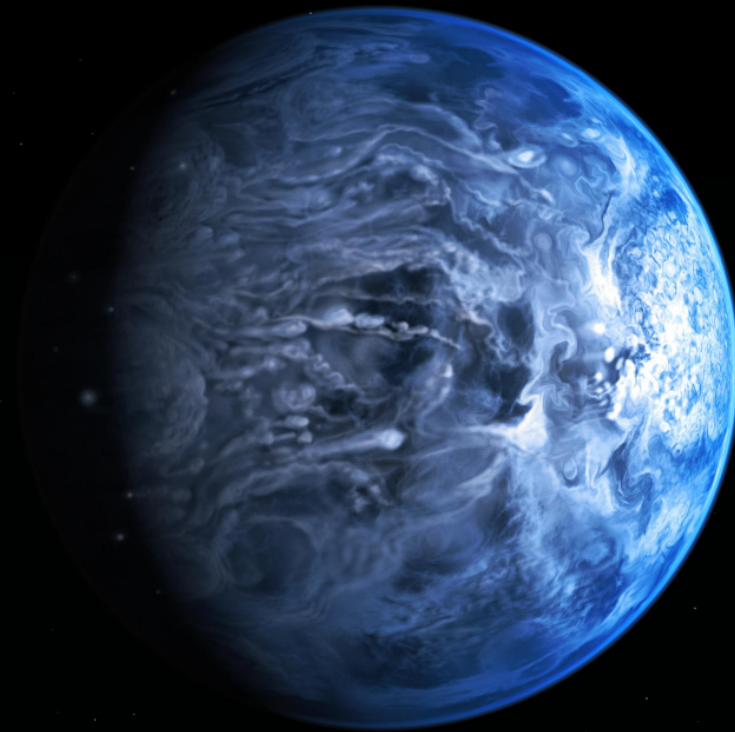


VIDOME 123



A DAYTRIPPERS ADVENTURE MODULE BY TOD FOLEY

VIDOME 123 is a DayTrippers module for two or more players, based on an adventure originally appearing in "Beyond the Core". It is recommended that the party include at least one character with high BRAINS and one with Computer skills.

MISSION PARTICULARS

Mission Type: Emergency/Rescue

Destination Type: A *Cartesian Slip* to a remote planet under exploration by a secretive corporation.

ADVENTURE OVERVIEW

This adventure pits the players against bizarre alien lifeforms on a mysterious and potentially hostile planet in a distant galaxy, where they will find a murder mystery waiting to be solved. This should give your players a chance to show off a variety of skills while simultaneously giving them the creeps.

THE INTRO: The PCs receive an urgent transmission from Blanche Regarde of X Investments. This is a big deal, since the company is known to pay well and supplies its operatives with the most state-of-the-art equipment available.

THE PAY: 10M per crewmember, plus 5M for each rescued crewmember brought back alive (Note: there aren't any). Per diem: Client will provide a fully-charged SlipShip of 80M value and luxury accommodations in their corporate suites near Diaspora Ranch. An *Ident Card* with a passcode from X Investments will be issued to each PC, allowing them access to an experimental facility called a "Vidome" (*vEYE-dohm*) where they shall rendezvous with the previous team and determine a strategy for getting home. Crew assumes all other responsibilities.

THE DESTINATION: An uncharted planet called "Drir", discovered only a few days ago. Its existence is a corporate secret. The PCs won't even be given the coordinates before signing many pages of legal documents, rendering them defenseless against the company if a security breach occurs. It was to this planet that the first expedition was sent to do surveys and set up a Vidome for extended research. That was four days ago. They have not returned.

THE BACKSTORY: Drail Mentaka is a well-known DayTripper whose quirks include taking his beloved dog – a boxer named "Beta" – on every mission. When he encountered a vaguely humanoid-looking Mimic on Drir, he kept his discovery to himself for two days, secretly doing research while the others tried to repair the ship.

On day three he drugged the crew to sleep and used a scanner to lure the Mimic into the dome for testing.

Unfortunately he hadn't considered the creature's response to the airlock sanitizer, and things got ugly pretty fast. When the frenzied Mimic trapped Mentaka in a corner and morphed into a terrifying multi-limbed form, Beta interposed to defend his master, buying Mentaka a few seconds to grab a fallen bookshelf for a weapon.

Before driving it out of the dome, Mentaka watched in horror as the shape-shifting creature assimilated his poor pet. But he was even more shocked a few hours later when Beta appeared in the mist outside, apparently unharmed. Mentaka knew it couldn't be the *real* Beta, although his scanner seemed to verify that the creature outside matched a canine genetic makeup. He soon realized that any of the crew might have been assimilated without his knowing it. He could trust no one. He knew what he had to do.

THE PROBLEM: Drail Mentaka killed his fellow crewmembers by administering fatal doses of airlock sanitizer to them in their sleep. He programmed a service bot to help him bury the bodies and scrambled the bot's brain to erase all records. He then grabbed a backpack, a weapon and some food, and went out to seek vengeance on the bastard who ate his dog.

THE TRIP THERE: On the way out, there is 1/10 chance of Flux Storm, forcing the pilot to defend against 1 point of hull damage at DL 1d6+1. PCs must roll PSYCHE vs DL 2 to avoid suffering The Fuzzies (-1 GRACE, -1 BRAINS) for 1d6 hours.

THE TRIP BACK: On the way back there's a similar chance of Flux Storm, forcing the pilot to defend against 2 points of hull damage at DL 1d6+1, and those PSYCHE rolls vs DL 2.

NPCs ON HOME-EARTH

BLANCHE REGARDE OF X INVESTMENTS (THE CLIENT)

CHARM 2 Rhetoric +1

X Investments is a mysterious venture capital firm whose rumored activities involve the black-marketing of rare offworldly artifacts and technologies obtained via underwritten DayTrip missions.

Blanche is a Director of Liaison for the company, and decked out with her expensive suits and digital accoutrements, she oozes corporate power and privilege. She will use her Rhetoric skill to flatter the PCs and commend them on their dossiers. But the PCs haven't been chosen for their accomplishments; they were chosen because Blanche believes they're desperate and expendable, and are unlikely to turn down what (for them) is a very sizeable offer.

THE PLANET DRIR

GRAVITY: 0.9 G

ATMOSPHERE: Exotic toxic gases

PRESSURE: 1.1 Earth atmospheres

WATER: Roughly 40% of surface

CLIMATE: Cold

PRECIPITATION: Frequent (DL 2)

BIOSPHERE: Non-sentient lifeforms

Star System Dexter

DEXTER is a white star roughly 1/10 the size of Sol, with two small rock planets in orbit. Drir is the outer planet in the system, orbiting Dexter once every 752 Earth days at a distance of approximately 2.3AU.

Drir is a planet of poisonous swirling mists and intense humidity. Wisps and dark clouds of blue and green gases drift casually about without mixing, like oil and water, creating layers of shadow and subtle motion as far as the eye can see in all directions. It drips with mystery and plays havoc with visual perception. Survival Suits are a definite necessity.

The thick, constantly-stirring atmosphere is not only poisonous but corrosive: Direct exposure will force a HEALTH roll every minute to avoid 1 point of harm due to muscle spasms, nerve malfunctions and generalized skin irritation.

There will be many false perceptions, as shadowy forms often seem to materialize and then dematerialize in the mist, a trick of the thick gaseous atmosphere. The GM should emphasize these peculiar perceptions to enhance the feeling of uncertainty and fear. PCs should learn quickly that here on Drir, electronic scanning instruments are more reliable than the human eye.

PCs who succeed in a BRAINS roll DL 2 will get the distinct feeling that they're being watched. This is not an illusion. They *are* being watched.

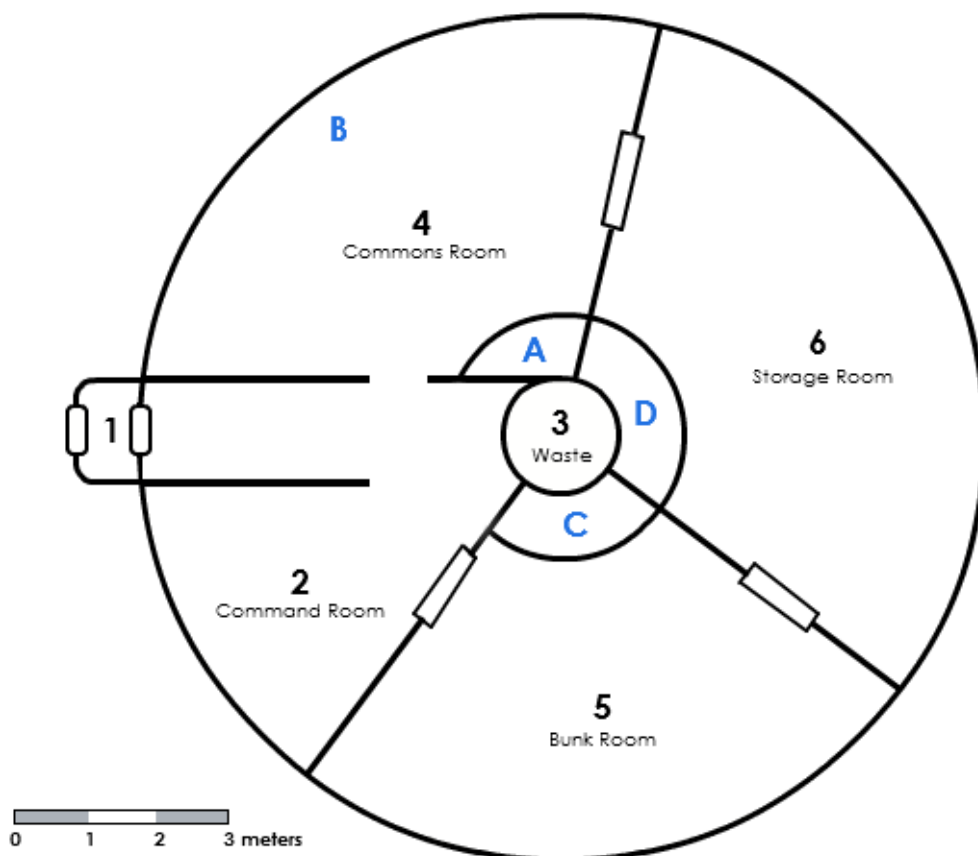
VIDOME 123

Vidome 123 is a hemisphere 12 meters in diameter, separated into rooms by moveable panels. The dome can house up to five people comfortably or up to ten in cramped conditions. It's made

of a recombinant-DNA textile called "Viber 5," which heals like living tissue. As the outermost layers are eroded away by atmosphere and precipitation, the innermost layers break down organic byproducts and waste materials from the dome's inhabitants, and the middle layers recombine these elements in order to "grow" more layers. These new layers then move toward the outer layers, much like human skin. Viber 5 is Armor+2, and it's HARD to obtain (DL5 on the black market). The dome is divided into the following compartments:

1. AIRLOCK/SANITIZER. The outer door is locked at all times and can only be opened from the outside by using an X Investments Ident Card (or by ordering DAN to override the lock command). Because of the noxious atmosphere, all people and things entering the vidome must be sanitized before coming through the airlock's interior door. DAN can't override this function: it's triggered mechanically when the outer door closes. Until the sanitizing spray ceases (3 seconds), the interior door won't open. This sanitizing spray includes a supertoxic agent called Nonhalene, which kills even faster than the Dririan atmosphere. Anyone who inhales it must make a roll of HEALTH vs DL6 or suffer 1d6 damage to their BRAINS stat. If they succeed in this roll, they only take 1 point of damage to BRAINS.

2. COMMAND ROOM. The place where all important mission functions are performed, the Comm Room is found in a state of utter disarray. Here the PCs will find DAN, the dome computer. Note that DAN has two terminals: they may



be used on different tasks simultaneously. The desktop is covered with Mentaka's notes, but it takes a BRAINS roll vs DL 4 and several hours to read them. If the PCs succeed in this, they will learn that (a) there is a thing Mentaka called a "Mimic"; (b) it can vaguely approximate human form (these notes were taken before the Beta incident), and (c) he intended to lure one into the vidome for experimentation.

By inspecting the room carefully, the PCs may find a bit of slime that got scraped off Mentaka's Mimic when it hurled itself around in this part of the dome, infuriated by the Nonhalene that sprayed it on its way in.

3. Waste Room. This room is used for all sorts of waste elimination (both organic and inorganic). The necessities include a commode and a disposal bin for refuse, both of which flush into the Viber 5's matter-tanks below the floor. Standing in the doorway when the PC's first arrive is the broken Bot, which is motionless at first. It will wait silently for a few seconds to give the PCs time to identify themselves by showing their Ident Cards (which they probably won't even think of doing) before it attacks.

4. COMMONS ROOM. This is the most used area of the dome, and it's a total disaster. Games, reading materials, data discs and personal items litter the floor. A plank of wood from a collapsed bookshelf lays on the floor between here and room 2. If examined, the PCs will find Mimic slime on it (like that found in the Command room). Mentaka used this shelf to knock the enraged Mimic out into the airlock.

The room contains a "galley" at point A (DAN can synthesize a huge variety of bland but nutritive meals), a large couch and a tri-dee unit (at point B). If they turn on the tri-dee player, the PCs can watch a holographic slideshow of Beta, including several showing Mentaka with the dog. On the floor near the couch lies an empty bottle which once contained whiskey (BRAINS vs DL2 to identify the smell).

5. BUNKROOM. This room contains five military bunks, the crew's personal effects, and a cleansing stall. Everything seems to be in order. There are no clues in this room, and if they examine the crewmembers' equipment and notes, the PCs will find nothing to indicate that any of them knew about the Mimics' existence. Under a bed lies a digital tablet holding a total rundown of the damage suffered by the slipship upon planetfall (irreparable), and a ballistic vest in the closet (C) holds 4 tabs of *Zoomzoom* (a non-addictive amphetamine). The PCs might find a few other personal items which were brought here by the crew. Finders, keepers.

6. STORAGE ROOM. This area is locked at all times and requires an Ident Card for entry. Three large shelving units contain cans, crates and cartons of all shapes and sizes. Most of these contain random organic materials (foodstuffs in their pre-processed state), test equipment, industrial-grade chemicals, tools, discs, and the vidome's powersource - a

water-fueled fusion reactor which must be refilled with one liter of water every ten days (DAN has a Life Support program that sees to this). On one of the shelves (D) is a container of Nonhalene (Chemistry roll vs DL2 or BRAINS roll vs DL 4 to recognize this deadly poison).

If the amount of Nonhalene remaining in the container is checked against DAN's mission inventory data, the PCs will learn that there's a little over two cc's missing. That's enough to kill ten people.

NPCs ON DRIR

DAN 734 (VIDOME COMPUTER)

BRAINS 4 Xenozoology+1 Organic Chemistry +1
CHARM 2 Rhetoric +1

DAN (Data Analyzing Neuronet) is programmed to be friendly and helpful, with a soft male voice and a perfect memory for people's names. His interface is both verbal and graphical. Hacking into DAN's deep memory is a DL4 maneuver. In his databanks he holds an unfinished program by Mentaka entitled "Participant Research: Biochemistry".

DAN will help the PCs any way he can, but lacks visual sensors and doesn't know what happened to the crew or Mentaka. Note that DAN controls all life support systems inside the Vidome. Should he be rendered non-operational, the climate controls, food processor and airlock will stop functioning.

Mentaka's "Participant Research" program can be completed by the PCs if they make a Programming roll vs DL5. This program, if completed, will give DAN a +3 on all rolls for "Mimic Biochemistry".

S-BOT E23 (SERVICE BOT)

GRACE 1 Grappling+1
HEALTH 4
MIGHT 2 Bashing+1

This service unit was programmed by Mentaka to come to the word "Bot". The first time the PCs encounter Bot, it will probably attack them. It can bash or grapple with its large "hands" and will have to be destroyed or subdued.

Conversation with Bot is impossible without DAN's help, unless you can open its head and program directly into it (this is a Programming roll at DL4).

Bot's memory will reveal tons of trivial data, but most notably: Near the end there is a segment that appears to have been scrambled. Bot will be of no *real* use unless someone can do something about its scrambled programming.

ENCOUNTERS ON DRIR

The PCs should have no outside encounters until after they've entered the Vidome for the first time. For the most part, the creatures of Drir – part animal, part fungus – are afraid of the humans and shun the dome itself. They will slowly begin to make their presence known if the PCs are quiet and patient. But the louder or more violent the PCs actions are, the less likely that any lifeform will approach within visual range. 9 out of 10 encounters within 1 kilometer of the Vidome will be with *Mimics*.

MIMIC

GRACE 2 Camouflage+3
HEALTH 3
MIGHT 2 Bashing+1
TCV 105

Mimics are mobile semi-intelligent fungal lifeforms capable of changing shape at will. They can take on the precise form of any animal after consuming and digesting it, replicating its genetic and physical structure precisely. They are intensely curious but understandably afraid of these big, noisy humans and their machinery. They are, however, curiously attracted to the microwave emanations of atmospheric scanners.

If the PCs can capture a living Mimic, subsequent analysis (DL5) should eventually yield most of the information given above. X Investments (or some corporate concern) would be very interested in obtaining these specimens and data, and payment should be proportionate to the difficulties undergone by the PCs in obtaining them.

ADDITIONAL ENCOUNTERS

Possible encounters will depend on location, pacing and playtime. These include the following:

- Solitary Mimic
- Flyers
- Mimic in Dog Form
- Mimic in Other Form
- Mimic Lair
- Drail Mentaka

Note to GM: Keep the actions and reactions of encountered creatures simple, alien, and a little surreal. These are not very intelligent beings by human standards (the Mimics are sentient, but they seem more intelligent than they actually are). By and large the lifeforms of Drir are mobile semi-fungoids whose instinctive behavior patterns only seem to be consciously directed.

SOLITARY MIMIC

When seen near the Vidome, this Mimic will have assumed a humanoid shape but will lack facial features or distinguishing details since it has not yet assimilated a human. It will watch from a distance of 30 meters or so, and will make no moves unless approached. If attacked or approached in a threatening manner, it will respond by turning on its adversaries, assuming a most terrifying form and attempt to frighten the PCs away before escaping into the poison mists.

Note to GM: This encounter should be used first, since it sets the stage for other discoveries to follow. Ideally, the Mimic should escape this first time. The purpose of this encounter is to set a spooky mood, to introduce the Mimics, and to get the players wondering.

FLYERS

GRACE 4 Evading+3

Small multi-winged creatures (roughly the size of your fist) flying in groups of 10-100, the Flyers are apparently startled by the PCs' presence and take off over the dense foliage, flying without a sound. This encounter may be used as a "red herring" (they're not Mimics but another indigenous lifeform) or as a "lead" (the Flyers are trying to escape a hunting Mimic who is heading this way). PCs who respond quickly may be able to somehow capture specimens.

MIMIC IN DOG FORM

The Mimic that killed Mentaka's dog can appear in that form, and may even bark like a dog. Remember that the PCs may or may not recognize Beta, depending on what they've seen in the vidome, but on a BRAINS roll vs DL2 they will recall media stories of Mentaka's dog going along on his missions.

MIMIC IN OTHER FORM

The GM may wish to design other forms for Mimics to appear in, as they can duplicate the forms of any local creatures they have ingested (and may also appear in a potentially infinite number of vague "pseudo-forms"). A Mimic who has eaten a Flyer, for instance, could fly. A Mimic who succeeded in assimilating a human would be able to replicate the appearance, movements, gestures and even the voice of that human perfectly. It could repeat any phrases it happened to have heard that human say, but it would have no idea what it was saying, or even that those sounds represented words.

If the GM wishes, a Mimic who killed Mentaka might be encountered wearing the appearance of the disheveled DayTripper. Remember that the PCs may not recognize Mentaka, depending on what they've seen in the vidome. This Mimic would know how to say a few phrases of the sort Mentaka might have said while hunting it, such as "What the hell?", "Where are you, you bastard?" or "Now I've got you."

THE MIMICS' LAIR

Following a Mimic encountered in the forests, the PCs might just manage to locate the underground "nest" of the "mother" Mimic. The mother will summon all of its offspring to its defense (two per PC), and may release more offspring if she's cornered or hurt.

NOTE: This encounter is a potential party-killer (depending on how many Mimics are spawned). Make sure the PCs' skills and gear are sufficient to meet (or escape) your escalations.

"MOTHER" MIMIC

GRACE 3 Camouflage+3
HEALTH 4
MIGHT 4 Bashing+3
TCV 235 + 105 per Mimic spawned

The Mother Mimic is a large amorphous blob of bluish-green slimy stuff, about the size of a 12-seater bus. It is capable of "budding" off individual Mimics at the rate of one per minute. The Mother Mimic can form pseudopods capable of reaching up to 10 meters; these extemporaneous "limbs" can deliver bashing blows or grabbing attacks. Anyone caught by a pseudopod will have 2 Frames to get free (or get someone else to free them) before being pulled into the main body of the creature, whereupon they will begin taking 1 point of damage per Frame.

DRAIL MENTAKA

BRAINS 3 Medicine +3 Organic Chemistry +1
GRACE 3 Rifle+2
HEALTH 1
TCV 140

Mentaka left the dome with a high-velocity repeater rifle, a standard hunting kit, several days worth of emergency rations and a pro medical kit. If the GM decides he's still alive, his emotional state is highly unbalanced. Remember that he has already committed multiple murders. Even if he's capable of logical reasoning (which is doubtful at this point), he won't be taken easily.

QUESTIONS TO ANSWER:

- What happened to Drail Mentaka after that night?
- Did he find the Mimic?
- Did he kill it?
- If alive, is he aware of the PCs?
- If so, what will be his response? Note that he has no other way off this planet.

BONUS EXPERIENCE:

The following successful actions will yield bonus experience:

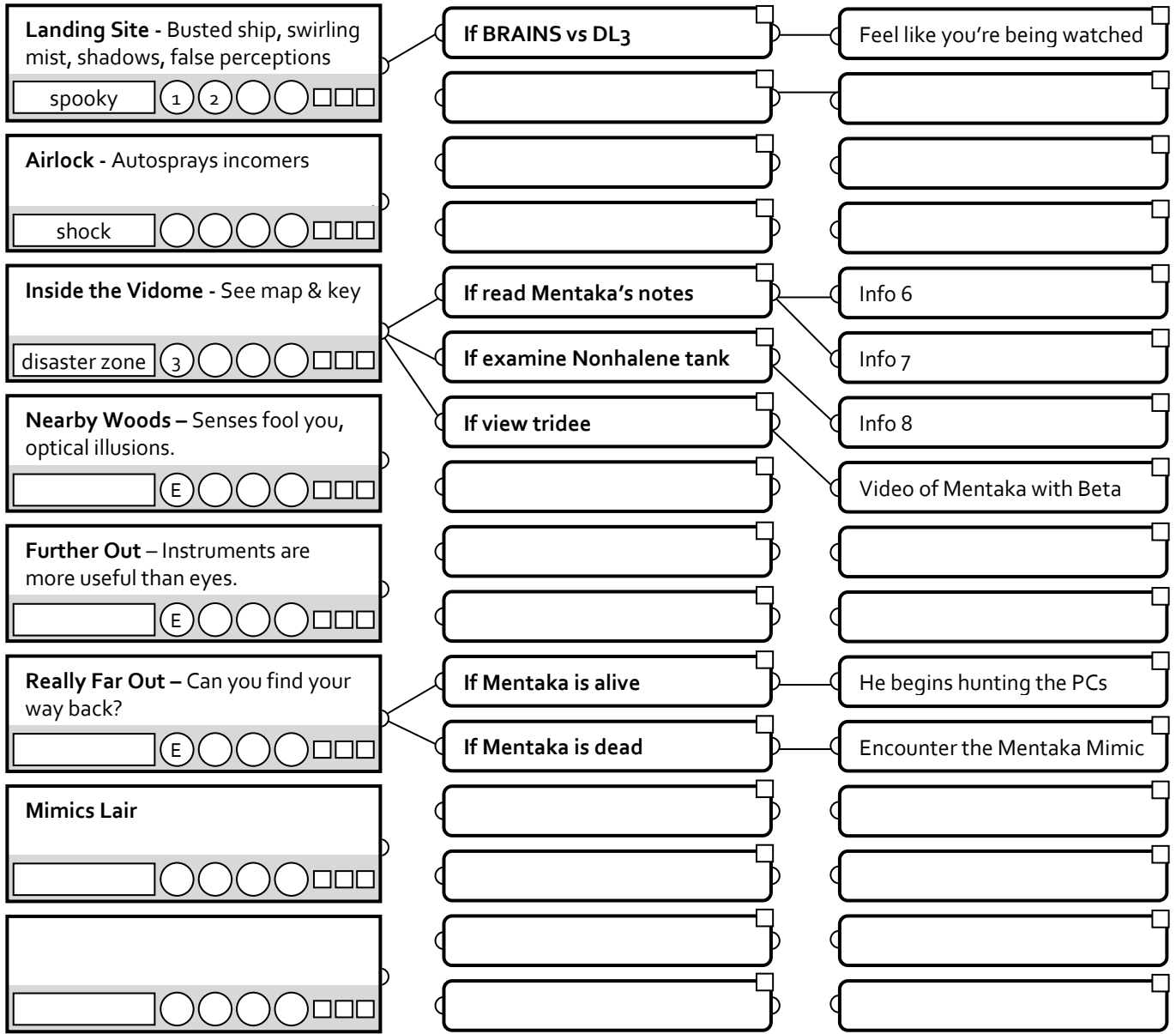
- Getting Bot's computer-brain working is worth 1 XP.
- Hacking into DAN's deep memory is worth 1 XP.
- Bringing a live Mimic back to Home-Earth is worth 2 XP for each PC. A dead one: 1 XP for each PC.
- Bringing one or more Flyers back to Home-Earth, dead or alive, is worth 1 XP for each PC involved in capturing them.
- Bringing Drail Mentaka back to Home-Earth alive is worth 1 XP for each PC on the mission.
- Successfully reconstructing the sequence of events that took place the night of the murders is worth 1 XP for each character involved in piecing it together. Doesn't count if Mentaka tells you himself.



Vidome 123 / Page 1: Locations

The following *RunSheet* details the *PlotField* of the module. Page one of the RunSheet covers Locations.

For more information on RunSheets and PlotFields, see the *DayTrippers GameMasters Guide*.



E NEARBY WOODS ENCOUNTERS (1d6):
1-5 = Solitary Mimic
6 = Flyers

E FURTHER OUT:
1 = Flyers
2-3 = Mimic Dog
4-6 = Mimic Other

E REALLY FAR OUT:
1-5 = Mimic Group
6 = Mimic Other

○

○

1 Drail Mentaka disappeared 4 days ago

2 Mentaka took his dog Beta on every trip

3 An ID card is needed to activate all facilities

4 There is an unfinished biochem program in memory

5 There is some scrambled data in Bot's brain

6 A Mimic can approximate another lifeform

7 Mentaka wanted to get a Mimic inside the Vidome

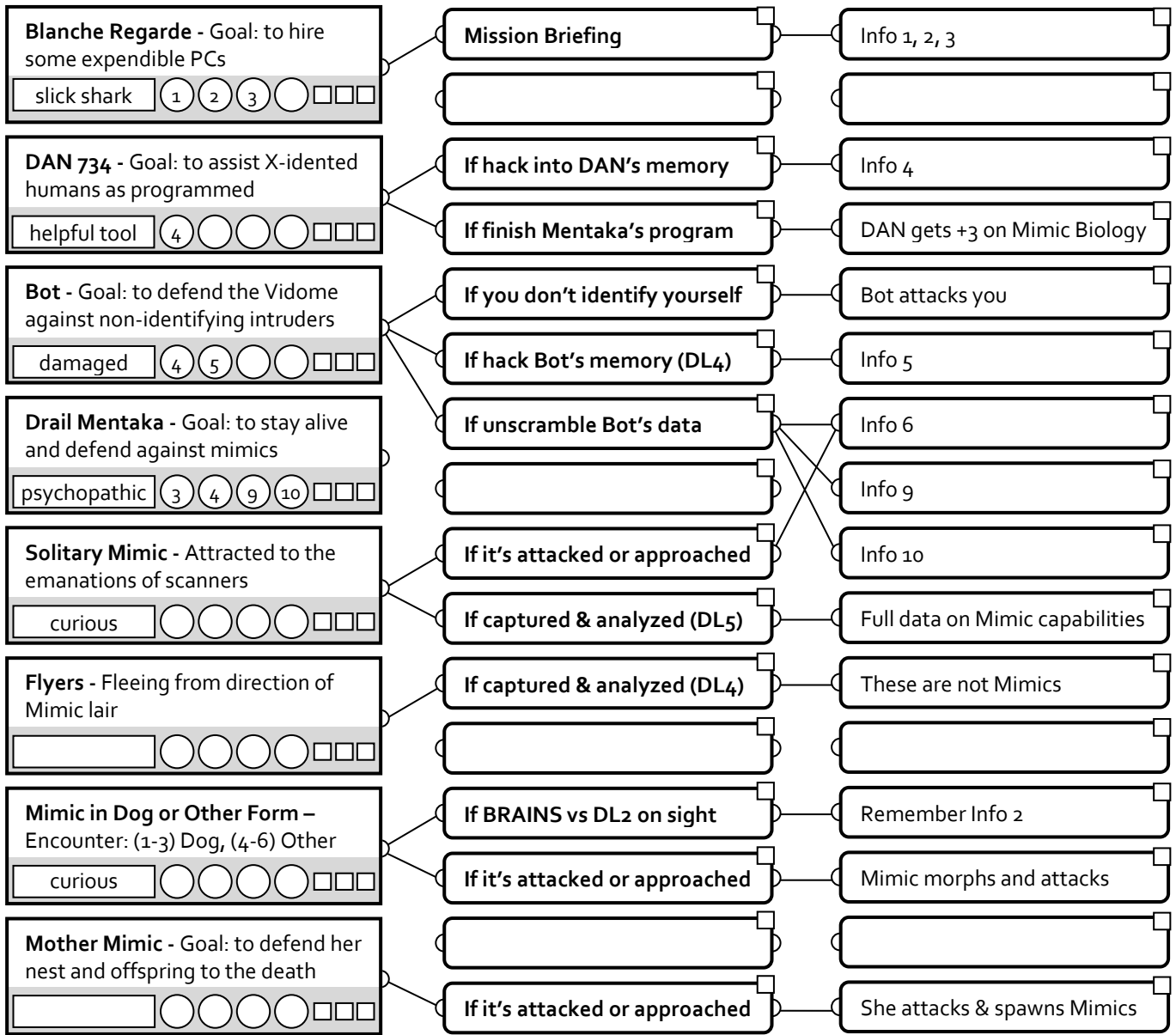
8 Enough missing Nonhalene to kill 10 people

9 All the details of the murders as witnessed by Bot

10 A Mimic can exactly replicate an assimilated victim

Vidome 123 / Page 2: Characters

Page 2 of the RunSheet covers all Characters (primarily alien creatures) in the PlotField.



- | | | | | |
|---|---|--|---|---|
| E NEARBY WOODS ENCOUNTERS (1d6):
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USING THIS MODULE WITH OTHER SYSTEMS

DayTrippers uses a descriptive scale which can be abstracted to apply to other game systems. For d6-based systems, all Stats, Skill Scores and Difficulty levels appearing in the module may be used as indicated. Conversions are shown below for other popular systems.

CONVERTING STATS

The **Stat Score** is a logarithmic scale of 1 to 6. Normal unskilled people have 1 in every Stat. For NPCs, any Stats that aren't listed have a Score of 1. The Stats are:

BRAINS – knowledge & perception functions

CHARM – social & communicative functions

GRACE – agility & dexterity functions

HEALTH – biophysical & immunity functions

MIGHT – strength & force functions

PSYCHE – sanity & integrative functions

Stat Score	PbtA	d20	1-20	1-100
1	-1	10	8	40
2	+0	12	10	50
3	+1	14	12	60
4	+2	16	14	70
5	+3	18	16	80
6	+4	20	18	90

CONVERTING SKILLS

Skill Levels are rated on a scale of 1 to 6, with 6 representing the epitome of human accomplishment.

Skill Level	PbtA	d20	1-20	1-100
+1 = Trained	Use	-1	8	40
+2 = Journeyman	Stat	+0	10	50
+3 = Expert	Mod	+1	12	60
+4 = Master	For	+2	14	70
+5 = Innovator	Skill	+3	16	80
+6 = Legend	Roll	+4	18	90

CONVERTING TASKS & DIFFICULTY LEVELS

The Difficulty of a task is stated as a "DL" (Difficulty Level) on a scale of 1-10. The Difficulty Levels are:

Difficulty Level	PbtA	d20	1-20	1-100
1 = no-brainer	+3	0	2	10
2 = easy	+2	0	4	20
3 = challenging	+1	5	6	30
4 = difficult	+0	10	8	40
5 = hard	+0	15	10	50
6 = very hard	-1	20	12	60
7 = unlikely	-2	25	14	70
8 = ridiculous	-3	30	16	80
9 = absurd	-4	35	18	90
10 = insane	-5	40	20	100

If your game system uses descriptive difficulty levels (*FUDGE*, *Cypher*, etc), it's best to simply match up the *DayTrippers* DL term with the analogous term from your system.

VIDOME 123

A DayTrippers Adventure Module

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Cover image of Planet HD 189733b from the photographic archives of the NASA Goddard Space Flight Center

Illustration p.6 – "Alternate Oxygen" by Surian Soosay

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