

The Endiri Incident

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Outpost Endiri glimmered in the dark background of the gas giant. The thump from the hull was the cue to get up from the embrace of the travel pod and enter the small space station. As you slip out of the dreamy state induced by the long journey, your mission flashes into your mind with intense clarity: Mining Facility Endiri K32 had lost contact with the Nexus station. The last report was that of a major magnetic storm emitting from the gas giant Endiri. There were eight scientists running the space station and monitoring the automatic mining rigs on the moon Sheridan. The outpost was supposed to be abandoned and only used as a relay station as the mining operations proceeded without problems. But as the signal was lost the company figured that the main antenna was malfunctioning and sent a team of service technicians to solve the problem. That's you.

Entry chamber

The computer greets you with a soft voice but is cut off mid sentence and the room goes dark as a shrill voice crackles through the intercom: "HAHA! ANOTHER MEAL FOR THE DARKNESS". You hear a faint hiss as the air escapes the chamber. **DM:** The chamber has a pressure door leading to the Living module. The hatch into space is connected to the shuttle. There are service panels on the wall, a keypad beside the door and a valve in the middle of the door. Failure to put on the mask immediately gives -1HP, then -1HP per round with no mask. Door is opened by using the valve (F D10), override circuits behind service panel (RT D9) or reprogram the keypad (CAD D8).

Living module

As the door slides shut behind you the voice crackles: "You can only run so far, soon I will take control of the reactor core and end this!". The living module has exits down, up and back to the Entry chamber. The exit down is marked "Reactor Core" and is welded shut. The circular hatch up says "Science and Communications" and has a valve in the middle. There are room for six people in the module; the crew probably worked in shifts. It's pretty clean and neat and seems like it hasn't been used in a while. **DM:** If the players make a search, they find some documents mentioning some disturbances in the communication with the Nexus station during the "night"-shift.

Vertical corridor

This is the passageway from the living module to the upper sections. There are handles every few feet for transportation. **DM:** As the players goes upwards they might sense a change in temperature to the colder. Top hatch opens by F D10 (valve), RT D8 or CAD D9. On success the hatch rips of it hinges and the players are sucked into the room. If unmasked when opening the hatch, -2HP, as there is no air.

The Viewing Node

The room has large windows presenting a breathtaking view over the gas giant and its closest moon; Sheridan, where the mining rigs are clearly visible eating their way into the core of the small celestial body. **DM:** Most of the windows are perforated with small holes and there is no atmosphere present. The players need to fix the windows (RT D6) and restore atmosphere (CAD D7) to be able to open the circular hatch in the roof leading to the Science Lab.

Science Lab

Blood, body parts and fungi meshes cover the shattered equipment. Only one computer terminal seems to be functioning. The door marked "Computer Core" is welded shut. A hatch in wall says "Antenna". **DM:** Accessing the terminal (CAD D10) returns two reports: "Antenna repairs: Bob scheduled for space walk to remove strange material" and "Fungi found when mining: Consumes organic materials including human flesh". Touching anything besides the exits and the terminal, -1HP. Computer Core is accessed by a service tunnel in the floor if the room's searched. If the players make a body count they find one scientist missing.

How to play

(inspired by Tracy Hickman's Xtreme Dungeon Mastery)

This adventure is best played with one or two players; more can get crowded. All difficulty(D) and skills in the adventure should be easily replaced with your own favorite system. Have fun!

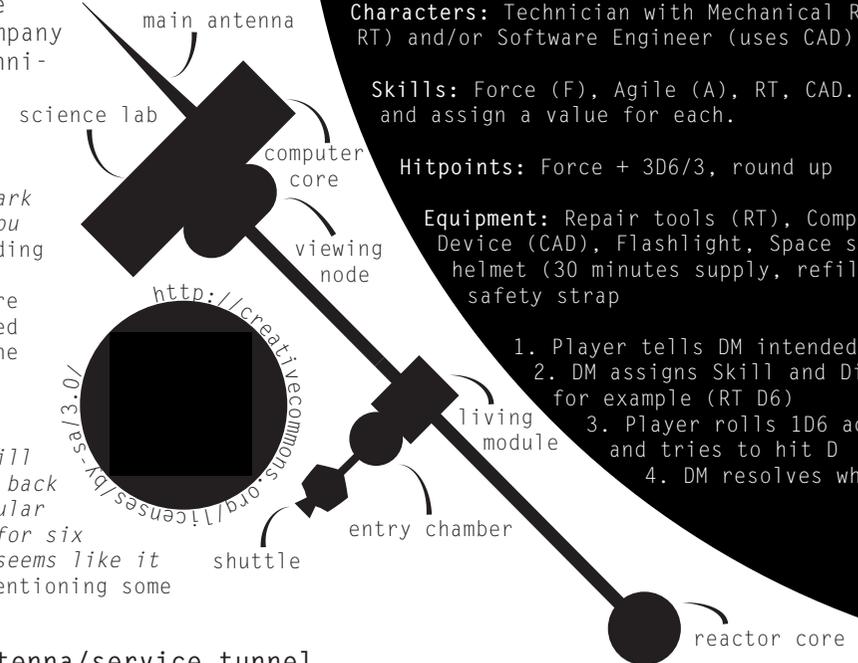
Characters: Technician with Mechanical Repairs (uses RT) and/or Software Engineer (uses CAD).

Skills: Force (F), Agile (A), RT, CAD. Roll 3D6/3 and assign a value for each.

Hitpoints: Force + 3D6/3, round up

Equipment: Repair tools (RT), Computer Access Device (CAD), Flashlight, Space suit with helmet (30 minutes supply, refills in air), safety strap

1. Player tells DM intended action
2. DM assigns Skill and Difficulty(D), for example (RT D6)
3. Player rolls 1D6 adds skill and tries to hit D
4. DM resolves what happens.



Antenna/service tunnel

The tunnel has blood smeared everywhere. Audible thumps gets stronger and stronger as you proceed towards the hatch to space. Through the inspection window in the hatch you see a human strapped onto the antenna with tentacle-like black meshes writhing about. The one free arm is hitting the hull with the other arm. As the masked head turns your way, a soft voice crackles through the intercom "Fools. You will die! There is no place for us here. We don't belong here. We have destroyed their home; now they will destroy us..." the voice changes to a roar "MY WORK IS COMPLETE. EVERYTHING WILL BE DESTROYED." The station trembles and a calm voice booms with imminent clarity: "Reactor core overload. Restart computer. Self destruct in 60 minutes." **DM:** A red computer keycard is clipped to the scientists suit. To get to the keycard the player need to open the hatch and roll (F D8) to not get swept away into space, if they haven't secured themselves. The scientist is controlled by the fungi and will lash out to the players (F D8). If hit they have to manage an (A D6) to not fly off into space. If the players secure themselves to the hull they will only get -1HP when hit.

Computer Core

The Computer Core is a small room crowded with servers whizzing and blinking with blue light. You see a red light pulsate from a slot missing a keycard. **DM:** Inserting the red keycard (CAD D10) will end the countdown and the adventure! If they fail the players have to escape the station with 4 of 8 successful (A D8) throws.