

*"You've got to keep it together when we're navigating an asteroid field."*

*"That wasn't an asteroid," Yuri deadpanned. The cockpit's heads up display showed three hostiles closing on them from behind. In front of them, another three ships soared into view from behind a large asteroid – weapons blazing.*

*"Pirates," Yuri grumbled.*

*"We were set up," Sinef mumbled, disbelieving.*

*Yuri threw the ship into a dive to avoid another volley of laser fire. "Strap in and power up the ion cannon," he shouted at his first mate. "This just got scary for a whole new and different reason."*

## INTRODUCTION

*Wrecks of the Great Abyss* is a supplement for the **Star System** line from Adamant Entertainment. It focuses on adventure scenarios set around starship wrecks. Three starship wreck scenarios are provided, along with background information, plot hooks, NPCs and advice for the GM on running them. In addition, a quick and easy starship wreck scenario generator is included.

## SETTING THE SCENE

The wreckage of a starship in deep space is an eerie sight. The derelict wreck hangs dark and lifeless in the blackness of space. The external damage (laser scoring, exploded hull plating) may provide some clue, but exactly what happened to the ship and why is likely unknown. Inside the wreck, unless the PCs manage to restore power (for life support, artificial gravity, support systems), it is cold, dark and ghostly. Bits of wreckage and debris float freely alongside the frozen desiccated remains of the ship's crew. The only illumination comes from the PCs lights.

## ACCESSING THE WRECK

For wrecks presented here, we make the assumption that enough of the starship is still intact for the PCs to move around inside of it and investigate. Obviously, investigating a wreck in deep space will require equipment such as properly equipped spacesuits (with gravity boots and/or suit-mounted microjets to enable movement), tools to cut through wreckage, a shuttle craft to ferry the PCs to and from the wreck to their own ship and so on. For investigating a wreck, it'd be reasonable for the PCs to be outfitted with appropriate weapons and with combat-grade space-suits (i.e. reinforced so that they won't rupture and expose the wearer to hard vacuum after just one hit.) Additionally, the PCs' vessel might be specifically equipped for salvage missions with tow cables, a tractor beam and the proper technology to dock with and access the shipwreck.



Investigating the wreck of a starship is dangerous business. Competing salvage crews can be aggressive in defending (or stealing) a claim, space pirates have been known to use wrecks as bait to draw in unsuspecting quarry and the original owners of the ship might also make an appearance and be none too pleased to find someone rummaging through their property.

## I: THE VOID STALKER

**Ship name:** The *Void Stalker*

**Class:** Corvette

**Owner:** Bronik Veron – Bounty Hunter of some repute.

**Last seen:** The *Void Stalker* was last seen departing the Adara spaceport in the Kostel 9 system.

**Current location:** Drifting aimlessly through the gaseous Trelian nebula in the outer reaches of civilized space

**(Note:** *The conditions in the nebula will interfere with ships' sensors – making them unreliable at times. This may require that additional difficulty be applied to ship-to-ship combat challenges, since the automated targeting systems will be unavailable. At the GMs discretion, ships within the nebula may also find that their shields are disturbed by the intense radiation – halving or removing completely their defensive bonus.*)

**How the PCs can find it:** They are passing close by the Trelian system when they detect a faint signal come from an automated distress beacon inside the nebula.

### Description

Sleek and angular but bristling with weaponry, the *Void Stalker* has clearly been custom modified into a heavy combat vessel. It is drifting within the nebula with minimal power available to sustain the distress beacon. Laser scoring and other battle damage to the hull suggest it has recently seen combat.

The ship has suffered heavy damage. The PCs can enter the ship via an airlock on its underside.

The ship's log contains a final entry from Bronik Veron. In the holo-message he looks haggard and stressed. He details a fierce battle with a rival bounty hunter (Krex Jutal) that left his ship in its current state. He explains that he's putting himself into a spare life support pod and activating a distress beacon.

A cursory search of the files in the ship's computer (it has minimal power – but enough to pull up recent files, logs etc) turns up a description of Bronik's latest

bounty. He'd been hired by the government of the Frontier world of Wetan to capture Ban Geru and bring him back to stand trial for murders he committed on their world. Ban Geru was the son of Davan Geru (the most powerful crimelord in the Kostel 9 system) and has been able to avoid extradition through legitimate channels. The bounty on Ban Geru was very large and was payable upon delivery.

### Cargo

The hold contains two life-support pods, both occupied. One of the pods has malfunctioned - killing the occupant. The other pod is still operational. The life support pod containing Bronik has malfunctioned, killing him.

**Complication:** The *Void Stalker's* security droid, a heavy combat droid with the designation XD-79, is still operational. The droid will reconnoiter the situation and attack the PCs within a few minutes of their arrival. It is carrying out its standing order from Bronik – which is to guard the *Void Stalker*. A PC with sufficient technical skill could reprogram the combat droid to be an ally – if it's not damaged too badly during the combat. By the same token, a clever PC (who succeeds at a difficult technical skill check) could hack into the *Void Stalker's* computer and use its internal network to interfere with and reprogram XD79 during the combat.

### Plot Hooks

Ban Geru is still alive and restrained in deep hibernation in his pod. The PCs could easily transport Beru's pod back to their ship if they choose. (The pods' controls are intuitive and easy to understand. The pod is programmed to remain active and locked until it is deactivated manually.) If the PCs elect to wake up Geru, he begs for mercy and claims that the killings on Wetan were in self-defense. If he thinks he has a chance, Geru will attempt to overpower the PCs and escape by hijacking their ship.

If the PCs deliver Ban Geru to the Wetan government, they can collect the generous bounty. They will also have earned the animosity of his father – the crimelord Davan Geru. Davan will place a bounty on the PCs in retaliation.

Also – whether the PCs return Ban Geru to his father or to Wetan government, the rumor will spread that they killed Bronik Veron and stole his bounty. This will earn them the ire of Bronik's son and business partner Juren Veron – who will hunt down the PCs to avenge his father.

The rumor that the PCs killed Bronik could enrage his actual killer, Krex Jutal, who will assume the PCs are trying to steal his glory. He may seek out the PCs to settle the score.



## NPCs

(Note that “racial” category can either describe a being’s race or describe a human’s character type – in the case of human only campaigns.)

XD79 - *Void Stalker’s* Security Droid - Brute fair Soldier with excellent combat and good perception skill categories.

Ban Geru – Schemer fair Criminal with good combat and good piloting skill categories.

Juren Veron – Brute fair Bounty Hunter with good combat, fair perception and excellent piloting skill categories. Ship: The *Basilisk* – Corvette Class (heavily armed).

Krex Jutal – Face good Bounty Hunter with good combat, good perception and excellent piloting skill categories. Ship: The *Dark Nova* - Corvette Class (heavily armed)

Davan Geru – Schemer excellent Criminal with good combat and excellent social skill categories. Ship: *Charmed Life* – Corvette Class

Thugs working for Davan Geru – Brute good Criminal with fair piloting, fair perception and good piloting skills. Ships: they will attack in a group of 2 or 3 Starfighter class ships.

## II: THE SILVER STAR

**Ship Name** *Silver Star*

**Class** Large Freighter

**Owner** Hyperion Corporation

**Last Seen** Last seen leaving the Korugar Spaceport in the Pes Daines system. Its official destination was registered as the Randir System in the Frontier sectors

**Current Location** The *Silver Star* is currently drifting powerless through an asteroid field in the Rao system on the outer fringe of the Frontier. **(Note:** At the GM’s discretion, flying through an asteroid field will require an additional difficulty applied to piloting challenges to avoid taking light to medium damage from asteroid collisions.)

**How the PCs can find it** The exact fate of the *Silver Star* is a mystery. Rumor has it that it was struck by a freak magnetic storm and floundered into an asteroid field in one of the Frontier systems where it was destroyed. The *Silver Star* was supposedly carrying valuable cargo when she was lost and so her location has been a source of much speculation amongst pirates, salvage crews and smugglers hoping to strike it rich.

The PCs may have become aware of the story of the *Silver Star* from news broadcasts, from small talk at the docks or via chitchat over a drink in a seedy spaceport bar. The recent loss and eventual fate of the Star is a subject of much speculation amongst the pilots, traders and smugglers that one will encounter around a spaceport. The word is the crew that finds the Star and salvages the cargo will make a small fortune.

This may be enough to plant the seed of interest in the PCs. If more persuasion is needed – an NPC could claim to have information about the location of the Star. Perhaps he was the pilot of a starfighter that was escorting the *Silver Star* and he just barely survived the magnetic storm and managed to limp to a nearby starport for repairs. He hasn’t told the Hyperion Corporation his story because they would withhold his pay to force him to lead a salvage team to the wreck – and there’s no way he wants to return to that sector and run the chance of hitting another magnetic anomaly. However, he offers to sell the PCs the coordinates of the wreckage on the condition that they never reveal the source of the information.

Another possibility is that a local salvage company or the Hyperion Corporation could contract the PCs to search for the *Silver Star*.

**Description:** The wreckage of the *Silver Star* is partially intact although its hull has been breached in several places by asteroid impacts. Distortion and tears on the

hull lend credence to the rumor that the *Silver Star* encountered a freak magnetic anomaly. Once the majestic flagship of the Hyperion Corporation's trading fleet, the Shining Star maintains some of its former glory as its massive, hulking ruin is still an awe-inspiring sight.

**Cargo:** The exact nature of the *Silver Star*'s cargo is left up to the GM's discretion. This will depend on what's valuable in your campaign setting. The obvious suggestion is precious metals. Another possibility is that the cargo could be a load of medical supplies and hard rations - which might be invaluable among the hardscrabble Frontier worlds.

**Complication** The wreck of the *Silver Star* is being used as bait by the Black Blade gang of space pirates to lure unsuspecting salvage crews into an ambush. The pirates have left most of the valuable cargo in the Star's hull. The leader of the pirates - Donar Kav - is a savvy criminal. He knows that his longevity and continued success is contingent on avoiding the attention of the Central Government and the major corporations. He rightly suspects that it would be dangerous to fence the *Silver Star*'s cargo and that the retribution of the Hyperion Corporation -although not swift - would be both harsh and certain.

The strategy has been working for the Black Blade pirates. The news about the *Silver Star* have lured many unwary ships to come searching for her. (It's very likely that the Black Blade pirates have been doing their best to spread these rumors. They likely have con-men in spaceports in several systems posing as unlucky starfighter pilots who did escort duty for the doomed *Silver Star*, telling identical hard-luck stories and discreetly offering to sell the coordinates of the wreck to interested parties.)

The pirates are hiding amongst the asteroids, waiting for the PCs to get into position. (Depending on the technology level in your campaign world, the pirates' ships might be cloaked or they might simply be hiding amongst the asteroids with their ships powered down in order to be harder to detect.) If a PC with particularly high ranks in perception skill categories is manning the sensor station on the PCs' ship - the GM might allow them to make a skill check to detect the pirate ships. This could also apply to PCs with mystically enhanced senses.

The pirates will wait until the PCs vessel(s) has gotten close to the *Silver Star*'s wreck (deep inside the asteroid field) and then attack with several fast, maneuverable Starfighter class ships. (The exact number of the pirates' ships is left up to the GM - depending on the level of challenge she wants. For a particularly difficult encounter - the pirates may have a corvette or other large ship as backup.)

The pirates have their HQ in this asteroid field - a hollowed out asteroid with hard point defenses, a landing bay, command center and living quarters. It's fairly well shielded from sensors - but a very perceptive PC might be able to detect it. (In case

the encounter expands to include the pirates HQ, it's recommended that the pirate base will have another squadron held in reserve for defense. The exact number of Starfighters and pirates at the HQ is left up the GM to determine - based on how much of a challenge she wants to provide.) If your gaming system doesn't have default stats for a space station - treat the pirate asteroid base HQ as a Destroyer class ship with a small landing bay for Starfighter class ships, possibly a docking berth for larger craft and no movement capability.

### Plot Hooks

If the PCs defeat the pirates and try to sell the cargo on the black market -eventually the Hyperion Corporation traces it back to them and puts a bounty on their heads as punishment. (This is, of course, assuming that the PCs are not contracted by the corporation.)

If the PCs defeat the pirates - but don't find and neutralize the pirate base - the Black Blade pirates will hunt them as a matter of pride whenever they venture close to the Frontier sectors.

### NPCs

Donar Kev - leader of the Black Blade pirate band -Brain good Criminal with good piloting and good combat skill categories.

Space Pirates -Brute fair Criminal with fair piloting and fair combat skill categories.

Bounty Hunter employed by the Hyperion Corporation - Brute good Bounty Hunter with good piloting and excellent perception and combat skill categories.



### III: THE VIGILANT

**Ship Name:** The *Vigilant*

**Class** Destroyer

**Owner** Central Military

**Last Seen:** The last communication from the *Vigilant* to Central Command reported that it was leaving its orbit of Penku Prime to engage a group of rebel (or criminal) vessels that had been detected on the outer edge of the system

**Current Location** drifting near the site of its last battle on the fringe of the Penku system.

**How the PCs can find it:** Ideally, the PCs have been hired or dispatched by the criminal or rebel faction that destroyed the *Vigilant* to do a quick and covert salvage mission to snatch whatever cargo and Intel they can get from the wreckage. (This preferably occurs within a short time frame of the battle.) Alternately, the PCs could become aware of the wreck from detecting the ships distress beacon, from loose talk in spaceport bars or through contacts in the Resistance, Central Government or criminal factions.

**Description:** The *Vigilant* lost both its bridge and engines during the battle. The hull was also breached in several places. The rapid depressurization killed most of the crew quickly. The few who were “lucky” enough to be on floors that were protected from the hull breaches died a slow and grim death. Deprived of power and any communication ability, they slowly suffocated and froze as their environmental controls failed.

The *Vigilant* is largely still in one piece - although a sizeable debris field floats around the battered hulk of the Destroyer. The ship is perhaps best investigated by docking with it (either with the PCs main ship or with a smaller shuttle) cutting through the hull or and entering the wreckage.

The PCs’ contact for this mission (be it the Resistance, a crime syndicate or an independent salvage company) has provided them with a blueprint of the *Vigilant* and a list of the important areas to check. (Main cargo holds, armory, detention cells, whatever remains of the bridge and engineering). They are given a description of what to be on the lookout for: any salvageable computer systems (they might contain useful Intel), weapons or military supplies and any cargo that would have a value either to the Resistance or on the black market.

**Cargo:** The holding cells contain the easily recognizable mortal remains of General Crameria -who is a leader in the resistance and one of the PCs’ chief contacts with that group. (Alternately, he could be a leader in a criminal or smuggling ring or other organization the players are associated with.) The problem is - General Crameria is

alive and well - the PCs received a message from him or had an interaction with him in the very recent past.

It looks like the Central Government had kidnapped General Crameria and replaced him with a clone or other sort of doppelganger -- one loyal to them.

**Complication:** A salvage crew from the Central Military shows up while the PCs are investigating the wreck. Depending on whether the PCs are onboard the *Vigilant* when the Central forces arrive- this could result in a spaceship battle or a shoot-out in the corridors of the derelict Destroyer.

**Plot Hooks:** The Central Government apparently has a spy/doppelganger in an organization friendly to the PCs.

This could be a simple “rooting out the spy” adventure - or it could turn into a more complex story-arc. While the PCs are away investigating the wreck of the *Vigilant*, the doppel-General might start a coup in the organization. He would seize control and imprison those who oppose him as traitors and spies for the Central Government. The PCs would have to use their evidence (the body of the real General Crameria) to turn the tide and expose the doppelganger’s lies.

Alternately, it might be extra-creepy for General Crameria to be the one who sent the PCs on this salvage mission in the first place - and if he contacts the PCs immediately after the mission (or during it, if your campaign’s technology allows for instantaneous communication) to check on their progress. (The double would have heard about the *Vigilant* from his contacts with the Central Government. It would have drawn too much suspicion to order the wreck destroyed – but a routine mission to salvage weapons and search for Intel is a convincing cover story.) If the doppelganger suspects that the PCs found incriminating evidence there - he might announce that the PCs have “turned traitor” and send a task force or bounty hunter to eliminate them before they can “defect and turn over valuable secrets to the enemy”. The PCs will need to evade or explain themselves to the task force coming after them.

#### NPCs:

Central Government Soldier: Brute fair Soldier with fair combat, perception and piloting skill categories. Ship: Corvette – The *Indomitable*. (With an optional escort of Starfighter Class ships.)

**(Note:** the number of soldiers depends on the level of threat the GM wants to provide. If the GM wants to have a decent challenge - perhaps with a shootout on the wrecked Destroyer, she might go with 1 soldier per PC and have the soldiers arrive in a similar sort of transport as the PCs (perhaps a Corvette accompanied by

one or two Starfighters.) The GM could have a shuttle of soldiers board the *Vigilant* and encounter the PCs onboard while the Central Military Corvette engages the PCs' vessel. Alternately, for a more dire challenge that might motivate the PCs to flee immediately - the soldiers could arrive in another Destroyer accompanied by a full squadron of Starfighters.)

Doppelganger of General Crameria: Face good Expert with excellent perception and social skill categories.

Bounty Hunter sent by the doppelganger - Brute fair Bounty Hunter with good combat, fair perception and excellent piloting skill categories. Ship: Corvette Class (heavily armed).

Task Force Soldier sent by doppelganger - Brute fair Soldier with fair combat, perception and piloting skill categories. Ship: Corvette. (With an optional escort of Starfighter Class ships.)



## STARSHIP WRECK SCENARIO GENERATOR

The following generator is designed to produce more starship wreck scenarios similar to those presented here. Rolling a 1d6 for each of the following 4 tables will produce a ship type, a location, a cargo and a complication that describes a starship wreck.

For example, we roll a d6 four times and come up with 6,4,3 and 2.

This translates to a commercial passenger vessel, slowly orbiting the periphery of a black hole with a religious or mystical (or heretical) cargo and it has an alien or ancient origin.

With a little brainstorming, we can use these suggestions to come up with a wreck of an ancient passenger transport from a nearly forgotten era – a time of epic war in the galaxy that plays a central role in the history of an order of mystical warrior monks who are the guardians of peace of justice in the galaxy.

A search of the wreck turns up a document (perhaps a holographic log stored on the ship's computer) that gives a first hand account of this ancient war that directly contradicts the version presented by the warrior monks. In this version, the benevolent warrior monks used their mind control powers to rule the galaxy with an iron fist and they sought to violently eradicate a peaceful group of dissident monks who advocated a less tyrannical path. Whether or not this is the truth is left for the PCs to mull over. It's possible that the evidence was planted by a devious mastermind seeking to sow seeds of doubt in a neophyte warrior monk in the party. Unfortunately, the crushing gravity of the black hole compels the PCs to flee the wreck – destroying the evidence before they could verify its authenticity.

Another series of rolls with the d6 turns up the following results: 2, 6, 1, and 4. This generates a corvette that has crash-landed into a planet with valuable trading goods as cargo with a hostile salvage party as a complication. The corvette can be a smuggler's ship and contains a load of starship components that he was smuggling to a Resistance space station desperately in need of them. Unfortunately the smuggler was shot down by a Central Military patrol over a jungle planet. The PCs are dispatched to recover the cargo. Unfortunately they have to contend with both the fierce natives of the jungle planet (an optional additional complication from the Location chart) and the arrival of a rogue salvage crew that wants to claim the cargo. The rogue salvage crew comes from a pirate outpost on the jungle planet. The pirates have been fighting with the natives for years. After some initial hostilities, the PCs may realize that they share a common enemy with the natives and propose a truce.