

Autograph Hunters

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Heroes

A party prepared for this short campaign should cover exploration and information gathering by different means. Possession of Knowledge-*computer operation* or Navigation may encourage purchase of useful programs, such as reference.

Opening Scene

Drivespace, a cargo-handling area furnished as a passenger lounge of sorts on a mixed cargo hauler [<https://www.alternityrpg.net/onlineforums/index.php?showtopic=9259>]. A holo image floats, showing slim scaled hands deftly presenting an antique with pages and a cover of pressed tree pulp, browned with age. She opens the precious thing to the second page, showing the title. Two words slope across, handwritten in faded blue ink, a man's name: *Alfred Hitchcock*.

The holo repeats, but it seems she's been too clever to leave any other clues.

The second file attached is a small craft's log, annotated in glowing blue text translating the contents to Galactic Standard.

Act 1: A Simple Drop-In

Scene 1: The Fools

Meadow / Vurlfsed

Encounter scene: The heroes try to persuade local academics to transport them to the gas giant.

Scene 2: The Monster

Grates / Vurlfsed

Combat scene: Creepy out-of-place traces and sounds might warn of assault by a ferocious biped, its hide partly scaled and partly shocks of black and white fur, spurting highly noxious yellow fumes from its posterior.

Animatronic skunk ape

When defeated, its head cover falls off, revealing a robotic skull with an ancient Post-It on its forehead: "Fool kids! You'll never find it."

Act 2: Hell is Other People

Scene 1a: T'sa's Grave

Cecily / Ybim's Star

Unlike the elaborate ossuary stacks of most of her species, she embraced the Leodal style of tomb burial. Strange lightweight bones still wear a brightly-coloured jumpsuit. A zipped pocket holds a Post-It pad. They would have been worth about 150 Concord dollars a pop if intact, count 'em: 47 sheets remaining.

Scene 1b: Twelve of the Five of the Eight

Peak van Rijn / Bux

Encounter scene: Her descendants are of much different temper and thoroughly unimpressed by being pestered by treasure hunters. Completely unadventurous, twittering and empty-headed, they titter with faint contempt. Why ask about such things? There's nothing to learn here.

Scene 1c: Lost Trail

Samala's Refuge / Xiers 58

Challenge scene: The vital quarter of the old station hangs in tatters from a weapon strike. A fully-equipped forensic cruiser could sift through for a few weeks with its AI drone swarms and turn up a wadded-up Post-It note.

Scene 1d: A Careful Man

Trill Station / Reffler

Encounter scene: Bale Turriff, a methodical and careful man, worth talking to (a Good Spacehand who lived in Xiers 58), where he rests writing his memoirs.

He had the feeling someone might come asking. He brings up a document on his workstation: "Known Movements of Limi Ladtho".

Act 3: The Deep

Scene 1

Gofannon / Euofl

Challenge scene: This may be the most hair-raising planet the heroes are likely to see, for a Post-It note with a song lyric. They're not likely to recognise the words, but the implication should come through.

Act 4

Scene 1

Cecily / Ybim's Star

Challenge scene:

The Unbelievable City assails the heroes with mental strain and moral doubt. (Ladtho was strong-minded and free of moral doubt, but she remembered the pain.)

Is it right to intrude on the quiet and the important work of the city for your sordid gain? Heroes of [] Motivations who choose to continue must make a *Resolve-mental* resolve check, taking 1 Fatigue damage on Failure or 2 Fatigue on Critical Failure.

Is it right to risk releasing the dangers of the city onto your kind? Heroes of [] Motivations must check.

(A GM not using Motivations might presume that heroes need not make the first check but must make the second, if prior performance doesn't show clearly.)

The third wave is a scream of sheer denial. All heroes must make a check as above.

Encounter or combat scene:

The city has spun genetic traces from Ladtho's pet tishk (*Planet of Darkness*) into a menace that she never anticipated.

Tiger-sized, supremely intelligent, psionically gifted, arrogant and mercurial, this unique being toys with the heroes in terrible whimsy.

Black kitty

Concluding the adventure

If Act 4 is worth a whole shiny AP itself, a total of 2 or 3 might be right.

For each day a hero spends inside the Unbelievable City, they must make a Constitution check. Failing a check applies a random mutation (from the *GMG*, *Gamma World* or other sources the GM prefers, one only, unless they remain inside for much longer periods).

d6: 1-4 advantage, 5-6 drawback

d6: 1-3 Ordinary/Slight, 4-5 Good/Moderate, 6 Amazing/Extreme