In this booklet you will find an introductory adventure for __Midnight at the Well of Souls©__. It is a short scenario that will allow you to become familiar with the operation of the basic game system. The encounters detailed in the booklet will allow you and your players to gain a feel for how the Skill system and the Combat system of the game operate.

The adventure has been designed for four players and a Game Master. There are four beginning characters included in the adventure for you to use, or you can generate beginning characters using the character generation system in the game book.

IF YOU INTEND TO PLAY IN THIS ADVENTURE, PLEASE STOP READING NOW!! PRIOR KNOWLEDGE OF THE ENCOUNTERS IN THIS ADVENTURE WILL LESSEN YOUR ENJOYMENT OF THE ADVENTURE!

Notes for the Game Master

This is a short adventure to allow you and your players to become familiar with the skills and combat system of **Midnight at the Well of Souls**© **Role-playing System.** It is an adventure based around a team of scientific explorers.

If your players are going to generate their own beginning characters , be sure that at least one character has the skill Mountain Climbing, as that some mountain climbing is involved in the adventure. It is also important for at least one member of the party to have Medical skill. If you have not read the section on Medical skill, I would suggest that you do so now. Without a character with Medical skill in the party, any character whose END score is brougHt to zero will die.

It is also suggested, if your players are going to create their own characters, that you prohibit the use of blaster type weapons. The damage done by these weapons will tend to unbalance the scenario.

Before running this adventure, read it through several times to make sure that you understand how all the encounters are set up. This will make your job much easier.

The Adventure

The party has been approached by agents who represent the Prosser Research Corporation. This corporation has hired the party to investigate and assay a number of deposits of communications grade crystal found on Helter's World.

The planetary survey group marked the deposits as rich, but did not have the equipment or expertise to go into the mountains where the deposits are located.

The Prosser Research Corporation will supply the party with a refitted Nova Class space yatch and any necessary equipment needed to survey the deposits. The PRC has also agreed to pay the party 1% of any profits made on the sale of the crystals if the deposits prove minable.

To expedite the purchasing of team supplies, the PRC has supplied the acting party ship pilot with a trade card which has a balance of 15,000 TCr.

The Nova Class space yatch which has been given to the party has been modified in the following manner:

The Deck #2 Foreward Lounge has been refit as a Geology and Chemistry lab. The Gymnasium and the port lower storage space have been converted to passenger cabins to allow up to six crew to live aboard. The final modification is the installation of a bay type airlock door in the foreward lower main storage space and cargo mounts for an aircar have been installed. An aircar has been supplied with the ship.

A detailed ship floor plan of the modified Nova Class yatch is included at the end of this module.

Helter's World

The star system in which Helter's World is found was generated using the Stellar Generation System found in the gamebook.

System Name:	Argam
Number of stars:	1
Star Size:	Medium
Star Color:	Yellow-White
Star Class:	F
Star Temp.:	7000 Degrees K
Number of Slots:	20
Number of Planets:	6

System Specials:
    Asteroid Belt in Slot A4
    Asteroid Belt in Slot D2

Planet #1	Slot A2
Type:	Planet
Size:	Small
Diameter:	5,500 Km.
Moons:	None
Class:	H3
Atmosphere:	None

Asteroid Belt	Slot A4

Planet #2*	Slot B3
Type:	Planet
Size:	Medium
Diameter:	7,500 Km.
Moons:	3
Class:	M3
Atmosphere:	Breathable
Temperature:	−27 to +37 C
Water Surface:	48%
Water:	filterable
Food:	Contains inert Materials which can be Toxic
Continents:	4
Major Minerals:	
Copper	Gold/Silver
Iron	Quartz
Aluminum	Emerald
Diamond	Sulfur

Planet #3	Slot C3
Type:	Planet
Size:	Small
Diameter:	6,000 Km.
Moons:	2
Class:	F3

Planet #4	Slot C6
Type:	Gas Giant
Size:	Small
Diameter:	20,000 Km.
Moons:	9

Asteroid Belt	Slot D2

Planet #5	Slot D3
Type:	Gas Giant
Size:	Medium
Diameter:	60,000 Km.
Moons:	17

Planet #6	Slot D5
Type:	Planet
Size:	Large
Diameter:	10,000 Km.
Moons:	1
Class:	F

Adventure Encounters

In the following sections, the basic encounters of the adventure are outlined. They are in the order in which they normally take place. I have attempted to make the descriptions as detailed as possible for ease of use.

Passage of time on Helter's World

Helter' World has a rotation of approximately 1.2 standard days. For ease of record keeping, each day is divided into 24 hours. In the area of the adventure, the sun rises at 8am and set at 7pm. These times vary during the year by +/−10%.

The following is a table of estimated times that certain actions take during the adventure. All action durations are in hours, or in the case of travel, hours per kilometer.

Landing and Air Test:
Unshipping and loading Air Car:
Overland travel to the Nest:
Travel to Canyon by Air Car:
Climbing the Tree:
Air Car travel through hills:
Foot travel through hills:
Foot travel through mountains:
Foot travel along fault line:
Sampling deposit:

Encounter #1:

The party will be able to land the starship in any open area shown on the map. At the nearest point, this will be 15−20 kilometers from the crystal deposits. There are no suitable landing sites any closer to the deposits.

The party has access to the reports filed by the planetary survey team. This report indicates that there are no overly dangerous life forms and no signs of any intelligent life on the planet.

Day one will be taken up in unloading and testing the required equipment.

In the evening, short range sensors will indicate the presence of a number of medium sized creatures investigating the landing area. If the exterior ship lights are turned on, the creatures will fade from view. A recording picture

will show a cat-like creature that stands approximately 1 meter at the shoulder. The creatures most noticeable feature is that it has six legs.

Encounter #2:

When the party unships the aircar and begins travel to the site of the deposits, they will be attacked by a large flying creature. This creature is reptillian in nature with a wing span of 10 meters. The statistics for the creature are as follows:

Psudoteranodon

STR: 32	INT: 05
CON: 29	WPR: 15
FTG: 46	END: 40

Natural Armor: Heavy Hide
Attacks: 3
    Beak: 10 Point/Skill level: 50
    Claw(2):   6 Point/Skill level: 50

If both claw attacks hit int the same combat turn, the target creature will be held in the Psudoteranodon's claws and carried off.

The Psudoteranodon moves as a vehicle travelling speed 10. (15 Hexes per Combat Turn)

The creatures first attack will be by surprise at an attack bonus of -20 to each attack roll.

The creature will attempt to capture a member of the party and carry him off to it's nest for food for the eggs in the nest. (The eggs are due to hatch any time soon!!)

If the first attack misses, the creature will continue to attack until it captures a party member, takes ½ of it's END total in damage, or the aircar begins to move faster than it can.

If a party member is captured, the Psudoteranodon will move toward it's nest (as marked on the map). The creature's altitude will increase in the following manner:

Combat Turn #1	15 meters
Combat Turn #2	25 meters
Combat Turn #3	35 meters
Combat Turn #4	45 meters
Combat Turn #5	55 meters
Combat Turn #6	65 meters
Combat Turn #7	75 meters
Combat Turn #8	80 meters

After Combat turn #8 the creature will remain at an altitude of 80 meters.

If the creature takes damage over ½ of it's total END score it will drop it's captive and attempt to escape. Damage from the fall is equal to 1 point per meter falling distance.

If the party member is dropped over water, a successful Dodge skill check will subtract ½ the damage the character takes from the fall.

If the party member is dropped over land a successful Dodge skill check will subtract ¼ of the damage the character takes from the fall.

If the character is not dropped, the creature will deposit the character in a large nest in the top of a very tall (150 meters) tree. In the nest are two large (basketball sized) eggs. The eggs are very close to hatching, and the first will begin to hatch 15 minutes after the character is dropped into the nest. The sides of the nest are 3 meters tall, and it is completely possible for a character to lift/roll the eggs out of the nest.

There are branches on the tree to a level 55 meters from the ground. This will allow the character to climb at least partway down the tree. When climbing down, a Climbing Skill check is required for each 20 meters climbed. If a skill check is failed, the character will fall to the next lower branch taking 3 points of damage. If there are no lower branches, a successful Dodge skill check will allow the character to grab onto the last available branch.

When the party follows the captured member, they will be unable to take the aircar through the forest, although they will be able to travel on the river to within 2 kilometers from the location of the nest. When they reach the tree, Mountain Climbing skill can be used to climb the trunk. A skill check is required for each 20 meters climbed. Once the tree has been

climbed, climbing down will not require any skill checks.

Encounter #3:

According to the party's map, the easiest way to get close to the deposits is to follow the river in the aircar. As they follow the river into the canyon marked on the map, the river banks disappear and the sides of the canyon rapidly rise. Approximately 1.5 kilometers into the canyon, the party will begin to hear rushing water and will find a 60 meter tall waterfall that totally blocks their way. Their only possible course of action is to turn around and find another way to the mountains.

Encounter #4:

The party will find that there is enough room along the river bank where the terrain becomes hilly, to move the aircar off the river.

It is possible, but difficult, to travel across the hills in the aircar. To travel through the hills in the aircar will require three Pilot {GEV} skill checks per kilometer traveled.

A skill check that is failed by 40 or greater indicates that the foreward edge of the aircar skirt has buried its self in the side of a hill. Further travel in the aircar will be impossible, and digging out the aircar will require at least four hours.

Encounter #5:

Once the party has reached the mountains, they will notice that the fault marked on their map breaks out into a high pass in the mountains. This pass is the easiest way to climb to where they have to go. The map of this area shows the layout of the climbing areas on the mountain side. A Mountain Climbing skill check is required for every 20 meters climbed.

It is the job of the character with the highest Mountain Climbing skill level to determine the order of each character on the climbing ropes. The party is assumed to have all the necessary climbing equipment.

When a Mountain Climbing skill check is required, each party member on the rope is required to make a skill check. The order of the checks are made starting with the lead climber and then following down the mountain side. A skill check that is failed by more that 40 indicates that the character has fallen from his position. If there are party members below the character who has fallen, they each must roll less than 3 time their DEX score on a d100 or they will also fall.

The lowest climber who does not fall has a chance equal to 3 times his Mountain Climbing skill level of stopping a characters fall. This represents the fact that pitons and stoppers have been pounded into the rock face by the lead climber.

Encounter #6:

Once the party has reached the area of the fault, they will find that no more mountain climbing is required. The fault area consists of a 4 to 4.5 meter fairly flat area with the actual fault being marked by a cliff 12 to 15 meters in height {see the fault diagram†. At the top of the fault cliff is a fairly flat area 2 to 3 meters in width adjoining the higher mountain side. Travel along the fault is difficult, but not overly so.

Please note that any attempts to earthquake prediction will show no possibility of an earthquake occuring.

The following sections describe the three deposit areas as marked on the map. All core samples must be taken from the top of the fault cliff.

Area 'A':

The fault cliff is approximately 10 meters tall at this point. In the face of the cliff can be seen a vein of crystal material about half-way up the cliff and about 15 centimeters wide. The composition of this deposit is usable for communications purposes and is fairly rich as normal deposits go.

Area 'B':

The fault cliff is approximately 12 meters tall at this location. The crystal vein is 3 meters from the top of the cliff and 7 centimeters in width. Core samples will show that this deposit is unsuitable for communications purposes due to the fact that this quartz is a quartz-gold bearing ore. The deposit is neither large enough or rich enough to be worth mining.

Area 'C':

The fault cliff is approximately 17 meters tall at this location. The crystal vein is 8 meters from the top of the cliff and is 1.5 meters in width. Core samples from this deposit will not be absolutely necessary as that the size of the vein allows samples to be taken directly from the exposed areas of the deposit. Analysis of samples from this deposit show it to be of very high grade and easily mined. This area is the major find of the trip.

Cat Encounter:

This encounter is not numbered due to the fact that it has no set location. Once the party enters the mountains, they will be followed by three Mountain Cats. These cats tend to attack mainly at night or at dusk. If the party sets up camp any night without an open fire or artificial lights for the entire night, the camp will be attacked by the cats. If the party maintains lighted camps at all times, they will be attacked by the cats as they return to their aircar.

Mountain Cats

STR: 15   INT: 07
DEX: 24   CON: 20
WPR: 15   FTG: 24
END: 15

Natural Armor: Heavy Fur
Attacks:
    Bite: 6 Points/Skill level 40
    Claw(2): 4 Points/Skill level 45
    Rake: 6 Points/Skill level 90

The cat's rake attack can only be made if both claw attacks hit during a single combat turn.

Special Defenses:
These cats can blend into any surrounding terrain with a 90% chance of not being seen. This ability can be used even if the cat is in plain sight. The cats tend to use this ability to make an attack approach by surprise.

A Mountain Cat will continue to attack until it has sustained damage equal to ½ of it's total END score.

Ending the Adventure:

After the party has taken samples and analyzed each deposit, they must return to their ship and lift off to take their reports back to their employers. During this return trip, they will have to climb down the mountain face and recross the terrain they crossed to get to the crystal deposits.
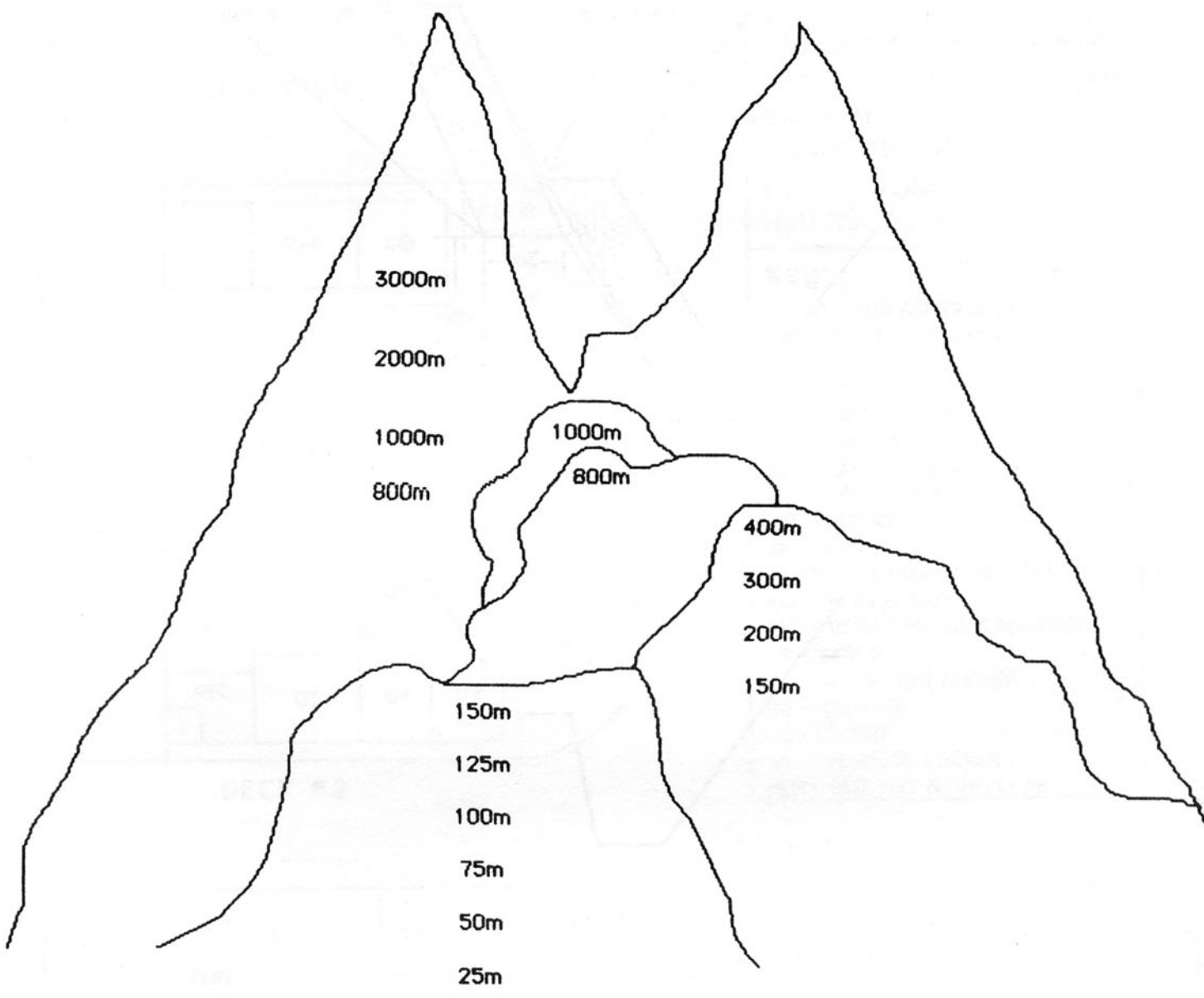
The party will have no new encounters, with the possible exception of an encounter with the Mountain Cats, on their return trip.
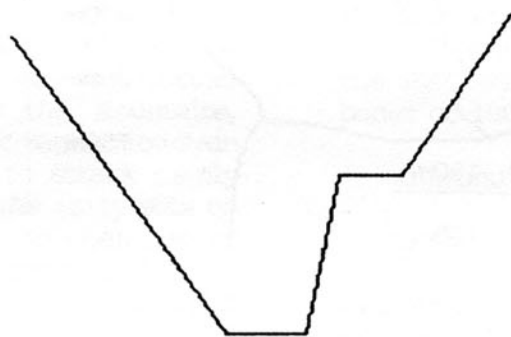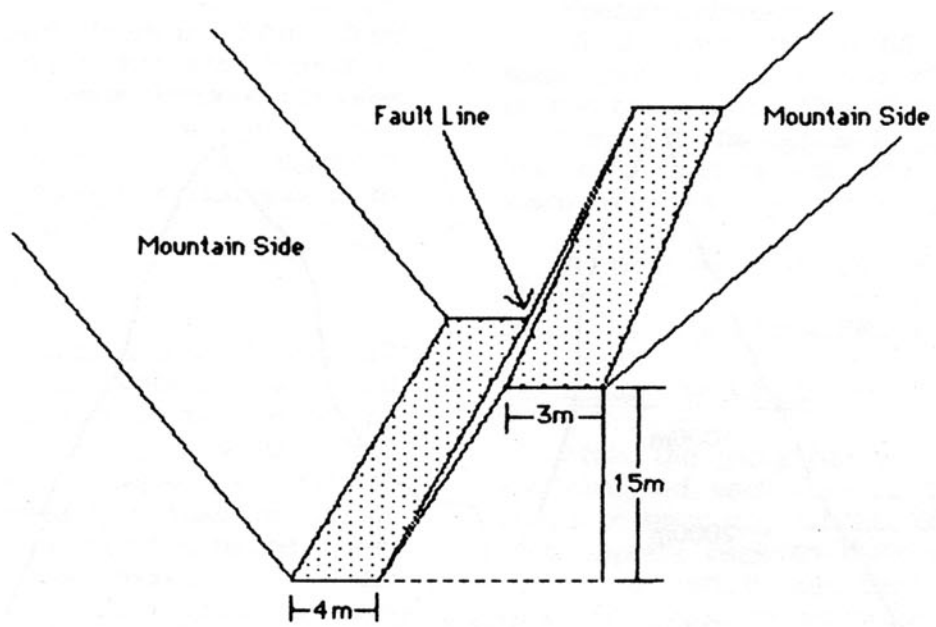
On return to their starting planet, the P R C will pay each party member a bonus of 1000 Tcr.

Continuing the Adventure

If this adventure is used as the start of a continuing campaign, the Game Master will have to determine the amount the party will be paid for their 1% of the profits for sale of the crystals.
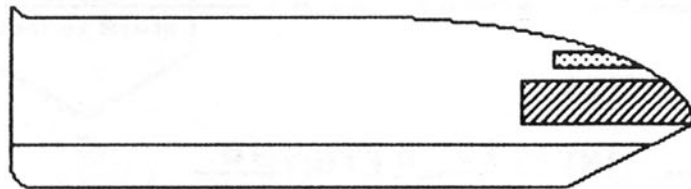
It is suggested that the 1% be worth no more than 2000 to 3000 Tcr. per 3 month period. This will supply the party with some working capital, but not enough to live on.
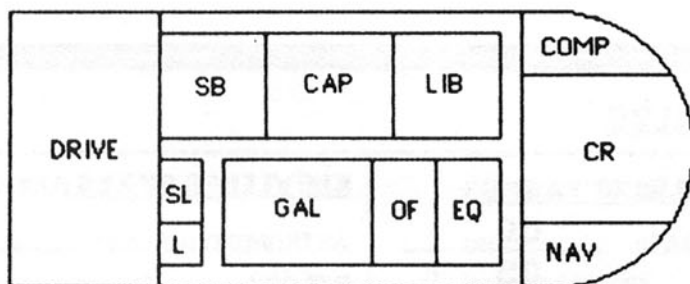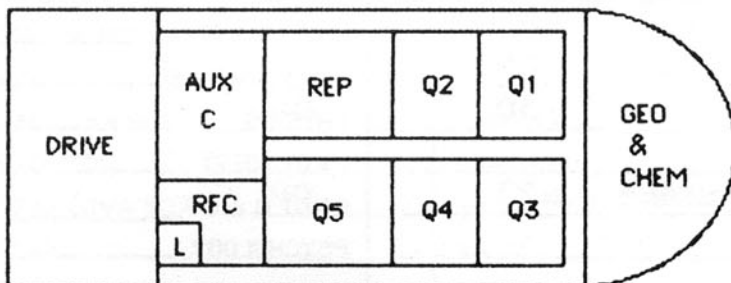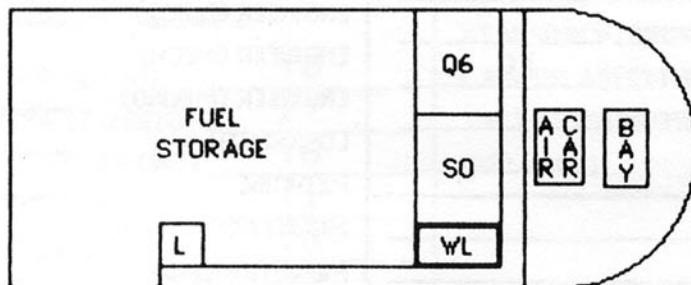
3000m

2000m

1000m

800m

1000m

800m

400m

300m

200m

150m

150m

125m

100m

75m

50m

25m

Fault Line

Mountain Side

Mountain Side

3m

15m

4m

Side View

SIDE VIEW

DECK #1

				COMP
DRIVE	SB	CAP	LIB	CR
	SL	GAL	OF	EQ	NAV
	L				

DECK #2

DRIVE	AUX C	REP	Q2	Q1	GEO & CHEM
	RFC	Q5	Q4	Q3	
	L				

DECK #3

FUEL STORAGE	Q6		A I R	C A R	B A Y
	SO				
L	WL				

NOVA CLASS
PRIVATE SPACE YATCH
{MODIFIED}

DRIVE:
Star Drive: COM Standard
Manuever Drive: Acc 5 Max

WEAPONS:
Lasers: None
Hull Rating: 1

Key:
AUX C – AUX CONTROL ROOM
CAP – CAPTAIN'S CABIN
COMP – MAIN COMPUTER
CR – CONTROL ROOM
EQ – EQUIPMENT SPACE
GAL – GALLEY
BAY – BAY AIRLOCK DOOR
L – ELEVATOR {LIFT}
LIB – LIBRARY
OF – OFFICE
Q1–Q6 – STATEROOMS {CREW}
REP – REPAIR SHOP
RFC – REFUELING CONTROL ROOM
SB – SICK BAY
SL – SPACE SUIT LOCKER
SO – STORAGE
LG – LOUNGE
WL – WEAPONS LOCKER
GEO – GEOLOGY & CHEM LAB

SHIP DATA:

LENGTH: 72 m	CREW: 7
WIDTH: 26 m	RANGE: 6 Months

Player Name: _____

Character Name: _____

Character Race: HUMAN _____

STATISTICS

STR: 18   CON: 11   INT: 19   FTG: 16

DEX: 22   WPR: 14   AGE: 37   END: 9

RESIST: 56

SKILLS

GENERAL SKILLS:

ADMINISTRATION	
BRAWLING (5)	15
FIRST AID (15)	45
FORGERY (INT)	19
GAMBLING (5)	05
GENERAL REPAIR	
MUSIC	
READ (OWN 90)	90
READ	
SPEAK (OWN 90)	90
SPEAK	
TREAT POISON	
VAC SUIT	20

PHYSICAL SKILLS:

CLIMBING (10)	10
DODGE (2 x DEX)	50
FIND HIDDEN (INT)	19
JUMP (DEX)	22
LISTEN (INT)	19
RIDE SM ANIMAL (5)	05
RIDE LG ANIMAL	
SWIMMING (10)	10
ZERO GRAVITY	10

COMBAT SKILLS:

UNARMED COMBAT	60
HAND ROCK (5)	05
HAND CLUB (5)	05
HAND KNIFE	20
HAND	
THROWN ROCK (5)	05
THROWN CLUB (5)	05
THROWN	30
THROWN	
PROJ Lt. PISTOL	23
PROJ	
BEAM	
BEAM	
HEAVY	
HEAVY	
STARSHIP WEAPONS	
CAMOUFLAGE (INT/2)	10
TACTICS/STRATEGY	
EXPLOSIVES	

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

KNOWLEDGE SKILLS:

ASTRONOMY	
BIOLOGY	
CHEMISTRY	30
COMPUTER OPS	40
GEOLOGY	75
MAP MAKING	
MATHEMATICS	
PHYSICS	
PILOT (GEV)	50
PILOT (LAND)	
PSYCHOLOGY	

SPECIAL SKILLS:

COMPUTER REPAIR	
ENGINEER (ATOMIC)	
ENGINEER (ELECT)	
ENGINEER (MECH)	
ENGINEER (MINING)	
LOCKSMITH	
MEDICINE	
MOUNTAIN CLIMBING	50
PILOT (SAILING)	
PILOT (STARSHIP)	
PILOT (SUBMERSIBLE)	
VAC SUIT REPAIR	

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Midnight at the Well of Souls

2

Player Name: _____

Character Name: _____

Character Race: HUMAN _____

STATISTICS

STR: 18   CON: 18   INT: 18   FTG: 42

DEX: 11   WPR: 22   AGE: 36   END: 16

RESIST: 88

SKILLS

GENERAL SKILLS:

ADMINISTRATION	_____
BRAWLING (5)	05
FIRST AID (15)	25
FORGERY (INT)	18
GAMBLING (5)	05
GENERAL REPAIR	_____
MUSIC	_____
READ (OWN 90)	90
READ	_____
SPEAK (OWN 90)	90
SPEAK	_____
TREAT POISON	_____
VAC SUIT	50

PHYSICAL SKILLS:

CLIMBING (10)	10
DODGE (2 × DEX)	22
FIND HIDDEN (INT)	18
JUMP (DEX)	11
LISTEN (INT)	18
RIDE SM ANIMAL (5)	05
RIDE LG ANIMAL	_____
SWIMMING (10)	10
ZERO GRAVITY	50

COMBAT SKILLS:

UNARMED COMBAT	_____
HAND ROCK (5)	05
HAND CLUB (5)	05
HAND	_____
HAND	_____
THROWN ROCK (5)	05
THROWN CLUB (5)	05
THROWN	_____
THROWN	_____
PROJ Hvy. PISTOL	50
PROJ	_____
BEAM	_____
BEAM	_____
HEAVY	_____
HEAVY	_____
STARSHIP WEAPONS	_____
CAMOUFLAGE (INT/2)	09
TACTICS/STRATEGY	_____
EXPLOSIVES	60
	_____
	_____
	_____
	_____
	_____

KNOWLEDGE SKILLS:

ASTRONOMY	_____
BIOLOGY	_____
CHEMISTRY	25
COMPUTER OPS	25
GEOLOGY	25
MAP MAKING	20
MATHEMATICS	_____
PHYSICS	_____
PILOT (GEV)	_____
PILOT (LAND)	_____
PSYCHOLOGY	_____

SPECIAL SKILLS:

COMPUTER REPAIR	_____
ENGINEER (ATOMIC)	_____
ENGINEER (ELECT)	_____
ENGINEER (MECH)	_____
ENGINEER (MINING)	50
LOCKSMITH	25
MEDICINE	_____
MOUNTAIN CLIMBING	25
PILOT (SAILING)	_____
PILOT (STARSHIP)	_____
PILOT (SUBMERSIBLE)	_____
VAC SUIT REPAIR	10

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Midnight at the Well of Souls

3

Player Name: _____

Character Name: _____

Character Race: __HUMAN_____

STATISTICS

STR: _18_   CON: _16_   INT: _14_   FTG: _27_

DEX: _16_   WPR: _16_   AGE: _27_   END: _14_

RESIST: _64_

SKILLS

GENERAL SKILLS:

ADMINISTRATION	
BRAWLING (5)	05
FIRST AID (15)	100
FORGERY (INT)	14
GAMBLING (5)	05
GENERAL REPAIR	
MUSIC	
READ (OWN 90)	90
READ	
SPEAK (OWN 90)	90
SPEAK	
TREAT POISON	75
VAC SUIT	20

PHYSICAL SKILLS:

CLIMBING (10)	40
DODGE (2 x DEX)	32
FIND HIDDEN (INT)	40
JUMP (DEX)	16
LISTEN (INT)	14
RIDE SM ANIMAL (5)	05
RIDE LG ANIMAL	
SWIMMING (10)	10
ZERO GRAVITY	10

COMBAT SKILLS:

UNARMED COMBAT		
HAND ROCK (5)	05	
HAND CLUB (5)	05	
HAND		
HAND		
THROWN ROCK (5)	05	
THROWN CLUB (5)	05	
THROWN		
THROWN		
PROJ	50	
PROJ		
BEAM		
BEAM		
HEAVY		
HEAVY		
STARSHIP WEAPONS		
CAMOUFLAGE (INT/2)	07	
TACTICS/STRATEGY		
EXPLOSIVES		

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

KNOWLEDGE SKILLS:

ASTRONOMY	
BIOLOGY	50
CHEMISTRY	50
COMPUTER OPS	15
GEOLOGY	15
MAP MAKING	
MATHEMATICS	
PHYSICS	35
PILOT (GEV)	
PILOT (LAND)	
PSYCHOLOGY	

SPECIAL SKILLS:

COMPUTER REPAIR	
ENGINEER (ATOMIC)	
ENGINEER (ELECT)	
ENGINEER (MECH)	
ENGINEER (MINING)	
LOCKSMITH	
MEDICINE	65
MOUNTAIN CLIMBING	25
PILOT (SAILING)	
PILOT (STARSHIP)	
PILOT (SUBMERSIBLE)	
VAC SUIT REPAIR	

Midnight at the Well of Souls

4

Player Name: _____
Character Name: _____
Character Race: **HUMAN** _____

STATISTICS

STR: **17**   CON: **15**   INT: **16**   FTG: **21**

DEX: **14**   WPR: **13**   AGE: **33**   END: **13**

RESIST: **52**

SKILLS

GENERAL SKILLS:

ADMINISTRATION	30
BRAWLING (5)	05
FIRST AID (15)	35
FORGERY (INT)	46
GAMBLING (5)	05
GENERAL REPAIR	40
MUSIC	
READ (OWN 90)	90
READ	
SPEAK (OWN 90)	90
SPEAK	
TREAT POISON	
VAC SUIT	40

PHYSICAL SKILLS:

CLIMBING (10)	10
DODGE (2 × DEX)	28
FIND HIDDEN (INT)	16
JUMP (DEX)	14
LISTEN (INT)	16
RIDE SM ANIMAL (5)	05
RIDE LG ANIMAL	
SWIMMING (10)	10
ZERO GRAVITY	50

COMBAT SKILLS:

UNARMED COMBAT	
HAND ROCK (5)	05
HAND CLUB (5)	05
HAND	
HAND	
THROWN ROCK (5)	05
THROWN CLUB (5)	05
THROWN	
THROWN	
PROJ **LONG BOW**	30
PROJ **Med. PISTOL**	50
BEAM	
BEAM	
HEAVY	
HEAVY	
STARSHIP WEAPONS	
CAMOUFLAGE (INT/2)	08
TACTICS/STRATEGY	
EXPLOSIVES	

KNOWLEDGE SKILLS:

ASTRONOMY	40
BIOLOGY	
CHEMISTRY	
COMPUTER OPS	40
GEOLOGY	
MAP MAKING	
MATHEMATICS	
PHYSICS	
PILOT (GEV)	15
PILOT (LAND)	
PSYCHOLOGY	

SPECIAL SKILLS:

COMPUTER REPAIR	15
ENGINEER (ATOMIC)	
ENGINEER (ELECT)	40
ENGINEER (MECH)	
ENGINEER (MINING)	
LOCKSMITH	
MEDICINE	
MOUNTAIN CLIMBING	25
PILOT (SAILING)	
PILOT (STARSHIP)	55
PILOT (SUBMERSIBLE)	
VAC SUIT REPAIR	40

RIVER

LAKE

FOREST

MOUNTAIN

HILL

SWAMP

CANYON