

SPHERECHILD



THE PIRATE AND THE MAGIC METAL

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The following Spherechild adventure takes place on the spheres Valcreon and Sol Thu'ma. Players will need one character on each sphere.

BACKGROUND

The Vhoort TR V9 arrives on the sci-fi sphere Sol Thu'ma and wants to build up a large fortune to get his hands on heavy weapons and experimental technology. To do this, he takes the form of a Naark pirate named Vaarud co Kaanad.

His goal is to block an important trade route and extort road toll. Unable to withstand a concentrated attack on his spaceship, even with his extraordinary flying skills, he procures magic-infused metal plates for his spaceship on the fantasy sphere of Valcreon, which are enchanted with a powerful shield spell that protects against laser fire and similar effects

This makes him virtually invincible and he can carry out his plans unhindered.

Summary

The adventure begins on Sol Thu'ma. When the characters understand that the pirate spaceship has been reinforced with magic from Valcreon, they need the help of their Valcreon siblings.

They have to track down the blacksmith and make him cooperate. With an activation code, the shields of the spaceship can be lowered and thus the pirate can be defeated.

The payment for the metal plates

Actually, diamonds are very easy to synthesize on Sol Thu'ma and could be sent to Valcreon without much effort by the Vhoort, where they are very valuable. With this, he could pay the blacksmith generously.

Requirements on the part of the characters

It would be convenient if one of the characters could fly a spaceship (air vehicles). If this is the case, the Imbany or the clients of the caravan would provide them with such a spaceship. Otherwise, the characters will be provided with a ship including a pilot.

The most logical choice would be an Arka PT6 with low armament or an Arka KM4. Should the characters prefer to pose as traders, the Imbany would provide them with containers holding an ore of low value.

THE START OF THE ADVENTURE

There are several ways characters can enter into this adventure.

The vision

The characters see a spaceship flying through space - it is an Arka KM4, a good combat spaceship. After a few moments it is attacked by several heavily armed ships, but their lasers bounce off the KM4 as if it possessed a shield. Finally, only debris from the other ships remains and the KM4 flies on, undamaged.

Possibilities for research

Via different news sites of the intergalactic communication system it can quickly be found out that a pirate ship blocks an important trade route between the solar systems Athion and

Rulthar, at the edge of the Audith nebula, and demands horrendous sums for the onward flight. Battleships sent out by the Imbany were destroyed by the substantially smaller battleship.

The chance encounter

The characters are traveling on the route between the solar systems Athion and Rulthar, where they meet the pirate.

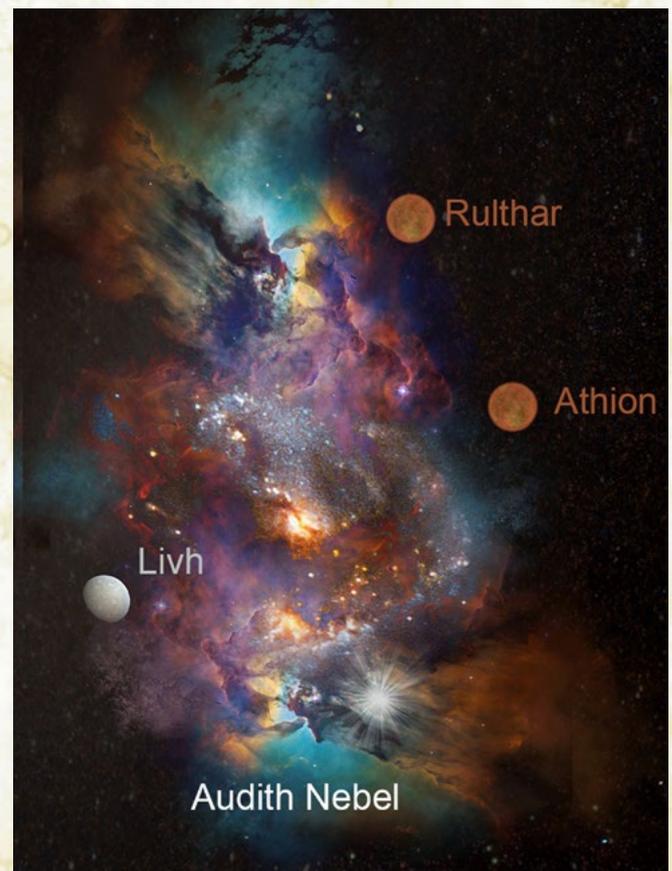
The guards of a convoy

The characters are employed with their spaceship as guards of a convoy traveling on the trade route between Athion and Rulthar. There, they meet the pirate ship that refuses them passage and demands one million lak, which the merchants cannot raise.

The order of the Imbany traders

The route between the Athion and Rulthar solar systems, on the edge of the Audith Nebula, is an important trade route for the Imbany. The battleship sent out was destroyed, so the Merchants Guild is looking for adventurers who can solve the problem in another way. Since word of the battleship's destruction has already spread, the Imbany have trouble finding someone for the job.

The total reward for the entire group is 30,000 lakhs. This option is the recommended way of entering the scenario.



THE CONVOY

Characters are given a spaceship as camouflage and a simple cargo of low value iron ore.

The first meeting

If the characters take the route between Athion and Rulthar, they will be summoned by a spaceship somewhere around the middle of the route, which will immediately be close on their heels.

In a radio message, the pirate explains to Vaarud that he wants a passage fee of 100,000 Lak, or 30% of the cargo. To do this, Vaarud scans the ship so he knows what he can charge.

The 100,000 Lak will be transferred to an account at an Imbany bank where all account transactions are encrypted and cannot be viewed even by law enforcement authorities.

Vaarud co Kaanad

The pirate conducts himself with great self-confidence, as if he is perfectly aware of his power. He does not get involved in negotiations and gives the characters 10 minutes to fulfill his demands or starts firing a warning shot. If they try to flee, he won't make much effort in pursuit - there are enough merchant ships that absolutely have to pass this corridor. But if the characters want to continue, he will open fire.

In his first attack he will demonstrate his superior fighting power and speed. If the characters still do not surrender, he will destroy the ship.

The ship scan

When the characters scan the pirate's ship, they notice two things.

First, the ship is surrounded by plates of an unknown metal, and second, the propulsion system has been modified in some undetectable way.

The shields

When the characters shoot at the ship, the lasers are stopped by a shield. Shield technology still does not exist on Sol Thu'ma. Furthermore, since the shields are not part of the ship's power supply or any other generator, there are no measurable energy increases when the shield becomes active.

Note to the game master

The unknown metal is Co'jem from the sphere Valcreon and the drive was technologically improved by the Vhoort. As a result, ship weapons do not damage the outer hull and it is impossible to escape the pirate, the drive is many times better than any other.

The unusual metal

The quality of the metal plates around the pirate ship is poor and not suitable for use space, so it keeps losing tiny particles as it flies.

These can be picked up by the scanner and brought aboard with the help of grappling arms, probes or drones. Upon closer examination, the characters can then determine that it is a metal from the sphere of Valcreon.

The unknown sign

Another detail is a sort of embossing on each of the metal plates. It seems to resemble a black mask, stamped in a primitive and very simple way. Even a search in a database does not reveal anything about it.



The metal

Another unusual clue are the processed metal plates. Besides the unknown elements, they consist mainly of iron, which, however, was poorly extracted and processed. Even the simplest production facilities could produce higher quality goods.

Debris

If the characters use the ship's scanners to check the environment, they discover debris from a large battle spaceship (Arka SC3) that should be superior to the pirate's ship in all respects, but apparently, even the SC3's EMP beam had no effect.

Negotiations?

No matter how good the pilot of the characters' spaceship is or how strong the ship's weapons are, they cannot escape Vaarud. They must either pay 100,000 lakhs or surrender the cargo. Alternatively, they can surrender the ship and enter an escape pod.

Even if the characters start a space battle, Vaarud will not try to destroy them, but rather demonstrate his strength. His interest is to gain wealth and not to fight.

THE ANOMALIES

As if the pirate with its overpowered spaceship wasn't problematic enough, there are also some irregular anomalies in the region that drive a pilot to despair because the ship is more difficult to steer, the radio is disturbed and the scanners don't always work either.

In terms of rules, all checks on the skills Technology and Aircraft are made -4 more difficult.

Note to the game master

This disturbance is a result of the use of Valcreon magic on Sol Thu'ma. Over time, the characters may also notice that this anomaly continues to expand, although slowly at the moment.

SWITCH THE SPHERES?

From the Sol Thu'ma characters' point of view, a dead end has been reached here. The Vhoort's spaceship is far superior to all other ships, mainly because of the alloy with the unknown metal. It must somehow be destroyed or removed.

VALCREON

The help of the sphere siblings

Actually, it is not possible for a spherechild to transfer anything between spheres. The exception is the return of matter to the original sphere, in this case the Co'jem that the Vhoort brought from Valcreon to Sol Thu'ma.

Even the smallest amount of the unknown metal allows a character gifted in Spell Lore to recognize it as Co'jem.

Co'jem

The metal Co'jem is transparent and surpasses all other substances on Valcreon in toughness. Its value is higher than that of gold. Because of its magical properties, it is used to make artifacts.

Hints from Sol Thu'ma

Besides the particles of Co'jem, the characters of Sol Thu'ma can also point out the peculiar imprinting (the black mask) to their siblings, as well as the primitive way of processing the metal plates.

All indications are that these were not produced in Sol Thu'ma.

Kurlarec N'Rogth

The blacksmith Kurlarec is known far beyond the borders of the Vendalian city of Loc Mar. He has a large number of apprentices who can create large quantities of forged work in a short time. Kurlarec inspects the work very carefully.

He also works with mages who help him process the magic metal Co'jem.

Obtain information?

Everyone in Loc Mar knows Kurlarec. The blacksmith is a very wealthy man and for that reason alone he is incorruptible - besides, respect and honor are extremely important to him.

What annoys him is when his merchandise is misused for dishonorable purposes. This could be a starting point to make oneself heard by the very busy Vendal.

Depending on one's powers of persuasion, Kurlarec may help the characters without any personal gain, but it is likely that he will invoke Vendal traditions and demand a duel before revealing information about his client.

THE SANDSTORM

On the Vendalian territory there are always sandstorms, but these can be detected early by an experienced desert walker. However, in the last few days, the storms around the city of Loc Mar have become more frequent. Above all, their rapid occurrence and the unpredictability associated with them is causing trouble for the inhabitants.

Note to the game master

This disturbance is the result of the magical shields on Sol Thu'ma and strikes back, so to speak, to the place from which the plates were transmitted to the other sphere.

Every Spherechild is aware of this, and pointing out this unusual phenomenon to Kurlarec could be a strong bargaining chip for information about the buyer of the magic shields.

THE DUEL

One of the characters can duel Kurlarec. He is using a weapon forged by an apprentice. The duel can be fought until the first hit or the first blood (i.e. LP loss).

Note for the game master

Alternatively, wooden weapons can be used or the duel can go on to the second or third hit.

Victory?

Fights of this kind are not about winning, but about honorable behavior and respect. It is not shameful to lose to a stronger opponent, but it is reprehensible to use dishonorable tricks or even magic.

If Kurlarec judges his opponent as worthy, he will entertain them and tell them everything they want to know.

The buyer

Customer was a very wealthy Sinite. He gave the Vendal 50 diamonds if he favored him and employed all his apprentices for this job.

He wanted thin iron plates, each surrounded by a strong shield spell. This rather simple work was completed within two days. After that, the Vendal never saw the Sinite again.

The activation of the shield

The shield spell is activated by saying "Protect me" and lasts for eight hours every day. However, the same phrase can also be used to end the spell earlier and activate it again at a later point, until the eight hours are used up.

BACK TO SOL THU'MA

With the trigger words, the characters can turn off the spaceship's magic shield, but this can only be done from the inside.

Smuggle oneself into the ship

The safest way to get into the ship is with the help of the cargo, which serves to pay the road toll for the pirate. The pirate scans the arriving cargo for explosives, poisons or other dangers to the ship. In his arrogance, he does not look for people sneaking in, as he does not believe that anyone could attack him.

New goods in the storeroom

All the goods are then taken to the ship's storeroom. In the process, Vaarud's two helpers check them for completeness. Even they would not notice smuggled-in persons in the process, since they do not open the boxes and the scanners are not set to do so.

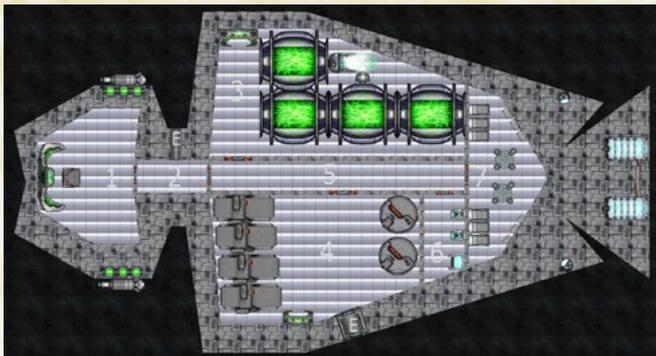
Alternatives to smuggling into the ship?

All other possibilities are rather difficult. A bomb would already be detected by the scanners during transport. Ideas might be a device with an aggressive acid or a drone.

Or the characters are very creative and can build and disguise a bomb so that it will not be detected by the scanners. This bomb will not be able to destroy the ship, but will provide a distraction.

The pirate spaceship

The Arka KM4 normally has two detachable attack modules, which match the specifications of the Arka KA4. These are missing from the pirate's ship, otherwise the interior is the same as a KM4's normal design.



E - Entrance to the ship

The two entrances into the ship are to the corridor near the bridge (2) and over the storage room (4).

1 - Bridge

The ship is controlled from here. To gain access to the control and weapon units, a difficult hacking check (Technology: 20) is required.

Vaarud co Kaanad spends most of his time here and sleeps very little.

2, 5 - corridor

The doors of the empty corridors are there to counter potential decompression in any part of the ship. Otherwise, the corridors are empty. The doors could potentially be used to trap an opponent, either from the bridge or by pulling the safety lever located besides each door.

3 - Engine room

A character versed in engineering or aircraft can see that the antimatter reactors are much more powerful than the usual machines, due to the additional power generation element between the four reactors. However, the function of the new technology is unknown even to an experienced engineer.

Note to the game master

The Vhoort has used his powers to raise the technology of the machines, which is the reason for the increased speed of the spaceship.

4 - Storage room

The room is full of crates and containers containing a wide variety of goods, ranging from microchips and foodstuffs to fabrics, ores and dangerous chemicals. The value of the cargo is several million lakhs.

Most of the room is also surrounded by iron plates with shields, so even a special army unit cannot escape from the storeroom. As soon as the Vhoort would notice this, he would shut down the vital systems in the room and kill any intruders.

But if the shields are deactivated, the iron plate will not withstand even a simple laser pistol for one round.

The storage room

6 - Sanitary facilities

Here you will find a shower and two toilets. There is a strong smell of chemical detergent.

7 - Sleeping and lounge area

This area is actually equipped for more than three people with six beds and six wardrobes. Vaarud sleeps in the upper area, while the two crew members have two beds downstairs.

In the closets, there are only worthless things like clothes and a few data pads.

The crew

On the ship, besides Vaarud, are two crew members, two Daree pirates, whom the Vhoort pays well. They will protect the ship and its leader at all costs, hoping to gain great wealth from the blockade.

The two Daree alternate their shifts. Their main obligation is the reception as well as the verification of payments or cargo. The one on guard is otherwise mostly on the bridge, while the other pirate rests in the sleeping area.

The magic shield

By switching to Sol Thu'ma and reinforcing the panels with his powers, the Vhoort has made it so a single one of them can withstand a great deal of damage, even the strongest weapons cannot penetrate it. Only a concentrated attack by several warships could destroy it.

DECOMMISSION THE SHIP

If the characters manage to get on board with a delivery, it takes about two minutes for the Daree pirate to leave the storeroom again.

Sabotage

The code for lowering the shields can be entered either on the bridge (1), the engine room (3) or the storage room (4). This applies to both the shields around the ship and those in the storage room.

However, the Vhoort notices the intervention immediately and will reverse the order within one turn - but that's enough for a short strafing from the outside and leaving the engine room. It would be more effective to cut off the power of the generators and thus render the ship incapable of maneuvering.

In both cases, Vaarud immediately sends his two crew members to find the intruders.

Defeat the pirates

Another option is to defeat the pirates. Both the Vhoort and the Daree always carry their weapons with them. Due to his powers, Vaarud is a very good fighter who will be difficult to defeat.

THE END

If the Vhoort is defeated and the iron plates interspersed with Co'jem are returned or destroyed, the adventure is solved.

In addition to the special points, the characters receive 25 general points and possibly a reward for making the flight path passable again. If the characters return the goods to the actual owners, they will receive further rewards. If they keep them, they will be branded as pirates and searched for.

The ship

It is up to the gamemaster's discretion whether the pirate ship was also stolen or whether the characters can keep it to roam the galaxy with.

APPENDIX

Vhoort / Vaarud co Kaanad

The Vhoort has adopted the outer form of the Naark Vaarud co Kaanad. This race is very strong in itself, but the Vhoort has made further modifications to the body, so that he has become an extraordinary fighter and pilot.

His special powers are heat vision and a natural armor protection of 4.

ST	CO	DX	CH	IN	WP	HP	MP
18	16	24	12	17	11	37	-

Critical hit	Death	Dodge	Spell resist.
16	-5	8	11

General skill		General skill	
Acrobatics	14	Read/write Naark	17
Air vehicles	24	Science	15
* Arka KM4 +4	28	Speak Imbany	10
* Space combat +4	28	Speak Naark	17
Athletics	9	Spell lore	9
Hunting	10	Stealth	12
Military	12	* Hide +4	16
* Combat tactics +4	16	Technology	14
Perception	12	* Spaceship constr. +4	18
Read/write Imbany	10	Trade	11

Weapon skill	Dep.	A	P	DP	+/-
Martial arts	DX	8	10	1D6+4	7
* Hard blow	DX				
** Attacks per round	DX				
** Disarm	DX				
Laser gun	DX	14	0	2D6+7	7
** 2 Apr/Bi-handed	DX				
Light hand grenade	DX	12		4D6+7	7

Spaceship crew

The two Daree pirates were recruited by the Vhoort with the promise of riches. They are loyal to Vaarud and will fight to the death for their chance to get rich. When they are not sleeping, they wear vests with a protection of 4.

ST	CO	DX	CH	IN	WP	HP	MP
15	16	12	9	9	7	34	-

Critical hit	Death	Dodge	Spell resist.
15	-5	3	7

General skill		General skill	
Air vehicles	11	Read/write Daree	9
Athletics	14	Speak Daree	9
Land vehicles	8	Speak Imbany	8
Military	7	Stealth	10
Perception	8	Technology	10

Weapon skill	Dep.	A	P	DP	+/-
Martial arts	ST	9	5	1D6+1	3
Laser gun	DX	11	0	2D6+1	1
* 2 attacks per round	DX				

Kurlarec N'Rogth

Kurlarec is a highly respected blacksmith, famous beyond the borders of the Vendal Empire. He demands a lot from his employees, but also teaches them a lot.

The Vendal attaches great importance to hospitality. Disrespect and bad behavior are abhorrent to him.

Kurlarec is a tall, imposing, powerful figure with an almost intimidating aura of strength. He wears finely forged and shining plate armor with a protection of 4.

ST	CO	DX	CH	IN	WP	HP	MP
16	18	16	10	11	8	40	-

Critical hit	Death	Dodge	Spell resist.
18	-6	4	8

General skill		General skill	
Athletics	14	Land vehicles	8
Craft	16	Nature lore	9
* Forging +4	20	Military	15
* Casting +4	20	Perception	12
History	7	Read/write Ven	11
Hunting	10	Speak Stel	8
* Desert Hunter +4	14	Speak Ven	11

Weapon skill	Dep.	A	P	DP	+/-
Martial arts	ST	9	5	1D6+1	3
* Hard blow	ST				
Battle sword	CO	15	9	1D6+2	4
** 2 attacks per round	ST				

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