

SF 2: Concluding THE VOLTURNUS ADVENTURE

STAR Adventure Module FRONTIERS™

STARSPAWN OF VOLTURNUS

by Mark Acres and Tom Moldvay



TSR Hobbies, Inc.

Two weeks to save a world . . .

Since you crash-landed here, Volturnus has been a planet of constant surprise and peril. You defeated the Star Devil's pirates and made contact with four intelligent races native to the planet. Your adventures with them made clear that these aliens would be valuable members of the UPF — if they manage to survive.

The vicious Sathar are on their way to Volturnus with a fleet powerful enough to destroy all life on the planet. The survival of the planet is in your hands. You must organize the defenses of Volturnus. You must unite the races of Volturnus and lead them in battle against the Sathar. The outcome: victory, or death for an entire world!

STARSPAWN OF VOLTURNUS is the conclusion of the Volturnus series of modules for the STAR FRONTIERS™ game. It can also be played as a separate adventure. STARSPAWN OF VOLTURNUS contains maps and referee's notes, including information on new creatures and intelligent races. The module also contains "The Great Game of the Ul-Mor," an encounter that can be used as a re-playable game.

For the best in adventure gaming products, look for the TSR logo on games, modules, and playing aids.



STAR FRONTIERS is a trademark owned by TSR Hobbies, Inc.

©1982 TSR Hobbies, Inc. All Rights Reserved.

TSR Hobbies, Inc.
POB 756
Lake Geneva,
WI 53147

TSR Hobbies (UK) Ltd.
The Mill, Rathmore Road
Cambridge CB14AD
United Kingdom

7802

STAR FRONTIERS™ Adventure Module

SF 2: Starspawn of Volturnus

by Mark Acres and Tom Moldvay



The Sathar fleet is bound for Volturnus to wreak destruction on the entire world. The only hope for survival lies with you. You and your fellow adventurers must unite the quarreling races of Volturnus and lead them to victory against the Sathar!

This module is the conclusion of the Volturnus series of modules for the STAR FRONTIERS™ game. It can be played separately or as a sequel to the other Volturnus modules. This module contains "The Great Game of the Ui-Mor," an encounter that is a replayable game by itself.

For the best in adventure gaming products, look for the TSR logo on games, modules, and playing aids.

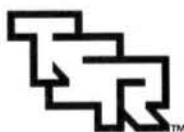
©1982 TSR Hobbies, Inc. All Rights Reserved
STAR FRONTIERS is a trademark owned by TSR Hobbies, Inc.

Distributed to the book trade in the United States by Random House, Inc., and in Canada by Random House of Canada, Ltd. Distributed to the toy and hobby trade by regional distributors. Distributed in the United Kingdom by TSR Hobbies (UK) Ltd.

This module is protected under the copyright laws of the United States of America. Any reproduction or other unauthorized use of the material or artwork contained herein is prohibited without the express written permission of TSR Hobbies, Inc.

PRINTED IN USA
ISBN 0-935696-76-8

TSR Hobbies, Inc.
POB 756
Lake Geneva,
WI 53147



TSR Hobbies (UK) Ltd.
The Mill, Rathmore Road
Cambridge CB14AD
United Kingdom

7802

ALPHA SECTION: INTRODUCTION



This is the final module in the Volturnus series of STAR FRONTIERS™ modules, which also includes the modules CRASH ON VOLTURNUS and VOLTURNUS, PLANET OF MYSTERY. It is strongly recommended that players who have not played the previous modules should play them before beginning play of this adventure. However, this module can be played without prior play of SF 0 and SF 1.

In STARSPAWN OF VOLTURNUS the player characters will face the ultimate challenge on this forbidding planet: a battle to the death with the dreaded Sathar for control of the lives of five intelligent races, and the future of an entire world! Adventure beckons!

STOP! If you are going to be a player in this adventure, do not read any further. The rest of the material in this book is for the game referee only.

ALPHA SUBSECTION 1: MODULE BRIEFING

This module is designed for play by 4–8 player characters. If your players have not played SF 0 and SF 1, they should create new characters. The referee should use the Optional Introduction section to give these characters some briefing about Volturnus and their mission there. If you are playing this as the conclusion to the Volturnus series, players should use the characters they used in SF 1. If one or more of your players' characters were killed by the end of SF 1, allow them to roll up new characters. These characters may appear as reinforcements sent by the government of Truane's Star in response to the messages sent by the player characters during the course of play in module SF 1. They may be introduced just before play begins.

In the course of this module, the player characters will meet, fight, and hopefully convince the Mechanons to join the Volturnus alliance against the Sathar, and then perform a special service for each of the other three races in order to persuade them to put aside their differences and unite against the common foe. Finally, if they successfully complete these tasks, the player characters will lead the united forces of Volturnus into battle against the Sathar invaders.

In order to referee this module, it is essential that you read it thoroughly before beginning play. Take the time to become familiar with all the maps that will be used, and with the major

encounters the player characters will have. The referee must pay special attention to the ZETA SECTION of this module, which is the battle with the Sathar.

ALPHA SUBSECTION 2: PLAYERS' BACKGROUND

At the end of module SF 1, the player characters learned that a Sathar battle fleet would be arriving in about two weeks to attack Volturnus. They also learned that no friendly fleet would be able to arrive in time to either help them fight the Sathar or get them off Volturnus before the attack takes place.

In the two days that have passed since the end of module SF 1, the Eorna have searched for a way to counter the Sathar threat. The Great Mission of the Eorna was to develop a race on Volturnus capable of defeating the Sathar. The UI-Mor, the Kurabanda, and the Edestekai are the results of Eorna genetic experiments. As yet, none is capable of single-handedly defeating the Sathar. However, the Eorna have devised a plan that seems to present the only possible hope of saving Volturnus and its inhabitants from destruction at the hands of the Sathar.

The plan is to unite the races of Volturnus in a common effort against the Sathar. Although the races are suspicious of each other, it is possible that you, as impartial aliens, could overcome these suspicions and help them to fight the Sathar. If your party is willing to go to the Mechanons, the UI-Mor, the Kurabanda, and the Edestekai and convince them to fight the Sathar, the Eorna will offer the following assistance:

The Eorna will contact the UI-Mor, the Kurabanda, and the Edestekai and persuade them to listen to the proposals you will bring. However, it will be up to you to convince these races to join the anti-Sathar coalition. The Eorna are not yet prepared to allow their true nature to be known to the races involved in the Great Mission.

The Eorna will provide you with a complete map of Volturnus, showing the probable location of the Mechanon complex. The Eorna once built a planetary defense system to defend against attack from space. It is not known how much of this system is still operative, but the system's master control is in the hands of the Mechanons. You will have to determine how to activate the system once you enter the Mechanon complex, since the Mechanons may have modified the equipment.

The Eorna will equip each of you with a polyvox programmed for the languages of the UI-Mor, the Kurabanda, and the Edestekai.

The Eorna will supply you with enough jetcopters to carry your entire party, if you do not already have sufficient jetcopters.

While you are gone, the Eorna will build what weapons they can and will also capture and take cybernetic control of various dangerous beasts who can be used in the battle against the Sathar.

Once you have succeeded in uniting the races of Volturnus, the battle will be fought near the ruins of the city of Volkos. As the only center of advanced civilization on the planet, the Eorna complex must be protected.