

# ROCKET RANGERS!

Pulp Science Fantasy Adventures

ISSUE 1  
50 cents



By Kevin Scrivner

Mini 6 Compatible



# Rocket Rangers!

is a light-hearted pulp science fantasy campaign inspired by comics such as *Flash Gordon* and *Buck Rogers*; the Mars and Venus novels of Edgar Rice Burroughs, and sci-fi movies and television shows from the 1950s and '60s such as *Forbidden Planet*, *Lost in Space*, and *Captain Video*. The focus is on fun and excitement rather than scientific accuracy. Crazy retro gadgets, weird creatures, sexy alien princesses (or princes), and unlikely civilizations are all par for the course.

The nine planets are inhabited by human and not-so-human residents who are loosely connected by the Solar Confederation. Technology is good. Science can solve all man's problems. The future is bright. But vital shipping and communications are threatened by the asteroid pirates, led by the terrifying Mardux the Manhandler. Less obvious villains, such as would-be emperor Vilnak of Varnoth, seek to shatter the harmony of interplanetary relations for selfish ends. Protecting the peace and the citizenry of the Confederation are the Rocket Rangers, a brave band of futuristic knights errant determined to right wrongs, explore the unknown, and expand mankind's horizons.

The Rangers gain their nominal police powers from the equally tenuous Confederation. In practice, the authority of a Ranger badge provides derives more from local goodwill than from the edicts of a distant governing body. Ultimately, Rangers will have to demonstrate their good intentions to the residents of each planet they visit, winning hearts by acting justly and bravely.

So strap on your rocket pack, adjust your oxygen mask, and prepare to blast off to adventure!

## People of the Solar System

Man has colonized the planets and the void between. Most colonists are regular humans, allowing for normal variations in race and culture. Some have lived in space long enough to have physically adapted, evolving into a separate human sub-species. The exact adaptation varies, depending on the environment.

Descendants of asteroid miners who lived within hollowed-out craters have become action figure-sized gnomes (the better to utilize limited space). They can survive a hard vacuum longer than a terrestrial human. Like mythological dwarves, they are famed for their technical skills. To survive, they had to become engineering wizards.

Space-farers who have lived in total weightlessness long enough don't look very human at all. Although a human skeleton lurks within, their bodies have become globular and hair-covered to reduce surface area and conserve body heat. The ball-shaped body also helps ensure proper circulation of bodily fluids. They may have developed more than four limbs and have hands at the end of each. These humanoid descendants can endure extremes of heat, cold, radiation, and oxygen deprivation that would kill most terrestrial animals. They have been separated from terrestrial humans long enough that they may not recognize player-characters as brothers, or even as people.

Space colonists living in low-gravity situations (the Moon, the smaller planets, orbital colonies) have developed exaggeratedly tall, thin bodies. They have spidery limbs and prehensile toes, the better to cling to space station constructs and alien vegetation with. They experience no ill effects from weightlessness, never experience vertigo, and are master climbers. If you need someone to crawl out to the end of your ship's communications

boom and repair the antenna, these are the people to call. They aren't weaker or less durable than terrestrial humans, but their long, thin bones could never endure Earth's gravity.

Other people adapted to gravity heavier than that of Earth, such as those aboard the cities orbiting the gas giants. They have short, squat, dense bodies heavier and stronger than their size would suggest. Such heavy world residents might resemble historic terrestrial Neanderthals, or they might be outrageously short and broad, depending on the Game Master's preference. Their strength and durability tends toward the human maximum but they aren't necessarily superhumanly strong (unless the GM wants them to be).

### Name: Asteroid Gnome

Might: 1D (*Stamina 2D, Pole Arm 2D*)

Agility: 5D (*Dodge 6D, Stealth 7D*)

Wit: 3D (*Repair 5D*)

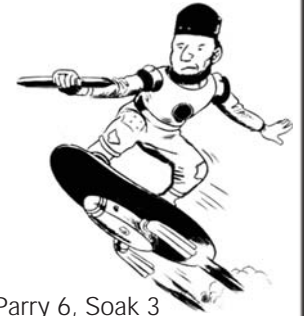
Charm: 2D

Perks: Asteroid Gnome (1)

Complications: Small

Gear: Javelin 1D-1, Toolkit

Static Defenses: Block 3, Dodge 18, Parry 6, Soak 3



**Notes:** Asteroid gnome weapons are dangerous but do less damage because of their small size. Some, but not all, asteroid gnomes have allied themselves with Mardux the Manhandler, assisting him in constructing his pirate base. A few of them are beginning to realize his promises are as hollow as the planetoid they modified for him.

**Game Mechanics:** An Astroid Gnome's Might cannot exceed 3D while their Agility may go as high as 5D. Astroid Gnomes also have a natural aptitude with all things mechanical, this gives them a +1D bonus on all *Repair* and *mechanical* based skill rolls. Unfortunately, because of their Small Complication, they receive a -5 penalty on all Might skill checks, Might based damage rolls, Block, and Parry. This penalty doesn't apply to *Stamina*, healing, and resisting damage. This penalty doesn't apply when fighting a Small or Tiny creature. They also earn 1 bonus CP each session for this complication.

### Name: Light Worlder

Might: 3D (*Knife 4D*)

Agility: 4D (*Acrobatics 5D, Climb 5D+2, Dodge 4D+1, Pistol 5D*)

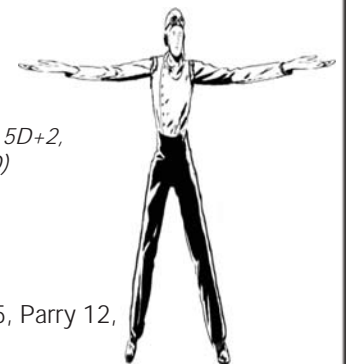
Wit: 2D

Charm: 2D

Perks: Light Worlder (1)

Gear: Knife +1D, Air Pistol 3D

Static Defenses: Block 9, Dodge 15, Parry 12, Soak 9



**Notes:** Found in many parts of the solar system, their popularity as space support technicians ensures that many colonies and space stations have an environment set for their comfort level.

**Game Mechanics:** The environment Light Worlders were born in have let them develop special advantages over time, they are never dizzy, receive a +2 bonus on *Climb*, *Acrobatic* and similar Agility-based skill checks. Unfortunately, they can't endure Earth Gravity and suffer a -1D to all skill checks when in any environment using this as their norm. If more than a day is spent in the environment the penalty increases to -2D.





## Name: Heavy Worlder

Might: 5D (*RBMW 5D+1, Stamina 5D+2*)  
 Agility: 2D (*Dodge 4D*)  
 Wit: 2D (*Pilot 4D*)  
 Charm: 2D  
 Perks: Heavy Worlder (2)  
 Gear: Really Big Melee Weapon +3D  
 Static Defenses: Block 16, Dodge 12, Soak 15 (18)



**Notes:** Heavy worlders have the advantage of being able to easily move about in any gravity someone might encounter. This has evolved into a sort of racial pride to the point that many Heavy Worlders make every effort to have their own children where they themselves were born or at least in another high gravity environment to help ensure their children are born with the same advantages as their parents.

**Game Mechanics:** Heavy Worlders have adapted to a much stronger gravity than is found on Earth. With denser bones and tougher skin they have a natural armor bonus of +1D and can have a Might attribute as high as 5D. However, their stockier build and thicker skeletal structure limits their natural Agility to only 3D. They also receive a +2 bonus on all *Stamina* and *Lift* based skill checks.

## Name: Vacuum Globe

Might: 3D (Brawling +1D)  
 Agility: 3D (Zero-G Combat +1D)  
 Wit: 2D (Repair +1D)  
 Charm: 1D  
 Perks: Vacuum Globe (4)  
 Gear: Sure, but would you recognize it if you saw it?  
 Static Defenses: Block 12, Dodge 9, Soak 9



**Notes:** Vacuum Globe colonists have difficulty working in any gravity environment. Some wear special anti-gravity harnesses, to help compensate, without these they suffer a -2D penalty to all skill checks in a normal gravity environments. The psychology of the Vacuum Globes is considered very alien to the way of human thinking and this causes some difficulty for them when interacting with other races on a regular basis.

**Game Mechanics:** Vacuum Globe colonies have grown into a radically different form of life. They need only a fraction of the oxygen normal humans do and are resistant to temperature variations, receiving a +1D bonus to resist any heat, cold, and radiation. They have also grown extra limbs and have hands in place of feet; this strange build gives them added speed with a +2 on all movement rolls.

# PERSONALITIES OF THE SOLAR CONFEDERATION

## Devin Dauntless

Might 3D (Brawling +1D)  
 Agility 3D (Pilot +1D, Pistol +1D, Zero-G Combat +1D)  
 Wit 3D (Tracking +1D)  
 Charm 3D  
 Perks: Daredevil (2)  
 Complications: Personal Code (Must Stand Up For the Oppressed)  
 Gear: Flight Suit +2 Armor, Ray Gun 5D, Rocket Belt (Flying), Lucky Rabbit's Foot  
 Static Defenses: Block 12, Dodge 9, Soak 11



Devin Dauntless is a heroic Rocket Ranger who sometimes shows more courage than brains. He's dedicated to defending the citizenry of the Solar Confederation from cosmic marauders such as Mardux the Manhandler. Devin is athletic, brave, good in a fight, and compassionate towards those who need his help. He has a knack for speaking before he thinks.

## Dr. Hubert Wintersnipe

Might 2D  
 Agility 2D (Stealth +1D, Pistol +1D)  
 Wit 4D (Medicine +1D, Repair +1D, Science +1D)  
 Charm 4D (Fast Talk +1D, Streetwise +1D)  
 Perks: None  
 Complications: Skeletons in the Closet (Double Agent)  
 Gear: Ray Gun 5D (Concealed), Slide Rule, Medical Kit, Tool Kit  
 Static Defenses: Block 6, Dodge 6, Soak 6

Ostensibly a respected scientific advisor to the Rocket Rangers, Dr. Wintersnipe is in reality a spy for Vilnak of Varnoth, who regards the Rangers as a threat to his plans for interplanetary conquest. Wintersnipe is a lean, sarcastic man valued by the Rangers for his knowledge and technical skills but disliked by many because of his acid tongue. Embittered because he perceives that the Confederation doesn't appreciate and reward his abilities, the doctor would be willing to sell his own grandmother for a sufficient price. In addition to being a traitor, he's also an excellent gourmet cook.

## Hailey Hiflyer

Might 2D  
 Agility 4D (Drive +1D, Pilot +1D, Pistol +1D, Stealth +1D)  
 Wit 3D (Navigation +1D, Radio Operator +1D)  
 Charm 3D (Seduce +1D)  
 Perks: None  
 Complications: Crazy (Adrenaline Junkie)  
 Gear: Flight Suit +2 Armor, Ray Gun 5D, Rocket Belt (Flying), Slide Rule  
 Static Defenses: Block 6, Dodge 12, Soak 8

A hotshot pilot for the Rocket Rangers, Hailey Hiflyer can drive or fly almost any craft after a mere glance at the controls. She always has a blinding smile, even while dodging laser blasts and asteroids, which her equally dazzling reflexes allow her to do. Despite her bubbly personality, Hailey can be quiet when she needs to be stealthy. She is easily bored, and may confront avoidable threats just for the entertainment.





### Mardux the Manhandler

**Might 4D** (Brawling +1D, Cutlass +1D)  
**Agility 2D** (Pistol +1D, Pilot +1D)  
**Wit 2D** (Navigation +1D)  
**Charm 4D** (Command +1D, Streetwise +1D)

**Perks:** None  
**Complications:** Personal Code (Greedy)  
**Gear:** Space Armor +2D, Ray Gun 5D, Cutlass +2D+2, Black Leather Costume, Private Journal  
**Static Defenses:** Block 15, Dodge 6, Parry 15, Soak 14

Mardux is the brutal leader of the asteroid belt pirates, a massive thug built like a sumo wrestler encased in black leather. He's rough, but he treats his pirates fairly. He has no favorites and makes sure each picaroon gets an equal share. He's an effective military planner. His right eye, lost in combat, has been replaced by a robotic lens. When he's not splitting skulls and hoarding booty, he arranges flowers and composes poetry. None of his crew dares laugh. Mardux operates out of an asteroid his men have hollowed out and converted into a mobile battle station. So far, the Rocket Rangers haven't been able to locate it. The Manhandler's followers are standard pirates from Mini Six, Page 16, except that they have the appropriate outer space skills as needed.

### Queen Bee

**Might 3D**  
**Agility 2D**  
**Wit 3D** (Language: Human +1D)  
**Charm 4D** (Command +1D, Diplomacy +1D, Seduce +1D)

**Perks:** Pheromones [3] (Charm, Paralysis, Possession, Slumber)  
**Complications:** Personal Code (Sexiest Being Alive)  
**Gear:** Slinky Gown, Tiara, Scepter +1D+1, Romance Novel  
**Static Defenses:** Block 9, Dodge 6, Soak 9

The Queen Bee rules the colony of Beta V with benign ruthlessness, enforcing her word with pheromone-based powers of persuasion and the military efficiency of her soldier daughters. Her precise planning for the common good leaves little room for individuality in the colony. Rare dissenters are given a personal interview with their Queen, where they are enthralled by her hypnotic beauty. She has a similar effect on many humans. Traders and diplomats must take care to avoid being overwhelmed by her presence.

### Typical Beta V Colonist

**Might 2D+2** (Pole Arm +1D)  
**Agility 4D** (Dodge +1D, Rifle +1D)  
**Wit 2D**  
**Charm 2D+1**

**Perks:** Flying (4)  
**Complications:** Personal Code (Protect and Obey the Queen)  
**Gear:** Slinky Gown, Energy Lance +2D in hand-to-hand combat, 3D at range; Shield +2D Armor  
**Static Defenses:** Block 8, Dodge 15, Parry 11, Soak 10

The Queen Bee's daughters are nubile, bug-winged humanoids in skimpy faux Greek gowns. Unfortunately for human male visitors, despite their good looks they're all business. In their military gear they resemble high-tech hoplites.

### Rodney the Rampaging Robot

**Might 4D**  
**Agility 3D**  
**Wit 4D** (Navigation +1D, Repair +1D, Mathematics +1D)  
**Charm 1D**

**Perks:** Robot (4)  
**Complications:** Personal Code (Knows It All)  
**Gear:** Armor +3D, Environmental Analyzer, Welding Torch 4D, Radio  
**Static Defenses:** Block 12, Dodge 9, Soak 15



Rodney is a 1950s-style B-movie robot, an 8-foot-tall brushed metal mechanical construct with glowing eyes, thick claws, and a deep monotone voice. Built to help the crew explore new worlds, Rodney is very smart and very strong but has an unfortunate tendency to try to boss other, less knowledgeable, people around and to go berserk when he doesn't get his way. Fortunately, he's good at repairing some of the damage he does, at least if it involves electronics or mechanical parts. The robot can withstand the rigors of space and planetary weather but would short-circuit if immersed in water (or other liquids).



### Vilnak of Varnoth

**Might 2D**  
**Agility 3D** (Pistol +1D)  
**Wit 3D** (Military History +1D)  
**Charm 4D** (Command +1D, Diplomacy +1D, Fast Talk +1D)

**Perks:** Perceptive (2)  
**Complications:** Personal Code (Power Mad)  
**Gear:** Ray Gun 5D, Rapier +2D, Royal Robes, Breath Mints  
**Static Defenses:** Block 6, Dodge 9, Soak 6

Would-be ruler of the solar system, Vilnak is a short, wiry man with a regal bearing and a sinister gleam in his eye. He's a cunning schemer, employing diplomacy (and enjoying diplomatic immunity) while seeking to cause strife on other planets for his own purposes. A clever master manipulator, Vilnak's chief weaknesses are his perennial arrogance and vanity. He has an army of militaristic followers.



# PULP SCIENCE FICTION GEAR & GIZMOS

Welcome to the world of pulp science fiction technology. Writers of the 1920s and '30s came up with all sorts of gadgets extrapolated from the knowledge of the times. Some of these amazing items have not yet been invented, even in the 21st century. Others items we now take for granted were never anticipated by even the most imaginative authors. For example, while authors frequently equipped their heroes with antigravity devices and vehicles, not one of them (even the famous, big-name guys) anticipated the computer. You may have noticed that none of the NPCs have the Computer skill, not even the robot. That's because while early space adventurers could build rockets (atomic powered, before the Manhattan Project!) to swiftly carry them throughout the solar system, they had to perform all navigational calculations in their heads or on paper with a slide rule.

Another invention not anticipated by early authors was the integrated circuit. No miniaturization or compact circuit boards here, people. We're talking bulky vacuum tubes, giant bus bars, and riveted steel plates. Bigger was better because, based on the technology of the times, the larger a device was the more powerful it was.

And remember when these stories were written Radio was king and a lot of pulp technology was explained in terms of radio-like waves. With the discovery of radium, rays were big too. There was seemingly a ray for every use: death ray, healing ray, invisibility ray, etc. Television (actually invented in the Twenties) existed in the form of giant screens that would be the envy of modern sports fans. These devices could zero in on whomever the operator wanted to observe or communicate with, rather like a crystal ball, apparently without the need for cameras of any sort. It's surprising that pulp heroes and villains undertook so many espionage missions; they could have simply spied upon each other with their high-definition TVs.

## Typical Gear

**Energy Lance:** Despite the futuristic tech floating around, a surprising number of interplanetary cultures still defend themselves with old-fashioned muscle-powered melee and missile weapons. The energy lance is a compromise, combining pole arm and energy rifle into one device. It requires both Pole Arm and Rifle skills to use effectively.

**Flight Suit:** This is a leather, insulated suit not unlike those that aviators of the time wore at high altitudes. It is equipped with goggles, leather cap, and an oxygen mask and bottle.

**Ray Gun:** Whether pistol or rifle, these tend to be bulky, ornate weapons with fins and strange bulbs, the barrels interrupted by disc-like protuberances. Occasionally they are wand-like devices not much bigger than pencils that pack a surprising punch given their size and lack of visible power source. While death rays are most common, there are also paralysis rays, stun rays, and gravity rays (capable of knocking opponents about or pinning them down). Whatever their power source, they seemingly never run out of energy until the plot demands it.



**Rocket Belt:** Sometimes called a jet pack. Regardless of its motive explanation, it enables the wearer to fly despite its surprisingly compact size and lack of visible fuel tank. In fact, fuel or lack thereof never seems to be an issue. That's OK. If you're worried about fuel to thrust ratios, Mini Six isn't the game for you anyway. Wearers must have Pilot skill to operate a rocket belt.

**Vacuum Helmet:** A heavy metal helmet that fastens to the collar of a flight suit rather like a diving helmet attaches to a diving suit, although the vacuum helmet has much better visibility. It often features a bulky fin-, spike-, or ball-like crest containing radio equipment.

## Vehicles

**Solar Confederation Patrol Rocket**      \$\$\$\$      Scale +6D



*Atomic-powered, one-stage "bullet with wings" rocket ship*

Skill: Pilot      MNV: 2D

Body: 4D+2      Move: 3D

Crew: 1      Psg: 7      Cargo: 5 tons

Weapons: Dual Ray Cannon (5D), Range 1 / 5 / 10, can fire straight ahead only.

Notes: Rocket Rangers usually travel in pairs, leaving room for 6 passengers. Since the guns are fixed, pilots must develop excellent dog-fighting skills to defend themselves.

**Asteroid Pirate Raider**      \$\$\$      Scale +6D



*Rivet-pocked "sphere of death"*

Skill: Pilot      MNV: 1D

Body: 3D      Move: 4D

Crew: 2      Psg: 15      Cargo: 15 tons

Weapons: Radium Cannon (4D), Range 1 / 4 / 8.

Notes: An asteroid pirate's "passengers" are typically its boarding party. Unloaded raiders are fast but not as tough or agile as patrol rockets.

**Pirate Mobile Battle Station**      \$\$\$\$\$      Scale +24D



*Hey, wait a minute! That big rock is moving against the orbit of the other asteroids!*

Skill: Command      MNV: 0D

Body: 18D      Move: 1D

Crew: 15,000      Psg: 1,000      Cargo: 1 million tons + 100 raiders

Weapons: Hyper-Electro-Disassociator Ray (Main Gun) 10D, fixed area of fire, can be fired only every third turn (it takes that long to warm up); 50 Radium Cannons 4D, Range 1/4/8, only 50% can fire at one target at one time.

Notes: The pirate base is not a thin metal shell but a planetoid hollowed out and equipped with engines and weaponry.

# CREATURES STRANGE & SPECTACULAR

Pulp science fiction authors expected the planets to be inhabited, if not by sentient beings then at least by the local flora and fauna. They expected Venus to be jungle-covered with appropriate denizens and Mars to have desert beasts supported by those famous canals. And who knew what sort of life forms the gas giants could support? Being exotic and scary was more important than biological plausibility. Some creatures were basically livestock with more legs and an odd color scheme. Others were terrestrial predators magnified and/or combined with other creatures. Still others were utterly bizarre. All of them were hungry for their favorite snack food: nosy Earth men.

## Sample Space Critters

### Arboreals

On worlds other than Earth, it wasn't primates who took to the treetops. Although they're omnivorous and leap and swing among the branches of the upper canopies of alien jungles, these definitely aren't "space monkeys." Many of them have three or more pairs of legs with clawed or sticky-toed feet that can cling like duct tape to unwary adventurers as easily as tree trunks. Some have long, adhesive tongues, others fangs that inject poison or digestive fluids, still others flaps or interlocking scales that enable them to glide from tree to tree. And while some may be edible, prized by local chefs, most of them are eager to sample Earthman.

Scale 0D  
 Might 2D  
 Agility 5D (Acrobatics +1D, Dodge +1D)  
 Wit 0D  
 Charm 1D

Hypodermic Mandibles +1D damage  
 Arboreals can glide 30 feet per turn.  
 Static Defenses: Dodge 18, Soak 6

### Cloud Polyp

Cloud polyps are vast, ethereal predators that stalk the upper atmospheres of gas giant planets. The thick, soupy air enables polyps and innumerable other large, gooey, mostly intangible life forms to swim leisurely through the skies. Cloud polyps vary widely in color, size, and conformation but unlike other air swimmers they're fast and aggressive. Their bodies may have the consistency of pancake syrup (making them hard to injure) but their teeth are solid enough to snatch unlucky aviators and damage passing air- and spacecraft. The largest cloud polyps are always solitary but smaller (+2D Scale) creatures sometimes hunt in packs. The best way for adventurers to deal with cloud polyps is to outrun them. Polyps, like other air swimmers, have a very specific environmental range. They can't enter the lower atmosphere (which would condense them) or chase the heroes into outer space (which would dissipate them).



Scale varies from +2D to +12D  
 Might 1-3D depending on Scale  
 Agility 2D  
 Wit 0D  
 Charm 0D

Teeth +2-3D depending on Scale; Armor (Intangibility) +3D  
 Cloud polyps fly at 60 feet per turn.  
 Static Defenses: Dodge 6, Soak 6-12

### Riding Bird

Riding birds are large flightless avian creatures used as mounts and pack animals on some worlds. They're warm-blooded and hot tempered but patient, gentle care can train them to be loyal and affectionate servants. Riding birds theoretically could be trained as war mounts but their flighty temperaments (and sharp beaks and claws) could make this as dangerous for their riders as for their opponents.

Scale 0D  
 Might 3D+1  
 Agility 3D+2 (Dodge +1D)  
 Wit 0D  
 Charm 1D

Riding birds walk 40 ft or run 80 ft per turn  
 Static Defenses: Dodge 14, Soak 10

### Varnothi Battle Squid

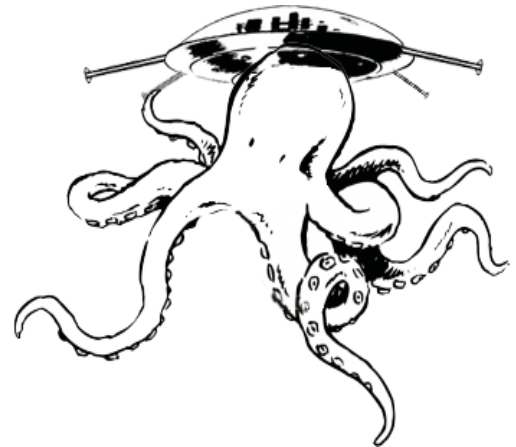
Varnothi squid are ten-legged behemoths that left the alien oceans millions of years ago and adapted to a life on land.

The mighty mollusks never stop growing throughout their lifetimes but the Varnothi military has found it

impossible to capture and train specimens larger than Scale +4D. They are used as shock troops and weapons platforms much as elephants were on ancient Earth. Like their aquatic forebears, Varnothi squid are highly intelligent, learn quickly, and will remember adventurers who harmed or helped them. They retain their ability to spray clouds of concealing ink (now evolved into a sort of aerosol smokescreen) and to change the color and patterns of their skin to blend into their environment.

Scale +2D, +4D  
 Might 5D  
 Agility 2D (Stealth +1D)  
 Wit 0D  
 Charm 0D — *You gotta be kidding!*

Armor (Squishy Body) +1D  
 Static Defenses: Block 15, Dodge 6, Soak 16





## ADVENTURE SEEDS

The movie serials upon which *Rocket Rangers!* is partially based typically had 12 chapters. Here are 12 adventure ideas to keep your campaign's strong-jawed heroes busy:

***Betrothal on Beta V:*** The Queen Bee has decided that one (or more!) of the visiting player-characters is manly enough to become her next consort, and she won't take no for an answer. It sounds like a cushy job, but what happened to her previous paramours?

***The Hunt for XL-20:*** An automated freighter carrying medical supplies vital to the survival of a plague-ridden colony is missing. Can the PCs recover the medicine and deliver it in time to avert tragedy?

***Maven of the Moons:*** Scientists, scholars and thinkers are disappearing throughout the solar system, one by one. Can the heroes protect Professor Azzuri while discovering the fate of his colleagues?

***Space Station Specter:*** The adventurers investigate inexplicable sights and sounds aboard The Hub, a space station essential to maintaining intra-system communications and commerce. Is it truly haunted by the souls of lost spacemen?

***The Mad Monks of Ivar:*** Responding to an ancient prophecy, the clergymen of a previously quiet religious sect have seized control of Ivar colony. Can the PCs restore power to the colony's elected leaders while addressing the sect's concerns?

***Ice Gods of Titan:*** The ancient deities of Titan have returned, demanding obeisance and obedience from Man. Or have they? Are the visitors actually shape-shifting alien invaders, human confidence men, agents of Vilnak of Varnoth, or do the PCs truly

have a divine headache on their hands?

***Terror in Tantalus Waste:*** The heroes race to rescue the crew and passengers of a space liner wrecked in the rugged, critter-invested Tantalus Waste, when their own ship develops engine troubles. Can they find the survivors, get their craft going, and escape before everyone becomes Purina Monster Chow™? Did we mention it's sandstorm/monsoon/hurricane season?

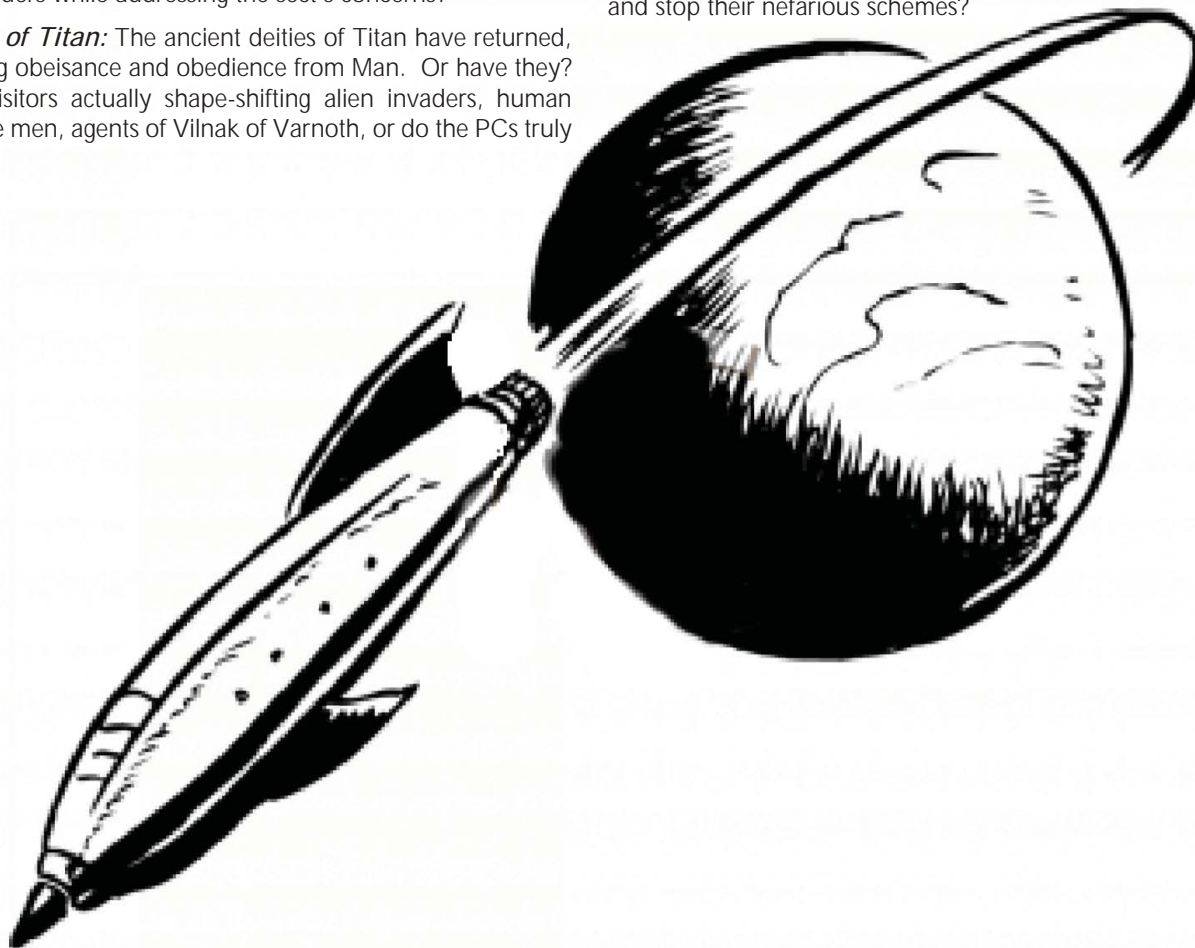
***Vanished Planet:*** Mardux the Manhandler demands a huge ransom for one of the solar system's randomly picked planets, which he announces his intention to steal. He can't really do it, can he?

***The Crater Creatures:*** Geologists examining ancient meteor strikes discover more than they bargained for. Can the PCs defeat the titular creatures?

***Against the Silver Emperor:*** Vilnak of Varnoth challenges the adventurers to contests of strength, wit, and skill during his colony's version of the Olympics with the fate of an important political prisoner in the balance. What? You didn't expect him to play fair, did you?

***The Sphere of Sorrows:*** An entrancingly gorgeous alien artifact drives all whose encounter it to despair and ultimately madness. Can the heroes get rid of it without succumbing themselves?

***To Overthrow the Earth:*** Vilnak of Varnoth, now allied with Mardux the Manhandler, is ready to make his play to seize the Earth. Can the adventurers turn the allies against one another and stop their nefarious schemes?





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