SCHATZSUCHE
GURPS

Schon seit Jahren liefern sich die Großmächte von Leng und Merdion einen erbitterten kalten Krieg um die Vorherrschaft auf der Welt von Derra. Söldner, Marionettenstaaten und Freibeuter führen einen Stellvertreterkrieg, der zunehmend blutiger wird. Die Zukunft wird als düster angesehen, vor allem da es immer mehr Gerüchte gibt, dass eine unnatürliche Macht am Erwachen ist, die vielleicht das Ende beider Staaten nach sich führen kann.

Doch unsere Helden sind keine Weltverbesserer, sondern eine Gruppe profitorientierter Piraten im Dienste von Leng, deren größte Sorge es ist, die Kosten für den Unterhalt ihres Kriegsschiffes aufzubringen. Da kommt die Nachricht über das Verschellen der schwarzen Flotte von Merdion im Dreieck der Stürme genau richtig und die Charaktere bereiten eine Expedition vor die Reichtümer von Merdions Kolonien für sich zu beanspruchen.

Aber in welcher Welt spielt dieses Abenteuer?

Das entscheidet Ihr! Jeder der Mitspieler darf eine Entscheidung über die Welt treffen (s. Liste unten) und ich bastle dann aus vorgefertigten Elementen ein Abenteuer zusammen. Da die Vorschläge geheim abgegeben werden, weiss niemand, was am Ende heraus kommt. Ziel dieser Aktion (die ich beim letzten MART mit sehr viel Erfolg ausprobiert habe) ist es, eine einmalige fantastische Abenteuererfahrung zu haben, wobei das ganze nicht zu ernst zu nehmen ist. Um die Sache einfacher zu machen, ein paar Beispiele:

Entscheidung über die Kultur der Staaten - hier ist eine Analogie zur Geschichte der Erde gemeint, z.B. Napoleonisches Frankreich, Japan im 16 Jahrhundert, Sowjetunion etc., aber natürlich darf auch gemischt werden (z.B. eine Sowjetunion gegründet von einem zum Islam konvertierten Lenin)
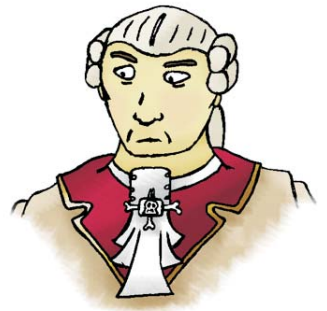
Technische Entwicklungsstufe - kann der Erde entsprechen oder auch abgedrehter sein, z.B. Steampunk

Magische Entwicklungsstufe - ist Magie häufig, selten, verboten, heilig oder alles zusammen?

Die dunklen Kräfte - welche Macht streckt ihre Hand nach Derra aus? Vampire, Dämonen, die geheime Gilde der Glasbläser?

Der Abweichungsfaktor - hier ist Kreativität gefragt! Irgendetwas unterscheidet Derra von unserer Erde. Das kann etwas relativ isoliertes sein (z.B. sind die Ozeane aus einem lebenden, nach Blut hungerndem Gelee) oder etwas fundamentales (Die Naturgesetze sind anders und es ist möglich, riesige Sprünge auszuführen).

#	Spieler	Entscheidung
1		Kultur von Leng
2		Kultur von Merdion
3		Technische Entwicklungsstufe
4		Magische Entwicklungsstufe
5		Die dunklen Kräfte
6		Der Abweichungsfaktor

TREASURE HUNT

A genre-adaptable adventure for GURPS 4th Edition by Pythagoras

Introduction

This adventure is based on the idea that the PCs will contribute setting ideas (see initial pages) - therefore, it is quite open in many aspects. Use the guidelines at the end as well as your imagination to adapt it to the required framework.

Summary

After some initial research and equipment shopping, the PCs depart for the Tempest Triangle to look for the Black Ship of Meridion. They will find out that the ship was hijacked by a band of pirates from Meridion with help from an insider.

The main part of the adventure consists of the search and the infiltration of the pirate's base, introducing the interesting problem of the captures crew of the Black Ship.

Section 1: Initial Research

This stage depends largely on the TL and the interaction between the two major cultures. For this reason, all information is given here and you have to decide what the PCs can find out with which skills.

The **Black Ship** departs the colonial islands of Meridion every year, returning tribute, taxes, or plunder. The treasure depends on the setting (see below). The existence of the ship is common knowledge and it is too big to keep secret but its route changes yearly to reduce the risk of attacks. It was supposed to meet with a flotilla just after the Tempest Triangle but never showed up.

The **captain** of the ship is a well-known soldier and information about him can

Ultra-Abstract Ship Combat

Roll an opposed Tactics check, the winner gets to take a shot at his enemy. Roll the appropriate weapon skill of the lead gunner using the following formula:

Skill + Offence Mod - Defence Mod

Each point of success deals a single point of abstract damage. Apply this to the ship sheet provided with the adventure.

When half of the current HP are lost, there is a 50% change of move being reduced by half. There is also a 2 in 6 chance of Offence being halved.

probably be obtained rather easily. He is said to be cold and efficient, with a tendency towards arrogance and a very setting-specific weakness (see below).

The **Tempest Triangle** (see map) is an archipelago that is used at lower TLs to replenish supplies. At higher TLs, ships try to avoid this area due to its terrible storms, a reason why the Black Ship sometimes takes this route for surpise purposes.

The **Main Island** used to be home to a small base of Meridian merchants but was destroyed early in the cold war by a commando raid. However, the site of the former outpost is still one of the only three known natural harbours in the area and is sometimes used as a refuge during storms.

Shark Island is a dangerous place, avoided at all costs (see genre section). There is a natural harbour there, but it is not used.

Finally, **Volcano Island** is home to a smoke-spewing mountain. It is an island of ashes and magma, its harbour barely useable and usually avoided.

If news networks are quite good, the PCs might have heard of several interesting events taking place in Meridia:

- A major mutiny has occured in Meridia and the vessel "Enterprise" has gone missing ever since.
- The infamous gang boss, cultist, or terrorist known as "Green Wolf" has escaped from prison and has vowed revenge against the Myridian government.
- There is a growing tension in the Southern colonies due to Lengian agitators and it is not impossible that sabotage has played a role.

Section 2: Finding the Ship

The quest for the Black Ship will take the PCs and their transportation (a small and fast ship akin to the escorts of the Black Ship) to the Tempest Triangle. A careful search of the most obvious spots can be conducted but there is the added complication of 3 Meridian ships also searching the area.

The **Black Ship** has been sunk near the natural harbour of Volcano Island. A search-5 will let the PCs find it. Investigation will reveal that it is empty, its hold having been plundered of the most valuable items.

Easier to find is one of the **escort ships**, which lies in the harbour of Main Island. The place is guarded by one of a token detachment from the search party vessels consisting of two marines and one doctor. The security on the island is therefore somewhat lax and it should be easy to abduct the sole survivor of the escort from the hospital tent.

The **survivor** has the following tale to tell (due to his wounds, he is not very resistant to interrogation):

- Pirates led by the Green Wolf have set up base somewhere in the archipelgo.

- They have attacked the Black Ship with the help of swimmers (see genre adaptation), taking the crews by surprise.
- One of the ecorts managed to escape and sailed to the Main Island.
- Since they did not use any larger ships to attack, the pirates must have come from one of the islands in the blue zone. Also, they would not need a natural port for their small ships.

Section 3: Finding the Base

The base of the Green Wolf is hidden by some devious technique (see genre adaptation below). There are several ways to find the base of the Green Wolf. One is to carefully watch the Blue Zone for **ship activity**. Also a careful watch will eventually lead to an attack by 2 ships - if any of the enemies is captured, he can be questioned about the hidden port.

Another way is to set a trap, using a **decoy** of sorts to find out where the enemy cones from.

Finally, there is the option to conduct a **stealthy scout mission** into the area. This might take some time but eventually (after several Observation checks), a hidden harbour is discovered - possibly due to some careless pirate who moves from the cover.

During their search, the PCs might encounter the natural hazard (see genre adaptation), which is hidden behind a giant waterfall dropping into the sea and that they might mistake for the enemy base.

Section 4: The Raid

The attack on the base requires some preparation and scouting. The base of the pirates (see map) is surrounded by genre-appropriate booby traps, which

might alert the priates of intruders. The **land-based entrance** to the underground tunnels is guarded by 2 pirates, who are quite bored, because the base is so well hidden.

Inside the tunnels, which are only one meter wide (causing problems with most swinging weapons), there are also some traps (marked as), which will cause damage and alert the pirates of intruders. There is a total of 12 pirates in the tunnels, along with their evil master. From here on, the whole thing turns into a plain fight that hopefully ends with the PCs carrying away the loot.

Genre Adaptation

Given here are some stats useable for a wide range of genres. Some improvisation is still called for but the material here should serve as a good basis.

The Black Ship of Meridion

The black ship is a state-of-the-art armed transport escorted by two fast attack ships. At low TLs the escorts will be sailing ships or galleys, where possible, they will be able to fly or be submersible (or both).
☐ Flying
☐ Sumersible

The treasure on the ship depends on the setting. It will most likely be gold but magical or high-tech settings can call for other treasures:
☐ Gold
☐ Uranium
☐ Mithril
☐ Nanotech
☐ Meteroid Material

The Captain of the Black Ship

The captain of the ship is a well-known soldier and information about him can probably be obtained rather easily. He is said to be cold and efficient, with a tendency towards arrogance and a very setting-specific weakness:
☐ Code of Honour (Knight)
☐ Setting-Specific Delusion: _____
☐ Intolerance (Magic Users)

Shark Island

The danger of Shark Island is very genre-based. Pick the most appropriate:
☐ Home to a gigantic monster shark that hunts within the radius marked in blue.
☐ The Island was used for a weapon test and the area within the blue bounds is said to be contaminated by _____.
☐ The blue zone is a zone of magical anomalies. Pockets of elemental matter manifest at random and spells become *unreliable (control 12 or less)*.
☐ The island is a forward base of the unnatrual threat chosen by one player. They have warned outsiders not to cross the blue line, marked by magic, radio buoys etc.

The Green Wolf

Different Genres require different villains. Pick the one most appropriate for your adventure:
☐ The Green Wolf belongs to the threat group picked by one of the players. He is a powerful specimen but exiled from his race or group.
☐ A mad scientist infamous for his experiments with the threat group.
☐ A necromancer somehow involved with the threat race.
☐ A supervillian that is a bipedal wolf monster and spews green fireballs.
☐ An elite gunman/archer/javelin wielder

The Swimmers

The Pirates have an ace up the sleeve in the form of their aquatic allies. These are:
☐ evil fishmen

- oriental-style monks that can hold their breath for a very long time.
- cyborg divers

Base Stealth

The mechanism hiding the base depends very much on the tech and magic level.
- A powerful illusion (that can be disrupted by smoke or clouds moving through it)
- An blast door that is painted with a cammo pattern.
- The port entrance is just concealed by rocks and other natural obstacles.

Natural Hazard

Near the Shark Island there is a natural danger hiding behind a giagantic waterfall. What it is depends on the genre (and on the choice of the danger of shark island)
- The giant shark has its lair behind the waterfall
- The unnatural threat has its base there
- The contamination / the wild magic zone is very strong behind the waterfall and its effect become nearly lethal.

Booby Traps

Whenever the adventure calls for a booby trap, use one of the following you find the most appropriate.

Low Magical

This trap makes use of magic but is not very flashy in its effect. In effect, it is one of the technological traps but is enhanced with illusion magic, increasing the required Search or Observation check by -2. After the trap is triggered, the illusion becomes obvious (e.g., a part of the floor that is insubstantial).

High Magical

TL 0-5

There are two traps of this kind. One is the **spiked trap pit**, which consists of a concealed trap (use search+2 or observation-3 to detect). If the trap is triggered, 1d6 impaling damage is dealt to one or two feet. Some of the traps are treated with infectious material to increase the chance of infection.

The **bamboo whip trap** is relatively easy to detect. It consists of a trip wire that releases a bamboo rod that is under tension, driving spikes into the attacker. This deals 2d6 impaling damage to the upper body. The trap can be detected with search+5 or observation+1. (+5/+2 at TL 1 or less, because no wire is available).

TL 6-7

These traps use grenades or shells as part of their killing mechanism. A classic is the **wire-triggered grenade**. This trap deals 4d cr ex [2d]. Detection requires search-2 or observation-4.

A nastier grenade trap is placed underwater (in rivers) or into a covered pit. The grenade is weighed down and attached to a **lose spike** that deals 1d impaling damage to the foot. When the foot is pulled away, the grenade is triggered on a 4 or less on 1d.

TL 8-9

A this TL there are dedicated "special purpose mines" that can be installed to cause intruders trouble. Using cheap sensor networks, the position of intruders can be determined (Visual Per 16). The information is transmitted to **semi-mobile explosive devices,** which can jump up to 4m into any direction and will deal 5dx2 cr ex [4d].

Weird Science

Pulp setting traps are flashy and largely ineffective. The example included here is a **flamethrower** that reacts to movements and fires a cone of flame (3m wide, 10 m long, 3d burn) for 2 seconds. Once the PCs understand this,

they can use stones to distract the trap and attack it. If the trap has been triggered before by some animals (3 in 6), its detection requires Search+5 or Observation+3. Otherwise, use Search+1 (failure tirggers the trap) or Observation-2.

Ships

	Move	Off	Def	HP
Double Canoe	3	+0	+0	2
Galley	4	+1	+1	4
Sailing Ship	6	+2	+1	6
Submarine	5	+2	+4	4
Destroyer	7	+5	+3	6
Skimmer	8	+3	+5	3

Goons

OK, these goons are not that exiting but in this adventure, its not really the stats that count.

Attributes: Str 10 [0], Dex 10 [0], Int 10 [0], HT 10 [0]

Secondary Characteristics: Damage thrust 1d-2, swing 1d, HP 10 [0], Will 10 [0], Per 10 [0], FP 10 [0], Speed 5.0 [0], Move 5 [0]

Advantages: none

Disadvantages: none

Features: none

Skills: Brawling (DX/E) 12 [4], Observation (Per/A) 11 [4], Broadsword (DX/A) 12 [8], Polearm (DX/A) 12 [8], Shield (DX/E) 11 [2], Guns (DX/E) 13 [8], Stealth (DX/A) 11 [4]

Typical Equipment (Low TL): Thrusting Broadsword and Medium Shield or Glaive, Leather Armour (DR 1)

Typical Equipment (Medium TL): Broadsword, Glaive, Flintlock Pistol, Leather Armour (DR 2).

Typical Equipment (Higher TL): Thrusting Broadsword and Medium Shield or Glaive, 9mm SMG
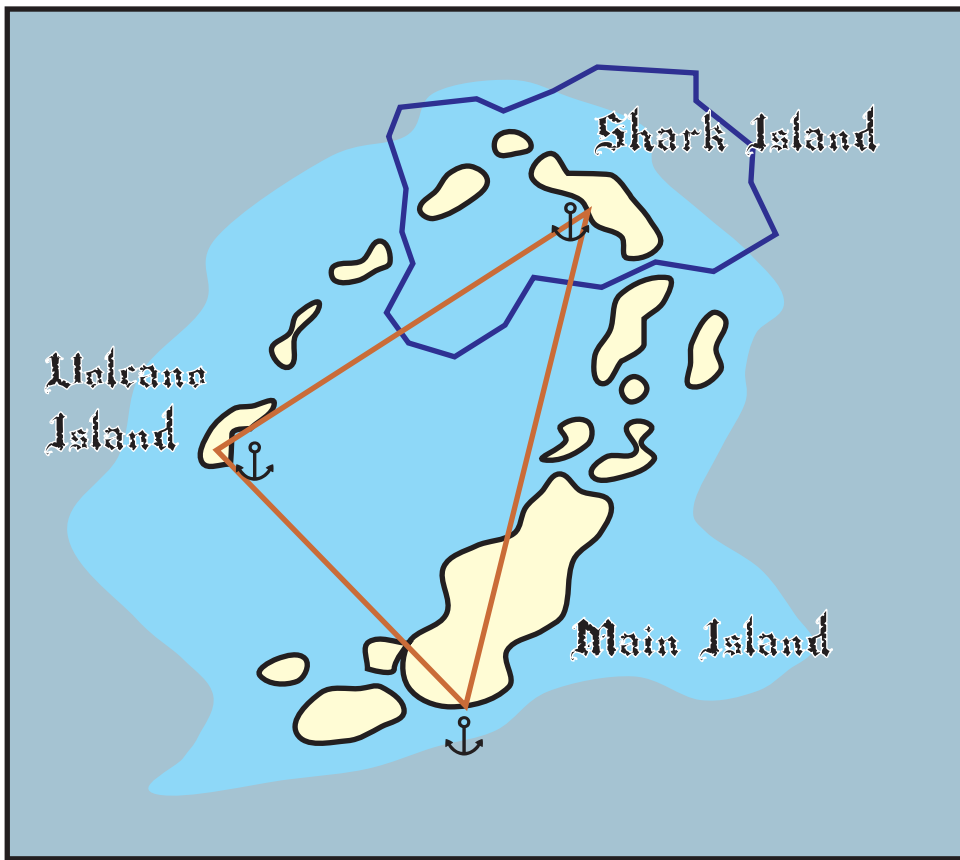
Green Wolf Stats

Use the basic goon stats but increase DX and INT by 2. Also, the Green Wolf wears a really good armour appropriate to the TL that grants DR 5. Depending on genre, you might want to give him some special abilities worth about 25 points as well:

Name	Attack	Damage	Parry/Ddge/Blck	DR	Notes
Warrior	Broadsword 12	1d+1 cut *or* 1d imp	9/8/8	varies	* reach 2 or 3 # weapon becomes unready due to ST $ Acc 1, half damage beyond 75 m § ROF 8, Rcl 2, Acc 3, 1/2D: 160
	Glaive 12*#	1d+3 cut	9U/8/NA		
	Flintlck 13$	2d-1 pi+	-/8/-		
	SMG 13§	3d-1 pi	-/8/-		

Land-Based Entrance

Quarters

Quarters

"Washrooms"

Loot
Storage

Well

Quarters

Equipment
Storage

Natural Harbour

The Pirate Tunnels

The Tempest Triangle
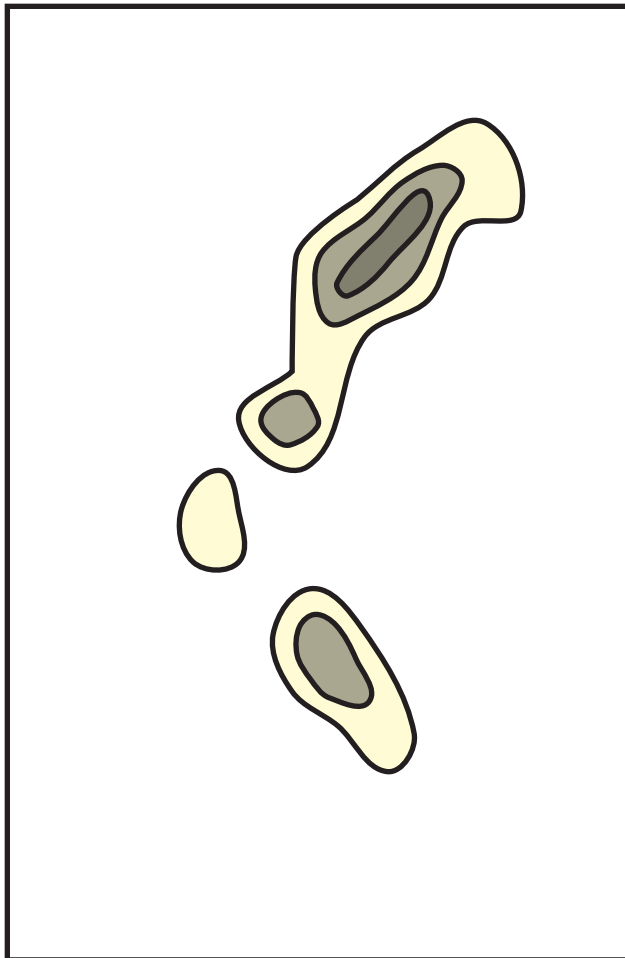
Shark Island

Shark Island – DM Map

Hidden Base

Natural Hazard