

THE WIZARDS OF ICONIUM

A Scenario For STAR LEGION: The Game of the Space Opera

By Christopher G. Adams

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THE PREMISE: The PCs are the crew of a deep space exploration vessel, en route back to civilized space after a patrol beyond the frontier when they pick up a faint distress signal from the Iconium star system. The crew alters course to investigate and becomes entangled in a sticky situation involving the Space Patrol's Non-Interference Directive.

THE SETUP: Iconium is an interdicted world. The United Space Patrol has restricted access to the planet due to the primitive level of the native civilization (Earth medieval equivalent). The distress call appears to be from a private Earth merchant ship and seems to originate from orbit around Iconium. When the PCs arrive, they find the merchant ship in a decaying orbit, with no power. The players should be able to board the ship and stabilize its orbit, at which time they discover that an escape pod is missing. A check of the ship's log will reveal that the two merchants descended to the surface of Iconium after they were unable to stabilize the ship. The PCs will have to go down and retrieve them before any cultural damage is done.

AMBUSHED! Tracking the escape pod is simple, and the PCs can land unnoticed in a heavily wooded area not far from the pod; however, the pod appears to be located within the walls of a castle. When the PCs try to approach the castle, they will be ambushed by a scouting party from Castle Rodhan, the sworn enemies of Baron Klaun, who is the Lord of the castle where the escape pod, and presumably the missing merchants, are located. The captured PCs will be taken to Castle Rodhan and brought before King Rodham himself.

THE WIZARDS: When the PCs are brought before King Rodham, their captors refer to them as "servants of the Baron's wizards". If the PCs inquire what this means, it will be explained that their clothing and mannerisms are like those of the powerful wizards who have recently been aiding Baron Klaun. These wizards can "call down lightning from the sky" and "kill men at a 1000 paces". It should be obvious to the players that these wizards are, in fact, the missing merchants. The PCs should be able to convince the king, with a little high-tech "magic", that they are also wizards and that they will help rid him of the evil. The king will accept the offer, as he has no way to fight back against such power, and will also arrange to have a small compliment of his knights guide the PCs through the secret tunnels that can take them right to the baron's castle.

THINGS THAT GO BUMP IN THE... DARK: There is only problem with the secret tunnels- the cave spiders (Blood 15, STURDINESS 2, Brawling 3, Bite 8). Once the players are deep in the tunnels, they are jumped by a pack of these beasties, which should decimate their guides. The PCs will emerge from the tunnels, on their own and maybe missing a few of their number as well.

THE CASTLE: Once the players emerge from the tunnels, they find themselves in the dungeons below Baron Klaun's castle. A quick bit of scouting and dodging the guards will bring the players to the "wizards' laboratory", where the merchants have setup the power cells from the escape pod and where they have stored their "magic" items, i.e. laser guns, medical kits and so forth. The merchants are present when the PCs arrive to "rescue" them. Although one of the merchants is ready to go home, the other has taken a liking to being a wizard (plus he knows that he will be brought up on charges for breaking the Space Patrol's non-interference directive). He thus will sound the alarm for the guards, grab a laser gun and try and kill the PCs.

FINALE: At this point, the PCs must do three things: 1) They must escape with the two merchants (whether or not one of them wants to escape). 2) They must destroy the wizard's lab, meaning the power cells and hi-tech devices. 3) They must get off world and retrieve the orbiting merchant ship. This part of the adventure should be a madcap romp through the castle, akin to the "escape from the Death Star" sequence in *Star Wars*. The very end should be a frantic chase scene as the PCs try and make it to their ship and lift off with the baron's troops right on their tails!