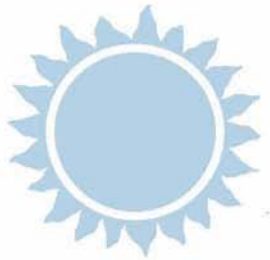


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Adventure 10
Safari Ship

TRAVELLER[®]

Science-Fiction Adventure
in the Far Future

Game Designers' Workshop

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Safari Ship

TRAVELLER, Adventure 10

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This booklet is an adventure for **Traveller**, GDW's science fiction
role-playing game set in the far future.

Traveller is GDW's registered trademark for its science fiction role-playing game
materials.

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Introduction

Safari Ship takes a band of travellers to an unexplored world as they accompany a business executive in his obsessive pursuit of a beautiful alien animal species.

For Referees Only: This adventure is intended to be read by referees only. **Traveller** players should not read any further unless they intend to referee this adventure.

Required Materials: It is assumed that this adventure will be administered by a referee who has read through this booklet completely, and who is familiar with the rules for **Traveller**. The basic **Traveller** rules govern the adventure. In addition, this adventure **requires** Supplement 2, *Animal Encounters*, and Supplement 4, *Citizens of the Imperium*.

Useful Materials: Materials such as Supplement 3, *The Spinward Marches*, Supplement 8, *Library Data (A-M)*, and Supplement 11, *Library Data (N-Z)* can provide background and additional information.

Paper, pencils, six-sided dice, and square grid graph paper will also prove useful.

STANDARDS AND ASSUMPTIONS

The following standards and assumptions are used in the text of this adventure.

Location: This adventure begins on Mertactor (0707-B262732-B), located on the border of the Imperium where it passes through District 268, in the Spinward Marches. Activities lead naturally through District 268, to a world which has no name, only an Imperial Scout Service identity number: 567-908.

Date: This adventure is written to begin on Imperial date 132-1110, but the date may be altered as necessary for specific campaigns.

CHARACTERS

This adventure uses a band of adventurers and a ship crew which is a combination of player and non-player characters. Players may use existing **Traveller** characters, or generate new ones. At least some characters should be hunters generated from Supplement 4, *Citizens of the Imperium*.

Useful Skills: The following skills are useful in the adventure: hunting, survival, ship skills (such as pilot, navigation, engineering, steward), vehicle, and weapon skills.

Character Requirements: This adventure has openings for characters to serve as ship crew on a safari ship (pilot, navigator, engineer, steward), a hunter to serve as the expedition guide, and up to seven adventurers to assist in hunting and exploring. If there are not enough player characters to occupy all positions, the referee should generate non-player characters for unfilled openings.

Equipment: Characters begin only with minimal equipment; the opportunity to acquire more will come as the adventure progresses.

BEGINNING THE ADVENTURE

The referee's synopsis on the next page is a brief outline of the events to be expected in the adventure. With it as a guide, the referee can consult other chapters in this booklet for more detailed information about specific parts of the adventure.

Adventure Synopsis

Kafila Thingvellir, a very rich businessman and an amateur scientist from Mora, is mounting an expedition in search of an extremely beautiful species of animal; a form of trapper which has not been catalogued before. The discoverer of such a species has the right to name it, and Thingvellir is obsessed with the idea that his name be carried through history attached to the most beautiful animal type ever discovered. He has the encouragement and support of Naasirka, an Imperial megacorporation, which is negotiating to buy Sterilon, his medical equipment company.

Unfortunately, the other expedition members (Thingvellir's friends) have not yet arrived at Mertactor, and as a result, he must hire expedition members locally or be forced to undertake his explorations shorthanded. Thingvellir is working on a tight schedule, as he must return to Mora in time for the next scientific society meeting in order to show his discovery. The adventurers are caught on Mertactor with no current employment and accept positions on Thingvellir's safari. Recruiting statements by Thingvellir indicate that the expedition will also encounter denuli crystals (a rare form of gemstone); a good supply of these gems would make everyone very rich.

The goal of the expedition is an unnamed planet with a Imperial Scout Service identity number of 567-908. The group travels through the subsector to the planet and there begins a series of hunting expeditions in search of the trappers. Many animals are found, but the trappers remain elusive. Quite a few events are also endured; some of which lead to the discovery of the *shriekers*—a hitherto undiscovered intelligent race native to the planet. After a lengthy effort at establishing communications, the shriekers provide a tour of their city and some insight into their history. Observant travellers may notice that the egg sacs of the shriekers, stored in their homes until fertilized and hatched, are denuli crystals; the shriekers will not part with them and would consider it a crime for others to use them as gemstones. The shriekers present a problem which they believe the humans can resolve using their flying machines (the air/raft and the hunting launch). In return, they offer a variety of rewards, including the location of the trappers, if that matter has been mentioned.

The travellers should be able to easily help the shriekers, using their vehicles to rebuild a tunnel, clear a road, and rebuild a bridge, all vital links in an arduous route called the *Road to Memory*. This road leads to the *Valley of Memories*, the traditional shrieker breeding ground. Once this road is again open, the shriekers provide their reward to the group. The key, however, is the Valley of Memories—it is the habitat of the trappers. It is also the place where unviable, unhatched shrieker eggs are scattered in the hopes that the souls of the unborn will find new eggs to inhabit. Unscrupulous adventurers might be tempted to gather up eggs here for later sale as denuli crystals.

Once the trappers have been located in the Valley of Memories, the expedition can leave for Mertactor, where Thingvellir will catch a liner for his homeworld of Mora in time for the scientific society convention. A severe time limit forces a race through the subsector before Thingvellir finally catches his liner home, but only after paying off his expedition members.