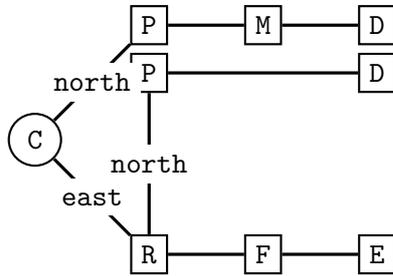


# Lost in Space

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## Pointcrawl



**C** The voyager generation galaxy-ship was passing through empty space, when a wormhole opened up in front of it and a planet came crashing through. The gravitational fluctuation destroyed the ship's internal systems, and changed its path. Without enough power to correct to its original heading, it is left drifting in space. Panic and chaos breaks out on the ship, but it is quickly realised through observation that the planet is or was habitable, and shows some signs of life—despite its lack of sun, it seems well lit and warmed, with green vegetation on the continents. There is only enough drop-ships and cargo-ships to get a few hundred people onto the planet. As the ships are descending through the thicker-than-expected atmosphere, they lose sight of each other. On the other side, it seems only one small utility vessel made it through the atmosphere. The autopilot and sensors begin to malfunction as the ship breaks the thicker outer atmosphere and enters breathable air. The ship crashes towards the ground. The party lands in a clearing leading up to a cliff face over ocean to the south and west. The ship crashes into the mountains to the north. They can see a river running from the mountains off to the east, and a pass leading up the mountains to the north.

**R** The river is fast flowing and impassable, it flows north up towards its source in the moun-

tains, and eastward cutting through a valley covered in a fine morning mist.

**F** The fine mist of the forest obscures some dire wolves. They strike with lethal fury, and the players have minimal chance to deal with them due to their lack of night vision and the darkness created by the canopy. If they attack with heat weapons of any kind (plasma, laser) they might set fire to the forest.

**E** The Elven village of Manadh spirals through the deepest parts of the forest. Built into the very trees themselves with wooden pathways and rope-elevators bringing around many Elves from tree to tree. If the players set the forest on fire they will be met with hostility from the elves. The advanced weaponry of the players should make it a slaughter.

**P** The mountain pass through the mountains is a dangerous pass, with collapsing rocks falling on the players and them having to deal with them on a regular basis. As they continue far enough they will find the entrance to a mine.

**M** The mine opens out into a larger dug out area, with pillars propping up the excavation. In there is the defender, a giant troll bound in chains and with magical runes covering his body. His job is to defend the city deeper in the mines from invaders. He should provide a suitable challenge due to his rune-enchanted rocky form, and highly lethal punches.

**D** The great Dwarven city of Nutut. Built into the deep caverns of the mountain itself. The Dwarves are preparing for war as their runes have informed them that the guardian has been felled. It should be a slaughter.