

**Mad Scientist Boogie** - Farscape Adventure (cross over with *Stargate SG-1*):

**Basics:**

This adventure takes place prior to the Peacekeeper War.

A rogue scientist in a remote system in uncharted space is experimenting new wormhole technology. This technology is totally separate from the John Critchon technology, but is related to the "Ancients" that implanted it in him. (Possible relation between the Ancients and Gate Builders of *Stargate*.)

The characters are bounty hunters and PK agents sent to hunt Baskilor Nimox down. All they are told is that command wants him apprehended. He was last seen on Q'alyth Nor, a independent commerce world within the Uncharted Regions.

They are told nothing else.

**General Notes:**

The adventure will be two phases. One will take place on [Q'alyth Nor] where they will investigate the rogue scientist and try to find out where he is hiding out.

The second will take place on the scientist's compound/base where they encounter elements of *Stargate*.

**NAME: Baskilor Nimox**

**Rogue Scientist**

- Former Scarran sympathizer or spy, turned renegade.
- Race: Interion or Scovian
- *He is connected to [underground organization] on [planet b]*

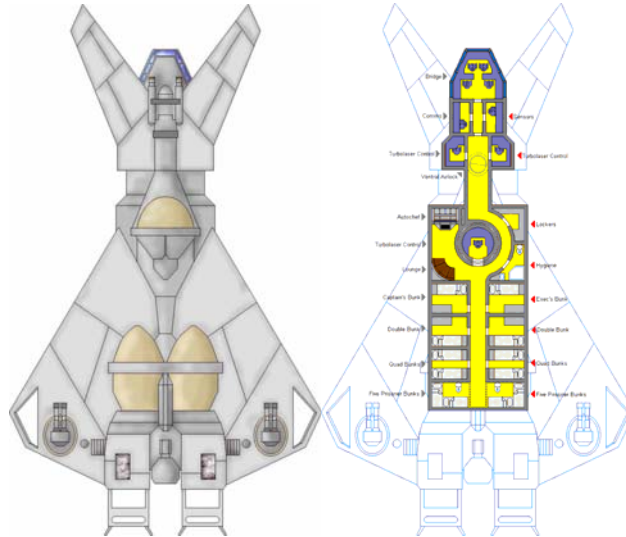
**Background:**

Nimox worked for the Scarrans on a separate wormhole project, linked to some artifacts found on a 'planet of the Ancients.' Eventually, his Scarran masters lost interest in his efforts in favor of the effort to find John Criton, began to de-fund his project and planned to kill him for the information he knows.

Nimox, meanwhile, saw the writing on the wall, and made plans for himself. Some of the technology he was able to uncover from the ruins allowed him to escape with his research and some essentials from his lab. With this technology, he was able to trade and deal his way out of Scarran space and into Uncharted Space.

## THE PARTY

- The Starship crew – The Zenetan, the Luxan and the Ilanic.
- The Peacekeeper team – the Sebacean and the Nibari
- The Bounty Hunter – The Vorcarian
- The Ship – *The Stardigger*



## **PUSH**

The group will be a freelance troubleshooter group hired to infiltrate uncharted space to hunt the rogue scientist down. It will include bounty hunters, and gunman. It will also include a PK spy.

### **PHASE 1**

The party is hired by the Peacekeepers as above. The last place the rogue scientist was seen was on Q'alyth Nor (AEG web site). Until just a few weeks ago, he has not been seen for years and was presumed dead.

The players are to go there, find out why he went there and where he went from there.

On **Q'alyth Nor**, they will investigate the scientist's from the spaceport and the surrounding city.

- *The scientist went from the spaceport to [Q'olith City]*
- *He was in search of an exiled Hynerian [Viceroy Greden Mun 23<sup>rd</sup>]*

1. The players head to **Q'alyth Nor** at **Q'olith City**. They need to seek out the half-breed Vorcarian/Sebacean Hiat – the information broker of Q'alyth Nor.

- Location: Tall building on the edge of an 'oatmeal' ocean, in a private loft.
- Encounter: [Big Thug Aliens] attack seeking revenge for bad information on a hover-vehicle from the outside.
- Key Plot Piece: Hiat knows that the rogue scientist Nimox came to his world and was seeking the Hynerian slave trader. He says the slave trader is currently on his floating mansion out in the 'outmeal' ocean.

### **2. The Hynerian Floating Mansion**

- Location: The Viceroy is located on his floating mansion where he runs a small slaving operation for a local crime syndicate.
- He holds knowledge of some Hynerian secrets that the Hynerians want kept secret.
- Key Plot Piece: The Scientist wanted the location of an old Hynerian resort world ([**Grenamof**]), which is now a dead world due to a catastrophic sun flare that wiped out all life

on the world. It was a place of high regard before the cataclysm; a well kept secret for only the highest of noble Hynerians to enjoy. It was also the location of some ancient ruins, but because the Hynerians kept the location secret, no one has ever explored these ruins.... Until now.

- *The Resort world is the start of Phase 2*

### End of Phase 1 Encounter

A team of **Charrid** agents, being lead by a **Kalish** is hunting the scientist as well. They got to the Hynerian first and bought the information. Because of who the Hynerian is connected to, they did not destroy him outright after getting the information. The Viceroy instead will signal the Charrids when the groups leaves, who will attack them on the open 'outmeal seas.'

#### **Charids**

Racial Traits:

Wound die type: 1d10. Charids are a very tough species.

Racial Control Modifier: -1. Charids wouldn't know the spiritual side of life if it bit them on the butt.

+2 Con, +1 Str, +1 Dex, -1 Wis, -2 Cha.

Charids aren't the most pleasant people in the UT, and they know it.

Medium-sized: Charids have no special bonuses or penalties due to size. Charid base speed is 10 meters. All Charid characters can take the Solder background at 8 CP regardless of class.

All Charid characters get the Armor Proficiency (light) and Weapon Proficiency (one-handed) at the first level regardless of class.

Pain Tolerance

## PULL

Phase 2 will involve the party getting to [**Grenamof**] and finding the scientist.

## PHASE 2

Go to [**Grenamof**] and search for the scientist.

Nimox has hired-mercs and smugglers (through the syndicate) to transport his lab equipment to the ruins. They are moving his 'gate device' to the ruins. There, he is setting up a lab to test his gate-device.

## ENCOUNTERS

Resort world ruins and the aliens that re-engineered the planet (Pyreans). (The catastrophe has rendered the resort planet uninhabitable and now resembles something like Venus (without the high pressure and extreme heat). It has a toxic atmosphere and vast oceans of acid. This process was brought on by an alien race called the Pyreans, a very reclusive race of aliens that live in this kind of atmosphere.)

Vac-Suits will be required. Atmosphere is acidic and high pressure. If exposed to the atmosphere, the character takes 2d6 damage per round of exposure, plus must make a drowning check (p256.) Gravity is close to normal.

### Other Possible Encounters

- Dungeon-crawl through the ruins
- Booby-traps and security devices set up by mercs
- The Charrids interested parties hunting down the Nimox
- Creature encounters (D&D beasties) (The Grell and the Mooncalf)

## GIMMICK

*What is there in the Ruins on [Grenamof]?*

Within the ruins is the remaining information Nimox needs to finish his work. While working with the Scarrens, he discovered evidence of an ancient wormhole gate network that used to go through the area. However, he also found that no gates exist any longer in known space.

He researched the Ancients that built the network and found evidence that a gate existed on [Grenamof]. With his research, he designed his own gate-device, using funds he funneled from the Scarrens. When he went renegade, he took his work with him and left to find [Grenamof].

It took Nimox years to find it. In the mean time, he researched more and continued to work on his gate design until he could get the funds to build it. He got funding through a crime syndicate, who now is watching him closely.

## FINAL FIGHT

The Final Fight will take place within the inner sanctum of the scientist where he has set up the gate-device. The device will activate and the Stargate group will come through.

The Charrid group will also arrive, this time with their Scarran commander, as well as the Kalish.

**NPCs Needed:**

Charrid Soldier (x12) Level 4 –

STR 13	INT 10	F +4	SPD 10	Init: +1	Def19 (+3 class,
DEX: 12	WIS 10	R +4	SZ M	Melee: +5	+5 armor, +1 Dex)
CON 12	CHA 9	W +1	CP 16	Ranged +5	WP 36

SQ: Background: Soldier, Racial: Pain Tolerance

**Skills:**

**Feats:** AP (light, med, powered), Athletic, Combat Instincts, Improved Unarmed Strike, WGP(..)

**Michiku Gorell** - Kalish Agent (Rogue 3/Commando 3) – Level 6

STR 14	INT 14	F +3	SPD 10	Init: +4	Def 19 (+4 class,
DEX: 10	WIS 12	R +5	SZ M	Melee: +4	+5 armor)
CON 14	CHA 10	W +2	CP 22	Ranged +4	WP 31

SQ: Background: Streetwise

**Skills:** Appraise: +8 Bluff: +5 Disable Device: +7 Escape Artist: +6 Forgery: +8 Gather Information: +6 Hide: +7 Jump: +5 Listen: +3 Move Silently: +7 Search: +6 Security Systems: +6 Sense Motive: +4 Spot: +3 Negotiate: +5

**Feats:** Improved Init, AP (light), WGP (melee and 1-h ranged), Improved Unarmed Strike, Martial Artist



**Zath Kalordok** - Scarran Agent – Level 10

Init: +2

D:19

WP: 140

Atk: +14/+9 melee, +11/+6 ranged

CP: 66

Spd 6

Str: 20 +5      Wis:10      Fort: +11

Dex: 14 +2      Int:10      Ref: +6

Con: 16 +3      Cha:8      Wil: +2

Skills: Climb: +11 Intimidate: +12 Jump: +12 Pilot (Surface Vehicles): +8 Security Systems:+5 Spot:  
+6 Survival: +8

Feats: WGP (all), Improved Unarmed Strike, Martial Artist, Martial Master, Berserk, Point Blank Shot,  
Rapid Shot

Baskilor Nimox Interion Scientist– Level 9

Init +0

D: 18

WP: 47

Atk: +4 melee and ranged

SV Fort: +3

Ref: +4

Wil: +9

CP: 72

Str: 11

Dex: 10

Con: 11

Int: 18

Wis: 16

Cha: 12

Skills: Computer: +14 Concentration: +10 First Aid: +14

Knowledge (Medical): +16 (Alien Biology): +14 (Chemistry): +10

(Biology): +14 Read/Write – Delvian and Sebacean Spot: +9

Survival: +6 Gather Information: +9 Sense Motive: +11

Feats: Quick Witted, WGP (ranged), Iron Will

### **Crime Syndicate Thug Pirate Chief**

4th Level Pirate / 2nd Level Rogue

Init: +3 D: 19 WP: 58 Atk: +7 melee, +8 ranged CP: 36

Str: 14 Dex: 16 Con: 12 Int: 14 Wis: 12 Cha: 14

SV: Fort: +5 Ref: +7 Wil: +2

Skills: Appraise: +9 Bluff: +9 Diplomacy: +5 Gather Information: +8 Hide: +8 Listen: +6 Move Silently: +8 Search: +5 Sense Motive: +6 Spot: +6 Pilot: +8 Disable Device: +5 Security Systems: +5 Survival: +5 Intimidate: +8

Feats: AP (light), WGP (melee, 1-h ranged, 2-h ranged), Point Blank Shot, Rapid Shot, Precise Shot, Evasion, Heroic Effort

### **Crime Syndicate Thug**

3rd Level Pirate

Init: +2 D: 16 WP: 33 Atk: +4 melee, +5 ranged CP: 16

Str: 12 Dex: 14 Con: 12 Int: 10 Wis: 10 Cha: 12

SV: Fort: +4 Ref: +4 Wil: 0

Skills: Appraise: +3 Bluff: +5 Demolitions: +3 Gather Information: +4 Intimidate: +4 Listen: +2 Pilot: +4 Security Systems: +3 Survival: +3 Move Silently: +3 Hide: +4

Feats: AP (light), WGP (melee, 1-h ranged, 2-h ranged), Point Blank Shot, Rapid Shot, Burstfire

**Hetch drive** is FTL travel, but it occurs in normal space. (Think warp drive, rather than hyperspace).

Virtually all ships in Farscape have Hetch drive. Furlow the tech was amazed that the Farscape 1 module had no Hetch drive (and in fact a Hetch drive was later installed on Farscape 1).

Scorpy tells John that the PK command carrier, traveling at maximum speed, could reach Earth in about the same amount of time that it was supposed to take Voyager to get from the other side of the galaxy back to Earth in ST: Voyager. So Hetch drive is roughly equivalent to warp drive speeds in Star Trek.

Starburst allows a leviathan to slip between normal space and alternate dimensions. The leviathan has relatively little control over where it ends up after starburst. They can head in a general direction, but they can only get their bearings and navigate toward a specific destination after returning to normal space.

Starburst does not allow leviathans to travel very far. It isn't wormhole travel. At most starburst will give you a head start of one or two solar days over a pursuing ship.

Wormholes (hyperspace travel) can take you from one side of the galaxy to the other in a matter of moments. Instead of a PK or Scarran navy taking 60-70 years to get to Earth using Hetch drives, they could be at Earth in seconds. This would not be good.

In game terms, the ship's speed on a hex map gives you a good indication of its Hetch speed as well. Moya is faster than a Marauder. A Command Carrier is faster than Moya. A Prowler is faster than a Command Carrier - though a Prowler's range is comparatively small, since it can't exactly carry many rations, nor does it have any room for the pilot to stretch her legs or perform other necessary bodily functions while in flight. But all these ships have FTL travel in the form of Hetch drive.

Certainly the most important thing is plot consistency, but having some numbers to throw around to stun the gearheads into silence is never a bad thing. It's a setting consistency thing.

Also, the major difference between RPG characters and TV show characters is that RPG characters often need info like speed/distance to make credible and rational decisions, which the TV show script-writers make for the TV show characters.

Here are some numbers.

First of all, assumptions:

1. Interesting star systems are about one or two weeks apart. This is based purely on the format of the show - weekly adventures. I think it's largely true too that this is implicit in the flow of the plot, for when extraordinary time lapses (short or long) occur, the script has a character mention how long it's been.
2. Most interesting systems will have habitable planets orbiting main-sequence stars of spectral types K to about F0. I'm being discriminatory: brown dwarfs will not support habitable planets, and the M-class reds will be again too dull, or too giant, to be useful. Brighter stars (A - O) will be too young and hot to have fun planets as well. Spectral classes K - F will be the rule: there will be exceptions, adventure sites on asteroids, iceballs, or in domed cities on mars-like worlds orbiting dull red dwarfs, but they will be much less common.
3. The distribution of stars in the Uncharted Territories is about the same as the interstellar region about Sol.

Based on these and the Gliese 3.0 catalogue (3800 stars within 80 ly of Sol), I estimate that star systems are going to be on average 5-7 light-years apart (since many stars are in binary or trinary systems). Interesting star systems are going to be more like 14-16 light years apart.

Thus, we want average Hetch drives to push ships along at about 15ly in a week, or about 780 times the speed of light. This is about Warp 7.5 (ST:NG etc), or time-distort 0.08 (Blakes 7 - showing my age).

Just to put that into perspective for the folks who feel this is waaaay too fast, at 1c (the speed of light), the interesting star systems are going to be about 15 years apart. This is not a series: this is an epic.

At 10c, that's still 1.5 years between ports of call, which is comparatively slower for plot than the age of sail on Earth (weeks to months between ports).

It's a different matter for interplanetary travel. 780c is an absolutely dire speed within a star system: it's Sol to Earth in about 0.6 seconds, or Earth to Jupiter in 3 seconds. Something 100 times as slow (or even about light speed) would work much better for 'verisimilitude'.

The final step is to decide what Hetch values are available, and whether to use a linear or higher power function. The advantage of the linear option is simplicity. The advantage of the second is flexibility: you could set Hetch-1 = 1c for interplanetary work, your average Hetch-3 or Hetch-5 or whatever to about 800c, and then have higher values available for really fast plot devices.

**Adventure: Stargate SG-1 Concept (One of them)**

Friday night at 8 PM until midnight.

6 pre-generated characters - preferably 6th to 8th level.

**BASIC INFORMATION:** The basic concept is that something on the Earth's Moon was triggered at the end of first season when Apophis' ship exploded in orbit. SGC has picked up a signal or heat signature or whatever that shouldn't be there. An SG team is sent via special shuttle mission (or whatever you want to use) to investigate the moon signals.

**GIMMICK:** The signal is actually a beacon to mark a go'aould prison buried deep within the moon. There is one prisoner - named after the Egyptian God of the Moon - a go'aould gone bad, one that not even the go'aould could handle - entombed in this prison. He remains alive in a sarcophagus (sp?) and he of course, will revive and be the primary challenge to the players.

(From Wikipedia: Egyptian God of the moon: Thoth, pronounced "tot", is the Greek name given to the Egyptian god of the moon (lunar deity), wisdom, writing, magic, and measurement of time, among other things. Chons (alternately Khensu, Khons, Khonsu or Khonshu) is a lunar deity, and a son of Amun and Mut.).

Also contained within the prison is a gate that can be repaired with the proper equipment (which the team will have by coincidence or design, up to you).

Through whatever circumstances you want to create - totally different symbols, 8th, 9th or 10th symbols or whatever - this gate will lead them to the Farscape universe.

The SG players are to go through about 3.5 hours of Stargate adventuring and we end the session with a big combat in the Farscape Universe. The SG players will have already beaten up on Chons or Khons (or whatever name you choose), who will find a way to re-open the gate and go through just before dying on the other side.

The go'aould worm will then enter my main bad guy - a Scarren - and all players will have to deal with that.

A little gimmicky, I know, but it was a blast at MACE. All the adventuring in the middle is up to you. How they get to the moon and any other interested parties are up to you as well.

The signal will lead the SG team to a hidden cavern deep under the Moon's surface, maybe on the dark side of the moon. There, they will find an ancient ruin of the go'auld prison for Khon. This should exist in a pocket of breathable atmosphere or there should exist some shut-down but repairable life support devices nearby.

Also in the prison is an old disabled gate and DHD. The gate also should be repairable by the team. There will be strange glyphs on the gate itself - ones they have not seen.

Once they get it to work, Khon will awaken and combat will ensue. At one point, one, on your side, the gate will start dialing (automatic system, in case the gate does get repaired.) Then tKhon jumps through and I assume so does the group.



