STAR CRAWL

THREEN STATION ZERO

A LEVEL 2 ADVENTURE

COMPATIBLE WITH
DCC RPG

COMPATIBLE WITH
MCC RPG

Threen Station Zero

A 2nd level adventure for Star Crawl

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Produced by Tuesday Night Fiend Club
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Introduction

This Star Crawl adventure is intended for four to eight 2nd level characters. It can be scaled for groups of different levels or sizes by adjusting the number of opponents and DCs of saving throws. It should be noted, however, that even if adjusted, the Star Crawl setting lends itself to high lethality: without careful play and strategic thinking, an unwary party could easily be wiped out.

A Star Crawl party intending to play this adventure should either have a ship of their own or access to a loaner ship (an opportunity for obtaining a loaner is provided in the Player Introduction).

In Threen Station Zero, the characters will explore the last space station of a long dead race. They will be on a tight timeline, moving against the threat of discovery by rival salvagers and the station's security systems. If successful, they could walk away with rare and valuable loot.

Judges planning to run this adventure as written should be sure to familiarize themselves with the Space Environment Rules on page 39 of Star Crawl. Also note the importance of tracking time: the characters will be racing against the clock and the judge should note the time it takes for every action. When playtesting this adventure, the method that worked for me was ticking off a mark when I felt roughly ten minutes had passed. Breaking through a door? Add a tick. Making a quick search of a room? Add a tick. Climbing the elevator shaft to the top of the station? Yep, that's a tick. I'd update the characters after each hour passed: they quickly learned the importance of time management.

>MCC: *Notes are included throughout this book to guide use of Threen Station Zero as a terrestrial Mutant Crawl Classics adventure for those not wishing to take their characters into space. The setting should be relocated, with the space station becoming an underground research facility of the ancients. Alternatively, an MCC judge may wish to use the adventure exactly as presented for Star Crawl. In this case, access to the station can be gained via teleporter pad, which can only be activated while the station is powered (place this teleporter within one of the research wings). Once aboard, they may return home through the pad or with the Threen fighter. Or, they may be captured by the Serpine pirates, kicking off a new Star Crawl campaign!*

Background

Few speak of the Threen anymore. It's too bad, really, as there are so many lessons to learn from them. Perhaps they're all just ashamed, those who acted and those who didn't alike.

The Hoomins built their Thousand Year Empire on a simple principle: join or serve. They offered (oppressive and one-sided) treaties and alliances to each race they met; those who refused were forced into servitude. As their power and reputation grew, few independent races dared to refuse alliance. The Threen- a technologically advanced race spread across a few systems- were one of those who refused to submit to the Hoomin Empire. They fought just too hard against the Hoomins, who chose to make them an example, wiping out every Threen colony, ship, and refugee they could find. In the nearly three centuries since, the true nature and history of the Threen have been forgotten: they remain in memories only as an example of Hoomin villainy. But orbiting a tiny moon outside the Threen's home system, a research station was overlooked. It may provide some glimpse into the dead race, not to mention ample opportunity for profit…

>MCC: *The name 'Threen' will likely never come up while running this as an MCC adventure: it is enough to call the base a research station of the ancients. If some sort of divination enables characters to learn more of the place's history, the Threen can be described as members of a scientific discovery enclave who remained isolated during their world's apocalypse.*

Player Introduction

The character in the group with the highest Personality score (use Luck as a tie breaker) managed to have an interesting conversation with a Dern during their last stopover. It seems this Dern was passing through an unnamed system adjacent to old Threen space when he saw something unusual: an unregistered space station. While that alone wouldn't usually be enough to make for a tale, he didn't recognize the markings. When run through his nav-bot, they were confirmed to be Threen. Surely that can't be right, he thought, and cautiously approached for a better look. Well, the station's defense systems lit up & locked on: he thought he was a goner. But, luck of lucks, the station just then hit the dark side of its moon and the defense systems went dead. Seems the station's completely dependent upon constant solar power, like its storage batteries are burnt out. An enterprising star

crawler might be able to make their way in while the station's dark and pull some high value salvage- dead race collectors will pay top cred for Threen merch.

Allow the character listening to make a Perception check (DC 12). If successful, they notice the group of Serpines leaving the next table- could they have overheard the Dern's tale?

If the party does not have their own ship, a frigate can be rented with a Credit Check of 8. Otherwise, they can negotiate with a local merchant for a loaner. The terms will be extremely unfavorable for the party, with the lender asking to receive 70% of all take and first pick of any findings. A charming character can negotiate the merchant's cut down with a Personality check (a roll of 12 will drop it to 50%; 16 drops it to 30%), but the merchant will not give up rights to first pick of the goods. Alternatively, a scoundrel can attempt to Grift their way into a loaner: with a Grift roll of 12, they can convince a merchant to lend a ship for a flat 20% cut of the take.

>MCC: *A traveler trades the story of the dead research station for a meal and a place to bed for the night. The tale is similar to that above, with the wanderer hoping to salvage the dead station at night but fleeing when the rising sun activated living metal defenses. It is recommended you change the timing to have the station power go off a few hours after dark (giving 12 hours of darkness to explore the station may leave little challenge for the party). In this case, the power cycle should be roughly 18 hours powered and 6 hours unpowered.*

Outside the Station

On first approach, the station will be nearly invisible, sitting in the dark behind the moon it orbits. A Perception check (DC 20) will be required to spot it in the darkness. Shortly after arrival, the station emerges out of the moon's shadow, allowing it to be noticed with a DC 12 Perception check. An Intelligence or mechanic's Understand the Unusual check (DC 12) can be made to estimate the amount of time the station spends in light & darkness (4 hours each). Characters with an appropriate occupation (astronomer, mathematician, navigator, etc.) get +1 die type for this and similar checks.

As the Dern suggested, approaching the station while in the light is ill-advised. The station boasts significant defensive systems, all capable of automatic fire (see appendix for full details). A ship approaching within range 2 will notice multiple weapons locking on. A quick acting crew will easily avoid the initial volley, but if the ship remains within range the station will attack with all available weapons.

Entering the Station: The party has a few options for moving into the station- the judge should share a copy of the unlabeled station drawing on the inside cover of this adventure to help guide the players' decision. Most ships have breaching tubes as standard equipment: this device consists of a retractable tunnel and a disk which attaches to the outer hull, functioning as a make-shift airlock. While using a breaching tube, all outside station hatches can be opened using the rules described in the Doors section on page 7. The characters will be able to identify hatches near Habitation, Command & Control, and Engineering, each of which opens into an access tunnel that feeds into the Central Shaft (though the outside of the station provides no guidance as to what lies beyond each door). The Hangar Bay doors may also attract the attention of the players: they are large enough for a fighter or shuttle to enter, but too large to leverage a breaching tube. While the station is powered, they can be hacked as any other door, but forcing the hangar bay will be a bit more difficult (requiring a DC 18 Strength check). The most inviting choice may be the destroyed research wing, which provides some shelter while accessing the hatch within.

>MCC: *The station is located in a fairly isolated area, hidden from view by the surrounding forest. Only the large glass bio-dome is visible above the surface of the earth, sitting in the center of a clearing. The grounds immediately surrounding the station are well kept and trimmed: while the station is powered, the party will have a chance to encounter the maintenance bots (in addition to defensive cannons along the perimeter of the bio-dome). Along the tree line, they may find the charred corpse of a spider-goat that wandered into range of the cannons. Characters moving within the maintained grounds will be targeted: allow PCs a Luck check to hear the hum of weapons powering up before an initial volley of 1d6 shots are fired off from the particle cannons. Each round thereafter, the full might of the station's defenses will be brought to bear upon intruders.*
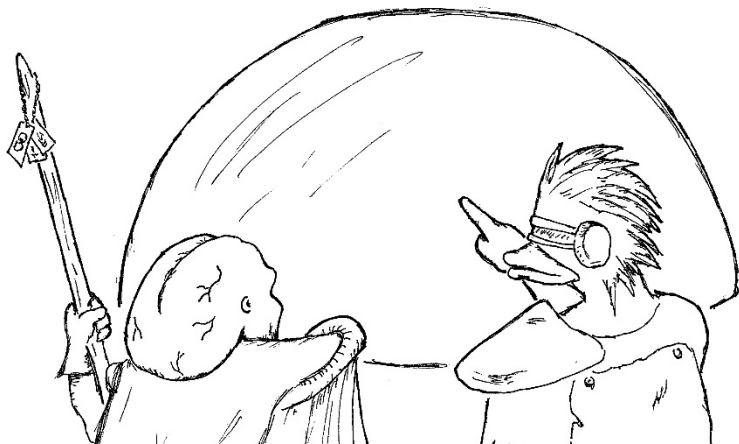
Access to the subterranean facility can be gained through an access tunnel used by the maintenance bots (the original main entrance collapsed decades ago and would need significant excavation to even be discovered). The entry to this lies just beyond the bio-dome to the southwest. It will be noticed from the tree line with a Luck check or by anyone doing a full circle of the dome from within the grounds. Following this short downward-sloping tunnel leads to a door into the maintenance shaft at the level of the habitation section. This door can be opened using the rules described in the Doors section on page 7. When running this adventure for MCC, an artifact check may be substituted for Intelligence or Understand the Unusual checks. This should also be applied when attempting to open doors, bypass security, or control the station. Keep in mind the different time cycle for the terrestrial station: 18 hours powered, 6 hours unpowered.

Within the Station

Navigating the station will offer different challenges whether powered or unpowered. The judge should read this adventure completely, paying attention to each location's differences with and without power.

About the Threen: Though no living Threen will be encountered within the station and most of their history will never be known to the players, some basics will help the judge understand the environs. The Threen were a humanoid race very similar to Hoomins, though slightly smaller, hairless, and having orangish scaled skin. Their society rewarded intellect above physical strength and cold logic above compassion.

Much of their scientific innovation arose from their willingness to cross moral lines most other races would consider heinous.

When fully operational, this station housed a crew of thirty: 7 operational crew (the station commander, plus 2 command crew, 2 bot controllers, and 2 engineers) and 14 scientists (3 specialists in each wing and 2 botanists).

Bio Batteries: A key Threen advancement is their use of bio-batteries. They developed a method to utilize "undesirable" members of their society (or captured foes) as sources of energy. Live beings would be placed into a special liquid suspension which would leave them tranquilized in a coma-like state. Using special power couplers, they could draw out and greatly magnify bio-energies. Through this technology, a single being could power a vehicle; two could run a building; and with a dozen, you have enough power for an advanced scientific research station. When combined with another power source to "recharge" (such as solar panels), a bio-battery can be used for more than a century.

>MCC: *In the terrestrial MCC version of this adventure, the bio-batteries should remain active for a few hours after the sun sets.*

Threen Language: The tongue of a long dead civilization is unlikely to be something in which a pillaging crew is literate. Unless the character has a xeno-archeology background and solid justification, the judge should not allow a character to be able to read anything within the station without magical or high-tech assistance.

General Station Notes

Air Supply: *Powered-* Due in part to the botany dome, the station has excellent air quality despite its age. The filtration system is particularly efficient, ensuring toxins released in any one area will not reach other locations.

Unpowered- When the station powers down, the air is still but the quality will not significantly diminish. Unless the characters somehow void air from an area or start a fire, they will not have any issues breathing normally.

>MCC: *The ventilation system pumps fresh air from the surface to the subterranean levels; while unpowered, the stagnant air becomes a bit stuffy, but it will remain breathable.*

Gravity: *Powered-* The station maintains gravity very near Imperial Standard (only those with heightened sensitivities will notice it is

slightly lower). This is provided by a complex network of rings built into the length of the station. With a successful Understand the Unusual check (DC 15), a mechanic can identify the nature of this highly advanced grav system and will be able to adjust the gravity in any specific location through a station control console.

Unpowered- The station has no gravity while the power is off. Reference the Star Crawl rules on zero-gravity (page 39).

>MCC: *Ignore all references to gravity: the station's gravity is the same as the surrounding world.*

Access Chips: The characters may find access chips which allow free movement about the station. These bio-electric devices are tiny (about an inch square) and inert when discovered. If placed against an open wound it will spring to life and pull itself within the being's body, drawing enough power to function from the host (the Threen would typically have these implanted in their hands). The range for activation of the chip is about three feet, so approaching a door will usually open it automatically. For secured areas, the access panel will illuminate, requiring an additional manual confirmation before opening (touching an icon on the screen: the first time this is encountered, allow a DC 10 Intelligence/Understand the Unusual check to choose the correct icon, with failure triggering a security alert).

>MCC: *This is unchanged if running as an MCC adventure.*

Security Alert: *Powered-* Any unauthorized actions (such as forcing doors, vandalism, discharging weapons, or entering access tunnels) will trigger a security alert. Depending upon the severity of the action, 1-3 bots will be dispatched to the location and arrive in 2d4 rounds.

Unpowered: If such actions are taken while the station is powerless, the judge should keep track of any that may be detectable at a later time (such as leaving a forced door open). When power is restored, security bots will be dispatched to all areas where such incidents occurred (triaging by severity if there are not enough bots).

>MCC: *This is unchanged if running as an MCC adventure.*

Doors: *Powered-* All doors are locked down with electronic security measures, preventing unauthorized access. If the characters possess an access chip, the doors will glide open on approach, Otherwise, bypassing the doors requires some hacking (DC 14 Disable Security roll for scoundrels; other classes can attempt with an Intelligence check using a d16. A failed attempt will trigger a security alert; a success

reduces the DC for future attempts within the station to 10. Each door can also be forced open with a Strength check (DC 14), but this will always trigger a security alert. A mechanic searching for an emergency door bypass will find a panel beside each door can be opened revealing a manual bypass lever (the process requires a DC 12 Repair check: once a mechanic has done this successfully, future checks are not necessary). This will also trigger a security alert.

Unpowered- When there is no power to the station, only forcing the door or using the manual bypass will grant access.

>MCC: *The function of doors is the same as above. Keep in mind the rover's ability to bypass doors/security. The judge may wish to force the rover to make two rolls for each door: one to open it and a second to avoid a security alert (DC 12 to open and DC 14 to bypass security).*

The Stalker: One of the Threen experiments has escaped the Chem Wing: a barely sentient blob of chemicals thirsty for flesh. When the station's batteries died, the containment unit holding this crystalline killer failed. Being totally inorganic, it is ignored by the station's bots and plants (and will not show up on any life sign scans performed by the characters). Though it does not have biological systems as we understand them and can survive indefinitely without food, The Stalker was engineered to seek and destroy flesh. If the players hesitate, spend too much time exploring one area, or are too successful avoiding hazards within the station, the Stalker will likely catch up to them.

>MCC: *This is unchanged if running as an MCC adventure.*

Threen Station Zero

A 2ⁿᵈ level Star Crawl adventure

You've got a lead on an intact space station from a long dead race. Its contents could be incredible valuable- or incredibly deadly!

- The first standalone Star Crawl adventure
- Includes pre-generated characters & ship stats to get you right into the action
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