

BLOOD IN SPACE

A FUDGE RPG ADVENTURE

SECRETS OF ARIKANA

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THE SECRETS OF ARIKANA

UNTOUCHED WORLD

The purple shimmer around the viewport gave way with a bright flash and Commander Jason O'Sullivan straightened in his Captain's chair. The Galactic Earthlings Union had given him a promotion and a new Pennant Class starship, the ESS Halifax, and he was not about to fail. The fair haired man ran his fingers through his neatly trimmed beard and turned to his first officer.

"Readings?"

"We've arrived successfully to the Arikana System. Detecting nine planets, the third planet shows the markers for life." The severe faced Asian woman said from her panel to the left of the small bridge.

"Spectrographic is detecting water. The planet appears to be within earth tolerance."

'Excellent!' Jason thought to himself. The discovery of a virgin world meant that the GEU could claim it and inform the Colonial Council. If the planet held everything a colony needed, a thriving little metropolis could appear in less than six months. How he handled himself now was the key.

"Assemble a landing team and assign them to shuttle 2. I want a fully sweep of the planet and the results reported back in." The young commanding officer said firmly.

"Yes, sir. We'll dispatch a team immediately."

ARIKANA INTRODUCTION

The galaxy is full of wonderful and mysterious things that are just waiting to be found but one must take care in the search for these amazing gifts. For what the galaxy has in amazement, it also has deep, dark secrets.

This adventure is an exploration mission

where the PCs are exploring a world for the very first time. Newcomers on a new world.

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NOTES TO THE GM

The first thing to note about this adventure is that it is not meant to be played in linear format. To give the players the feeling that they are exploring the planet themselves, *Secrets of Arikana* is broken up in to areas that they can enter in on their own accord. Each area comes with its own challenges, scores, and information.

Also to help come up with some variety so that each play through can be different, we've included roll charts based on a six sided die so if you do not have one, it would be good to get one before you begin the adventure.



THE PLANET: ARIKANA

Arikana Statistics

Distance	35,157,064 km
Radius	4,817 km
Gravity	0.76G
Orbit Period	58.43 Days
Rotation	28 hours
Mean Temp	332k /59C
Atmosphere	1 atm (N2 49%,CO2 27%,O2 7%,SO2 4%)
Water Percentage	40%

Arikana is the third of nine planets in its solar system orbiting a bright yellow star. Though the air is breathable by human standards, those who are not accustomed to it may feel the sensation of being out of breath due to the higher carbon dioxide content compared to Earth.

ARIKAR SYSTEM **SECTOR: 221**

Gas Giants: Saabtsassule (6)

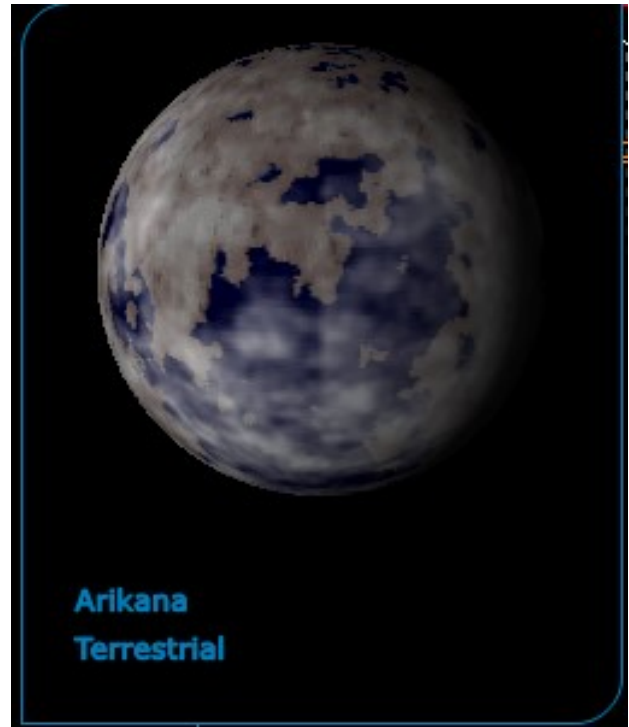
Inhospitable: Arikar I (1), Arikar II (2), Arikar IV (4), Arikar V (5), Arikar VII (7), Arikar VIII (8), Arikar IX (9)

Habitable: Arikana (3)

NOTES: The Arikar system has not been fully explored and only initial distance probes have found one habitable planet, Arikana. There are some mining potentials and a claim has yet to be made by any party.

GM NOTES ON ARIKAR SYSTEM

There is nothing really of note in the system in case players are interested for some reason to search the system. By the time that they have entered orbit around Arikana, the rest of the system has been searched.



STARTING THE MISSION

The mission starts with the shuttle that has been launched from the *ESS Halifax* reaching the surface and gently setting down. The planet itself is a rich, jungle world untouched by any outside contact.

The team is holding on as their shuttle begins to pierce the thick cloud layer. Once they break through, their shuttle is hit with the weather.

Weather Chart

Die Roll	Weather	Effect
1-2	Strong wind gusts	-1 on movement
3-4	Heavy Rain	-1 on visibility.
5-6	Clear Skies	Nothing.

CHOOSING A LANDING SITE

Upon scanning the planet's surface for where they entered, they can choose from three different landing zones. They can choose the **Green Hilltop** or the **Wet Marshes**.



GREEN HILLTOP

The green hilltop is provides the explorers with a great view of the land around them. They can see both the wet marshes and the gloomy forest from a distance.

Upon exiting the shuttle, they have access to a few locations. Down the hill out of site in a small culvert, they can find *Simple Ruins* or a *Dark Cave* nestled in the hill that takes a **good** roll to see.

Simple Ruins

The ruins that the players walk into and from initial look, they can see the faint outlines of where buildings might have been standing and possible other structures by a small creek that ruins through the culvert.

The PCs can use **Knowledge (Science)** to take a look around and try to discover what this place could have been. Players will have an opposed action of Good difficult due to how old the site is. They learn all information from their highest roll and below.

Level	Info / Score
Fair	Information shows it was once a settlement (1 points)
Good	The settlement was of an unknown species but has moved on a long time ago. (2 points)
Great	They moved due to some sort of calamity because of all the amount of stuff left behind. (3 points)
Superb or Greater	They were infested by a plague that killed of many of them based on uncovered bones and scans. (4 Points)

If players attempt to take a sample of anything in this area and did not get a Superb or great, they will unknowingly contract **Plaga Rheumatismus (Brain Plague)**. Players who have touched any object from the ruins should be made to roll a silent Stamina roll. If they roll a Great or better, than they do not get infected. If they fail, they will start showing symptoms in a matter of an hour or two. **(See page 7 for Brain Plague).**

Dark Cave

The Dark cave is a medium sized opening nestled in the crumbling in where the hill folds meet. There is a lot of shrubbery around it which would make it almost imperceptible to see.

It is home to a colony of **Lumira** (see page 9) and they are on alert if the explorers enter the cave.

Once inside, the cave can be seen to have natural crystal formations of all sorts of colors when their lights hit them.

With a collection of a crystal sample, the team receives 3 points.

It takes a **Perception of Great** to see the Lumira hiding among the crystals. If they fail to see them, the three lumira receive an unopposed attack against the explorers. Also, since Lumira are somewhat common in the galaxy, a **Knowledge (Science) of Fair** will allow a player to identify them by once seen.

WET MARSHES

The marshes stretch for several dozen kilometers in a sprawling, haphazard fashion around the edges of an equatorial mountain range.

A gentle rise of the land near the center of the swamp will scan as stable enough to take the shuttle's weight. Once they disembark and look around, they will be able to see three destinations from their point.

The players can either head towards the *Deep Swamp*, *The Giant Tree*, and the *Brackish current*.



Deep Swamp

The Deep swamp is pretty much its description. The thick, green trees and roots that have grown closer together and the humid air heavy for those who breath it.

The deep swamp is steeped heavily in twilight from the lack of light and at times glowing eyes can be seen farther ahead and around them. They will disappear if they get to close to them.

There is a lot of flora and fauna here for the players to examine. A **Knowledge (science) of Mediocre** will collect them **2** points of data.

*If a player has been previously infected with the Brain Plague and it has been identified, the cure can be found in the plants of the swamp with a **Knowledge (Science) of Fair** and a **First Aid of Good** to use the information to heal. Players can work together to cure another. The team gets **3** bonus points for successfully curing the Brain Plague.*

The Giant Tree

The Giant tree is exactly what its name is. A massive swamp tree with a base so large, it looks as if it could take up an acre or two of land. The long, fronds lean down towards the water and there is much life living in the tree.

A **perception of Fair** will allow the player characters to see a stone passageway built into the roots of the tree. Following this will lead to the **Ancient Vault**.

The Brackish Current

The brackish current is a lazy stream that snakes its way through the jungle. The far bank is a good three hundred feet across and is so thickly overgrown, it would be **impossible** to ford without better equipment.

Archeologist characters, with a **Knowledge (History) of Good** will discover remnants of pots, primitive weapons, and a rotting stone moor point several thousand years old. It can

be deduced that this used to be a major point that boats would anchor to. The remnants around hint that the planetary population had fled in a hurry leaving much of their property behind.

It is **impossible** to know where they had gone.

ANCIENT VAULT

The tunnel entrance that is discovered under the roots of the **Giant Tree** lead underground and descend in a gradual slant. There is only enough room to walk in a line but after about thirty-five feet (11 meters) the path opens up to a small rock gallery where a stone obelisk sits in the middle.

Central Chamber

There are too ways to leave the room, the way they came to head back to the **Giant Tree**. The other is a **Left Passage** and a **Right Passage** to the **Central Chamber** they are in.

The Obelisk in the center stands 9 feet (3 meters) high and gradual comes to a point. Upon examining the obelisk closer, a **perception of Fair** will show that most of the symbols have faded but there is a distinct image of a door sliding opening and bright light coming from it. There is also a symbol of what looks like a crystalline creature and the other is of a squiggly line. **1 point** is earned for examining.

Left Passage

Upon heading down the left passage, it will open up into a large room where there is the remnants of dozens of stone chests, all damaged and broken apart. The few fossilized remains of corn like ears make it to be a granary. **1 point** is earned if a sample is taken.

There is a lever in the far corner of the room built in to the stone and it seems to be also made of stone. Upon pulling it, there will be a grinding sound in the distance.



In the far corner of the room, the players will see a young frog like alien wearing a simple skiff of clothing huddled in the corner. It will not respond to any interactions. **This is an Ishi-Val** (See Page 8) and as soon as a player character is within range, it will drop its illusion and strike.

Right Passage

The right passage is short and opens into a wide room with a bare floor that is only covered in centuries of dust. At the far end of the room, across from the entrance is a lever built into the wall.

The players will be able to cross the floor unhindered and pull the lever. They will hear a grinding in the distance back the way they came. Once they do that, chunks of the floor will fall through leaving only pillars with small flat surfaces to jump on.

Each character will need to make **3 to 4 Agility** attempts to cross. It is suggested to make some of the pillars unstable to force the players to react to it. It will help inspire the danger of trying to cross.

All Levers have been pulled.

When the players return to the **Central Chamber** they will find the far wall opposite of the tunnel they had come in has slid away.

There is a small alcove where the **Book of the Shuvai** sits. It is the entire history of the people that once occupied the planet and it is in perfect, preserved condition. No one will be able to read it as it's written in the alien language. Getting this book will give **10** points.

If the Ishi-Val in the left passage has not been defeated. It will attack the players immediately.

LEAVING THE PLANET

Once the players decide that they are done on the planet, they can return to their shuttle and say they are returning to the ship. Once aboard, the mission will be over and the GM may tally the points to see what their score

is. Here is a list of all the possible points to earn.

Points Breakdown

Points	Reason
3	Crystalline Sample
3	Curing Brain Plague
2	Deep Swamp Scan
1	Obelisk Investigation
1	Fossilized corn sample
10	Book of the Shuvai

Final Score

- **0-3** – Barely discovered anything. Mission was a failure.
- **4-10** – Decent investigation was done. The planet will be added to the potential list of colony sites.
- **11-19** – The planet has been well documented. It becomes a high priority for colonization.
- **20** – Perfect study has been completed. Colonial Council plans to divert a ship to Arikana immediately.

MORE INFORMATION

For more information on the breakdown of creatures, please see **Blood in Space: Core Rulebook Chapter 11**.

BRAIN PLAGUE

Resistance Difficulty: Great

Cure: Superb **First Aid**.

Symptoms: Characters infected with this begin to suffer with cognition. They begin to receive -1 on all skills and attributes that require mental effort. After a **moderate** time, it will start doing 2 points of damage until the character is unconscious. If not cured, the character will die.



ISHI-VAL

*Ishi-val reproduced from Blood in Space:
Tormented Worlds.*

Scale: -1

Health: Scratch (4), Hurt (2), Very Hurt (2), Incapacitated (1), Near Death (1).

Skills: Bite (Animal): Great, Stealth (Animal): Good, Claws (Anima): Good.

Abilities: Night Vision (Lack of light does not hamper it). Draining Bite (Will drain 1 level of Stamina every two rounds. Character becomes incapacitated if Stamina drops below poor. A Good strength can push away the Ishi-val if not charmed).

Gifts: Hypnotic Song (All who hear the hum must roll a Charisma of Good or higher to avoid being charmed. If they fail, they are unable to look away. They must break the hold before taking any other action.)

Faults: Frail (Strikes of Good or higher do total points + half points damage.)

Environment: Any temperate location.

Type: Mammal.

Motivations: Predatory.

Combat Technique: Ishi-Val like to use their song to lure unsuspecting prey to feed on. They prefer to avoid a challenge but will fight if they feel they can win.

About: The Ishi-Val was first believed to be only an Atelak legend until a human colony in the Delta Capuli System was attacked by a flock of them.

A strange, etheric creature that sings to lure its prey into a peaceful sleep allows them to drain the life energy from their host. Considered parasitic, Ishi-Val can resemble the female form of humanoid species and assist their image in prey's minds through their hypnotic trance.

Most survivors report seeing Ishi-Val as a female of their dreams from a distance and only too late did they realize it was a creature hunting them.





LUMIRA

*Lumira reproduced from Blood in Space:
Tormented Worlds.*

Scale: -1

Health: Scratch (4), Hurt (2), Very Hurt (1),
Incapacitated (1), Near Death (1).

Skills: Claws (Animal): Good, Bite (Animal):
Good, Stealth (Animal): Great.

Abilities: None

Gifts: Camouflage (+2 Stealth)

Faults: Tenacious (Doesn't know when to
retreat)

Environment: Desert/Temperate

Type: Elemental

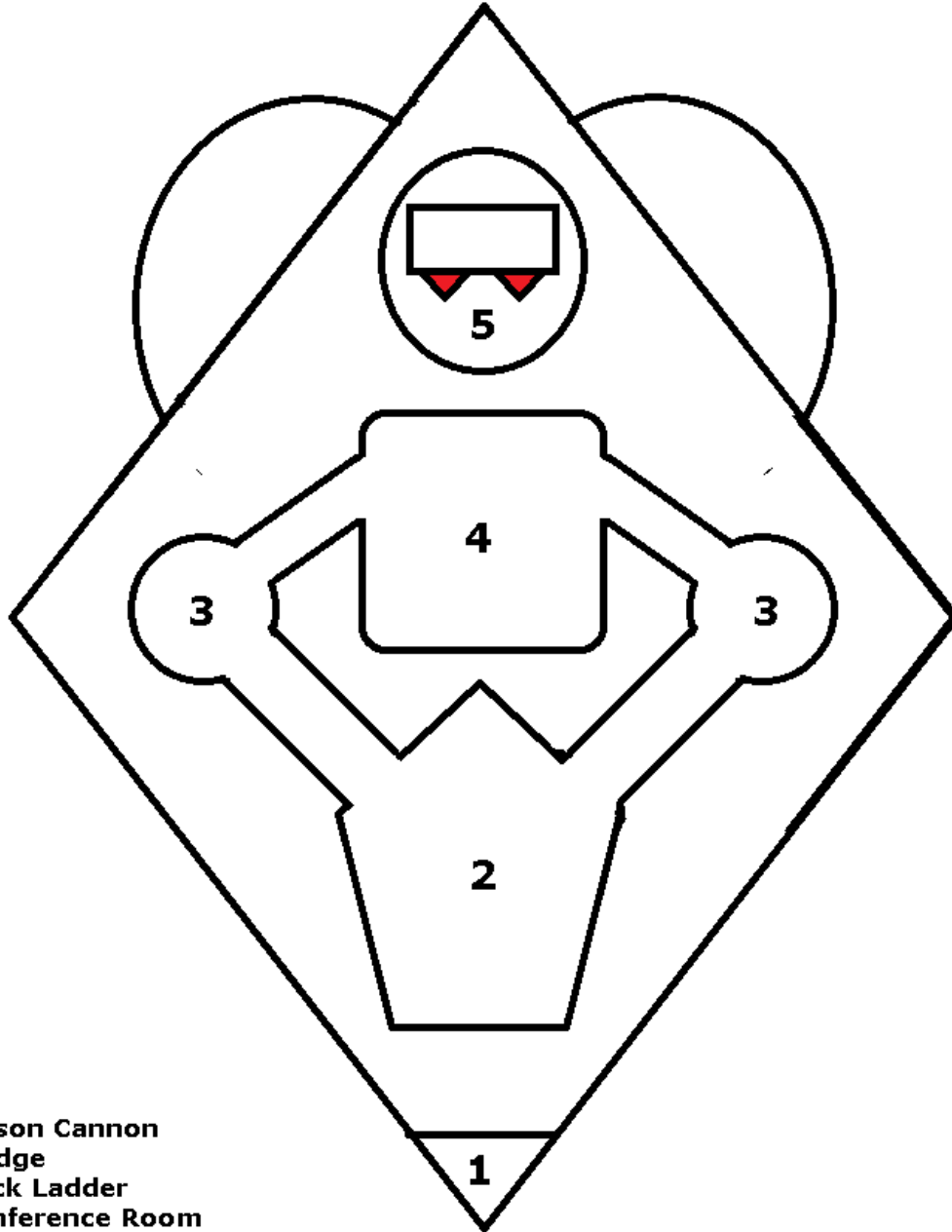
Motivations: Predatory, Lumira do not get to
feed that often so they are willing to attack
anything they think is fair game enough to
take down. They are also tenacious and don't
like to give up because they are always
hungry.

Combat Technique: The Lumira likes to
hide and strike out when their prey gets
close to them. Their pinchers and their
spikes are extremely painful and will attack
viciously until either driven off by a superior
force or killed.

About: A crystalline creature of eight legs,
the Lumira live on worlds that are hot and
desert like. They feed off of minerals in the
ground and are highly territorial. They are
sometimes hard to spot because their
crystalline structure is semi-opaque and can
easily reflect the ground around them making
them difficult to see.



PENNANT CLASS

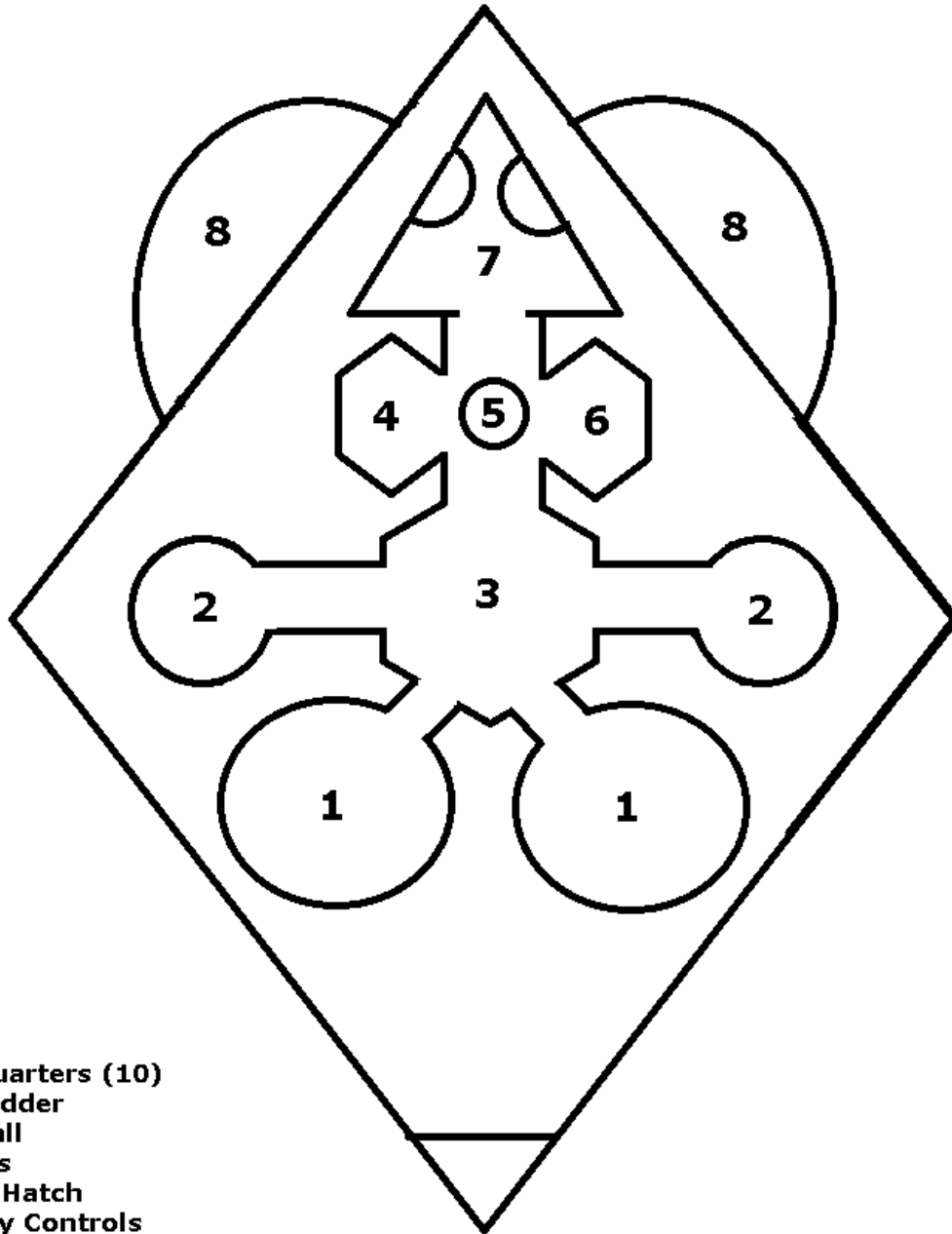


- 1: Meson Cannon
- 2: Bridge
- 3: Deck Ladder
- 4: Conference Room
- 5: Missile Battery

DECK 1

◆

PENNANT CLASS

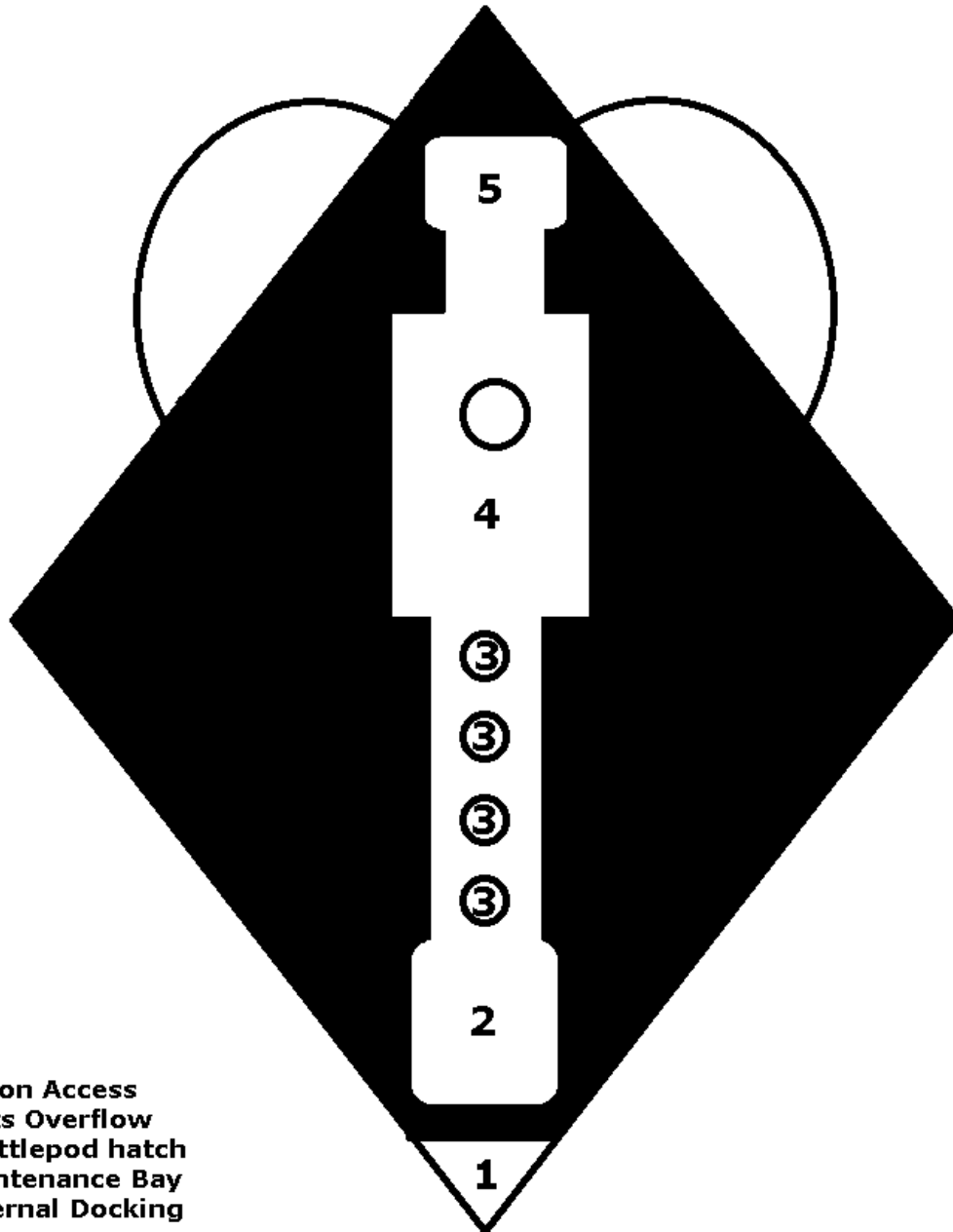


- 1: Crew Quarters (10)
- 2: Deck Ladder
- 3: Mess Hall
- 4: Sciences
- 5: Shuttle Hatch
- 6: Auxiliary Controls
- 7: Engineering Room
- 8: Null Drive Nodes

DECK 2



PENNANT CLASS



- 1: Meson Access
- 2: Parts Overflow
- 3: Shuttlepod hatch
- 4: Maintenance Bay
- 5: External Docking

GANGWAY



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