

ROOM OF TERRORS

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This encounter is designed for characters of level 1-3. It takes place in an unexplored room on a formerly inhabited planet...but nobody knows what race once lived here. Both the Melanathee and the Arbonix have claimed that it was one of their earliest colony, but neither can actually prove it.

Since this is an archaeological site, an Explorer or a Scientist would be very helpful in this room. A game master should feel free to insert this encounter into adventure that's taking place on an unexplored planet.

When the party enters the room, they will see that it is very dusty and the smell of decay will be almost overwhelming. There is one exit from the room on the opposite wall, but it's more than 40 meters away. The ceiling in the room is also more than 40 meters high.

Along all of the walls are what appear to be hieroglyphs written in an unknown language. It's doubtful that any character in the party can decipher the writings, but if they insist on trying, the CS for their Decipher Skill check is 20. Should they manage to decipher the language, the game master should inform them that the inscriptions talk about the death of anyone who enters this room. Feel free to embellish with all kinds of gruesome threats.

As the characters begin to walk around the room, have each of them make a spot check against a CS of 12. If any of the characters succeed in their check, tell them that they see a laser beam running millimeters above the ground 3 meters from the entrance. If none of the characters make their spot check, one of them will eventually cross the laser beam. When this happens, both doors to the room will slam shut and a gas will begin to fill the room. This gas affects the skin, so it doesn't matter if the characters have breathers on or not. Each character must immediately make an Endurance check by rolling two six-sided dice. They must roll their Endurance score or lower. Any character who manages to roll their Endurance or lower is not affected by the gas, but any character that fails to roll their Endurance or lower must immediately subtract their Endurance score from their actual roll. This number is multiplied by 3, and that's the amount of damage that the character takes. In addition the character is unconscious for the number of minutes equal to the difference.

For example, Doug is playing a Human Bandit with an Endurance of 6...not good for this room. Doug rolls two six-sided dice and gets a 9...also not good for Doug's Bandit. The difference between 9 and 6 is 3, so Doug's character is unconscious for 3 minutes. In addition, the Bandit takes 9 points of damage... $3 \times 3 = 9$.

Poison gas might seem bad, but this isn't the worst part of this room. Some of the characters should still be standing, and they'll see a niche open in the side wall. From this niche will emerge a massive Automaton. Standing 4 meters tall, the creature has 6 legs and 2 arms, and it will immediately begin advancing on the characters, and firing a laser from one of its arms. If the gas trap is not set off, the Automaton will still attack.

Automaton

INT: 6

CS: 7

CHA: 2

STR: 11

AGIL: 10

END: 13

AD: 3

DD: 3

Health: 30 6 six-sided dice +10

Type of att: 1 laser or 1 fist

DF: Laser: 3 Fist: 1

Special Ability:

Absorbs 3 points of damage from each laser or plasma attack that successfully hits.

The Automaton will attack until it or all of the characters are dead.

When the Automaton dies, both doors immediately open. If the characters search the niche where the Automaton emerged from, they will find a cache of gems that can be sold on the open market for 500 credits. In addition, they will find a few bones. Any character will Exoarchaeology or Exobiology can examine the bones. They will be facing a CS of 10. If they succeed in beating the CS, they'll realize that the bones are from a species that has never before been seen. If their Skill Check roll is 15 or higher, they'll realize that the bones are those of a creature that was probably sentient...and what kind of adventure that will lead the characters on is up to the game master.

Experience: 1-3 points. Depending on how successful the characters are, and how well they role played, the game master should assign 1-3 points of experience to each character.