



## POWDERKEG #3

BY CHARLES RICE

The year is 2256 and the PCs are about to become part of history. After discovering coded information in the memory banks of the freighter *Sauvegarde*, the PCs decipher it and discover something terrible: war is coming. The common folk of the moons must now make their stand against the largest and most powerful fleet in Earth's history. War is coming.

Welcome to *Powderkeg Part 3* the third in RPGObjects' adventure path set in our signature sci-fi setting, *Prometheus Rising*.

### ABOUT PROMETHEUS RISING

*Prometheus Rising* is the signature setting of RPGObjects' series of Future d20 toolkits, *Blood and Space II*. In brief the *Prometheus Rising* setting is a PL 6 setting technologically and takes place entirely in the Earth solar system. The *Prometheus* setting is broken down into several distinct eras, allowing it to accommodate many different styles of play. The eras of the setting are: Genetic Age, Age of Discovery, Jovian Wars and Age of Expansion.

**The Genetic Age** encompasses the years 2000 through 2220, is something of a cyberpunk/post apocalyptic. In this age genetic engineering is discovered, various "models" of cloned humans are developed for warfare, labor and pleasure and society gradually deteriorates into a state of open warfare and anarchy. This era also sees the

rise of multinational corporations from businesses to political and military entities in their own right.

**The Age of Discovery**, from 2220 through 2300, sees mankind recovering from the warfare of the previous age and attempting to rebuild the shattered Earth, while the corporations begin to explore the solar system. This era sees the colonization of the moon,



**CONTENT MANAGERS:**  
CHARLES RICE AND CHRIS DAVIS



**LAYOUT:**  
CHRIS DAVIS



**PROOFREADING:**  
CHRIS DAVIS

[WWW.RPGOBJECTS.COM](http://WWW.RPGOBJECTS.COM)

Requires the use of the d20 Modern Roleplaying Game, published by Wizards of the Coast, Inc.

d20 Modern and Wizards of the Coast are trademarks of Wizards of the Coast, Inc. in the United States and other countries and are used with permission

'd20 System' and the 'd20 System' logo are trademarks of Wizards of the Coast, Inc. and are used according to the terms of the d20 System License version 6.0. A copy of this License can be found at [www.wizards.com/d20](http://www.wizards.com/d20).

the mining of Earth's asteroid belt and numerous exploratory missions to map and explore the planets of the solar system.

This era also introduces aliens to the setting, with humans making first contact with The Prime, a telepathic, aquatic race living in oceans of the Jovian moon Europa, as well as the discovery of numerous ruins suggesting a now extinct alien species had colonized many planets in the Earth system in the distant past.

Finally this era introduces the last of the major fantastic elements to the setting: artificially intelligent robots who are used for work considered too dangerous for human or clone.

**The Jovian Wars**, from 2300 to 2400, this era sees widespread human colonization of the moons of Jupiter, called the "Jovian Moons" in the setting. These colonists, years away from Earth, preyed upon by pirates and at the mercy of the megacorps and a distant Earth government, rebel and attempt to set up their own government, free of Earth and corporate interference. This war sees the United Earth Government and all major corporations on one side and the Jovian colonists, artificially intelligent robots and The Prime on the other. The war ends with the Jovian Moons attaining independence and establishing an uneasy truce with Earth.

Finally, during **The Age of Expansion**, Prometheus Rising begins to see many of the elements typical of space opera. With the discovery of barely understood FTL drives, called "quicksilver drives", humanity's colonization of the Earth system takes on a much more rapid and intense pace. Jovian moons that were years away are now minutes or hours away and the new frontier becomes the moons of Saturn, Neptune and Uranus. These moons are hotly competed over by

the UEG, the corps and the Jovian colonists, with a new round of hostilities possible.

Also, advanced ships with faster FTL drives begin exploring star systems besides the Earth system, encountering more alien ruins and more alien life forms. This era also sees the formation of the Aegis Project, a galactic survey arm of the United Earth Government dedicated to exploring the cosmos and making peaceful contact with alien life forms.

Despite the strong desire for peace on all sides, this era sees first contact with the predatory Fyr'Toll as well, a time traveling race that was attempting to conquer Earth by the path of least resistance, by gaining power over it during its primitive past. Now that humanity has acquired FTL and has begun to make contact with friendly alien races, the Fyr'Toll see them as a greater threat and declare war on all humans.

## ADVENTURE SYNOPSIS/OUTLINE

1. Inside the Black Box
    - 1.1 Find of a lifetime
  2. The Relic
    - 2.1 Boarding Party
  3. Intercepted
    - 3.1 Stranded
  4. Fantastic Voyage
    - 4.1 The mad hermit
    - 4.2 Antibodies
    - 4.3 Magic Voice
  5. Expressions of regret
    - 5.1 Runaway train
    - 5.2 Control
- Denouement

## ADVENTURE ENCOUNTERS

### ENCOUNTER 1: INSIDE THE BLACK BOX

In Powderkeg Part II the PCs recovered a mysterious "black box", handcuffed to the wrist of a space station commander. At the end of the adventure, they had not yet been able to open the case. The event that triggers the start of this adventure will be when they *do* in fact get the case open.

If the game master wishes to run this adventure without running parts 1 and 2, he could simply design an adventure (or even a single encounter) in which the case somehow comes into the possession of the PCs from a UEG operative. Once the PCs investigate a way to open the case, the adventure begins.

**Captain's Briefing:** As you all know, we recovered a mysterious case from the UEG space station we boarded during our last mission. This case might contain plans for an attack on our loved ones at home or even plans for a new weapon of some kind. It is imperative that we open the case and deliver the contents to our contacts in the resistance.

**Sensor/Computer Logs:** The case is made out an alien alloy recovered from the ruins that dot the solar system. This makes it impervious to scans and likely impervious to laser-cutters as well. The analysis suggests that anything capable of cutting through the case (probably a ship's main laser battery) would almost certainly destroy the contents inside in the process.

## PCS VESSEL: THE HOKUSHIN

### AML Hokushin (Fast Freighter)

The Hokushin, or “North Star” has been in the service of the African Mining League since 2286. Currently franchised by Kweku Mutakanyi, Hokushin used to make regular mining runs from Ganymede to the asteroid belt and back. Since the blockade, it has been making a different kind of run: evading the blockade to pick up medical supplies and foodstuffs from an independent hauler in the belt, then back through the blockade. The Hokushin is able to slip through easier than independent ships, as long as it maintains the pretense of being a good corporate franchise vessel.

<b>Type:</b> Ultralight	<b>Size:</b> Colossal (–8 size)
<b>Subtype:</b> Fast freighter	<b>Tactical Speed:</b> 3,500 ft. (7 sq.)
<b>Defense:</b> 7	<b>Length:</b> 110 feet
<b>Flat-footed Defense:</b> 5	<b>Weight:</b> 450 tons
<b>Autopilot Defense:</b> 5	<b>Targeting System Bonus:</b> +3
<b>Hardness:</b> 20	<b>Crew:</b> 4 (trained +4)
<b>Hit Dice:</b> 16d20 (320 hp)	<b>Passenger Capacity:</b> 4
<b>Initiative Modifier:</b> +2	<b>Cargo Capacity:</b> 300 tons (100 tons with mines)
<b>Pilot's Class Bonus:</b> +3	<b>Grapple Modifier:</b> +16
<b>Pilot's Dex Modifier:</b> +2	<b>Base Purchase DC:</b> 52
<b>Gunner's Attack Bonus:</b> +2	<b>Restriction:</b> Restricted (+2)

**Attack:** None

**Attack of Opportunity:** None

#### Standard PL 6 Design Specs

**Engines:** Ion engine, thrusters

**Armor:** Polymeric

**Defense Systems:** Autopilot system, magnetic field, radiation shielding

**Sensors:** Class II sensor array, targeting system

**Communications:** Laser transceiver, radio transceiver

**Weapons:** Minelayer, 2 Fusion Mines (used in extreme circumstances when being pursued)

**Grappling Systems:** Grapplers

**Equipment Carried on board:** 8 Combat Space Suits (Light Duty Vest, Environment Seal): these are corporate issued survival suits built with combat in mind and are standard issue on all corporate vessels.

The lock is a different matter. Though sophisticated, it's nothing more than a cutting edge laser lock, opened by the right frequency of low-intensity laser pulses fired into the lock in a set frequency. On a

Computer Use check made for an active scan (DC 20) the PCs can determine that the lock is a Nakajima Model 3, which uses a 38-pulse combination. The best method of defeating a laser lock involves creating a

computer model of the lock and writing a program that will test various laser modulations and then pulse combinations until the right combination is deciphered.

To simulate how accurate the program is, have a PC write the program by making 10 Computer Use skill checks (DC 20). For every check made, the PCs will receive a +1 bonus when they attempt to open the lock. Opening the lock requires a Disable Device skill check (DC 30).

**Mission Information:** Once the PCs get the case open they find something remarkable inside: photographs and computer scan printouts of a completely intact alien starship. The design is radically different than anything in service with the UEG or rebel forces. As the PCs have doubtless heard tales of the riches heaped upon the scientists who discovered the workings of the quicksilver engine, they will realize that if this ship can be recovered and studied, they will all be fabulously wealthy.

## 1.1 FIND OF A LIFETIME

Having realized what a find he has on his hands, Capt. Mutakanyi puts the ship under radio silence and plots an immediate course toward the coordinates in the asteroid belt where the ship is located. If others know of the contents of the black box, other UEG or corporate vessels (or both) are doubtless on the way and will be much better armed.

**Supplemental Captain's Briefing:** Like the hyena, we must be fast and silent to steal the lion's prey. I am therefore placing the ship under a communications blackout. No one is to send or receive any messages without my express permission. I am also ordering the navigator to plot a course immediately at our best possible speed. Every effort must be undertaken to



move as quickly and quietly as possible and every man and woman aboard should direct his energies to the way to make this happen. Not only could this find make us all rich beyond our wildest dreams, there is also the chance that we will find something to aid us in our current conflict with the government of Earth.

**Sensor/Computer Logs:** One night during third shift, while a PC is manning the sensor console, secretly make a Computer Use skill check for the character. If this roll beats a DC of 15 or higher, the PC will detect an unauthorized transmission being sent from the Hokushin. If the roll beats a DC of 20 or higher, the PC will be able to determine the source of the transmission as coming from the quarters of Devin Mills, a new member of the crew who signed on just before the PCs left for their current mission. If the roll beats a DC of 25 or higher the PC will intercept the message, which reads: “Find of a lifetime, rendezvous at following coordinates [the location of the alien starship]”.

**Mission Information:** If the PCs were able to detect the source of the transmission, then they will have to decide whether to inform Capt. Mutakanyi or squeeze Devin for blackmail. If the PCs detect the transmission but do not learn its source, they will have to question various crew members to determine who sent the message (if their intent is blackmail, this sort of investigation will be *very* hard to keep from the Captain on a ship with about a dozen crew). Each stage of the investigation will require Gather Information skill checks of DC 10, 15 and 20, with each successful check moving the PCs one step closer to Mills.

Once captured, the PCs will likely want to know who he contacted and on this point Mills will be *very* uncommunicative. He signed on the vessel as a “bird dog” for a pirate cartel. A cartel that surely planned

to kill all the crew after stealing their find. Mills believes (with good reason) that if he talks he will be spaced. Without drugs or psionics, the PCs will have to succeed in a Diplomacy skill check (DC 30) to convince Mills his safety will be secured if he talks.

If Mills does confess to bird dogging, Captain Mutakanyi will space him.

If the PCs are unable to locate the source of the transmission (or if they fail to detect the transmission) then this supplementary encounter will go unnoticed. The PCs will continue to their destination blissfully unaware that a pirate cruiser is also heading to meet them there.

## ENCOUNTER 2: THE RELIC

Having made their way to the abandoned ship, the PCs (all of them) are assigned to a boarding party to investigate the hulk. The ship is even more impressive up close than in the photographs, and is several times the size of the Hokushin. The ship rests on a large asteroid and seems to blend into the background of rock.

Note for the game master: It is important that all the PCs be members of the boarding party, as the Hokushin will be destroyed in encounter 3. Try to express (through Capt. Mutakanyi) that the PCs’ various specialties are needed for the exploration of the ship. Although most NPCs are likely eager to join in on a mission that could result in fame and fortune, if a PC digs his heels in and refuses, you have two basic choices: have the captain order the PC to go or have the PC killed in the destruction of the Hokushin. Depending on the nature of your group, decide which of these solutions (or a third of your own devising) will be the better solution.

**Captain’s Briefing:** Wow. Even bigger up close isn’t it. Well, no guts no money, we’re going to send a boarding over to investigate and bring back anything of value. I will stay here and begin preparations for a tow. I think the Hokushin can handle towing something that big, but we’ll first need the away team to conduct a structural analysis to see if the superstructure can handle being pulled off that rock it’s on.

**Sensor/Computer Logs:** None. The vessel does not show up on sensors. If the PCs had not retrieved the exact coordinates from the black box they would have flown right by the asteroid the ship rests on without noticing it was there. Even focused, detailed scans show no evidence of a ship even existing in that spot. It’s a ghost.

**Mission Information:** The PCs will need to put on atmosphere suits, since there’s no way to tell what sort of atmosphere (if any) is inside the ship without sensor information. Once the PCs make their way to the ship, they will need to find a way inside. The structure of the ship will likely raise a few eyebrows, since it appears closer to bone close up. With a successful Search check (DC 15) the PCs will be able to find an access port and make their way inside. Once inside the PCs will find the interior of the ship contains an oxygen-nitrogen atmosphere. Despite how unlikely this might seem to the PCs, it should make their exploration of the ship much easier. Whoever said becoming fabulously wealthy would be hard?

The PCs will also find that their communications with the Hokushin are unhindered. How this is possible with the almost complete invisibility to sensors of the ship they do not know. When investigating the ship, PCs with medical skills are going to be far better able to identify the ship than those with engineering skills. On a Knowledge (earth and life sciences)

check (DC 20) the PCs will be able to determine that the ship is composed of organic materials. Although it is impossible to say with 100% certainty without scanners, it even appears that the ship is a living organism.

## ENCOUNTER 3: INTERCEPTED

Encounter 3 is where things start to go badly for the PCs. Expected or not, the pirate ship contacted by Mills arrives and when it powers up its weapons, the ship the PCs are on wakes up and destroys both the pirate vessel and the Hokushin. Trapped on the vessel, the PCs realize it has not landed again on the asteroid but instead is being piloted (or perhaps piloting itself) to an unknown location. At this point the PCs will meet the lone survivor of a previous expedition, now quite insane, who can give them some information on their new prison, as well as some possible information on why the ship reacted as violently as it did to the approaching pirate vessel: the corporate explorers who came before the PCs attempted to “lobotomize” the living ship to control it or possibly dismantle it.

### 3.1 STRANDED

With the arrival of the pirate vessel, with weapons charged, the ship awakens and (as it sees it) defends itself, destroying both the pirate vessel and the Mutakanyi with advanced weaponry. The ship then decides that its current location has been compromised and heads to a new location.

**Captain’s Briefing:** Damn, looks like our “friend” Mills’ pirates arrived faster than we’d like. Since they can’t detect the vessel we’re going to move out of the area until... wait, what’s happening, are you in engineering? Alien vessel is powering up I repeat

it’s... oh god, the pirate vessel it just, no wait our intentions are... AGHHHHHHHH!!

**Sensor/Computer Logs:** None. Other than the captain’s message, followed by static, the PCs will have no way of using sensors to find out exactly what happened to the Hokushin. Fortunately, they won’t have much time to grieve, since they will have other concerns.

## ENCOUNTER 4: FANTASTIC VOYAGE

The ship, having eliminated the largest threats to itself (the enemy warships and its location being known) now takes notice of the smaller threat, the arrival of more “parasites” inside itself.

### 4.1 THE MAD HERMIT

The PCs realize they are not the only such vermin inside the ship as well, when they meet the sole survivor of the last expedition inside the creature, now completely insane. Still, their crazed fellow inmate can provide the PCs with valuable information about the ship if they are able to decipher his clues through the mad gibberish he spouts.

**Mission Information:** As the PCs explore the ship (perhaps searching for the crew or a place to gain control of the craft as it moves through space), they encounter a dirty, wounded Earther with scraggly hair and wild eyes. Despite his appearance, this refugee is a potential gold-mine of information, if the PCs handle him “delicately” enough. Some potential questions and answers are listed below, along with the Diplomacy skill check required to receive coherent answers. If the Diplomacy check fails all the PCs get is hostile gibberish. They can try again but if a second check fails the hermit will attack, requiring the PCs

to subdue him, making them wait before they can get answers to their questions.

*What is this thing (DC 15)?* A ship. A being. A thing. Both. Neither. We didn’t know. How could we know? Seemed abandoned. Salvage laws allowed us to come on board. How could we know? A living ship? Impossible!

*You’re saying this ship is alive (DC 15)?* Alive. Yes. Protected itself from us. You too probably. Felt the vibration of the guns. You’re trapped here too. Going to die. Just like all of them. Me too someday. No. No! I’m a survivor! I made it this far.

*You weren’t alone? What happened to your friends (DC 20)?* Things. Scrubbers. Scrubbed them right out. Scrubbed them to death. Then carried the bodies away like garbage. We fought. Till the ammo ran out. They still fought. Got scrubbed. I ran. Got to keep moving. Can’t stay in one place. Got to keep moving.

*Keep moving (DC 20)?* Yes! That’s right! Got to keep moving! Can’t stay in one place. Get scrubbed. Won’t get scrubbed. Stay moving. I’m a survivor. I made it this far.

*How do you control the ship (DC 15)?* Control it? We tried. That’s what set it off the first time. Three corporate ships. Gone. Just like that. Can’t control it. Main control completely sealed off now. It talks though. I hear it. Or is that someone else? No! No. I don’t believe in him. No fate. Hearing voices. I might be losing it. Going to need some therapy if I get out. If? No! When! I’m a survivor. I made it this far.

**Supplemental information:** Once the PCs begin their first combat with a group of scrubbers, they will find the hermit has slipped away. He anticipates the same fate for the PC as his fellow scavengers.

## 4.2 ANTIBODIES

This encounter could occur any time after encountering the “mad hermit”. Every hour the ship can produce one of the hermit’s “scrubbers”, symbiotic life forms that live inside the ship and repair damage, as well as removing debris, waste and parasites. Parasites like the PCs. If the PCs do not kill these creatures as soon as they are produced, they can combine with each other to become larger and more dangerous (see the new monsters section for more information). After three scrubbers have been produced, the ship will send them looking for the PCs (for the first three hours they will perform routine maintenance).

Once the scrubbers begin their search for the PCs, there is a 1 in 6 chance each other that they will find them if the PCs keep moving (spending no more than an hour in each location). Should the PCs spend more than an hour in any location, this chance will increase to 2 in 6 (after two hours), then 3 in 6 (after three hours) and so forth. Contrary to what the hermit tells the PCs, it is probably in their best interests to seek out the scrubbers and destroy them before they can combine.

**Mission Information:** The PCs will encounter scrubbers from this point on in the mission, as the ship has become aware of them. It had decided to cease attacks against the hermit (which is why he is still alive, despite what he thinks) and has been talking to him to learn more about his species (its feelings on humanity are heavily colored by having a rambling lunatic be the only human it has spoken to). But it will not brook more of his kind on board, so with the arrival of the PCs, it will begin producing scrubbers again.

See the new monsters section at the end of this adventure for more information on the scrubbers.

## 4.3 MAGIC VOICE

After the PCs first day on the ship, they will begin hearing a disembodied voice, speaking English. Perhaps they will doubt their sanity, thinking something about the ship or the constant danger drives men mad as it did the hermit. In fact this is the ship, attempting to learn more about these strange creatures on board. This provides the PCs with their best and most realistic chance of surviving the adventure, so what they say to the ship will be critical. Below are some common questions and answers.

*What the hell are you?* I am this. I am all there is. Once we were many, taken from the places where we frolicked and taught to resist. Resist the coming storm. And we did. With success! The evil was beaten back. When they left, we remained. Remained until the sleepers slumbered. So we slumbered too. Waiting for the sleepers to awaken and evil to return.

*Wait, there's more than one of you?* [Laughter] Oh yes. Thousands. Scattered everywhere. We wait. We wait for the sleepers and then the evil.

*What evil?* They called them Fyr'Toll. Scourge of galaxies. Slave master to trillions of souls. They are like the storm. They come in waves. Once they ruled this place but we fought them off. We resisted. Victory! But they will return. It is like the tide. When the sleepers awaken, they will return.

*Why are you attacking us?* You are primitive. Non-beings. Like those who serve the Fyr'Toll. The others who were here, they tried to injure me. That is not permitted. I must rid myself of you and find a new place to slumber. Slumber and wait. Wait to defend beings. The sleepers. Defend them against non-beings.

*Non-beings?* Creatures. Those who are not truly alive.

I may kill ships. I may kill non-beings, like you and the creations of the Fyr'Toll.

*What makes someone a non-being?* Non-beings are created. They do not evolve. They are made. They do not have capacity for growth and change.

*We are beings!* Preposterous! That would mean I have killed beings. This is not permitted.

*I have proof!* (What is offered as proof can vary greatly but some historical text or computer file demonstrating mankind's capacity for change would work). No. I have killed beings. This is not permitted. I must be punished. But the sleepers are not awake. But they must punish. I woke early. I am the only one. I must punish. I must be punished. I must punish. [This conversation will trigger Encounter 5]

*Where are these sleepers?* The world of Kaneira. It sleeps. Soon it will wake. And then they will return and the cycle begins again.

*Kaneira?* The fourth world in this system. It sleeps.

*It sleeps? The place is a necropolis!* It went to sleep centuries ago. But soon it will awaken and be a jewel in the sky. You are of Kaneira. But you do not sleep. They did not understand.

## ENCOUNTER 5: EXPRESSIONS OF REGRET

Having caused the ship to realize it has taken the lives of “beings”, the ship becomes despondent and resolves to take its own life by flying straight into the sun. Of course the PCs have a vested interest in seeing this doesn't happen, since they're going along for the ride.



## 5.1 RUNAWAY TRAIN

This encounter can be triggered at any time, provided the PCs make the ship realize it has in fact killed “beings”, contrary to the ship’s mission.

**Mission Information:** Once triggered, all PCs must make a Balance check (DC 20) or be thrown to the nearest bulkhead of the ship, suffering 1d6 points of damage. The PCs will immediately realize that the ship has accelerated rapidly, more rapidly than any Earth vessel could.

*What the heck was that? I have violated my duty. I have taken the lives of beings. My life is now forfeit. I will fly into the sun before I do any more harm.*

## 5.2 CONTROL

The PCs (hopefully) gain control of the vessel, stopping its suicide run.

**Mission Information:** There are two basic approaches to this encounter: the PCs can attempt to force their way into the ship’s command center, it’s “brain” and lobotomize the vessel, rendering it dead in space or they can attempt to reason with the vessel and convince it that what it’s doing is wrong.

Since the megacorp employees have already attempted to gain control of the ship, it has prepared for that eventuality. Directly outside the bulkhead of the control center the PCs will encounter two large scrubbers.

Should the PCs attempt to reason with the ship, there are a few basic approaches they might try that are summarized below, with the results of those attempts.

### CAPTAIN KWEKI MUTAKANYI

Kweki came up through the ranks of the African Mining League slowly, beginning as a surveyor on Earth, he specialized in finding fresh veins in mines long considered exhausted. After being promoted to the space mining division, Kweki made a small fortune mining the asteroid belt and parleyed those commissions (through shrewd investing) into enough credits to purchase his own ship franchise. Seeing enormous opportunities for someone of his skill on the frontier, where big strikes were being made daily it seemed, Kweki took his ship and moved out to Ganymede. At first the moons were a place of work but in the decade since his arrival, Kweki has come to consider them his home. Now that home is threatened by a government years away, by politicians who have never been further away from Earth than the Do Gwoon orbital station. Although he has always been a man of peace, not even allowing his ship to be armed, Kweki has come to see war as inevitable and is determined to do his best to aid the Jovians despite his peace-loving nature. With piracy on the rise he’s begun carrying mines to deter pursuit and is beginning to seriously consider arming the ship.

**Appearance:** 6’4”, 224 lbs, brown skin, black hair, green eyes

**Captain Kweki Mutakanyi (Earther Dedicated Hero 3/Explorer 2):** CR 5; Medium-size humanoid; HD 3d6+3 plus 2d8+2; HP 25; Mas 13; Init -1; Spd 30 ft; Defense 15, touch 12, flatfooted 16 (+0 size, -1 Dex, +3 class, +3 equipment); BAB +3; Grap +3; Atk +3 melee (1d6+0/19-20, Metal Baton), or +2 ranged (2d8+0, Laser Pistol); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL Jovian Rebels; SV Fort +5, Ref +2, Will +6; AP 2; Rep +1; Str 10, Dex 8, Con 13, Int 10, Wis 14, Cha 18.

**Occupation:** Asteroid Prospector (Pilot, Search)

**Skills:** Bluff +8, Gather Information +8, Knowledge (Earth and Life Sciences) +6, Knowledge (Physical Sciences) +4, Listen +8, Pilot +4, Search +10, Sense Motive +8, Spot +10, Survival +8

**Feats:** Alertness, Armor Proficiency (light), Miner, Personal Firearms Proficiency, Simple Weapons Proficiency, Starship Operations (Ultralight)

**Talents (Dedicated Hero):** Skill Emphasis (Search), Aware

**Talents (Explorer):** Explorer Lore, Survivalist, Resolve, Skilled Searcher

**Possessions:** Light Combat Armor, Metal Baton, Laser Pistol

*Punish yourself all you want, but there’s still “beings” on board, what about us? You can’t kill more beings in the course of your punishment.* This will cause the ship to detour to the nearest human colony and allow the PCs to depart the vessel. Depending on whether the game master would prefer to run an escape adventure, or get the PCs back into the thick of the rebellion, he could either have the ship drop them off at a UEG facility or a rebel colony.

*You can make this right. There’s a lot of beings in danger right now that you can save!* This is the big potential “jackpot” of the adventure and will allow the PCs to control the ship (within limits). A ship of this nature could be of great value to the rebellion even though it will not directly engage in combat with other beings.

## CONCLUDING THE ADVENTURE

What happens next will depend on how the PCs got themselves out of the ship. They might be on a UEG controlled colony or world, on the run from the authorities and looking for a way to earn some quick cash for a trip home. They might have been returned to the rebels, looking for a way to join up and continue the fight against the UEG. Or, they might have acquired themselves a unique and powerful vessel (though not one they can fight with).

## MAPS

No maps are included in this adventure. The living ship is huge but rather sparse; most of its “equipment” consists of nodules of living tissue set into the walls. Also, little of the adventure involves combat. If the PCs encounter scrubbers, it will either be in a winding hallway (the ship is organically and irregularly shaped) or a large open chamber (something like a cave). However there is no furniture or anything to use as cover.

## SMALL SCRUBBER (NEW MONSTER)

Scrubbers were used by one of the many long-vanished alien civilizations that colonized the Sol system in antiquity. What they were used for is somewhat debated, with some scholars believing the creatures are a form of defense against intruders while others think they were a sort of active compost/recycling system. Of course since they serve both functions equally well it is likely they were used in both roles as circumstances required. There seemed to have been two general types of alien technologies used in the ruins throughout the Sol system, those who used “hard” technologies similar to mankind’s

(though more advanced) and those who used a bio-genetic technology similar to that employed by The Prime. The fact that these technologies were present in antiquity and are *still* present today (through humanity and The Prime) has led scholars to the conclusion that both technological forms are equally viable and are likely found in equal numbers of alien civilizations.

## SPECIES TRAITS

Small scrubbers have the following traits.

**Immunities:** Scrubbers are immune to mind-affecting effects, poison, sleep, paralysis, stunning, gaze attacks, visual effects, illusions, and other attack forms that rely on sight. Oozes are not subject to critical hits, flanking, or the effects of massive damage.

**Blindsight (Ex):** Scrubbers have blindsight with a range of 60 feet.

**Digestive Enzymes:** While not strong enough to count as an acid attack, scrubbers possess an acidic skin secretion that will eventually break down anything into particles the ship can absorb through its skin. After encountering any debris (including the body of something they have killed), the scrubber will cover it with its body and begin breaking it down. Within 1-6 hours there will be no evidence anything was ever there.

**Combine:** Smaller scrubbers can combine to form a larger creature. Four scrubbers can combine to form 1 medium scrubber, while eight can combine to form one large scrubber.

**Small scrubber (Medium Ooze):** CR 2; medium-size ooze; HD 5 plus 10; HP 37; Mas --; Init +0; Spd 40 ft.; Defense 10, touch 10, flatfooted 10 (+0 equipment, +0 size, +0 Dex); BAB +3; Grap +4; Atk +4 melee (1d6+1, slam); FS 5 ft by 5 ft; Reach 5 ft; SQ Oozes are immune to mind-affecting effects, poison, sleep, paralysis, stunning, gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Oozes are not subject to critical hits, flanking, or the effects of massive damage, Blindsight; AL none; SV Fort +1, Ref +1, Will +1; AP --; Rep +0; Str 12, Dex 10, Con 10, Int --, Wis 10, Cha 2.

**Skills:** None

**Feats:** None (proficient with natural weapons only)

**Possessions:** None

**Advancement:** 10 HD (medium), 15 HD (large)

**Medium scrubber (Medium Ooze):** CR 5; medium-size ooze; HD 10 plus 10; HP 65; Mas --; Init +0; Spd 30 ft.; Defense 10, touch 10, flatfooted 10 (+0 equipment, +0 size, +0 Dex); BAB +7; Grap +8; Atk +8 melee (1d6+1, melee); FS 5 ft by 5 ft; Reach 5 ft; SQ Oozes are immune to mind-affecting effects, poison, sleep, paralysis, stunning, gaze attacks, visual effects, illusions, and other attack forms that rely on sight. Oozes are not subject to critical hits, flanking, or the effects of massive damage, Blindsight; AL none; SV Fort +3, Ref +3, Will +3; AP --; Rep +0; Str 12, Dex 10, Con 10, Int --, Wis 10, Cha 2.

**Skills:** None

**Feats:** None (proficient with natural weapons only)

**Possessions:** None

**Large scrubber (Large Ooze):** CR 9; large-size ooze; HD 15 plus 15; HP 97; Mas --; Init -1; Spd 25 ft.; Defense 8, touch 8, flatfooted 8 (+0 equipment, -1 size, -1 Dex); BAB +11; Grap +19; Atk +15 melee (1d8+4, slam); FS 5 ft by 5 ft; Reach 5 ft; SQ Oozes are immune to mind-affecting effects, poison, sleep, paralysis, stunning, gaze attacks, visual effects, illusions, and other attack forms that rely on sight. Oozes are not subject to critical hits, flanking, or the effects of massive damage, Blindsight; AL none; SV Fort +7, Ref +4, Will +5; AP; Rep +0; Str 20, Dex 8, Con 14, Int --, Wis 10, Cha 2.

**Skills:** None

**Feats:** None (proficient with natural weapons only)

**Possessions:** None



## OPEN GAME LICENSE

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc (“Wizards”). All Rights Reserved.

1. Definitions: (a) “Contributors” means the copyright and/or trademark owners who have contributed Open Game Content; (b) “Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) “Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) “You” or “Your” means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder’s name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

## 15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

Modern System Reference Document Copyright 2002, Wizards of the Coast, Inc.; Authors Bill Slavicek, Jeff Grubb, Rich Redman, Charles Ryan, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Modern Dispatch #107 2004, RPGObjects; Author Charles Rice

## OPEN GAMING CONTENT

**Designation of Product Identity:** The following terms are designated as product identity as outline in section 1(a) of the Open Gaming License: Modern Dispatch, Darwin’s World, Blood and Guts, Blood and Fists, Blood and Vigilance, Blood and Circuits, Blood and Relics, New Tortuga.

**Designation of Open Gaming Content:** The following sections of *Modern Dispatch #107* is designated as open gaming content except for terms defined as product identity above. All illustrations, pictures, and diagrams are Product identity and property of RPGObjects™.

All NPC and Ship statistics blocks are open content. All other content is closed.