

SETTING CARDS

High Tech Urban

Grob Restaurant

Found in the worst quarters of town if they are near the space port, this restaurant caters to the carrion taste of the Grob. The place is dirty and cramped. Possible names are "Khogh's Kitchen", "Mangled Chicken", or "Human Burgers".

- For humans the dining room is somewhat small, there are many randomly placed tables and a counter behind which a greasy and dirty kitchen is visible. The place is stuffed with kitchen utensils, strung up animal corpses and absolutely ugly trinkets of all kinds.
- Yells and the cough-like language of the Grob drown out cheap synthesizer music.
- The place is hot and humid, greasy vapour clouds cling to those staying in here for too long.
- The overpowering smell of carrion masks the smell of spices and hot grease from the kitchen.

Muran Bar

The Muran are not known for their parties and this spartanic bar reflects this reputation. Possible names are "Sanctum Supreme", "Temple of Rest", or "Infinity".

- The Bar is really dark and everything is black, save for the blue glowing lines along most edges. There are private booths protected by curtains of blue laser-like light. The waiters are abstract holographic shapes in blue that use tractor beams to serve strange crystals of unknown function.
- Save for some very muted multivocal Muran conversation and

very quiet white noise, this place is silent.

- Temperature ranges from very cold to somewhat warm, changing abruptly from one section of the room to another for no apparent reason.
- There is a flowery smell mixed with that of sulphur.

Sanrok Scraping Salon

When Sanrok are out of their original habitat, they have to remove the outer layers of their skin regularly, otherwise they will literally turn into statues. Most major cities offer this service in the form of Sanrok Scraping Salons.

- The Salon looks like a mixture between a sculptor's studio and a barber shop with many huge devices used to clean Sanrok. The place is busy and colourful.
- The constant chit chat of the service personal blends in with the droning and drilling tool sounds.
- The place is cool and dry with stone dust floating in the air.
- The smell of stone mixes with the that of various beauty products.

Quibitch Stadium

This Protean sport has gained widespread popularity. It involves people using antigrav units, trying to score a small ball into the goal of the opposing team before that team manages to get hold of another ball that uses antigrav to buzz around the field. Roll a d6:

1: There is no game, the description below is unlikely to be useful as is.

2-4: The game is about to start. People are happy and many are still looking for their seats

5: The game is almost won by one side and people are getting very excited

6: A riot is about to break out and the game will be cancelled any minute

- The stadium is a huge oval with floating goals, screens at each seat, and a holographic score board above the field. The seats are orange plastics. Everything is somewhat worn, some seats (replacements) are of a slightly different colour.
- There is a smell of popcorn and hot dogs in the air.
- The place is really noisy - pipes, drums, screams, and the motor sounds from the antigrav units.
- The air depends on the time of the year.

Busy Inner City Maglev Station

This place is a maglev station or another form of public transportation. It is very busy and could use some renovation. Roll a d6:

1-2: A train has just arrived and a flood of passengers is pouring out of the station. Several late comers are trying to catch the train.

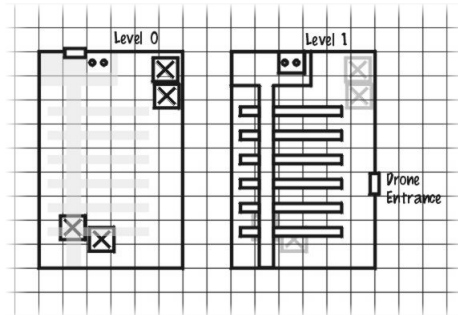
3-5: People are waiting at the platform

6: The train is late due to technical problems and people are complaining and blocking the place.

- The platform is reached via 4 elevators or 3 escalators. It has a very futuristic look and is bright with holo adds. However, there is a bug in the projector and the whole place could use a new paint job.
- There is a smell of urine and sweat, masked by an artificial "pine forest" spray.
- There is a cacophony of human voices, rumbling Sanrok speech, the music of the adds, and possibly train noises.
- The air is stale and warm. There is a slight draft at the platform.

Drone Bay

Hidden in a side street, this room contains racks for the many drones used in city maintenance. The door is usually locked but it is possible to slip in when a drone arrives (Athletics vs. 4) or to defeat the rather simple lock.



- The drone bay is packed with drones of all sizes and shapes. There are many exposed cables and pipes. Some of the drones are active, causing a constantly moving background. Dust motes can be seen in the dim neon light.
- except for a few clicking sounds and muted noise from the street, there is absolute silence here.
- There is a smell of oil and dust.
- The drone bay is warm and dry.

Hostile Jungle

Abandoned Base

A small pre-fabricated base of human origin. It might be CORE, traders, or pirates. It is definitely camouflaged and seems abandoned. There might be the following problems/advantages (d6):

1-2: The base still contains some equipment or supplies useful to the PCs.

3: There is a dead body with strange black spots on the neck. There might be some disease danger.

4: A small animal has built its nest in one of the domes. It is very likely harmless.

5-6: The interior of the domes shows signs of a fire.

- The base consists of three flat domes made of grey plastics and covered with white spray-painted symbols. It is covered with netting and has burnt-out holo projectors spread out around the place.
- The smell of the jungle is mixed with that of garbage and the ozone-like smell of the only holo projector still under power.
- There is a buzzing electrical sound from a malfunctioning holo projector as well as jungle sounds in the background.
- The air is very humid and it is hot.

Sticky Webbing

This part of the jungle is covered by a strange sticky webbing, apparently the lair of some spideresque monster. The monster has a 1 in 6 chance to be present and another 1 in 6 to arrive if the PCs stay too long.

- The vegetation around here looks sick and is covered by yellowish strands of web that is sticky due to the many tiny barbs on it. A sucked-dry body (animal or colonist) dangles from a branch. A low wind gently moves the strands.
- There is a smell of blood and death mixed with a hint of sulphur.
- Everything is quiet, the only sounds are far away animals and even those sound less intensive than before.
- Despite the warmth of the jungle, it is chilly around here.

Native Tomb

Even if this planet is devoid of intelligent life, the PCs stumble upon a burial mound sealed with a stone. If the PCs arrive from the wrong side (4 in 6), they will only notice

the entrance when they look back. The gold amulet might be a future adventure hook.

- The entrance of the tomb is the only visible artificial feature seen from the outside. It is made of granite and covered with icons that show animals, monsters, and warriors. The crafting is crude but very impressive on an emotional level. The inside of the tomb contains a rotten wooden throne complete with a native mummy, feathers, and a few pieces of pottery. There is also a gold amulet.
- Inside the tomb there is a smell of cinnamon and ginger, coming from the mummy. There is also a strong earthy smell.
- Inside the tomb one can hear the scuttling of many small feet, possibly some kind of insect life
- The inside of the tomb is cool and dry.

Outer Space

Alien Beacon

Floating stationary at the fringe of some natural phenomenon, this beacon was meant to warn off people but its language is no longer understood.

- The beacon shows as an impressive energy spike on the sensors and constantly sends audio signals in an unknown language that sounds like a dark chant.
- The beacon looks like a cylinder covered with glowing red symbols that are very sharp and blocky. The cylinder has many spikes radiating from it.
- Advanced scans show that the beacon is solid and has no openings.

D'Vor Hunter-Killer Wreck

From afar, this wreck might be mistaken for a life Hunter-Killer and only foolhardy PCs will go there to investigate it.

- On the sensors, the PCs will get the silhouette of a HK, apparently powered down and waiting in some asteroid field.
- Closer visual examination will reveal that it has sustained heavy damage and is no longer active.
- The inside of the HK looks very organic, with veins running through the walls and small organs protruding from the ceiling etc. Due to the vacuum which has gotten inside of the HK, everything is frozen and there are clouds of frozen liquids drifting through the ship.
- There is only enervating silence within the HK