

# LAYOVER AT LOSSEND

by Russ Horn

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## The Setting

*You are a member of a Pan Galactic Corporation (PGC) Scout and Exploration Team returning to Port Loren from a mining expedition on Gollywog in the White Light system. During the return trip, you are forced to take a five-day layover at Lossend in the Timeon system and wait for another ship. Several members of the Scout and Exploration Team decide to look for temporary employment from local residents.*



## Characters

|                           |   |
|---------------------------|---|
| <b>Dirk Manhak:</b>       | Human member of the PGC Scout and Exploration Team.             |
| Strength/Stamina:         | 45/55   |
| Dexterity/Reaction Speed: | 60/60   |
| Intuition/Logic:          | 65/75   |
| Personality/Leadership:   | 55/45   |
| Skills:                   | Level 2 Environmental<br>Level 1 Technician<br>Level 1 Robotics |
| Equipment:                | Standard Survival Kit   |

|                                |  |
|--------------------------------|--|
| <b>Sarvo "Lightfoot" Grun:</b> | Yazirian member of the PGC Scout and Exploration Team.       |
| Strength/Stamina:              | 60/50  |
| Dexterity/Reaction Speed:      | 70/70  |
| Intuition/Logic:               | 60/50  |
| Personality/Leadership:        | 45/45  |
| Skills:                        | Level 2 Robotics<br>Level 1 Computer<br>Level 1 Beam Weapons |
| Special Abilities:             | Battle Rage (5%)<br>Gliding<br>Night Vision                  |
| Equipment:                     | Standard Survival Kit*                                       |
| <br>                           |  |
| <b>Average Wypong:</b>         | RW:55 M:45 PS:3 IM:7 RS:65                                   |
| Stamina:                       | 65   |
| Equipment:                     | Bow and eight arrows   |

Description: Wypongs are a race of semi-intelligent apemen. They inhabit remote forested regions far away from civilization. Their society is based upon small clans which rarely grow larger than twenty members. They are physically strong, and their hands and feet are well adapted to climbing trees. They are omnivorous in nature, and they use primitive weapons such as clubs and stones along with the bow and arrow. They speak their own rudimentary language.

When humans and other colonizers first started to fly over their remote territories, the Wypongs became frightened and superstitious. Over time they have come to look upon aircraft as gods.

Dirk and Sarvo, who are good friends, are among those seeking employment on Lossend. A large company has hired them to find the source of some mysterious radio emissions coming from some hills to the northwest. They are loaned a jetcopter and some additional equipment for the job.

Heading in the direction of their destination, they fly over a section of unexplored coniferous forest; the jetcopter's engine suddenly quits. Both members are able to ditch safely, using parawings, and eventually land some distance from where the jetcopter went down. Realizing that much of their equipment still remains on board the jetcopter, they start their hike back through the forest to where the wreck should be.

As they come within sight of the wreck, they see what appears to be three bipedal apelike creatures which are armed with bows and arrows and which are chanting around the downed jetcopter.

## Referee's section

As soon as the Wypongs notice Dirk or Sarvo, they will stop their activities and wait for them to approach. One of the Wypongs will then come forward and kneel before the travelers in an act of submission and devotion. Because of their religious beliefs, they will see Dirk and Sarvo akin to gods. If Dirk or Sarvo establish communications through the use of the polyvox or by some other means, they will find that the Wypongs will help them in any way they can so long as they do not have to leave their territory. If either Dirk or Sarvo attack, the Wypongs will defend themselves with bow and arrow. Within five minutes of Dirk and Sarvo's arrival at the crash site, 1d10 additional Wypongs will arrive at the scene, armed in the same fashion as the others.

As a source of expanding this scenario, players may either play one of the provided characters, use them as NPCs, or eliminate them entirely, substituting already-existing player characters. If you use more than two player characters, increase the number of Wypongs encountered proportionately.

The [DM](#) may also wish to have the characters or party complete the adventure to the source of the unknown radio emissions, or may decide to develop adventures around the Wypongs.

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Convertors note: I believe this was a typo and should read referee.