

Two natives can easily overpower a single human and drag him/her off. They will show preference for kidnapping Cynthia (because of her blonde hair), then for other members of the original party like Corbert or K'Tannan. (Any other blonde-haired party members, male or female, are fair game, too.) In a pinch, they will take anyone available.

The party will attack by surprise, dropping atop their victims from the trees. (Corbert gets a LUC save to shout a warning, as does anyone else with a starship security skill of 50 or greater. If a warning is given, each victim gets a LUC save to avoid being landed on. If that save succeeds, the attacker lands next to the victim.) They will give the party some lumps with the clubs, grab their target, and flee into the bush. Once in the bush, they will take to the trees again and the party can no longer follow. They will be seen swinging off in the direction of the village.

Kidnapped members of the party will be added to the captive group in the village, and will be inactive until freed. If everyone gets kidnapped (which will happen if the remaining members of the party are all knocked unconscious), the group will have to make an escape attempt.

See the section on the natives at the end of this scenario for statistics on the native hunters.

## THE ARBOREAL VILLAGE

The local hunting village, as might be expected for an arboreal species, is located in the trees in a great clearing to the northeast of the landing site. The trees of the village are big, with trunks about a meter thick and lots of intertwining foliage. Handholds have been worked in the trunks and lashed wood-and-vine catwalks are strung between them. Platforms and canopies fill these trees. This is where the natives live and work, and they move around in this environment with ease and grace.

For simplicity's sake, the village map does not show all the platforms and branches. It is assumed that a hand-or-foothold can be found for a native in any of the squares showing foliage, or on a catwalk. There is no penalty for movement here for a native.

For players, it's a different story. A player who moves adjacent to the trunk of a tree at any point can move up into the foliage by climbing the handholds. This requires both hands free and the expenditure of 6 AP. (A native can do this at a cost of only 4 AP.) Meanwhile, a native can drop from the foliage square directly above someone on the ground (for an effect like a flying tackle) at a cost of only 1 AP.

Once in the branches, a player may move in the foliage at a cost of 2 AP per square entered. (Native movement costs only 1 AP.) Crossing catwalks is at the same rate. In addition, a player (or non-native NPC) must make a saving roll on DEX at the end of each turn spent in the trees. If the save fails, he or she misses footing and slips.

If you miss footing in the foliage, attempt a LUC save. If this save succeeds, you catch a branch lower down, and may pull yourself up again at a cost of 4 AP. If the save fails, you fall to the ground. (Someone who slips on a catwalk falls to the ground; no save is possible.) Hitting the ground does 3D10 of damage and uses up the character's remaining AP for the turn.

A character (native, player or NPC) may also be pushed, thrown, or knocked off a branch or catwalk. If two characters are in hand-to-hand combat, and one scores a hit which does 3 points of damage or more, the attacker may call the hit a push attack instead. The victim then takes NO damage, but

must make a saving roll on DEX at a -20. If the save fails, the victim falls immediately.

## RESCUE ATTEMPT

The characters must be very, very careful in approaching the village. If they enter the clearing area itself during daylight, sentries will spot them immediately, and 6D10 hunters will attack from the trees. Corbert will advise caution if he is along. If the characters are foolhardy enough, let the hunters run them off into the bushes where they can hide and contemplate the advantages of strategy. If the characters are REALLY persistent, and stand their ground when faced with hordes of angry natives, let them be captured and have to work out their escape.

Of course, if the players went in with phasers blazing, they could easily stun or kill enough attackers to demoralize the group and send them swinging off into the bushes. This approach is unacceptable, however, for two reasons: (1) This violates the non-interference directive. (2) This will get the prisoners killed. If the players fail to think about this, remind them.

The players should hide in the bushes near either path into the clearing and watch. If they do so, they will discover a great deal about the village, such as which trees are guarded on the ground, where the guards and hunters sleep, and where the prisoners are being held. The natives are not night hunters, so it is after dark that the players have their best chance to free the captives.

The trees that are guarded on the ground at night (marked on the map), will have two guards each. They will have to be stunned at a distance or they will alert the rest of the camp to intruders. Proceeding into any tree will alert 1D10 divided by 2 of guards, unless EVERY party member making the assault makes a LUC save. (Cynthia is lucky, but also stupid. If you were crazy enough to bring her along, she'll automatically alert the guards. If this fight (or any single combat situation) goes on for more than 3 turns, the whole camp will be alerted, and the group will be surely captured. Thus, it is best to stun guards as quickly and silently as possible.

Cynthia can be useful, however, as she can tell you where the prisoners are held, how many guards (2) there are on that area. Since no one in the trees can be hit by fire from an attacker on the ground (because of intervening foliage), this knowledge may be very important.

The tree marked "A" is the central tree inhabited by the tribal leaders. There are always 1D10 guards here who will be alerted automatically if this tree is entered. Tree "B" always has 1D10 divided by 2 active guards who are automatically alerted. Tree "C" is the "guard/hunter" barracks, and 3D10 hunters will attack if alerted by a failed LUC saving roll in this tree.

The circular structure at "D" is the only totally enclosed building in the trees of the village. It is where the prisoners are being kept. The semicircular platform outside the door is always patrolled by two alert guards. The door is barred on the outside. Inside, the captured members of the party (Karen Talbot, Lex deBanne, Terrence Leigh-Cameron IV, and Cynthia, if she has not already been rescued, plus any others captured by hunting parties) are in good health and awake. Talbot is capable of wielding a phaser to help guard during the escape. The others will not be able to effectively use weapons.

Once the group is free, the trick is to get back down and out of the clearing without alerting the sleeping village. If this can be done, they can easily make their way back to the landing site before the prisoners are found to be missing. If the entire village is alerted at any time, however, the players will all be captured by sheer weight of numbers, no matter how great their firepower, and they will all be added to the prison shack. Obvious weapons and artifacts will be taken, but any player with a communicator or phaser 1 worn concealed (in the back under the uniform shirt, in the prescribed fashion) who does NOT display it or draw it during the fight, will NOT have it taken away. Such a captured group must plan an escape, AND recover at least all the weapons (communicators, tricorders, and medpouches may be left behind) to avoid their use to disturb the native's natural development.

## THE ESCAPE

As long as there are still party members free, the prisoners will not make an escape attempt. If all are captured, however, an escape must be attempted, since no rescue party can be expected to find them. With all prisoners safely tucked away in the prison structure, the natives will return to normal night conditions, as explained in the last section.

At this point, it will be necessary to bait the guards into opening the door. This is a typical STAR TREK situation, and can be accomplished in a number of ways, from using Vulcan telepathic techniques to implant a suggestion in a guard's mind, to faking illness or anything else the players can think up. If nothing else, Karen Talbot has picked up a few words in the native language, just enough to call out through the door to one of the guards and deliver a nasty insult. (Talbot doesn't know what the insult means, but she saw the reaction one guard had earlier when another guard used it.)

Of course, if the group has managed to hold out a phaser or two, the job is simpler. They can use the disintegrate setting to blast a hole in the wall. (Using the heat setting will burn a hole in the door. It will also set the prison structure and eventually the whole tree on fire! The natives don't use fire themselves, but they've seen forest fires before. The guards will drop everything and fight the fire, as will everyone else in the village. The group can easily escape, but it's a nasty thing to do to a primitive village.)

Either way, they will have to battle the two guards, plus 1D10 more that will appear at the beginning of the next turn AFTER the escape. If they can defeat these without raising a general alarm (by finishing the fight before 3 turns have elapsed), they can escape. It is possible that several escapes may fail before one succeeds.

Once out, the players will have to recover their phasers, they **must not leave high-powered weapons behind!** The weapons are in a wood-and-vine box outside the door of the prison structure. The players will notice them eventually (point out the box, if necessary), but it may give them a few anxious moments.

Finding the phasers is important for another reason — the players can't hope to get back through the dangerous jungle without them. Remember to roll random encounters on the trip back, but ignore any result calling for a villager hunting party. The natives don't hunt at night.

There is one other possibility for escape once the village is found. If even one person with a tricorder and a communicator can escape, they can send coordinates to the ship. The ship can then use ship's phasers on stun to blanket the whole village, and everyone will peacefully lose consciousness! The prisoners (also unconscious, of course) can then

easily be retrieved by a second rescue party. This measure will not violate the non-interference directive, since the natives need never know what happened to them. They will simply wake up to find the prisoners gone. Don't suggest this alternative to the players, but if they think of it on their own, they can use it.

## RETURN TO THE LANDING SITE

Upon returning to the landing site, the players will have one last obstacle to overcome. They will have to call for a second shuttle, or a multiple beamup, to return everyone to the ship. In the meantime, a lot can happen.

If D'val K'tannan has not already been caught, now is his chance to ambush the party. The over-confident young Andorian will take the phaser he stole from the safari party's shuttle and use it to sneak up on some member of the original party and get the drop on them. He will then use the hostage to bargain with the group, trying to arrange to get them to surrender their weapons. He of course must kill them all, and the party should be able to figure this out for themselves. No other tactic will get him off scot-free. The party will have to deal with the situation as best they can. (Of course, if K'tannan has chosen Karen Talbot as his hostage, she is quite capable of faking a fainting spell, then grabbing K'tannan's gun if the players fail to take care of the situation on their own.)

If K'tannan has been captured earlier, he will attempt to escape by taking a hostage as described above, if he is given half a chance. He will grab a phaser off someone's belt, even if the gamemaster has to arrange for him to work his way out of being tied up or from any other restraints the players have put on him.

Either way, K'tannan won't be taken without a fight. The players will have to stun or kill him to stop him. If the fight is going against him, he will make a break for the jungle, only to run right into a hunter lizard who will make short work of him before the players shoot it. (It is recommended, for the sake of dramatic continuity, to let K'tannan live with his wounds just long enough to make a full confession. There won't be a thing the medics can do to save him, however.)

## ENDINGS

If you are one of those gamemasters (like the designers) who like adventures to end with a "tag", much like the STAR TREK episodes, where everything comes together with a philosophical point being made, a laugh being shared (often at Spock's expense), or justice being served in a unique way, you might want to remember that Karen Talbot of the safari party is still around and that Jack Corbert is still an attractive man at age 42. Talbot might just find herself attracted to the heroic Corbert, and Talbot herself is attractive, capable, and brave (not to mention rich).

If you're hard up for a laugh, have something embarrassing (but not too injurious) happen to loud-mouthed Cynthia, along the lines of a fall in the mud on the planet, or a dressing down from her "dear, rich daddy" upon her arrival at the starbase where they are dropped off by your ship. After all, life is more than an adventure, and if you can't have a neat, tidy little ending in your own games, what is this universe coming to?

## CHARACTERS

Below are presented character statistics for all the non-player characters in this adventure, along with a few personality notes for better role-playing by the gamemaster.



**Name:** JACKSON "Jack" CORBERT

**Current Assignment:** Exotica Tours, Inc.

**Position:** Chief expedition guide

**Race:** Human

**Age:** 42

**Sex:** Male

**Attributes**

STR —66	CHA —61
END —69	LUC —53
INT —68	PSI —30
DEX —64	

**Combat Statistics:**

To-Hit Numbers	Bare-Hand Damage	1D10 + 7
Modern: 71	AP:	10
HTH: 55		

**Significant Skills**

**Rating**

Plan. Survival	66
Hunting	71
Leadership	53
Shuttle Pilot	21
Zoology	23
Biology	34
MARKS modern	77
PERS CMBT unarmed	45

**Manner:**

Good natured, concerned, brave, and experienced. Sympathetic to natives, despite the tragedy.

**Name:** D'Val K'Tannan

**Current Assignment:** Exotica Tours, Inc.

**Position:** Assistant expedition guide

**Race:** Andorian

**Age:** 26

**Sex:** Male

**Attributes**

STR —72	CHA —39
END —74	LUC —36
INT —66	PSI —22
DEX —71	

**Combat**

**Statistics:**

To-Hit Numbers	Bare-Hand Damage:	1D10 + 9
Modern: 76	AP:	11
HTH: 67		

**Significant Skills**

**Rating**

Botany	12
Zoology	21
Medic (Andor.)	11
Medic (Human)	10
Plan. Survival	33
Hunting	29
MARKS modern	81
PERS CMBT unarmed	62

**Manner:**

Young, brash, and over-confident. Assumes that his "warrior heritage" makes him a superior hunter to any human automatically. Cold-blooded and vicious when cornered.

**Name:** Kendall Reese

**Current Assignment:** Exotica Tours, Inc.

**Position:** Expedition pilot/guard

**Race:** Human

**Age:** 32

**Sex:** Male

**Attributes**

STR —50	CHA —68
END —63	LUC —29
INT —69	PSI —01
DEX —66*	

Dead at beginning of adventure.

**Name:** Terrence Leigh-Cameron IV

**Position:** Safari party leader

**Race:** Human

**Age:** 30

**Sex:** Male

**Attributes**

STR —50	CHA —68
END —55	LUC —29
INT —58	PSI —01
DEX —61	

**Combat Statistics:**

To-Hit Numbers	Bare-Hand Damage:	1D10 + 2
Modern: 45	AP:	10
HTH: 44		

**Significant Skills**

**Rating**

Photography	43
Carousing	65
Bribery	34
Leadership	30
Zoology	11
Trade/Commerce	44
MARKS modern	31
PERS CMBT unarmed	28

**Manner:**

Rich and somewhat spoiled, he leads from ignorance. Cynthia can twist him around her little finger.

**Name:** CYNTHIA LANDIS

**Current Position:** Safari party member

**Race:** Human

**Age:** 22

**Sex:** Female

**Attributes**

STR —30      CHA —81  
END —50      LUC —95  
INT —45      PSI —01  
DEX —35

**Combat Statistics:**

To-Hit Numbers      Bare-Hand Damage: 1D10 + 1  
Modern: 25      AP: 7  
HTH: 23

**Significant Skills**

	Rating
Carousing	52
Courtesan	61
Vocal music	31
MARKS modern	15
PERS CMBT unarmed	10

**Manner:**

Terrence IV's current companion. Bored by plants, animals, photography, travel, and nearly everything else. Spoiled and virtually useless under pressure.

**Name:** Lex deBanne

**Current Position:** Safari party member

**Race:** Human

**Age:** 29

**Sex:** Male

**Attributes**

STR —41      CHA —48  
END —29      LUC —51  
INT —77      PSI —07  
DEX —65

**Combat Statistics:**

To-Hit Numbers      Bare-Hand Damage: 1D10 + 3  
Modern: 49      AP: 10  
HTH: 48

**Significant Skills**

	Rating
Photography	64
Artistic Abil. (painting)	77
Botany	45
Carousing	33
Plan. Ecology	41
MARKS modern	33
PERS CMBT unarmed	30

**Manner:**

Terrence IV's friend, a fairly well-known artist specializing in exotic landscapes and plant life. Has allergies and is constantly sneezing. Very thin and pale, despite the fact that he spends much of his time outdoors.

**Name:** Karen Talbot

**Current Position:** Safari party member

**Race:** Human

**Age:** 28

**Sex:** Female

**Attributes**

STR —51      CHA —77  
END —62      LUC —51  
INT —65      PSI —19  
DEX —63

**Combat Statistics:**

To-Hit Numbers      Bare-Hand Damage: 1D10 + 5  
Modern: 60      AP: 10  
HTH: 42

**Significant Skills**

	Rating
Computer Oper.	71
Negot./Dipl.	33
Medicine (human)	19
Plan. Ecology	37
Botany	17
Streetwise	44
MARKS modern	56
PERS CMBT unarmed	20

**Manner:**

A friend of Lex deBanne's, and the most sensible, capable member of the safari party. Not particularly fond of either Terrence or Cynthia. Brave but not foolhardy, and skilled with a phaser.

## THE NATIVES

The native race of Quilian IV went undetected because they are usually solitary in their habits, spread over the planet in small arboreal villages — each with its own hunting territory. They spend a great deal of their time in the trees, and are well adapted to this life. They are upright bipeds, but their double-jointed arms and legs are long and supple, with highly dexterous three-fingered manipulators as both hands and feet. (In fact, they prefer to use their "feet" for manipulation, while hanging from a branch by their "hands".)

Individuals of this race have a bony crest at the top of the head and a bony ridge over their two eyes. Their faces have no noses, wide, rubbery lips and no hair. Elsewhere, they are covered by silky brownish-purple fur.

### NATIVE RACE — QUILIAN IV

Medium mammalian omnivore

STR 2D10+45, END 2D10+40, DEX 2D10+55, INT 2D10+20, CHA 2D10+30

LUC % DIE, PSI % DIE-70

AP = (DEX/2) + 5, DMG BONUS none, ARMOR none

SOCIOPOLITICAL INDEX: 2

TECHNOLOGICAL INDICES: 101111

#### TYPICAL HUNTER (male)

STR 60, END 55, DEX 70, INT 30, CHA 40, LUC 50, PSI 01

AP 11, H-T-H DMG 1D10+6, UNC SAVE 28, UNC LVL 5

TO HIT H-T-H (and with club) 70

Large club: 2D10 damage

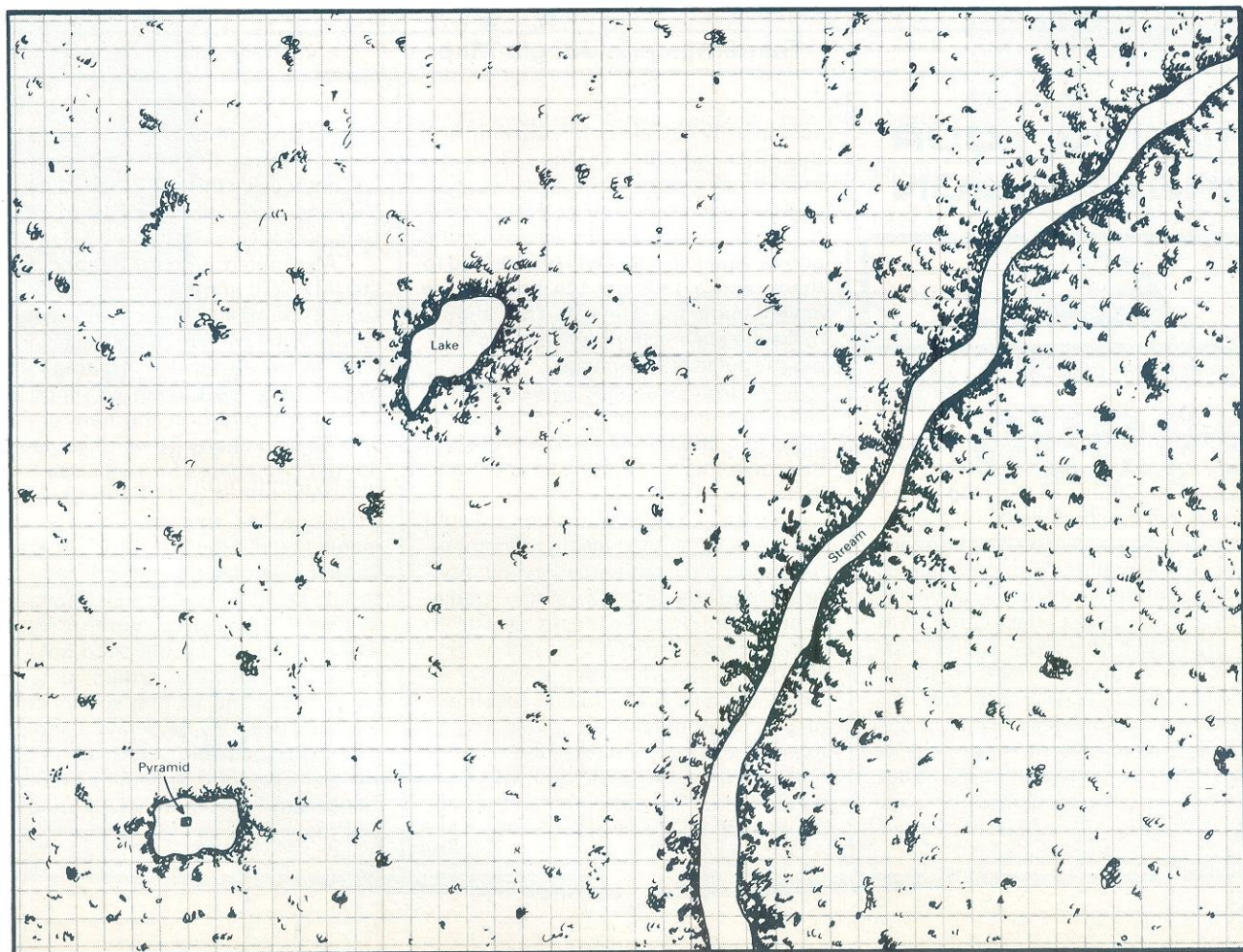
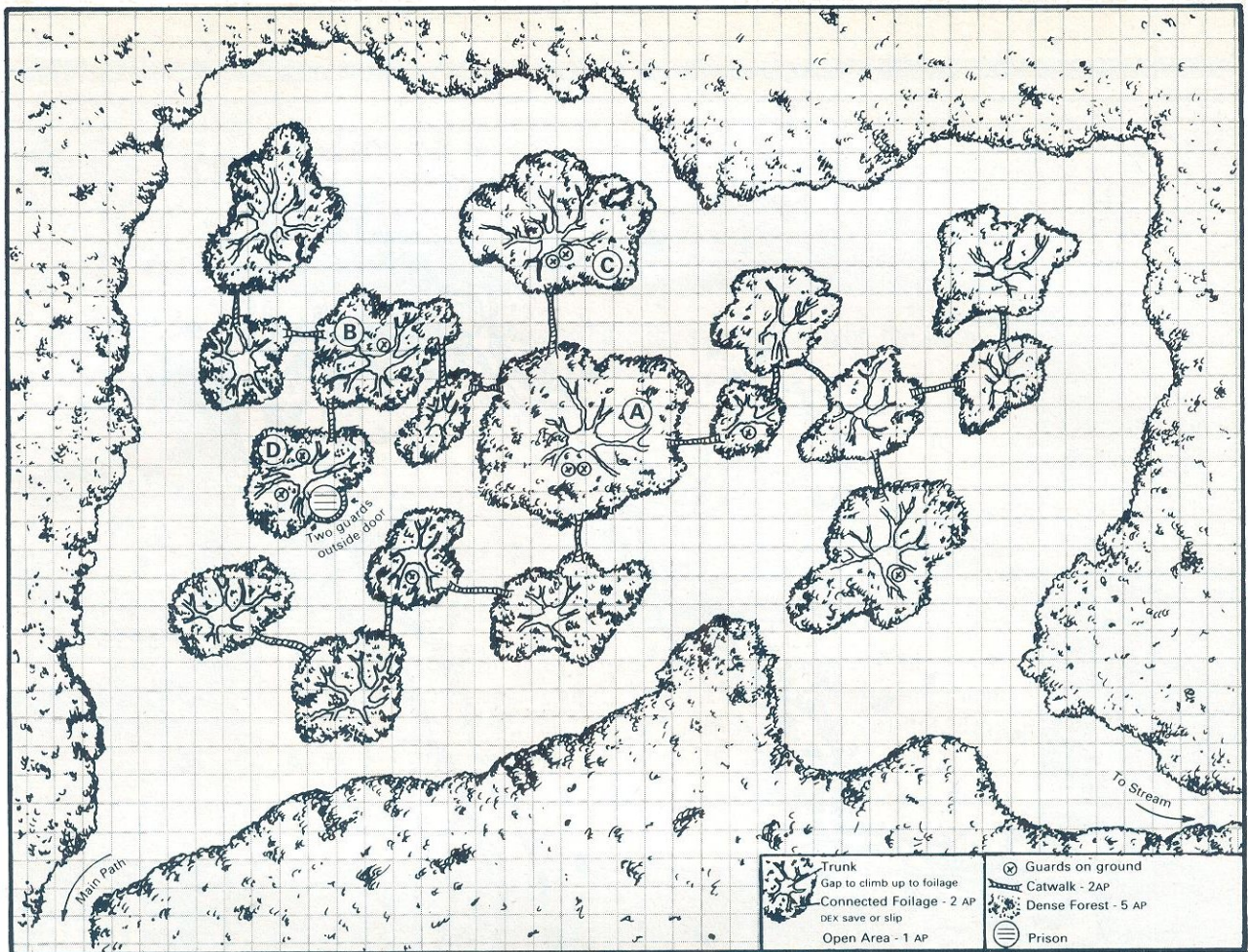
#### TYPICAL FEMALE

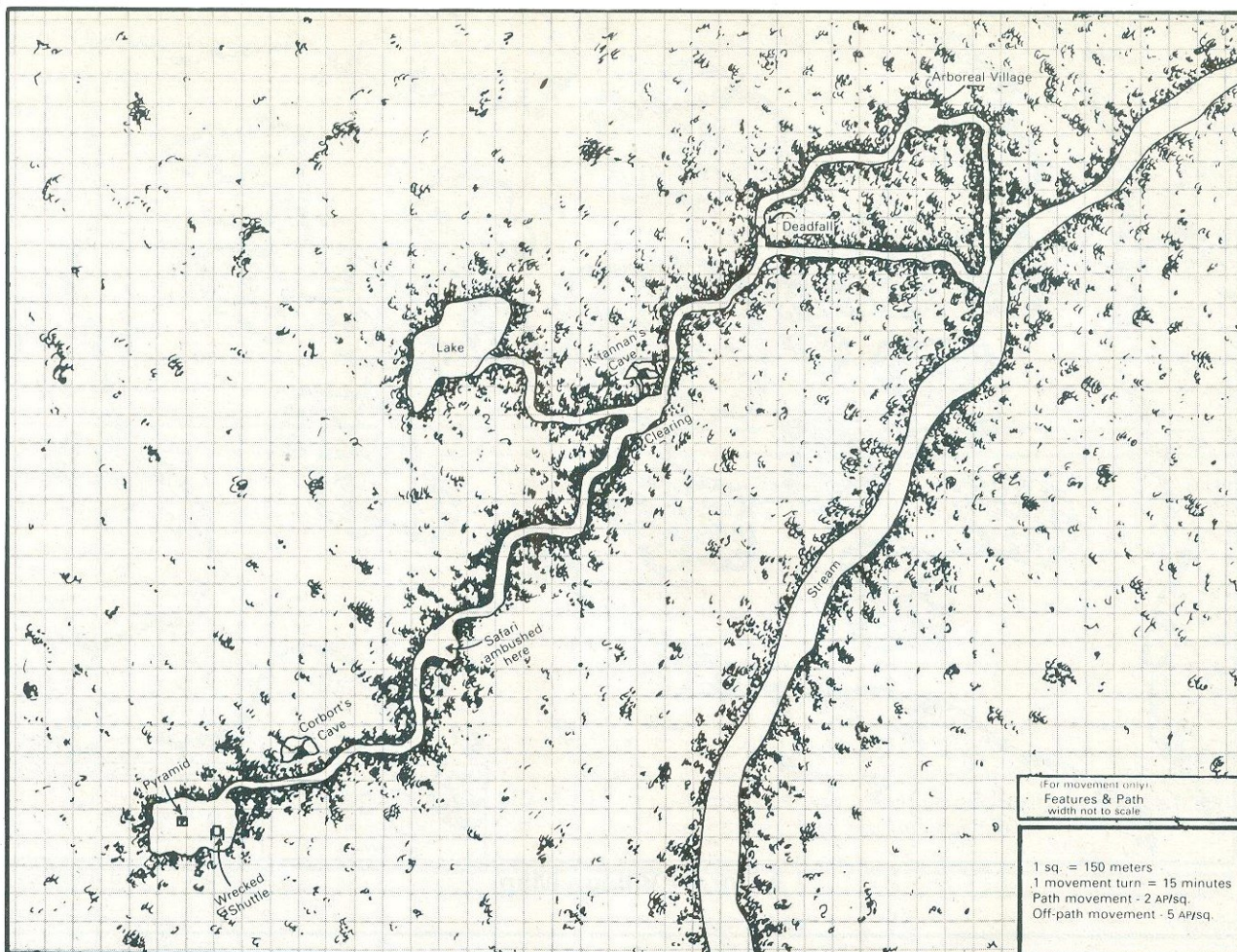
STR 55, END 55, DEX 65, INT 35, CHA 40, LUC 50, PSI 01

AP 10, H-T-H DMG 1D10+6, UNC SAVE 28, UNC LVL 5

TO HIT H-T-H 65

Do not carry weapons (but may throw rocks.)





**Gamemaster's Jungle Map**

Area Scale 150 meters sq

## MAKING YOUR FIRST MILLION



(continued from page 30)

If the engines shut down for any reason, the ship is dead in space. The players may either call for help or try to fix the problem themselves. If the engineer can make a save on his astronautics skill, the malfunction is repaired, and the confidence level is raised by 1D10/2 points. If not, the repairs will have to be done by a professional shipyard. If the engines cannot be fixed, help will arrive in 2D10 hours, and will tow the ship into the nearest port. If the ship is a private ship, it is justified to charge any towing fee wished. (This fee should be negotiated before the ship may be towed. Half of this fee would

customarily be paid before towing, and the other half after towing.) Once the player's ship arrives in port (whether under its own power or not), all normal fees and charges will be assessed, the above repair charges will be charged to them, and a 1 Cr per ton fine will be levied upon the players. This should make the players think twice about skipping regular maintenance.

Try used starships in your trader campaign. It will not only be a less expensive method for your players to buy their own ship, but may be an adventure in its own right!

There is one other point I would like to make before closing this month, regarding the Commerce Review. Anyone investing in the stock market should note that two stocks, Daystrom Data Concepts (DstDC) and Starwide Merchants (Strwid) have declared an ex-dividend rate. This means that those of you who purchased either one of these stocks before this issue came out may claim the stock dividend when it is announced. (The amounts will be announced next issue.) Anyone who does

not yet own either of these two stocks may purchase them if they wish, but will not receive this year's dividend. (No cheating now, the Great Bird of the Galaxy is watching!)

Also noted is that M'Yengh Yards Ltd (MYnYD) announced a two for one split. This means that anyone who already owns M'Yengh will receive one new share for every existing share owned. Anyone buying M'Yengh this month will buy it at the new price of 50.97 Cr per share. They, of course, do not get two shares for this price.

Well, that is just about it for now. If anyone has any questions or comments about either the article or **Trader Captains and Merchant Princes**, they should be addressed to **UFP Commerce Review**, 1026 West Van Buren, Chicago, IL 60607. Please do not send any subscription requests or orders, as we do not process any of that sort of thing, and they will only be delayed and possibly lost. If possible, I will try to personally reply to short questions and comments. Until next month, Live Long and Be Prosperous!