

Derelict Safari



*A one shot Traveller RPG / Cepheus adventure
by
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*Designed for first-time players.
Can be played in a single 2-3 hour session.*

The Situation

Safari ship "Dagon"'s crew was on a mission to collect a Gazaal and a few Nibbon for a rich patron. Unfortunately, the xenobiologist they hired was also paid extra, in secret, to collect a Carthus. He caught a pair of them and tried to hide them with the cargo. They broke out and wreaked havoc on the ship. The corrupt xenobiologist took the launch boat and escaped, leaving the crew in a dire situation. All they could do once the Carthus started destroying everything in their sight was to send out a distress beacon and lock themselves in a stateroom.

The crew of a Far Trader (the PCs) has just emerged from jumpspace and immediately received the signal from very close to them. Knowing that any vessel that receives a SOS signal is legally required to respond, they approached the vessel...

Dagon's Crew:

Captain / pilot: Ashanti Kase (76588A) Admin, Diplomat, Leadership 3, Pilot 2, Tactics

Engineer / comms: Wyrren Griffin (568986)
Comms, Engineer, Steward

Astrogator: Aylin Foster (566AA8) Astrogation, Gun Combat, Navigation, Sensors, Survival

Corrupt Xenobiologist: Braxis Long (485998)
Comms, Life Science (xenobiology) 3, Pilot 1, Zero G, Vacc Suit

The Animals

Gazaal

Hits 36, Speed 6m

Skills: Athletics (endurance)+2, Recon 0, Survival 2

Attacks: Horns (2D), Trample (3D)

Traits: Armour (+2), Heightened Senses, Large (+2)

Behaviour: Herbivore, Grazer

Nibbon

Hits 3, Speed 10m

Skills: Athletics (dexterity) 3, Recon 3, Stealth 2, Survival 2

Attacks: Claws (D3)

Traits: Heightened Senses, Poison (difficult/2D/1D hours), Flyer (+2)

Behaviour: Omnivore, Hunter

Swarm mechanics: DM+2 damage for each, HP multiplied by number of nibbon

Carthus

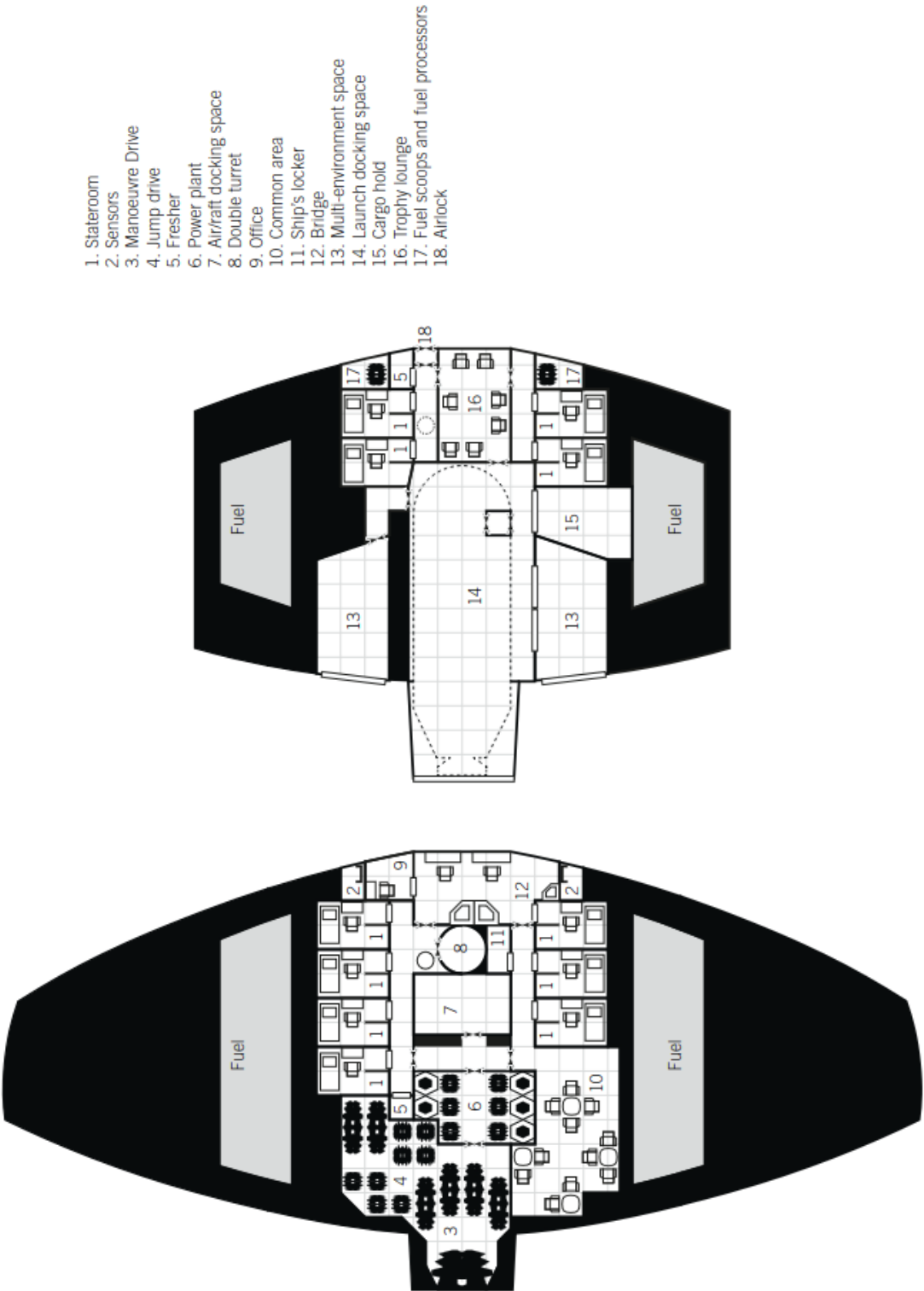
Hits: 28 Speed: 13m

Skills: Melee (natural) 3, Recon 2, Stealth 2, Survival 2

Attacks: Bite (4D)

Traits: Amphibious, Camouflaged, Fast Metabolism (+2), Heightened Senses, Large (+1)

Behaviour: Carnivore, Hunter



Safari Ship Type K

Entry points:

- Airlock. Vacc Suit (8+ DEX)
- Docking Space. Pilot (6+ DEX) to dock, but air is slowly escaping from both ships. Mechanic 8+ DEX to fix the door.

Deck 1

Docking Space (14). Single terrified Gazaal stands chewing. Recon 8+ to hear the panicked animal, Animals 10+ to calm it. 2D to determine behavior (6- to flee, 8+ to trample). Logs show launch left several hours ago. Door not fully locked, air whizzing out. Mechanic 8+ to fix it. Admin / Computers 8+ to see the logs of the launch, 10+ to see the logs of the crates loaded earlier today. Doors to 13 open, it's hot, steamy, low visibility.

Cargo Bay (15). Complete mess. Broken crates, scratches, blood, clothes. Other crates may contain sedatives, animal food, supplies, etc... Animals 8+ to see that two animals broke out of a crate and dragged food back here to eat.

Multi-environment A (13). A few Nibbons, hot, moist, steaming, climate controls are offset. Mist spilling out into docking area. Mechanic / Computers / Survival 6+ to fix the climate controls. Swarm may attack. Add DM for the number of Nibbons (3-5) to the attack rolls. Use flee / attack tables.

Multi-environment B (14). Gazaal hold, empty, broken open. Smell – pungent, farm-like, hay, food, droppings. Medic 8+ to identify that the blood is animal, not human.

Trophy Lounge (16). Nice plush seating, tables. Shattered glass, broken specimen cases, taxidermied alien fauna, food wrappers. Possible Carthus or sounds of one. Investigate 8+ INT to see that the Carthus attacked a human here, Investigate / Recon 10+ to find a used tranquilizer.

Deck 2

Bridge (12). Dim emergency lights. Console dark, except the distress beacon. Possible Carthus. Electronics 8+ to bring auxiliary power and view cameras (can spot Carthus somewhere if it's not here).

Staterooms (1). After opening a few, they stumble upon 2 surviving crew on Deck 2. A pilot, an astrogator. Medic / Persuade 8+ (INT) to calm down the astrogator. Investigate 10+ to find the xenobiologist's contract for the secret bounty.

Engineering (3,4,6). Hot, loud, power in degraded mode. One engineer hiding. Engineer / Mechanic 8+ DEX to stabilize the reactor.

Common Area (10). Possible carthus if not already encountered. Food has been thrown around, tables, chairs turned. Animals / Survival 8+ INT / EDU to identify Carthus scratches. Stealth 10+ to not step on a crunchy packet.

Tension Builders

- Floor vibrates (could be engineering, could be a carthus)
- Lights flicker (could be wiring, could be a carthus or a stuck nibbon)
- Temperature suddenly changes (either really cold or really hot)
- A low two-note sound in the distance (a gazaal call)
- An intercom comes on with heavy breathing and steps, then cuts away
- Distinct metallic clack-clack-clack of claws moving rapidly through the ventilation
- PA system crackles to life and plays the captain's screaming command to hide in the staterooms

Pre-generated Player Characters

1 — Captain

STR 7, DEX 8, END 7, INT 10, EDU 11, SOC 11

Admin 3, Broker 2, Leadership 2, Tactics 0, Diplomat 1, Persuade 1, Advocate 1

2 — Purser

STR 8, DEX 7, END 8, INT 9, EDU 10, SOC 9

Broker 2, Admin 2, Persuade 1, Language (Galanglic) 1, Steward 1, Recon 0

3 — Pilot

STR 8, DEX 11, END 7, INT 8, EDU 7, SOC 10

Pilot (spacecraft) 2, Astrogation 1, Vacc Suit 1, Gun Combat (slug) 1, Athletics (dexterity) 1, Recon 1

4 — Navigator

STR 7, DEX 9, END 7, INT 11, EDU 10, SOC 8

Astrogation 2, Navigation 2, Electronics (sensors) 1, Pilot (small craft) 1, Gun combat 0, Survival 1, Recon 1

5 — Sensor Operator

STR 7, DEX 10, END 8, INT 10, EDU 9, SOC 6

Electronics (sensors) 3, Electronics (comms) 1, Electronics (computers) 2, Investigate 1, Recon 1, Stealth 2, Science 0

6 — Chief Engineer

STR 9, DEX 7, END 10, INT 11, EDU 8, SOC 8

Engineer (m-drive) 2, Engineer (j-drive) 2, Mechanic 2, Vacc Suit 1, Electronics (computers) 1, Leadership 1

7 — Drivehand

STR 10, DEX 12, END 9, INT 7, EDU 7, SOC 5

Mechanic 2, Engineer (power) 1, Athletics (strength) 2, Vacc Suit 1, Gun combat 0, Melee (unarmed) 1, Survive 1

8 — Steward

STR 10, DEX 7, END 12, INT 9, EDU 8, SOC 10

Steward 2, Carouse 1, Melee (unarmed) 1, Athletics (strength) 1, Persuade 1, Animals (handling) 0

9 — Doctor

STR 6, DEX 7, END 7, INT 11, EDU 12, SOC 9

Medic 3, Science (biology) 2, Animals (veterinary) 2, Electronics (computers) 1, Admin 1, Persuade 1

10 — Gunner / Security

STR 13, DEX 9, END 11, INT 7, EDU 6, SOC 8

Gunner (turrets) 2, Melee (bludgeon) 2, Gun Combat (slug) 2, Gun Combat (energy) 1, Recon 1, Tactics (military) 1, Athletics (strength) 1

Far Trader's Ship's Locker Equipment

Protection

- **2 Vacc Suits (Standard TL12)**, 8 kg, protection 10, 6 hours
- **5 Cloth Armor Suits (TL10)**, 3 kg, protection 8
- **6 Rescue Bubbles**, 2 kg, self repairing plastic bubble, two person/hours life support

Weapons

- **5 Cutlasses**, 2 kg, damage 3D, Zero-G
- **5 Snub Pistols**, 0 kg, range 5m, damage 3D-3, Zero-G, magazine 6
- **2 Autopistols**, 1 kg, range 10m, damage 3D-3, magazine 15
- **1 Laser Carbine (TL 11)**, 2 kg, range 200m, damage 4D, magazine 50, Zero-G
- **1 Shotgun**, 4 kg, range 50m, damage 4D, magazine 6, bulky
- **2 Stunsticks**, 0.5 kg, melee, damage 2D, stun

Kits

- **TL12 Medikit**, 1 kg, DM+2 on medic checks
- **Life Sciences Toolkit**, 8 kg, DM+2 science checks, DM+1 on medic / investigate for diagnosis
- **Forensics Toolkit**, 12 kg, crime scenes, samples
- **Engineering Toolkit**, 12 kg, required for spacecraft repairs
- **Electronics Toolkit**, 2 kg, electronic repairs
- **2 pairs of Light Intensifier Goggles (TL9)**, combined with IR, normal vision except total darkness
- **5 Mobile Comms**

Misc

- **Standard Rations**
- **Breather Masks**
- **Data wafers**
- **Duct tape**
- **Cleaning supplies**
- **Etc...**