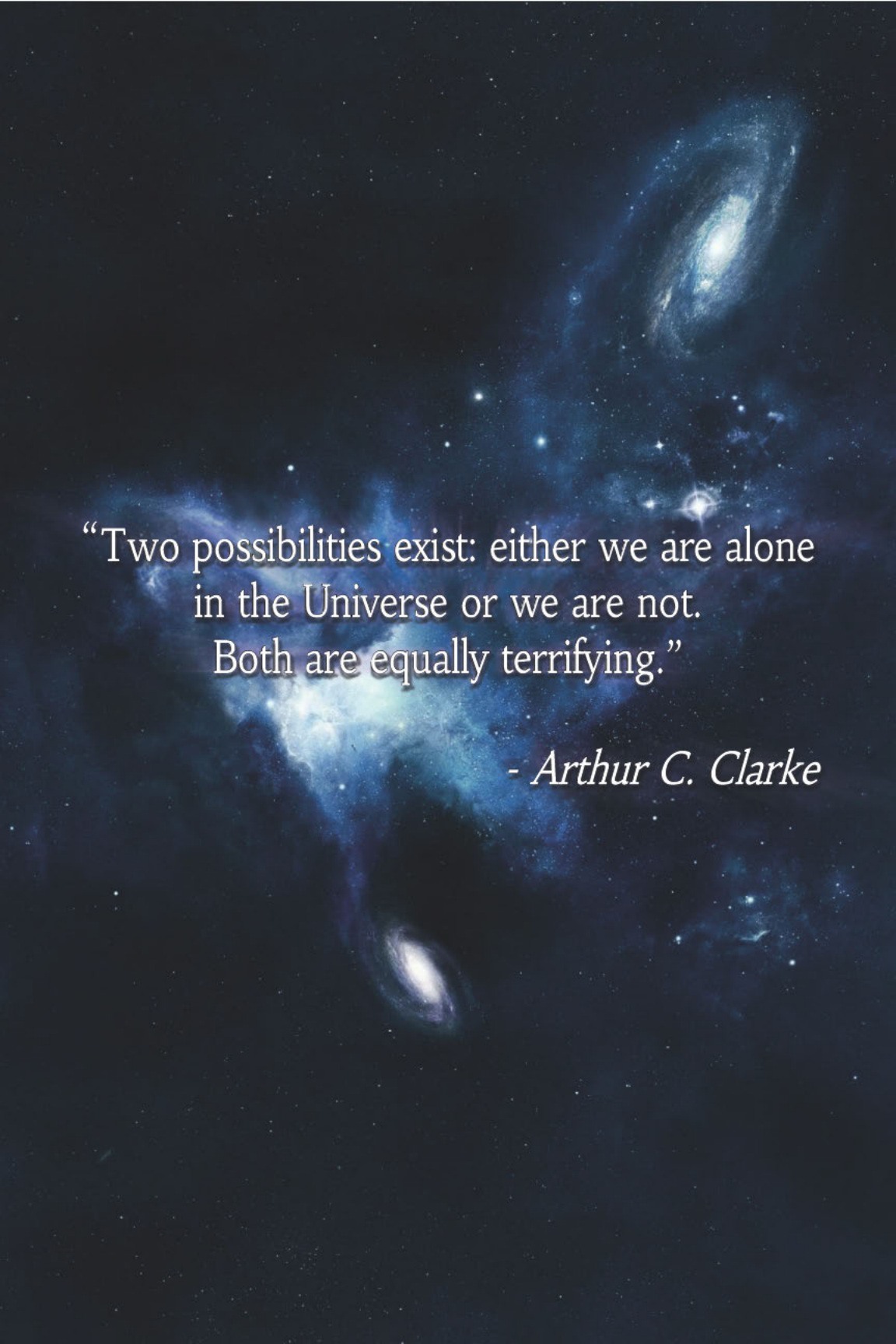


EVENT HORIZON



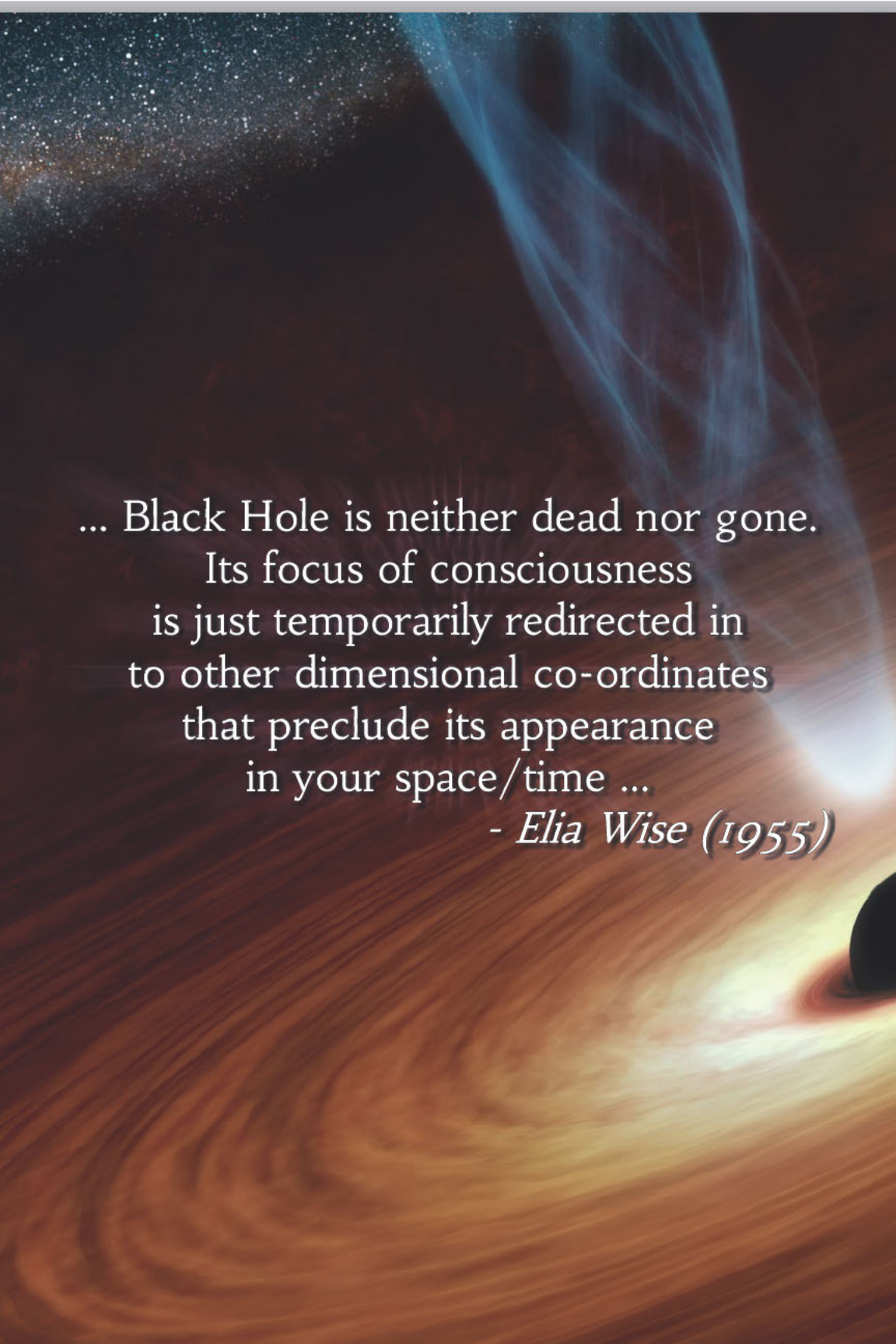
A SCI-FI HORROR ADVENTURE FROM THE MINDS OF
JOHN REYST AND JOSHUA DE SANTO





“Two possibilities exist: either we are alone
in the Universe or we are not.
Both are equally terrifying.”

- *Arthur C. Clarke*



... Black Hole is neither dead nor gone.
Its focus of consciousness
is just temporarily redirected in
to other dimensional co-ordinates
that preclude its appearance
in your space/time ...

- *Elia Wise (1955)*

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INTRODUCTION

Event Horizon is a first-level adventure for Barrel Rider Games' *White Star: White Box Science Fiction Roleplaying Game*. This adventure takes place in a hard science/space horror genre and, as such, the adventure assumes that the players are playing human characters who would fit into this style of setting. While a low-level adventure, *Event Horizon* is not an easy adventure and is designed to be difficult. Death is probable, insanity even more so.

Each of the players will face a wide variety of problems in this adventure, ranging from the mundane—typical combat encounters, repairing the ship, etc.—to dealing with the insanity-causing rifts in time and space, and confronting old personal horrors and memories. Due to the limits placed on the players, and in keeping the adventure human- and hard horror/science-centric, a few new options have been added to the available rules and are strongly, but optionally, encouraged.

If you are a player, needless to say, stop reading. Seriously, STOP! If you are the Referee, it is highly suggested that you read through this adventure, in its entirety, at least once to get an idea as to the basic plot, rules alterations,

new rules, and randomized effects that are a major part of this adventure. Since portions of this adventure are, in part, highly personal to the characters (not the players) it is suggested that, before the first session of play, you get with your players to discuss the player backgrounds and personalities. This will help you, as the Referee, to better tailor the adventure and the Sanity and Time Dilation Events to your individual group and session of play.

When the Dream Catcher escapes the event horizon of the black hole, the adventure is over. You should use every power and opportunity presented to you, as the Referee, to assure that the Dream Catcher (and the players) continue to get sucked into the black hole. Should the players escape, use the ending presented at the end of Section III. Should they drift into the black hole, use Time Dilations to either continue or start the adventure anew, as ripples through Time/Space could result in differing pasts each time with new characters being abroad the Dream Catcher, or added Sanity Events dealing with the effects of multiple jumps into the past and/or alternate continuities.

WAYPOINT EXPERIENCE

Most Old School or OSR adventures offer experience points (XP) based on the treasure gained, monsters defeated, and a few other completely quantitative means. **Event Horizon**, is not an adventure that is completely quantitative. Many of the events and encounters that take place do not feature the traditional set pieces of an OSR adventure and therefore may need differing ways to track and reward experience.

Waypoint Experience is one such method, and is the recommended method for this adventure. Simply put, with the Waypoint Experience model, players are reward a set amount of experience (typically 500) at the conclusion of any given Scene in the adventure, with an additional 500 given at the successful completion of the adventure. For Event Horizon this would equal 2,000 XP and move all available human centric classes from the first to the second level.

However, individual XP, and completion XP will also be listed with new creature stats and at the end of individual scenes or encounter types if a more traditional reward system is desired by you or your players.



Given that *Event Horizon* does not feature alien races for player use or the Star Knight/Void Knight class, it is assumed that you will allow for the House Rule presented on page 45 of the *White Star* rule book or page 30 of Mythmere Games' *Swords & Wizardry White Box* rule book. This House Rule for the binding of wounds (and the use of med kits in *White Star*) allows the players to heal hit points equal to 1d4 or 2d4 with the use of a med kit following a battle (but only for damage sustained during said battle and not above and beyond a character's available HP). In addition to this, *Event Horizon* offers the optional "Combat Medic" ability for the Mercenary Class in place of the "Combat Machine" ability. A Mercenary with the "Combat Medic" Ability will be able to heal herself or other friendly/non-hostile targets for 2d4 HP without the use of a med kit or 1d4+4 with a med kit after a combat encounter following the rules as presented in the "Binding Wounds & Med Kits" House Rule.

NEW RULES FOR THE ADVENTURE

Given the unique situations the players will find themselves in during the course of *Event Horizon*, several new rules have been created to deal with those situations. These rules are guidelines that help to add to the suspension, tension, and horror of the *Event Horizon*. While they are presented here in the fashion that they were envisioned by the creators of *Event Horizon*, that does not mean you cannot tweak them ... in fact it is highly recommended that you do so and in the course of tweaking make this adventure more unique to you and your group!

EVENT HORIZON DRIFT

For every T-Standard day (or 24 hours) that the Dream Catcher, or any other ship, is caught in the event horizon of a black hole, it has a chance to drift closer to the core of the black hole. Once the Dream Catcher moves six increments toward the black hole, it is irrevocably trapped and will be sucked into the black hole in 1d6 hours. At this point, there is nothing that can save either the Dream Catcher or the characters from their deaths.

Table 1

Roll (1d6)	Effect
1 or 2	Drift Increment Closer
	No Change, 1 in 6 Chance of Additional Sanity Event

Rolls for Event Horizon Drift should be made in secret, and their effects not immediately made known to the players as to not alert them to the meaning of the rolls. While the drift roll should be made for every 24 hours of game time, this does not mean that the actual shift should be. If at all possible, these increment shifts should occur at thematic or dramatic moments and should be instantly known through some action. Below is a table of possible actions that may occur when Event Horizon Drift occurs. Remember though, you, as Referee, are the final say, and this list can grow, shrink, or vanish from existence as you will it.

Table 2

Roll (2d6)	Drift Action
2	Hull buckles in location of Referee's choice, adding an atmospheric breach near the players requiring a Save vs. Death. Any player who fails their save is sucked out through the breach and dies in moments. Additionally, the breach is added to the other repairs
3 or 4	Electrical discharge from Drift causes all systems to go off line for 1d6 + Drift Increment (to include all life-
5 or 6	Ship hits turbulence during transition, causing anyone or anything physically on the ship to make a Saving Throw or be thrown off their feet and take 2 damage.
7	Ship hits violent turbulence during the transition, causing the ship to "keel over" and remain at its new angle for 1d6 hours or until a Pilot successfully "rights" the ship.
8 or 9	Transition happens in a sector of the Event Horizon where plasma energy is being ripped apart. The violence of this event transfers into the ship, dealing one unlucky player 3d6 damage (Save for Half)
10 or 11	Nothing of importance occurs during the transition. At some point within the next hour the ship's computer systems will alert all aboard of the shift.
12	The transition causes a Time Dilation Effect. On a roll of 1 or 2, the ship and all onboard move forward 24 hours on a 3 nothing happens; on a 4 through 6, the Dreamcatcher moves backward

CINEMATOGRAPHER OR REFEREE?

Event Horizon Drift is one of the times within this adventure to really let your descriptive chops loose. While not for all groups, the pure potential for cinematic imagery reminiscent of the classic disaster movies of the late 1960s and 1970s or the big budget disaster flicks on the caliber of Ronald Emmirich is begging to be brought forth during Drift events. While not required, it is suggested that you, as Referee, write up a few atmospheric scenes to follow an Event Horizon Drift event.

TIME DILATION

Due to the distortion of Space-Time within the event horizon of the black hole, it is possible that time and characters will move through the fabric of both, while still being “tethered” to their origin point, The Dreamcatcher. During the course of Event Horizon, the players and their characters will be faced with Time Dilation effects either through events such as Event Horizon Drift (see above) or through random encounters in place of creature or mundane situations.

Time Dilation events can take many forms, and some examples and ideas are present at the end of the adventure in Time Dilation and Sanity Event Examples and Suggestions. Simply put, however, Time Dilation events occur when a character or group of characters become “unstuck” from their current time or location for a period between 1d6 minutes and for all time. While a character is experiencing a Time Dilation event, she does not need to remain on the decks of the Dreamcatcher, but may find herself anywhere within Time and Space. This being said, it is typically more dramatic if the Time Dilation events occur within the character’s own timeline or within the historical timeline known to the player.

When a Time Dilation event occurs, a single d6 is rolled. There is a 3 in 6 chance (a roll of 1 to 3) that a Time Dilation event will occur. If an event occurs, refer to the table below.

Table 3

Table 4

Roll (1d6)	Time Dilation Effect
1	All players experience differing events in either the past or the future
2	A single player is chosen and moved to another place within Space-Time
3	All players experience the same Time Dilation event
4	Two players experience two separate but linked events
5	One player moves forward or backward to a point in time that gives narrative information about the story of this
6	All players move back to just before a traumatic event within the narrative of this adventure

Roll (1d6)	Dilation Time
1	Stuck in Time Dilation event for all time
2 or 3	Stuck in event for 1d6 days
4 or 5	Stuck in event for 1d6 hours
6	Stuck in event for 1d6 minutes

TO SPLIT OR NOT TO SPLIT?

Time Dilation events are tricky business as they, at least sometimes, necessitate a practice that since the dawn of tabletop roleplaying has been anathema: splitting the party.

While it may be tempting to only use options that include ALL players, ask yourself one important question first: does it serve to add to the tension and suspense of the story? If not, obviously, you shouldn't do it. However, all groups are different, and if your group are not fans of this concept, by all means, dump it!



As stated in the Introduction, Time Dilation events are an excellent way to prolong the adventure, undo past mistakes, or even introduce new characters and players into the adventure. In essence, the Time Dilation event is the ultimate Mulligan ... even if the players don't know that.

INSANITY

No one knows for certain what will happen to a human mind as it drifts closer and closer to an inevitable end or what happens as the very laws and nature of the universe begin to crumble under the eldritch power present at the core of a black hole. As the characters drift ever closer to the black hole, their minds will be affected by both the stress of their hopeless situation and by whatever powers lay beyond the eye of the black hole. Whether the character's insanity is temporary or not is the realm of chance, faith, and good old dumb luck.

Insanity is tested in different ways in *Event Horizon*; the first is through proximity to the eye of the black hole. Every time you roll for Event Horizon Drift, also roll an additional d6 (the Sanity Dice) to determine if the characters are negatively affected by their situation or by the powers beyond the black hole.

Table 5

Roll (1d6)	Insanity Measure
1	A Major Sanity Event Occurs
3 thru 5	A Minor Sanity Event Occurs
6	Nothing Occurs

Sanity Events are broken up into two categories: Major and Minor. A Major Sanity event could have long-term and whole detrimental effects on the players. While many examples are given in the Time Dilation and Sanity Event section, a few examples would be gaining a major phobia/fear, developing a personality disorder, etc. A Minor Sanity event typically has short-term effects on the players and could either be played straight or for comic effect to help diffuse the tension of the game. Some examples of a minor effect would be hearing voices, seeing things that aren't there, Babel speak, etc. There is a 1 in 6 chance that either a Major or Minor Sanity event will trigger a visit from Rise (see New Monsters and NPCs) either in voice or through manifestation to help the characters manage the event (with a situational bonus).

When a Sanity event is triggered, all affected players must succeed a Saving Throw or suffer the effects of the Sanity Event as well as take damage to their Wisdom in the form of -2 for a Major event and -1 for a Minor. Once a player's character's Wisdom falls under 5, the character is considered "Too far gone" to be played and becomes an NPC and potentially another antagonist for the players to fight ... or rescue.

Sanity events can also be triggered at random due to the variations and energies present within the event horizon of the black hole. These events operate under the same guidelines as the Sanity Events triggered by Event Horizon Drift but with one significant alteration. Only a roll of 2 – 5 triggers a Sanity Event, and that Sanity Event must always be a Minor Sanity Event.

TIME DILATION AND INSANITY

It is quite possible for characters to be adversely affected by Time Dilation. If you chose, you can have the players roll a Saving Throw in addition to their other rolls during a Time Dilation Event. Should any of the players fail that saving throw they are affected in the same way as if he failed a Minor Sanity Event.

REPAIRS

One of the major objectives during the events of *Event Horizon* is the repair of the Dreamcatcher. Traditionally, games molded after the original edition of the World's First Fantasy RPG have been rather light in any rules that cannot be described as tactical in nature. This, of course, all goes back to the root of the game in the wargaming community. In later editions, non-combat/tactical situations were addressed with proficiencies and skill systems to various degrees of effect. However, *White Star*, being based on the original, does not have any such system naturally available to it.

While rules exist for the repair or "jury-rigging" of a ship (*White Star*, pgs. 28, 51) these are in the abstract and deal with a ship as a whole in terms of the ship's abstract HP, not in specific systems, sub-systems, and the like. While there are several third-party alternatives currently available, we suggest using the following easy system for repair.

If, after all bonuses and modifiers are added or subtracted, the player succeeds a Saving Throw, the repair is completed



successfully, and the system or structure is fully online once again. If more than one player would like to repair a

Saving Throw +/- Situational Bonus/Hindrance + (higher of
Int or Wis mod) - Drift

system, one must choose to be the primary with the others as assistants. For every assistant who succeeds, a +1 is added as a Situational Bonus to the primary's roll. Likewise, should an assistant fail, it counts as a -1 Hindrance.

REPAIRING THE DREAMCATCHER

Each of the numbered sections of the Dreamcatcher map key has an entry for repairs. While many of these are left empty some explain the repair issue associated with that area and by proxy the rest of the ship. This, however, is only a part of the Dreamcatcher's problem as Drift, enemies, and other circumstances can further damage the Dreamcatcher and increase the time needed to repair and attempt to escape the event horizon. These secondary damages are not labeled or listed, they are the realm of the Referee to create on whim, to both make the adventure their own and increase the tension of the adventure.



There was always another, and will be, in time, a replacement for the current. The universe – that infinite fabric made of stuff and from stuff un-imaginable by mundane minds – ebbs and flows, dies and is reborn ... again and again. Not everything from the previous conception dies though; some things continue on. Some are changed and pressed into the fold of the new universal fabric, others exist both outside and within the fabric ... while others are trapped between the weaving of the thread, forever fighting to escape the bonds created for them by the stuff of life itself.

THE BLACK HOLE

The rate of acceleration within the event horizon of the singularity is remarkable stable; over the course of the past fifty years, there has been no acceleration or increase in the rate of movement of trapped matter. On a side note, the Grenuka's final research vessel has succumbed to the phenomena and has plunged itself into the singularity's event horizon ... as is protocol, we promptly dispatched a drone and destroyed the vessel. My condolences to the families (if any still exist) of those Grenuka who died abroad.

Unknown – Baku Research Report (BCE 18,987,021.5)



No measure of time or dating can look back far enough to see the creation of the black hole located in the Horus Sector. The black hole has always been. No historical study, photographic evidence, or scientific principle can pinpoint the collapse of a star into super-dense matter that creates a typical black hole. No star has ever actually existed in the Horus Sector as no star was ever allowed to be created. Since time immemorial, the black hole has eaten all matter in the sector, forbidding the ignition of gases into a new star. Countless alien races have studied the Horus black hole before humans even crawled out of the primeval ooze. No one found an answer, but one race, the Baku, had a really good idea.

THE BAKU

The Baku are an ancient race of humanoids that look similar to ravens with plated scales in place of feathers. Tall, elegant, and fierce of mind, the Baku were one of the first races to reach the stars and, with the exception of the fledgling humanity, are the only ones left.

Thousands of years ago, the Baku studied the black hole along with a dozen other races and watched as each of their compatriots fell to madness and eventually died out. To the Baku, they watched the universe burn and couldn't make sense of it. Through some quirk in their genetics, they remained safe from the sickness of mind born from the black hole, and so were the only ones left to watch over it, study it, and assure that no one else ever got near the black hole again.

The Baku hold a single belief about the black hole, a belief not guided by reason or logic but by simple fear: There is something in the black hole, something ancient and evil ... and it wants out.

THE ONE WHO CAME BEFORE

Whether It had conscious before the weaving of the current fabric or was the collective scream of defiant anger from all the life of the last weaving of the universe, It never knew. All It knew is that there was a universe full of life and light, and It existed outside of that. Maybe It did not start as a being of evil or maybe It did. No matter as ,It doesn't remember; all It remembers is being trapped and taunted by the life in the fabric beyond Itself while sustained by the energies that feed into It from the cracks of the universe beyond. All It knows is that It hates that life, It hates that light, It hates and is trapped ... but It will RISE!

THE DREAMCATCHER

Humanity has always been a race of dreamers and explorers. In the deepest recesses of our minds, we crave to know what is over the next hill, the next ocean, the sky and stars. For generations, we have explored and discovered, quantified and cataloged ... and then we ran out. Everything was known, everyone had seen everything, and nothing was left. Until the sails came. For many, it was poetic; giant solar sails propelling humanity onto a second great age of exploration ... not everyone was happy with that, not everyone wanted us up there, but off we went, and a thousand years later, we have settled a million worlds, explored an entire galaxy, and have found that we ... we are alone.

Truman Huxley – A History of Space (C.E. 2568)

The Dreamcatcher is an independent research vessel not directly connected to any other system or solar governments within the Milky Way Galaxy. Its mission statement is to explore the furthest reaches of the Milky Way in the hopes of finding new life or a means to travel the vast unknowable distance between galaxies. Twenty years ago, the Dreamcatcher embarked from settled space to begin its journey, one into the vast uncharted spaces between the spiral arms of the galaxy.

Made up of two crews, the Dreamcatcher was equipped with outdated but serviceable cryogenic technology to assure that its crews would survive the twenty-year trip to the unknown of the spiral arm of the galaxy. Each crew was tasked with five-year shifts, to study and research astrometric data, radiation and unknown signals, and to search and catalogue any and all new habitable worlds.

STRANGE TIDINGS

Sixteen years into the journey of the Dreamcatcher, as the points in time of holiday cheer and playfulness among the “B” crew began to ebb and the routine of their five-year shift settled, a result returned from a command inputted in the first years of the journey. On a whim nearly fifteen years before, the crew began to search for new and strange radiations, partially in hopes of finding new means of interstellar travel, and partially in hopes to ease the eventual boredom they knew they would face. For nearly fifteen years, the scanning program dutifully completed its task, unaware that it had been forgotten by its crew. For fifteen



years, it had found nothing ... that is until this day, a day of no importance, no holidays, and no meaning; on this day it had found not only an unknown radiation signal but it came from an impossibility.

After weeks of study and tests, the Dreamcatcher shifted course toward the Horus Sector, and an impossible black hole with impossible radiation leaking from it.

FIRST CONTACT

Nineteen years since launching from the fringes of human-settled space, the Dreamcatcher, a ship born and fueled by the dreams of its crew, settles into a stable orbit just outside the grasping gravitational grip of a gigantic black hole in the Horus Sector. The once jovial and trickster-like “B” crew is quiet and somber as it sets to work studying the mystery of the radiation that leaks from the black hole. All try to quiet the new voices in their heads, all try to ignore the new images their eyes show them. Hours turn to days, days to weeks, and without conscious thought, the “B” crew of the Dreamcatcher drifts silently toward the event horizon of the black hole and their inevitable deaths.

The attack comes from nowhere when it comes. No warning is given, no declarations announced. The Dreamcatcher, quiet and serene, is suddenly bombarded with weapons unknowable to humanity. The engines fail, alarms blare and squawk, and the “B” crew finally succumbs to their building madness. What followed was chaos as the ship careened into the event horizon of the black hole, skipping along its ebb like a stone upon a lake.

WHERE WE NOW STAND

The alarm continues to blare aboard the Dreamcatcher, noting that majority of the ship’s systems are down or are in the process of failing, including life-support. All but one member of the “B” crew, a middle-aged woman named Rius, have either died at the hands of their compatriots due to the insanity caused by the event horizon or through the sheer force of their entry into the event horizon. The aliens that attacked the Dreamcatcher, the mysterious (and until this point unknown to humanity) Baku, have dispatched robotic drones to finish destroying the Dreamcatcher and assure that none of the biological organisms on board survive. Due to their mission objectives, the drones have not been too kind to the Dreamcatcher’s hull, causing many areas of the ship to be locked down due to hull breaches.



THE LAST AND FIRST STAND OF THE DREAMCATCHER

Klaxons blare from all directions, the cacophony of noise nearly overwhelming all sense of space and reality. The only light comes from the runners around the core of the ship, blazing, pulsing red in the darkness, more in place at a rave than the engine room of a research vessel. A voice, high and nasal with fear, shrieks over unseen intercoms, "Hurry! Oh God, hurry!" The world around you shakes as explosions can be heard in the distance, throwing you off balance just as the lights pulse and things can once more be seen.

Several large, inky black shapes move with a jittering step in the pulsing lights of the alarm system, making it hard to get a fair grip on their locations, size, and shape. The one thing is certain though, they're moving toward both you and the engine core you seemingly stand ready to protect. "Fucking hurry!" the intercom screams. "I can't keep her out much longer! I need ... oh God, we're gonna die!"

The players start the adventure at a perceived ending. The ship is lost, and the engine room is their last stand as the Dreamcatcher nears its "point of no return". At this juncture, the players are all equipped decently well with medium armor mesh suits (-4[+4] to armor) and semi-automatic rifles (1d6+1 damage), or with improvised melee weapons (1d6-1 damage).

The beings the characters are facing are the Baku Drones. While the players cannot quite make them out due to the lighting of the scene, they are large



As the Referee, it is up to you on how, or even if, the weapon variations are distributed. One suggestion would be to place the weapons and armor on several pieces of paper and have the players randomly draw their “gear kit” for this scene out of a hat. Remember this gear will not carry over to the next scene and therefore, if you chose to, you can over-power or under-power as you see fit. However, it is suggested that the enemy count adjusts to the player ability to maintain tension during the scene.

humanoid-shaped biomechanical beings with some innate intelligence that allows them to act autonomously. While there are slight variations due to the biomechanical creation process, the Drones generally appear as raven-headed creatures on giant, mechanical spider legs, and bladed or laser-barreled arms with scorpion-like tails that, on the “Greater” models, are full of a neuro-toxin (Save or Die).

Baku Drone, Lesser (6+) – HD 7 [12]; HD 1; ATK 1d6 (Blade) or 1d6 + 1 (Laser); ST 17; MV 15; HDE/XP 2/45

If, during the course of this scene, any of the players attempt to repair the engines, they will find it nearly impossible as the Drones will begin to exclusively target that player over the other players due to their mission objectives. There is also a 3 in 6 chance that, while attempting to repair the engines during this scene, the player will instead trigger a fatal cascading breach that will destroy the Dreamcatcher and all aboard in two minutes.

After five turns, or when the Drones or players are down to 25% of their beginning numbers, the ship begins to rock again as more explosions can be heard in the distance. Read or paraphrase the following:

The Dreamcatcher shakes again, teetering with a loud groan as explosions rock the ship. It shifts to a forty-five

degree angle, sending everyone flying through the air to painfully slam against equipment and catwalks. Over the intercom, the shrill scream of the high-pitched woman can be heard, followed a moment later by a ramble of words. Not much can be made out, but it is easy to hear the fatalistic panic as finally the voice stops screaming and whispers, "It's too late." You don't have long to contemplate the meaning of those words as a great shriek tears at your mind, and the hull near you breaks apart, flying out into the void of space to be quickly swallowed up by a large expansive nothingness ... a nothingness surrounded by the beautiful aurora of a black hole's event horizon.

The klaxons cease their blaring, the pulsing red lights fade to nothing, leaving only the majesty of the black hole before you as equipment, dead drones, and even you begin to feel the pull of it against the failing artificial gravity of the Dreamcatcher. Then all is black.

TOO RAILROAD-Y?

If you find yourself reluctant to propel the players and their characters into the adventure in such a manner as described in Scene 1, that is perfectly okay. Scene 1 is meant to serve as a prelude to the adventure, introducing the adventure's concept to the characters in both story terms and in meta-detail. This may be far too much of the proverbial railroad for some groups, and that is understandable. In such an event, the best and easiest course of action would be to skip to Scene 2, where the majority of the ship opens up and the plot is mostly determined by character action and random rolls.

Scene Experience – Creatures 270, Scene 100.



SUDDEN AWAKENING

After their apparent death in the previous scene, the players awake to find themselves in narrow pod-like structures, naked and utterly submerged in water. Despite this, they can easily hear the overwhelming chirp of klaxons going off all around them as familiar red light pulses along the walls and floor before them.

Each player can see directly outward and should there be another occupied pod before them, they can see the person in that pod. After a few minutes of allowing the characters to explore their personal pods (and discovering that not only are they naked, but connected to many monitoring diodes, breathing tubes, etc.), begin to drain the water from the pods. Unfortunately, even though the pods drain, the glass doors do not open, requiring the characters to force their way out.

Cyro-Pod Door – HP 5, AC 9[10]

Once the players are free, they will find that they are located in the Cyro-Bay onboard the Dreamcatcher (Lower Decks, Area 2). Exploration of the Cyro-Bay will reveal several lockers with enough normal clothing to outfit the naked characters as well as a few data pads that will remind them

of the purpose of the research mission as well as the current state (but not the reason why) of the ship. Exploration of the Cyro-Bay will also uncover that several other pods have been purposefully tampered with, and the crew members inside those tubes are now dead and appear to have been so for at least a few weeks. Besides the data-pads and the dead crewmates, there is also writing scrawled across the walls. While most of it is gibberish, a single term continues to repeat: Levigos.

From this point on, the majority of the Dreamcatcher is open to the players for exploration. Some places will not be accessible until certain repairs are done to the ship, and these areas are noted in their descriptions. There may be alternate routes around locked-down sections that will also be noted in the descriptions of areas.

Before leaving the Cyro-Bay for the first time, there is a 2 in 6 chance of one of the following occurring:

Table

Roll (1d6)	Encounter
1 or 2	A Single Lesser Baku Drone Bursts into the Cyro-Bay
3	Sanity Event
4 or 5	Body of "B" Crew Member is Found Dead and Chained to the Ceiling
6	Time Dilation Event

THE DREAMCATCHER

The Dreamcatcher is a medium-sized freighter originally meant for the transport and support of colonists on the outer fringes of explored space. The Dreamcatcher, originally the Aeschylus, was decommissioned after nearly a hundred years of service before being purchased and retrofitted as a research vessel. The rechristened Dreamcatcher is still a medium-sized freighter, but it has had most of its former cargo-bays transformed into living areas, research bays, and cyro suspension, and a large chunk of most of the four decks have been replaced with long-range engines.

While exploring the Dreamcatcher, the players have a 2 in 6 chance of experiencing a random event every six hours. Refer to the table below for more information.

Table 6

Roll (1d6)	Encounter
1	Time Dilution Event
2 or 3	2 Lesser Baku Drones
4 or 5	Flicker Image (only after events of Middle Deck Area 2, before those events Nothing)
6	Sanity Event

NON-RANDOM EVENTS

While the majority of the events in Event Horizon are randomly generated VIA the table above, not all events are random. Certain Areas within the Dreamcatcher are pre-determined and usually exist to help either drive the story of the Dreamcatcher along or to help maintain or heighten the atmosphere of the adventure. These pre-determined events are presented in either in an Area description or in the Drift Events section near the end of the adventure.



LOWER DECK

The Lower Deck of the Dreamcatcher is the primary living area of the ship and houses the crew, Aquaponics bays, and the Cyro-Bay.

AREA 1 – ENGINEERING 1

Engineering 1 and 2 are closed-off from direct entry due to a leak in the ship's coolant core located in Engineering 2 (Area 2 – Middle Deck). However, access can be gained to both Engineering 1 and 2 through a maintenance tube located in the Steller Observation Bay (Area 1 – Upper Deck). Players approaching Engineering 1 can hear the whir of the Fission Turbines from the other side of the closed entranceway. A Pilot has a 3 in 6 chance of telling something is off with the sound of the engines; all other characters have a 1 in 6 chance of being able to notice there is an issue.

Colossal coils glow red in the dim light of the Engineering Bay, pulsing in time to a cacophony of noise more reminiscent of a dying animal than to a fission coil. Work and maintenance stations have been destroyed, and tables, tools, and other more unspeakable things are jutting out of them at strange but very human angles. In the center of the bay, between the two fission coils, is a bank of computers meant to serve as a diagnostic and repair tool for the engines. Now though it is little more than junk. A giant sonic probe, sparking out of the machine's center where someone had lunged it like a spear through the system, has a crew member impaled atop it. The air is thick, heavy, and hot, and the smell of ozone is great as every breath burns its way down your throat.

The red color emanating from the fission coils is a visual clue to the problems currently facing the engine core and the outlying Hydrogen Collectors (Areas 9), causing the engines to slowly go critical as they are unable to draw in hydrogen from the Collectors. Due to the damage to the fission coils, Engineering is soaked in radiation, requiring a successful Saving Throw during every visit or a EVO-suit. Any character who does not succeed a Saving Throw or is not properly equipped will suffer 1d6 damage for every 10 minutes they are in Engineering.

The crew member impaled on the sonic probe is listed in the manifest as a Scott Montgomery. His body is covered in strange tattoos of pictographs that are unknown to any



of the characters, and even as Video Log 1 will explain, Scott himself.

Repairs – The intake valves on the starboard side of Engineering have been critically damaged. Any character with an engineering or mechanical background will automatically know that most ships, the Dreamcatcher included, have redundant systems for fuel intake and will know how to repair the damage. Any other characters will have to figure out the issue through examination, research, and so on. During this process, there is a 3 in 6 chance of causing further damage to the engines. Once repairs are successfully completed on Engineering 1, the normal means of accessing the area will be unlocked and fully usable by the characters.

Resources – Searching Engineering 1 uncovers the following items: Video Log 1, Adaptive Armor (5 Charges), Sonic Probe (3 Charges).

Encounters/Events – During the actual repair of the intake, there is a 2 in 6 chance of an explosive reaction from the ambient hydrogen that has been collecting around the damaged area. Any character within a 30-foot radius of the character conducting the repairs will be caught in the explosion and receive 4d6 damage (save for half). On any visit after the repairs are successfully completed, there is a 1 in 6 chance that a Greater Baku Drone will be present in the area and attempting to do further damage to the Engine systems.

AREA 2 – CYRO-BAY

What was once a startling white room that smelled slightly of a med-bay is now dark and deserted, the clean scent replaced by offal and acidity hints of vomit. The air is heavy and warm, denoting the failing systems as the air control is offline. Most of the crew lockers along the walls have been tipped over and smashed, spray-painted over with mad gibberish and crude images that could only be thought up by a lurid mind.

The Cyro-Bay is a converted cargo-bay and is still partially used as one. Rows of crates under protective mesh line the back walls, full of seeds and the other accretions of potential settlement building. Most of the lockers along the forward side of the Cyro-Bay have been knocked over, smashed, dented, and otherwise defaced. The two doors near Area 1 have been bolted closed from the outside.

Repairs – None

Resources – Basic Uniforms (AC -o[+o]), Data-pads (personal information on who the characters are and their jobs/position and mission), a single Pistol (1d6) with a full magazine of ammunition (15 rounds), and communication rigs for half the total number of players with a range of 500 yards in any direction (battery life is 12 hours).

AREA 3 – ELEVATORS

Initially the elevators are offline until the power systems aboard the Dreamcatcher are restored. However, travel using the elevator shafts is possible using the maintenance/emergency ladders embedded in the elevator shaft walls.

Repairs – None

Resources – There is a 1 in 6 chance that on the first visit to any of the elevators that the characters will find a semi-automatic rifle (1d6 +1) with half a magazine of ammunition (10 rounds). Whichever elevator this weapon is found in will have carbon scarring on its doors and walls reminiscent of the kind caused by the Baku Drones with laser arms.

Encounters/Events – There is a 2 in 6 chance that the characters will encounter a Lesser Baku Drone in the elevator shafts before the repairs are done to the power systems. After repairs, there is a 2 in 6 chance that a Lesser Baku Drone (bladed) will drop onto the top of the elevator and begin to puncture the roof, attempting to cut or impale anyone within the elevator. There is a 1 in 6 chance that, when the elevator is repaired, it will attempt to finish whatever trek it was on before the Dreamcatcher's power systems were damaged. Any player in the shafts at this time must succeed a Saving Throw or be crushed by the elevator.

AREA 4 – AIRLOCKS

The starboard Airlock is locked down due to the starboard Hydraulic Ramp (Area 5) being lowered and opened directly to the event horizon of the black hole. The port Airlock is stable and can be accessed. Investigation of the port Airlock will uncover that the controls for both Airlocks have been rerouted to the Central Control (Command Deck, Area 4).

Repairs – The starboard Airlock cannot be opened until the starboard Hydraulic Ramp (Area 5) is closed. See the entry for that section for details on repairs needed.

Resources – There is a 2 in 6 chance that the starboard Airlock will have a Laser Torch (6 charges).



Encounters/Events – While in the port Airlock, there is a 2 in 6 chance of the Hydraulic Ramp (Area 5) opening and the intense gravity of the event horizon attempting to eject any character in the Airlock out into the event horizon (Saving Throw – Number of Drift to negate). While in the starboard Airlock, there is a 3 in 6 chance of the inner door locking, trapping any character in the starboard Airlock for 1d6 hours or until the reason for the malfunction can be discovered and resolved (Referee's Domain).

AREA 5 – HYDRAULIC RAMPS

The Hydraulic Ramps are the main entrance and exit from the Dreamcatcher and are used during both space walks and terrestrial landings. The Ramps descend at a 30-degree angle from the ship and are completely open to the rigors of the outside. While closed, the hydraulics are encased within the ship while the ramp itself rests flush with the outer hull.

Repairs – The starboard Hydraulic Ramp is stuck in the open position due to the body of a “B” crew member in an EVO suit crushed between the ramp and the ship's hull, keeping the ramp from fully closing. All controls for the Hydraulic Ramps have been rerouted to Central Control (Command Deck, Area 4). This rerouting was an improvisation on the part of an unknown member of the “B” crew, and errors may occur in the systems that cannot be resolved by the control systems (events and repairs needed outside the scope of this writing and created by the Referee).

Resources – The EVO suit located in the starboard Hydraulic Ramp is completely intact and functional. However, the power supply and oxygen tanks have been drained and need to be either replaced or recharged. There is a 1 in 6 chance that the body within the EVO suit will be wearing Adaptive Armor (4 Charges).

Events/Encounters – There is a 2 in 6 chance that, on any visit to the Hydraulic Ramps before the Dreamcatcher descends to Drift 3, the characters will encounter 2 Lesser Baku Drones who attempt to board the Dreamcatcher. After the Dreamcatcher descends to Drift 3 and beyond, any attempt to use the Hydraulic Ramps is barred by the intense gravitational forces of the black hole the Dreamcatcher is quickly approaching.

AREA 6 - LIVING QUARTERS

The Living Quarters are assessable from the beginning of the adventure. At the time when the characters awake from cyro-sleep, the rooms are still set up for the “B” crew and hold their personal adornments. The personal quarters of the crew of the Dreamcatcher are shared between the “A” and “B” crews. While in cyro-sleep, the personal affects, belongings, and adornments of the sleeping crew are kept in storage in the Cargo Bay on the Midlevel of the ship (Middle Deck – Area 2). When the characters explore these areas ,they will find them in various states of disarray.

Table 7

2d6	Unique Issue
2	The quarter’s bed and other furnishing have been shredded as if by an overly large and over-zealous house cat.
3 or 4	Levigos has been written in excrement across the walls and ceiling of the room.
5	A corpse that has been flayed, its skin hanging along a wall like a tapestry.
6	The Lord’s Prayer written in blood in a repeating spiral on the quarter’s floor.
7 or 8	Datapad full of entries about the writer having conversations with her father - who died in a mining accident on Ceres - on board the Dreamcatcher. Dolls in the likeness of the “A” Crew nailed to the wall with a list of perversions written under each. (i.e. “I would @\$% this person with a blowtorch up the arse” and the like), those members of the “A” Crew who are dead (even if after waking from cyro-sleep) have had x’s drawn through their eyes.
9	A pretty pink tutu, a tricycle, and a wheel chair, none of which was originally part of the Dreamcatcher’s manifest.
10 or 11	Absolutely nothing wrong, in fact the quarters are overly clean. A small sign above the door read’s “slovenliness is the road to hell” under this sign is a hand written note “we’re already there”.
12	

Repairs – The Living Quarters do not need any unique repairs. However, there is a 1 in 6 chance that the power will not be working correctly in any given room before the

power issues are repaired aboard the Dreamcatcher. This should lead to flickering lights, doors that take extra time to open, or doors that open and close on their own.

Resources – Roll on the table below to see if any of the individual quarters feature any resources for the characters.

Table 8

Roll (1d6)	Resource
1	Medium Mesh Armor
2 or 3	Nothing
4 or 5	20 round Magazine for Semi-Automatic Rifle or 10 Round Clip for Pistol
6	Semi-Automatic Rifle or Pistol

Events/Encounters – There is a 2 in 6 chance that the horrors or strangeness found in the Living Quarters can trigger a Sanity Event. After the Dreamcatcher moves to Drift 4, the rooms return to a pristine condition, and all of the strangeness previously found in them have been mysteriously packed away in storage, if possible, and the character's own personal affects now adorn the rooms.

AREA 7 – HYDROPONICS

Hydroponics is completely open at the start of the adventure, and no repairs are needed within the area for access. However, the climate controls within the Hydroponics Bay have been tampered with, lending the area a temperature and humidity level similar to the jungles on Earth.

Artificial sunlight filters out into the hallway as the doors slide open, and the overwhelming wet heat washes over you as a chorus of sounds, mostly the calls and cries of birds, assault your ears. The Hydroponics Bay you remember was an orderly garden with rows of plant life, fed by the ship's filtration systems and, in turn, helped the air recyclers. Those orderly rows of edible plant life now look like a minor jungle. The ecosystem's animals—the birds, bees, and other insects—move about unhindered by the control systems that once maintained order within this haven of nature within the steel tomb of the Dreamcatcher.

The Hydroponics Bay was the main source of food on the Dreamcatcher. Vegetable and fruit plants of all types were arrayed in orderly rows by nutrient needs, and nutrition provided during the normal operation of the

Dreamcatcher. On top of this, the Hydroponics Bay also acted as a micro-biodome, helping to recycle the air and waste water within the Dreamcatcher for future and further use, supplementing the water gained through the Hydrogen fission coils.

Birds and insects present within the Hydroponics Bay were genetically engineered centuries ago by colonists of the first generation ships to help maintain the health and reproduction of the plants within Hydroponic Bays through pollination and breeding. These animals are more intelligent than their Earth-bound brethren. Typically, they are kept in specialized habitats that ring the Hydroponics Bay most of the time. However, for unknown reasons, these animals have been let loose for an indeterminable amount of time.

Repairs – None

Resources – Among the various high-tech farming and plant care tools is an old-fashioned machete (1d6 dmg) and a blow-torch that can be easily converted to a weapon.

Events/Encounters – The animals within the Hydroponics Bay are at this point no longer used to human contact. There is a 2 in 6 chance that the players will be attacked by one type of animals or another while in the Hydroponics Bay. Any attacking animal will not leave the Hydroponics Bay, but may linger at the exits for 1d6 minutes after a targeted character escapes. After the Dreamcatcher descends to Drift 3, there is a 3 in 6 chance that the players will trigger a Sanity Event within the Hydroponics Bay that changes the bird calls to the screams of the damned. Likewise, after the decent to Drift 3, the players have a 5 in 6 chance of encountering Rise in this section as the entity enjoys the look and feel of the “Nature” around it.

AREA 8 – MANEUVERING DRIVE

The Main forward thrusters of the Dreamcatcher. These large thrusters are capable of pushing the Dreamcatcher up to speeds equal 100 kph, due to the combustion and release of hydrogen and oxygen within the secondary drives in Engineering 2.

Repairs – The Port Maneuvering Drive is offline and requires a spacewalk to repair. Repairs to the Port Maneuvering Drive are extensive, but can be jury-rigged for the duration of the adventure as most of the relay systems have been destroyed due to the Baku attack on the Dreamcatcher.

Resources – None

Events/Encounters – There is a 2 in 6 chance that a character repairing the Maneuvering Drive will be set upon by Baku Drones (4) who will split their attention between subduing the character and further damaging the Dreamcatcher.

AREA 9 – HYDROGEN COLLECTORS

When the Dreamcatcher—or any star ship of its type—passes close to a star, it opens its Hydrogen Collectors to “scoop” up nascent hydrogen particles to be used as fuel for the fission coils. A single Hydrogen Collector can typically hold enough hydrogen to fuel a ship for six months. A normal Hydrogen Collector cannot typically be accessed by the crew of a ship that is not docked.

Repairs – The starboard Hydrogen Collector was punctured during the attack on the Dreamcatcher by the Baku and is now leaking. A spacewalk is required to repair this section of the ship since, like the Maneuvering Drive (area 8), there is no internal access.

Events/Encounters – While repairing the Hydrogen Collectors, there is a 2 in 6 chance of something igniting the Hydrogen causing an explosion (10d6 dmg, save for half) that will further damage the Hydrogen Collector.



REROUTING THE SYSTEMS

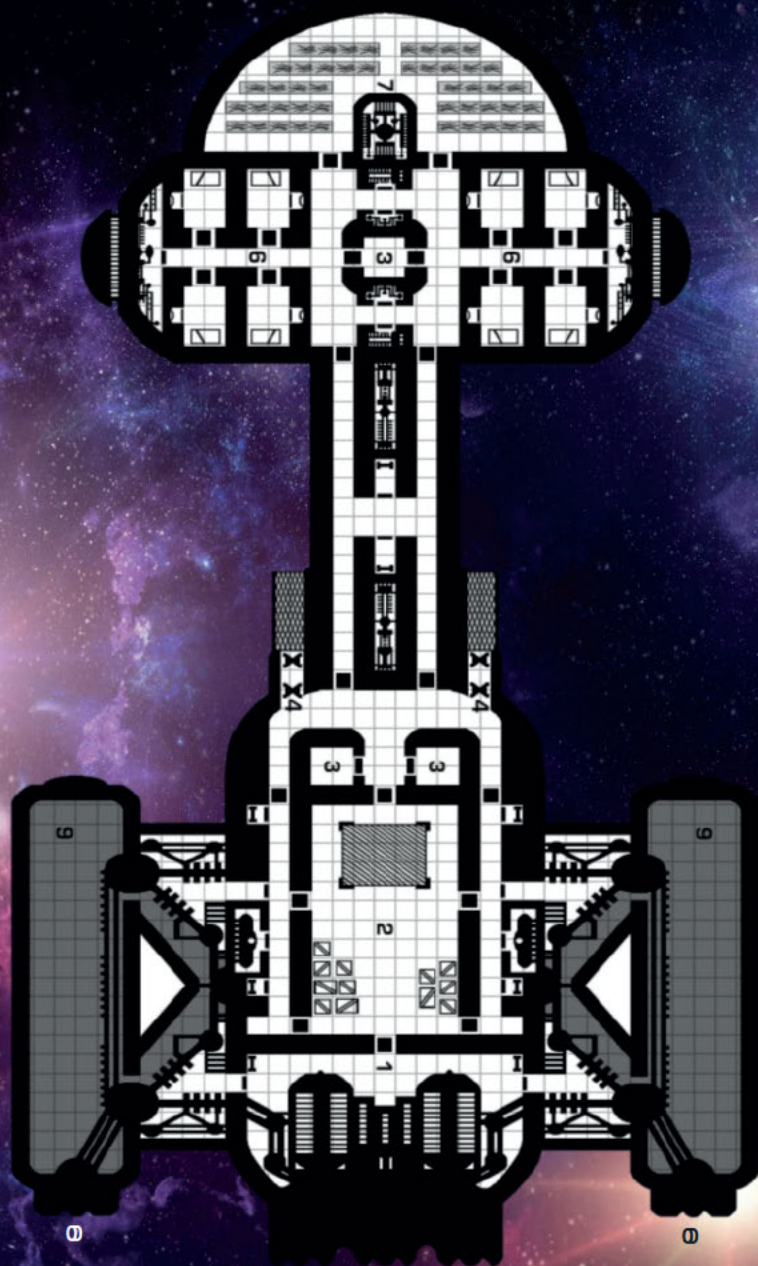
Repairing the Hydrogen Collectors is dangerous, and rightly so. Even in real-life all spacewalks and repairs to the sensitive systems present on a space station or shuttle can result in injury or death. Death is meant to be a real possibility in Event Horizon, however, smart play and innovative thinking should not be pushed aside or “not work” in favor for the glee of blowing a player’s character into the dark embrace of a black hole. One example of creative thinking or alternative repairs is to reroute the collection systems for the Hydrogen Collector.

It is possible for the players to move what hydrogen remains in the starboard Collector to the Port Collector. This is of course dangerous, but offers less of a risk to the players than the one presented in the main adventure and is only one of many other possible solutions to the problem.



CYRO-BAY

THE DREAMCATCHER LOWER DECK



MIDDLE-DECK

The mid-deck of the Dreamcatcher is the secondary operations center of the ship. Back when the Dreamcatcher was a freighter and boasted a far larger crew, this deck housed more crew. However, the living quarters assigned to these crewmen have been left empty after the Dreamcatcher was refitted for its long-range research mission.

AREA 1 – ENGINEERING 2

Engineering 1 and 2 are closed off from direct entry due to a leak in the ship's coolant core located in Engineering 2 (Area 1 – Middle Deck). However, access can be gained to both Engineering 1 and 2 through a maintenance tube located in the Steller Observation Bay (Area 1 – Upper Deck). Players approaching Engineering 2 from the Cargo Bay (Area 1 – Middle Deck) can feel an intense cold coming from behind the door and seeping out a good ten feet from it.

The metal grating catwalk is frozen over with a thin sheen of ice that cracks under foot and sends a chill into the air. The frozen, brittle catwalk cracks under your weight as you move over it further into the darkness of the upper engineering section; the only light is the pulsing red of the emergency lights and the unnatural red glow of the fission coils.

The top half of Engineering is the location of the Dreamcatcher's Coolant Core and the Coolant Core's connections to the Fission Coils. Unless maintenance was needed, Engineering 2 was rarely accessed by either crew of the Dreamcatcher. Due to the coolant leak, there is a 2 in 6 chance that the frozen, brittle metal of the catwalk will shatter under the weight of a random player, causing them to fall 30 feet to the surface of Engineering 1 (Area 1 – Lower Deck).

Repairs – The Coolant Core, the system which enables the Dreamcatcher's Fission Coils to operate without overheating, is leaking, causing the Coils to slowly overheat and eventually enter Meltdown (hence the red hue). Any character without an engineering or mechanical background runs a risk of further damaging the system.



During repairs of the Coolant Core, there is a 3 in 6 chance of causing a “Spray Back” of the Coolant Material and causing 6d6 damage to anyone caught in a 10-foot cone around the Coolant Core (save for half).

Resources – There is a Laser Torch (6 charges) that has fallen under the Coolant Core. A Pistol with a full clip lays on the floor in a puddle of frozen blood.

Events/Encounters – There is a 3 in 6 chance that, before repairs are made on the Coolant Core, any access to Engineering 2 will trigger a Time Dilation Event placing 1d6 characters on a German U-Boat in the Northern Atlantic that is in the process of sinking. This event can only happen once, but should expand on the hopelessness of the characters’ situation as they have to experience and watch the German U-Boat crew drown.

There is a 4 in 6 chance that, after repairs and Drift 3 has been reached, that Baku Infiltrators will attempt to set anti-matter charges within Engineering 2 in order to set off a chain reaction to destroy the ship and all aboard. After Drift 3, Engineering 2 will be one of the locations where Rise will manifest, offering insight and advice to the characters.

CARGO BAY

The large echoing Cargo Bay is lined with metal mesh containers, surveying equipment, and the larger personal belongings of the crew. Your feet echo hollowly as you move through the strangely dim bay, the lights along the ceiling and walls flickering like the florescent bulbs in old twentieth-century films. Looking around, you can easily see that the flickering lights do not seem to penetrate the pools of shadows along the corners of the walls and ceiling. As you all step further into the room, a basketball bounces out of the darkness to rest at your feet.

The Cargo Bay, while holding many of the mundane and specialized supplies of the crew and the mission, also served as a multipurpose room for a lot of the crew’s group activities, including basketball. At the far end of the room, above the door leading to the Elevators (Areas 3 – Middle Deck), is an old worn basketball hoop that appears to have seen a lot of use in the past twenty years. Despite the exercise room on the Upper Deck (Area 4, 5 – Upper Deck), there is a set of free weights in the one corner, investigation of such revealing a rather large blood stain.

Repairs – None

Resources – Investigation of the Cargo Bay will uncover a good mix of all the mundane items within the equipment guide section of the *White Star* rule book as well as a mixture of the following:

Table 9

3d6	Item
3	20 lbs Coffee
4	Crate of Freeze-Dried Frogs
5	Knuckle Bones, marked and cataloged to race, time period and manner of death
6	Earl Grey, Cold
7	Baby Clothes, Fitted for an Adult
8	Machine Pistol (1d6 +1 dmg, ROF 2, WT 6, Rng 50)
9	Maggots
10	1 Magazine of Rifle Ammunition
11	May, 1910 Edition of National Geographic Signed by Adolf Hitler
12	Betamax Copy of the <i>White Star</i> Christmas Special
13	Medical Kit
14	Sonic Probe
15	26 Fresh Apples
16	Crate of Scalps
17	A Hole (Don't Touch)

Events/Encounters – The first time the characters enter the Cargo Bay, they will encounter the flickering image of a naked human woman from the “B” crew sitting cross-legged in the center of the Cargo Bay. While the image is flickering, there are no holographic or imagining technology of that caliber on the Dreamcatcher and, as such, no logical way to account for her. The woman, looking as if she is half-flayed, rocks back and forth, holding a doll in her arms, allowing it to “suckle” while chanting that “Daddy’s coming home, Levigos is coming home” over and over. If anyone



attempts to interact with her at any point, she will scream and her head will snap back as if hit with something extremely heavy and hard. This event's conclusion will, in turn, trigger a Sanity Event. After this event, any time the characters enter the Cargo Bay, they will find a blood-covered rag doll with red hair and a missing button eye where the image of the woman was. This will persist even if the characters remove or destroy the doll.

There is a 2 in 6 chance every time the characters enter the Cargo Bay after the Dreamcatcher has descended to Drift 2 that a wheelchair will be present in the area. The wheelchair should not always be in the same location or even always upright. Oddly, even if the characters loot the Cargo Bay of all its supplies, the strange supplies listed in the table above will always be mysteriously restocked.

After the Dreamcatcher descends to Drift 5, there is a 2 in 6 chance that any character who enters the Cargo Bay will be attacked by the flickering image of a large burly man carrying a free weight. This image cannot be harmed by projectile weapons and will vanish when he reaches zero hit points.

AREA 3 - ELEVATORS

See Entry for Lower Decks, Area 3.

AREA 4 - ESCAPE PODS

All entrances to the Escape Pods have been sealed behind emergency blast doors. Should these doors be released, it will be discovered that all the Escape Pods have been launched.

Repairs – None

Resources – None

Events/Encounters – There is a 2 in 6 chance that, once the Dreamcatcher descends to Drift 3 and the blast doors have been raised, teams of Baku Infiltrators (6) will attempt to gain entry to the ship through the Escape Pod airlocks. After the Dreamcatcher descends to Drift 5, the weak airlocks of the Escape Pod entrances will prove a liability for the surviving crew of the Dreamcatcher as the intense gravitational pull can cause the normal airlock hatches to buckle and give way, opening the ship to the dangers of the event horizon and space.

AREA 5 - EMPTY LIVING QUARTERS

As stated earlier, the Dreamcatcher was originally a cargo freighter that ferried supplies, cargo, and precious goods along the trade ways of the human systems of the

Milky Way. When the researchers who purchased the rechristened Dreamcatcher retrofitted the ship, they decommissioned the living quarters on the Middle Decks to conserve power and supplies for the small sixteen-person crew. The Empty Living Quarters are initially locked, but can be easily unlocked as there are no safety reasons for them to be locked.

Repairs – None

Resources – There is a 1 in 6 chance that any of the Empty Living Quarters will have one of the following:

Table 10

Roll (1d6)	Resource
1	Semi-Automatic Rifle
2	2 Full (20 Rounds) Magazines
3	Sonic Probe
4	Medical Kit
5	Pistol
6	Blank Patapad

Events/Encounters – None

AREA 6 – DECOMMISSIONED WEAPONS BAY

The Port Weapons Bay is initially locked down due to a hull breach caused by the Baku attack on the Dreamcatcher. The Port Weapons Bay can be accessed via a maintenance tube located in one of the Port Empty Living Quarters (Area 5- Middle-Deck).

The machinery in the Weapons Bay has been gutted; what parts could have been sold have been and what remained was repurposed as well. The Weapons Bay is unused, as the amount of leftover equipment and the corpse of the guns leave little in the way of room for more productive use.

Repairs – Port Weapons Bay has a hull breach that is slowly affecting life support systems aboard the Dreamcatcher. This repair would properly require a spacewalk to repair.

Resources – None

Events/Encounters – None

AREA 7 – SICK BAY

A soft blue ambient light washes over the medical bay, accompanied by the small chirps and blips of diagnostic and monitoring equipment. The smell of fresh laundry and



chemical cleaner have been absorbed into every surface, radiating an almost genetic feeling of safety and comfort. On the central bed, under a protective fiberglass dome, is a single form; a woman, in her late sixties, naked save for the wedding band around her finger and an open pendant featuring a much younger woman and a man around her neck. Written in marker along the left-hand side of the dome are the words “do no harm”. The woman isn’t moving or breathing.

The characters should know the dead woman as Dr. Cynthia Vaughn, the “B” crew’s medical doctor and a woman who, at this leg of the journey, should only be in her mid-forties. Investigation of the Sick Bay will uncover unlocked medical files and the Doctor’s log’s detailing the “B” crew’s increasingly strange behavior as they neared the anomalous black hole.

The files begin with reports of headaches and sleeplessness in the first weeks, with the first reported case being the “B” crew’s commanding “officer” Dory St. Laud and continuing to increase in severity until the crew begin to descend into the various stages of psychosis to include self-mutilation, homicidal behavior, delusions, and so on. The last entry is about the Doctor herself, who locked herself away in the isolation dome to protect the crew after she found herself flaying Captain St. Laud.

Repairs – None

Resources – 1 Med-Kit (3 Charges)

Events/Encounters – After the first encounter with a flickering image in the Cargo Bay (Area 2 – Middle Deck), there is a 1 in 6 chance that the players will encounter a flickering Image of Dr. Vaughn any time they enter the Sick Bay where she will go about her business as if she had a full sick bay. During these encounters, there is a 2 in 6 chance that she will believe a random character is a patient and attempt to flay them the way she did Captain St. Laud.

AREA 6 – LIFE SUPPORT

Repairs – The Life Support system has seen damaged in several areas and needs its power supply re-routed and stabilized as well as its settings returned to “Earth” norm.

Resources – Sonic Probe and Laser Torch

Events/Encounters – When the characters first arrive, they find the Life Support systems being guarded by two Greater Baku Drones as a Baku Infiltrator (the first they should be encountering) busily attempts to sabotage the

already failing system by readjusting the “normal” ratio of CO₂ to O₂. Should the characters attempt to speak with the Infiltrator, she (for the voice should be decidedly female) will explain that the Baku have dedicated themselves to protecting the universe from the evil of this particular black hole. Any other information is up to the Referee, but if possible, the Baku should note surprise at seeing another sentient life-form after so many eons.

AREA 9 – CONFERENCE ROOM

Large transparent aluminum windows look out on the mind-numbing beauty of the event horizon outside the Dreamcatcher, the captured swirling light and matter lending an almost lava light-like radiance to the room. A large faux-oak table, stained dark, takes up the center of the room; the ten chairs, large and over-stuffed, all turned to face the object in the center: skulls of all kinds, none human, but that is why it is so weird. After all, the Dreamcatcher carried no animals save for the birds in Hydroponics.

Repairs – None

Resources – None

Events/Encounters – The first time the characters enter, there is a 1 in 6 chance that the doorway to Life Support (Area 8) will be guarded by a Lesser Baku Drone. If any character is lost during a spacewalk, there is a 4 in 6 chance that their dead body will slam violently and unexpectedly against the transparent aluminum windows. This event can only occur once during the adventure. After the Dreamcatcher has descended to Drift 3, this is where the Baku Commander, Tr’Qu’Ira, will attempt to convince the characters to put the Dreamcatcher into self-destruct for the good of the galaxy.

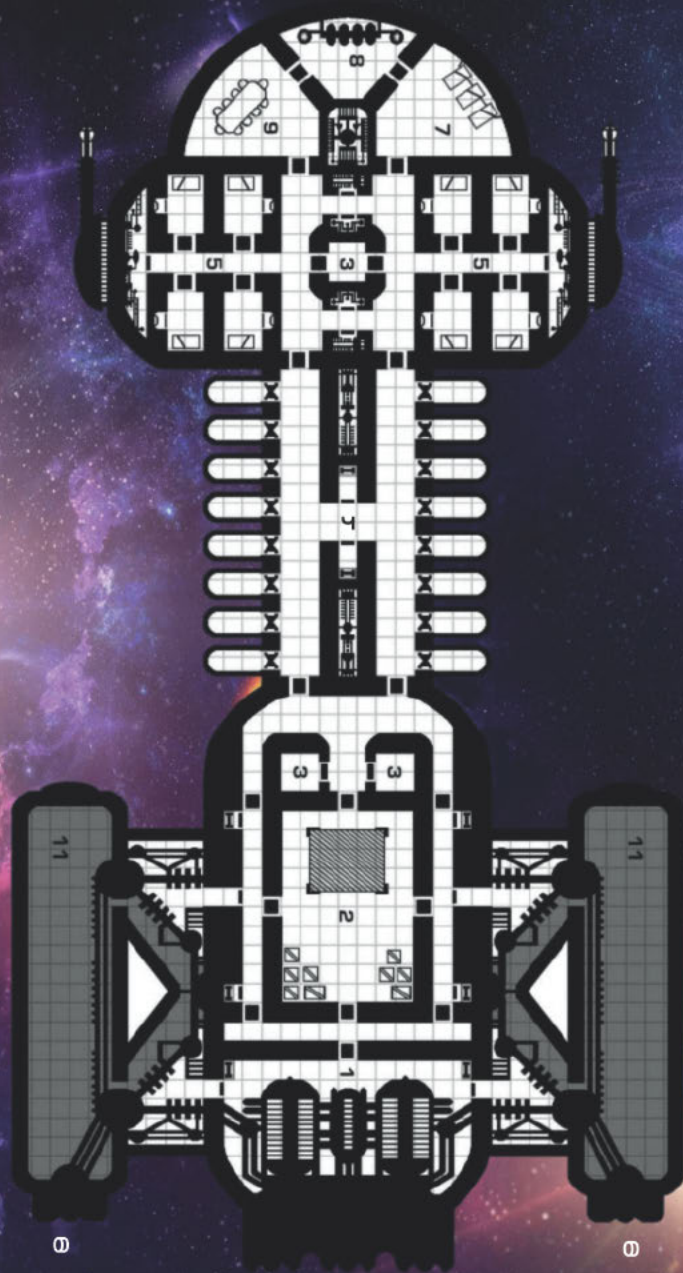
AREA 10 – MANEUVERING DRIVE

See Entry for Lower Decks, Area 8.

AREA 11 – HYDROGEN COLLECTORS

See Entry for Lower Decks, Area 9.

THE DREAMCATCHER MID - DECK



UPPER DECK

The Upper Deck of the Dreamcatcher features extra crew amenities and research bays such as Steller Observation and a Laboratory. During the twenty-year long trip to the outer reaches of the galaxy, this section of the ship has seen little use except those few areas that serve the crew best. However, once the research site has been reached, there are plans in place to turn the Cargo Hold (Area 2) and extra unused living quarters (Area 6) into additional research stations.

AREA 1 – STELLER OBSERVATION BAY

This small room was once a machining shop for the cargo freighter that became the Dreamcatcher. Now, instead of metal presses and other pieces of repair equipment, there are banks of computers, telescopic readers, and the Dreamcatcher's only AR display.

When the characters first enter Steller Observation, they find that the AR Display has been left active. The viewing equipment lies neatly on a table around a central ring that surrounds the AR Display. Should any of the players put the viewing equipment on, they will see a three-dimensional representation of the black hole whose event horizon they are currently stuck in. A Pilot or anyone with a character background in astronomy or stellar navigation will be able to tell right away that there is a strange and unknown radiation escaping the center of the black hole. Any other character will be able to tell something is strange but not what, precisely, that strangeness is.

Repairs – None. However, Steller Observation contains an access point to a maintenance tube that leads to Engineering 1 (Area 1 – Lower Decks) and Engineering 2 (Area 1 – Middle Decks).

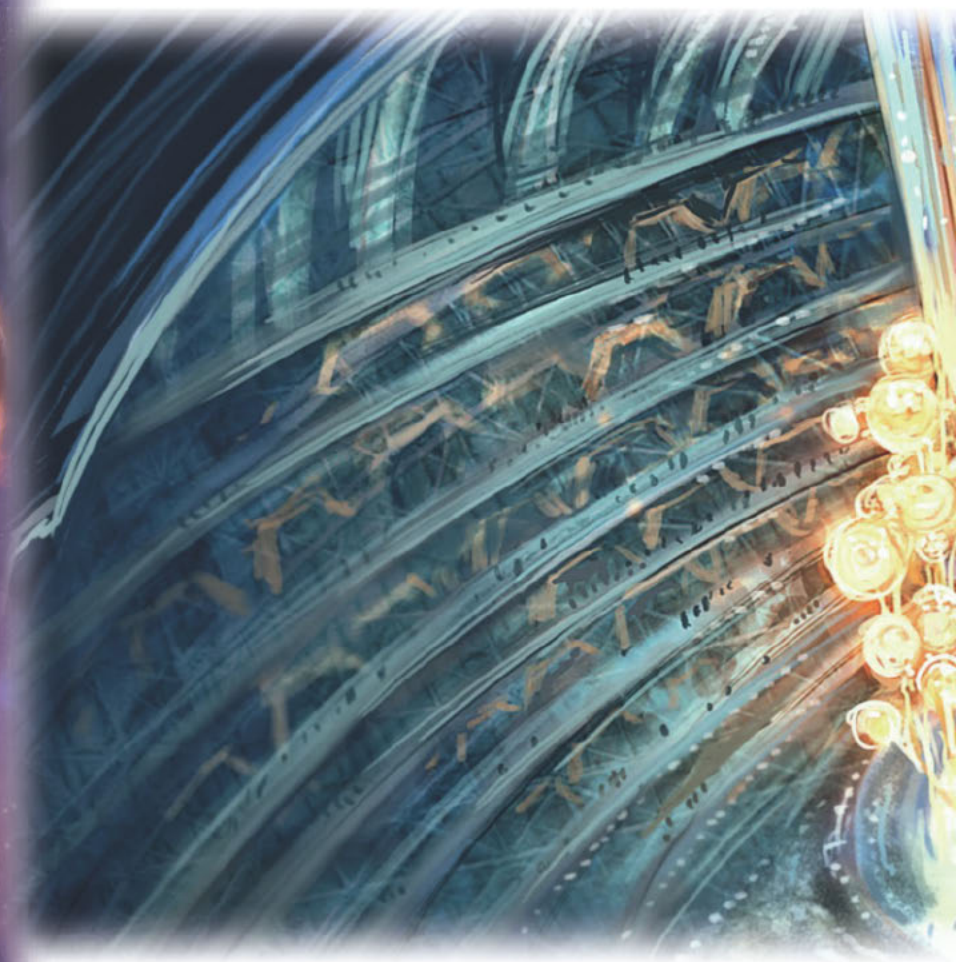
Resources – None

Events/Encounters – There is a 1 in 6 chance that the first time a character wears the AR viewing equipment they will trigger a Time Dilation/Sanity Event and witness the death of the old universe and the birth of the new. Any Saving Throw for this Sanity Event should be made with a negative modifier between - 1 and - 4 depending on how severe the Referee believes the event to be.

AREA 2 - CARGO HOLD

The large cavernous Cargo Hold is nearly empty, its darkness clinging to every surface as only the safety runners light your way. Every sound echoes as you move through the nearly unused section of the Dreamcatcher, weary of the things moving in the deep wells of shadow.

The Upper Deck Cargo Hold stores very little in terms of needed equipment. Mostly built up as a place to store the long-term freeze-dried and canned food-stuffs, the majority of the Dreamcatcher's two crews only used it as a means to access Stellar Observation. Investigation of the dark, dusty hold reveal little has changed. The large metal mesh containers have months, if not years, of dust resting on them, and the only clean areas of the floor are those that come from the doors and lead to Stellar Observation. One distinct difference though is a cleared trail through the dust to the cargo net at the fore of the Cargo Hold. Investigation of this



reveals two crew members, both males, stitched together and hung from the ceiling by a noose.

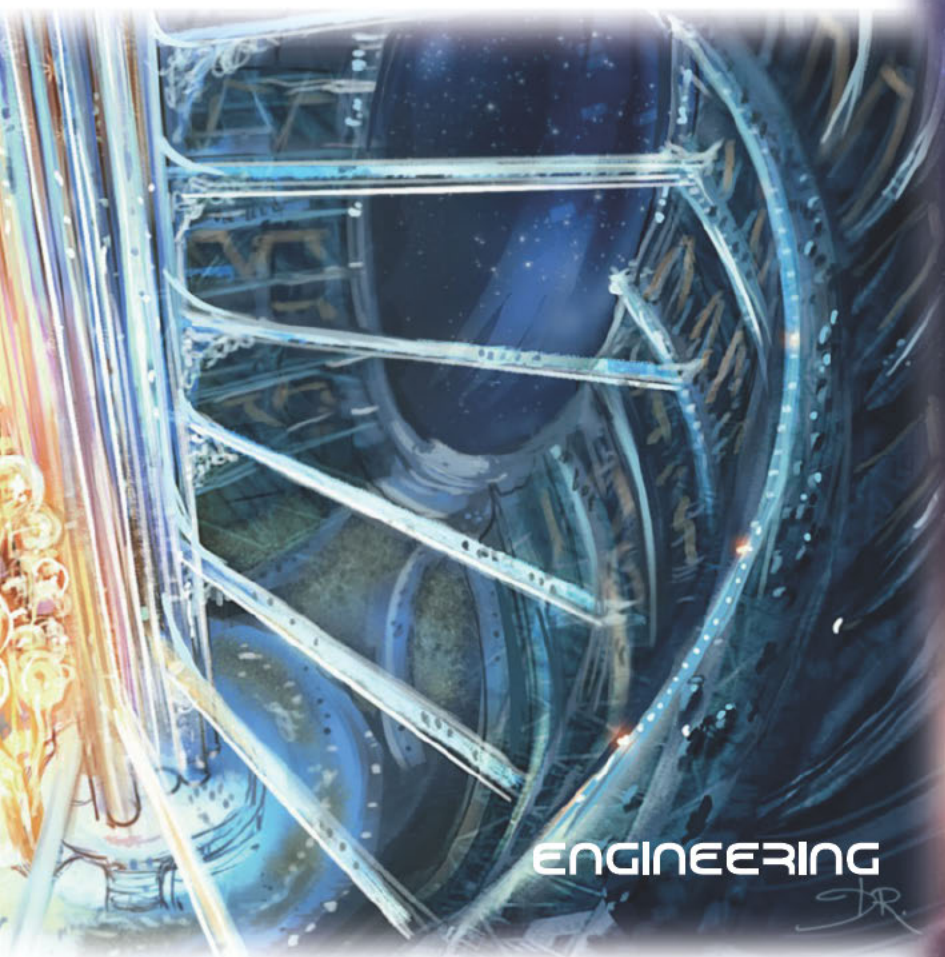
Repairs – None

Resources – The few metal mesh containers hold what mundane goods can be found in the *White Star* rulebook. There is a 1 in 6 chance that a more special piece of weapon or armor will be found as long as it is non-laser based.

Events/Encounters – During Drifts 1 and 2, there is a 2 in 6 chance that the characters will encounter 4 Lesser Baku Drones in this location during any given visit. After the Dreamcatcher descends to Drift 3, the Cargo Hold becomes a focal point of Sanity and Time Dilation Events with a 3 in 6 chance of one or the other happening during any given visit to this section.

AREA 3 – ELEVATOR

See Entry for Area 3 – Lower Deck



ENGINEERING

AREA 4 AND 5 – EXERCISE AREA

During its days as the cargo freighter the “Aeschylus”, these two rooms were the private quarters of the Captain and his First Mate. With the retrofitting and rechristening of the ship and its mission, the traditional use of these two rooms was no longer required. Before the start of the twenty-year-long trip, the “A” and “B” crews decided to turn these two areas into a partially unified exercise area so that the crews could maintain muscle strength and avoid the atrophy that occurs in space, even with the advent of artificial gravity.

Repairs – None

Resources – Strangely enough, a Machete (1d6 dmg) can be found mixed in with the free weights.

Events/Encounters – There is a 1 in 6 chance that the mirrors in the Exercise Room will show the characters something horrific in nature. After the Dreamcatcher has descended to Drift Level 3, there is a 2 in 6 that the mirror will show another character attack the character staring into the mirrors. If the character turns to look, everything appears fine. However, once he turns back, the attack is conducted and damage is given as normal should the attack succeed. This event can only occur once. After the flickering image is observed in the Cargo Bay (Area 2 – Middle Deck), there is a 2 in 6 chance of encountering a flickering image of the brawny male that can also be encountered in the Cargo Bay (Area 2 – Middle Deck).

AREA 6 – EMPTY LIVING QUARTERS

See Entry for Area 5 – Middle Deck

AREA 8 – KITCHEN/GALLEY

The bank of electronic microwaves, ovens, and stoves sit in eternal silence against the aft wall, partially hidden in the churning lava lamp-like light filtering in from the transparent-aluminum that make up the fore of the room. Several small, round tables overlook the event horizon in all its beauty, helping to mask the sight of the trail of blood leading to the oven and the sickly sweet scent of burnt flesh.

Originally just the ship’s kitchen, the current Kitchen/Galley was retrofitted to make room for the original galley (Area 7) to be turned into a secondary Lab for the crew of the Dreamcatcher.

The smell of burnt flesh is old but it has soaked into the floor and walls of the Kitchen/Galley and, despite its age on the carpeted floor, the old blood is still sticky. Investigation will uncover the

charred remains of a human head inside one of the ovens along the aft wall.

Repairs – None

Resources – There is a fully loaded semi-automatic Pistol in one of the microwaves along the aft wall.

Events/Encounters - None

AREA 7 - LABS

The two labs aboard the Dreamcatcher are retrofits replacing the original galley and recreation center. Despite the extensive work done to turn these two locations into professional quality labs, both still hold tell-tale signs of their area's original intent.

Repairs – None

Resources – Med Kit (2 Charges), Laser Torch x2 (1 Charge, 3 Charge), Sonic Probe (2 Charges)

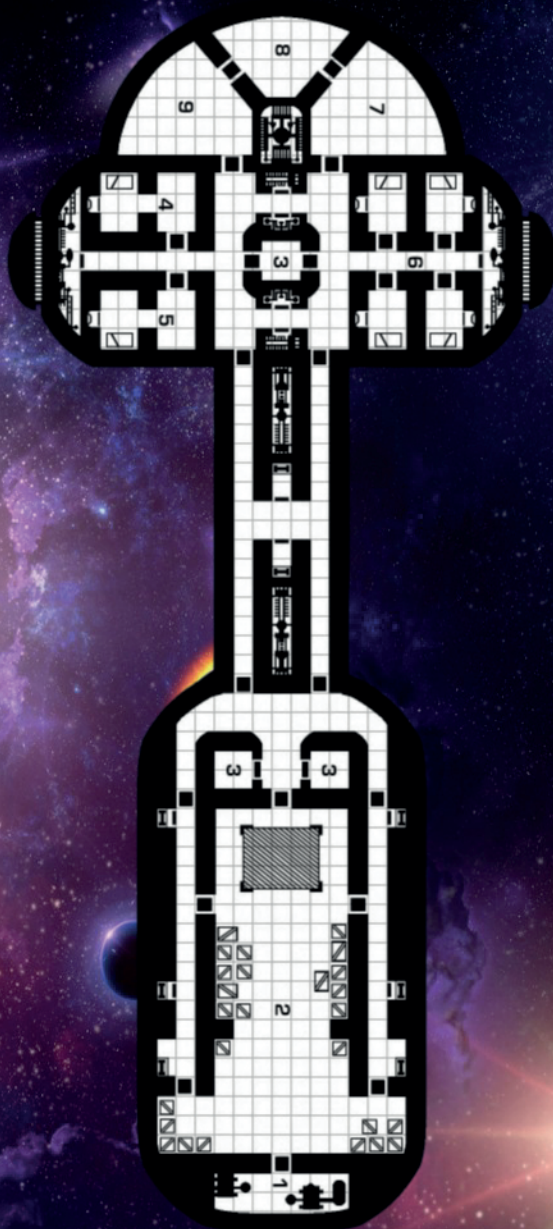
Events/Encounters – None

Command Deck

While it's the smallest section of the Dreamcatcher, the Command Deck is typically the most occupied at almost any given time during the journey. Although it's the location of the Control Room, the Command Deck had an extraordinarily lived-in and friendly demeanor about it as both crews worked to make the area, especially the Control Room (Area 4 – Command Deck), feel more like a home away from home. It was not uncommon to find the captain of the "B" team knitting from her station, or for Ruis, the pilot, to have a stack of old twentieth-century novels next to her pilot's station.



THE DREAMCATCHER UPPER - DECK



COMMAND DECK

AREA 1 – SHUTTLE BAY

The Shuttle Bay is completely locked down and can only be accessed from the ship's exterior due to the damage caused by an unauthorized launch of the exploration Shuttle (Area 2) while the hatch was closed. The resulting crash has caused the largest amount of structural damage to the ship, and it may not be possible to be repaired.

Repairs – The Docking doors that allow for the exploration Shuttle (Area 2) to leave and return to the ship are little more than a clump of twisted slag. If a replacement or enough scrap metal can be found to seal the multiple hull breaches, the repairs can be made. However, it is far more likely that the easier course would be to find a way to completely seal and vent the section. Remember, reward players for creative thinking!

Resources – None

Events/Encounters – None

AREA 2 – SHUTTLE

What is left of the shuttle appears to have been extensively modified from its original purpose by someone who was a great fan of post-apocalyptic Australian movies. The remains of the engines still spark and crackle in the near vacuum of the Shuttle Bay, and the pure heat of its failed launch has fused it with the floor of the area, warming you even through your protective clothing.

Repairs – The shuttle is beyond repair, however, it is possible for an enterprising character to salvage pieces of the shuttle for use in repairing the Dreamcatcher.

Resources – None

Events/Encounters – There is a 2 in 6 chance that, after the Dreamcatcher descends to Drift 3, the shuttle will explode, dealing 20d6 damage to anyone within 60 feet of it (save for half) and doing extensive non-repairable damage to the Shuttle Bay area (Area 1 – Command Deck).

AREA 3 – ELEVATOR

See Entry for Area 3 – Lower Deck

AREA 4 - COMMAND CENTER

As you approach the Command Center, you find the door unyielding to both your presence or the force of your muscle. There is no warning on the display next to the door; this area has not been locked down due to the damage sustained to the ship by the invaders or the event horizon.

The last surviving member of the "B" crew, Rius the pilot, has locked herself in the Command Center and refuses to allow entry to anyone, afraid that everyone on the ship, even the "A" crew who were in cyro-sleep, have been affected by same sickness that drove the rest of the crew insane. It will take a lot to convince the obviously panicked pilot to agree to let the characters into the Command Center. But once through, they will immediately recognize the woman's high, tinny voice as the one they heard on the intercom in Scene 1.

Rius is easily spooked, and anything resembling strange behavior will set her off. Judging from her broken arm and the bloodied bandage on her head, she felt the brunt of her former



crewmate's insanity. Should anyone begin to act strangely around her, there is a 3 in 6 chance that Rius will draw her gun on the character and threaten to shoot them all if the characters don't get out of the Command Center. Should the characters be ejected from the Command Center, re-entry will be extremely difficult.

Repairs – None. Most of the ship's systems have been re-routed by Rius to the Command Center and work decently, but not perfectly well (See Area 5 – Lower Deck). The Command Center can also give the characters an up-to-the-minute status on the Dreamcatcher and her systems as well as what needs to be repaired.

Resources – Rius was able to secure a small cache of supplies before barricading herself within the confines of the Command Deck. In total, the "B" crew pilot has secured 200 rifle rounds, 150 pistol rounds, 2 medium mesh armors, an a single extra pistol.

Events/Encounters – The initial meeting with Rius can occur at any time or during any Drift increment during the adventure.

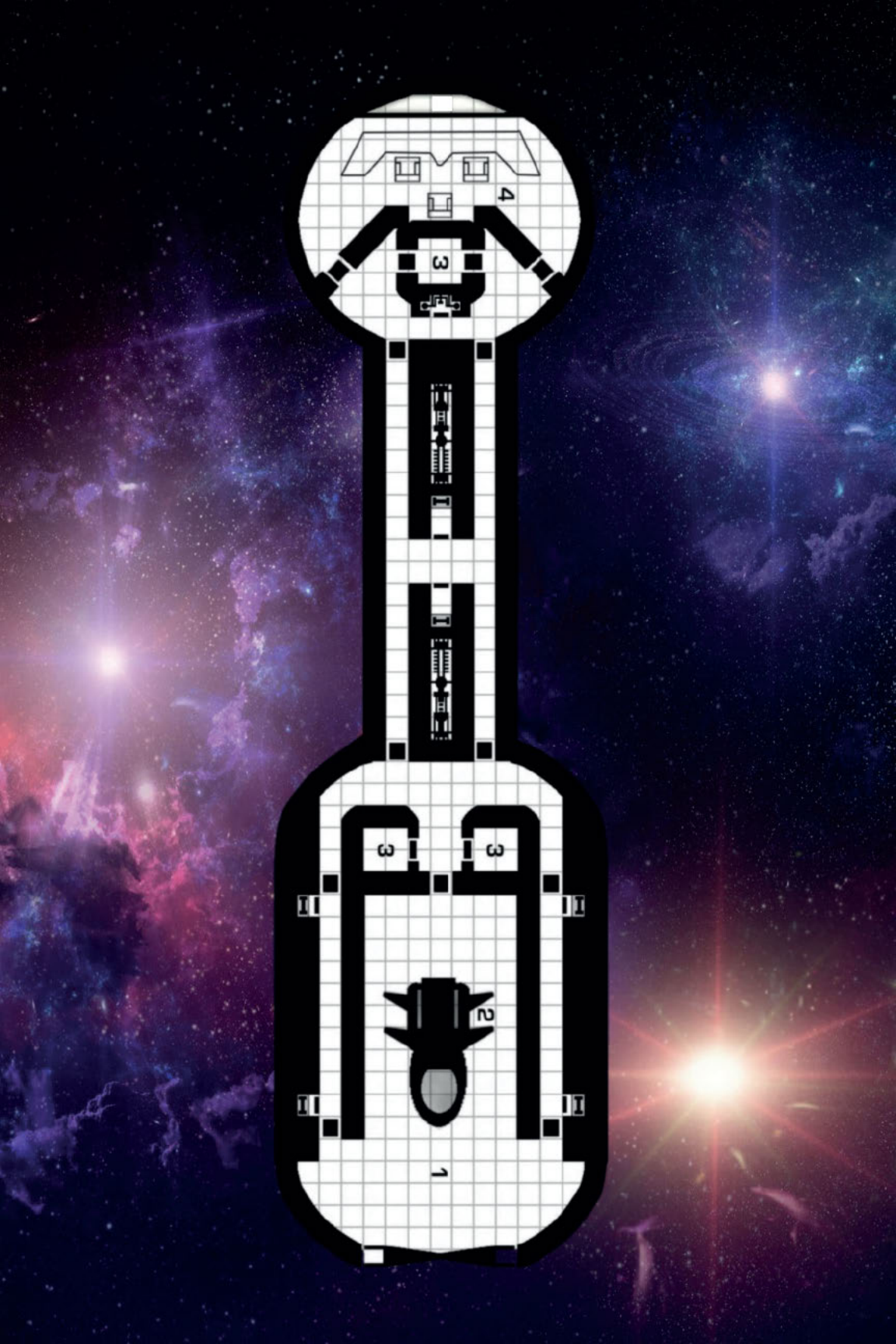


COMMAND CENTER

Depending on the Drift level the Dreamcatcher is currently at, it can be easier or harder to convince Rius of the characters' intent. While Rius will refuse to leave the Command Deck, she can become an invaluable resource to the characters once some of the power systems are repaired by acting as the "eye in the sky" to the characters and sharing information through the ship's intercom system.

Scene Experience – Creatures By Total, Scene 500.







BITTER TRUST

Once all the repairs are completed, the remaining crew of the Dreamcatcher can attempt to break away from the event horizon of the black hole and continue on with their lives. There are only three things standing in their way: The immense gravitational pull of the black hole, Rise, and the Baku. While there are many possibilities for outcomes and climaxes to this story depending on you, your group, and how the events within the adventure played out for your individual group, there are three probable outcomes that have been detailed below.

Remember, above all else, *Event Horizon* is meant to be as cinematic and suspenseful as possible. Just because you and your group have reached the final stretch does not mean that you should allow that feeling to collapse just yet. Let it go out with a bang using every tool at your disposal to make that bang as explosive as possible.

RISE FROM THE DARKNESS

Despite repairing the Dreamcatcher and beginning the slow, laborious escape from the final fringes of the event horizon, the ending is bittersweet as the insanity-inducing delusions of the small girl in the sun dress (see Rise in New Monsters and NPCS) increase, becoming more and more fragmented and gruesome. While Rius seems unaffected, the characters suffer greatly from every positive Drift increment. Select one character at random and ask them to make a Saving Roll; should that character succeed, move to the next

until a character fails their Saving Throw. Once this happens, they become the vessel of Rise and gain access to all of the abilities of a Level 6 Alien Mystic.

While content to be ~~Alien Mystic~~ in prison, Rise will take the opportunity to “test” its new body and attempt to slaughter the characters. Rise’s mental escape from the black hole also triggers a rippling effect through the Black Hole that increases the chances of Time and Sanity Events to a 5 in 6 chance through every Drift increment. There is also an immediate 3 in 6 chance of causing catastrophic damage to the Dreamcatcher leaving it dead in the water and in need of emergency repairs ... however.

NEW FRIENDS

With the successful repair of the Dreamcatcher and the failed attempts to destroy her on the part of the Baku, it is possible for the characters to convince Commander Tr’Qu’ira of the Baku to help them instead of attempting to destroy them. The Baku can be convinced mainly due to two constants: Humans are the first sentient beings they have encountered in nearly a thousand years, and the other is how sane the “A” crew stayed while under the effects of the event horizon. If convinced, the Baku Capital Ship will aid in the Dreamcatcher’s escape through the use of a towing beam that stabilizes the course of the smaller human ship and gives a bonus to the pilot’s attempts to escape (Saving Throw +2).

Should the Baku be convinced to aid in the Dreamcatcher’s escape, ~~Saving Throws~~ of Rising in the Darkness occur, it is possible to request assistance in either the repairs (2 in 6 chance) or in fighting against Rise (1 in 6, or 4 in 6 if the Baku can be convinced that Rise, the entity, has been at fault for the eons of destruction they have witnessed). The Baku lend this aid at great personal expense given the newly unstable nature of the black hole, and some may refuse to lend aid or actively go against their commander’s orders once on the Dreamcatcher. Also, despite their immunity to the insanity effects of the black hole, they are extremely affected by Rise’s Star Knight-like powers, always receiving the maximum effect of those powers if targeted.

NEW BEGINNINGS

Finally, as the ship attempts to escape, it is possible for it to experience a shipwide Time Dilation event, essentially causing the Dreamcatcher—just moments from freedom—to be displaced in Time/Space and end up somewhere and somewhen else.



While many of the effects of the Drift Levels are left up to random tables throughout the adventure, there are a number—limited as they may be—of events that are anchored to certain Drift Levels.

DRIFT LEVEL AND EVENT

Drift 1 - No matter the Time Dilation or number of times the adventure begins anew due to such, the characters (both new and old) awake from cyro-sleep at Drift 1.

Drift 2 - After the Dreamcatcher descends to Drift 2, the players will randomly begin to hear Rise's voice in their heads. This voice offers helpful cheerleading during lengthy or difficult repairs, helps the characters "keep their heads" during the course of a Sanity Event (+1 situational Bonus to Saving Throw), and so on. Baku Drones will shift from Lesser to Greater unless otherwise noted.

Drift 3 - Rise begins to appear "in person" in the guise of a young prepubescent girl in a canary yellow sun dress and continues to aid the characters, possibly even insinuating that it is an AI built by a member of the "B" crew. Once at Drift 3, the Baku will send infiltrators (who are Baku, not drones) to attempt to sabotage the Dreamcatcher and murder the remaining crew.

Drift 4 - No changes; Rise will increase its presence to the characters.

Drift 5 - The Baku Commander, Tr'Qu'ira, will force her way into the Dreamcatcher's communications array and attempt to convince the characters to destroy the ship. In the process, she will reveal much of the Baku's history with the black hole as described in the background of this adventure.

Drift 6 - The black hole is inescapable, and the Dreamcatcher will be destroyed in a matter of hours. The Baku send hordes of Greater Baku Drones to attempt to destroy the characters (See Scene 1 – the Last and First Stand of the Dreamcatcher).

TIME DILATION AND SANITY EVENT EXAMPLES AND SUGGESTIONS

The number of different events that could occur on the Dreamcatcher stretch as far as the Referee can imagine. Any point in both the character's personal history and the history of the world and universe are open to be explored. Just the same are the Sanity Events, everything is open to the will of the Referee and her imagination.

Despite the near-infinite possibilities available to the Referee, sometimes a little kickstart is needed; a beginning to get the creative and truly evil juices flowing in the brain. Below are five event examples for Time Dilation Events and five event examples for Sanity Events. Remember, these are only examples and don't need to be used either in whole or in part in the course of the adventure.

TIME DILATION

Star Fighter Battle – This is an excellent way to inject some excitement into the slower pace of the adventure and explore the excellent space combat rules of *White Star*. The affected characters find themselves in the cockpits of old United Nations Space-Navy fighters in the midst of a dogfight with some outer belt Separatists in the Kuiper Belt. For however long the characters are stuck in this new time, they must both contend with the Separatist fighters and the various ice rocks and other objects in the Kuiper Belt.

Final Death – Being stuck, watching as the final twinkling lights of the universe die out in a cold, infinite death. The characters stuck in this timeline are not affected by the empty



space they believe they are floating in. There is a 1 in 6 chance that, as the final stars twinkle out of existence, they will hear a single bell toll. This event carries a 2 in 6 chance of triggering a roll for a Major Sanity Event.

Take up the Flute – The affected characters wake in a mundane life, feeling as if they have always been a part of it. In this Time Dilation Event, the characters experience another person's life, exchanging the minutes/hours/days of a normal Time Dilation event to months/years/decades. When the affected character's time in the event ends, they are returned to the Dreamcatcher feeling that only a few moments have passed by and they are the same age as when the Time Dilation Event began.

Twisted Hallways – When this Time Dilation Event occurs, every affected character finds themselves in a different time period but still aboard the Dreamcatcher. With every hallway or room they enter, the time shifts to another within the period of life of the Dreamcatcher.

The Dreamcatchers of Two Worlds – The “A” crew encounters the blasted remains of another, future Dreamcatcher that was successfully destroyed by the Baku. If the characters are brave enough, these blasted remains could prove to be important salvage that could help them avoid a similar fate as the other Dreamcatcher. While it's blasted salvage, whole sections of the other Dreamcatcher should be explorable, offering new perils to the characters as they explore their twin. There is a 2 in 6 chance that seeing a destroyed future Dreamcatcher will trigger a Sanity Event.

SANITY EVENTS (MAJOR (M), MINOR (m))

The walls have ears . and eyes, and a heartbeat (M, Mi) – During the Sanity Event, the Dreamcatcher slowly takes on a more and more organic visage. The walls pulse in time with an unheard but felt heartbeat, random body parts materialize and fade away as the characters pass, and tendrils of tumorous masses strike out at the characters from unseen places.

Tumorous Mass – HD 1; HP 4; ATK Strike (1d6); ST 17; MV 6; HDE/XP 1/15; SPC Figitment ½ damage from all mundane attacks.

The Walls are Closing In (Mi) – The affected characters find themselves suddenly separated from their companions and trapped on all sides by walls that slowly close in on them. They will not give no matter the amount of pressure, force, or violence the characters

visits upon any of the walls. The event does not end until the characters are left with only enough room to kneel with their heads bowed.

Watching Gods (M) – The hull of the Dreamcatcher falls away to be swallowed by the aura of lights and matter that is the event horizon. As the affected character basks in the unnatural beauty of the black hole, it suddenly opens revealing a flaming demonic eye of the whitest fires.

The Truth Under the Skin (M, Mi) - The affected characters begin to feel a tingle under their skin. For the next few hours, this itch increases, becoming overwhelming. Soon pieces of the character's flesh begin to fall away in wet, tumorous masses, revealing something primordial under the flesh. To any other characters, even others who are affected, the character appears normal.

The Truth (M) – (Note: This Sanity Event requires an insane amount of trust between you and the players and an ability to separate Player versus Character Knowledge. It is not a good idea to allow more than one player to ever experience this event.) In an epiphany sent from God-knows-where, the affected character suddenly knows the truth. This universe is only the newest in a successive chain of universes that are reborn like a phoenix from the ashes of the old. This character knows the truth of the black hole, of Rise ... and no one will believe him.

YOUR IMAGINATION, YOUR TWISTED, TWISTED
IMAGINATION, IS THE LIMIT

Truly there is no limit to what you, as the Referee, can do for a Sanity or Time Dilation Event as long as one cardinal rule remains in place: Respect your players. Yes, go ahead and scare the hell out of them, do your best to make them wet their pants and want to hide under the covers of their childhood beds. However, know when to stop, know what is too far and don't go there, don't even insinuate it. In the end this is all supposed to be for fun, even if that fun includes needing an extra set of underwear.



NEW ENEMIES

Baku Drone, Lesser

Hit Dice 1

Armor Class 7 [12]

Attack 1d6 (Blade) or 1d6 + 1 (Laser)

Saving Throw 17

Move 15

HDE/XP 2/45



Baku Drone, Greater

Hit Dice 2

Armor Class 5 [14]

Attack 1d6 (Blade) or 1d6 + 1 (Laser) or 1d6 + Poison (Tail)

Saving Throw 16

Move 15

HDE/XP 4/120

Special

The Baku Drone, Greater's tail is filled with a deadly poison. On a successful attack with the Tail there is a 3 in 6 chance that the Drone will attempt to inject the poison into the target of the attack (Save or Die).



Baku Infiltrator

HD 3

Armor Class 4[15]

Attacks Laser Dagger (1d6 +1)

Saving Throw 17

Movement 30

HDE/XP 4/120

Special

Once per encounter the Baku Infiltrator can activate a personal cloaking device for up to 3 turns. Once the Infiltrator makes in action that is not a movement the cloak is dropped.

Flickering Image

Flickering Images are “recordings” of the tortured “B” Crew who appear and disappear at random throughout the ship, although a few are fixed to certain areas.

Hit Dice 3

Armor Class 5 [14]

Attacks Touch (1d6 – See Special)

Saving Throw 17

Movement 15

HDE/XP 4/180

Special

Whenever the Flickering Image successfully hits a target there is a 2 in 6 chance that the target will feel the insanity that washed over the soul of the “B” Crew member resulting in a Minor Sanity Event.



Rise/Levigos

Rise is the consolidated remains of all sentient life from the previous incarnation of the Universe. Trapped since the beginning of current time within the black hole it desires nothing more than to find escape into our universe.

Hit Dice 6

Armor Class 3 [16]

Attacks Corrupted Energy (5d6), Increased Melee (2d6+2)

Saving Throw 13

Movement 12

HDE/XP 8/1,400

Special

Can use Corrupted Energy 3/day, Force of Will 1/day, has access to the following Mediations/Gifts (Protective Mediation 2, Combat Coordination, Alter Time, Detect Thoughts, Protection from Missiles, Levitate)

Personality: Rise is deceptively nice. When first encountered Rise appears as a helpful voice within the characters' heads, sounding like a sweet and innocent young girl. While forwardly nice, everything Rise does is for the purpose achieving its release from its prison. When Rise starts to manifest physically it does so as a young girl in a canary yellow sun dress, who besides offering advice, admiration, and works to keep the characters motivated, tends to move in a manner that could be considered cute such as skipping, hopping, and so in. In truth this is not so much to maintain his deception but to "stretch" as the Dreamcatcher has lasted longer in the event horizon than any previous ship thanks in part to the Baku's diligence in guarding the black hole.

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You wake to strobing red lights, the piercing cries of your ship in its final death throes and drowning in the very fluid that was too keep you alive for a twenty year nap .

Event Horizon features a full length adventure within the confines of a derelict freighter caught in the event horizon of an unknown black hole and assailed by an alien race ... the first humanity has ever encountered.

The alien threat is the least of the crew's concern, however, as their ship drifts ever closer to the black hole and all of time, space, heaven and hell begin to make the Dreamcatcher their playground.

Event Horizon is an introductory Adventure for the White Star Roleplaying Game suitable for 4 to 6 1st level players and features new rules for sanity, time dilations, system repairs, new enemies, items, and class options.