



SAFARI IN VIOLET

An adventure scenario for **STAR TREK: The Role Playing Game**
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This adventure can be played with the crew of the *USS Enterprise* or any other major Federation star vessel. This particular adventure was designed with the beginning gamemaster and player in mind, but the more advanced *STAR TREK* gamer can easily add more complexity to the basic design, if desired. The adventure is suitable for one-session play (allow much of an afternoon or evening) or for incorporation in a continuing campaign.

BEGINNING THE ADVENTURE

The following communication is received by the Communications Officer from Star Fleet Command's closest outpost:

FROM: Star Fleet Operations

In accordance with the UFP Distressed Traveller's Act, the Federation has been requested to make pickup on a private photo-safari party on Quilian IV. Private transport of Exotica Tours Inc. has been delayed by equipment failure. Your vessel is the closest in the quadrant able to make pickup from the planetary surface. Proceed immediately to the Quilian star system and make pickup. Passengers are to be taken to the next civilized UFP world on your regular tour of duty, where they can make private arrangements for further transport. References and clarifying data appended to this communication.

Commodore Beverly Dennis
Quadrant Rescue Dispatch Office
Star Fleet Operations

Along with the orders, Commodore Dennis has provided a personal note and a set of related data transmissions. The personal note reads:

"Sorry — you folks drew the short straw. Word from upstairs left me no choice but to send someone. Apparently someone on the safari has relatives with pull, so I got 'pulled', and I'm 'pulling' you. Rank hath its privileges...

Apologetically,
Bev"

The apologies are appropriate, as your vessel is in the middle of a scientific survey (or some other activity appropriate to the type of ship the player characters are stationed aboard), and your sciences personnel are going to be none too happy about interrupting them in the middle to chase a bunch of civilians.

The data pack gives you some basic information about the safari party, the planet, and the mission, as follows:
EXOTICA TOURS INC. private photo-safari tour #FV 8935

Destination: Quilian IV

Purpose: Photographic survey of local lifeforms of interest
Contracted safari period: 14 Solar days ending Stardate 7598.4

Delivery vessel(s): Private vessel Bushman to landing shuttlecraft

Landing shuttlecraft to private vessel McBragg

Expedition contract crew:

Jackson J. Corbert (Human)

Chief expedition guide

D'val K'tannan (Andorian)

Asst. expedition guide

Kendall L. Reese (Human)

Licensed expedition pilot

Expedition contractee: Terrence Leigh-Cameron IV

Expedition members:

Terrence Leigh-Cameron IV

Cynthia Landiss

Lex deBanne

Karen Talbot

Exotica Tours is a private corporation catering to the rich and powerful. It arranges private tours and expeditions all over the UFP and its fringes. In this case, they have arranged a private photography safari to Quilian IV. The contractee is a well-known (at least by reputation) member of a prominent UFP merchant family. Lex deBanne is the name of an up-and-coming young artist, but only those with a trivia skill in art

will recognize the name unless computer files are checked specifically. The other two names are not prominent and will not be recognized by crew or computers.

QUILIAN IV SURVEY REPORT — UFP Star Fleet Exploration Division

Satellites: 1 (airless, uninhabitable)

Planetary gravity: .8 G

Planetary rotation period: 30 hours

Atmospheric density: normal

Surface land percentage: 46%

Climate: tropical

Life form reports: Dense jungles of unusual purple-hued plant life. Many exotic varieties of animal life, but no sign of dominant sentient species.

Exploitation possibilities: Little use for colonization, mining or farming at present. May be tourism possibilities due to unusual animal and plant life.

Other notes: Odd atmospheric conditions make transport from or to orbit hazardous except where booster station exists. Landings by shuttle preferred, but hazardous due to vegetation overgrowth. Standard landing site, beacon and transporter booster station established and protected from native flora and fauna.

Survey conducted by: Contract Scout Vessel Talisman, M. Ngara commanding

The Talisman will be recognized as a small seven-man scout vessel, of a type used by private planetary scouts under contract to the Federation. The survey report is only three years old, and no further exploration was done by Star Fleet. As is usual, the tour company was required to make a confirming survey before being granted a license for private expeditions. This survey duplicates the earlier findings in every respect.

At cruising speed, the player's ship can just barely reach the Quilian system in time for the scheduled pickup. The privately owned ship that should have picked up the landing shuttlecraft — the McBragg — is laid up for emergency repairs after an equipment failure, prompting the company to request Star Fleet aid.

QUILIAN ARRIVAL

The Quilian star system will be reached with no mishaps, and the ship should get to Quilian IV at about the right time to make pickup. The Communications Officer will begin attempts to reach the safari party on standard communications bands as soon as the ship warps into the system, to no avail.

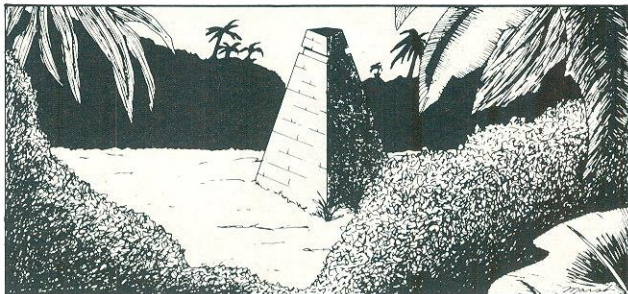
Upon establishment of standard orbit, ship's sensors will detect no shuttle in orbit waiting for the starship's arrival. The automatic ground-station beacon is still sending, and a close sensor scan of the landing site will reveal that a small vessel, probably a private shuttlecraft, is parked there. The vessel does not answer any attempts to communicate, however.

The jungles around the landing site are teeming with life, and ship's sensors will be hard pressed to pick one life reading from another. Any attempt to scan for human life readings will be at a 50 point penalty to the saving roll. If the roll is successful despite this handicap, the sensors will reveal the presence of several humanoid life readings, but will be unable to pinpoint their locations, except to say that they are in the general vicinity (that is, within 100 miles) of the landing site beacon.

Transporter operations are impossible anywhere but at the landing site itself, though communicators should work

anywhere on the planet. Landing by shuttle at the landing site is also possible.

The landing site itself is of standard type for such installations, consisting of a cleared flat area approximately 150 meters across. The area has been treated with harmless defoliants to keep jungle overgrowth from growing back and obscuring the landing pad. Just off-center in the cleared circle is a pyramid-shaped structure of ferroconcrete, which contains the landing beacon and transporter booster station. It is sealed and powered by a long-life internal power plant to protect it from the native animals.



To further protect the landing site from animals, the pyramid broadcasts a subsonic tone that affects the nervous system of animals, producing a fear response. It would work similarly — though less effectively — on sentient beings including humans, but a being with a complex brain can ignore, it once aware of the source and acclimatized to it. The subsonics do keep animals away from the pyramid and landing pad, however.

Eventually, with no communication being established with the safari party, a landing party and search expedition must be mounted. This expedition should be aware of the possibility (near-certainty, actually) of dangerous animals and so should be appropriately equipped. The party can be of any reasonable size desired by the commander of the rescue ship, but the gamemaster should keep him within reasonable bounds. A party larger than ten people should be discouraged, as should the issuing of phaser rifles to the entire party. (One or two rifles issued to security personnel is reasonable, but phaser II is more likely.) Of course, tricorders will be useful.

Such a party would certainly include security personnel and at least one medical officer. Sciences personnel in botany and/or zoology would also be appropriate, since the survey report you were sent did not include detailed data on the planet's life forms. Those with skill in planetary ecology and survival might also be sent.

If the players decide to beam down, they will materialize in front of the pyramid. The most striking feature upon arrival is the lush purple jungle growth. On this planet, evolution took a different turn, granting plants a purple-colored equivalent of chlorophyll. The vegetation explodes with an incredible array of purple and violet hues. The colors are no more striking, really, than Earth's own green vegetation, but the effect is so unusual that it lends the place an awesome alien beauty. It is easy to see why a high-priced outfit like Exotica Tours would bring a photo safari here — the plant life alone makes it worthwhile.

The expedition's shuttlecraft is nearby, but it can quickly be seen why no one has taken off in it. The shuttle is battered and wrecked. Closer inspection will reveal that it did not crash. The denting and other structural damage was inflicted after landing, probably by striking the shuttle itself with heavy objects. In particular, the shuttle's airtight door has been dented and sprung, making it impossible to close it.

Inside the shuttle, all the panels and seats have been systematically demolished, again by blows from heavy objects. The shuttle is unrepairable. There will be no sign of the wrecking crew, but the landing party may find (on a successful LUC roll) dried blood on the ground near the shuttle (which will prove to be human if checked by tricorder). More dried blood (a much smaller amount — just a trickle) can be found inside the shuttle itself near the front console. This bloodstain will analyze as Andorian.

On one wall of the shuttle, a message is scrawled. It reads "EXPEDITION ATTACKED BY SENTIENTS. DANGER. I WILL BE NEARBY; WAIT FOR ME. CORBERT."

By the time the party finishes checking the shuttle, they will hear a voice calling to them from the edge of the clearing. Across the way, a ragged-looking figure in a battered pith helmet is limping across the clearing. "Thank goodness someone's come!" the figure will call, leaning on a rough-cut staff of wood. The figure proves to be chief expedition guide Jackson Corbert.

If the party has arrived by shuttle, Corbert (who was hiding nearby) will hear the landing and greet the group as above as they disembark from their shuttle, then show them the damaged shuttle after introductions and explanations are made, as in the next section.

ENCOUNTER WITH CORBERT

Jackson Corbert (who prefers to be called "Jack") is a handsome man in his early forties. The old-fashioned clothing, bush jacket, and pith helmet he wears (to impress the tourists he guides, mostly) are torn and dirty, and he is obviously wounded in the right leg, leading him to lean heavily on a makeshift walking stick he has cut.



If the landing party has not already done so, Corbert will urge them to set up a defensive perimeter of phaser-armed security personnel. Corbert suggests the use of heavy stun settings. "They seem to be somewhat resistant to normal stun levels," Corbert says. "At least, our hand stunners didn't stop them very well." (If players want to use deadly settings, someone — perhaps Corbert — should remind them about Federation regulations that discourage the use of deadly force on planets with sentient native species unless absolutely necessary.)

Corbert will tell the security team to watch for semi-humanoid figures in the trees near the edge of the clearing, and to keep a particular eye on a crude path leading off to the northeast. The path he indicates is so rough and overgrown that your party would not have spotted it if he hadn't noticed it. "The locals move through brush like it was thin air," Corbert explains.

Corbert will relax a bit once a defensive stance is taken, and explain what happened to the landing party. Here is his story:

"The survey party indicated no sentients, but they were sure wrong. Even my assistant, D'val, was caught by surprise and he was on our company survey! He and I had led the group up the path we found (not much more than a rough trail, actually) to a lake up the way. We'd had to use our stunners more than once, but mostly it was pretty routine. Some nasty stuff out there, but nothing as nasty as what was waiting on the way back.

"Anyway, D'val had gone back to the shuttle early. I didn't want him to travel alone, but he insisted he'd be all right. As I brought the rest of the party back, we were ambushed from the trees by some kind of human-like ape-creatures. No doubt about it — they were sentient, and well-organized. They shrugged off our stunner fire and tore into our group with thrown rocks from the trees, then dropped down and overwhelmed us with numbers. I got clipped in the leg by one with a club and went down. I must have hit my head and rolled into the brush unconscious.

"When I woke up, some kind of small, white lemur-like creature was sniffing at me. When I moved, it yelped and took off into the trees. As it bolted, I saw it had my communicator. I never found my stunner, either. The geese — that is, the safari party members — were gone. Signs of a struggle made it look like they were still alive when they took them, and probably they went up the path to the northeast.



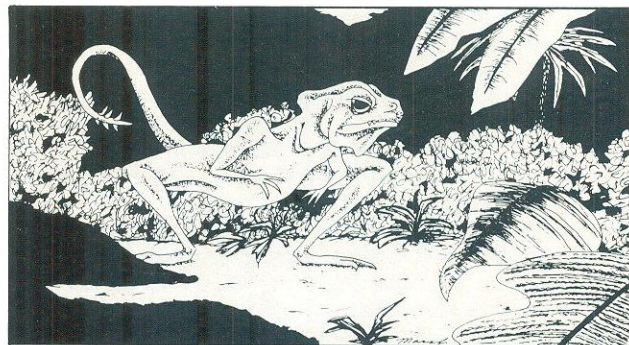
"I cut this walking stick and limped back to camp. I was lucky nothing came along to eat me, actually, as I was unarmed. When I got back, I found our pilot dead in the clearing and the shuttle busted up. Looks like the natives must have taken my assistant, too. I found Andorian blood in the cabin of the shuttle, at least. The first aid supply box and the smaller items like emergency weapons, power packs and communicators were gone (the natives must like bright, shiny objects). I dragged the pilot off and buried him.

"On my way back, I heard noises and hid at the edge of the clearing, watching. Some of the natives had come back. The pyramid must have some sort of religious significance for them. At least, they were dancing around it, and they left an offering of fruit. I snuck in after they left and took that. They've been back to the clearing several times since, so I set up camp, such as it is, in a nearby cave to keep from being caught. I've been hanging around here as much as possible to watch them and wait for a rescue group. I tried to follow them a couple of times, but they climb and swing and I'm not fast enough on this bum leg. But they always head off to the northeast. I figure that up there somewhere's where they've taken my people, if any of them are still alive."

Corbert will want to start after his lost party right away, but will hold still for medical treatment if it is offered. His leg is not broken, but is torn up and bruised badly. First aid such as spray dressings and pain killers will help, but his AP will still be reduced by his injury. (See character data on Corbert at the end of this adventure for details.)

Despite his handicap, Corbert will insist that he be allowed to help guide the party into the bush on a rescue attempt. He says his knowledge of the local conditions (gathered, admittedly, on only that one trip into the jungle with the ill-fated safari group) will make up for his slowing down the party. If the rescue group commander orders him back to the ship, he will go only after much persuasion and perhaps a bit of physical restraint.

Even if he doesn't go, he will insist that the party head northeast up the path. He can describe the way up to the clearing where the path branches off toward the lake. From there on, the group will be on their own, but he insists that the path continues to the northeast from there. What he can tell the party about before they leave is sketchy. He says there's a large carnivorous reptile around that stalks prey alone, and a two-foot caterpillar-creature that might be dangerous.



One final warning Corbert can give the group: the jungle is teeming with life, some potentially hostile, some not. Tricorders will not help much, as there are always moving life forms nearby, making pinpoint readings virtually impossible. (If one of the natives could be captured and tricorder-scanned closely, their patterns could be determined and a tricorder set to scan just for that pattern. Don't suggest this to the party. Let them think of it themselves if the occasion arises!)

THE PLOT OF D'VAL K'TANNAN

In actuality, the Andorian D'val K'tannan is very much alive. K'tannan had a friend who was a member of the first private survey party to Quilian IV. Later, when making the second survey for the company, he discovered the existence of the arboreal native race, but covered it up so the planet would remain open for tourist safaris. (If the existence of sentient beings had been discovered, the planet would have been placed under Federation non-interference protection, as provided for in General Order One.)

K'tannan is an ambitious, ruthless individual. His ambitions are currently blocked by Corbert's position as chief guide for the company, so K'tannan encouraged Corbert to lead an expedition to Quilian IV. He planned to get Corbert and the rest of the party killed there, so he could take over Corbert's job. Toward this end, he left the party and slipped back to the shuttle where he murdered pilot Reese and disabled the shuttle, stealing anything he thought might be

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useful to him, including a fully-charged phaser II he had brought along. The natives would not ordinarily have approached — scared off by the original shuttle landing — but K'tannan left Reese's body out where the natives would see it and become curious. K'tannan even planted a false clue to his disappearance by cutting his own arm and allowing a small quantity of blood to be spilled in the cockpit of the shuttle.

K'tannan then returned to a cave he had found on his earlier trips and waited. He expected the party to be ambushed by the natives sooner or later. If the natives did not kill everyone, he would later do the job himself and let it be blamed on the natives.

Corbert's escape during the expected ambush was something K'tannan hadn't counted on, however. He spied on the native village (at great risk to his own neck, though his phaser evened things up a bit) and found out that the natives had not immediately killed the party, nor had they captured Corbert. Since then, he has been hiding out, hoping to get a chance to kill Corbert, and waiting for the natives to finish off the captured party. He then intended to claim to be the sole survivor when rescuers arrived.

There are a lot of holes in K'tannan's plan, but he is not a very good planner. Impulsive and rash, K'tannan tends to jump first and figure things out later, and this tendency can be played on by the gamemaster and used against him by the players.

ON THE SAFARI TRAIL

The gamemaster map of the safari area shows the landing site in the lower left. (On this map, one square is 150 meters wide. Using ST:RPG's sliding movement/turn scale, one turn of movement will take 15 minutes.) Movement on the path will cost 2 AP per square entered. If the party leaves the path and tries to move cross-country through the dense jungle, the cost is 5 AP per square entered. Moving across country is more dangerous, but doing so decreases the risk of ambush. (See ENCOUNTERS)

Start the players with a blank sheet of graph paper, with the landing site drawn in in the lower left. Tell them which adjacent square the trail moves into. If the players quiz Corbert at length before starting out (or take him along), the trail as far as the clearing and the lake may be sketched in by the gamemaster before they start (but NOT K'tannan's hideaway or any other features). As the players move, tell them only the direction the trail takes out of each square they enter. The dense jungle prevents them from seeing any farther than that.

Consult the ENCOUNTERS section to determine how often to roll for a random encounter, and for the nature of those encounters when they occur. The chance for an encounter or an ambush (and how often you roll for it) is variable according to the number of people in the party, the amount of attention the party is attracting, the skills of the party leaders, and whether or not the party stays on the trail.

Besides the random encounters, there are a few notable locations where encounters are built-in, happening automatically when the players reach that location. These are noted below:

Corbert's Cave: If anyone chooses to go to this location, they will have to go about 50 meters off the path. The cave is dry and fairly cool, and is served by a natural spring, emptying into a pool inside. A few makeshift items are here, as well as blankets and emergency supplies Corbert had rescued from the shuttle. The grave of Kendall Reese is nearby, exactly as Corbert described it.

Safari Ambush Site: This is where Corbert's party was ambushed. There are a few pieces of broken camera equipment about the area, and signs of a struggle. If the players hang around for very long, someone unseen in the trees will start throwing small rocks at them. The missiles are too small to do more than sting, but they will be annoying. If the players decide to fire phasers blindly in the general direction of the rock-thrower, let them waste three shots before hitting the target with the fourth. The thrower is a Latimer's Ghost (see animal descriptions at end of adventure) being mischievous. Any hit but a stun hit will kill it. If Corbert is along, he knows about the creatures (being told of them by K'tannan) and will prevent the party from wasting phaser fire on it.

Clearing: This is as far northeast as Corbert has been on this safari. Anyone who can make a Saving Roll vs. INT will spot the branching of trails to the east and west. West, according to Corbert, leads to the lake, but he says the party was taken northeast, presumably up the other branch. The gamemaster should make a SECOND, secret Saving Roll against INT for all persons looking around the clearing. This Saving Roll is at a 50-point penalty, but give a 10 point bonus if a character has Starship Security skill over 40. (Corbert gets a 20-point bonus on the roll, if he is along.) If anyone makes the roll, they will notice that the brush due north of the clearing is disturbed. If the party investigates, they will discover K'Tannan's hideaway about 40 meters off the clearing.

K'tannan's Hideaway: K'tannan has been using another small cave as a hideout. He will hear the players coming and decide to try to fake them out. When they approach, he will yell for help. As the players rush in, he will be hiding behind some rocks. K'tannan will come from behind with a phaser set on disrupt and grab a straggler to use as a hostage and shield, threatening to kill this person unless the party drops their weapons. (He won't hesitate to do what he says, either.) He is in a spot, now, since he cannot let anyone here live to tell what he has done.

In typical villain fashion, however, the over-confident Andorian will explain his plot to get rid of Corbert before he acts to kill all of them. During the story, the gamemaster is encouraged to let K'tannan relax too much, so a player can try to jump him and get the phaser away from him. If no one else does this, let Corbert himself do it, and perhaps be fatally wounded in the process. (If Corbert isn't with the group, K'tannan will express regret, but he still has to kill all of them. He can then show up to greet the NEXT landing party and claim to be the only survivor of the natives' slaughter of the safari party and the starship team. Later, he may get another chance at Corbert.) K'tannan will not be captured alive if he can help it, and will escape now (or at a future time, if captured here) if he can to try again later.

In the cave are hidden the items taken from the shuttle, including food, first aid supplies, spare stunners (including the ones dropped at the ambush site by the captured party members), and communicators.

Lake: There is nothing at the lake itself that will be of interest, but it IS a gathering place for animals coming for a drink. The local predators know this as well, so the party will automatically have an encounter (as from the encounter list) with a hunter lizard if they come here.

Branching Paths: Further up the path, at the branching, Corbert will not be able to help the party. He's never been this far and both paths look equally well-travelled. The right hand fork leads to the stream, whereas the left hand fork leads directly to the arboreal village. If the left hand path is chosen, note that there is a deadfall about 10 meters up that path (see description in the encounter list).

Stream: If the party takes the right fork of the path to the stream encounter area, the party will find a number of the

ENCOUNTERS IN THE JUNGLE

There are several types of dangerous (or simply unusual) lifeforms in the Quilian IV jungle. (Gamemasters are encouraged to create more if they wish, and add them to the encounter tables.) Use the tables in this section to provide a semi-random set of encounters for the rescue party, or simply use the listed encounters as a guideline for your own imagination in dreaming up "interesting" hazards for the group.

If the party from the ship is especially well-armed or numerous, the gamemaster is advised to increase the numbers of dangerous animals in the encounters to even the odds somewhat. Likewise, don't be too hard on a less-well-armed group.

Generally speaking, the gamemaster should roll for a random encounter at the beginning of each new turn as the characters move on the jungle area map (that is, every 15 minutes). This applies if the players stay on the path. If they leave the path, the chances of encountering animals increases, but their chances of being ambushed by villagers DECREASES. Roll off-path encounters each time the party enters a new square on the map. Either way, roll a 10-sided die. Subtract one from the roll if the party is being noisy, or is larger than ten people, or has Cynthia Landiss (a complete bubblehead) with them. ADD one to the roll if Corbert is with the party, or any member of the party has a starship security skill level of 60 or over. If the final result, after modifications, is 4 or less, there is a random encounter.

Roll the type of encounter on the appropriate table below. (Roll off-path encounters on one table, on-path encounters on another.) Encounters that are not self-explanatory are explained after the table listings.

ON-PATH ENCOUNTERS (1D10)

Roll	Encounter type
1	Gamemaster's option
2	FLYING CARPET MOSS
3	GLAMOUR FLY
4	LATIMER'S GHOST
5	Native "sniper"
6	JERGIN'S ROCK
7	Deadfall
8	MEGAPEDE
9	HUNTER LIZARD
10	Native hunting party

OFF-PATH ENCOUNTERS (1D10)

Roll	Encounter type
1 - 2	LATIMER'S GHOST
3 - 4	JERGIN'S ROCK
5 - 6	GLAMOUR FLY
7 - 8	MEGAPEDE
9 - 10	HUNTER LIZARD

ENCOUNTER EXPLANATIONS

Gamemaster's Option: Some sort of harmless (or not-so-harmless, for that matter) annoyance to keep things interesting. Suggestions include swarms of annoying insects, strange noises (which turn out to be the call of a tropical bird), bogs of mud (limiting movement), and fallen trees which force deviation from the path into more dangerous jungle.

Flying Carpet Moss: Looks very much like a patch (one to five feet across and roughly circular) of purple moss. When disturbed or stepped on, however, it ripples away on thousands of tiny legs underneath. The "moss" IS a plant, but a mobile one that moves to follow the sunlight. It is entirely harmless, but may surprise the players.

Glamour Fly: This is one of the photographic attractions of the Quilian jungles. The glamour fly has single-lobed wings (with a two-foot wingspan on adults) that shimmer and reflect light in incredibly beautiful rainbow-like patterns. The Fly itself is harmless, feeding only on one type of lovely jungle flower found growing on rocks. It has an unusual defense mechanism, however. The colors reflected by the wings have a hypnotic effect on the unwary. Anyone viewing a Glamour Fly for a few seconds must make a saving roll (at a 30 point penalty!) or be entranced by the colors. A person who fails the save will stand transfixed until shaken or distracted by someone or something else. If the Fly leaves, the victim will come out of the "trance" after a few minutes. (If Corbert is along, he can warn the party about the Fly.)

Encounters with the Fly on the path will only be a problem the first time — after that, everyone will know not to stare at one too intently. Off the path, however, it is possible (roll of 1-5 on 1D10) to disturb a whole flock of them in the bush. If so, they will all take wing at once, and the riot of reflected color will make it necessary for ALL persons present to save at a 40 point penalty or be entranced.

Glamour Fly: Small herbivorous insect
STR 10; END 20; DEX 75; MNT CLASS low; AP 12; DMG DONE none; ARMOR none

Latimer's Ghost: Named after the discoverer on the first survey, and his reaction to the little creature. The Ghost is a lemur-like tree-dweller with a snow-white pelt. It is very fast and likes to steal bright objects to take back to their nests in the hollows of trees. When encountered, they will be in a group of 8-10. They will smarm down on a party and snatch an item or two like phasers, communicators, etc. (DEX save required not to lose the item targeted.) They are so small and fast that characters get an extra 20 point penalty to the To-Hit score if trying to catch or shoot one. Once they get away into the undergrowth, they are impossible to catch and any item they took is lost.

Latimer's Ghost: Small herbivorous mammal
STR 30; END 30; DEX 50; MNT CLASS moderate; AP 10; DMG DONE 1D10 + 2 (sharp claws and teeth); ARMOR none

Native "Sniper": A native in the trees will throw a large rock at a member of the party (select at random). The native hits automatically for 1D10 + 2 damage, but cut damage in half if character makes a LUC save. No one will ever see the native, or be able to catch or shoot him.

Jergin's Rock: Also named for a member of the survey party who was injured by one. The "rock" is actually a crustacean that replants a certain type of jungle flower, highly prized by insects, on its back. It then digs itself into the dirt, stretching out its long "arms" to either side. If something disturbs the flower (like a Glamour Fly), the arms snap up hard. At their ends are barbed hooks which will catch whatever is up there. The rock then drags the captured creature down to its mouth and feeds.

The rock is too small to make a meal of a person, but the claws inflict 1D10 + 3 of damage, and are hard to remove. If encountered on the path, they will not catch anyone who does not specifically approach the "pretty flower growing on a rock", but in the bush off the path, it is possible (50% chance if encountered) to step on one.

Jergin's Rock: small carnivorous crustacean
STR 20; END 25; DEX 70; MNT CLASS low; AP 12; DMG DONE 1D10 + 3; ARMOR 8

tree-dwellers have brought the captive Cynthia Landiss to the stream for a cleansing ceremony. Cynthia has been fed berries containing a strong drug to keep her docile. She is capable of walking, but not much else. Four village females will lead her down to the stream and bathe her, preparing her to be slain later as a "captive demon" to drive away the other demons their scouts have reported.

When the players enter this square, inform them that they hear a stream running nearby. If they approach cautiously, make a LUC roll on the group's leader. If the save is successful, they can get close enough to observe without being noticed and perhaps plan an ambush. If not, or if they charge in, OR if there are more than 7 of them, they will be seen and attacked by the guards immediately.

There are exactly as many male guards as there are members of the rescue party, plus the four females. Cynthia is drugged and will not run away or help her rescuers. See the encounter map for set-up. The rescuers will most likely have little trouble routing the natives. The guards are armed with large clubs (2D10+3 damage) and rocks for throwing (1D10 damage). Use their raw DEX score as a basic To-Hit number for both. The females will only fight (barehanded) if directly attacked; otherwise they will run at the first sign of trouble. If enough guards are rendered unconscious to bring the odds to 2-to-1 in favor of the rescue party, the remaining guards will flee back toward the village up the other path.

Cynthia will be able to talk and act normally if she is given a general antitoxin or a mild stimulant by a medical officer. She is too much of a flake to describe the village (other than to say it's "up in the trees", but she knows that the others are all still alive and held captive. The villagers have worked up the courage to begin sacrificing them one-by-one, however, and Cynthia was to be the first victim. Cynthia is an abject coward and cannot be relied upon to use a phaser or do ANYTHING useful. She is simply dead weight for the party to drag along. The gamemaster may, if things are going TOO well and TOO easy for the rescuers, have Cynthia do something stupid at some point to mess things up.

The village encounter area will be described separately, in the village section following the encounter descriptions.

Deadfall: A favorite trap of the native hunters, with a heavy tree trunk or other heavy object dropped on a victim who steps on a vine set as a tripwire. When encountered, the gamemaster should make a secret saving roll on INT for the lead person in the party. This saving roll is made at a 30-point penalty, but Corbert gets a 20 point bonus to his roll (if he is along), and those with starship security skill over 50 get a 10-point bonus. A successful roll detects the tripwire before it is disturbed.

If the deadfall is not detected, it will be set off by the person with the lowest LUC in the group. That person must make a saving roll on DEX or be hit by the falling object. All other persons in the group must also make a save, but at a 20-point bonus. (Cynthia never has to save. She always gets out of the way. She's not only a coward, she's a LUCKY coward.)

A deadfall being such an unreliable, but potentially dangerous trap, the damage done by a hit varies widely. Anyone hit rolls PERCENTILE DICE to determine damage taken! (Give an LUC save to reduce damage by one half if you want to avoid killing members of the party.)

Megapede: This is the safari party's name for a dangerous multi-legged creature measuring about two feet long and an inch thick. The megapede's bite (not particularly dangerous in itself) is poisonous, and it attacks by raising the front third

of its body off the ground then "striking" like a snake. Megapedes travel singly, and strike from hiding. They are not afraid to strike a bigger target, and they are very smart and fast. Their poison is of a simple variety, doing 3D10 of damage immediately. They can strike once per turn only. Their bodies are covered with segmented chitinous armor.

When encountered, the megapede will attack one party member randomly (never Cynthia, however). On the path, the player gets a standard LUC save to see the megapede and move away before it attacks. Off the path, however, there is no LUC save, and the randomly-chosen victim is bitten automatically. (Exception: Jackson Corbert and D'val K'tan-nan always get a LUC save.)

Megapede: small carnivorous insect
STR 20; END 10; DEX 85; MNT CLASS high; AP 11; DMG DONE 1D10-3 (plus 3D10 poison); ARMOR 5

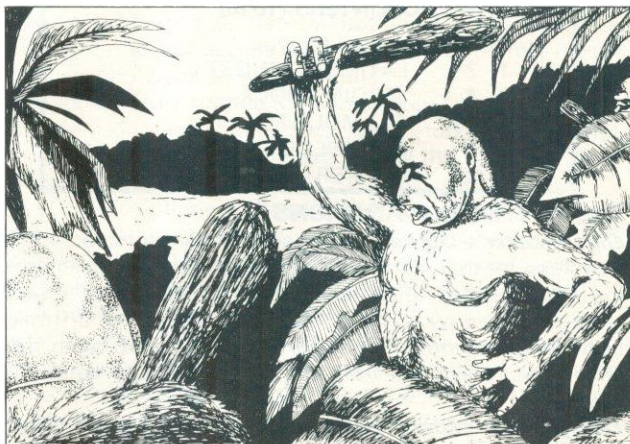
Hunter Lizard: The hunter lizard is a man-size carnivorous reptile that hunts like a lion. They prowl for food, chasing it (they are surprisingly fast), and bringing it down. They have also been known to ambush prey.

When encountered on the path, they will be in a group of 1D10 divided by 2 (minimum 2) individuals and will make a direct frontal attack on the group, springing out of the bush 10 meters or so ahead of or behind the party. Their speed and surprise attack gives them automatic advantage, and they will close before the party can draw weapons, except for those persons in the group who can make a simple LUC save to overcome the initial surprise. In the bush, they will be encountered singly, and will spring on a randomly-selected individual from hiding.

Hunter lizards are very smart, and will not attack until they have a reasonable chance of success. (They won't recognize phasers as a danger, however.) If an encounter is rolled, but the tactical situation is unfavorable to the hunter lizard, he (or they) will stalk the party until he gets a chance to attack with better odds.

Hunter Lizard: large carnivorous reptile
STR 80; END 110; DEX 85; MNT CLASS very high; AP 11; DMG DONE 2D10+3; ARMOR none

Native Hunting Party: A native hunting party will consist of 1D10 individuals, armed with large clubs. They will be encountered only on the path, with the players out in the open.



The natives are not brave enough to take on the whole group, so if such an encounter is rolled, they will wait until they get a chance to attack by surprise. Their aim is not to kill the strangers, but to capture at least one of them during the raid.