

ENCOUNTERS

BY
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"Encounters" is a new addition to the POLYHEDRON™ Newszine feature columns. It is a one page encounter description of each issue's cover art depicting a TSR role playing game. It may be used by referees to interject something unusual into their games or playtest problems on their players, or by players who want to explore different character classes.

Level 1 Computer
Level 1 Environmental
Equipment: Laser
Pistol
Powerclip (18 SEU
remaining)
Poly-vox
Level 1 computer
Level 3 Information
Storage Program
Level 2 Language
Program

NOTHRU FARRIDER,
UI-mor — RW:5, M:45,
PS:2, IM: 6, RS:55,
STA:40

LOPER — MV:FAST;
IM:5; RS:4; STA:300;
ATT:40; DM:4d10;
SD:Immune to needlers

Raoul is a minor member of a team of experts sent to investigate the strange alien city. For several

weeks now, he has been doing minor busywork — running calculations, cataloging facts, proofing maps, etc. Raoul had originally joined the expedition for fame and excitement; the work as of late has caused him to be thoroughly bored and disgusted. Since work is light, he has taken the chance to slip away and explore the area beyond a ridge of hills to the west. None of the other members of the exploration team had ever crossed the ridge — satellite maps showed absolutely nothing of interest in this direction.

It is late in the afternoon and Raoul is hot, tired, hungry, thirsty and lost. He has been stumbling around for hours through the rock fields and dust pits, and has had to defend himself on two occasions from savage looking creatures.

Far too late, he realizes that he should have brought food, water, a communica-

tor and compass — he curses himself for the fool that he is.

Then, he sees it — before him, topping a rise is an octopus-like creature riding a big lizard. Nothru Far Rider is an outcast, exiled from his tribe. Captured by pirates on his home planet Volturnus, then taken off-planet to be sold as an oddity, he and his loper managed to escape when the pirates landed here. Its hot and barren conditions make Nothru feel at home. Nothru distrusts all non-UI-mor, but knows that they are the key to his getting home.

Actions

Nothru will slowly advance the loper towards Raoul, trying not to scare the Human, but not letting his guard down. He recognizes that this may be a chance for him to get home. Once close enough to Raoul, he will attempt some simple sign language and speak (in his own simple tongue) to show that he is friendly. If Raoul uses his *Empathy* sub-skill successfully, he will be able to tell that the creature is uncertain and not immediately hostile. If Raoul uses his *Communication* sub-skill successfully, the referee may allow the player to speak to the UI-mor in phrases of two words or less — nothing complicated. If Nothru can get close enough to Raoul, he will slowly withdraw his mind-link tentacle from the loper and extend it towards Raoul. The loper, out of contact with Nothru, has a 50% chance of panicking and attacking Raoul when this is done.

If Raoul checks his Information Storage program, he will learn that this creature is not native to Laco. It comes from a planet called Volturnus and is considered intelligent, but possibly dangerous. If he allows the mind-link to occur, he will understand that the UI-mor is not hostile and wants to go to some place it calls the "Place of Oneness." If attacked it will fight to the best of its ability.

The setting:

This encounter occurs on the dry, windswept planet of Laco, an extremely inhospitable planet, swept by great dust-storms during long, dry days. The minimal amount of animal life on Laco lives around the edges of the small shallow seas that dot the planet. Poor in resources, the only feature of interest is a huge, deserted alien city built long past by a race known only as the Tetrarchs.

The Characters:

RAOUL DEBONHAM — member of the Pan-Galactic Corporation Artifact Research and Development Team, Assistant Xenologist

Strength/Stamina: 55/40

Dexterity/Reaction Speed: 50/60

Intuition/Logic: 70/60

Personality/Leadership: 70/50

Skills: Level 3 Psycho-Social