

Stranded on an alien planet with nothing but their wits and the will to survive, a group of desperate heroes must play the most dangerous game with a voracious pack of proud hunters.

AWAKENING

The characters awake bound and stripped of all possessions in a small clearing in an unknown jungle. It is hot and wet, and in the distance, they hear drums. The clearing is surrounded by crude poles topped with skulls of many races. It's not important if the heroes know each other: the last thing they remember before blacking out is a smooth-tongued Gyptosian merchant called Mokul offering them a drink. Mokul works for the Abarash, a powerful Lion Man tribe from Simba. That fragment is famous as a hunter's paradise and Lion Men sell hunting licenses to off-worlders.

RUNNING THE KOAL

The Abarash's elders have a dark and ancient secret. Once a year those who want to lead the Abarash go to a small unnamed fragment near Simba and perform a Koal, a Hunt of Intelligent Beings. The Koal is a tradition from ancestral times that decides the Abarash's next Chief. It was long ago banned by other tribes of Lion Men, but not the fierce Abarash.

As the heroes awake, they see a large Lion Man named Groar. He tells the captives they have the great honor of participating in the Koal and explains its ancient history. Obviously, the collected player characters are the prey. "The hunt will start when the holy drums cease. Die fiercely," he says with great sincerity.

Groar drops a knife so the captives can free themselves from their bonds and disappears quickly into the jungle. The heroes have one hour before the hunt begins.

The prey should first think of ways to arm themselves using the thick flora that surrounds them. A warm stream filled with rounded rocks trickles nearby as well.

The captives have their clothes, Groar's knife, the skulls and poles, and the ropes used to bind them. Reward creativity and consider their creations (clubs, staves, etc) as improvised weapons. If someone has the McGyver Edge and a clever idea to go along with it, they might also be able to make short bows, or other primitive ranged weapons.

EXPLORING

This fragment world is small, covered by dense jungle, and full of life, including a number of dangerous animals (drawn from *Slipstream* or any other setting that feels appropriate—a number of jungle creatures can be found in *Tour of Darkness*, for example).

The group has two basic choices—run for it or track Groar.

RUNNING FOR IT

The jungle has a number of hazards, resources, and obstacles to deal with. Inflict the following on your heroes in whatever order you choose:

The Crash Site: At the top of a massive tree is the wreckage of a spacecraft. Reaching the hull requires three successful Climbing rolls (each roll represents 10 yards climbed). At the top, the climber must also deal with a swarm of stinging insects (treat as Borealian Zap Flies but ignore their immunity to electricity). Inside the ship is an alien skeleton with a still-functioning raygun pistol and two batteries. Weird Scientists might also find components enabling them to use their powers.

The Forgotten Temple: This ancient stone ruin was built by some lost race that worshipped simians. Now it is the lair of a dangerous monster, the Ghost Ape (see below). The beast attacks invaders mercilessly but won't abandon the temple. This can be a good place to lure the hunters in. Scattered around are some old trinkets, a crystal dagger (Str+d6), shards of old vases, and stone tablets worth 300 Clips.

The ruins are simply stones and columns tumbled about a small clearing.

Crevasse: The group tumbles into a vine-covered crevasse (see page 145 of *Slipstream* for details). Perhaps a hungry creature (or wounded hunter!) has fallen in there as well...

Heat & Humidity: If the group decides to run for a while or attempts to do something particularly strenuous, have them make Vigor rolls. Those who fail are Fatigued until they get fresh water and a night's rest.



TRACKING GROAR

Offense is sometimes the best defense, as the saying goes. If the prey decide to follow Groar's tracks to the hunters' camp, the roll is made at -2 and takes 1d3 hours (during which time the group should encounter at least one of the hazards listed above).

If successful, they find a small group of tents and a rocketship surrounded by a perimeter of robotic sensors. If seen (a Notice roll at -2), the perimeter alarm can be easily avoided. Otherwise an electronic buzz sounds when someone enters the camp. The buzz is audible for up to two miles, and also triggers the hunters' personal communicators. They arrive 1d6 x 10 minutes after the alarm sounds (or 2d6 rounds later if they were hot on their prey's trail).

If the camp is discovered in the first hour, the hunters are preparing for the Koal, playing drums and doing other rituals, while four guards patrol the camp. Otherwise, they are already out in the jungle looking for their prey's tracks.

The guards stay at camp to protect the ship and can't be easily lured away. If no hunters return after 12 hours the guards start searching for them via their communicators, which have built-in tracking devices. The guards leave one sentinel stationed near the ship, in hiding.

The Lion Men's rocketship door is locked, and only Groar has the magnetic key. It is also programmed to automatically open at dawn for 10 minutes (in case Groar is lost and the rest need a way to escape the fragment).

THE END

If the heroes take the Lion Men's rocketship the adventure ends. In the vessel they find their belongings and 500 Clips. More important, now they have their own ship, and a world of adventures opens up for them. Maybe they'll track down Mokul the Merchant and ensure no one else endures this murderous game. Or maybe Groar's family will eventually track him down, pick him up, and accompany him on a blood hunt for his escaped prey...

FOES

GHOST APE

The ghost ape is a massive white-furred beast, similar to an ape, but with claws and sucker-covered hands and feet. The ghost ape prefers fresh meat, raw and wiggling.

Attributes: Agility d8, Smarts d8(A), Spirit d8, Strength d12+2, Vigor d10

Skills: Climbing d6, Fighting d8, Intimidation d8, Notice d6, Stealth d10

Pace: 8; **Parry:** 6; **Toughness:** 9

Salvage: None.

Special Abilities:

- **Imp. Frenzy:** Ghost apes can make two fighting attacks each round at no penalty.

- **Size +2:** The ape stands about 7' tall when upright, and is solid muscle.

- **Claws:** Str+d10.

- **Wall Walker:** A ghost ape can walk at normal Pace on vertical surfaces. One of its favorite tactics is to cling to one of the taller columns and jump down on its foe with surprise.

THE HUNTERS

The Lion Men hunters are unarmed because the Koal requires them to kill following the traditional ways. They usually split into two groups and track the prey.

All are nobles from their tribe and hungry to become the Abarash's next chief. Groar is the current "prince"—his father was the last leader but recently perished in a dispute with Queen Anathraxa. Clever characters might find a way to speak with Groar and discover this fact. Groar won't relent on the Koal—it's a tradition and his people need a leader—but the heroes might think of a way to alter or postpone the hunt if they point out that the queen is their common enemy.

The rest of the hunters aren't interested in "politics," however. They are ambitious and bloodthirsty felines with a penchant for toying cruelly with their food.



LION MAN HUNTER (1 PER CHARACTER + 2)

The Lion Men take their hunt and its traditions very seriously. To them, their prey is being granted a great honor. The Game Master should feel free to add a bit more personality to each hunter. Perhaps one is treacherous, one is honorable, and one is intent on first murdering Groar before tracking down the prey.

Note that all are Wild Cards, so they will be difficult foes indeed—particularly if they attack in unison and by surprise.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d10, Vigor d10

Skills: Fighting d10, Stealth d8, Notice d8, Tracking d10, Intimidation d8, Climbing d8

Pace: 6; **Parry:** 7; **Toughness:** 9 (1)

Hindrances: Code of Honor, Vow: Koal (Major).

Edges: -

Gear: Claws (Str+d6), Leather Vest (+1).

Salvage: Meager per 2 Lion Man Hunters.

Special Abilities:

- **Low Light Vision:** Lion Men ignore penalties for bad lighting except in pitch darkness.

- **Size +1:** Lion Men average 7 feet in height and weigh 300 pounds.

LION MAN GUARDS (4)

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Shooting d8, Intimidation d8, Notice d8

Pace: 6; **Parry:** 6; **Toughness:** 9 (2)

Gear: Ray gun rifle (Range: 24/48/96, Dmg: 2d8+1), Claws (Str+d6), Chain Mail (+2).

Edges: -

Hindrances: Code of Honor, Vow: Koal (Major).

Salvage: Meager per 4 Lion Man Guards.

Special Abilities:

- **Low Light Vision:** Lion Men ignore penalties for bad lighting except in pitch darkness.

- **Size +1:** Lion Men average 7 feet in height and weigh 300 pounds.