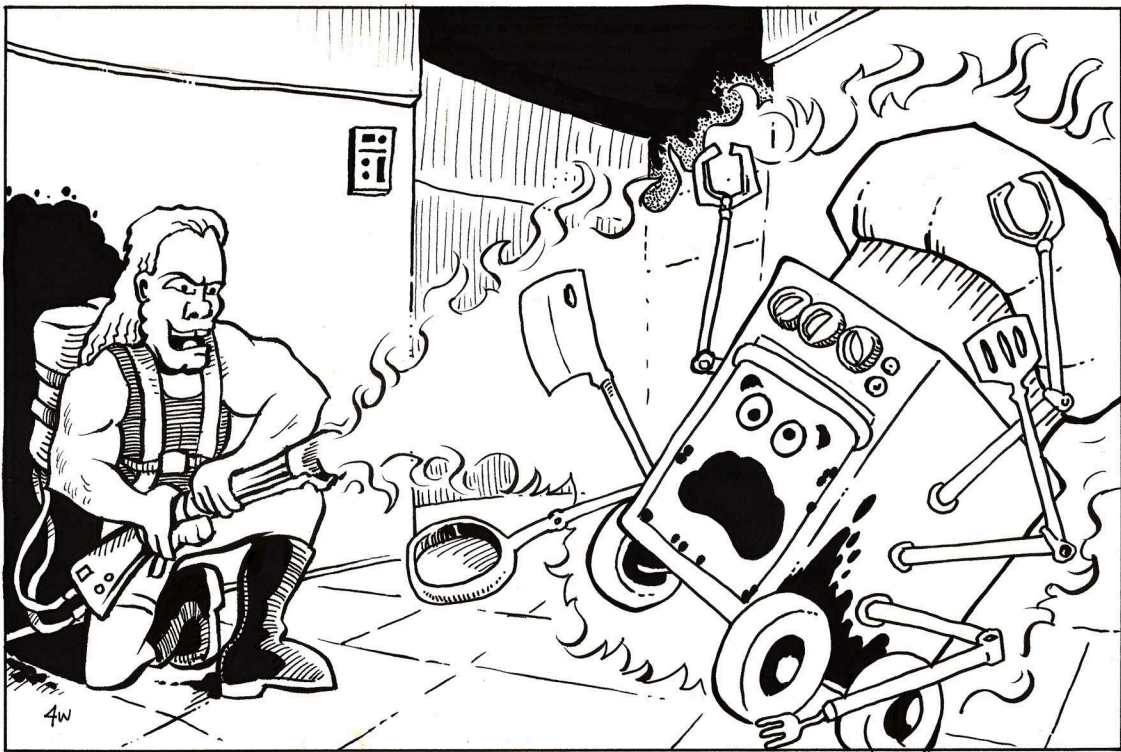


TRUE LIFE NIGHT



A White Star: Science Fiction Roleplaying adventure for
3-6 characters of 1st through 3rd level



WHITEBOX ONE•SHOTS
SCI-FI

TRUE LIFE NIGHT

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TRUE LIFE NIGHT

A diplomatic robot named CC-80 is missing on a planet that hates artificial life. The robot contains vital information that can either aid your cause or make you rich beyond your wildest dreams. You've just received information that CC-80 has been entered in some type of robot smashing game at a nightclub named Killian's Run. Can you rescue CC-80 before it is destroyed by the club's vaunted robot hunters?

True Life Night is a short **White Star: Science Fiction Roleplaying™** adventure designed for three to six characters of 1st-3rd level (about 12 levels total). The adventure takes place in a nightclub on the world of Breone III, but the nightclub can be easily dropped into any urbanized world.

Note: The background in *True Life Night* references the military powerhouse known as the Galactic Consortium and its attempt to stamp out the beleaguered forces of the Resistance. The Referee is encouraged to swap out the Galactic Consortium with whatever oppressive intergalactic alliance, regime, or empire exists in his campaign and substitute the Resistance for any small group of opposing freedom fighters, insurgents, or rebels.

ADVENTURE BACKGROUND

Breone III is an industrialized moon in the Baronnen System. It is the largest of seven planetoids orbiting the barren, but mineral-rich world of Ambreone. The planet is controlled by a Council of Factory Foremen commonly known as "The Council" who also serve as board members and union representatives for the planetary megacorporation of Breone Industries.

Almost a century ago, Breone III was the site of a massive uprising after factory owners attempted to cut costs by replacing living workers with line robots. Millions of Breonites rebelled by

blockading transport vessels, torching factories, and destroying robots, until the Galactic Consortium intervened and forced a settlement. As part of the agreement, all robots were expelled from the Baronnen System.

The Great Factory Riots instilled a deep-rooted prejudice against robots that still exists to this day. It is illegal for a citizen of Breone III to own or house a robot. Offworlders are warned to leave robots aboard their starships to avoid trouble. Crimes against robots are never investigated and their owners rarely receive compensation for any damages incurred. This is common knowledge, so robot PCs as well as characters who possess robots should be made aware of this from the start.

BEGINNING THE ADVENTURE

True Life Night centers around the rescue of a diplobot designated CC-80 which was recently stolen from a visiting starship. The PCs receive information that the robot has been entered into some kind of violent game at a city nightclub called Killian's Run. How they learn this information and what drives them to act upon it is up to the Referee. A few sample plot hooks are included below.

- The PCs are members of the Resistance and the CC-80 diplobot contains classified information stolen from a Consortium military facility.
- The characters are agents of the Galactic Consortium and the CC-80 diplobot contains the FTL coordinates of several Resistance bases.
- The PCs are mercenaries, pirates, bounty hunters, or smugglers looking to cash in the bounty placed on the CC-80 diplobot (by either the Resistance, the Galactic Consortium, or another interested party).
- CC-80 and/or its owner is a personal friend of the characters.
- CC-80 is actually a PC robot or loyal **Assistant** robot who was abducted in the night.

KILLIAN'S RUN

Killian's Run is a lively nightclub located in Mainporte City on Breone III. It is owned and operated by Locto Charrs (see **Nightclub Employees**). The atmosphere inside is all bright neon, mirrors, flashing laser lights, fake smoke, and loud rave-like music. The nightclub is filled with native Breonites and alien offworlders drinking, dancing, and occasionally fighting. On the night of the special event known as True Life Night, the atmosphere is charged with excitement and everyone is ready to witness some robot destruction (see **True Life Night**).

MOUNTED TELEVIDS

The club's holographic 3-D televids are mounted throughout the club and play recordings of past True Life Night events.

Some of the screens display a schematic of each Robot Runner (see **Robot Runners**). This is a good way for the PCs to learn that CC-80 is indeed here.

Some of the screens display each Line Boss gladiator, showcasing their specialties, and projecting highlights from past kills (see **Line Bosses**). This is a great way for the PCs to scout what they might be up against inside the maze.

The televids switch to a live feed once the first robot enters the **Maze of Death**.

1. SECURITY STATION

The club employs several professional bouncers and a team of armed mercenaries named the Red Illdrige Guardians to keep the peace (see **Nightclub Employees**). All weapons must be checked in to digital lockers at the door. The two (2) bouncers and one (1) mercenary at each security station are mainly looking for obvious weapons (rifles, pistols, axes, etc.). They may overlook a character who makes a reasonable attempt to conceal a small weapon and they may even be susceptible to bribes (at the Referee's discretion), especially at the VIP rooftop entrance. However, under no circumstances do they knowingly let explosive devices (such as grenades) into Killian's Run.

2. SERVICE AREAS

Killian's Run provides alcohol, food, and entertainment geared toward the people of Breone III. Almost any known brew, wine, or cocktail can be ordered in Killian's Run at standard prices (about 5-10 credits per drink). Meals are limited to salty snacks and spicy finger foods (3-5 credits per serving) which encourage drinking. See **Nightclub Employees** for more information on the service staff.

a. *Bars:* Two bars are located in Killian's Run. One serves general customers while one serves only the VIPs. They are both run by experienced bartenders and waitresses.

b. *Kitchens:* The kitchens are run by a head cook and several assistants.

c. *Storage:* This storage room contains non-perishable food, alcoholic spirits, and supplies.

d. *Freezer:* The freezer contains a plethora of chilled brews and refrigerated food. It can be locked from without.

3. LIFTS

The Lifts can hold up to eight people. VIPs sometimes use their lift to visit the Line Bosses before the event.

4. ROTATING DANCE FLOOR

This rotating dance floor is a mass of bodies, swaying and gyrating to the loud, thumping technomusic that fills the club.

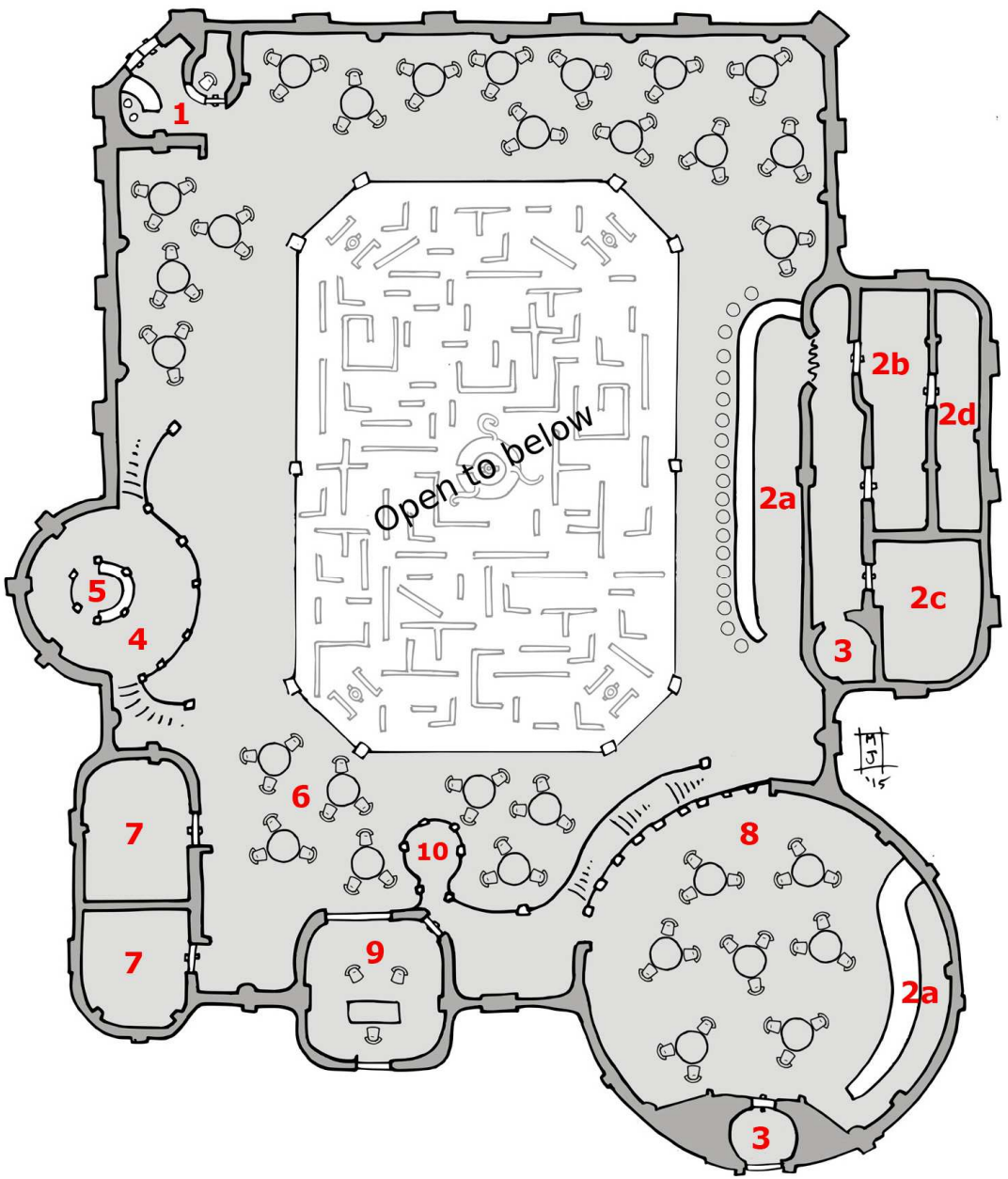
5. DJ STATION

The DJ takes requests and plays music from this elevated station. The DJ Station is occasionally outfitted for live performances.

6. GAMING SECTION

These gaming tables are used for drinking games and games of chance. The Referee is free to flesh out whatever games are common to his campaign.

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7. BATHROOMS

The north bathroom is for females; the south bathroom is for males. Each consists of various sinks, stalls, and toiletries. The Referee is free to determine the arrangement, décor, and seashell content of each bathroom, as needed.

8. VIP SECTION

The VIP section is reserved for the wealthiest patrons and diplomats. It contains a private bar, leisure furniture, and private televids. It may be accessed from inside the nightclub and the **Rooftop**. The VIP entrance is protected by two (2) bouncers and one (1) Red Illdrige Guardian on the nightclub level (see **Nightclub Employees**).

9. LOCTO'S OFFICE

This lavishly furnished room is the office of the club's owner Locto Charrs (see **Nightclub Employees**). It connects directly to the **VIP Section** and the **Grandstand**. On True Life Night, Locto can only be found in his office, on the floating **Grandstand**, or in the **VIP Section** entertaining guests.

10. LOCTO'S GRANDSTAND

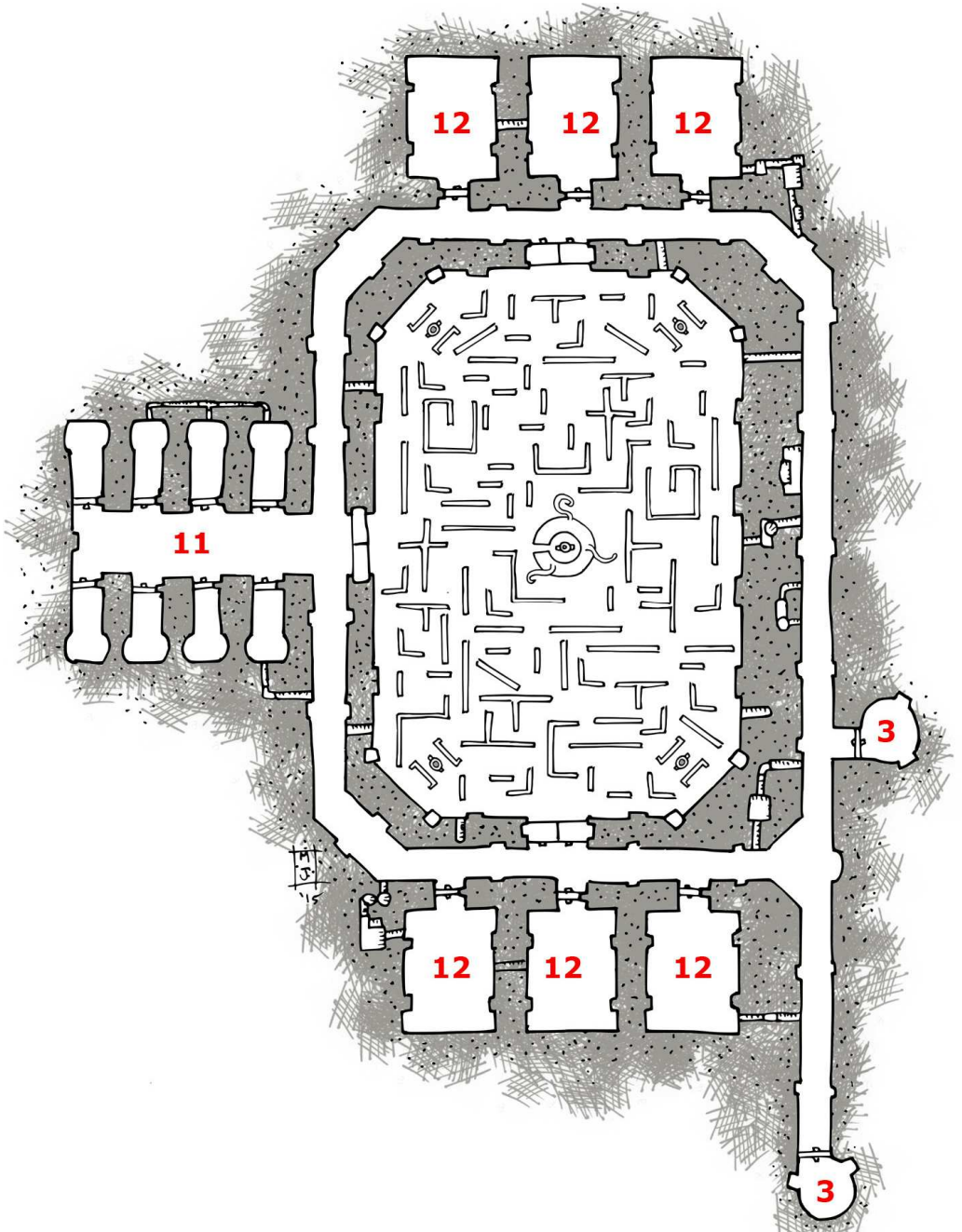
This small, open platform allows Locto Charrs to address the crowd and narrate events happening in the **Maze of Death**. The stand is capable of detaching and floating around the club. The controls to open and close doors and deactivate traps in the **Maze of Death** are located on the grandstand.

11. HOLDING CELLS

These holding cells are located in the club's basement. CC-80 is being kept here along with the other Robot Runners. If the PCs attempt a rescue, he warns them about the explosive device that each robot has been implanted with. Two (2) Red Illdrige Guardians are normally stationed here.

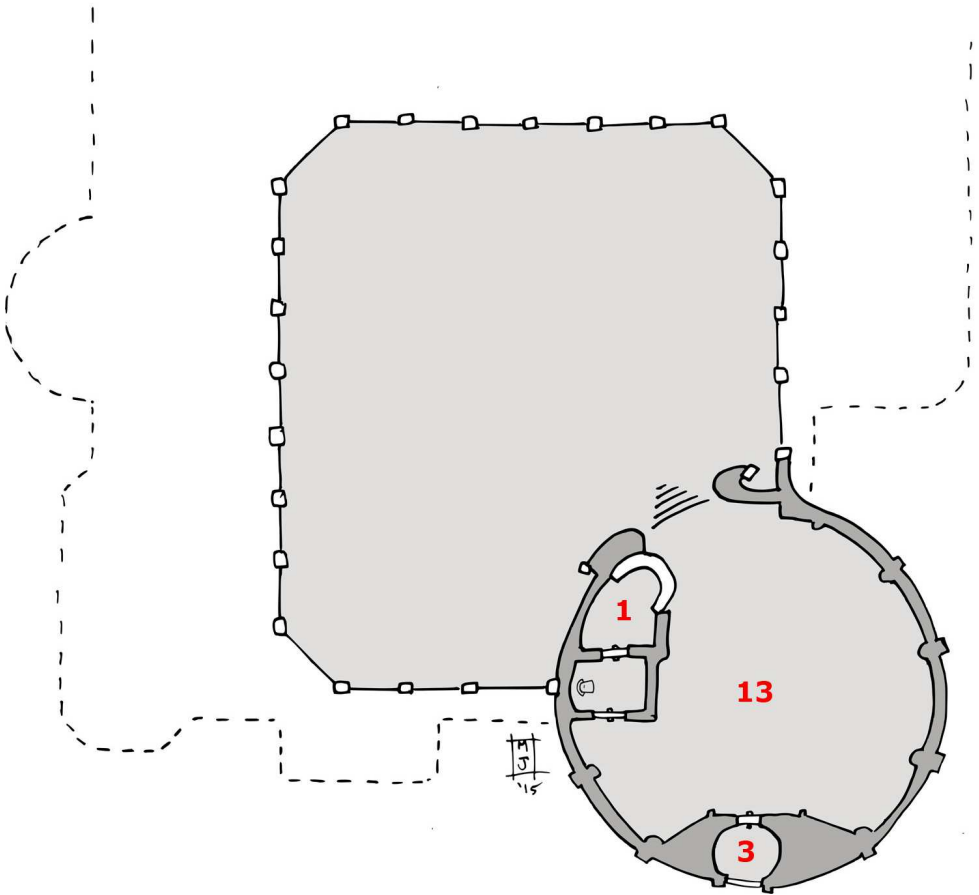
12. DRESSING ROOMS

These basement chambers are where the Line Bosses prepare for True Life Night. The Line Bosses, a few attendants, and a few fans and autograph seekers can be found here before the games begin. Once the games begin, two (2) Red Illdrige Guardians keep all unauthorized personnel out.



13. ROOFTOP

Roof access is reserved for invited VIP guests. Anyone not on "the list" is turned away, no questions asked. Valet parking attendants for VIP skycraft are available here. Two (2) bouncers and one (1) Red Ildridge Guardian are also stationed here.



MAZE OF DEATH

The **Maze of Death** is a sunken labyrinth littered with traps, alien monsters, and other hazards designed to cripple or kill Robot Runners. Its walls are ten feet tall and made of hardened steel alloy. The ceiling is open so that nightclub patrons may watch the event from above.

Note: Any robot that attempts to climb over a wall or out of the maze triggers its explosive implant (see **Robot Runners**).

PERIMETER CHECKPOINTS

The four perimeter checkpoints consist of a mounted terminal in each corner. The robot must place an appendage on each terminal in order to activate the checkpoint and escape the **Maze of Death**. The perimeter checkpoint lights are red at the start of each new run. Once activated by a robot, they turn green.

CENTRAL CHECKPOINT

The central checkpoint consists of a mounted terminal surrounded by a 10' wide moat. A fflurgh tentacle monster (see **New Monsters**) lives inside the moat and attacks anyone who ventures near. The fflurgh has 60 tentacles and can attack up to four times per **round**. Its main body is hidden behind an underwater grate and cannot be attacked by normal means.

Fflurgh: AC: 6 [13] (natural); HD 4; hp 22; Attacks: tentacle x4 (1d2); Special: tentacle grasp, tentacles have hp 3; Move: 3/6 (swim); XP 4/120.

TRAPS

The following traps may be sprung whenever a character passes through a square marked with a T. Alternately, the Referee can roll 1d6 every other **round** as the characters traverse the maze—on a roll of one (1), the characters have encountered a trap.

Traps can be detected on a roll of 1 on 1d6 if actively looking for them (at half movement rate). Most of these traps were designed to kill or cripple robots. Roll 2d6 to determine the type of trap sprung.

2. *Beacon*: A blast of neon red dye sprays out of the floor. The robot must make a **Saving Throw**. Failure means he is illuminated in a pillar of glowing red light, attracting a Line Boss in 1d3 **rounds**.

3. *Blaster Trap*: A laser rifle (Dmg 1d6) mounted in an alcove at the end of the hall attacks as a 2 HD creature.

4. *Buzzsaw*: A buzzsaw sweeps across the corridor, forcing everyone in the hall to make a **Saving Throw** or suffer 1d6 **Hit Points** of damage.

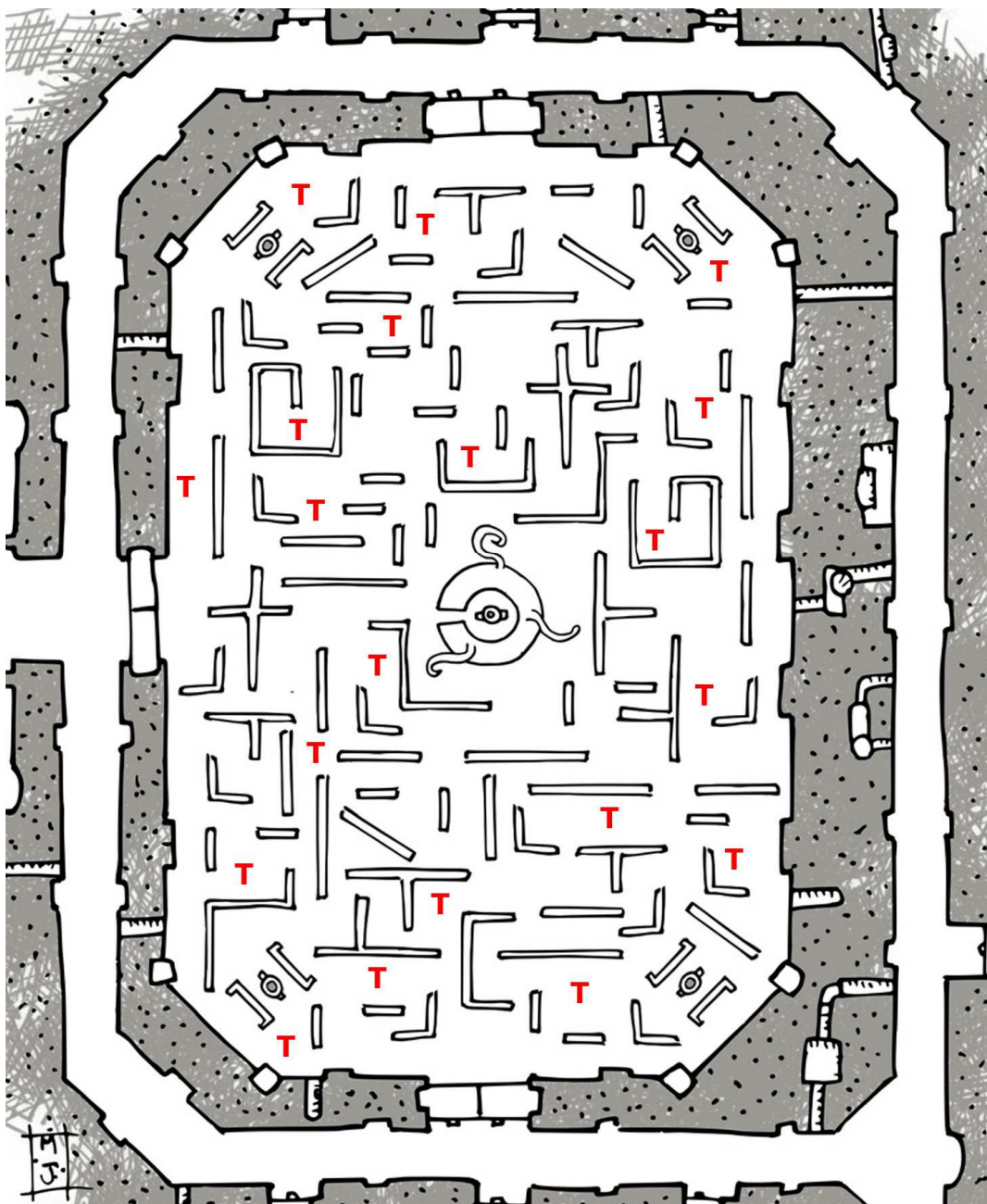
5. *Compactor*: The nearest four walls begin to close in on the robot. The walls can be knocked off their tracks by anyone with a Str 15 or greater. Otherwise, the walls compact after three (3) **rounds**, delivering 2d6 **Hit Points** of damage to anyone caught between them before resetting. Any organic being climbing the walls to escape the trap is instantly targeted by a Line Boss (of course, robots climbing the walls automatically trigger their explosive implant).

6. *Corrosive Spray*: A corrosive mist sprays from vents in the wall. The robot must make a **Saving Throw** or suffer a -1 penalty to AC, **Saving Throw**, and attack rolls until repaired. Organic beings suffer 1d4 **Hit Points** of damage.

7. *Goop Trap*: The robot or character must make a **Saving Throw** or be covered with a deluge of goop that hardens instantly into a rock-like shell. Anyone with a Str 15 or greater can break out of the shell in one (1) **round**. Otherwise, the shell may be broken apart by non-trapped characters in 2d6 **rounds**.

8. *Laser Light Show*: A blinking array of lasers overloads the robot's visual sensors. The robot is rendered blind if he does not make a **Saving Throw**. The lights have no effect on organic beings.

9. *Magnetic Mine*: A magnetically charged mini-mine activates as the robot passes by. If the robot does not make a **Saving Throw**, the mini-mine attaches to one of its legs/wheels/tracks and explodes for 1d6 **Hit Points** damage. There is a 1 in 6 chance the leg/wheel/track is blown apart or otherwise rendered inoperable. The mine does not activate in the presence of organic beings.



10. *Metal Cage*: A collapsible metal cage springs up around the robot. A robot or character with Str 15 or greater can bend the bars far enough for the robot to escape. Otherwise, the unlucky robot must wait for the arrival of a Line Boss.

11. *Power Magnet*: The robot's presence activates a powerful magnet in the floor that instantly holds it in place. A Str 17 or greater is required to break free of the magnet's pull. Otherwise, the robot must wait for a Line Boss to arrive.

12. *Stun Trap*: The robot or character steps on an electric stun disc in the floor and must make a **Saving Throw** or fall unconscious for one (1) **turn** unless revived.

TRUE LIFE NIGHT

True Life Night is a quarterly event hosted by Locto Charrs at the Killian's Run nightclub. The event celebrates living beings and culminates in the release of several robots into the **Maze of Death**. Patrons cheer their favorite Line Boss and wager on how long the Robot Runners can survive while being systematically hunted and destroyed.

The crowd is lively and ready to see some robot destruction. Typical anti-robot sentiment is promoted all night while vendors walk through the crowd selling historical factory photos, autographed memorabilia of popular Line Bosses, and charred and blackened souvenir robot parts from previous True Life Nights.

ROLEPLAYING OPPORTUNITIES

The characters should be given plenty of time to explore the public areas of the club, look over the **Maze of Death**, and interact with the club's patrons before the event begins. The Referee may also wish to set up or foreshadow future adventures using televid news reports, overheard rumors, or introductions to major NPCs.

RESCUING CC-80

The characters must find a way to rescue CC-80 and get him out of Killian's Run. Three possible ways of achieving this are

discussed below. Clever players may also think up other ways to rescue CC-80. Remember, one of the biggest obstacles to any rescue attempt is removing the explosive chip implanted in each robot.

DARING RAID

The characters may attempt to infiltrate the lower level and free CC-80 from the **Holding Cells**. This area is off limits and guarded by two (2) Red Illdrige mercenaries. The mercenaries have thwarted robot rescue attempts in the past and attack any who enter without clearance. There is a 2 in 6 chance a Line Boss comes to assist with any fighting, thinking it is part of the show (Lady Sathia automatically attacks the party if a **Star Knight** is present).

If the characters botch the raid badly, Breonite law enforcement may be called in to arrest them. Breonites have no sympathy for robots or robot-lovers, so any attempts to pay a ransom for CC-80 fall on deaf ears. However, seizing on the publicity, Locto may allow the characters to run the maze alongside their cherished robot while the bloodthirsty crowd cheers their favorite Line Bosses (see **Running the Maze**).

If the characters somehow manage to rescue CC-80 without creating much fuss, skip to **Blast Our Way Out** as they attempt to leave the club. The characters should also realize there are legal repercussions for aiding and abetting robots, so they are unlikely to be welcome on Breone III for long.

FORCED COERCION

Locto cannot be bribed, but the characters may come up with a plan to force him to release the robot. This is not impossible, but should not be easy, and if pressured, Locto may use his **Aristocrat** Class Abilities to try to influence the PCs.

Locto never leaves the **Grandstand, Locto's Office**, or the **VIP Section**, so the characters must find some way of getting past club security in order to get close to him. Some **Meditations** or **Gifts** may help with that. As noted above, the characters should also realize there are legal repercussions for taking hostages and/or aiding and abetting robots.

If the robots are ordered released, the Red Illdrige Guardians on duty should get a ***Saving Throw*** to realize something is amiss. If the characters make it out of the **Holding Cells** with CC-80, skip to **Blast Our Way Out** as they attempt to leave the club.

RUNNING THE MAZE

The easiest (and most interesting) way for the characters to rescue CC-80 is to run the **Maze of Death** with it. Any robot-loving character who assists CC-80 from outside the maze is forcibly thrown into the maze by the angry mob (***Saving Throw*** to avoid taking 1d6 ***Hit Points*** damage).

Remember that one Line Boss enters the maze for every two PCs. The Line Bosses are extremely vain and do not always work together. If the Line Bosses are defeated, there is a 1 in 6 chance every **turn** that another Line Boss enters the maze in search of glory.

Once CC-80 reaches all five checkpoints, Locto turns on all the lights and grudgingly orders CC-80's explosive implant removed. The crowd is extremely hostile and Locto warns the characters that they should probably leave Breone III at their earliest convenience.

Alternately, the Referee may decide to let the PCs slowly win the crowd over as each Line Boss is defeated. They may even cheer when the last checkpoint is reached—everyone loves an underdog, after all. Locto may even offer the PCs a job as new Line Bosses!

TIMELINE OF EVENTS

The following is a Timeline of Events for True Life Night. The Referee may have to amend this timeline, depending on the actions of the player characters.

- The characters arrive at Killian's Run. The Referee should give them ample time to assess the situation and come up with a rescue plan before the first Robot Runner is released into the **Maze of Death** (see **Rescuing CC-80** for some examples).

- Locto starts the event by greeting the crowd and giving a brief history of True Life Night (read **Locto's Monologue**).
- Locto introduces the first Robot Runner by reading the robot's Tagline.
- Locto asks if anyone would like to aid the Robot Runner. This is a good way to expose/eliminate any robot-loving scum. Any character who volunteers is provided with a laser pistol with a depleted energy cell (good for six shots). If the PC uses a previously concealed weapon while running the maze, the crowd boos, but Locto does not intervene.
- The Robot Runner (and any volunteers) is then allowed to explore the **Maze of Death**, starting at the double doors outside the **Holding Cells**.
- The crowd boos, throws empty glasses and bottles, and jeers at the robot (and any PCs).
- After 1d6 **rounds**, Locto introduces the first Line Boss by reading the Boss's Tagline. Locto also introduces one additional Line Boss for every two PCs entering the maze. Line Bosses enter at one of the double doors located outside of their **Dressing Rooms**.
- The crowd cheers as the Line Boss enters.
- The Line Boss(es) begins searching the **Maze of Death** for the robot (and any PCs).
- Once the robot is destroyed, Locto introduces the next Robot Runner and the process repeats.

Note: If the characters do nothing, the Robot Runners (including CC-80) are systematically hunted and destroyed by the celebrity Line Bosses.

LOCTO'S MONOLOGUE

Locto is a career showman who does everything with a dramatic flair. The Referee should mimic a boxing or MMA announcer's demeanor when Locto quotes the Taglines for the Robot Runners and Line Bosses.

"Ladies and Gentleman,
Boys and Girls,
It's time for Life!"

(crowd cheers, then slowly grows silent)

"We have gathered here in celebration of a world that still
holds true to human values.
A world where an honest day's work for an honest day's pay
still has meaning.
A world where hardworking men and women refuse to be
replaced by robots and machines!"

(crowd cheers)

"Tonight we honor our ancestors,
Those noble factory line workers who rose up and destroyed
the robots that sought to replace them.

Let each ancestor be immortalized here by one of our
celebrity Line Bosses.
Let the Great Factory Riots be reborn in the Maze of Death!"

*(the crowd cheers, then grows quiet as Locto takes a long,
dramatic pause)*

"The Maze of Death. . .
A labyrinth so perilous that only a living, breathing being
could ever hope to survive it.
Very soon, a soulless robot will attempt to find its way
through the Maze. Each robot has been implanted with an
explosive chip designed to fry its circuits if it tries to escape.
If it can reach all five checkpoints alive, it will win its freedom.
Do we want to see that happen?"

(the crowd emphatically responds with a chorus of "No!")

Then who shall stop them?

(the crowd shouts the names of their favorite Line Bosses)

Let us begin by introducing our first vict—err. . . Robot
Runner. . .

*(Locto reads the Tagline for first Robot Runner and then asks
if there are any volunteers who wish to assist it)*

THE HUNT IS ON

1d6 **rounds** after the first Robot Runner is released, a Line Boss is introduced and enters the **Maze of Death**. The Referee may track the movements of the Robot Runner and the Line Boss normally as they navigate the maze. Otherwise, the Referee may roll 1d6 for every **turn** the robot spends inside the maze. On a roll of 1-3, the Line Boss has caught up with the robot (and any PCs) and combat begins. See **Running the Maze** for more details.

OPTIONAL ENCOUNTER: BLAST OUR WAY OUT

This optional encounter should be used only if the Referee feels the rescue of CC-80 was too easy.

If the characters are members of a Resistance cell, they are attacked by Greebus Dunt and his shocktroopers who are seeking to capture CC-80 for the Galactic Consortium (see **Consortium Forces**).

If the characters are agents of the Consortium, they are attacked by Saral Woodall and her crew who are trying to rescue CC-80 on behalf of the Resistance (see **Resistance Cell**).

If the characters are not affiliated with either group, they are attacked by Cannicks seeking revenge for the capture and/or destruction of their comrade at Killian's Run (see **Cannick Raiding Party**). The Cannicks fight to the death yelling OBLITERATE! OBLITERATE! as they fire indiscriminately into the panicked crowd.

The Cannicks' sensors identify the PCs as the greatest threat inside the club. The PCs should have to defeat at least two (2) Cannicks in order to escape. A Cannick dropship is parked on the **Rooftop** and the PCs may decide to overpower the lone Cannick pilot and steal the ship, if the Referee allows it.

CONCLUDING THE ADVENTURE

The adventure essentially ends once the PCs rescue CC-80 from Killian's Run. Where it goes from there is up to the Referee and depends largely on the nature of the characters and their motivation.

If the PCs are members of the Resistance, they may be tracked back to their ship by Greebus Dunt and his Consortium shocktroopers. If the characters are agents of the Consortium, Saral Woodall and her Resistance cell may try to buy or rescue CC-80 from them. Either scenario could lead to a running gun battle, a quick liftoff from Breone III, and a race to jump to FTL speed.

If the party enjoyed this adventure, the Referee may later decide to introduce the annual *True Life Week*, where robots are hunted by Line Bosses through condemned factories, ruined cities, varied wilderness, and other dangerous terrain.

MAJOR NPCs

The following NPCs may be encountered in *True Life Night*.

NIGHTCLUB PATRONS

Nightclub patrons are a combination of native Breonites and alien offworlders. Alien offworlders can be of any race the Referee desires, and tend to be strong from working in the factories. Native Breonites are humans of slightly below average height and stocky builds. Their culture is centered around working in giant state-run megafactories which churn out anything from machine parts to household goods that are used across the galaxy.

Breonites are a hardworking and practical people with strong family values. At week's end they like to dress up for a night on the town and blow off steam, often drinking, gambling, and brawling until the wee hours of the morning. Breonites prefer physical forms of entertainment such as slapstick comedy, action holofilms, and violent sports such as Crushball, Sklarfighting, and Energas Racing.

The Referee should feel free to flesh out any NPCs the characters interact with in order to foreshadow future events or further adventures.

Nightclub Patron: treat as 0-level human or alien with hp 3. There is a 1 in 20 chance the Nightclub Patron is carrying a concealed laser pistol (Dmg 1d6-1).

NIGHTCLUB EMPLOYEES

The following NPCs are employees at Killian's Run.

Locto Charrs

Locto Charrs is the flashy Breonite host of Killian's Run. He is a career showman who disdained factory life and "ran off to join the circus" at a young age before eventually returning to Breone III. Locto has undergone numerous cosmetic surgeries to make himself look younger. The result is too-dark hair, perfect teeth, and tightly stretched skin. Locto has a booming voice and a powerful personality. If engaged in small talk, he likes to brag about his time as head announcer for the dangerous stunt and acrobatic troupe known as the Traveling Hebagos.

Locto Charrs (5th-level Aristocrat): AC: 5 [14] (medium armor); HD 3; hp 16; Attacks: none or by weapon; Special: **Powerful Speaker, Silver Tongue, +2 Saving Throws** vs. attempts to influence or cloud mind; Move: 12; XP 3/120.

Staff Members

Staff members include assistant managers, bartenders, hosts, DJs, waitresses, cooks, busboys, custodians, and other employees. Most are Breonites, but the Referee may wish to include a few alien offworlders for variety. All staff members are noncombatants who flee if attacked.

Staff Member: treat as 0-level human or alien with AC 9 [10] and hp 2.

Bouncers

Killian's Run employs twelve (12) burly bouncers who specialize in removing brawling patrons. They do not pursue patrons into the street, but may call law enforcement if needed. If faced with serious weapons (lasers, Star Swords, etc.), the

bouncer must make a **Saving Throw** in order to continue fighting.

Bouncer (12): treat as 0-level human or alien with AC 7 [12] (boiled leather jacket), hp 4, Str 15 (+1 Dmg). All bouncers are armed with a stun club (Dmg 1d6) that forces organic beings to make a **Saving Throw** or be unable to act for 1d3 **rounds**.

Red Illdridge Guardians

The Red Illdridge Guardians is a team of eight (8) armed mercenaries that is brought in every True Life Night to handle more serious problems. They are a competent group who are led by a grizzled merc captain named Mogan Arrul.

Red Illdridge Guardian (1st-level Mercenary) (7): AC: 5 [14] (medium armor); HD 1+1; hp 5; Attacks: laser rifle (2d6), laser pistol (1d6+2); Special: **Combat Machine**, +2 **Saving Throws** vs. death or poisons; Move: 12; XP 1/15; communicator.

Captain Mogan Arrul (2nd-level Mercenary): AC: 5 [14] (medium armor); HD 2; hp 10; Attacks: laser pistol (1d6+2); Special: **Combat Machine**, +2 **Saving Throws** vs. death or poisons; Move: 12; XP 2/30; communicator.

CONSORTIUM FORCES

The Galactic Consortium is represented here by the sleazy spy Greebus Dunt and a squad of six shocktroopers.

Greebus Dunt

Greebus is an alien Oota (green skin, large eyes, prehensile tentacles around its mouth). Greebus poses as a bounty hunter, but is actually a Consortium spy. If threatened, he can call a squad of six shocktroopers that come to his aid in 2d6 **rounds**. Greebus flees if attacked, fighting only if cornered.

Greebus Dunt (Oota Spy): AC: 8 [11] (Dex); HD 1; hp 3; Attacks: laser pistol (1d6+2); Special: Dex 15; Move: 12; XP 1/15; communicator, binoculars, credstick with 100 credits.

Shocktroopers

These Consortium shocktroopers wear full armor and carry laser rifles. They retreat only if Greebus Dunt and three or more of their number are killed.

Shocktrooper (6): AC: 5 [14] (medium armor); HD 1+1; hp 5; Attacks: laser rifle (2d6); Special: none; Move: 12; XP 1/15.

RESISTANCE CELL

This Resistance Cell can be introduced as NPCs or even pregenerated characters, at the Referee's discretion.

Saral Woodall

Saral is the attractive redheaded pilot and captain of the *Blonde Mya* light transport. Saral was born and raised on Min Ve where she joined the Ve3 security forces and served with distinction during the Minorvion Conflict. She is now the leader of a small Resistance cell that consists of the pilot Dan Kingler, the mercenary Jay "Big Man" Kuru, the alien mystic Yurrtan, and a mechanical robot designated UU-6 (a.k.a. You-You).

Saral Woodall (2nd-level Pilot): AC: 7 [12] (light armor); HD 2; hp 9; Attacks: laser pistol (1d6+2); Special: Dex 15, Cha 15, **Stick Jockey, Space Ace, Jury-Rig**, +2 **Saving Throw** vs. explosions and environmental hazards; Move: 12; XP 2/30; communicator, tool kit, mini-computer, timepiece.

Dan Kingler

Dan served with Saral during the Minorvion Conflict. He is one of her most loyal confidants and the two were once lovers. Despite being a bit reckless, Dan is the only living pilot she lets fly the *Blonde Mya*.

Dan Kingler (1st-level Pilot): AC: 7 [12] (light armor); HD 1; hp 5; Attacks: laser pistol (1d6+2); Special: Dex 16, **Stick Jockey, Space Ace, Jury-Rig**, +2 **Saving Throw** vs. explosions and environmental hazards; Move: 12; XP 1/15; communicator, tool kit, mini-computer, timepiece.

Jay "Big Man" Kuru

Jay is a 400+ lb. mercenary who was once a galactically ranked Sumok wrestler. Jay is a boisterous, friendly crewman who enjoys drunken revelry, including the occasional barroom brawl. He is slow to anger, but extremely dangerous when provoked.

Jay "Big Man" Kuru (3rd-level Mercenary): AC: 5 [14] (medium armor); HD 3; hp 21; Attacks: laser rifle (2d6), laser pistol (1d6+2), hair spikes x2 (1d6); Special: Str 18, Con 17, **Combat Machine**, +2 **Saving Throws** vs. death or poisons; Move: 12; XP 3/75; communicator, flask of spirits.

Yurrtan

Yurrtan is an alien Shivot (tall, bipedal, rat-like) who joined the Resistance after his warren on planet Yeharri was destroyed by Consortium forces. He is extremely wise and observant. Although Saral scoffs at the idea of mystical forces, she has learned to trust Yurrtan's gut feelings and advice. Yurrtan wears ceremonial robes and walks with the aid of a carved staff.

Yurrtan (1st-level Alien Mystic): AC: 6 [13] (light armor + Dex); HD 1+1; hp 5; Attacks: staff (1d6); Special: **Keen Senses**, +2 **Saving Throws** vs. **Gifts** and **Meditations**; Move: 12; XP 1/15; tiny book of Shivot proverbs.

UU-6 (a.k.a. "You-You")

UU-6 is a mechanical robot that specializes in piloting and navigation. Saral purchased UU-6 from a band of traveling Uttins and has always suspected there was more to the robot than meets the eye. UU-6 is currently waiting aboard the *Blonde Mya*, but may fly the ship to Killian's Run if the cell needs a quick extract. The Referee may even wish to substitute UU-6 for the AR3-D3 mechbot in the **Holding Cell**.

UU-6 (3rd-level Mechanical Robot): AC: 6 [13] (Metal Body); HD 3; hp 13; Attacks: arc welder (1d3); Special: **Metal Body**, **Mechanical Understanding**, **Jury-Rig**, **Space Ace**, **Scanners**, **Self-Repair**; Move: 12; XP 3/60.

CANNICK RAIDERS

This raiding party consists of five (5) Cannicks searching for their lost companion (the Cannick in the **Holding Cell**). They fight to the death.

Cannick (5): AC: 0 [19] (natural); HD 5; hp 20; Attacks: mounted laser rifle (2d6); Special: none; Move: 6/12 (fly); XP 5/240.

MAZE PARTICIPANTS

The following Robot Runners and Line Bosses are the highlight of tonight's entertainment.

ROBOT RUNNERS

The robots for tonight's games are being held in the **Holding Cells** in the basement of Killian's Run. Each robot has been implanted with a small explosive designed to fry its circuits if removed from the **Maze of Death**. It takes six (6) **turns** to safely remove the implant. The implant can be removed in 1d6 **rounds**, however, the robot must make a **Saving Throw** or be instantly destroyed.

The robots are listed in their suggested order of introduction, however, this order may be changed, at the Referee's discretion.

JVS-90 (Butlobot)

This antiquated servant robot is a noncombatant. It was discovered in a scrap heap and repaired for tonight's event. It is extremely confused and attempts to politely serve anyone it encounters ("Is there anything I can do for you, sir?").

Tagline: JVS-90 was designed to wait on you hand and foot. A high-end butlobot that no wealthy offworlder could do without. Tell me, how many honest butlers lost their jobs when the first JVS model rolled off the line?

JVS-90 (Butlobot): AC: 6 [13] (Metal Body); HD 1-1; hp 4; Attacks: none; Special: none; Move: 9; XP 1/5.

4UR-LUV (Prostibot)

This antiquated servant robot was designed for pleasure. It has long legs, a tiny waist, a large metal bosom, and plastiflesh lips. Its programming is damaged and all it can do is repeat clichéd come-ons and one-liners ("Howdy boys, come up and see me sometime. . . Hey good-lookin', what you got cookin'?. . . Are your feet tired, 'cause you been running through my CPU all night. . .").

Tagline: This mechanical Lady of the Evening is designated 4UR-LUV. Her technofeminine wiles have been the ruin of countless marriages. Now it is her turn to feel the pain of loss—loss of life and limb, that is!

4UR-LUV (Prostibot): AC: 7 [12] (Metal Body); HD 1-2; hp 2; Attacks: none; Special: none; Move: 9; XP 1/5.

EET-7 (Chefbot)

This culinary robot consists of a square oven body, four wheels, and a metal chef's hat on top. Its six spindly arms end in kitchen utensils (cleaver, frying pan, grabber x2, spatula, fork). EET-7 is terrified and knows exactly what is happening tonight. It prefers to flee, but fights with its cleaver if cornered.

Tagline: Meet EET-7, a genuine Ramsey model gourmet chefbot that once served aboard the starliner Gantorro. He slices, he dices, he mixes, and shakes. But will his culinary expertise be enough to cook his way to freedom?

EET-7 (Chefbot): AC: 6 [13] (Metal Body); HD 1-1; hp 4; Attacks: cleaver (1d6-1); Special: none; Move: 6; XP 1/10.

AED-17 (Medbot)

AED-17 is a slow-moving bipedal medical robot with four arms that end in medical devices (scalpel, syringe, grabber, shocker). It is extremely intelligent and fights if cornered. If rescued, it could become a valuable member of any crew.

Tagline: Is there a doctor in the house? AED-17 is a cardiac care medbot that would just love to put you under the knife. Get ready for some heart-stopping action as it enters the Maze of Death!

AED-17 (Medbot): AC: 6 [13] (Metal Body); HD 1-1; hp 4; Attacks: scalpel (1d6-1); Special: Int 16; Move: 6; XP 1/10.

AR3-D3 (Mechbot)

AR3-D3 wandered off the starship *Starfire* and was captured and sold by Breonite thugs. It is extremely hopeful that its companions will arrive to rescue it in time. This robot can be replaced with UU-6 (see **Resistance Cell**), if the Referee desires.

Tagline: This AR3 mechbot is a new addition to tonight's Run. Its data banks show it has traveled to countless systems, but it won't be piloting its way off Breone III ever again!

AR3-D3 (1st-level Mechanical Robot): AC: 6 [13] (Metal Body); HD 1; hp 4; Attacks: arc welder (1d3); Special: **Metal Body, Mechanical Understanding, Jury-Rig, Space Ace, Scanners, Self-Repair**; Move: 9; XP 1/10.

CC-80 (Diplobot)

CC-80 is a diplomatic robot with extensive AI and a self-defense program that allows it to fight if threatened. Rescuing CC-80 is the driving force behind this adventure.

Tagline: CC-80 is a smooth-talking, high-end diplobot who won't be able to translate his way out of the Maze of Death.

CC-80 (3rd-level Diplobot): AC: 6 [13] (Metal Body); HD 3; hp 15; Attacks: fist (1d2) or by weapon; Special: **Metal Body, Mechanical Understanding, Diplomacy, Scanners, Self-Repair**; Move: 12; XP 3/75.

Note: The Referee may wish to replace CC-80 with a SIG-74 model robot from the Small Niche Games class sourcebook *Star Gods Help Us*.

UNKNOWN (Cannick)

This Cannick is part of a raiding party preparing to attack one of Breone III's munitions factories. It was captured and sold to the staff of Killian's Run to be the headliner of tonight's main event. Breone security stripped the Cannick of its primary laser rifle, but missed the backup weapon and the robot is patiently waiting for its chance to OBLITERATE!

Tagline: This oddly built warbot bears no markings at all. It was found sneaking around right here on Breone III and they told me it murdered five good-hearted men before it was captured. Will it fare so well against tonight's Line Bosses?

Cannick: AC: 0 [19] (natural); HD 5; hp 20 (currently 15); Attacks: hidden laser pistol (1d6); Special: none; Move: 6/12 (fly); XP 5/240.

LINE BOSSES

The name "Line Boss" is a reference to the factory foremen who led the rebellion against their robot replacements during the Great Factory Riots. Line Bosses each possess their own gimmick they use to hunt robots through the **Maze of Death**. They have become minor celebrities in Mainporte City. Line Bosses tend to be vain and self-centered, with each trying to outdo the other and impress the crowd.

There are six Line Bosses. The Referee can either roll 1d6 or choose which Line Boss enters the maze. Keep in mind Lady Sathia automatically enters the maze if one of the PCs running the maze is a Star Knight.

Bruto

Bruto is a large, hairy, bear-like alien Bakka. He is not too bright, but loves the adoration of being a Line Boss. Bruto uses his raw strength to overpower and dismantle robots. He sometimes climbs onto the maze's walls to stalk Robot Runners and may ambush them from above.

Tagline: This Line Boss comes to us from the forest planet of Kashkkie. There's nothing he loves more than ripping the arms out of a robot's socket. He's big, he's hairy, he's mean, he's. . . BRUTO!

Bruto: AC: 6 [13] (natural); HD 1+2; hp 8; Attacks: claws (1d6); Special: +2 to melee damage; Move: 12/15 (climb); XP 1/15.

Warlord

Warlord is a Quinlon warrior who is the last surviving member of a failed military coup. He has been hiding out on Breone III for

the past year while awaiting word from former allies. Warlord fights with a dual-bladed weapon known as a *cha'leth*.

Tagline: This Line Boss is a master of hand-to-hand combat. A warrior who believes that two blades are always better than one. Give a hearty chot-hegh-hoh for everyone's favorite Quinlon. . . WARLORD!

Warlord: AC: 5 [14] (medium armor); HD 3+3; hp 16; Attacks: *cha'leth* (1d6); Special: +1 to melee damage; Move: 12; XP 3/75.

Napalm

Napalm is a former bodybuilder with chiseled features and a smile that melts hearts. Despite his size and strength, he is a coward at heart, and flees in the face of stiff opposition. His sole weapon is a flamethrower backpack rig that projects fire in a 20' x 10' cone. If an attacker rolls a natural 20, Napalm must make a **Saving Throw**. If the save fails, the tank ruptures and explodes, setting Napalm alight for 1d6 **Hit Points** damage per **round** until dead.

Tagline: Legends say this Line Boss was born in the molten core of Ambreone's sun. His dashing good look's are sure to melt anyone's heart. If you can't stand the heat, stay out of the fire, it's. . . NAPALM!

Napalm: AC: 7 [12] (light armor); HD 2; hp 9; Attacks: flamethrower (1d6); Special: Str 18; Move: 12; XP 3/75.

Stormkill

Stormkill is a former Consortium shocktrooper who got tired of killing sentient beings. She has no problem killing robots, but sets her lasers to "stun" when fighting living creatures (target must make a **Saving Throw** when struck or fall unconscious for one (1) **turn** unless revived). Stormkill uses a jetpack to fly over the walls and locate Robot Runners. She targets living beings first with her stun attack before turning her lasers on any robots in the party.

Tagline: This Line Boss was once an elite Consortium shocktrooper. Now she takes her precision shooting into the Maze of Death to make sure no robot survives. Let's have a nice round of applause for. . . STORMKILL!

Stormkill: AC: 4 [15] (medium armor + Dex); HD 3; hp 14; Attacks: laser rifle (2d6), laser pistol (1d6+2); Special: Dex 15; Move: 12; XP 3/75.

Kaboom

Kaboom is a fat human whose face and hands are covered in burn scars. He is borderline insane. Kaboom wears several bandoliers of grenades (32 grenades total), and cackles gleefully as he tosses them down corridors in the **Maze of Death**. If an attacker rolls a natural 20 against Kaboom, the grenades explode, killing Kaboom instantly in a spectacular shower of gore (he might get to utter "Uh-oh", at the Referee's discretion).

Tagline: This Line Boss eats infernal detonators and spits fire. It's always a blast to watch him work. Don't let the burn scars fool you, it's. . . KABOOM!

Kaboom: AC: 7 [12] (light armor); HD 2; hp 8; Attacks: fragmentation grenade (2d6+2); Special: none; Move: 12; XP 2/30.

Lady Sathia

Lady Sathia is a failed **Star Knight** who has not fully crossed over to the Void. She is addicted to the drug *listil*, a powerful narcophetamine with effects that cycle between depressant and stimulant. The drug makes Lady Sathia hyperaware of tremors in the Way, allowing her to automatically sense whether or not a **Star Knight** is present in the **Maze of Death**. If a **Star Knight** is present, Lady Sathia moves to intercept and destroy him.

Tagline: This dark hunter strikes fear in the hearts of robots everywhere. She's a wiz with an energy blade and a master of the mysterious force known as the Way. You can't fight her, and if you run from her, you'll only die tired, she's. . . LADY SATHIA!

Lady Sathia (3rd-level Star Knight): AC: 8 [11] (Dex); HD 3; hp 18; Attacks: Star Sword (1d6+4); Special: Dex 16, **Meditations**, **Star Sword Duelist**, +2 **Saving Throws** vs. **Meditations** or **Gifts**; Move: 12; XP 4/360; locket with picture of former **Star Knight** mentor.

Meditations: 1st: *Healing Meditation, Protective Meditation.*

NEW MONSTERS

The following new monster may be encountered in the **Maze of Death**.

Fflurgh

Armor Class: 6 [13]
Hit Dice: 4
Attacks: tentacle (1d2)
Special: tentacle grasp
Move: 3/6 (swim)
HDE/XP: 4/120

A fflurgh is a tentacled monster from the swamp moon Hattulac. Fflurghs have 5d20 tentacles of varying size and are capable of attacking up to four (4) times in one (1) **round**. If two or more tentacles hit in one **round**, the fflurgh attempts to pull its victim apart, automatically causing 1d6 **Hit Points** of damage per **round**, while up to four other tentacles continue to attack. Each tentacle is AC 8 [11] and can sustain 3 **Hit Points** of damage before being severed. This does not affect the fflurgh's normal **Hit Point** total. Characters with Str 15 can spend their action during a **round** to break free of the fflurgh's grasp.

REFEREE'S AID: LOCTO'S MONOLOGUE

"Ladies and Gentleman,
Boys and Girls,
It's time for Life!"

(crowd cheers, then slowly grows silent)

"We have gathered here in celebration of a world that still
holds true to human values.

A world where an honest day's work for an honest day's pay
still has meaning.

A world where hardworking men and women refuse to be
replaced by robots and machines!"

(crowd cheers)

"Tonight we honor our ancestors,
Those noble factory line workers who rose up and destroyed
the robots that sought to replace them.

Let each ancestor be immortalized here by one of our
celebrity Line Bosses.

Let the Great Factory Riots be reborn in the Maze of Death!"

*(the crowd cheers, then grows quiet as Locto takes a long,
dramatic pause)*

"The Maze of Death. . .

A labyrinth so perilous that only a living, breathing being
could ever hope to survive it.

Very soon, a soulless robot will attempt to find its way
through the Maze. Each robot has been implanted with an
explosive chip designed to fry its circuits if it tries to escape.
If it can reach all five checkpoints alive, it will win its freedom.

Do we want to see that happen?"

(the crowd emphatically responds with a chorus of "No!")

Then who shall stop them?

(the crowd shouts the names of their favorite Line Bosses)

Let us begin by introducing our first vict—err. . . Robot
Runner. . .

*(Locto reads the Tagline for first Robot Runner and then asks
if there are any volunteers who wish to assist it)*

REFEREE'S AID: TAGLINES

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... there seems to be a ship ahead ...
... check that ... many ships ...
... looks like some kind of battle ...
... lots of destruction ...
... a whole lot of destruction ...
... there might be some good salvage here ...
... pull up close to that ship over there ...
... see that breach in its hull? ...
... what's that there? ...
... WHAT THE HELL IS THAT? ...
... GET US OUT OF HERE! NOW! ...

...

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