

# VOID

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Designed for the  
2014 One-Page Dungeon Contest

**Captain  
Regan**

The current owner  
of the **Osprey**.  
Kind, risky, and so  
far, luckier than  
smart.

Regan recently brought  
Angel on as a lowly  
Cutterboy into the  
crew, in the hopes of  
turning Angel's life  
around, despite the  
partially-bungled  
cloning event.

Kei lost ownership of  
the **Osprey** due to  
"some issues" with  
gambling debts, and  
would like to win it  
back some day.

Brilliant,  
but frustrated by  
neighboring stupid-  
ity. Working for  
others is a tempo-  
rary (yet continual)  
set back.

**Science/Nav  
Kei**

Indigo believes that  
Regan will offer the  
ship to Indigo when  
the captain retires, and  
is helping to nudge  
that thought along.

Keeps  
the **Osprey**  
running. Kicked  
out of Mech-  
School, bitter, and  
has big ideas and  
little patience.

**Engineer  
Indigo**

Indigo makes sure  
Angel can't have  
access to Engineering  
tools, but doesn't  
mind snooping around  
and "borrowing"  
Angel's stuff.

Kei has been pushing  
Indigo to further  
develop Indigo's  
radical theories about  
trans-warp drives into  
a working prototype,  
with no success.

Angel once had a  
one-night affair with  
Kei on Nebulai...  
Followed by mind-  
wiping Kei the next  
morning of the entire  
event.

Imperfect cloned  
grandchild of Captain  
Regan. Quiet, but  
easily raised to  
tantrums. Performs  
the "bottom-of-the-  
totem-pole" work for  
the **Osprey**.

**Cutterboy  
Angel**

At the start of the game, randomly place the 6  
"SECRET" cards on open spaces on the character  
map.

SECRET: Plotting revenge over the Orion incident.  What happened?
SECRET: Knows that the Target is a member of the Io Anarchy Sect.  Why have they not mentioned this yet?
SECRET: Collects security camera footage of the Target.  Just pure creepiness, or is something else going on?
SECRET: Is working to ensure that the Target will not be on board the next mission.  Saviour or tormentor?
SECRET: Embedded psychic con- nection probe in Target during recent triage event.  That seems kind of extreme, doesn't it?
SECRET: Is extremely sympa- thetic of the the Target due to a recent event...and the Target is misreading this as something else. Why would this be?
INFECTED!!! Is extremely paranoid and delusional of the Target, and of the players. Well, more so than usual.
INFECTED!!! Will desperately enlist Target and/or players to hide the infection and/or artifact...by any means necessary.
INFECTED!!! Will enlist the Target and players to take control of the ship and change course to a major population center.
INFECTED!!! Will do anything they can to infect others on the ship.  Any. Thing.
INFECTED!!! Will start the process of turning the <b>Osprey</b> into a breeding chamber.

**OUR STORY SO FAR:** The players have booked passage on the **Osprey** to travel from Europa to Atlas Nebulai. The **Osprey** is a void salvage ship. Void-sals have specialized tech to allow basic nav and life support in the Void that traditional ships don't have. Typically, when any ship makes a warp jump, it travels instantaneously through the Void. Occasionally, ships become lost in the Void, forgotten over time; a lost ship has never been found with a surviving soul on board. It's very dangerous, therefore the business of salvaging ships in the Void for parts, relics, and valuables can be profitable...but morally questionable. And depending on any given planet's governance, highly illegal.

In this case, while traversing the Void, the **Osprey** has come across an unknown alien ship, and Angel has brought back an odd artifact. And before you know it, the artifact contains an alien organism that begins infecting the crew...and possibly the players as well! Will the players return from the Void safely?

As the **Osprey** crew become infected, randomly select an "INFECTED" card and cover up one of the character traits on the character map to help remind you of their new infected attitudes.