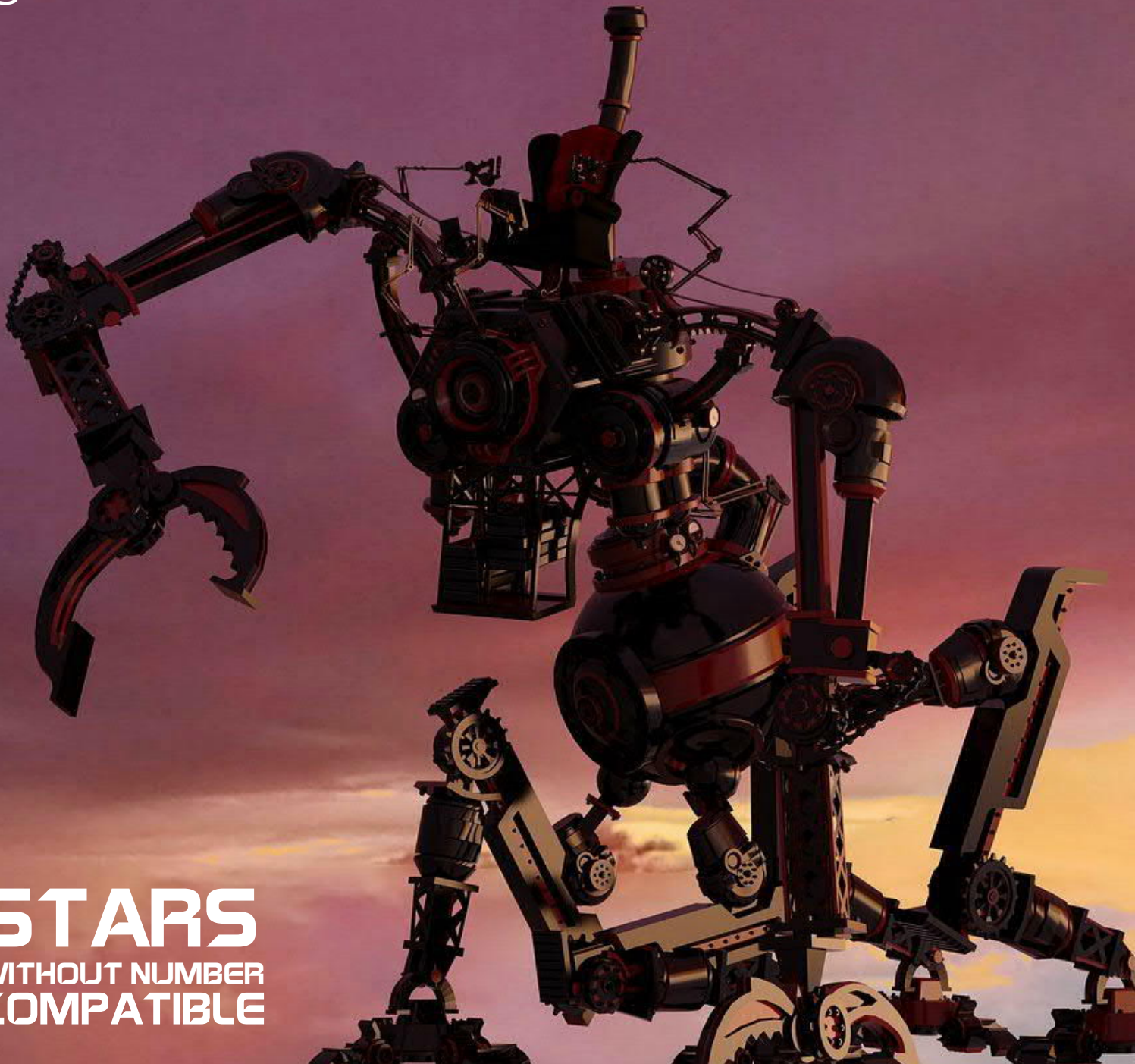


**For Game Masters Only**

*The Descent Revenge*  
*Burning of Novikov*

Ignacio M.



**STARS**  
WITHOUT NUMBER  
COMPATIBLE

**Parts Per Million Limited**

# **The Descendant Revenge I**

## **The Burning of Novikov**

*Written by Ignacio M and Peter Rudin-Burgess.*

*Interior Art: Publisher's Choice Quality Stock Art © Rick Hershey / Fat Goblin Games*

*Cartography: Dyson Logos [dysonlogos.com](http://dysonlogos.com)*

Special thanks to Kevin Crawford, author of Stars Without Number and Sine Nomine Publishing

This adventure takes place on a remote mining asteroid. The asteroid needs to be within the gravity well of a binary star system. The confluence of the gravity fields from both stars makes orbital space navigation extremely dangerous at specific points of the asteroid's eccentric orbit.

In this adventure, the characters are offered employment as security contractors during this enforced lockdown.

Karl has just hired the Characters to provide extra security in the mining colony of Novikov. What looked like an easy job turns out to be much more complicated than they expected. This could be a starting point of a more extensive campaign or as a stand-alone adventure.

### *Notes:*

The idea of this adventure is that the Characters spend time doing the central and side quest. This is a sandbox-style adventure with several factions progressing their agendas with or without the Characters' intervention. They will also be expected to deal with daily petty things like bar fights, missing kids, and a lovers quarrel (those are left to the GM to come up). They are working as general security for the next 20 - 30 days due to the no-fly orders. If you want, this block of time can be extended or reduced.

This adventure is based on the principles of Old School gaming. It does not detail every skill test and challenges down to the specific skill and difficulty level. It is left to the Game Master to set suitable challenges for their players and their characters.

## **Welcome to Novikov**

Karl will recruit the Characters. Karl is the manager of the mining colony Novikov. He will look to employ the Characters for a month and arrange transport for them. He always uses additional casual security during these no-fly periods as a precaution.

Novikov is an iron asteroid and a critical mining facility. It maintains a small permanent colony. The starport is outside the settlement, requiring environmental suits and atmosphere controlled vehicles. Most of the buildings are underground in former mine workings.

Once the Characters arrive at Novikov, they will be called to an interview with Karl. He has a special mission for a small group. For the past few months, the miners have been suffering attacks inside the mines. There have already been two fatalities. Morale amongst the miners is now at an all-time low. Some are reluctant to enter the lower parts where the most abundant iron deposits are found for fear of being attacked.

The eye witness accounts and medical reports showed cuts and lacerations from some kind of bladed weapon. Those who survived attacks reported being plunged into darkness and then being knocked to the ground and slashed at by some type of metal blade. They could not see their attacker. Those that were attacked were the last worker to leave the lowest level of the mine workings. Now they refuse to work alone.

If the Characters accept the mission, they will be issued any additional equipment they feel they need.

The Novikov colony has a population of approximately 500. These comprise the miners, technicians, and admin staff and a growing number of families and tertiary employees. The tertiary

staff are either employed by Karl or operate with his permission to provide bars and restaurants all the other things that people living on a remote asteroid want. Life is hard here, it lacks luxuries but everything needed for an austere, functional life can be found.

Most of the accommodation is owned by Karl, and he deducts rent from the miners income. The only places that do not belong to Karl are the cantina, it was blasted out years ago by miners and only adopted into the colony by popular demand and the medical facility that is owned by a planet-side insurance corporation. Over the years the cantina has been added to, rebuilt and expanded to meet the needs of the growing workforce.

It should be immediately obvious when the miners begin to leave the mine how very disgruntled they are. Some are fearful of attacks, some are scathing of Karl's lack of action in catching the culprit.

On the second day the Characters will be alerted that an attack in the mine has just taken place and that there are miners cut off in the mine..

The mine is lit with regular emergency lighting but even this is flickering intermittently, more off than on. The entire complex will be plunged into darkness for up to a minute at a time. The mine shafts have collapsed cutting off a pair of miners who could not escape.

When they reach the lower level, the lighting has completely failed. Hiding in the darkness are two robots. They are hard to spot being heat shielded. These 'bots have been modified, their weapons are just their usual lifting gear with welded on sharp edges.

<b>Robot Type</b>	<b>HD</b>	<b>AC</b>	<b>Atk.</b>	<b>Dmg.</b>	<b>Move</b>	<b>ML</b>	<b>Skills</b>	<b>Saves</b>
Industrial Work Bot	2	15	+0	1d10 crush	5m	8	+1	14+ .

You may set the number of robots involved in each attack to be a suitable challenge to your Characters.

#### *Rumors:*

- Amazing how Vitaly became our new boxing champion (this rumor has to go unnoticed and only mentioned once).
- Yes, the attacks continue, I'm getting off this rock as soon as I can.
- Another attack in the mines. It does not stop destroying our tools. The other day they cut the elevator cables. Luckily no one was injured. But it's a matter of time for someone to get hurt or killed.

The person responsible for the attacks is Dalia, who is the current wife of the bar operator . Her family was cheated out of the mineral rights to this asteroid. She is here to exact her revenge upon Karl and his family. Her plan is divided into several stages, the first is to destroy his source of income, so she attacks the mining complex. She has been modifying decommissioned robots using scrap parts and modifying their programming. She has hidden them in a disused part of the mine workings.

Dalia has been preparing for this moment for years, trying not to leave traces of her plan, so most of the clues point to Viktor.

*The clues are:*

- Parts and tools for the robots have been purchased through Lucan, a local scrap, recovery and restoration agent. He also claims (falsely) to be able to buy and sell alien items. He has all the purchase records.
- Viktor buys scrap, damaged or malfunctioning robots and mining equipment.
- Dalia's documents and ID was replaced in the colony computer systems with forgeries indicating Viktor as Luther's son.
- Several people in the town see Viktor leave the bar at night.

If Dalia perceives that they are about to discover who is behind the attacks, she decides to advance the plans. She will and release an army of modified robots (10). She has access codes to a shuttle that can get her off the asteroid. She hopes to escape with her son to the inhabited planet and leave Karl to die on the asteroid.

She is also waiting to release her robot army when the orbit of the asteroid allows normal travel to and from the colony.

When the robots are released, a great fight will take place in the 'town'. Characters can escape into the mine, out on to the asteroid surface or stay to help.

After the town was attacked by the robots, rumors start running fast that the asteroid is cursed, and no one wants to work there anymore. Miners are a superstitious crew!

## Other things to do

Lost Miner: Valery approaches the players with a baby of a few months old because Vitaly has not returned home for several days (one of the first rumors that players should hear is how Vitaly has won the boxing title).

Vitaly is the current clandestine boxing champion, a totally prohibited activity in the town since Karl does not want his workers to be damaged by boxing and cannot work.

The last place where Vitaly was seen is the bar with two of his friends Colin and Sean, with whom he was celebrating his victory. After all they drunk, they don't have many memories of that night.

Boxing fights are fought inside the mines in the upper levels, and they always change places, so Bogdan doesn't find them. If the players manage to convince Colin or Sean to take them with Lauren, she has no idea where Vitaly can be and is worried. While she doesn't know where, she suspects he might be in Lucan's, they [the Characters] can try to convince Lauren to share her theory.

If the Characters decide to go to the brothel there, they will be told that he was celebrating but that he left. To get Lauren to give them more information, they need some persuasion and monetary help.

If the Characters manage to convince Lauren to give the information, they will be told them that Vitaly was not feeling well and that they had gone to Lucan's.

Vitaly has been unconscious for several days because of the punishment his body took followed by the celebrations that evening, and the mixture of alcohol and hallucinogens. Lucan is taking care of him and waiting for him to wake up. The scrap merchant is reluctant to say that he is hiding there since it was his hallucinogens that caused the current state of Vitaly. But with intimidation, Lucan reveals the truth of the boxer's location.

## Unfortunates

Outside the main colony is an older, supposedly temporary, underground settlement. It has basic life support and hydroponics. The residents of "Novikov A" are a group of former miners that were exposed to dangerous levels of radiation. In an attempt to cover up the accident, Karl has arranged for these terminally ill miners to be looked after in this older colony.

These victims are angry at being ignored and left to die. The most able amongst them has started to organize attacks on Karl's mining operation. It started as minor acts of vandalism but has escalated into attacks against actual workers. These attacks are mostly against people who need to leave the colony, such as spaceport workers. The Novikov A saboteurs then try and disable vehicles or equipment once people are on the outside. They do not intend to harm or kill. They just want to be a problem that cannot be pushed under the carpet.

<b>NPC</b>	<b>HD</b>	<b>AC</b>	<b>Atk.</b>	<b>Dmg.</b>	<b>Move</b>	<b>ML</b>	<b>Skills</b>	<b>Saves</b>
unfortunates	1	10	+0	By weapon	10m	6	+1	15+

Bogdan is tired of the attacks by this group and asks Characters to take care that they do not happen again. The characters can be provided with a rugged exterior vehicle that can hold 12 passengers if they need to go to the old colony Novikov A.

Ceana's group is working to highlight the case of these abandoned original colonists and miners. She has been investigating Karl's business dealings and has uncovered details of the previous mining colony. Since coming here, she has made contact with the miners abandoned at Novikov A. She is trying to gather evidence.

Ceana and her two accomplices will be making regular clandestine trips from Novikov to Novikov A. This is to interview survivors and when they can to take more medicines to the sick miners. While the Characters are acting as security they may notice unauthorized use of mining vehicles, the only ones equipped to travel outside the colony and mines on the asteroid surface. They may also notice that logs for the gates giving access to the exterior have been tampered with to hide Ceana's comings and goings.

Ceana and her two accomplices will also attempt to break into Karl's offices. He keeps his financial records on an offline computer. This makes it unhackable from the outside. Ceana wants those financial records to prove her story against Karl.

## **Quarantine**

Miners begin to escape from the mine. When they were working on one of the veins, there was a hidden pocket of poison gas that, when inhaled, the miners began to feel nauseous. There is an evacuation and the poisoned workers are moved to the sickbay. The medics need a sample of the gas to help them identify the types of chemicals involved. The Characters are charged with using environmental suits and sampling equipment to try and find samples of the gas or rock samples that may contain traces.

This side adventure can be expanded to include a variety of challenges. The poison gas could explode, causing a cave in and trapping the characters. You then have a race against time to get out before their air is exhausted. You could have one of Dalia's rogue robots loose in the same area of the mine, to give a combat encounter. You could have an unaccounted for miner discovered by the character. No environmental suit and fatally poisoned. This will provide a moment of role playing, a situation where despite the characters' best efforts they cannot save the stricken miner.

**Cantina/Bar:** This is one heart of the colony for the workers. It serves as bar at the end of the shift and food mess hall during the day. There are entertainment consoles against one wall and opposite the food service area and small bar. Between to two are ample tables and chairs for maybe 200 people to stand, sit, eat and socialize

There is a basement level cut into the rock surface. This serves as Dalia's workshop. The basement has an access ramp to the rear intended for delivering supplies for the cantina but is also used by Dalia. She only does the programming and hacking side of the plan here but she has an impressive computer setup with many screens showing read outs from each rogue robot. Dalia has memorized access codes allowing her to see the video feed from each robot if she wants. She can also use a pair of joysticks and a VR headset to take control any robot but only one at a time.

**Brothel:** A place for lonely miners and not so alone. Here they find comfort, pleasure, and company; they usually prefer the latter. The business is managed by Lauren, who also handles clandestine boxing bets and organizes the matches.

**Scrap yard:** This yard is used to recycle damaged and worn out machinery and recover the valuable components that cannot be manufactured on the asteroid. Dalia used the yard to modify her robots and replace their control circuits. The yard also has a hidden room where Lucan attends the injured boxers. The secret room is inside an old shipping container. When the doors are opened it appears to be full of crushed cubes of old machinery but a stack of these are only 5cm thick and hinged to form a door. Inside is a single 3m by 5m room with a camp bed and basic facilities.

**Market:** This the only public shop on the asteroid. It is both general store and grocery store for people who don't want to eat in the cantena. They are well stocked, knowing that these no-fly periods happen.

**Barracks:** The barracks will be the base location for the characters while employed as security. The building was originally a residential housing module but has been converted to multiple occupancy but still retains some odd features that hint at its original function. Rooms that were originally intended to be kitchens but are now bunk rooms still have the plumbing for sinks and kitchen appliances for example. Many of the rooms contain digital art, a mix of corporate images, and motivational posters and images of the first pioneers who staked the claim to the asteroid. These include Luther. Some of these family images show Luther with a baby son. Karl keeps an office in the barracks building.

**Mines:** The mines are a massive complex with several levels. They are rich in iron but the asteroid contains seams of uranium, aluminum and palladium.

The mines are too large to map here. Instead, whenever the Players take interest in their surroundings, because something has happened, you make them make a skill test, or you have set up an encounter, etc. Use the next map section. If a chase develops then you can pick the next suitable section of mine to link up with the current map piece.

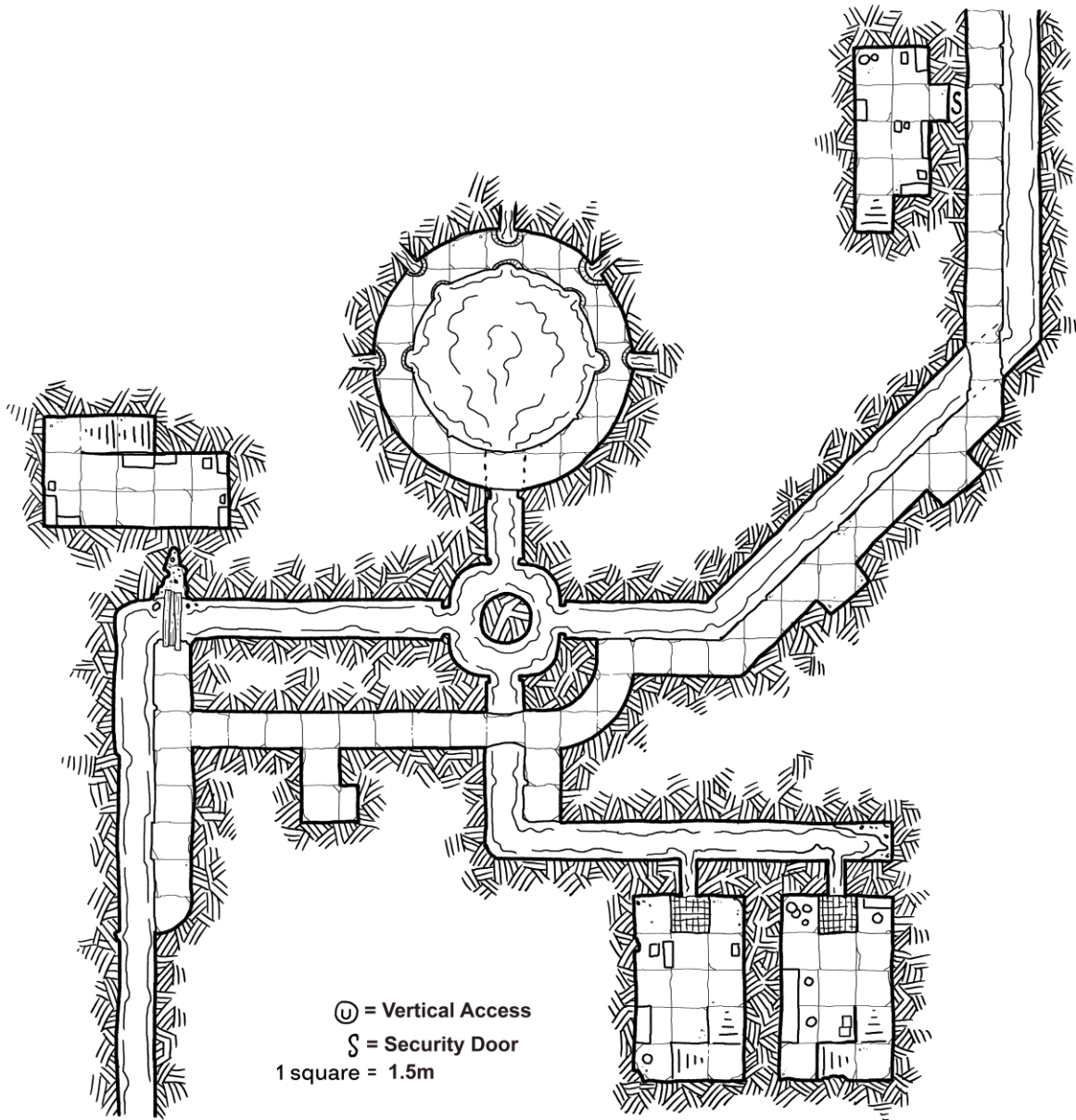
U markers are very basic lift cages, they hold a single person and use a cable and winch system operated by simple up/down/stop push buttons.

S indicates a security door. These can be sealed should there be a gas explosion, not unheard of in mining facilities.

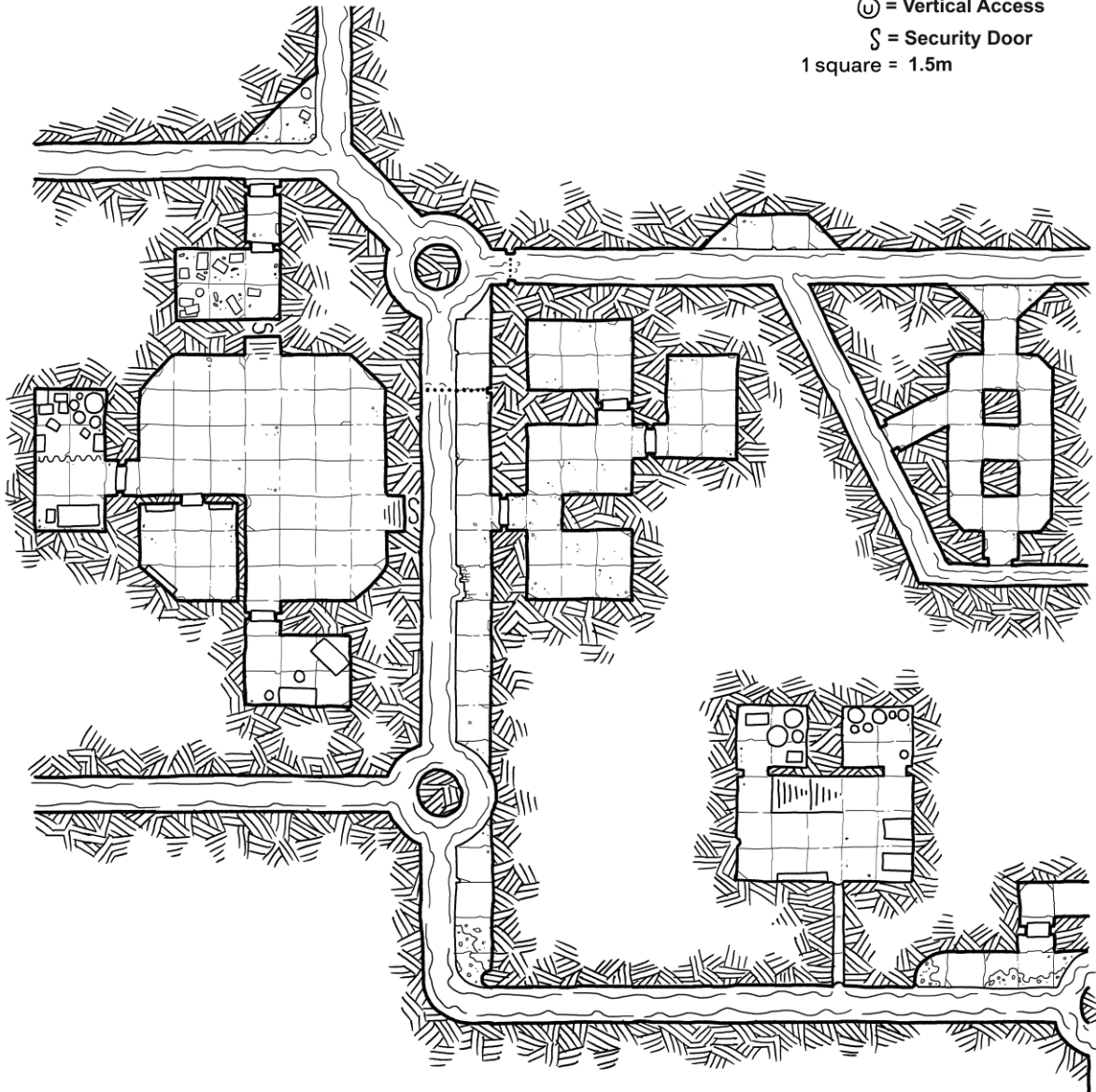
Stairs lead down to the next lower level.

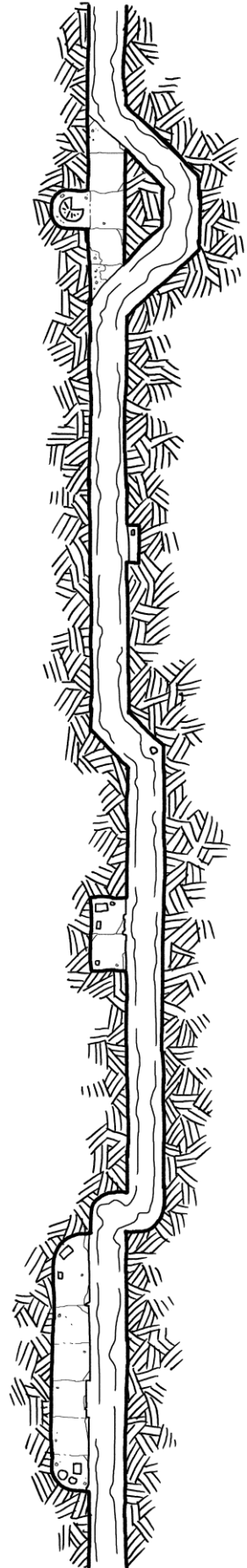
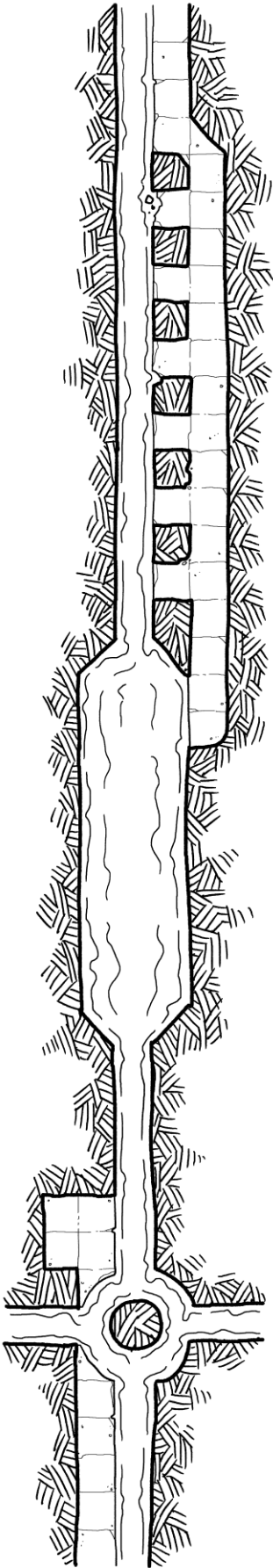
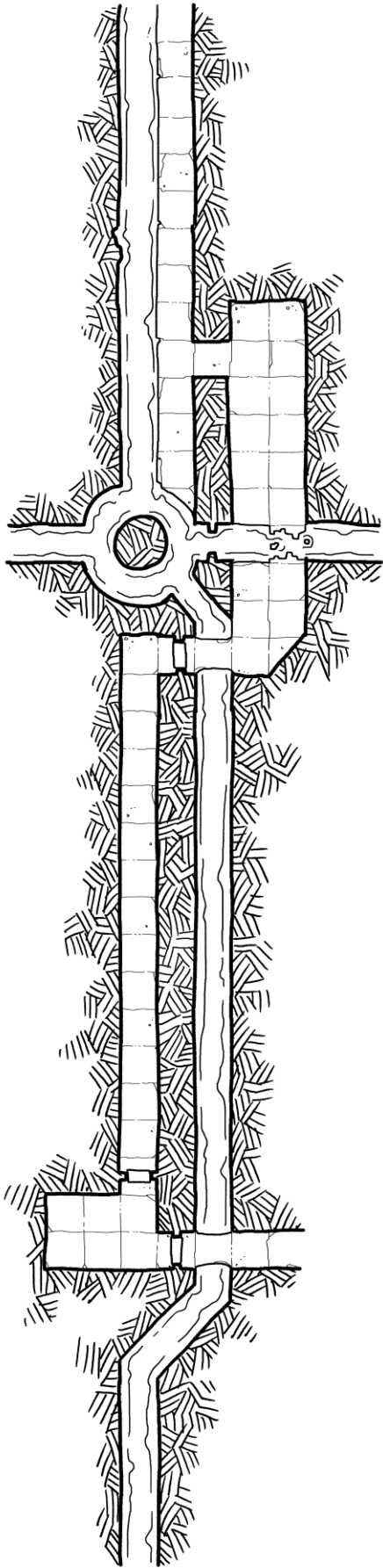
**Note:** Dalia's robots cannot use the spiral staircases.

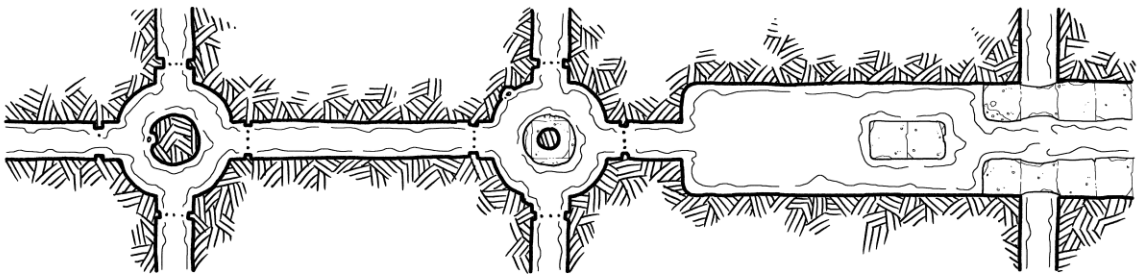
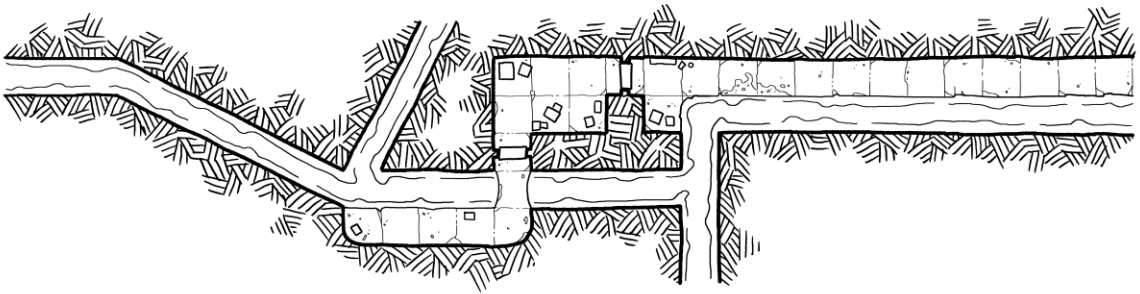
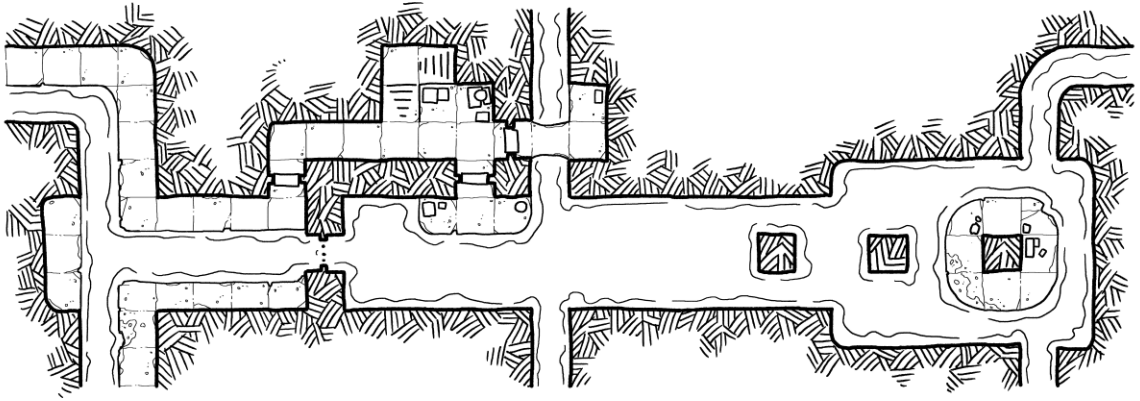
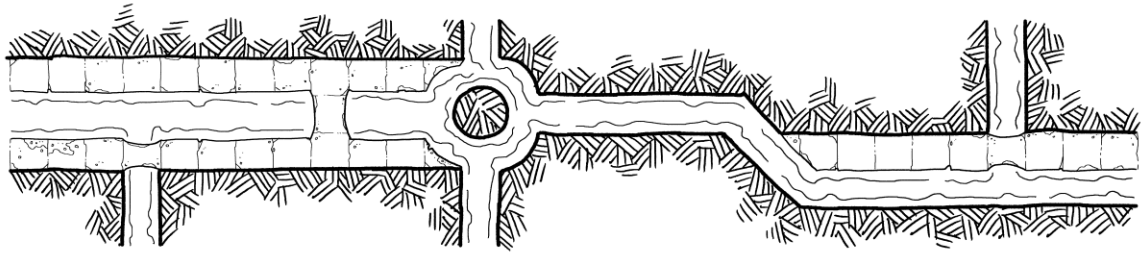


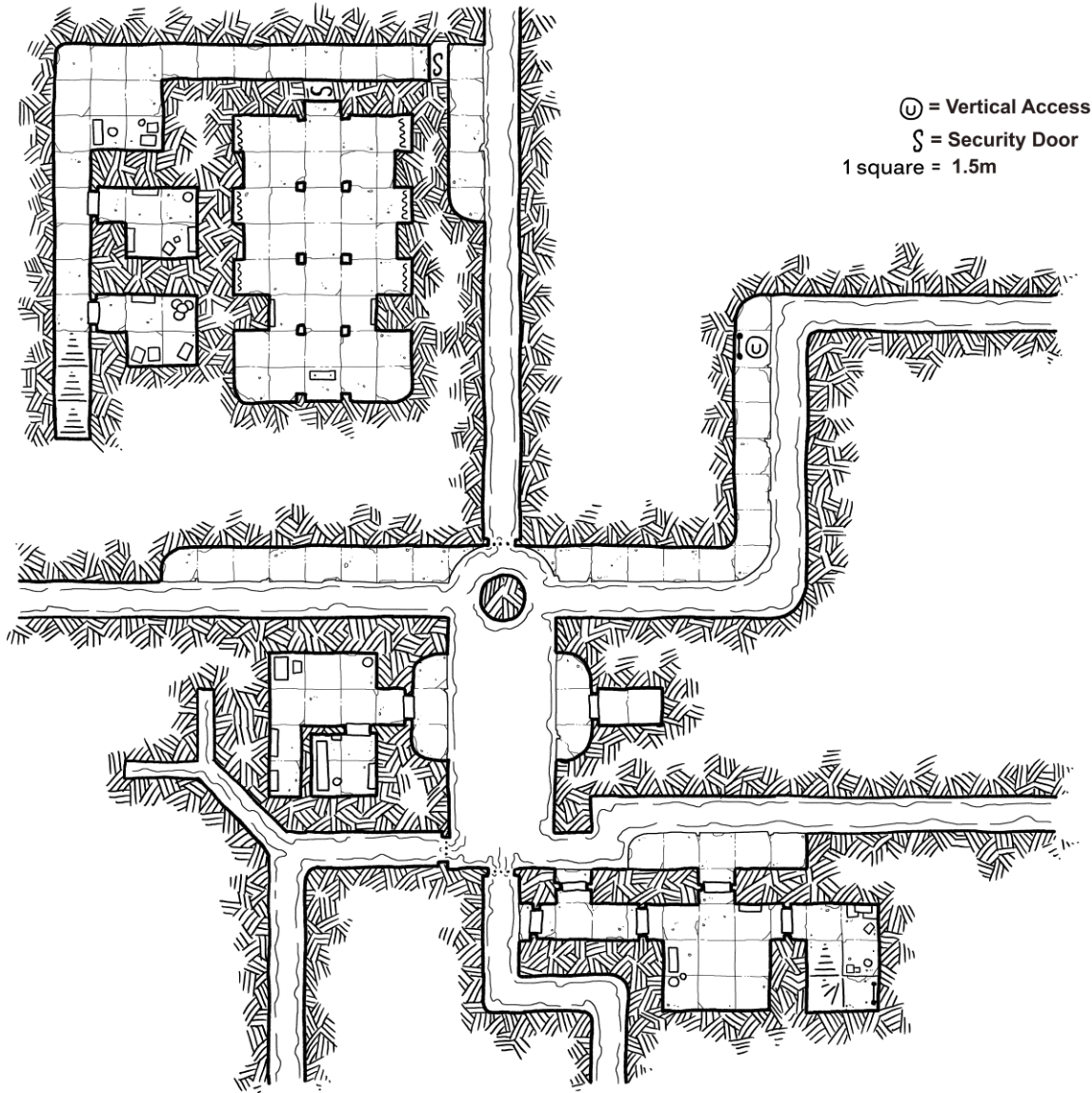


⊙ = Vertical Access  
§ = Security Door  
1 square = 1.5m









⊕ = Vertical Access  
⊞ = Security Door  
1 square = 1.5m

# Significant NPCs

**Dalia:** Her real name Alida Novikov is a descendant of Luther Novikov, the original owner of the asteroid and mining rights. Her plan is through her creations, don't let the miners work and drive them away, causing Karl's ruin.

She came to the colony 10 years ago she started working in the cantina flirting with Gunnar, the old owner. When Viktor appeared, he was much easier to manipulate and use it as a scapegoat, she decided to poison Gunnar when she had become pregnant with Agni. At Gunnar's death, she was the owner of the taverna.

Her attitude is usually of a woman very dependent on Viktor and pretends to be silly so as not to arouse suspicion. She is actually a very competent hacker and robot technician.

<b>NPC</b>	<b>HD</b>	<b>AC</b>	<b>Atk.</b>	<b>Dmg.</b>	<b>Move</b>	<b>ML</b>	<b>Skills</b>	<b>Saves</b>
Dalia	3	14	+4	By weapon +1	10m	9	+2	14+

**Agni:** Dalia's son.

**Viktor Ivanov:** He arrived a couple of years ago, looking for work. When he stopped at the cantina, he was delighted with Dalia, so Viktor decided to stay in the colony working in the mine, and then when Gunnar became ill, he began to help Dalia and then so that she was not alone they began to live together. Viktor raised Agni as if it were his own.

In addition to devoting himself to the cantina, he also sells taxidermized, stuffed, animals. He imports them as frozen corpses and then defrosts them to work on them.

<b>NPC</b>	<b>HD</b>	<b>AC</b>	<b>Atk.</b>	<b>Dmg.</b>	<b>Move</b>	<b>ML</b>	<b>Skills</b>	<b>Saves</b>
Viktor	1	12	+1	By weapon	10m	7	+1	15+

**Lucan Mills:** It is the local scrap merchant/mechanic/repair tech. He deals with most of the mechanical repairs to the mining machinery and structural repairs inside the colony. As an extra income, he commercializes hallucinogenic items and takes care, including first aid, of the fighters of clandestine boxing.

<b>NPC</b>	<b>HD</b>	<b>AC</b>	<b>Atk.</b>	<b>Dmg.</b>	<b>Move</b>	<b>ML</b>	<b>Skills</b>	<b>Saves</b>
Lucan	1	10	+0	Unarmed	10m	6	+1	15+

**Vitaly:** One of the many miners who work for Karl. He is currently the clandestine boxing champion. After the fight that crowns him as the champion, he goes out to celebrate with his friends. He has an overdose of alcohol and hallucinogens that left him unconscious. Lucan is treating him in the secret room at the scrap yard. The place is often used to treat the fighters and is waiting for Vitaly to recover.

<b>NPC</b>	<b>HD</b>	<b>AC</b>	<b>Atk.</b>	<b>Dmg.</b>	<b>Move</b>	<b>ML</b>	<b>Skills</b>	<b>Saves</b>
Vitaly	1	12	+2	By weapon	10m	8	+1	15+

**Valery:** The miner's wife is worried that she has not seen him for several days and is not going to the mine. She is convinced that he has either been attacked by the rampaging robots or killed by the saboteurs. They have a baby named Ernie.

<b>NPC</b>	<b>HD</b>	<b>AC</b>	<b>Atk.</b>	<b>Dmg.</b>	<b>Move</b>	<b>ML</b>	<b>Skills</b>	<b>Saves</b>
Valery	1	10	+0	Unarmed	10m	6	+1	15+

**Bogdan Lebedev:** He is the current chief of security and also the one who orders the Characters where to go or where to patrol. Try to keep order and reduce fights to a minimum. That is why betting and clandestine boxing is not allowed. Bogdan does not accept bribes to turn a blind eye since Karl paid him very well. The reports of illegal fights reflect badly on Bogdan and he is determined to stamp them out.

<b>NPC</b>	<b>HD</b>	<b>AC</b>	<b>Atk.</b>	<b>Dmg.</b>	<b>Move</b>	<b>ML</b>	<b>Skills</b>	<b>Saves</b>
Bogdan	2	14	+2	By weapon +1	10m	9	+1	14+

Security Guard names: Thor, Kentigern, Helge, Vasiliy, Asmund, Andrei, Andrey, Theodor, Tore, Edvin, Jens, Rolf, Lauge, Bhaltair, and Geir.

<b>NPC</b>	<b>HD</b>	<b>AC</b>	<b>Atk.</b>	<b>Dmg.</b>	<b>Move</b>	<b>ML</b>	<b>Skills</b>	<b>Saves</b>
Thor	1	10	+1	By weapon	10m	8	+1	15+
Kentigern	1	10	+1	By weapon	10m	8	+1	15+
Helge	1	10	+1	By weapon	10m	8	+1	15+
Vasiliy	1	10	+1	By weapon	10m	8	+1	15+
Asmund	1	10	+1	By weapon	10m	8	+1	15+
Andrei	1	10	+1	By weapon	10m	8	+1	15+
Andrey	1	10	+1	By weapon	10m	8	+1	15+
Theodor	1	10	+1	By weapon	10m	8	+1	15+
Tore	1	10	+1	By weapon	10m	8	+1	15+
Edvn	1	10	+1	By weapon	10m	8	+1	15+
Jens	1	10	+1	By weapon	10m	8	+1	15+
Rolf	1	10	+1	By weapon	10m	8	+1	15+
Lauge	1	10	+1	By weapon	10m	8	+1	15+
Bhaltair	1	10	+1	By weapon	10m	8	+1	15+
Geir	1	10	+1	By weapon	10m	8	+1	15+

**Karl Mason:** He is currently the owner/operator of Novikov. He won the title from Luther in a poker game, taking advantage of his addiction to gambling. It is still unclear whether he earned it by cheating or not.

<b>NPC</b>	<b>HD</b>	<b>AC</b>	<b>Atk.</b>	<b>Dmg.</b>	<b>Move</b>	<b>ML</b>	<b>Skills</b>	<b>Saves</b>
Karl	3	14	+4	By weapon +1	10m	9	+2	14+

**Ceana:** Is an investigative reporter. She came with two companions sensing that there was something corrupt going on at this remote mining colony. She knows about the abandoned Novikov A settlement and is in contact with the sick and dying miners hidden there. This group whilst not actively helping the sick workers sabotage the mine workings, are turning a blind eye to it out of a sense of social justice. They always try and persuade the attackers to care not to hurt anyone, with mixed success.

Her faithful companion, Fury, is a trained guard dog.

**Marcus:** Ceana's companion.

**Gallus:** Ceana's companion.

<b>NPC</b>	<b>HD</b>	<b>AC</b>	<b>Atk.</b>	<b>Dmg.</b>	<b>Move</b>	<b>ML</b>	<b>Skills</b>	<b>Saves</b>
Ceana	1	14	+1	By weapon	10m	8	+1	15+
Marcus	1	10	+0	Unarmed	10m	6	+1	15+
Gallus	1	14	+1	By weapon	10m	8	+1	15+
Fury	1	13	+1	1d4	15m	8	+1	15+

**Lauren:** It is currently the brothel madame and the one that handles the clandestine boxing fights and manages the bets and organizes the meetings between the contenders. It is challenging to find and goes very unnoticed. But it is highly respected by miners.

<b>NPC</b>	<b>HD</b>	<b>AC</b>	<b>Atk.</b>	<b>Dmg.</b>	<b>Move</b>	<b>ML</b>	<b>Skills</b>	<b>Saves</b>
Lauren	1	10	+0	Unarmed	10m	6	+1	15+