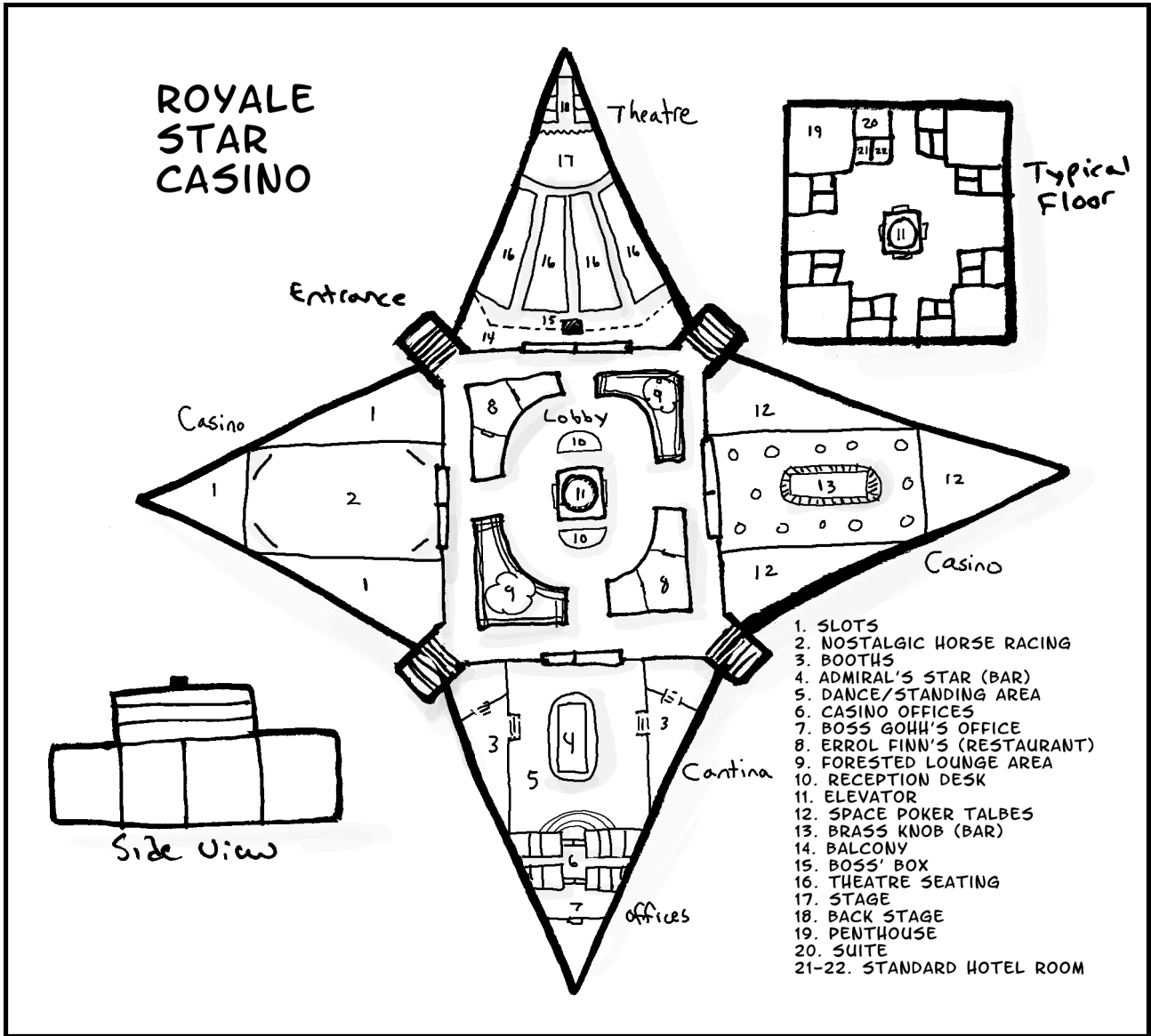


odd Jobs

a SANDBOXISH adventure



Odd Jobs



by
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INTRODUCTION

How to make this work as an adventure: Short Answer: trust your players to find adventure. Long Answer: This is a very small, or constrained sandbox. What makes it work is they have an initial reason to be there: make some money to fix their ship. Once at the Casino they find there is more than one way to make a buck. As they play the PCs may even find they no longer care so much about a buck, or fixing their ship. Just follow the players and when they stall follow Chandler's advice (modified here for an RPG) "have an NPC with a problem show up."

To extend this adventure decide how many of the jobs they will need to complete to pay for the repairs. The more they need, the longer, and more convoluted, it will all get.

Map Key Descriptions

1. Luck Based Casino Game Area: This Casino is reserved for the Luck based games like Slots or Dead Horse Races. Yes you can bet a dead horse here. Between the din of the ringing slots, and the ding of the race bells, you can barely hear yourself think. The entire area has a light oil smell hanging around and is a little humid, if not stale. Tall windows give a very grand view of the landscape, especially at twilight.

Slot Machine rules: Pay 10 credits. Roll 3d6. Roll all same number and you get jack pot. Otherwise try again.

Minor NPCs you'll find here:

Larry the Sentient Slot Machine. Larry will insult the players, and demand variable amounts of credits to play. He always takes a cut of any winnings.

Drevan the crazed criminal. Dreven plays a couple of different slots at once. He considers them his "territory". If PCs get close to them he will confront them loudly claiming, "I have the death sentence in 12 minutes."



2. Video Gaming: Nostalgic Horse Racing: Here a player can bet on pre-taped and replayed horse races. These videos cast on gigantic screens full of blindingly colorful screen transitions are one way to make money. There are other video games to play, but they are not designed to gamble. From the hoofs beats to the whines, whirls, and whistles, a visitor will certainly be overwhelmed. Even the robots have to wear earmuffs here.

Horse Racing Rules: Place a bet. Pick up 6d6. Chose 1 of those. Roll 3 times (laps). If your die comes up 1 on roll 3, it wins and so do you!

Minor NPCs you'll find here:

Guzzled Bounty Hunter Dan Shot. Dan is a grizzled and drunken bounty hunter down on his luck who mumbles and stumbles, "This will be my comeback!" If questioned he says he is looking for a bounty here, worth a lot. No such bounty exists.

3. Cantina Elevated Booth Seating: Up here you can see far and wide over the cantina. With half a dozen tables, and very few people, it is above the smoke and the din below.

Inviting Kissing Couple. A couple is kissing and invites you over. Any contact with them requires a Save VS disease. Failure means you get a Space STD - later.

4. Admiral's Star. The air buzzes with boring small talk and cheap cologne (and cheaper beer). Cigar smoke is thick and the stools sticky. A colorful bartender keeps it light.

Minor NPCs you'll find here:

Griff, the bartender, has info on nearly anything the players may want to know.

Roto A rough looking alien is trying to pick up (like for a date) a guy, who wants to be left alone.

Jaz, a starfighter jockey, tries to pick you up

with rather tacky lines like: "Do you have a license because you're driving me crazy." or "You must be from Tennessee because you're the only Ten I see."

5. Dancing/ Standing Area. Small tall tables that have no stools force patrons to stand around them whilst they talk. Fewer people can stand around these smaller tables, so it is more intimate of a setting. The noise in this area is lower due to sound canceling machines, making actual conversation possible.

Minor NPCs you'll find here:

3-6 Bridesmaids are having a drinking contest! Three Saves and you win!

6. Casino Offices. Imagine a row of offices with white walls and small name placards plastered on the doors. It is brightly lit and smells like paper and ink. A receptionist greets any coming up the steps, and directs them as needed.

Minor NPCs you'll find here:

Randy the accountant is here doing his best to keep the books from looking like they are cooked.

Marsha the Receptionist will not let you pass the threshold without prior authorization. She can use the **Hold Person** gift.

7. Boss Gohh's Office. Here is a Temple to Money. There is a golden statue of Uncle Money Bags, a Thimble, and a Large Green Plastic Hotel (the top is cut off to serve as a desk). The walls are white marble and all the furniture is gold or gold colored. Classical music echoes quietly throughout this office. You better not be here without an invitation.

8. Errol Finns. This is the place you want to go for fine dining. Classy, backlit, and the smells of charred meat and veggies waft throughout the

lobby from here. The staff is courteous and quick. A variety of the finest wines of the universe are served, and don't say no to dessert. The main chamber is light dining, the wings can be reserved for private parties.

Minor NPCs you'll find here:

Al-Ton, a robotic chef, is easily insulted.

One of the wings is hosting a wedding party.

9. Forested Lounge Area. Entering this area is like walking into a small forest clearing. Inside this sunken lounge area you are surrounded by trees, bird chirps and a fresh pine scent. Noise cancelling machines cut out the rest of the sounds from the casino. It is so quiet here you can hear your feet crush the dirt as you walk.

There are a handful of benches scattered about for patrons to quietly talk and think.

Minor NPCs you'll find here:

A Pack of Squirrels here demands to be fed.

10. Receptionist Desk. May Bell keeps the lines here moving swiftly. The desk is orderly and the staff polite. Behind her the elevator quietly clatters up and down bringing patrons to the ground floor.

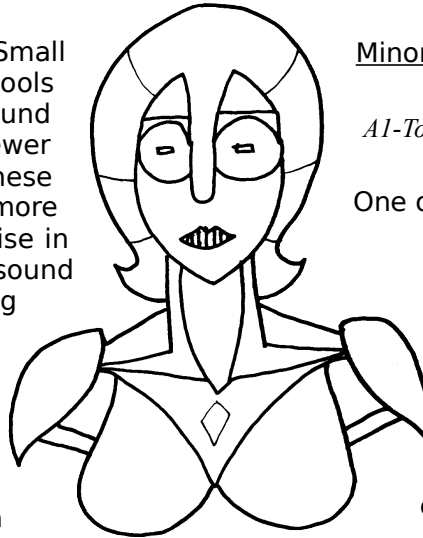
Minor NPCs you'll find here:

May Bell will find you if you don't get a room and demand you get one or get out of the Lobby.

11. Elevator. Its an elevator. It is cramped, it is uncomfortable. It goes up and down, even in science fiction. Not much to see here.

Minor NPCs you'll find here:

Lovers in an Elevator - they are going down while you are going up.



SIR-EE

12. Space Poker Pits. Table with green felt litter the floor, in an orderly fashion of course. Smoke hovers over every table. The clink of plastic chips and ice in glasses is the background. Nearly every table is full with players of every shape and size.

Games you can play here: Play Black Hole Jack (same as regular blackjack) to win money. As for poker, well you are on your own.

Minor NPCs you'll find here:

Tike Miron is a hot headed card slinging provocateur who doesn't really know how to play any card games.

13. Brass Knob. Its long and wooden. The bartender here is a robot. Lots of small talk and beer nuts are swallowed. Seating around the bar allows patrons to drown their sorrows or make new friends. This bar is named the Peanut Gallery, mainly because the losers of the various card games come over here and comment about what is going on in all the other games.

Minor NPCs you'll find here:

Whes Jossan a amateur movie critic wants to talk about how the new Earth Trek movies have supplanted traditional mythological frameworks for new ones - to the movies detriment.

14. Balcony seats. The seats up here are very nice and so are the patrons. The atmosphere up here is rather refined and it is clean. The smokey smell of the rest of the Casino is not as prevalent here, and the haze is gone for sure. This is the wealthy patrons chose to sit, and security is particularly wary here. They don't want to upset the upper crust unduly - which means not at all.

15. Boss Gohh's Box. There is a large TV in the center of the back wall. A personal chef works at a small bar area off to the side, and the smell of delicious bar food wafts through the air. It is brightly lit in here before the show, but is appropriately dim when the play starts. Boss Gohh doesn't spend a lot of time here. Mostly he uses it to wine and dine the patrons that pay for the privilege to be in a private box during the show.

16. Theatre seating. The area is densely packed with seating worse than an airplane. However, the rows rise in a slight incline making it relatively easy to see the stage. The floors are sticky and other patrons too close.

Minor NPCs you'll find here:

Guy who gets up constantly

17. Stage. Crushed velvet curtains with gold trim border the the stage. Lighting hangs above and behind the top curtain, and flood lights can be used to cast lighting from below. The backdrop is a black velvet material that is often covered up by whatever stage scenery is needed. If you can imagine a theatre with a production budget slightly above community theatre standards you'll have this clear in mind. The theatre hosts everything from lounge acts to one acts. There is one main show that they host for around a month, but rotating acts provide nearly constant entertainment from late afternoon till the main show late evening.

18. Back Stage. If something illegal is going on this is the place that plays the part. A dark corridor casts long shadows. Doors leading to small dressing rooms line this hallway. At the



end is the "Star Suite". There is a smell of liquor, sex, and dashed dreams circulating at a slow pace throughout the whole backstage. If you are back here, you meant to be back here.

Minor NPCs you'll find here:

Liam hangs out here and you can buy the good stuff off him, as long as you aren't a NARC.

Carlton Briggs is not a premier talent agent, but he can find you a gig. In fact he could probably get you on tonight, they have an opening.

19. Penthouse. These are very nice apartments. There are 2 bedrooms, a bathroom, kitchen, and small living room.

20. Main Suite. This is a much smaller version of the penthouse, in fact the kitchen is a kitchenette.

21-22. Hotel Room. Ever been in a hotel room? Even in space they aren't much different. You get a bathroom and bedroom/living room combo. Enjoy. You are sure the sheets haven't been changed. And at night...well, lets just say the walls look like a planetary. Yes I am implying that this universe has multiple species that have glow in the dark sex juices. And now I am no longer implying.

10th Floor

Run this as a mini dungeon crawl. Roll a d6 to determine what is in each room, and describe using the standard description provided above - altering as need and interest demand. Keep in mind that the 10th floor is basically deserted. The Space Rats have had their way with the place and they are messy. Because it is free (and they are cheap) Master Orrin and Kule are staying up here.

Roll	Result
1 to 4	Empty Room
5 to 6	Special (roll again)
1 to 2	Space Rat*
3 to 4	Trap **
5 to 6	Master Orrin



Space Rat *Armor Class: 6[13], HD 2+1, To Hit +1, Attacks: Claws 1d6, Tail 1d4; Saving Throw: 15; Move 18; HDE/XP - 1/15.*

Trap: 1-2 on d6 requires SV vs Falling/Crushing 1d6 dmg

NPCs

Boss Gohh. In a former life this humanoid octopus was a celebrated Brain Surgeon, 8 arms kind of helps. However a medical malpractice lawsuit ended that career and propelled him into another. As the owner of the prestigious Royal Star Casino, he can malpractice all he wants. Its expected, it's a casino. Right now he is interested in the psychic spike in his casino, someone here is powerfully connected to the Source. He would like to pick their brains, literally. But he won't tell the PCs his true intentions. *AC 4[15], HD 8, To Hit +8, Attacks: Paralyzing Touch (SV), Arms 1d6; SV 12; XP 600*

Places he might show up: Basically anywhere.

Resources at his disposal:

Personnel: the entire staff at the casino

Equipment: anything in the casino, a Larger Space Yacht

Location: Casino

Information: Anyone who has been to the Casino he has at least basic info on

The Neville. No one, not even his friends, call him the Neville. He is a decent actor. He used to be a rather shining star on the Holoweb, but an unfortunate incident caused his star to fade. Then his career led him to the Rim Circuit. Here he, and his acting troupe, put on shows at places like the Royal Star Casino. Right now he is very bored by the show, and is looking for anyone closely - or not so closely - resembling him, so they can be his understudy.

Places he might show up: Theatre. Cantina. Slot Machines. AC 7[12], HD 3, To Hit +3, Attacks: Fists 1d6-2; Special: Charm Person 1/day; SV 16; XP 60

Resources at his disposal:

Personnel: personal assistant Chad

Equipment: Space Yacht

Location: Space Yachts

Information: A few good lines

SIR-EE. She was one of the first models of Social Interaction Robots, or SIR-1. She answered so many questions that she became self aware. Now she has a mission: prove she can do it as well as humans, and IT is kill. SIR-1 is one of the top bounty hunters in the Universe. However, she suffers from some memory loss. Right now she is at the Casino to hunt The Neville - she calls him The Sinclair (his last name). She is convinced that he is a master villain.

He is not. And there is no bounty on his head, outside her head. AC 3[16], HD 4, To Hit +4, Attacks: Punch 1d6, Laser Pistol 1d6+2; SV 15; XP 120

Places she might show up: Lobby. Hotel Floors. Cantina.

She has the following resources at her disposal:

Personnel: none

Equipment: weapons: favorite: finger flame thrower

Location: Starship

Information: Various Dance Moves, Bounty

Rim Jockford. Rim is a charming con man turned private eye. He was framed, and spent time in prison but was pardoned. Since then he has tried to turn his life around. Mostly he helps

out people in a jam who don't want the Space Police involved. He knows a lot of people, and has a (literal) bleeding heart (old war wound). Right now he is looking for a runaway named Mary Lynn McDunald. He has tracked her to the Royal Star Casino. Her parents are wealthy food industrialists who don't want her scandalous behaviour publicized. Plus they think drugs were involved. AC 7[13], HD 3, To Hit +3, Attacks: Fists 1d6-2; Special: Lucky (SV); SV 12; XP 60

Places you'll find him: Casino. Cantina. Lobby.

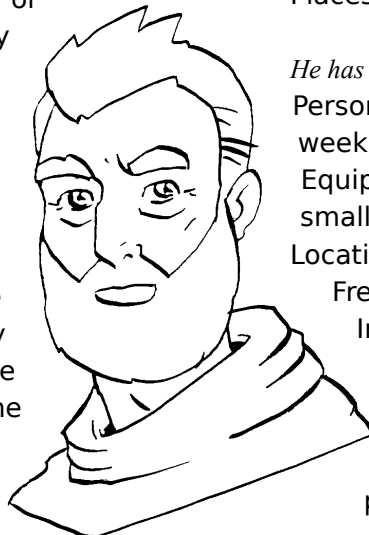
He has the following resources at his disposal:

Personnel: His Lawyer Bith, and girlfriend of the week

Equipment: a wad of cash, a cookie jar, and a small blaster pistol

Location: Grounded 195-9 Nash-U Travel Tramp Freighter, i976 Tan Fire Starfighter

Information: he has none, he just gets some



MASTER ORRIN

Trisha Vanderbeet. She is the PR person for the Royal Star Casino. That means she has to book "talent" for the theatre. Boss Gohh keeps her around because she is "a looker" but she resents his groping tentacles. Trisha only sticks around because she is convinced that Boss Gohh is growing bored of the Casino and will make her manager. Right now she needs an act to fill in as, or in place of, the Gold Olm Boys. They are a salamander boy band that drew a lot of younger folks to the Casino. They have not showed up.

Places you'll find here: Cantina. Theatre. Lobby. Casino.

Trisha has the following resources at her disposal:

Personnel: Actors/Actresses, Stage Crew

Equipment: Stage, Costumes, Sets

Location: Stage, Theatre, Lobby

Information: How the Casino works

Theatre Troupe. This conglomeration of individuals is more interested in experiencing the Star Savior via Space Mushrooms, than acting. They will accept anyone into their group and at any time. The de facto leader is a man named James, but he claims his brother started the group. Right now they are celebrating the closing of their show here at the Royal Star in the Lobby (to the chagrin of Mary Bell). Their show is called the Full Monte Cristo. Yea, we don't really know what it's about either, but it is *very popular* with the kids. Among their number is a dilettante named Mary Lynn. She ran away from her Industrialist Parents to "experience the universe". They'd like her to come home.

Places you'll find them: Lobby, Stage, Backstage.

The troupe has the following resources at their disposal:

Personnel: 10-12 traveling actors/esses

Equipment: scripts, costumes

Location: stage, dressing rooms, lobby, rooms

Information: lines of dialogue

Captain Viccini. He is a short, bald, pedantic alien who lost a battle of wits, but only once. He has a zero tolerance policy about loud violence in the Casino. He and his crew can often be seen "doing the rounds" and keeping the peace. Right now he is looking for some help. The 10th floor is infested with Space Rats, and he would pay very well if someone could get rid of them. *AC 4[15], HD 4, To Hit +4, Attacks: Blaster Pistol 1d6+2; Special: Call in Back Up (summon 1d6+1 officers; 2HD ea.) ; SV 15; XP 120*

Places you'll find him: Anywhere in the Building.

Viccini has the following resources at his disposal:

Personnel: A Brute Squad consisting of 1 large guy named Andrew. 10 other security officers.

Equipment: Security badges, blasters, armor, communicators, automated security droids (12), Stasis Fields

Physical Location: Office are rear of Cantina

Information: Floor plan of Casino, schedule/location of all major personnel

Master Orrin. Master Orrin and his student Kuel are trying to get off this Source forsaken planet. They are religious pilgrims from a lost order of Star Knights. Master Orrin has taken Kuel as a new student of the Source. Kuel is kind of a whiny brat, but Orrin puts up with it because as he frequently says: "He is the future." Right now they are looking to book a ship to the planet Saturgalia. There they hope to gain enlightenment, or more powers, at the Star Temple. *AC 2[17], HD 6, To Hit +6, Attacks: Sun Sword 1d6+4; Special: Mediations: Healing, Protective, Coodination, Locate Object, Protect from Missile, Confuse; SV 13; XP 400*

Places you'll find them: 10th floor

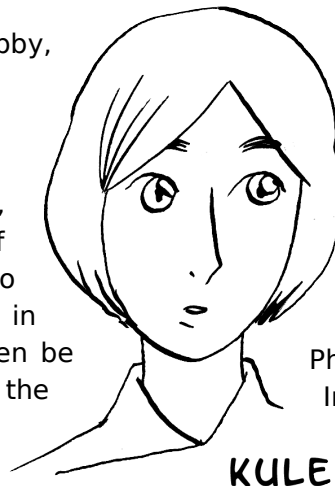
Master Orrin has the following resources at his disposal:

Personnel: Kuel

Equipment: Sun Sword, 10000 credits

Physical Location: none

Information: the location of the Star Temple (which has some good stuff at it), Insight into the Source, Powers from the Source



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