

# Seeds Compilation: Sci-Fi I-V

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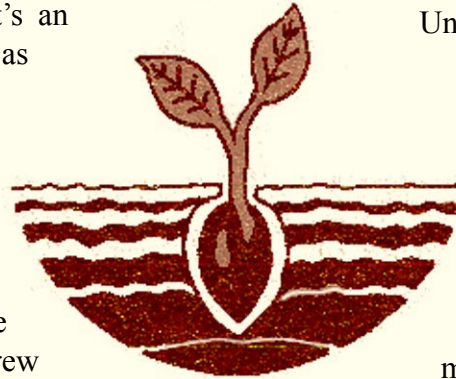
Seed Art by Ian Armstrong

## Here Begins Seeds Sci-Fi I

*M*iniature meteor storm... hull breach... four life pods... 20 crewmembers... 10 minutes of oxygen... go! It's an emergency situation and the characters have to gather as much of their personal possessions and environmental survival gear as they can and get to one of the life pods as quickly as possible. Unfortunately, as the mini-meteors puncture the hull in different locations, the ship's automatic systems start sealing off corridors and rooms where a significant drop in pressure is detected. This has essentially turned the entire ship into a dynamically realigning maze as crew are continually cut off different areas within the ship, making it even more difficult for characters to get to where they need to go in the precious few minutes remaining.

*T*he PCs' spaceship (or ship they have passage on) suddenly ceases to respond to the controls. The PCs – and everyone aboard – must determine whether this is some form of outside influence or the birth of artificial sentience and in either case must contact and negotiate an agreement with the ship's new pilot.

*A* noted scientist was forced to abandon the space station she was conducting research at as a fire broke out at the facility and the station's



systems began to fail. The only place she could have headed after the station's demise was a nearby, uninhabited moon. A reward was immediately announced to anyone who could get to the moon, rescue

the scientist, and return her safely to an inhabited world.

Unfortunately, in their shortsightedness, the authorities that offered the reward didn't count on every cutthroat scoundrel in this half of the solar system rushing off to find the scientist and eliminate their competition on the way. Normally, this wouldn't be such a bad thing... if the PCs weren't already on route to the isolated moon when they discover the unfriendly company. Time is also at a premium as well, as no one knows how much oxygen, food, and water the scientist managed to escape the station with.

*D*uring a flight through a relatively unfrequented area of the solar system, the characters encounter a derelict space ship, seemingly without power or responsive crew. The characters may be able to claim salvage rights if they can figure out a way aboard. There must have been some reason the ship was abandoned, however. Did the crew attempt to escape something that was onboard the ship ...or are they still there? Maybe there are still crewmembers onboard in stasis. Reviving them may provide some clues to what happened, providing they weren't already in stasis when the rest of the crew abandoned ship.

The characters discover the remains of an ancient space probe that has accumulated an incredible amount of data during its travels, all of it undecipherable through any means available to the characters. Such an item would be of great scientific importance to any museum or university it was dedicated to. On the other hand, it could be worth a significant amount of capital if sold to an interested private collector.

### *Interspecies Relations*

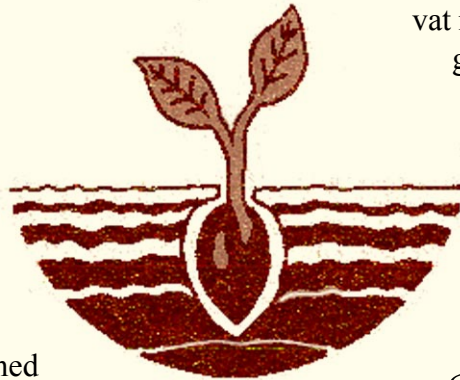
The market for interspecies pornography is growing rapidly. PCs are offered the opportunity to make some money the easy way – just lay back and think of the Imperium.

### *The Heart is a Lonely Hunter*

The party is hired to check out a long abandoned space station. The station was established a century ago, when that section of space held a valuable commodity. Trouble is, science marches on, and the commodity became worthless. There being no need for the item the station became effectively useless, and as a result was abandoned.

The station computer was supposed to be turned off. But some kind hearted soul decided to leave it on so it could spend its time contemplating the universe. The station's experimental computers used organic brains for the central processor. In this case, the manufacturer used a dog brain. In terms of personality etc. the computer is a dog.

Therein lies the problem. Dogs need company. A lone dog is a sad dog. A lone dog soon becomes a neurotic dog. This dog has been all alone for a century. People show up. He's not about to let them go. They will stay, and keep him company. He will do anything to keep them there, and he's had a century to work on his station. He's even mined local gas giants for resources, and manufactured supplies so organic creatures can have a good, long life on the station. Which means that anything that could take his new friends away will be disposed of...



### *The Relief Ship*

Carving out a new colony on a distant planet can be a lonely and difficult business and a man needs a little comfort. That is why the PCs have been hired to deliver a load of cryogenically frozen future wives for the rugged frontiersman. But, looking through the paperwork, which was unfortunately only delivered just before launch, some of these girls seem to be very young – and where is the evidence that they are volunteers at all?

### *Ship of Sandwiches*

Megaburgers Galacticorp is always looking for new ways to promote its range of delicious, nutritious and in no way fattening vat meat burgers to new markets. That is why it is offering a good fee to shipowners willing to have their ships painted in new Megaburgers Corp colors and to help distribute a few goodies on arrival. It is unfortunate that some deluded freedom-haters see Megaburgers as a symbol of galactic oppression and will take great delight in trying to blow any such flying advertisements out of the ether.

### *The Guinea Pig*

One way of picking up a little extra cash without the need for qualifications, skills or indeed tax receipts is to put in a stint as a trialist in medical experiments. These procedures are always incredibly safe and there is very little chance of contracting a disease. But perhaps a PC trying this could find a diary tucked away in one of the experimental rooms that tells of one trial that went a little awry. Indeed, it is possible that some of the trialists are still present, although transported somehow into another dimension from which they can see but not be seen.

### *The Bad Sphinx*

A semi-autonomous probe landed on a distant planet where it malfunctioned and took it upon itself to become a devil to torment the