high-pitched barks. The more mature adults pay you little mind as long as you stay at a safe distance.

5. In the darkness of the forest floor, one of the trees ahead of you seems to have a reddish glow. As you approach, you can see that the glow comes from vein-like tendrils wound around the tree, sprouting from the soil. The red glow intensifies for some minutes before the tendrils suddenly flash gold and then turn to what looks like white ash and drift to the forest floor.
6. The branches part above you, leaving a roughly circular hole in the canopy. Sunlight pours down through the hole onto the party, illuminating you amongst the general darkness of the forest floor. The light is warm and welcoming, and the sky above perfectly blue. One of the moons of Alcatrux IV hangs there, its cobalt-coloured surface contrasts majestically the blue of the open sky. Then the branches close, as suddenly as they have opened, the darkness returns, but the residual warmth of the sun sinks into your body.

CRASH SITE

Strangely, due to the more 'mobile' nature of the trees of Alcatrux IV, very little evidence remains of the crash except the shattered remains of the vessel itself. The first indication of the ship will be bits and pieces of what once was a Koudda 'Chugalug'. If the player characters have any sort of ability to detect Warp presence, they will no-

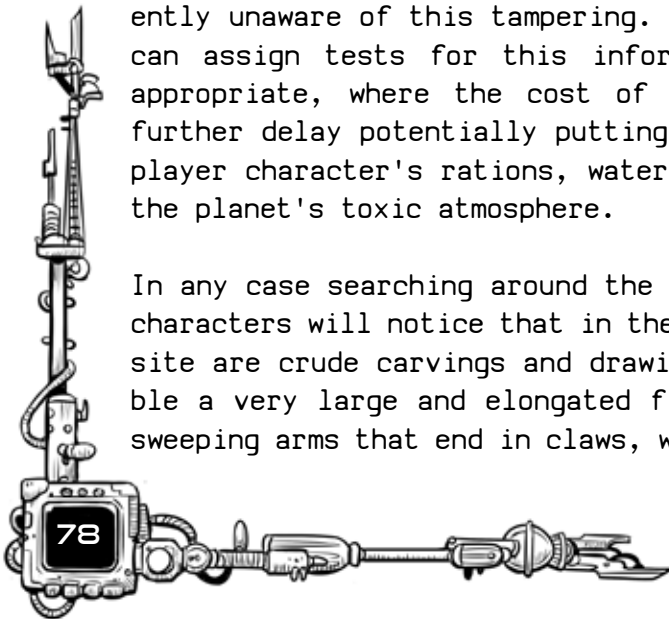


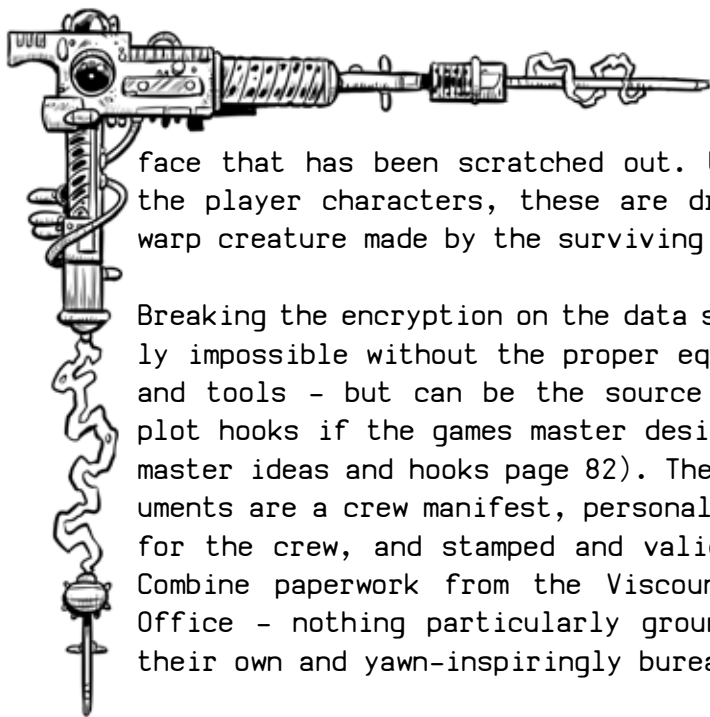


tice it on these fragments and remains, otherwise they just look like starcraft equipment that has been horribly mangled by a sub-optimal landing procedure in a jungle. Eventually the player characters will come to the main crash site, which is perfectly quiet. Here is the bulk of the wreck including the bridge, galley, crew quarters, cargo hold, and reactor. Certainly, there is valuable salvage here, but what the player characters are looking for is access to the ship's computer systems and some physical documents left in a safe in one of the crew compartments. The ship's batteries can still provide enough auxiliary power to get the computers running to get the encrypted data the player characters need, but they will need to figure out some solution to crack the safe.

In the process of acquiring the encrypted data from the computers, the player characters will learn that the ship's Astronavigation systems were tampered with. This led to the vessel being re-routed through intense 'Warp Storms' as it headed to the Alcatrux system, which were powerful enough to breach the ship's Hard Field. The crew was apparently unaware of this tampering. The game master can assign tests for this information as seems appropriate, where the cost of failure is only further delay potentially putting pressure on the player character's rations, water, or exposure to the planet's toxic atmosphere.

In any case searching around the wreck the player characters will notice that in the dirt around the site are crude carvings and drawings. They resemble a very large and elongated figure, with long sweeping arms that end in claws, with an uncertain



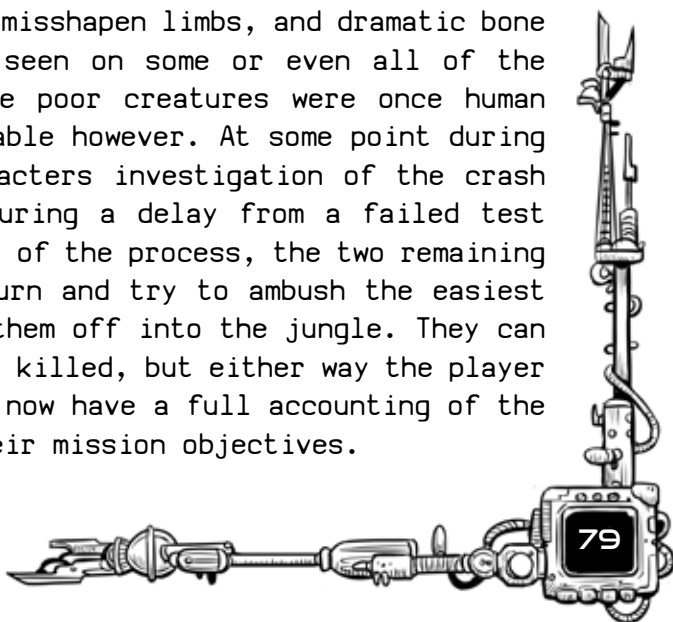


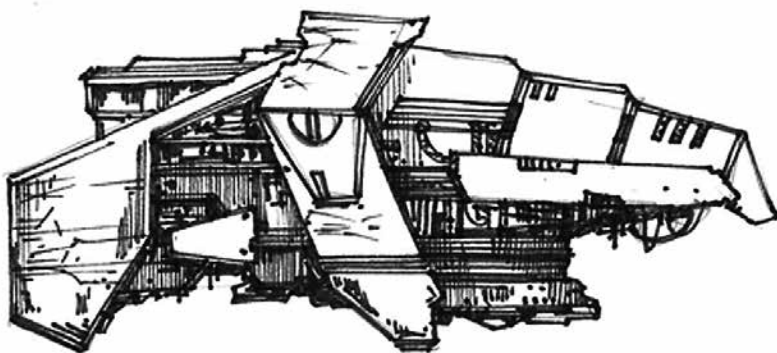
face that has been scratched out. Unbeknownst to the player characters, these are drawings of the warp creature made by the surviving twists.

Breaking the encryption on the data should be nearly impossible without the proper equipment, time, and tools - but can be the source of additional plot hooks if the games master desires (see games master ideas and hooks page 82). The physical documents are a crew manifest, personal documentation for the crew, and stamped and validated Merchant Combine paperwork from the Viscount Charmissa's Office - nothing particularly ground-breaking on their own and yawn-inspiringly bureaucratic.

THE CREW

The crew were Cedroc, Horris, Mirah and Meado. The bodies of Horris and Mirah be found around the main crash site. Their bodies are mangled, not just by the crash, but by strange and twisted mutations. The games master should use the Lesser Mutations table in Warpstar!, or for some quick examples, chitinous skin, misshapen limbs, and dramatic bone spurs could be seen on some or even all of the crew. That these poor creatures were once human is still undeniable however. At some point during the player characters investigation of the crash site, perhaps during a delay from a failed test during some part of the process, the two remaining crew twists return and try to ambush the easiest target to drag them off into the jungle. They can be fought off or killed, but either way the player characters will now have a full accounting of the crew, as per their mission objectives.

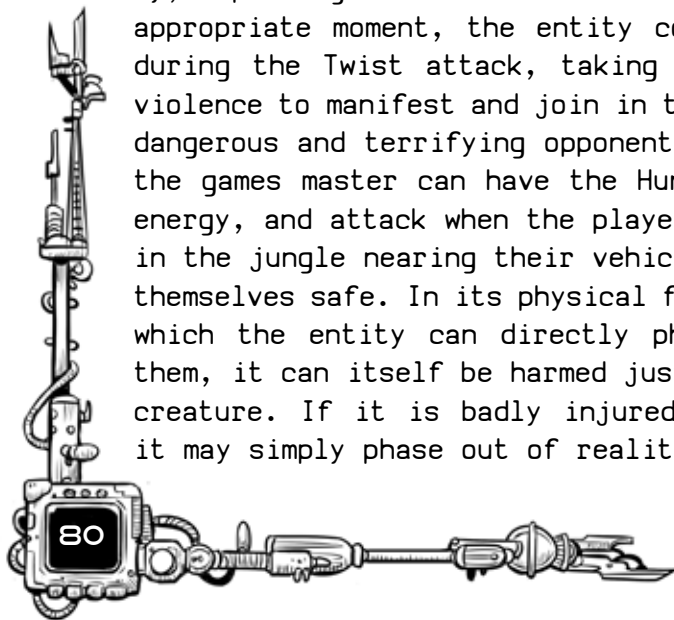


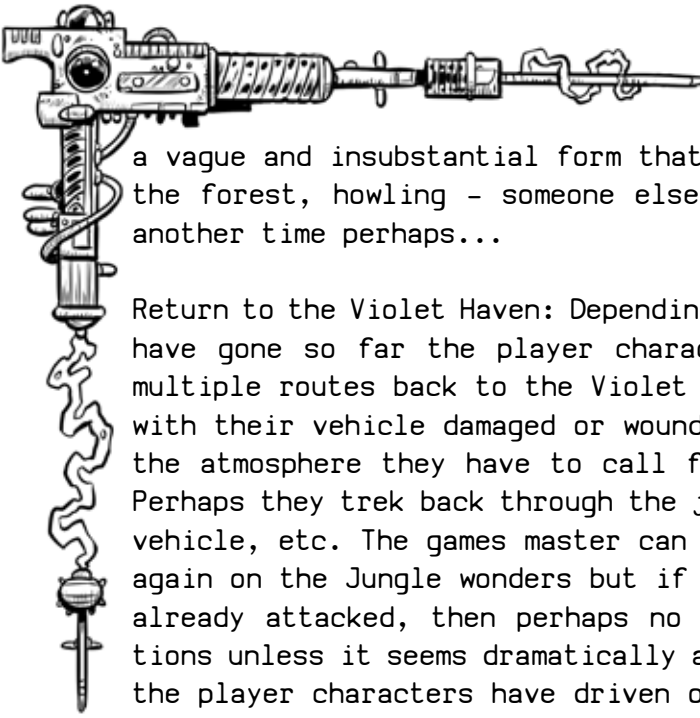


THE HUNTER

What the player characters will not know is that another creature lurks around the crash site. This is a warp entity, a fragment of that bizarre realm that attached to the Lucky Jondo and was carried down to the planet's surface.

This Hunter can be used by the games master as something seen 'just out of sight' when the player characters begin their investigation of The Lucky Jondo. The games master has options here. Firstly, depending on what seems the most dramatically appropriate moment, the entity could materialize during the Twist attack, taking energy from the violence to manifest and join in the fray as a new dangerous and terrifying opponent. Alternatively, the games master can have the Hunter 'bank' this energy, and attack when the player characters are in the jungle nearing their vehicles and thinking themselves safe. In its physical form, the form in which the entity can directly physically attack them, it can itself be harmed just like any other creature. If it is badly injured during a fight it may simply phase out of reality again, leaving



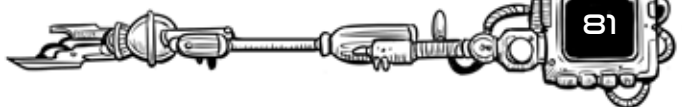


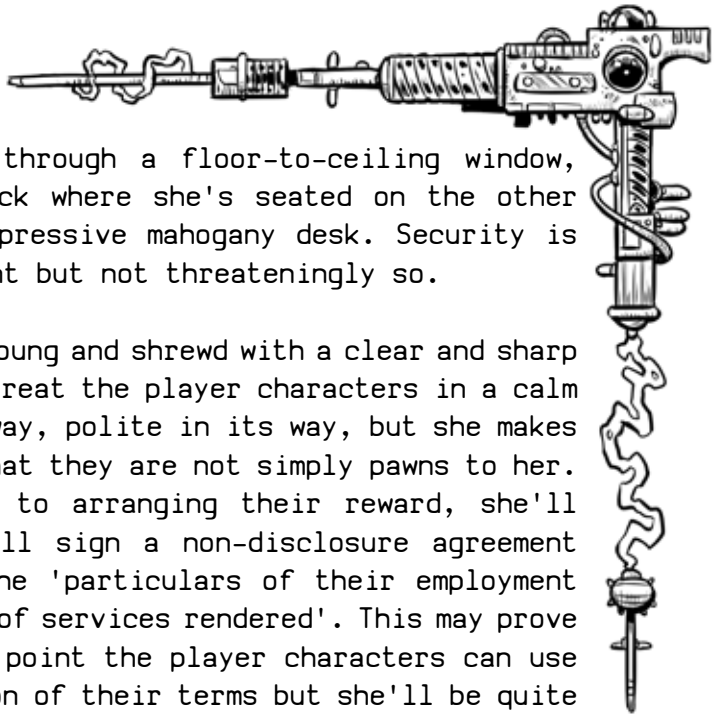
a vague and insubstantial form that runs off into the forest, howling - someone else's trouble for another time perhaps...

Return to the Violet Haven: Depending on how things have gone so far the player characters may take multiple routes back to the Violet Haven. Perhaps with their vehicle damaged or wounded, exposed to the atmosphere they have to call for extraction. Perhaps they trek back through the jungle to their vehicle, etc. The games master can roll or choose again on the Jungle wonders but if the Hunter has already attacked, then perhaps no more complications unless it seems dramatically appropriate. If the player characters have driven off the Hunter, the twists, and acquired the data, they should have a chance at a way back to cash in on their success.

CONCLUSION AND ONGOING ADVENTURES

Upon their return to the Violet Haven in one manner or another the player characters will be brought before the Viscount personally for a debrief, they will not be given an option in this. The Viscount Charmissa's personal villa within the Violet Haven is a small walled compound near the Transport Terminal and with an impressive view of the river, beyond. Inside the player characters may notice that the air has a different quality to that outside, implying a much more thorough scrubbing. They'll be led up an impressive set of stairs to a stately room that serves the Viscount as a headquarters planetside. The river stretches



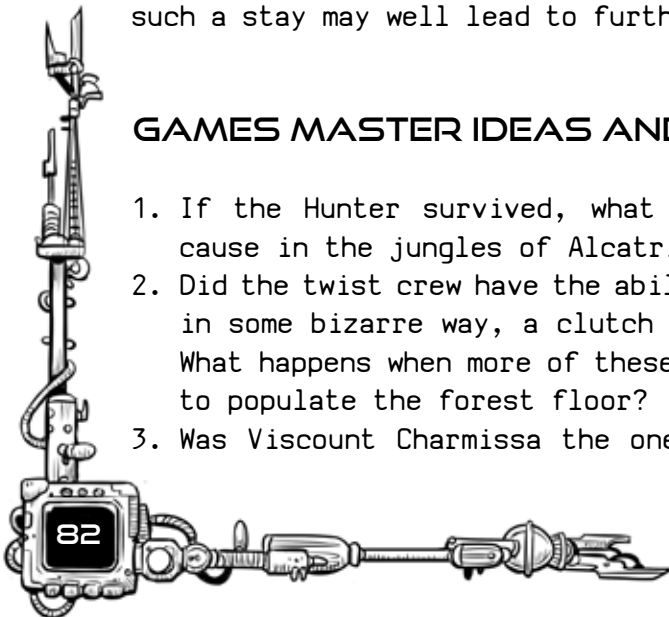


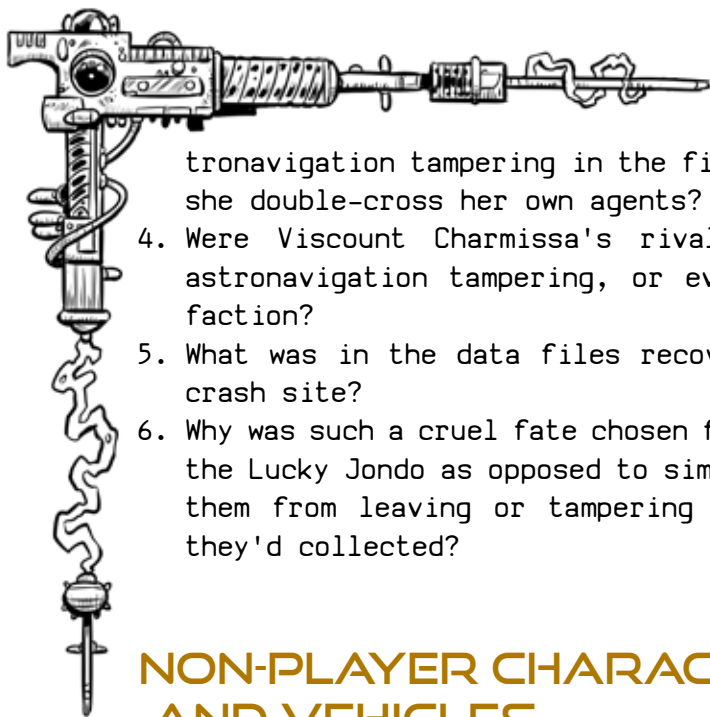
broadly out, through a floor-to-ceiling window, behind her back where she's seated on the other side of an impressive mahogany desk. Security is clearly present but not threateningly so.

Charmissa is young and shrewd with a clear and sharp mind. She'll treat the player characters in a calm and measured way, polite in its way, but she makes no illusion that they are not simply pawns to her. Before coming to arranging their reward, she'll insist they all sign a non-disclosure agreement relating to the 'particulars of their employment and execution of services rendered'. This may prove an additional point the player characters can use for negotiation of their terms but she'll be quite forceful that they do in the end sign on to the agreement. Depending upon their successful completion of the mission parameters and their need of services (like extraction) she'll fairly distribute their rewards as agreed. Additionally, the player characters will all be given three-day passes and a shared 'deluxe accommodation' within the Violet Haven for services rendered, return shuttle-fare included. Whom they meet and what they see during such a stay may well lead to further adventures...

GAMES MASTER IDEAS AND HOOKS

1. If the Hunter survived, what trouble does it cause in the jungles of Alcatrinx IV?
2. Did the twist crew have the ability to reproduce in some bizarre way, a clutch of eggs perhaps? What happens when more of these creatures begin to populate the forest floor?
3. Was Viscount Charmissa the one behind the as-





tronavigation tampering in the first place? Did she double-cross her own agents?

4. Were Viscount Charmissa's rivals behind the astronavigation tampering, or even some other faction?
5. What was in the data files recovered from the crash site?
6. Why was such a cruel fate chosen for the crew of the Lucky Jondo as opposed to simply preventing them from leaving or tampering with the data they'd collected?

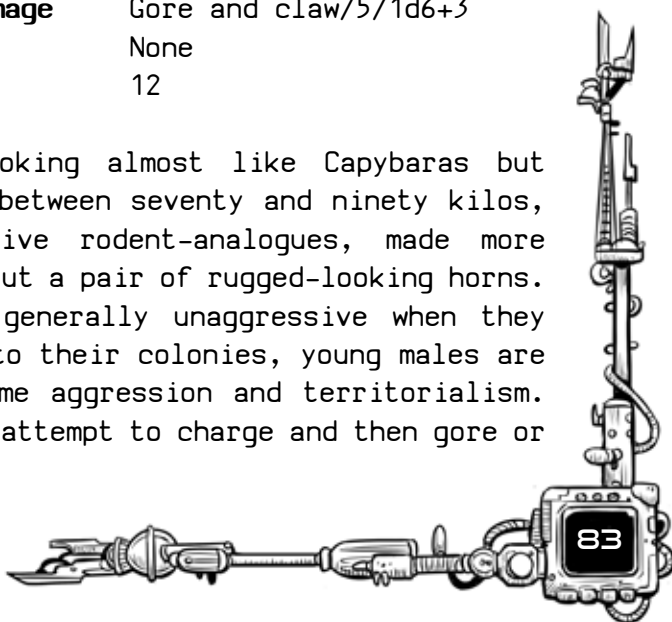
NON-PLAYER CHARACTERS AND VEHICLES

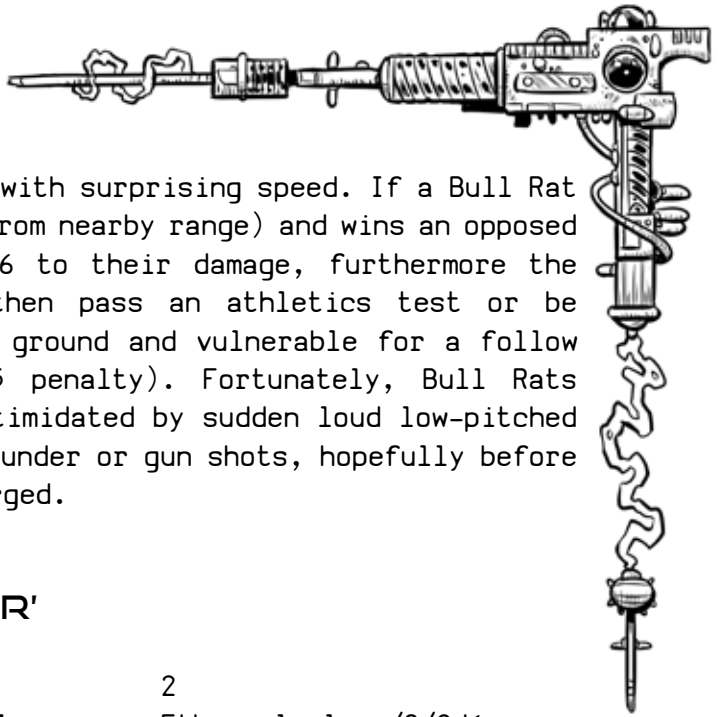
The following characters and equipment may be encountered in the adventure.

ALATRIX IV 'BULL RAT'

Actions/round	2
Weapon/skill/damage	Gore and claw/5/1d6+3
Armour	None
Stamina	12

Description: Looking almost like Capybaras but weighing in at between seventy and ninety kilos, these are massive rodent-analogues, made more fearsome still but a pair of rugged-looking horns. Omnivorous and generally unaggressive when they have settled into their colonies, young males are known for extreme aggression and territorialism. In combat, they attempt to charge and then gore or



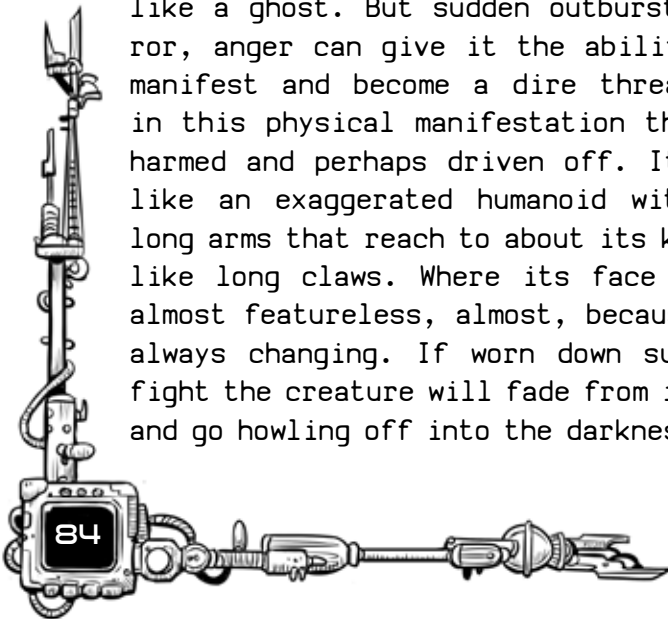


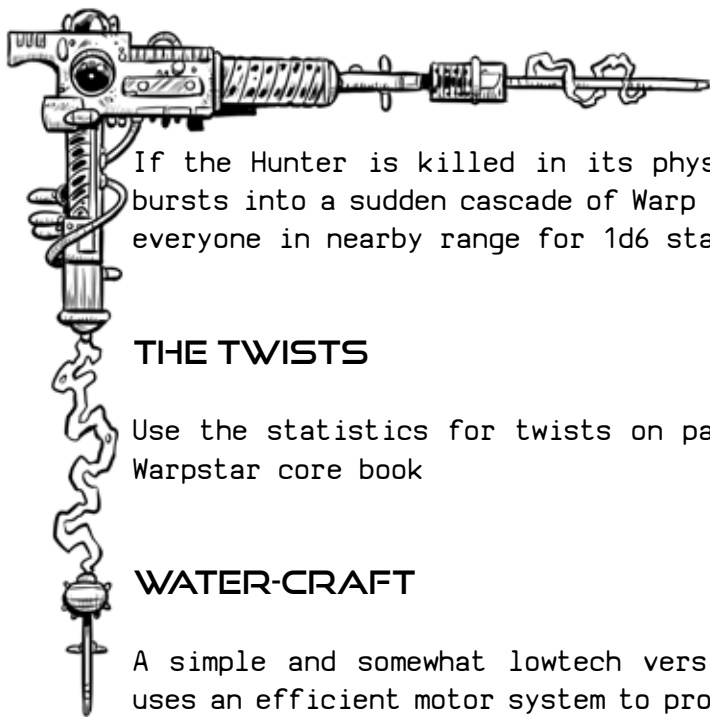
claw a victim with surprising speed. If a Bull Rat is charging (from nearby range) and wins an opposed test, add +1d6 to their damage, furthermore the victim must then pass an athletics test or be thrown to the ground and vulnerable for a follow up attack (-5 penalty). Fortunately, Bull Rats are easily intimidated by sudden loud low-pitched sounds like thunder or gun shots, hopefully before they have charged.

'THE HUNTER'

Actions/round	2
Weapon/skill/damage	Ethereal claws/8/2d6
Armour	None
Stamina	20
Notes	Warp denizen

Description: The Hunter is a Warp Entity roughly as described in Warpstar!. Generally unable to interact with the physical world except by tricks of shadow or the mind, this creature seems almost like a ghost. But sudden outbursts of fear, terror, anger can give it the ability to physically manifest and become a dire threat. Fortunately, in this physical manifestation the Hunter can be harmed and perhaps driven off. It appears almost like an exaggerated humanoid with exceptionally long arms that reach to about its knees and fingers like long claws. Where its face should be seems almost featureless, almost, because in fact it is always changing. If worn down sufficiently in a fight the creature will fade from its physical form and go howling off into the darkness of the forest.





If the Hunter is killed in its physical form, it bursts into a sudden cascade of Warp energy harming everyone in nearby range for 1d6 stamina.

THE TWISTS

Use the statistics for twists on page 216 of the Warpstar core book

WATER-CRAFT

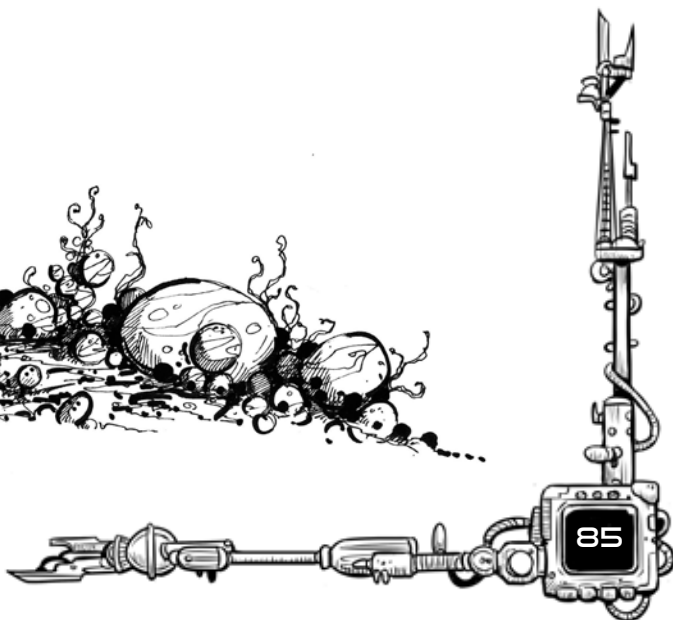
A simple and somewhat lowtech version of a boat uses an efficient motor system to propel it through the water. Not meant for more than six people including the pilot. There is some cargo space near the engine but not much. Good for a short cruise on the river.

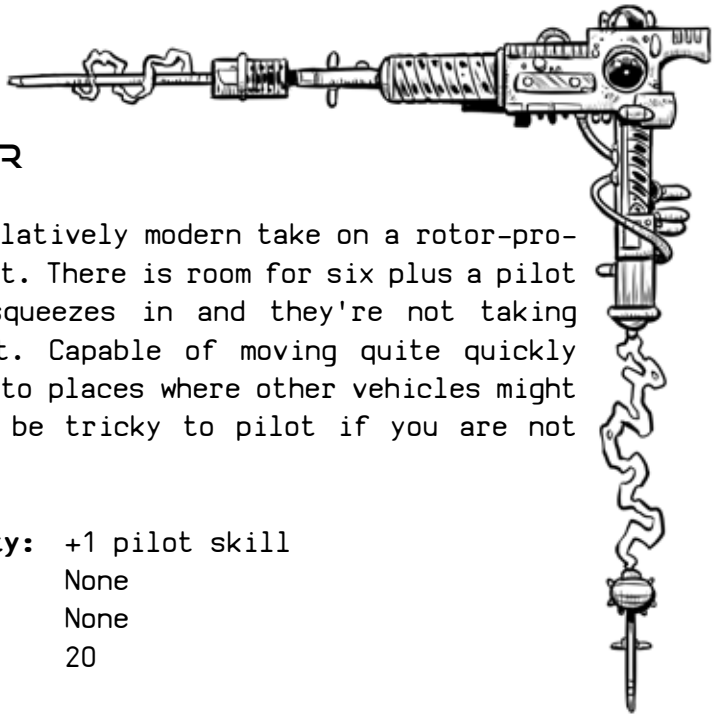
Manoeuvrability: +1 pilot skill

Gun: None

Armour: None

Structure: 18

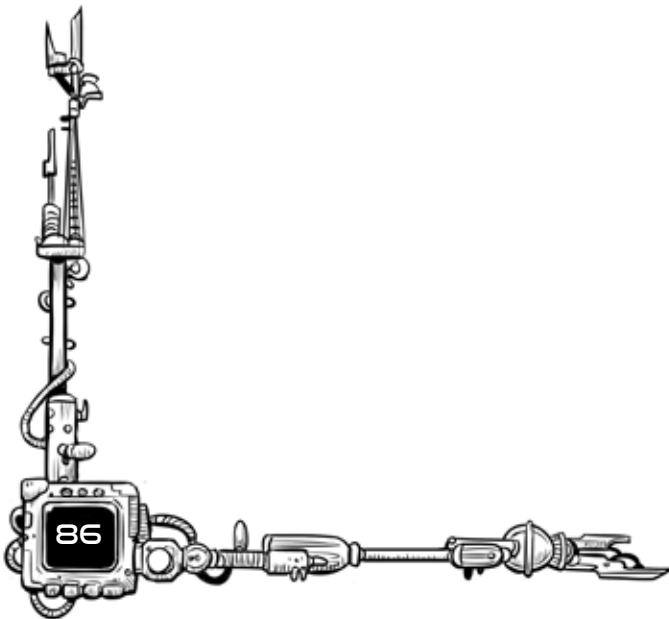




HELICOPTER

A sleek and relatively modern take on a rotor-propelled aircraft. There is room for six plus a pilot if everyone squeezes in and they're not taking much equipment. Capable of moving quite quickly and getting into places where other vehicles might struggle, can be tricky to pilot if you are not used to it.

Manoeuvrability: +1 pilot skill
Gun: None
Armour: None
Structure: 20





A SETTING AND ADVENTURE SUPPLEMENT FOR USE WITH WARPSTARI

Explore the Omoron Star Cluster, a mysterious group of stars dominated for generations by Duke Petronius III of the Merchant Combine. Now the Duke is gone and his top lieutenants, the Viscounts, are preparing and scheming in a succession crisis that will redefine the cluster.

This supplement contains:

Part 1: A description of the Omoron Star Cluster.

Part 2: Description of equipment, tools, and goods that are common in the Cluster.

Part 3: The adventure *Jolly Jubilee Jaunt*, an introductory scenario to both *Warpstari* and the Omoron Cluster.

Part 4: The adventure *Bad Business on Alcatraz IV* brings the adventurers into the plots of the Viscounts vying for their place in the Cluster.

Intrigue, schemes, and adventure await in the Omoron Cluster!

