

STAR FRONTIERS ADVENTURE MODULE: SF-0

CRASH ON VOLTURNUS

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MODULE BRIEFING

CRASH ON VOLTURNUS is the first module in the VOLTURNUS series. Two other modules, VOLTURNUS: PLANET OF MYSTERY and STARSPAWN OF VOLTURNUS, may be played after completing CRASH ON VOLTURNUS. While neither of the sequels are necessary to play this module, we recommend you complete CRASH ON VOLTURNUS before playing VOLTURNUS: PLANET OF MYSTERY or STARSPAWN OF VOLTURNUS.

This module is designed for 4 to 8 characters. The character group should include at least one Vrusk, at least one character with medical skills, and at least one character with environmental skills. In addition, the party will find it wise to spend most of their money on items other than weapons when they start the adventure, (all weapons will be destroyed early in the adventure.)

In this module booklet, you will find several sections. These sections include the "Player Character Background Report," the "Alien Culture background report" and the "STAR FRONTIERS Planetary Brief." These sections should be printed and kept in separate notebooks as expandable files. When the adventure begins, give the "Player Character Background Report" to your players.

USING THE MAPS

In this module you will find several maps. One shows a small interior section of the starliner "Serene Dawn". The adventure begins as a group of space pirates hijack the Serene Dawn. You may enlarge this map and use it as a "playing board".

At the end of this module, you will find a partial planetary map of Volturnus. Do not show this map to your players at anytime, it is for your reference only. The planetary map will be used to keep track of the movement of the characters on the planet. The planetary map uses hexagons instead of squares to show direction and distance on the planet's surface more accurately. Each hexagon (hex) is color-coded to represent its dominant terrain. In addition, some hexes contain symbols representing unusual features.

When the players tell you their direction of travel, they should use the terms northeast, east, southeast, southwest, west, or northwest. The direction of travel for each hex should be specified separately so there is no confusion about the location of the characters. You will find maps of the Forbidden Caverns and the Lake of Fire in the STAR FRONTIERS System Brief. Use these special maps when you reach the encounter sections calling for them.

MAPPING

The characters should use hexagonal paper (hex paper) to map their route while outdoors, and 1/4 inch square graph paper or a similar style of grid system to map their route while in the Forbidden Caverns.

The simplest way to map terrain is to color code the hexes according to terrain type. If colored pencils are not available, letters or symbols may be used to mark terrain.

Some hexes contain noteworthy features, such as towns or rock formations. The characters should mark these with a symbol they understand. Knowledge of these features may prove useful if the party becomes lost or wishes to rendezvous at a certain place.

On Volturnus, the distance to the horizon is 1 hex. This means characters can see into the next hex if their line of sight is not blocked. Note, however, characters cannot identify any objects smaller than a mountain unless in the same hex as that object. Characters may see farther than 1 hex only when standing in a hex with a high elevation point and an unobstructed view. When this is the case, they can see up to 2 hexes, but cannot identify any objects unless in the same hex as that object.

MOVEMENT ON VOLTURNUS

Movement on Volturnus varies greatly with terrain type and character race. Because of the harsh conditions on Volturnus, characters will rarely find it advantageous to split up. In addition, the terrific heat of Volturnus slows the movement of any race. All movement rates on Volturnus are specified for a mixed party of races, and take the heat into account.

FOOD AND WATER ON VOLTURNUS

In this module, assume characters can find all the food and water they need, unless there is reason to assume otherwise. The characters may have trouble finding food and water under any number of circumstances, such as traveling in the desert where no water and little food is available. Circumstances that make it difficult to obtain food and water will be specified in this module.

ADVENTURE BEGINNING, SPACE PIRATES!

Use the starship map for this encounter section. Player characters begin the adventure in their cabins. They have no equipment with them except their tool kits. (Note that weapons of any sort are not considered tool kits. All weapons will be locked in the weapons locker on the bridge.)

PLAYERS' DESCRIPTION

"The government of Truane's Star has hired you to carry out a preliminary exploration of a newly discovered planet. You are to journey by starliner to Volturnus and map as much of the planet as possible. The government is especially interested in contacting and studying any intelligent races living on the planet. If you meet an intelligent race, you are to make friendly contact and learn as much about them as possible.

The first expedition to Volturnus disappeared without trace as soon as it entered the Zebulon system. If possible, you are to locate and rescue any survivors of this mission. As you boarded the starliner that would take you to Volturnus, the steward gave you an interior

plan of the starship and urged you to study it carefully. He also searched your luggage and placed all weapons and power packs in the weapons locker. His assistant placed your other heavy gear, such as the military skein-quits given to you by the government of Truane's Star, in the cargo hold. The only items you were allowed to take to your tiny cabins were your non-weapon tool kits.

During your journey, you have toured the area of the ship not shown on the map. It contains recreation areas, the observation dome, the galley, the first class living quarters, and fuel storage. There is nothing else of interest in that area. In the event you must evacuate ship, you have been instructed to proceed immediately to the escape bay, where two of the Serena Dawn's lifeboats are stored. Each lifeboat holds up to eight persons.

If it becomes necessary to use the lifeboats, you have been instructed not to open the hatch until all persons using the lifeboat are assembled and ready to enter it. This is because the lifeboats automatically launch one minute after the hatch is opened. They then seek the nearest inhabitable planet and land in the first safe spot."

FOR THE REFEREE ONLY: If the characters insist on searching any area of the ship not on the map, go directly to random encounter number 5.

INTERROGATION

During the course of the adventure, the characters may try to question a captured space pirate. The pirate will cooperate only if he feels the characters will injure him if he does not. Even then, he will reveal only two things; the weapons locker has been destroyed and the bridge is guarded. Any pirate would rather die than reveal anything more about himself or his home.

COMPUTER

If a character with computer skills attempts to use the computer to gain information, he will find it is engaged in an emergency program. The computer will display only the following information:

EMERGENCY ALERT! EMERGENCY ALERT! SECURITY VIOLATION ON BRIDGE. REPEAT: INTRUDERS ON BRIDGE!

EMERGENCY ALERT! EMERGENCY ALERT! EXPLOSION REPORTED IN WEAPONS LOCKER. REPEAT: WEAPONS LOCKER DESTROYED.

RANDOM ENCOUNTERS

After the pirates capture the ship, there is a 1 in 10 chance the characters will meet one or more of them. Roll 1d10 every 1 to 3 minutes. If you roll a "1," consult the random encounter listings below. These listings are used sequentially, so encounter 1 takes place first, encounter 2 takes place second, and so on.

These encounters take place as soon as logically. Do not, however, have pirates suddenly appear where there is no chance they could appear. Pirates should appear as the characters round a corner, open a door, or move into any area not previously visible. If the

characters are stationary, the pirates should appear at the closest possible entrance.

1) Pirate A

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d8, Guts d6, Notice d6

Pace: 6; **Parry:** 6; **Toughness:** 6

Edges:

• **Brawny:** +1 to Toughness

Gear: Vibro-knife, Dmg. Str+ d4+ 2, 1 SEU per hit, 20 SEU in handle

The pirate will attack the closest character, attempting to hold this character hostage. If he succeeds in grabbing any character, he will draw a vibroknife and threaten to kill this character, attempting to persuade the rest of the party to accompany him to a passenger-class cabin. If the rest of the party cooperates, Pirate A will lock them all in the cabin and leave. In this event, go immediately to random encounter 5.

2) Pirate B

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d8, Guts d4, Notice d6

Pace: 6; **Parry:** 6; **Toughness:** 5

Edges:

• **First Strike:** May attack a foe who moves adjacent to him

Gear: Night Stick, Dmg. Str+ d4

Pirate B will attack the closest character with his nightstick. If he suffers a Shaken result, (after recovering) he will attempt to flee toward the bridge.

3) Pirate C

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Notice d6, Shooting d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Edges:

• **Quick:** Discards cards of 5 or less

Gear: Automatic pistol Rng. 12/ 24/ 48, Dmg. 2d6, ROF 3 (1), Shots 20, AP1, Automatic

Pirate C will attack the entire party with his automatic pistol. If he runs out of ammunition, he will attack with his gun butt until dead or unconscious. He has one clip of ammunition in his gun.

4) Pirates D & E

Pirate D

Attributes: Agility d6, Smarts d6, Spirit d4, Strength d6, Vigor d8

Skills: Fighting d8, Guts d6, Notice d6, Throwing d6

Pace: 6; **Parry:** 6; **Toughness:** 7

Edges:

• **Brawny:** +1 to Toughness

Gear: 1 Tangler grenade, Blackjack Dmg. Str+ d4

Pirate D will throw his tangler grenade immediately. Any party members within its burst radius may make an Agility roll to avoid. After throwing the tangler grenade, pirate D will attack the closest party member with his blackjack.

Pirate E

Attributes: Agility d8, Smarts d6, Spirit d4, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Notice d6, Shooting d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Edges:

- **Steady Hands:** Ignore unstable platform penalty

Gear: Laser Pistol Rng. 15/ 30/ 60, Dmg. 1-3d6 (set on 2d6), ROF 2, Shots 20, one SEU clip in gun.

Pirate E has set his laser pistol energy dial at 2 SEU and will not change it. He thus has a maximum of 10 shots. If he uses all his shots, he will melee using the pistol butt as a weapon.

5) Ship explosions

The ship begins to vibrate badly. The characters hear three loud explosions, and the ship lurches. Each character must make an Agility roll or fall to the ground.

The second turn, pieces of the ship begin to fly throughout the entire area. There is a 1 in 8 chance each character will be struck by one of these pieces, taking 1d6 damage. If the characters run toward the lifeboats, they will meet no pirates anywhere; all other beings have abandoned ship. There will be one lifeboat left when they reach the escape bay.

PLANNED ENCOUNTERS

1) Beginning

Read the following description to any character:

“You hear the sound of scuffling outside your cabin. After the scuffling continues for two seconds, a man cries "Help!" A loud thump follows the man's cry.”

The space pirates are hijacking the *Serena Dawn*. One of them is attacking a crewman in the corridor. When the characters investigate, the pirate will attack with his fists. If the pirate is Shaken, (after recovering) he will surrender. Most pirates will continue to fight until knocked out or killed.

2) Fight in the Corridors

As the characters enter the corridor between the two rows of passenger-class quarters, read the following description to them:

“You see three space pirates in the corridor between the two rows of passenger-class cabins. The first pirate, carrying a bullwhip, stands at the top end of the corridor. The second pirate, carrying a club, stands at the junction of the corridor leading from the airlock and the corridor running between the passenger-class cabins. The third pirate, wearing shock gloves and a power belt, is at the bottom end of the corridor.”

Each pirate will attack the first character he sees, and continue attacking until the character or himself has been knocked out or killed.

Pirate G, H

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d8, Guts d6, Notice d6

Pace: 6; **Parry:** 6; **Toughness:** 5

Gear: **Pirate G** Bullwhip Dmg. Str+ d4, -2 to opponents' Parry, +1 to disarm. **Pirate H** Club Dmg. Str+ d4

Pirate I

Attributes: Agility d8, Smarts d6, Spirit d4, Strength d6, Vigor d6

Skills: Fighting d8, Guts d6, Notice d6

Pace: 6; **Parry:** 6; **Toughness:** 5

Edges:

- **Florentine:** +1 vs. foes with single weapon and no shield, ignore 1 point of gang-up bonus.

Gear: Shock Gloves Dmg. 2d6, 2 SEU per hit, Power belt with 25 SEUs, Unarmed

3) Searching the Cargo Bay

If the player-characters wish, they may search the cargo bay for useful equipment. Read the following description as they enter either cargo bay:

“You have entered a cargo bay. There are many boxes piled in every square, with just enough room for you to walk between them. You can also see several rows of cargo cabinets. Apparently, these cabinets are unlocked.”

As the characters search through the boxes and cabinets, roll on the cargo search table below. All items are stored in clearly marked cargo boxes. It requires one turn to open a cargo box, and another turn to remove the contents.

If the characters have searched all the boxes and cabinets in both cargo bays without finding their skeinsuits, they will find the skeinsuits in the last cargo box.

CARGO SEARCH TABLE

Roll	Type of Cargo Found	Wt.
01-05	Character's military skeinsuits*	2
06-10	10 Laser rifle clips*	
11-15	12 Packets of dehydrated food**	1
16-20	1 Computoy	20
21-25	Ship doctor's spare medkit*	10
26-30	Crates of hand axes	2 each
31-40	1 holographic fireworks projector	8
41-45	Chronocom --	
46-50	Boxes of ball bearings --	
51-55	Chocolate anchovies in aspic --	
56-60	Steambath perfume	2
61-65	1 Prize Vrusk statue	10
66-70	Character's non-weapon equipment* --	
71-75	Bolts of silk	10
76-80	Galacticana Encyclopedia	4
81-85	Yazirian punching bags	
86-90	Large machine gears	20
91-95	Vrusk body wax --	
96-00	High fashion human dresses --	

*Can be found only once.

** Each packet feeds the entire group for one day.

There is one pirate guard in each cargo bay. Pirate J guards the left bay, and pirate K guards the bay on the right. Each will stand near the center of his cargo bay. Both pirates will fight until they are knocked unconscious or they win the fight.

Pirate J

Attributes: Agility d8, Smarts d6, Spirit d4, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Notice d6, Shooting d8

Pace: 6; **Parry:** 5; **Toughness:** 5

Edges:

- **Steady Hands:** Ignore unstable platform penalty

Gear: Gyrojet Pistol Rng. 10/ 25/ 50, Dmg. 2d8, ROF 3, Shots 10,

Pirate J will fire his gyrojet pistol until out of ammunition, then use the pistol butt in melee. Assume he begins the combat with a fully loaded clip.

Pirate K

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d8, Vigor d8

Skills: Fighting d8, Guts d6, Notice d6

Pace: 6; **Parry:** 6; **Toughness:** 7

Edges:

- **Brawny:** +1 to Toughness

Gear: Axe Dmg. Str+ d6

Pirate K will attack with his axe until he wins or is knocked unconscious.

4) Gunfire in the Airlock Chamber

As the characters enter the airlock chamber closest to the escape bay, they will see two space pirates.

“There are two pirates in this airlock chamber. One holds a grenade, and the other holds a sonic stunner. They move to attack you immediately.”

The pirates will attack as soon as they see the characters.

Pirate L, M

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d8, Vigor d6

Skills: Fighting d8, Guts d6, Notice d6, Shooting d8, Throwing d6

Pace: 6; **Parry:** 6; **Toughness:** 5

Edges:

- **Quick:** Discards cards of 5 or less

Gear: Pirate L 1 Frag. Grenade Rng. 5/ 10/ 20, Dmg. 3d6, Medium Burst Template.

Pirate M Sonic Stunner Rng. 4/ 8/ 15, Dmg. Stun, ROF 1, Shots 20, 2 SEU per shot, Vigor roll to avoid stun.

5) Retreat from the Bridge

If the characters enter the bridge area, read the following description to them:

“As you open the door, you immediately realize a struggle has taken place. Chairs, instruments, and even unconscious officers lie strewn about the floor. You see four armed space pirates on the bridge. The first holds an automatic pistol, the second holds a needler pistol, the third holds an electrostunner, and the last holds a laser pistol.”

If the characters have entered the bridge section with the weapons locker, read the following statement:



“From your vantage point, you can see the weapons locker has been destroyed, along with everything it once contained.”

The pirates have orders to guard the bridge at all costs. They will open fire as soon as they see the characters. The guards will not follow the characters if they leave the bridge area.

Pirates N, O and P

Attributes: Agility d8, Smarts d6, Spirit d4, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Notice d6, Shooting d8

Pace: 6; **Parry:** 5; **Toughness:** 5

Edges:

- **Steady Hands:** Ignore unstable platform penalty,

Gear: Pirate N Automatic pistol Rng. 12/ 24/ 48, Dmg. 2d6, ROF 3 (1), Shots 20, AP1, Automatic

Pirate O, Needler pistol Rng. 5/ 10/ 20, Dmg. 2d6, ROF 3, Shots 10, Pirate P, Electro-stunner Rng. 2/ 4/ 8, Dmg. 3d6, ROF 1, Shots 20,

All three pirates have one clip in their weapons. They will fire them until empty and then use the pistol butt in melee.

Captain Slag (Wild Card)

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d8, Guts d6, Intimidation d6, Notice d6, Shooting d8

Pace: 6; **Parry:** 6; **Toughness:** 6

Edges:

- **Command:** +1 to troops recovering from being Shaken
- **Dodge:** -1 to be hit from ranged weapons
- **Strong-willed:** +2 to Intimidation and Taunt, +2 to resist

Gear: Laser Pistol Rng. 15/ 30/ 60, Dmg. 1-3d6 (set on 3d6), ROF 2, Shots 20, one SEU clip in gun.

Captain Slag will fire one 3 SEU shot from his laser pistol each round until he exhausts its 20 SEU clip. He will then use the pistol butt in melee.

6) ESCAPE!

As the characters enter the escape bay, read the following description to them:

"The escape bay is empty except for one lifeboat. Looking into it, you notice an item inside labeled "Survival Pack." This seems to be locked in some sort of cabinet. Suddenly, the *Serena Dawn* lurches, and you hear three loud explosions coming from the bridge. The ship trembles for several seconds, then lurches again and you hear another explosion. You hear various squeaks and groans as the ship twists and buckles beneath your feet."

The lifeboat is large enough for eight characters. As soon as the first character opens the entry hatch, a computerized voice will say, "One minute to launch. Please fasten your seat belts." Ten game rounds later, the lifeboat will blast out of the escape bay. All characters should be in the lifeboat by this time. (Two characters may enter the lifeboat every round.)

If the characters do not wish to enter the lifeboat immediately, tell them the ship is about to explode. They will see pieces of metal flying about inside the escape bay, and they will notice a crack forming in one of the walls of the escape bay.

After the characters secure themselves inside the lifeboat, it will automatically launch itself. As the lifeboat starts to move, four space pirates armed with automatic rifles will enter the escape bay and shoot at the lifeboat. There is no chance this fire will injure any characters, but they will feel the lifeboat shudder and lurch as the bullets strike it.

The lifeboat will then seek the nearest inhabitable planet and find a safe place to land.

EXPERIENCE POINTS

Players who took an active part in the adventure receive 2 experience points. Players who were extremely helpful or active in this section receive 3 experience points. Players who managed to escape, but who did not show any initiative, receive only 1 experience point.

CRASH IN THE DESERT

The characters are about to reach Voltturnus. Unfortunately for them, however, they are not arriving with the benefit of all the equipment and preparation they would have liked. Instead of landing in a choice site in a fully equipped shuttle, they are crash-landing in the middle of a hostile desert. They are light-years from their home planets, with no hope of rescue in the foreseeable future. To survive, they must improve their Ability scores, learn new skills, and utilize every shred of imagination they possess.

MOVEMENT

Since the characters will move over a wide range of terrain on Voltturnus, it is difficult to specify a standard movement rate. While traveling over the planetary map of Voltturnus, characters will move at the rates specified in the planetary movement table.

Terrain Type	Sight (hexes)	Move/ Hour (km)	Move/ Day (hexes)
Alien Fungus	1	.8	1
Bachanda Trees	0	.8	1
Burning Land	1	.4	1/2
Caverns*	0	.8*	1*
Cliffs	0	.4	1/2
Crystal Mountains	1	.8	1
Desert	1	1.6	2
Dry Canal	1	3.2	4
Fertile Area	1	3.2	4
Hills	1	3.2	3
Lake**	1	.8	1
Lava Beds	1	.4	1/2
Meteor Crater	1	1.6	2
Mist Mountains	0	.8	1
Rocky Barrens	1	1.6	2
Roller Path***	1***	2.4	3
Ruins	1	2.4	3
Salt Flat	1	1.6	2
Sea**	1	.8	1
Shard Plains	1	.4	1/2
Tectonic Area	1	.8	1

* Move rate with guide, without guide varies.

** swimming (hour only) and raft (hour & day).

*** Roller paths cannot be seen except from high elevation points, or from the same hex as the path.

As the characters move across the planet surface, they should use the hex paper provided in the Player Character Background Report to map the terrain.

A dashed line circles the lifeboat crash site. This is the movement limit for CRASH ON VOLTURNUS. It is important the characters do not pass this line, especially if you plan to play the sequel to CRASH ON VOLTURNUS. If the characters reach this line, turn immediately to planned encounter 3 (the UI-Mor). In addition, if the characters begin to die of thirst or starve, turn immediately to planned encounter 3.

Most characters will spend their time wandering through the desert. They may, however, occasionally wander into the salt flats or the burning lands.

If they do so, allow them to wander through these lands for a few hours, then persuade them to leave. In the burning lands, a volcano will erupt, and the only way to escape the lava flow will be to flee back to the desert. In the salt flats, a small tidal wave will rise and force the party to run back to the desert.



TIME

Normal game time may prove impractical in this encounter section, since most action on the planetary surface occurs in daily segments. Because of this, the time reference period on Volturnus is 12 hours. These periods alternate between night and day. For the purposes of random encounters, roll once every period, or twice a day.

WATER IN THE DESERT

In the harsh Volturnian desert, a character needs 4 liters (1 gallon) of water per day to survive. Players can reduce this amount by 1 liter if they take two salt pills each day. They can further reduce this amount by 1 liter per day by traveling at night and resting in the shade during the day.

If the characters move at their maximum rate, they must double the amount of water needed to survive (after taking into account any precautions taken to reduce water consumption). Thus, a character moving at maximum speed during the day without taking salt pills would need 8 liters of water a day to survive. If, however, the character were taking two salt pills each day, he could move at maximum rate and survive on 6 liters of water a day. Finally, a character moving at maximum rate during the night and taking two salt pills a day would need only 4 liters of water per day to survive.

The amount of water needed to survive includes all water used to rehydrate survival or dehydrated rations.

PLAYERS' DESCRIPTION

"As your lifeboat leaves the *Serena Dawn*, you see the starship tremble again. A few metal chunks float out of the escape bay, and then all is quiet. Your lifeboat quickly accelerates toward the forbidding planet of Volturnus. As you approach the daylight side of the planet, you see nothing. A great portion of the planet is shrouded in clouds. Your lifeboat enters a shallow orbit and travels to the other side of Volturnus, where it begins its descent into the dark, clear night.

Sparks begin to fly from the onboard computer. Then, after several seconds of jolting, a rear engine explodes and a fire erupts on the exterior of the lifeboat.

The fire grows larger and hotter as you descend, even entering the passenger compartment. After two minutes of intense heat, the lifeboat crashes into a high outcropping of rocks. The fire seems to die down, but flames still flash from the rear engine and the onboard computer."

For the Referee only: Each character has a 1 in 10 chance of being injured in the crash. If a character is injured he/ she takes 1d6 damage (this roll can ace as normal).

After the characters recover from the shock of crash-landing, they will notice the survival kits have popped out of the lockers and are ready to be removed from the lifeboat. They will also notice a foul-smelling liquid seeping from the engine compartment. Some of this liquid is starting to burn.

The characters have enough time to remove the survival packs from the lifeboat, but no other equipment can be removed. The lifeboat will burst into flames as soon as the last survival pack is removed. Two rounds later, it will explode. If the characters attempt to remove other equipment before the survival packs, they will be unable to do so because the liquid is covering everything in the shuttle except the survival packs.

The liquid is actually a flammable acid which ruins everything it touches. If the characters have not removed the survival packs after two rounds, the liquid will start to burn. The characters will then have one round to remove the survival packs before the lifeboat explodes. Any character within 20 meters (10") of the explosion will take 1d6+1 damage, and any character actually in the lifeboat when it explodes will take 5d6 damage.

The lifeboat has eight survival kits, each containing 1 machete, 1 box of matches, 1 all-weather blanket, 1 first aid pack, 1 chronocom, 2 packages of survival rations (enough food for 1 person for four days), 1 tangle grenade, 1 compass, 1 lifejacket, 10 salt pills, 1 pocket tool, 1 flashlight, 1 doze grenade, 10m of rope (30 feet), 1 toxyrad gauge, 8 liters of water, 1 pair of sunglasses, 1 pair of stretch coveralls, 1 poly-vox, and 1 laser pistol with a 20 SEU clip.

After the lifeboat explodes, read the following description to the characters:

"The night has passed, and it is now dawn. A desolate wilderness of sand and rock stretches as far as you can see in every direction. The desert is occasionally broken by green flat plants similar in appearance to filly pads. Though it is only a few minutes past sunrise, the heat is already overbearing."

RANDOM ENCOUNTERS

When moving through the desert, characters will have random encounters. Check for random encounters at the beginning of each period (every 12 hours). Roll 1d10; a random encounter will take place during the day if you roll 1-3 and at night if you roll 1-2. When a random encounter occurs, roll on the random encounter table to determine which encounter will take place. Descriptions of each random encounter may be found starting on page 20.

DESERT RANDOM ENCOUNTER TABLE

Roll	Encounter
1-2	Burrower Snake
3-4	Sand Storm
5-6	Funnel Worm
7-8	Sand Shark
9-10	Lopers

PLANNED ENCOUNTERS

Because of the vast territory the characters may journey through, the number of planned encounters is limited. There are only three planned encounters in this section; all are designed to accomplish specific goals. The first encounter, the poison well, warns the characters that many things on Voltornus are not as they seem. The second encounter, with the jet-copter, foreshadows later encounters with Voltornian space pirates. The third encounter, with the UI-Mor, is designed to provide clues to the secret of Voltornus, but only after the characters pass the test of tribal membership.

1) Poison Well

Read the following description to your characters as they start to leave the crash site:

“From your vantage point high in the rocks, you see what appears to be a covered well 8 kilometers east of you.”

The well is a deep hole lined with rocks. A small rock dome covers the well. This dome has only one entrance, on the northeast. This entrance is 1 meter high. The bottom of the well contains 12 liters of water.

The dome was built by the UI-Mor to protect the well, which is poisonous to Humans, Dralasites, Vrusk, and Yazirians because of its high arsenic content. The water is not poisonous to UI-Mor, however, for they have a special organ that filters out arsenic.

This is not the only poisonous well in the desert. There is a 50% chance that any other well in the desert will be poisonous. If any character uses a toxyrad gauge on a poisonous well, he will detect the arsenic.

Arsenic is a cumulative poison, continuing to collect inside the body until death occurs. The first time a character drinks from an arsenic well, there are no undesirable side effects. The second time, the character must make a Vigor roll at -2. If the roll fails the character loses a die in Vigor in 2d6 days. If the character continues to drink the water, the effects are cumulative. If a character's Vigor drops below a die 4, the character dies. A shot of antitox will halt the effects but will not restore the lost Vigor.

If the characters boil the water and collect the condensed steam (by trapping the vapor under a plastic tarp or similar item and collecting the liquid as it cools), the water will be safe to drink. They may collect up to 8 liters a day in this manner. But simply boiling the water is not enough, since the arsenic will still be in the water.

2) Pirate Search Craft

Eleven periods after the characters leave the lifeboat wreckage, a pirate search-copter will fly over them.

“You hear the distant throbbing of a small jet-copter on the desert air. Looking back toward the lifeboat's wreckage, you see a small jet-copter flying toward you. It is flying very high, but you can see it is an open search-type copter.”

If any character uses magnigoggles to look at the jet-copter, they will see it carries three very mean looking men, obviously pirates. They will also see a painting of a red devil surrounded by silver stars on the side of the copter.

If the characters attempt to hide from the jet-copter, it will cross back and forth over their general vicinity several times, then leave. But if the characters attempt to attract the attention of the men in the copter, it will hover overhead. All three men will fire their laser pistols at the party members. Luckily for the player characters, the pirates will miss because of the range and difficulty of firing from a jet-copter.

After firing at the characters several times, the men in the jet-copter will run out of ammunition and fly back toward the life-boat. As they leave, one of the men in the jet-copter will drop a note reading, "We know who you are. You'll never leave Voltornus alive."

3) The UI-Mor

The characters will encounter the UI-Mor when they have reached the movement limit marked by the dotted line on the planetary map, or are dying of thirst. This encounter is designed to introduce the characters to their first intelligent race on Voltornus, to further the plot of the adventure, and to keep them from dying in the wilderness.

“You see a number of individuals riding toward you over a distant ridge. They vaguely resemble octopi, except their bodies are plum-purple and highly decorated with feathers, primitive jewelry, tattoos, and bright paint. They carry spears and war clubs in four of their tentacles, and keep their other four tentacles wrapped around their mounts, which resemble two-legged dinosaurs standing 4 meters tall. The tallest rider shouts a high pitched command and the riders spread out along the ridge to await another command. The riders are about 500 meters away.”

The characters have encountered the advance guard of an UI-Mor tribe changing camps. The UI-Mor will make no hostile gestures.

Five UI-Mor will ride toward the characters slowly and carefully, keeping their weapons handy, but not raised in a threatening manner. The UI-Mor will stop if the characters make any threatening gestures. Once the UI-Mor are within easy speaking distance, they will attempt to establish contact.

At this point, if the characters have the baby lopers with them, the tallest UI-Mor will ceremoniously drop his weapons and raise four of his tentacles. If the characters do not have the lopers, the UI-Mor will simply wait for the characters to make the next move.

Communication will prove difficult until the poly-vox has had sufficient time to study the UI-Mor language. Meaningful communication will

be restricted to gestures at first, but the poly-vox will soon enable the characters to communicate with the UI-Mor. Even after the poly-vox is working at full potential, the characters will find the UI-Mor language primitive and limited to basic ideas.

The UI-Mor will soon ask permission to use their primary means of communication, the direct mind link. Any character who under goes the direct mind link will be able to communicate with the UI-Mor normally. The UI-Mor will explain that food and water are scarce in the desert, and by law they can share food and water only with tribe members. It is obvious, however, that the characters will soon die if somebody doesn't help them, and so the UI-Mor will give the characters food and water if they will join the tribe. If the characters are not willing to undergo the manhood ritual required to join the tribe, the UI-Mor will regretfully leave the characters to die in the desert.

If the characters agree to join the tribe, the UI-Mor will lead them to the oasis just outside the Burning Lands. During this journey, the characters must travel a little behind the UI-Mor and camp separately, since they are probationary members of the tribe. They will be immune to all predictable natural disasters such as sandstorms, flash-floods, starvation, and dying of thirst. Furthermore, the characters will only have to fight for five turns before the UI-Mor will come to drive away the attacking creature. Once they arrive at the oasis, the UI-Mor will insist the characters rest until all of their wounds are healed.

UI-Mor non-player characters

There are 20 average UI-Mor riders in the tribe your player characters meet. Use the set of average characteristics below for these 20 riders. In addition to the 20 riders, there are 5 leaders. These five leaders are shown below the average characteristics.

Average UI-Mor

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Notice d6, Riding d8, Throwing d6

Pace: 8; **Parry:** 6; **Toughness:** 5

Edges:

- **Fleet-footed:** UI-Mor "glide" across the ground like a snake on their tentacles
- **Two Fisted:** May attack with a single handed weapon in either four of its tentacles or two attacks with a two-handed weapon in two "sets" of their tentacles with no multi-action penalty
- **Mind Link:** UI-Mor can create a link to an intelligent creatures mind and communicate with them. Rng. Spirit die type, a creature may make an opposed Spirit roll to avoid link. Once established the UI-Mor need only concentrate to maintain link and can take no other actions

Gear: 2 Spears Str+ d6, Parry +1, Reach (1"), Two "hands"

The UI-Mor all ride Lopers

Loper

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d12, Vigor d8

Skills: Fighting d4, Notice d6,

Pace: 8; **Parry:** 4; **Toughness:** 7

Special Abilities:

- **Bite:** Str+ 1

- **Endurance:** Lopers can maintain a full run for 30 minutes. Each 10 minutes after this, they must make a Vigor roll or suffer Fatigue. One level of Fatigue is recovered for every 30 minutes of rest.
- **Fleet-footed:** +2 to Pace, Lopers roll a die 10 for running
- **Immunity:** Lopers are immune to Needlers
- **Size:** +1
- **Native World:** Voltornus - desert

Fonn-Ar the Warrior

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d8, Guts d6, Notice d6, Riding d8, Throwing d8

Pace: 8; **Parry:** 7; **Toughness:** 5

Edges:

- **Alertness:** +2 to Notice rolls
- **Fleet-footed:** UI-Mor "glide" across the ground like a snake on their tentacles
- **Two Fisted:** May attack with a single handed weapon in either four of its tentacles or two attacks with a two-handed weapon in two "sets" of their tentacles with no multi-action penalty
- **Mind Link:** UI-Mor can create a link to an intelligent creatures mind and communicate with them. Rng. Spirit die type, a creature may make an opposed Spirit roll to avoid link. Once established the UI-Mor need only concentrate to maintain link and can take no other actions

Gear: 2 Spears Str+ d6, Parry +1, Reach (1"), Two "hands"

Fonn-Ar is brave to the point of foolhardiness; open and forthright.

Arkadas the Red

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d6

Skills: Fighting d8, Guts d6, Notice d6, Riding d8, Throwing d8

Pace: 8; **Parry:** 7; **Toughness:** 5

Edges:

- **Combat Reflexes:** +2 to to recover from being Shaken
- **Fleet-footed:** UI-Mor "glide" across the ground like a snake on their tentacles
- **Two Fisted:** May attack with a single handed weapon in either four of its tentacles or two attacks with a two-handed weapon in two "sets" of their tentacles with no multi-action penalty
- **Mind Link:** UI-Mor can create a link to an intelligent creatures mind and communicate with them. Rng. Spirit die type, a creature may make an opposed Spirit roll to avoid link. Once established the UI-Mor need only concentrate to maintain link and can take no other actions

Gear: 2 Spears Str+ d6, Parry +1, Reach (1"), Two "hands"

Arkadas the Red paints red stripes on body for war; cunning but loyal; something of a dandy.

Thurad Sandy Back

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d10, Guts d6, Notice d6, Riding d8 Throwing d6

Pace: 8; **Parry:** 8; **Toughness:** 5

Edges:

- **Command:** +1 to to troops to recover from being Shaken
- **Fleet-footed:** UI-Mor "glide" across the ground like a snake on their tentacles

- **Two Fisted:** May attack with a single handed weapon in either four of its tentacles or two attacks with a two-handed weapon in two “sets” of their tentacles with no multi-action penalty
 - **Mind Link:** UI-Mor can create a link to an intelligent creatures mind and communicate with them. Rng. Spirit die type, a creature may make an opposed Spirit roll to avoid link. Once established the UI-Mor need only concentrate to maintain link and can take no other actions
- Gear:** 2 Spears Str+ d6, Parry +1, Reach (1”), Two “hands”

Thurad is cautious and quiet, a mystic who often contemplates the One.

Kahai Long Rider

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d4
Skills: Fighting d10, Guts d6, Notice d6, Riding d10, Throwing d10
Pace: 8; **Parry:** 8; **Toughness:** 4

Edges:

- **Fleet-footed:** UI-Mor “glide” across the ground like a snake on their tentacles
 - **Steady Hands:** Ignore unstable platform penalty
 - **Two Fisted:** May attack with a single handed weapon in either four of its tentacles or two attacks with a two-handed weapon in two “sets” of their tentacles with no multi-action penalty
 - **Mind Link:** UI-Mor can create a link to an intelligent creatures mind and communicate with them. Rng. Spirit die type, a creature may make an opposed Spirit roll to avoid link. Once established the UI-Mor need only concentrate to maintain link and can take no other actions
- Gear:** 2 Spears Str+ d6, Parry +1, Reach (1”), Two “hands”

Kahai is a protector of the loper-kind and a close friend of Athru

Athru Sea People’s Bane

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8
Skills: Fighting d10, Guts d6, Notice d6, Riding d8, Throwing d10
Pace: 8; **Parry:** 8; **Toughness:** 6

Edges:

- **Combat Reflexes:** +2 to recover from being Shaken
 - **Command:** +1 to to troops to recover from being Shaken
 - **Fleet-footed:** UI-Mor “glide” across the ground like a snake on their tentacles
 - **Two Fisted:** May attack with a single handed weapon in either four of its tentacles or two attacks with a two-handed weapon in two “sets” of their tentacles with no multi-action penalty
 - **Mind Link:** UI-Mor can create a link to an intelligent creatures mind and communicate with them. Rng. Spirit die type, a creature may make an opposed Spirit roll to avoid link. Once established the UI-Mor need only concentrate to maintain link and can take no other actions
- Gear:** 2 Spears Str+ d6, Parry +1, Reach (1”), Two “hands”

Athru is courageous but not foolhardy; always shrewd; considers the good of the tribe above his own; a good leader.

CREATURES OF THE CAVERNS

The UI-Mor will lead the characters to a vast cavern network one 12 hour period’s travel inside the burning lands. This cavern is the safest way to cross those perilous lands, though it holds many dangers for the unwary. The first four periods in the cavern will pass uneventfully, but a massive cave-in will separate the characters from the UI-Mor at the beginning of the fifth period. They must then find their way through the Forbidden Caverns to the outside world. If the characters survive, they will once again meet the UI-Mor and finally journey to the Place of True Warriors to fight the ferocious Quickdeath.

MAPPING

Use the Forbidden Caverns map in the STAR FRONTIERS System Brief for this section. You can simplify mapping by sketching or tracing these corridors onto the characters’ mapping paper.

However your characters map the caverns, remember to reveal only small sections of the map at one time. The characters must discover the exit to the Forbidden Caverns by themselves. You should not show the cavern map to them at any time.

The characters will not need to map the sections of the caverns they travel during the first two days underground. They will begin mapping only after the cave-in occurs at the location marked “S” on the cavern map. After the cave-in, they will wander through the winding corridors and cathedral-like rooms of the Forbidden Caverns, trying to find an exit. Several areas are numbered; these are the planned encounter areas. When the characters enter one of these areas, refer to the planned encounter chart for this section.

TIME IN THE CAVERNS

After the cave-in, the characters will enter a new and dangerous phase of their adventure. Because they are lost in the perilous Forbidden Caverns, the time period reference must be changed from 12 hours to one hour. If your characters question this, you may explain that the time period has changed because they are traveling in dark, unknown caverns.

PLAYERS’ DESCRIPTION

“After several days travel, you have reached the Burning Lands. Deposits of phosphorous, magnesium, and various salts cover the entire area, and numerous geysers, gas fissures, and lava flows erupt through the crusty ground. Athru says you will spend only a short time on the surface of the Burning Lands; after a period of travel you will reach a large network of caves. The UI-Mor know a safe path through the caverns and out into the desert on the other side of the Burning Lands. You will follow this underground path to the Place of True Warriors. Athru warns you not to stray from the safe path, for there is an endless expanse of winding caverns teeming with unknown dangers.

You travel through the caverns for 24 hours, walking well behind the main body of UI-Mor. The tunnels are between 5 and 10 meters wide, while the ceiling rises as high as 12 meters. Occasionally, the

tunnels spread into underground rooms as much as 1 kilometer in diameter, with ceilings as high as 20 meters.

You constantly pass large stands of a mushroom type fungus growing from the cavern floors. The stalk of this fungus is almost as thick as a small tree trunk. There is nothing else unusual in these caverns.

As you move along, you pass many smaller passages leading away from the main path, but the UI-Mor carefully avoid these passages and warn you to do the same.”

CAVERNS RANDOM ENCOUNTER TABLE

Roll	Encounter
1	Small Rastie pack
2	Droppers
3	Poison gas fissure
4	lava flow
5	Rastie trap
6	Flitters
7	Skeleton and empty weapon
8	Sleep gas fissure
9	Broom, mop, and bucket
10	Dead loper carcass

RANDOM ENCOUNTERS

Roll for random encounters once each one-hour period. A roll of "1" on 1d10 indicates a random encounter, roll again on the random encounter table below. No random encounters will occur while the characters are with the UI-Mor.

Do not use an encounter more than once. If you roll the same encounter more than once, ignore the result and roll again.

PLANNED ENCOUNTERS

Cave-in!

“After spending 50 hours traveling through the caverns with the UI-Mor, you are awakened by loud crashes and loper screams. As you get up, you feel the cavern floor vibrating and see whole sections of the ceiling crashing down. You do not see any sign of the UI-Mor, who had camped a considerable distance ahead of you. Three of the five exits from the room are now blocked.”

The characters may run to any of the three corridors not blocked by the cave-in. They cannot take any UI-Mor or lopers with them, since all of the UI-Mor are on the other side of the cave-in, and any lopers near them have been killed.

If the party attempts to dig out either passageway, let them dig for a few hours and then tell them they realize it would take many days to complete the task. The party can retrieve their own equipment from the rubble, as well as enough food and water to last three days.

1) Rastie Lair

Read the following description to the characters as they approach area 1. If they do not turn toward area 1, but proceed straight through area 1 A, this encounter will not occur.

“You hear chittering in the gloom ahead, such as a small mammal might make.”

If the party continues into area 1 after hearing these sounds the rasties nearest the party will squeal an alert to the rest of the pack. The entire pack will then attack. If the party retreats toward 1 A after hearing these sounds, only 20 rasties will attack.

2) Flitter Lair

“The passageway gradually widens into a room. Your lights are not powerful enough to see across the room. A few high pitched squeaks echo toward you from the distance. You can also hear a faint fluttering.”

There are 95 flitters asleep in this room. The sounds are being made by five restless flitters as they move about the cavern ceiling. These five flitters will ignore the party unless the characters light a fire, shine a light on any of the flitters, make a loud noise, or touch any of the flitters.

If the party does any of these things, the five waking flitters will fly about the cavern squealing and screaming to wake the rest of the flitters. All flitters will then attack the party. No character will be attacked by more than five flitters in any single round. Players bitten by flitters must make a Vigor roll or contract the deadly disease flitters carry.

3) Corridors of Confusion

“You see several more of the mushroom-like fungi you’ve seen throughout the caverns in this area. These fungi, however, appear a little larger than most. The air in this area is difficult to breathe because of the amount of dust in it.”

The "dust" in the air is a concentration of spores from the giant fungi. Any character breathing without special precautions (gas mask, handkerchief over mouth and nose, etc.)will inhale many thousand spores. These spores cause hallucinations one hour after the characters enter the area. The referee should make up an appropriate hallucination, such as being attacked by a giant UI-Mor, seeing a wall of water rushing down the corridor, finding a spaceship to take the party home, etc.

When they start to hallucinate, the referee should secretly make a Smarts roll for each character. If this check is successful, that character will realize he is having a hallucination. If the roll fails, that character must then act as though the hallucination were completely real. You should temporarily take control of any character who is not acting as though the hallucination is real.

After two hours, the hallucinations will cease, but any character who breathed the spores will still be disoriented and confused for six hours. They will not be able to concentrate or remember where they

came from, and they will suffer a -2 to Agility rolls and will always act last during a combat.

After this six-hour period is finished, the characters will be immune to any further effects of the spores.

4) Dropper Cavern

“You have reached another large underground cavern. The ceiling here is only 3 meters high. You cannot see the other side of the cavern.”

Each character stands a 30% chance of walking directly beneath a dropper. Once a character is attacked more droppers will arrive in 1d10 rounds.

5) Burrower Snake Lair

“There is a faint glow near the ceiling of this huge room. The glow appears to be about 250 meters away.”

Upon closer inspection, the characters will see a deposit of phosphorescent minerals at the base of a 3 meter chimney extending upward farther than the characters can see. This chimney dead-ends in a burrower snake lair about 35 meters up.

If any character climbs the chimney, the burrower snakes will attack immediately to protect the 23 eggs in their nest. If the characters do not climb the chimney, nothing will happen.

6) Volturnian Cave Bear

“You are entering a large cavern room lit by dim phosphorescent minerals when you see a large creature about 60 meters from you. It looks like a hairless, white bear. It has shown no sign of noticing your party.”

If the characters do not immediately back out of the room, the bear will attack until killed. If they back out of the room and wait for three hours, the bear will fall asleep. The party can then sneak by without harm.

7) Shovelmouth stampede

“The corridor gradually widens into another large room. This room is dimly illuminated by phosphorescent mineral deposits. It is more than half a kilometer long and 250 meters wide. You hear the sound of many running feet, and a number of grunts hisses, and squeals.”

Twenty shovelmouths are stampeding from encounter area 8 into area 7 A. If the characters attempt to avoid the stampede, use your discretion to determine if they do so successfully. Players climbing the cavern walls, for example, will be safe from the stampede.

8) Explosive Gas Fissure

“As you round a bend in the corridor, you hear an explosion and see a sudden burst of light 300 meters ahead. Ten seconds later, another explosion follows. As you watch, several more explosions occur at random intervals. The bursts of light illuminate a circular room 500 meters or more in diameter.”



As the characters try to cross the room, there is a 45% chance some of the explosive gas escaping through the many fissures in the room will ignite near the party. (Roll for each group of characters separately if they split up.) Any character caught in one of these explosions must make an Agility roll or suffer 2d8 damage.

If any character strikes a match, fires a laser, or introduces any type of open flame into the room, there is a 90% chance all explosive gas in the room will ignite, causing 6d10 damage to those within the room. Make Agility rolls to see if the characters flung themselves to the ground in time to avoid part of the damage. If this check is successful, they take only 1/2 damage.

9) Salt Deposits

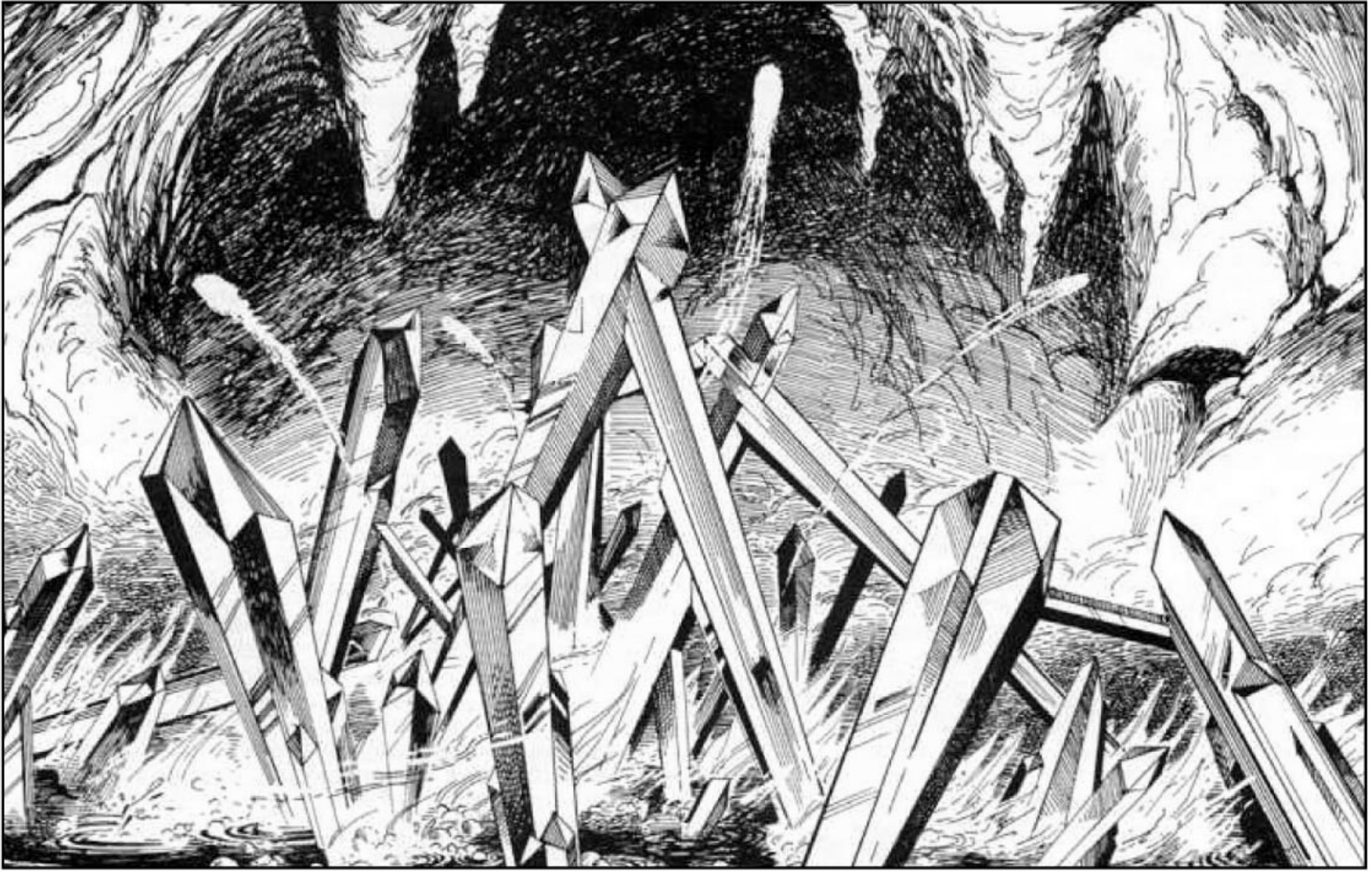
“The walls and floor are becoming rough and loose as you walk down the corridor. A white, granular substance covers increasing portions of the cavern, until, when you enter a large room, it completely hides the floor and walls. Here, the cavern floor appears only in spots.”

The white substance is common salt. The bare patches of cavern floor are actually flat rocks that have fallen onto the salt bed from the ceiling. These rocks are large enough for two people to stand upon, and it is readily apparent that the characters could cross the room by jumping from rock to rock.

If the party tries to cross the room, roll percentile dice as each character nears the middle. There is a 25% chance that each rock a character stands upon will sink into the salt bed. If one rock sinks, there is a 20% chance that any adjacent rock also sinks. Players will sink at a rate of 1/2 meter every round and will have to make jumping attempts, or other means to cross the room. Players who sink completely before being rescued will suffocate. Each round a character must make an Agility roll at -2 to try to climb (or “swim”) out. Every round a character fails, the character takes a level of fatigue.

10) Water!

“You are entering another room in this seemingly endless cavern. The air here is much cooler than other parts of the cavern.”



There is a spring of fresh water hidden behind a thin wall in this room. If they enter the room quietly, the characters will hear the sound of bubbling water. They can then locate the spring by going to the place where it seems the loudest and digging, blasting, or hacking through the soft wall.

They will then find plenty of fresh water for drinking, washing, and restocking canteens.

11) The Lake of Fire

"This passage is becoming increasingly hot as you advance. You round a narrow bend and see a large room ahead. A fiery, red glow illuminates this room, and you feel an intense heat coming from it. As you move on, your passage opens onto a narrow ledge overlooking a vast lake of molten rock.

Large pillars of crystal rise out of the lake to the height of your ledge, which is nearly 30 meters above the fiery surface. Near the middle of the lake, two or more of these crystals are fused at the top, forming narrow bridges. Many stalactites hang to within 3 meters of the crystal tops. Some of these stalactites are huge and well anchored; others appear thinner and shakily attached. As you watch, one of the thin stalactites falls from the ceiling into the lake below. While you study the scene, you notice that jets of flaming gasses and molten rock stream out of the lake, splashing against the crystal pillars and even the ceiling of the cavern.

There doesn't appear to be any safe way across the lake, for your ledge runs only part way around the lake. On the other side, you can see a similar ledge, with a passage leading away from the lake. The distance between the two ledges appears to be about 200 meters."

From the map of the Lake of Fire, either draw out or lay a copy of the map where all may see it and plan their crossing. The characters will probably try to use one or more of the following methods to move from pillar to pillar:

1. Jump from one pillar to the next where the distance is not too great (see map).
2. Rope the stalactites and swing from pillar to pillar.
3. Make bridges out of the trunks of the giant mushrooms growing throughout the caverns.

Players who jump may make Strength rolls to increase distance as normal. Players who fail these attempts should make Agility rolls to see if they grabbed the edge of the pillar as they fell. Any character who fails both of these checks falls into the Lake of Fire and dies instantly.

Players attempting to swing from pillar to pillar must make Agility rolls to see if they land on the pillar safely. Any character who fails the check misses the pillar; the character must hang from the rope until rescued by another character. (If the rope was not long enough to reach the pillar, the character should make an Agility roll to see if he managed to grab the edge of a pillar as he fell. Any character who fails both checks falls into the Lake of Fire.)

Players will never have any trouble roping a stalactite, since they can keep trying until they are successful. In addition, at least one stalactite will always be within roping distance. There is a 1 in 10 chance, however, that a stalactite may break loose from the ceiling before the character completes the swing. If this occurs, the character should make an Agility roll to see if he had completed enough of the swing to fly through the air to the pillar and grab its edge before falling into the Lake of Fire. Any character failing this check falls into the Lake of Fire.

If the characters use the trunks of the giant fungi as bridges to cross the pillars, they should make an Agility roll to see if they fall off the trunk. While crossing, characters who crawl across these trunks may add +2 to their roll, but move at a slower rate and increase their risk of being hit by lava bursts (described below). Any character failing the Agility roll should make another Agility roll to see if he grabbed the trunk before falling into the Lake of Fire. Any character who fails both checks falls into the Lake of Fire.

No matter how the characters cross the Lake of Fire, each character stands a large chance of being hit by a lava splash as it streams out of the lake. As the characters cross each dashed line on the map, roll a die 12. On a roll of a 1, that character takes 1d8 damage from a small burst of molten rock.

12) The Magma Monsters

"You walk only 500 meters before the corridor widens into a room. The smooth rock floor of this room is littered with hundreds of small balls of hardened lava. Some of these lava-balls are lying quietly on the floor, but others are bouncing around like balls on a pool table. Occasionally, a lava-ball rolls into or out of a small hole in the wall."

The small balls of lava are baby magma monsters. They are harmless to the characters, even if they bump into them by accident.

A very old magma monster guards the babies. This adult appears to be a large black boulder lying against the wall 20 meters away. The adult magma monster will remain motionless unless a character touches one of the small lava-balls, at which time it will attack.

Despite its slow movement, the magma monster is a deadly opponent. It spews a stream of hot lava up to 50 meters (25") in any direction. The magma monster will cease attacking if the characters leave the chamber, but will immediately attack if they re-enter.

Magma Monster

Attributes: Agility d4, Smarts d6, Spirit d6, Strength d12, Vigor d12

Skills: Fighting d4, Notice d6, Shooting d8

Pace: 4 (10); **Parry:** 4; **Toughness:** 11 (2)

Special Abilities:

- **Magma blast:** Rng. 15/ 30/ 60, Dmg. 2d8, ROF 1, Ignores armor and Defenses
- **Rolling:** When a magma monster forms itself into a ball, its Pace is increased to 10, however it may not attack in the round it rolls.
- **Immunity :** Magma Monsters are immune to Needlers, projectile weapons, stun, tangler and doze grenades.
- **Armor:** +2, half damage from lasers.
- **Size:** +1
- **Native World:** Voltornus, caverns

13) The Underground Shore

"After wandering through more of the endless passages, you hear the sound of gently lapping water ahead. Soon, you round a corner in the passage and see an underground sea. This sea, more than 1.5 kilometers wide and 6.5 kilometers long, is nearly a kilometer deep in places; even along the shore the depth is more than 10 meters. The ceiling above the sea is 50 meters high. The entire area is illuminated by large deposits of phosphorescent minerals."

The shoreline is simply a rocky ledge covered with giant mushroom-like fungi. From any area along this ledge, the characters will see the island (encounter area 14 A). They will also see the opposite shore (encounter area 15) in the far distance.

13 A: This shoreline is exactly like the one described above.

13 B: As the characters enter this area, they will see an UI-Mor sitting at water's edge. He is absorbed in his own thoughts, and will take no notice of the party's approach. If spoken to, he will slowly turn around, revealing that much of his face and two of his tentacles are covered with a pasty white growth. He will introduce himself as **Throm the Banished**. For statistics use the stats for an average UI-Mor shown above.

Throm will give the following account of himself:

"I was once a powerful UI-Mor, who stole many things from our enemies and divided these things many ways. My fellows envied me, and, indeed, I believed they had reason to do so. I had been chosen as the tribe's next leader, and this made me feel as though no risk were too great for me to take. But, alas, the One will not tolerate such foolishness.

"I was riding herd on a large flock of kwidges when a burrower snake startled them, and they stampeded. Many of the kwidges ran under my loper; alas, I was not quick enough to control the noble beast. Left solely to his own direction, my loper panicked and ran into the tribe's egg cache, destroying several of our young. The elders immediately banished me, forever denying me the rights of an UI-Mor.

"Since that time I have wandered these caverns, where I have learned the secret of joining the One without the cold sleep! Perhaps the One has sent you to me, so that I may redeem myself by showing you his secret."

Throm is slightly deranged, and believes the mutating fungus on the island is the key to eternal life. He will make every effort to convince the characters to go to the island, and will not speak of anything else. He does not desire to leave, and could not remember the way out of the caverns if he did. He does remember that his loper wandered off and joined the One some time ago.

Throm will attempt to convince the party to journey to the island, but he will not use force to do so. If questioned about how to get to the island, he will say that he swims, but this is very dangerous because there is something evil in the lake. If the characters attack Throm for some reason, he will defend himself with his spear.

14) Across the Underground Sea

The characters may cross the underground sea by constructing a raft of fungi trunks or swimming. The characters will need oars or similar devices to steer the raft, or the current will draw them toward the island at the rate of 10 meters per minute.

Halfway across the lake, the party will be attacked by a jawfish. They will see a fin 30 meters away. One round later, the jawfish will attack.

It will continue to attack once every third round, circling the raft for two rounds between attacks. The jawfish will circle 30 meters away for purposes of ranged weapons. Consider the jawfish to have light cover, unless it is attacking a character.

The jawfish will normally attack the raft. The fungi raft has a toughness of 12. Roll a die 6, on a 1 or 2 the Jawfish lifts itself out of the water and attacks a randomly determined character. The first time the jawfish attacks, it will try to destroy the raft. Once the raft is destroyed, it will be useless, but there is still a chance, 1-4 on a d6, the jawfish will attack the raft rather than the characters.

The jawfish will make four attacks after destroying the raft. It will then lose interest and swim away.

Jawfish

Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d12+2, Vigor d12

Skills: Fighting d10, Guts d8, Notice d12, Swimming d10

Pace: 10; **Parry:** 7; **Toughness:** 10

Special Abilities:

- **Aquatic:** Pace 10
- **Bite:** Str+ d8
- **Hardy :** A jawfish does not take a wound from being Shaken twice.
- **Large:** Attacks against a jawfish are made at +2.
- **Size:** +4
- **Native World:** Voltornus, fresh water

14 A) The Isle of Mutating Fungus

“When you reach the island, you see several stands of mushroom-like fungi on its shores. A pasty, white growth covers the ground on the entire surface of the island.”

As the characters explore the island, they will notice the fungi resemble some animals they have seen. Many clumps resemble rasties, shovelmouths, and other bizarre creatures. If the characters observe any of these strange formations carefully, they will notice the shapes are moving very slowly. This movement is nearly unnoticeable.

These odd-shaped clumps were once animals. The bizarre fungus which covers the island attaches itself to other living creatures and gradually replaces their cells with its own.

The only living thing the mutating fungus has not devoured is an isolated stand of giant mushroom fungi. This stand of fungi has not been mutated because it is less than eight hours old. The lifespan of giant fungi is only 36 hours; it grows to its full size in one 12 hour period, fertilizes in the second 12 hour period, and dies by the end of the third 12 hour period.

Any character who stays on the island for eight hours or more or who sleeps on the island for any period of time, will find a white, pasty growth covering parts of his body. This growth is identical to the white growth on Throm's face and tentacles. Any character remaining on the island for more than three days turns completely into fungus.

If the characters notice the fungus on their body within three hours, a medic must correctly diagnose the disease and treat it with antibody plus. This will destroy the fungus already diseasing the body, but the characters will not be immune to further attacks. Any body part not treated within three hours of a fungus attack must be amputated, or the entire body will turn into fungus.

Throm is convinced being turned into fungus is a form of eternal life. No amount of pleading will persuade him to leave the island; in fact, he will try to persuade the party members to stay on the island and rest.

15) The Far Shore

This area is identical to area 13 A.

16) The Place of Healing

“You have just awakened. Apparently, you fell asleep after entering this area. You have no memory of anything after stepping into this area. Those of you who were wounded notice you have healed a great deal. You notice two large, indistinct footprints leading out of the room.”

In fact, each character has healed up to two wounds or all of fatigue. The characters met an Eorna in this area, who used his medical knowledge to heal the characters. The Eorna did not wish the characters to know of the presence of his race, so he hypnotized them and erased any memory of the encounter. It is very important that no hint of the Eorna be given to the characters.

If some characters remained outside the room, they will be affected as though inside the room.

17) The Deranged Robot

“You hear many crashes in the room ahead, as if several objects of various sizes are being tossed about a small room.”

A deranged maintenance robot brought into the caverns by the pirate in area 18 is cleaning the cavern room. The robot lost its broom and mop some time ago and has become deranged. It throws the rocks, boulders, and gravel from one section of the floor to another and attempts to sweep the dirt with its metallic hands.

It will continue sweeping until the rock floor is bare and smooth, then move to another section and repeat the process.

Though the robot will not attack the characters, it is still dangerous. There is a 1 in 8 chance a rock will hit a random party member, causing Str+ d4 (d6 + d4) points of damage. Players more than 15 meters away from the robot cannot be hit by the rocks.

The robot is a level 1 maintenance robot that will ignore the characters unless they attack it or attempt to change its programming. It will attack any character attempting to do either of these things with its hands (Strength damage).

18) The Mad Pirate

"From the gloomy passage ahead, you hear a Human voice singing,

"Oh, we hijacked the ship and we took us guns,
Li-dee-di-dee, li-dee-di-dee day-o.
Came to Voltumnus and drank some rum,
Li-dee-di-dee, li-dee-di-dee day-o.
"Now I'm lost in the caverns, no place to run,
Li-dee-di-dee, li-dee-di-dee day-o.
Anything moves, I shoots it with me gun,
Li-dee-di-dee, li-dee-di-dee day-o."

Read the following description to the characters as they investigate:

"You see a lone Human figure about 30 meters ahead, squatting next to a small fire in the center of the room. He appears to be roasting a skinned small animal, though you can't be certain since he is turned sideways to you and his body hides part of the fire. A red splotch on his left arm barely shows through his tattered shirt. A laser rifle attached to a power pack lies on the cavern floor next to him. The floor is littered with bones, a large pile of moss, and a pile of furs the man uses as a bed."

The pirate, Phalen the Black, will attack the characters on sight, using setting 4 on his laser rifle. When he drains the fresh pack attached to his rifle, he will fight with his bare hands. (The pack was his last supply of power.)

If captured alive, Phalen will reveal only his name. Like the maintenance robot he brought into the cavern, Phalen is now slightly deranged, and anything else he says will be gibberish. From time to time he will whisper that he is greatly afraid of turning into a fungus.

Careful inspection of Phalen's arm will show that the red blotch is a tattoo of a red devil surrounded by white stars. Phalen will escape as soon as he can.

The animal being roasted and the bones and skins are the remains of Rasties.

19) Exiting the Caverns

"As you stumble along the passageway, you see a beam of light far ahead. The air is warm and fresh, almost overwhelming after the days of breathing the dank cavern air."

This is the exit from the caverns. As the characters stumble out into the daylight, they will find they are once again in the desert. A large party of UI-Mor are camped not more than 250 meters away, and, as the characters come out of the cavern, Athru will ride up to them on his loper. After greeting them, Athru will explain that after the cave-in, the UI-Mor continued through the safe caverns and camped here, hoping the characters could find a way through the Forbidden Caverns. He is very glad to see them, and, after they have rested, he will take the characters to the Place of True Warriors.

RITUAL OF THE QUICKDEATH

Any creature, male or female, wishing to become an UI-Mor tribe-member must pass the ceremonial test all UI-Mor males take upon entering adulthood: the Ritual of the Quickdeath. Those who survive become UI-Mor tribe-members.

CHARACTER EQUIPMENT

The party may use any equipment they have with them. In addition, the UI-Mor have prepared a straw dummy for each character. The quickdeath retracts its eyes as it attacks, and is nearly blind when it strikes its prey. The creature will often strike a dummy rather than a person, provided the dummy is directly beside the person when the quickdeath attacks. Though the UI-Mor will not object to the characters' use of their own equipment during the ritual (for they feel the One has given the characters these strange devices to compensate for their lack of limbs), they will give each character a spear.

SET-UP

When the characters reach the Place of True Warriors, they may place their miniatures anywhere they desire on the battle set-up area. Give each character an extra counter or miniature to represent his dummy. Place the quickdeath counter or miniature at the edge of the battle area, as far as possible from the party members' ranged weapons.

"After meeting you outside the caverns, the UI-Mor have taken you three day's journey south to the Place of True Warriors. (At this point, let the characters map the area they traveled through.) The Place of True Warriors appears to be an unremarkable section of desert. Athru comes to you on the morning of the fourth day and says, "It is now time for the Ritual of Manhood. Those who survive will become UI-Mor. Those who do not will become a different form of the One. Take spears." (Athru offers each character a spear.) "It is time."

Athru leads you to the ritual area. The other UI-Mor have withdrawn to a safe distance. Athru gives each of you a straw dummy, shaped roughly like yourself. Athru says, "May you fare well against the quickdeath." He mounts his loper and withdraws to join the other UI-Mor."

Any attempts by the characters to learn more about the ritual will fail.

PLANNED ENCOUNTERS

1) Battle at the Place of True Warriors

"Suddenly, you see a large tiger-sized creature covered with some sort of reflective armor running toward you. It has a long neck and hideous head. You can see that its gaping jaw is filled with sharp teeth, and that it has four eyes mounted on stalks above its head. Three small tentacles ending in suction cups dangle from each of its sides. This hideous beast is running toward you at an unbelievable speed, and is apparently going to attack."

The quickdeath will attempt to kill all characters as quickly as possible. As it rushes into combat, it will fire its tail-dart at a character it does not intend to melee immediately. It will then attack the closest character. If more than one character is within melee distance, it will use its special attack and attempt to grab one character, pulling him into its digestive maw. It will continue to attack until it has killed all characters, or until they have killed it.

Any character next to the quickdeath stands a 50% chance of avoiding the quickdeath's attack for one round. On a percentile roll of 50% or less, the quickdeath will attack the character's dummy, totally destroying it.

2) The Last Encounter?

Use the entry 2 A if you plan to continue the adventure on Volturnus using the sequels to SF 0: CRASH ON VOLTURNUS. If you do not plan to continue the adventure on Volturnus, use entry 2 B.

2 A) Ending 1

"As you stare at the body of the hideous beast, you hear the approach of a loper. Looking up, you see Athru riding toward you. When he reaches you, he dismounts and says, "You have done well. We are now One, for you are UI-Mor."

Athru now reveals he has seen creatures similar to the characters living with the Kurabanda, a race of foolish creatures that dwell in trees. Athru will agree to provide an UI-Mor escort to the edge of the Kurabanda's home.

SF 1: VOLTURNUS, PLANET OF MYSTERY, begins with this journey.

2 B) Ending 2

Read the boxed section in ending 2 A above. Athru will then reveal that there are others of the characters' kind living in the main UI-Mor tribe. He will then take the characters to the other "strange" tribe-members, who happen to be Lieutenant Colonel Louis V. Jameson and Grod the Dralasite, two members of the original exploration team.

Jameson and Grod will explain that a group of space pirates hijacked their starliner as they approached Volturnus. The other members of their expedition were killed, but Jameson and Grod escaped. The UI-Mor found them, starved and nearly dead from the lack of water, and invited them to take the Ritual of the Quickdeath. They have lived with the UI-Mor since that time.

Jameson has almost pieced together a radio. He needs a part found in any poly-vox to complete the radio. If the characters give Jameson a poly-vox, he will take the part he needs, contact Truane's Star and receive word that a rescue ship will be launched immediately. The UI-Mor will treat Jameson, Grod and the characters as tribe-members until the rescue ship arrives.



PLAYER CHARACTER BACKGROUND REPORT

The Zebulon star system was first investigated 20 years ago by an unmanned exploration probe launched by Truane's Star. This probe indicated that Volturnus was the only inhabitable planet in the Zebulon system. It also indicated that great mineral wealth might exist on the planet in the form of molybdenum, tungsten, gold, and other heavy metals. Truane's Star soon made a legal claim to the ownership of Volturnus, and completed exploration of a star route to the Zebulon system one year ago.

The first manned expedition to Volturnus from Truane's Star was launched nine months ago. The four member team of specialists was instructed to set up an outpost, gather data on the possible colonization and mining of Volturnus, and report back.

After passing into the star system, the starship carrying the specialists was never heard from again. The four members of this lost exploration expedition were:

COMMANDER LOUIS V. JAMESON

Truane's Star Military Exploration Force

Description:

Human male, 1.9 meters tall, 88 kilograms weight
43 years old

Skills:

Computers Expert

Background:

22 years service, Truane's Star military forces; combat veteran, Truane's Star medal of Valor; commander two previous exploration missions.

GEEKO-SUR-MANG

Professor of geology, Capital University

Description:

Yazirian male, 2.1 meters tall, 50 kilograms weight
52 years old

Skills:

Computers, Science expert

Background:

Recognized authority in geophysics, specialist in planetary crust formation

ITKLIKOIL, CARTOGRAPHER

Vrusk Atlas Manufacturing Corporation

Description:

Human female, 1.5 meters tall, 85 kilograms weight
32 years old

Skills:

Environmental expert

Background:

Ph.D., experienced explorer and cartographer; loaned to exploration mission by employer in exchange for Volturnus mapping rights.

GROD, TECHNICIAN

Truane's Star Civil Service

Description:

Dralasite, 1.3 meters tall, 65 kilograms weight
85 years old

Skills:

Robotics, Technical Engineer

Background:

Developer, hydro-magnetic stabilization system in Dralosite air cars; author, "The Metaphysical Foundations of Dralosite Morality"

Truane's Star has found itself short of personnel and funds due to colonial troubles and associated police action on Cygnus Omicron IX recently. They have hired you, a team of unknown adventurers, to mount a relief expedition to Volturnus. Your mission is to explore Volturnus, gathering as much information as possible about mineral deposits, life on the planet, and other items of interest to future colonists. You are also to find and rescue the members of the original exploratory mission if possible.

The government has provided you with a minimal amount of equipment, and transportation to Volturnus aboard the starliner Serena Dawn. After dropping you on Volturnus, the Serena Dawn will return in three months to transport you (and, with luck, the original exploration team) back to Truane's Star.

ALIEN CULTURE BACKGROUND REPORT

The UI-Mor

PHYSICAL APPEARANCE - UI-Mor resemble octopi adapted to life on land. Like octopi, UI-Mor have eight large limbs. Each limb ends in five small tentacles useful for grasping and manipulation. They walk on the four largest limbs, using the other four to hold weapons and tools.

The UI-Mor also have a ninth limb, a tentacle about 30 centimeters long. This tentacle is an extension of the spinal cord. The end contains a hard cartilage point encasing a series of nerver endings. The UI-Mor can insert the tip of this tentacle into the fatty tissue surrounding the spinal cord of other creatures, achieving a nerve link which allows them to communicate directly with the creature's mind. The UI-Mor use this tentacle so effectively they can achieve a direct mind-link with any being.

They do not have a complex spoken language, since they communicate with each other using mind-link. The UI-Mor have, however, developed a secret sign language used in situations where mind-link proves impractical.

CULTURE - The UI-Mor are pastoral nomads inhabiting the deserts and rocky barrens of Volturnus, where they herd kwidges and cactus whompers. While tending their flocks, the UI-Mor ride a 4 meter tall dinosaur called a loper. They control these animals using mind-link, and, as a consequence, very close ties develop between rider and beast. The UI-Mor's high regard for lopers is apparent to anyone associating with them.

Much of the UI-Mor culture is based on their religion. They believe in the "One Who is Many," a deity that encompasses all things. Though there are many different forms of the One, the UI-Mor believe that all objects, no matter how strange, are part of the One.

As an UI-Mor matures, he identifies with a particular object (such as a tree, rock, or bush). When he dies, he is buried near this object, and is believed to have been transformed into that object. The object is then named after the dead UI-Mor. In this manner, the UI-Mor avoid considering a tribe-member dead. Instead, dead UI-Mor merely assume a new form of the One.

A special historian, called a Remember, memorizes the names and locations of those who have assumed a new form of the One. Usually, these names include a capsule history of the individual's life.

UI-Mor life is filled with pageantry and ritual. The most important ritual is the Time of Oneness. When the two moons of Volturnus enter conjunction with its sun, the capacity for mind-link is increased greatly. The UI-Mor then have a tribal mind-link known.

Another important ritual is the Great Game. At the end of each year, UI-Mor males ride their lopers in a very rough contest called the Great Game. This contest is similar to a cross between polo, rugby, and fox hunting. The new year is then named after the victor.

The basic social unit of the UI-Mor is the "clutch," a marriage unit consisting of several UI-Mor that have found themselves compatible during the "Time of Oneness." The adult males of the clutch care for the herds and prepare themselves for combat, while the females take turns incubating the clutch's eggs and maintaining the camp.

Though most decisions affecting UI-Mor life are made on the family level, they do have tribal and inter-tribal councils. These councils make decisions affecting the tribe and the nation. If a family does not agree with a council decision, they may leave the tribe and do as they please.

The UI-Mor legal system is strongly objective, making no allowances for extenuating circumstances. Because the law is designed to protect the tribe, the UI-Mor feel that extenuating circumstances are unimportant. If an individual violates the law, he has injured the tribe and must be punished.

Punishment usually emphasizes compensation for injury inflicted upon the tribe. Some crimes, however, are so serious that the individual can never compensate for his transgression. Such crimes include wasting water, breaking eggs, and desecrating sacred objects. The punishment for these crimes is always banishment. (Most banished UI-Mor quickly die without the comfort of mind-link.)

Though the UI-Mor are basically communal beings, they maintain a facade of individualism. The UI-Mor often wear brightly colored headdresses with dyed kwidge feathers, have decorative body tattoos, and engage in a form of ritualized theft designed to display their cunning and battle prowess. An individual may attempt to steal anything he wishes from any being who is not a friend of the tribe's. If he succeeds, the thief divides his prize among all members of the tribe. The easier it is to divide the prize, the more impressive the UI-Mor consider the theft.

UL-MOR REACTIONS TO PLAYERS - Like most explorers meeting a new race, the player characters will find their smallest actions are likely to provoke strong reactions from the UI-Mor. Any selfish or greedy action will be regarded with distaste by the UI-Mor. The UI-Mor will take immediate and forceful action to prevent wastage, but will not punish a character unless he does the same thing several times in a row. Any character who desecrates a sacred object or steals from a member of the tribe, however, will immediately be stripped of his equipment and left to die in the desert. (If an UI-Mor marriage unit is willing to repair the damage and take responsibility for the character, however, the UI-Mor will give the transgressor another chance.)

Any character who gives them gifts and cooperates easily will be well-liked, and treated with courtesy. A character who exhibits courage, battle prowess, or a showy display of ostentation will be greatly admired. The UI-Mor will go to great lengths to impress this character.

RANDOM ENCOUNTER CHARTS

DESERT RANDOM ENCOUNTER TABLE

Roll	Encounter
1-2	Burrower Snake
3-4	Sand Storm
5-6	Funnel Worm
7-8	Sand Shark
9-10	Lopers

1) Burrower Snake

Choose a character at random. This character steps next to a burrower snake hole and is attacked.

Attributes: Agility d8, Smarts d6(A), Spirit d6, Strength d6, Vigor d8

Skills: Fighting d8, Guts d6, Notice d6, Stealth d8

Pace: 6; **Parry:** 6; **Toughness:** 6

Special Abilities:

- **Bite:** Str+ d4
- **Burrowing:** Burrower snakes can move through loose earth at a Pace of 6. Their Pace is halved through rocky terrain. When a burrower snake senses prey, it bursts through to the surface. The burrower snake makes an opposed Stealth roll versus the target's Notice. If the snake wins, it gains +2 to attack and damage that round, or +4 if it gets a raise. If the victim wins and was on Hold, he may try to interrupt the attack as usual.
- **Poison:** 2d6 damage for 3 rounds, Vigor roll to avoid.
- **Quick:** A burrower snake discards a draw of 5 or less for a new card
- **Low-Light Vision:** burrower snakes ignore Dim and Dark lighting penalties.
- **Size:** +0

2) Sand Storm

The wind begins to blow 120 kph and creates a sand storm. Any character with a survival skill should make a skill check. If the character succeeds, the party will be able to improvise a shelter and survive the storm without taking damage.

If the characters happen to be in a hex with an unusual rock formation, well, fertile area, or high elevation symbol, the characters can find shelter quickly and avoid taking damage from the storm.

If the characters have no advance warning and are not in one of the hexes listed above, they will take damage from the storm. Have each character make a Smarts roll. If the roll is unsuccessful, the character takes 2d6 damage and 2 levels of Fatigue from the sand storm during that time period. If successful, the character takes only 1d6 damage and 1 level of Fatigue from the storm.

Sand storms will normally last only one 12 hour period, but there is a small chance they will last longer. Roll 1d10; on a roll of 1-8, the storm lasts only one period. On a roll of 9, the storm lasts an extra period, and on a roll of 10, it lasts two extra periods.

If a storm lasts for more than one period, characters will take only 1 level of Fatigue during the second and third periods.

3) Funnel Worm

The party walks over a funnel worm. Choose one character at random. That character and any other character within 10 meters must make Agility rolls or fall into the funnel worm's trap.

Attributes: Agility d4, Smarts d4(A), Spirit d6, Strength d12, Vigor d6

Skills: Fighting d6, Guts d6, Notice d6

Pace: 4; **Parry:** 5; **Toughness:** 10

Special Abilities:

- **Bite:** Str+ d6, Mandibles.
- **Burrowing:** Funnel Worms can move through loose earth at a Pace of 4.
- **Funnel Trap:** Agility roll to avoid. (see below)
- **Large:** Attacks made against a Funnel Worm get +2 to hit.
- **Size:** +5
- **Seismic Sensors:** Funnel Worms can detect vibrations of its prey up to 30" (150 feet) away.

Any creature caught in the trap of a funnel worm must make an Agility roll to leap aside. If the check is failed the creature will slide down the funnel and into the funnel worm's mouth in 2 rounds. During this time a victim must make a Climbing roll at -2 each round to successfully climb out of the funnel. If the victim fails both rolls then they slide into the Funnel Worm's mouth. If the victim succeeds at one roll but fails the other, then they are still in the sand funnel. The funnel worm can automatically bite anything that falls into its mouth, causing Str+ d6 points of damage per round to each victim until it dies. A funnel worm's mouth is wide enough to hold and bite up to three medium-sized creatures at once. Characters can be rescued if someone throws them a rope and pulls them out.

4) Sand Sharks

The characters are attacked by two hungry sand sharks.

Attributes: Agility d8, Smarts d6(A), Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Notice d6, Stealth d10

Pace: 6; **Parry:** 6; **Toughness:** 8 (1)

Special Abilities:

- **Bite:** Str+ d8
- **Burrowing:** Sand Sharks can move through loose earth at a Pace of 6. Their Pace is halved through rocky terrain. When a sand shark senses prey, it bursts through to the surface. The sand shark makes an opposed Stealth roll versus the target's Notice. If the sand shark wins, it gains +2 to attack and damage that round, or +4 if it gets a raise. If the victim wins and was on Hold, he may try to interrupt the attack as usual.
- **Immunity:** Sand Sharks are unaffected by Needler Weapons.
- **Blind:** A Sand Shark does not suffer effects for dim or no lighting.
- **Seismic Sensors:** Sand Sharks can detect vibrations of its prey up to 30" (150 feet) away.
- **Size:** +1
- **Armor +1:** A Sand Shark is covered in a leathery hide.

5) Lopers

The characters encounter a dead female loper that has just given birth to two babies. The lopers will believe the first character they see is their mother. The young animals will then follow this character, hoping to receive food and water. (They need 1/2 as much food and water as characters.)

CAVERNS RANDOM ENCOUNTER TABLE

Roll	Encounter
1	Small Rastie pack
2	Droppers
3	Poison gas fissure
4	lava flow
5	Rastie trap
6	Flitters
7	Skeleton and empty weapon
8	Sleep gas fissure
9	Broom, mop, and bucket
10	Dead loper carcass

Do not use an encounter more than once. If you roll the same encounter more than once, ignore the result and roll again.

1) Rastie Pack

A pack of 10 rasties attacks the party. They will pursue if the party attempts to run.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d4, Vigor d6

Skills: Fighting d6, Guts d10, Notice d8

Pace: 6; **Parry:** 6; **Toughness:** 4

Special Abilities:

- **Claw, Bite:** Str+ d4
- **Frenzy:** Rasties may make two attacks per round with a -2 to each attack
- **Render:** A rastie that succeeds in a Fighting roll has grappled its prey and begins rending it with its razor-sharp claws and teeth. Each round the prey is grappled, the rastie gains +2 to Fighting attacks to use its hind claws.
- **Size:** -1

2) Droppers

A dropper attacks a randomly determined party member. Assume the cavern ceiling is 3 meters high. The dropper will automatically gain surprise unless the characters are searching the cavern ceilings for droppers.

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d6, Vigor d6

Skills: Climbing d10, Fighting d6, Notice d8, Stealth d10

Pace: 2; **Parry:** 5; **Toughness:** 5

Special Abilities:

- **Camouflage:** Droppers add +2 to Stealth, ranged attacks made against a dropper suffer a -1 to hit if the dropper is within rock like surroundings.
- **Grapple:** A dropper tries to catch prey with a pseudo-pod. On each round starting the round after a successful grapple, victims suffers 2d6 damage from digestive enzymes.
- **Immunity:** Droppers are immune to projectiles, doze grenades and tangler grenades.
- **Size:** +0

3) Poison Gas Fissure

A crack opens in the cavern wall and poison gas seeps out. The gas fills a small burst template on the first round and then grows one burst template larger each subsequent round. The gas does 1d6 of damage each round unless a Vigor roll is made. The gas appears to be hot steam when the characters first see it.

4) Lava Flow

A large section of cavern wall collapses, releasing an 250 centimeter (8') deep lava flow 10 meters behind the characters. It will advance toward the characters at a rate of 5 meters (Pace 3") each round.

Any character caught in the lava flow takes 3d6 damage every round until he escapes. If the characters choose to jump out of the path of the lava flow, they must make a Notice roll to find a safe place (such as a low-hanging stalactite or a narrow rock shelf). If the characters try to find cover and fail to make their Notice roll, assume they tried for cover, but discovered a round later, that this cover was not sufficient. They will return to the cavern floor oneround after trying to find a safe place. They may try again for a safe place or run, at their option.

If the characters succeed in jumping out of the flow's path, they must then wait three days for the lava to cool before walking on it.

If the characters run from the flow, it will follow them until they come to a branch in the corridor, and will then flow down the corridor sloping downward (choose one at random). If the characters are foolish enough to run into the corridor sloping down or there are no corridor branches, the flow will stop after chasing them for 1 kilometer.

5) Rastie Trap

Roll a secret Smarts check for the two characters leading the party. If either character makes the roll, he will see the rastie trap and neither character will fall into it. If neither character makes the check, both characters in the front will fall into a hidden 4 meter pit with sharpened stakes at the bottom. Each character takes 2d6 damage. (The pirate who lives in encounter area 18 set this trap to catch rasties.)

6) Flitters

The party meets 10 flitters panicked by a gas explosion in another part of the cavern. All flitters will attack one character immediately, then fly away after two rounds of combat.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d4, Vigor d4

Skills: Fighting d4, Intimidation d6, Notice d8

Pace: 12; **Parry:** 4; **Toughness:** 2

Special Abilities:

- **Bite:** Str+ d4
- **Flight:** Flitters can fly at a Pace of 12", with a climb of 6".
- **Small:** Attacks made against a Flitter suffer a -2 penalty to hit.
- **Infection:** A victim Shaken or wounded by a bite attack must make a Vigor roll or be infected with a virulent disease. Eight hours after infection, the victim collapses with a raging fever and is Incapacitated (as if by Fatigue). If the victim receives a shot of Antitox he may make a natural Healing roll every three days, otherwise they must make a roll each week. With success, the victim recovers. He recovers to Exhausted immediately, and then to Fatigued the following day. On the next day, he is cured. Failure means the disease continues to rage. With a critical failure, the victim dies.
- **Size:** -3

7) Skeleton

The party finds the remains of a Human skeleton. They will find a random pistol with an empty clip near the skeleton.

8) Sleep Gas

The characters hear a faint hissing from a crack in the cavern wall. This crack is releasing a gas into a 10 meter (Medium Burst Template) section of the corridor that causes characters to fall asleep for 10d10 minutes. Players may avoid the effects of the gas by holding their breaths, using gas masks, or making a current Vigor roll.

9) Maintenance Equipment

The characters find a push broom, a bucket, and a mop.

10) Dead Loper

The characters find a dead loper. The loper has obviously been dead only a few days.

PLANETARY BRIEF

Volturnus (Zebulon star system)

Moons

1. Leo: Completes one orbit every three days, reddish-orange in color
2. Lulu: Completes one orbit every 27 hours, bluish-silver in color

Climate Range: Hot, arid to humid

Atmosphere: 78% nitrogen, 21% oxygen, 1% argon

Gravity: 1.0013 **Diameter:** 12,895 kilometers

Length of Days: 24 hours

Average Surface Temperature: 25 degrees C

Colonizers: Unsettled; presently claimed by the government of the Truane's Star

Know Native Population: The Ul-Mor, desert dwelling novepi. Number and range unknown

Planet History:

Named after the Greek god of the southwest wind, Volturnus is a hot, dry world with many types of hostile terrain. The endless deserts, rugged mountains, volcanic wastes, and dangerous salt flats are constantly scoured by a strong southwesterly wind. Despite these harsh conditions, rare patches of forest and even a few lakes have managed to maintain a perilous existence.

The government of Truane's Star opened a star route to the Zebulon system recently, sending an expedition to the planet nine months ago. Unfortunately, all communication with the starship ceased shortly after it passed into the system. No clues as to the whereabouts of either the crew or the ship have been found.

Because of the cost and time involved in preparing an expedition, nine months have passed since the original mission disappeared. Nonetheless, the player characters have been assigned to locate the remnants of the first expedition, if any can be found. In addition, they are also charged with exploring and mapping the planet.

Only the future can tell what they will find, but the story of Volturnus is a strange one. Once the home of a gentle race of intelligent dinosaurs, it is now a barren, harsh world. The history of its downfall is outlined below for your reference.

The story of the fall of Volturnus begins when the Eorna, a race of intelligent dinosaurs, developed star travel. As soon as the Eorna launched their first colonization starships, they were attacked by a Sathar space armada. Like most Sathar attacks, this one came with no warning; the Eorna were not even aware of the presence of the Sathar until the mysterious worms invaded their system.

The Sathar space armada quickly overwhelmed the Eorna, wreaking destruction across the planet. Within a matter of days, the worms had nearly driven the gentle Eorna to extinction. Still, the Eorna fought valiantly, and were able to resist complete annihilation because the Sathar had overextended their supply lines.

The Sathar retreated, hoping they had destroyed enough of the Eorna civilization to prevent the gentle creatures from ever attempting interstellar travel again. In case they had failed, however, the Sathar left a mysterious artifact

behind to alert them of any interstellar travel in the Zebulon system that might occur in the future.

Less than 150 Eorna survived the Day of Death. They soon realized they were doomed as a race, for they knew that their numbers were not large enough to provide a viable gene pool. The survivors chose to dedicate what remained of their lives to the evolution of other intelligent races on Volturnus. The Eorna hoped to prepare these races to meet and defeat the Sathar.

The Eorna are using a subtle process of hypnotic indoctrination and DNA manipulation to accelerate the development of three races toward intelligence. Most of the Eorna survivors have undergone cryogenic sleep, waiting to be awakened until they are needed to continue the project. Despite the fact that most of their young are born physically or mentally deficient because of the limited gene pool, the Eorna continue to breed, relying upon the few normal children to help continue the project.

The development of the star route by Truane's Star has completely upset Eorna plans. Though three races are intelligent, they have advanced only to a primitive state of technology.

More importantly, the presence of Truane's Star starships has triggered the Sathar's artifact, and, unknown to any, the Sathar are already traveling to Volturnus as the adventure begins. This time, the worms are determined to annihilate all life on Volturnus.

Meanwhile, a race of intelligent machines has evolved in the secret caverns. These machines, the Mechanons, are determined to eliminate or control the organic life forms infesting Volturnus. They will stop at nothing to insure their utter and total domination of the planet.

Yet, as merciless as the Mechanons and as wicked as the Sathar are, neither of these races had anything to do with the disappearance of the first Volturnian expedition. A ruthless band of space-pirates have established an illegal mining operation on the planet, and have enslaved Edestekai farmers and many members of the first expedition to work in their mines.

As the player characters explore Volturnus, they may discover all of this information, or none of it. As the referee, you must decide how much of this background information to release to them.

MAP KEY FOR VOLTURNUS

The area shown on the map is 600 x 400 kilometers, about the size of the state of Colorado (1 hex = 8 kilometers). All action in the Voltturnus modules takes place somewhere on this map. The rest of the planet has not been mapped; you may design these areas yourself if you wish.

Alien Fungus – This alien fungus came to Voltturnus when a meteorite struck the planet.

Artifact – The Sathar left this monolithic artifact to monitor interstellar flight.

Bachanda Forest – Giant thorn plants cover the floor of the forest, so creatures must travel along the limbs of giant bachanda trees. This is the home of the Kurabanda.

Black Lake – Large, black slicks of oil cover much of the lake's surface.

Burning Lands – This barren, rocky ground often ignites when its free phosphorous contacts the atmosphere.

Ceremonial Burial Mounds – Several large mounds covered with floaterroot rise above the desert sands.

Cliffs – The cliffs run along a major fault line dividing the mountains from the lowlands.

Crystal Mountains – These crystal peaks can be seen gleaming in the sun on any clear day.

Crystal Stonehenge – The Eorna built this monument, resembling Stonehenge on Terra, many ages ago.

Desert – Only a few clumps of sparse vegetation survive among the endless sand dunes of the Voltturnian desert.

Dry Canal – The canal that connected lake and sea in the height of Eorna civilization now runs dry.

Dry Plains – These rolling plains are covered with grass.

Fertile Area – A fertile area is an isolated outbreak of vegetation, such as a desert oasis.

Gas Mist Mountains – Ash clouds, smoke, and foul gases cover these mountains.

Hills – Edestekai farms dot the sides of these grassy hills.

Lava Beds – These maze-like beds of cooled magma are riddled with caves.

Meteor Crater – This huge crater is nearly covered by an alien fungus spawned when a meteor struck Voltturnus.

Pirate Outpost – The pirates at this small base are studying the feasibility of pumping oil from Black Lake.

Pirate Town – The pirate town is the Star Devil's center of operations on Voltturnus.

Oil Slick – Oil seeps to the surface of Black Lake in the hexes marked by oil slicks.

River – These rivers drain into the lowest areas on the map, the meteor crater and the sea.

Rocky Barrens – Though desolate and stark, this dry, rocky wilderness has more vegetation than the desert.

Roller Path – As they graze, rollers create a safe path through the shard grass.

Ruins – These are the ruins of Eleonea, an ancient Eorna city destroyed by the Sathar.

Salt Flat – As the ancient seas of Voltturnus began their retreat, they left large salt flats behind. These salt flats are not entirely solid; there are many areas where briny rivers flow underneath. Persons crossing these salt flats will sometimes fall through the crust and drown.

Sea – This is the remnant of a vast salt sea that once covered the area.



SIGHT AND MOVEMENT

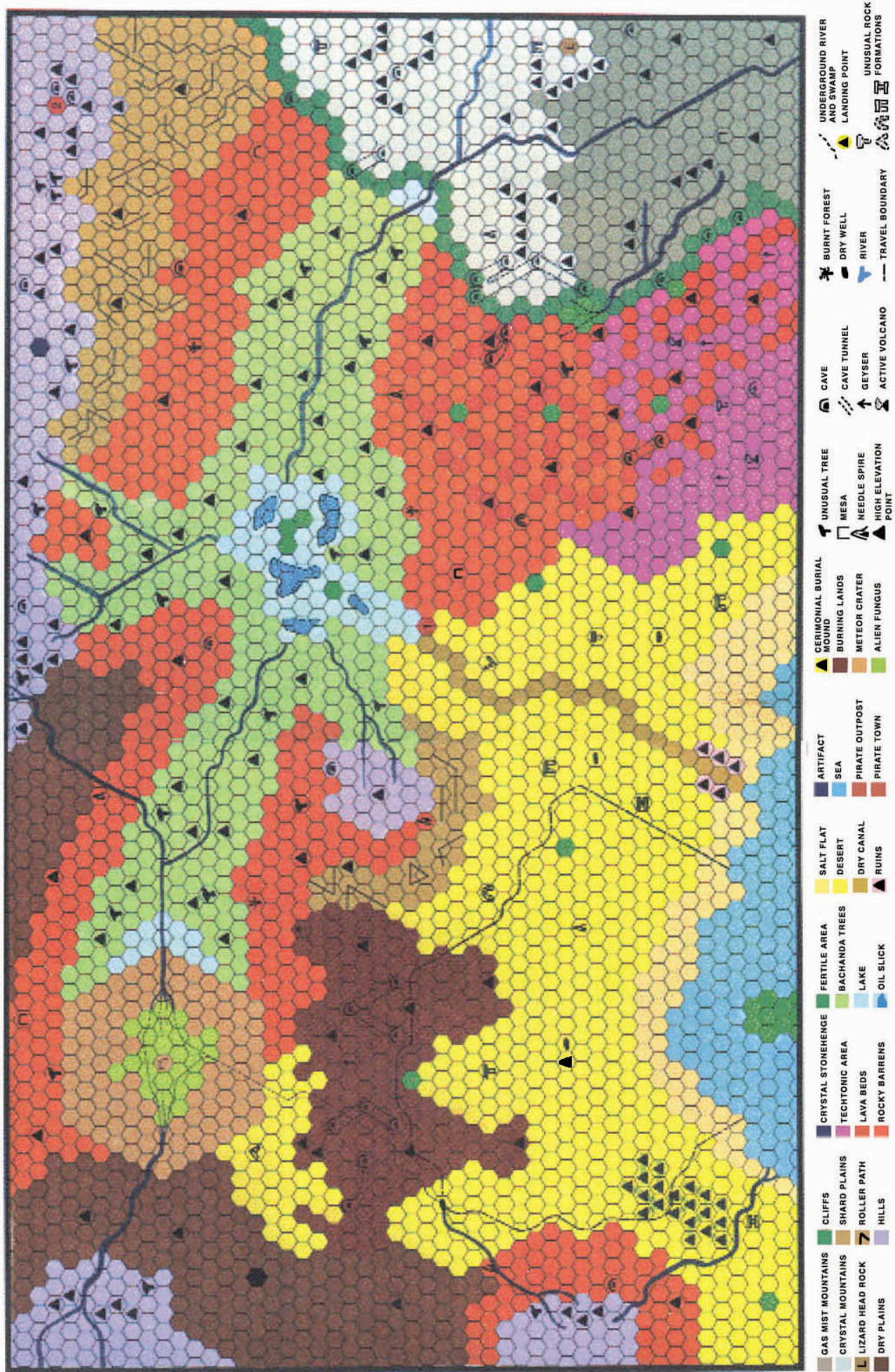
Terrain Type	Sight (Hexes)	Move/ Hour (km)	Move/ Day (Hexes)
Alien Fungus	1	.8	1
Bachanda Trees	0	.8	1
Burning Sands	1	.4	1/2
Caverns*	0	.8*	1*
Cliffs	0	.4	1/2
Crystal Mountains	1	.8	1
Desert	1	1.6	2
Dry Canal	1	3.2	4
Fertile Area	1	3.2	4
Hills	1	3.2	3
Lake**	1	.8	1
Lava Beds	1	.4	1/2
Meteor Crater	1	1.6	2
Mist Mountains	0	.8	1
Rocky Barrens	1	1.6	2
Roller Path***	1***	2.4	3
Ruins	1	2.4	3
Salt Flats	1	1.6	2
Sea**	1	.8	1
Shard Plains***	1***	.4	1/2
Tectonic Area	1	.8	1

* Move rate with guide, without guide varies.

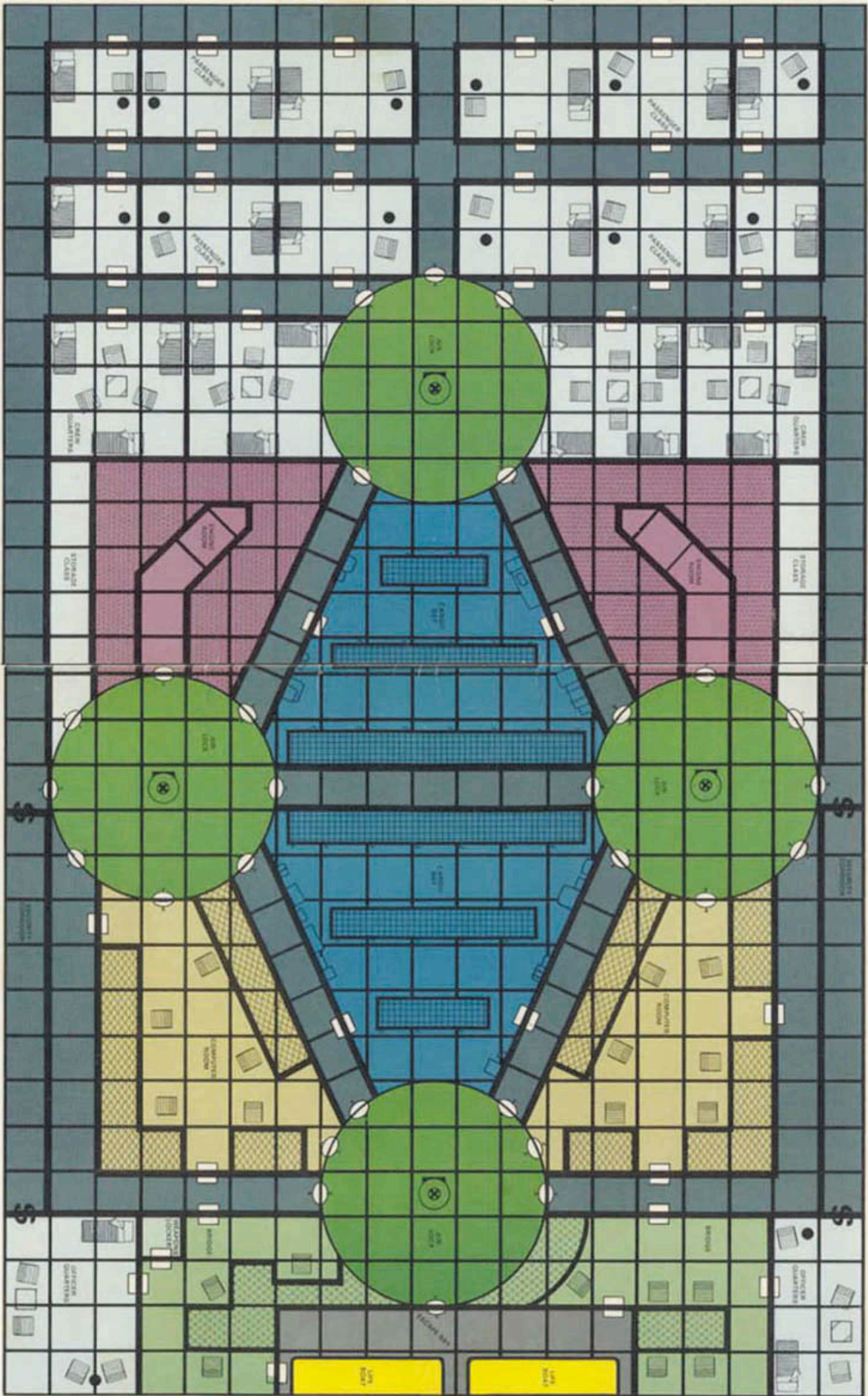
** swimming (hour only) and raft (hour & day).

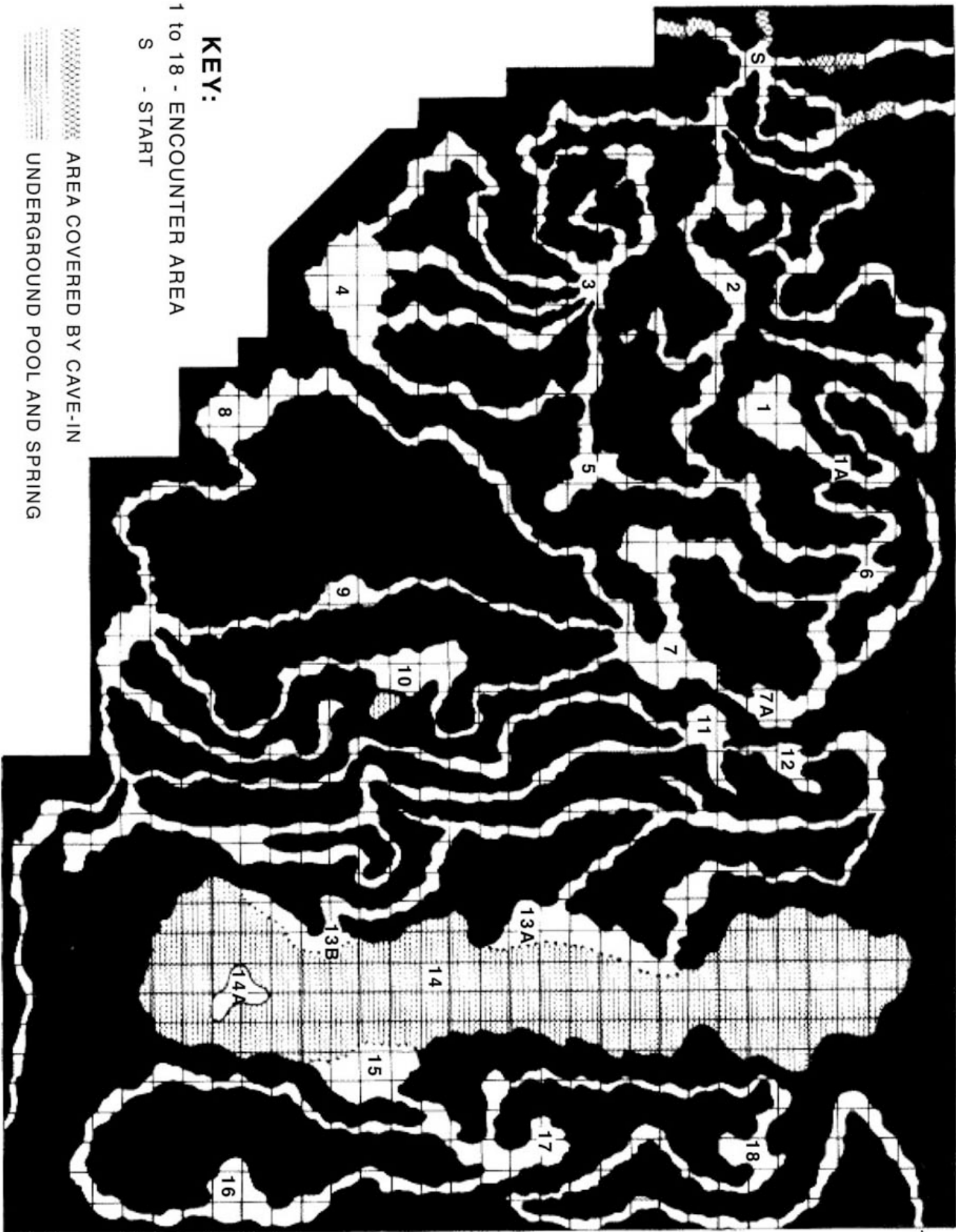
*** Roller paths cannot be seen except from high elevation points, or from the same hex as the path.

Map of Volturnus



Map of the Serena Dawn





KEY:

1 to 18 - ENCOUNTER AREA

S - START

AREA COVERED BY CAVE-IN

UNDERGROUND POOL AND SPRING

SCALE: 1 SQUARE = 250 METERS

